A RIDDLE, WRAPPED IN AN ENIGMA

Activity in the world, from people or otherwise, passes by. Things happen in a continual stream, and some cases are entirely transitory – after it happens it's gone, or the moment is lost to the next change. In part, people are able to understand what's happening *right now* because they could observe what happened in the lead up to now, or what they've come to expect from similar situations.

When we prototype systems that generate events from people's activity, such as input events, or streams of data from a sensor, there's often the need for data processing because the last read value alone is not very meaningful.

In class, several techniques were introduced for basic data processing.

- Math functions
- Arrays
- Moving average
- Storage: Local storage & JSONbin

The challenge is to create a lock/unlock mechanism – akin to Face ID, PIN or swipe pattern – for an online journal service. You should utilise some kind of data stream (pointers, motion, orientation, keyboard, microphone, camera etc), processing it, and decide whether to unlock the journal or not. Obviously, the mechanism shouldn't just be a matter of typing your password or PIN.

Ideas:
- Gestures: perhaps moving in a certain shape?
- Rhythm: perhaps it's the tempo/timing of input?
- Sequence: perhaps it's the order in which things unfold?

Criteria:
1. Learnable: The mechanism should be learnable and people should be able to lock and unlock reliably
2. Bodily: Does the mechanism draw upon the body?
3. Whole: The mechanism doesn't feel "tacked on" but is somehow part of the storytelling of the product

Anti-criteria:
1. The mechanism doesn't have to be *actually* secure

Resources

Data Types
http://ixd-res.clintio.us/web/js/data_types.html

Data Types Revisited
http://ixd-res.clintio.us/web/js/data_types_ii.html

Data storage
http://ixd-res.clintio.us/web/js/data_storage.html