

Project 3: Unconventional Interface

Schedule

Assigned: Week 12: Apr 13

Concept: Week 13: Apr 20

Check-in: Week 14: Apr 27

Due: Week 6: May 11

Grading

Pitch: 20 points

Product: 30 points

Presentation: 6 points

Giving users an unconventional interface to interact with your artwork can remove them from the computer/user paradigm that they are accustomed to when they use mouse/keyboard interaction. Creating an unconventional interface is also a great way to broaden your thinking about interaction.

Create an experience that does not use keyboard, mouse, or game controller. Potential alternatives are: camera-based interaction (webcam or depth camera, such as Kinect), heart rate sensor, audio input (speech to text or volume detection), custom arduino interface, dance pad, brainwave sensor, or a game controller such as a Guitar Hero guitar, but not used for musical input.

You can do this as a group project if you'd like.

References

1. <https://www.makeuseof.com/tag/make-custom-game-controller-arduino-unity/>
2. <http://www.gravitytrap.com/artwork/perfect-creatures>
3. <http://www.gravitytrap.com/artwork/its-you>