PROTOTYPE: ANYWHERE ON EARTH

Completion requirements
Opens: Sunday, 27 October 2024, 6:00 PM
Due: Tuesday, 29 October 2024, 6:00 PM
PROTOTYPE DUE: 29TH OCTOBER @ 18H00
TEAM OPTION: TEAM-OF-(MANY)
PREAMBLE:
The ASSIGNMENT ANYWHERE ON EARTH is an approach to research that combines creative and academic research practices, and supports the development of knowledge and innovation through artistic expression, scholarly investigation, and experimentation. ANYWHERE ON EARTH spans three milestones: a Proposal (1st October), a Prototype (29th October) and a Experience (26th November).

GUIDELINES FOR PROTOTYPE PRESENTATION

On the 29TH OCTOBER, all TEAM-OF-... will be required to SET UP, PRESENT and SUBMIT documentation (PDF, Video, Images) in support of their current Physical Prototype i.e. current state of ambiguities, research, development, advancement, implementation and fidelity with respect to the initial Project Proposal. Each TEAM will be evaluated on the Physical, Tangible and Perceivable progress demonstrated. A Physical Prototype, with respect to CART461, is defined as a *first* "full-scale" maquette in functional form. The Prototype presented on 29TH OCTOBER will serve as a model for that which will become the Final Artifact or Experience on 26TH NOVEMBER.

The Physical Prototype is an Interactive implementation of your intentions – it must be accumulatively Meaningful (Fidelity, Form, Function, Materials and Interaction). The Physical Prototype should concretely (minimize ambiguities) establish how user(s) Interact with the proposed Artifact, how your Interaction Design Strategy evokes your intentions (Meaningful) and how the technological component selection i.e sensors impact their experiences and expectations. Not only should the Physical Prototype afford you the opportunity to evaluate the Experiential Aspects of your Physical Prototype, a Physical Prototype should also lead to unexpected discoveries that may or may not take your project beyond its initial scope.

In developing your Physical Prototype, I strongly recommend Prototyping for Physical and Digital Products By Kathryn McElroy. This will clarify and concertise

the Iterative process of Prototyping for Tangible and Physical Artifacts & Experiences.

GENERAL REQUIREMENTS

- Establish an Experienable Context - Use the available studios at your disposal. EV 6-720 | EV 6-715 + others.
- The Prototype and intended experience should effectively employ Interaction Design Strategies.
- The intended thing or experience must have more that one level of Interaction.
- The intended modes of Interaction must be effectively experienced.
- It must communicate and be *meaningful* beyond the element of surprise.
- It must be *functional* for the presentation.

DELIVERABLES: PROTOTYPE - OCTOBER 29TH (20%)

- Each TEAM-OF-(MANY) will submit a Prototype Progress Report (MOODLE @ Start of Class)
- The Prototype Progress Report must list the Team Members, clearly demarcate the division of labor & explicitly declare the primary documentation website URL
- The declared primary documentation website must host ALL DOCUMENTATION (Proposal, Video, Photos, Circuits Diagrams, Code etc.)
- Documentation must be formatted and presented in *landscape orientation*, wherein the document clearly shows your progression through a documented developing narrative i.e. Tangible Interfaces for Human Digestion.

https://deeptiaggarwal.com/digestive%20tumble-tei22.pdf

- **Document formatted with appropriate sections and styled – 10pt / 9pt Type Size (Times New Roman) with 1.5 Line Spacing**

https://dl-acm-org.lib-ezproxy.concordia.ca/doi/pdf/10.1145/3490149.3502252

- Prototype Progress Report Requirements (AS TEAM):
  - A written response which addresses the practicalities of *ideation, iteration and prototype, what have you learnt through the process leading up to the prototype presentation ?*

- An accurate and Technical Evaluation of Sensors and their associated Affordances which would ideally support your project's proposed Interaction Design Strategy.
- Has your Project's initial intention or supposed meaning changed over the course of researching and implementing the Physical Prototype? If YES or NO – Explain why?
- Expand on the Team Members and Associated Responsibilities, Tasks and Inter-Team Division of Labour in the lead up to the Prototype Deliverable.

INDIVIDUALLY (EACH TEAM MEMBER)

- Each TEAM-MEMBER will be required to submit an individual evaluation of the Project Progression, Team Dynamics and Communication and how their Team Role has impacted the overall Project.
- Submit to Moodle