Midterm Proposal Jonathan Song

My Midterm proposal is of an interactive piece that requires force from an FSR to input value through Arduino and Processing, to output specific function within the Processing canvas. The force value will control a box in the middle of the canvas, and the force value is directly proportional to the color value that I would set in Processing. The background will have a set color, and the goal to achieve function is for the user to match the colors between the middle square and the background. Once the user has stayed within the valid color boundaries for three seconds, the background will change color, and a geometric shape will be added onto the canvas. This function and output represents “points” or “success” to the audience, for they have successfully reached the specific function and created a change. Continuous matches of the middle square and the background continue to add geometry to the canvas. There is no specific reward to creating this many geometric shapes or incentive that necessarily pushes the audience to proceed. However, I am experimenting with the reaction of the user him/herself. Some may create their own sense of rules with the piece, such as look at the accumulating geometry as a point system, and think of it as a contest of who could get the most shapes. They may even alter the game by using a timer and competing with others to see who would get the most shapes under a specific amount of time. Other users may just continue to match colors and add geometry for the pure sake of seeing what comes next, or how the continuous additions would create the look of the canvas. The creative experimentation of this work revolves around presenting an ambiguous, yet functional and interactive project that allows the user or users to potentially influence through their own methods.

Materials: FSR, LEDs, Circuit Board, Bread Board, Wiring, Resistors, Arduino, Processing

Calendar:
Week 1: Gather all the materials I plan on using and assemble, Start on coding
Week 2: Start or continue on creating the code
Week 3: Finish coding and make sure everything is assembled and functioning properly