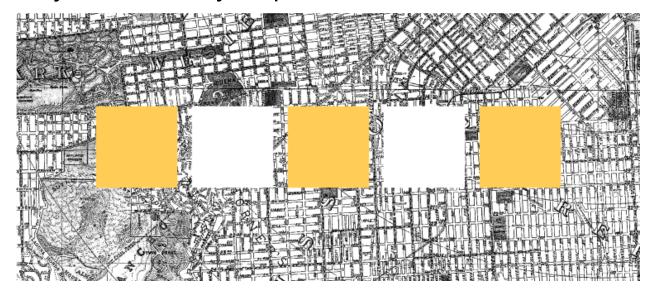
Project 3: Journey Map



Overview

Journaling of one's everyday life (a daily diary or a sketchbook) enables deep reflection and personal enrichment, especially in this fast-paced modern society. In recent times, the digital manifestation of this activity is curated and controlled by powerful social media platforms. While these platforms enable us to easily share our experiences with the world, we are bounded by its structure and the modes of expression (playing by their rules). As tech companies continue to fill the gaps of digital experiences, there is a vital role for individuals to have an open discussion to reimagine and redefine the variety of ways storytelling can happen on the web. As designers, you are in a unique position to shape the future of this landscape.

The goal of this project is two-folds: 1) discover your own unique style and preferences for documenting a fragment of your life, 2) suggest an alternative system that counters the way we document our lives on the internet today.

Instructions

1. Capture a Moment

You will need to choose a moment (an hour, a day, etc) that you spend <u>on your own</u> that you'd like to document. This can be a random walk around the neighborhood, a moment in transit, or listening to music at a coffee shop. The moment does not necessarily need to be exciting (it also can), but you also want to be very aware of everything that is happening around you, and also within you. The ability to reflect on the moment is important for this project.

Capture this moment digitally using a personal recording device such as a smartphone to generate photos, audio, video from the moment. You may also choose to write, draw, paint, sing, etc, as long as it can be digitized later.

*If you have done this kind of activity in the past, great! Please can use it for this project.

2. Organize and Deploy

Looking at the content you've gathered from the moment, consider the best way to organize and present the content. For this project, you are more than welcome to start in code, as sketching your idea digitally is a good way to explore your options. Since some of your content may involve audio or video, it may require experimentation using the browser to actually test out your ideas. Please be mindful of the Format and Content Requirements below while you work.

3. Group Feedback Session & Final Sharing Session

You will be responsible for sharing your iterations with the class throughout the process. The Final Sharing Session should reflect the feedback you've been receiving from the class

Format Requirements

- Multi-page web experience
- Self-generated digital content only (text, image, audio, video, etc)

Content Requirements

- **The Journey** Document the passage of time. There should be some sense of chronological order that should be clear to the viewer.
- **The Map** Document the spatial relationship. There should be some sense of where things are taking place.

Some important questions to consider

- How is 'journaling your life' beneficial?
- What kind of constraints exists with digital documentation today?
- Who can view my documentation? Should it be private?
- What is the most important aspect of documenting a moment?
- Uniquely web-based storytelling techniques?

Schedule

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11/2 (Wed) - Introduction of the project
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11/7 (Mon) - Discussion

11/9 (Wed) - Storyboarding/Flowchart Exercises

11/14 (Mon) - Group Feedback Session #1

11/16 (Wed) - In-class work time

11/21 (Mon) - Group Feedback Session #2

11/23 (Wed) - In-class work time

11/28 (Mon) - Individual Check-ins

11/30 (Wed) - In-class work time

12/5 (Mon) - Group Feedback Session #3

12/7 (Wed) - In-class work time

12/5 (Mon) - Group Feedback Session #4

12/7 (Wed) - In-class work time

12/12 (Mon) - Final Sharing Session

12/14 (Wed) - Final Sharing Session

Grading

Your project will be graded based on completion (50%), process (25%), and strength of visual communication (25%).

References

http://alistapart.com/article/storytelling

http://thewhalehunt.org/

http://number27.org/today-archive

https://en.wikipedia.org/wiki/D%C3%A9rive