

# Project Preferences 2023

There are less projects available than teams. For this reason, we'd like you to preference the projects that you would like to do, with a first, second and third choice using this Project Preferences form. **You are required to enter your project choices before your Week 3 scheduled studio and your assigned projects will be confirmed in class by your assigned tutor zone.** Please note your confirmed team name, and project ID/names for your preferred 3 projects, you team contact person will need these to fill in the form linked above. If too many teams select the same set of projects, the teaching team may need to assign you a different project. Assignments will be on a first in priority ordering with no more than 6 teams assigned the same project.

1. Please enter **your** confirmed team name \*

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2. First project preference, enter **the project ID number and name** exactly as it appears in the projects folder. eg 004 Air Gesture Music Practice \*

014 Ambient Interfaces – The Social Family

3. Please explain how your teams skills align with the project you have selected? \*

Our team comes from a strong human-computer interaction background that we feel positions us very well to approach the ambient interface problem space in a compelling and effective way. The majority of our team are very experienced in conducting user research, user testing, and UX prototyping according to design principles; as such, we believe that we are well equipped to ideate and design a solution to the Social Family project brief that is grounded in a strong understanding of the relevant user values and needs, and that we are capable of carrying out all necessary research to this end. Moreover, all of our team's members are proficient in multiple high-level programming languages (particularly Python and Java) and are knowledgeable about key data structures, algorithms, and design patterns to an extent that we feel will ensure we are prepared to handle the actual implementation of the project back-end and integration with any peripherals. We also have several members who bring data processing and visualisation skills

that will serve us well as far as presenting users' calendar data in a way that facilitates enjoyable ambient interactions. Additionally, across the team we have a strong capacity to handle the high level of physical fabrication that we feel could be explored in this project, as well as proficiency with microcontrollers such that we feel incorporating Arduinos and other sensors in order to successfully realise these physical elements of the project should be entirely feasible for us. We therefore believe that we meet all required expected skills for this project brief and are confident that we will be able to deliver a solution that meets the success criteria. Finally, we are also unanimously interested in this project, with all team members having contributed several ideas for different calendar management options and ambient interface designs in even our earliest review of the brief; each of us feel extremely positive about the future ideation process that would come with this project and would be very excited to see where implementing it takes us.

4. Second project preference, enter **the project ID number and name** exactly as it appears in the projects folder. eg 001 Run With Friends \*

017 Collaborative Asymmetrical Serious Game

5. Please explain how your teams skills align with the project you have selected? \*

We feel that as a team our skill set satisfy the expected skills for this project, and our mutual interests further set us up well to ideate productively and expand innovatively on this project brief. All members of the team have strong skills in high-level programming that we feel position each of us to capably handle implementing different features of the collaborative game. Several of us have some level of experience with game engines and asset design, and those in the team who do not have prior experience have indicated that they are very interested in developing these skills further, drawing on strong existing programming skills to do so. All of us are also at least capable at network programming, and feel that between the six of us we will be able to support each other across developing further in this area and meeting the requirements of the brief. Additionally, some members of the team are well-equipped to implement the AI component of the game, through prior familiarity with state-machine-based AI. Finally, we also feel that our broader background and experiences as a team align with this project, as we all have direct experience dealing with key health and safety concerns in retail, hospitality, or other workplace environments that gives us valuable insight into this problem space.

6. Third project preference, enter **the project ID number and name** exactly as it appears in the projects folder. eg 011 Invisible Cities \*

035 Collective Community Spaces

7. Please explain how your teams skills align with the project you have selected? \*

Our team has a broad technical skillset that satisfies the full range of this project's expected skills, including the ability to process large datasets, familiarity across the full tech stack, and competency working with geolocated data. In particular, several of our team members have a high level of proficiency in various different forms of data science and visualisation that align well with the requirement for a physical interactive display. In terms of the full tech stack, all of us are confident with back-end programming in Java and Python, and the majority of us are familiar with JavaScript and React, and are interested in building on these skills. We are also comfortable with geolocated data and proximity-triggered events, and feel we have the capacity as a team to develop these skills further as needed. Additionally, we feel that our strong human-computer interaction background means we are well equipped to navigate the complex user needs at play in this problem space and conduct insightful user research and testing that ensures our solution will reflect inclusive and community-oriented social motivation strategies that facilitate emotional connection to a communal space.

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