CS 6452: Prototyping Interactive Applications Fall 2015
Assignment 3: Making Things Talk
October 5, 2015

This assignment is about applying your experience in Arduino and Processing programming together with Physical Prototyping skills towards the creation of a fun, interactive, and personally meaningful artifact. Your primary objective will be to seamlessly integrate the digital into the physical. You are asked to work individually to complete this assignment, but you are allowed to share your ideas with and take help from your peers.

Project
Create an interactive artifact or art installation that combines the design elements and technical skills you have learned so far in class. Although we showed you some examples from last year, do not feel limited in scope and get creative with your installations!

For example, you could create an animated puppet that responds to one or more input(s) and produces visual, audio, and kinetic output. You can either repurpose an existing soft toy or create your own from scratch. For some ideas on the kind of effects you can incorporate please check http://animatronicsworkshop.com/, You could attach motion sensors that make the puppet move or make a noise when someone approaches it.

Most of you already had ideas that we discussed in class. The ideas are all feasible so make sure you plan your project well in order to get it ready in time for the deadline.

An announcement has been sent out with a link to a spreadsheet in which you can enter any materials that you require for the project. We will be reviewing the sheet and try to get you access to as many of those as possible.

Deliverable
Working source code and functional prototype. For all options, we will have a full class critique session where you will be expected to demo your interactive piece and collect feedback from your instructor and peers.

Grading Criteria
1. In-class demo of working solution for all projects. (60 points)
   a. Working demo (30 points)
   b. Telling a story/scenario of use (20 points)
   c. Response to critique (10 points)
2. Source code and interactive artifact. (20 points)
3. Poster or a 2 min long video capturing the process of development. (20 points)

Due Sunday, October 25th. Upload to TSquare. Demo will be in-class on October 26th, 2015.