

NM4226

HCI and Interactive Arts/Entertainment Design

Assignment 3 (10%)

Design a mobile application that is intended to be an *interactive artwork*. The application will consist of a single screen. It can respond to touch, movement, sound, location, and/or any other forms of input available on the chosen mobile platform, and may respond with any of the available output modalities. The application must consist of an *ambiguous* interaction that remains *open to interpretation*. Note that it is not the *purpose* of the application that is ambiguous, but rather it is the *interaction* itself that is left open to multiple interpretations. Although it will be clear to the user what they are able to *do* with the application, it will not be clear *how* they can do this. The resulting ambiguity should be *meaningful*, and create an *aesthetic* response.

Present the design proposal as a screen mockup, clearly indicating the ways in which different input creates responses. Be sure to indicate any underlying *state* that may also impact the system's behaviour.

Together with the design proposal, you will write a short *reflection* discussing how you approached the design. Discuss 1) how you determined what the system should *do*, and 2) how you would *evaluate your design*. Justify these points and explain the assumptions underlying your design process and your proposed evaluation process, with reference to the readings from weeks 7 and 8.

Deliverables

1. Description of your design:

A short (1-2 paragraph) description of the design, describing your overall approach and intentions, the specific target platform, and any other information that may help to clarify your design.

2. Screen mockup and rules

A visual mockup of your design, together with details of system behavior and user interface components.

3. Reflection:

A short (500-word) reflection on your response to the design brief.

All three items should be included in a single file (.doc or .pdf), and uploaded to the IVLE workbin by **23:59, Sunday, 10 March, 2013**. Be prepared to share your designs with the class in week 8.