Rich Media Programming Brief 2 2016
Final Project due on Wednesday the30th of November (Week 12) @ 9:00am

Using Processing develop a Creative Multimedia experience that incorporates the following elements:

1. Reading and/or writing XML content. If reading XML the XML content may be read from an online or offline source.
2. Generative graphics. Your programme must incorporate graphics that are generated by code and are a function of one or more data sources. The data sources may be user interface components, a local file and/or 3rd party data sources. When the data changes so to should the generated graphics.
3. Video. Your programme must incorporate either live and/or pre-recorded video.
4. Sound. Your programme must incorporate either live and/or pre-recorded sound.
5. User Input. Your programme must allow for some level of user interaction. This can be, for example, through a keyboard, a games controller, a microphone, a camera, etc.

Collectively these elements must work together to create a coherent user experience.

Marking Structure:

Marks are awarded within two categories – completeness and complexity & innovation.

Completeness is a measure of how complete the task is. For example, how successfully have you incorporated generative graphics into your project.

Complexity & Innovation marks are awarded for two tasks you choose to be marked against. The marks awarded will reflect the complexity and/or innovativeness of your solution. Note that full marks will be awarded for highly complex solutions that are not innovative, as well as highly innovative solutions that are not complex. Additionally, appropriate marks will also be awarded for solutions that have elements of both complexity and innovation.

Task	Percentage of Total Mark	
	Completeness	Complexity & Innovation
Reading and/or writing XML	10	25
Generative Graphics	10	25
Video	10	25
Sound	5	
User Input	10	25

Well commented code	5	
Total	50	50*
*Choose two categories you wish to be graded against		

Students must maintain their code in a Github repository. Students will be required to present their work to others.