Trialogue Milestone Plan

Technical Integration Prototype
December 1
A showcase of the different technologies that are communicating and responding to one another -- something that will connect and bind the three components of the installation

End-of-the-Semester Presentation
December 8/15
A brief presentation followed by a demonstration of the installation setup in the MAGNET Black Box (could be Dec 8 or 15 depending on availability of the location) which will exhibit the game and its work-in-progress components.

Location Plan
December 15
Write a brief plan with the intent of how I want to showcase *Trialogue* at the final presentation at the end of the academic year; discuss with faculty and advisors on potential galleries I should get into contact with and other related opportunities to exhibit it

Event Meta-Narrative Design

February 2

Chart out the meta-narratives I hope will emerge from the installation over period of days and how aspects of the installation will facilitate that; also detail how potential social dynamics of the event might emerge based on playtesting data

Digital Prototype Beta

March 1

Should include all the features of the digital game component working in a satisfying manner

Space Design

March 29

Draw out an illustration of how I'm planning to use the space where *Trialogue* will be exhibited

Digital Component Testing

Playtest an a polished version of the digital component in conjunction with all the other aspects of the installation

PR Plan

April 19

Describe the plan on how I will be presenting this project to the press including a sample press release that I will be sending to editors of art/tech/media sites before the exhibition.

Archiving Plan

April 26

Chart out how I am designing *Trialogue* to be archived and documented; illustrate how the documentation will be accessible during and after the exhibition

Exhibition

May

Present *Trialogue* as an exhibition at a gallery. Present a version of it at the Game Center End of the Year show. Document and archive different aspects of it including video, player data etc.