

Daemon Project Brief

Core Lab Environments 2018 Spr | Midterm |

Project brief

Daemon Project Brief for Lab Core Lab Environments 2018 Spr | Project 1 | Project Create a well-fabricated interactive prototype of that articulates your interpretation of the theme “Daemon”

Requirements

- Project should be small to medium in size (consider that it may sit on a desktop, but does not have to be free-standing).
- The interaction should either sense the physical environment and result in a digital output or a digital input should result in a physical output. There must be a built aspect of the project. (Cannot be 100% software-based or 100% physical base.)
- Focus the primary experience on the relationship between the user and the project. How do the design choices inform and re-inform your notion of “Daemon?”

Grading Criteria

- On time - be prompt and present for final presentations, giving your peers your fullest attention without working on your own project.
- Presentation - 10 minute presentation of Process, including the following assets:
 - Inspiration
 - Conceptual
 - Material
 - Technical diagram (map)
 - Interaction storyboard
 - Sketches
 - Early prototypes
 - Demo
- Execution
 - Does it work? Does the code run? You do not need to build out a full-featured product, but a simple, working prototype to demonstrate one or more interactions
 - Is it sturdy? Can it withstand demonstration?
 - Attention to detail in the fabrication

Thought Starters The brief is meant to be open-ended, but these design questions may help you frame the problem/solution space: ●

- Target User ○
 - For whom and I designing this for?
 - What age group?
 - What is your intention? How do you convey this intention to the target user? What systems are you trying to interrogate? ●
 - What is the primary sense that will facilitate the relationship and goal of improving quality of life? ○
 - How might a secondary sense further facilitate the relationship?
- Frequency
 - How often will a user interact with the project?

- Will an interaction vary from one to another?
 - If so, how and why?
- Physical environment
 - Where will the the user interact with the project?
 - Home
 - Office
 - School
 - Public Place
- Narrative and Experience ○ How would you describe the project and the experience to the world?
 - How would you present it? ●
 - “Sell” it?
 - Art context? ○
- What are aesthetic and form-factor considerations from a narrative and interactive standpoint?
 - Hard, firm, rigid?
 - Soft, plush?

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Problem <i>People cannot tell how bad the air quality is around them.</i>	Interaction (storyboard) 	Physical Prototype <i>Look & Feel</i>	
Solution (concept) <i>A wearable device that translates air pollution to sound. Based on the level of dust in the air, the device will produce a sound with different pitches.</i>	Technical Diagram 		
	<i>Technology</i>		