

Masha Krotkykh

## 50 Ideas

1. A relaxing fluid simulation based toy that changes colour and particle velocity on mousePressed (digital lava lamp).
2. A background rendering app that sets images with higher values of reds when the outside temperature drops.
3. A virtual fish bowl that needs to be cleaned and fish fed.
4. An animated UI where an avatar behaves differently depending on user input (light, sound).
5. A dancing avatar that moves according to the music rhythm of mic input.
6. Virtual pet bird that sings different tunes depending on how light it is in the room and what time of day it is.
7. A "tamagotchi" pet that needs to be taken care of (fed, washed, entertained) in order to grow and develop.
8. An avatar that shouts at the user when the mic input volume is too high.
9. A sound visualization experience where microphone sound input creates different shapes and patterns depending on pitch and volume.
10. A glitch rendering experience that creates distortion on top of camera feed when the mic input volume gets over certain level.
11. A glitch rendering experience that creates different types of distortion on top of camera feed depending on the direction of movement.
12. A colour filter rendering experience that creates colour overlay on top of camera feed depending on the mic input volume.
13. A precision game where mouse has to be dragged through a labyrinth without touching its walls.
14. A precision game where a camera detected object has to be dragged through a labyrinth without touching its walls.
15. A jigsaw game that can only be operated in silence, when the sound volume gets over certain point, all jigsaw pieces fall apart.
16. An HTML website with sensibly integrated processing projects.

17. An HTML website with Processing generated animated background.
18. A text quest game where user moves through non-graphic text-based universe by getting engaged in dialogues with the program, choosing options and solving logical riddles.
19. An app that randomly takes 15 pictures from camera at random times during the day and creates a collage.
20. An app that takes pictures during the day and calculates the approximate time of how long the user spent in front of his computer.
21. A learning game that requires to solve mathematical problems in short amount of time to beat enemies and move through different levels.
22. A learning word game where the user must choose the right definition for the word in order to grow a "brainy plant".
23. A quiz game with a virtual opponent that "knows" the right answer with different level of probability.
24. A pattern drawing experience that mirrors user graphic input to create symmetrical patterns.
25. An anagram game where user has to create as many words as possible from the random letters provided.
26. An experience where a certain number of objects can be applied to avatar in order to create positive or negative experience for him and evaluate the level of niceness/evilness of the user.
27. A shooting game where the aim is operated by camera-detected area.
28. A generative drawing experience/screensaver that reveals an image through "drawing".
29. A generative drawing experience where some characteristics of elements are influenced by the sound (e.g. pulsation, colour, velocity).
30. A flying through space experience from the 1st person, where user can navigate through space, changing direction and speed.
31. An avatar that follows the cursor, "falls asleep" when the mouse is inactive, performs various tasks on mousePressed.

32. A toy that mimics a magic 8 ball for making decisions based on different probabilities of different outcomes.
33. A sapper-type game where user has to open safe cells and avoid mines.
34. 3-in-a-row type game where user has to switch elements to collect three or more elements of the same kind.
35. A poem writing toy that rhymes words that user inputs to create a poem.
36. A colouring app for children, where a user has to colour in offered images with the help of existing colour palette.
37. A children's educating game where a user has to place specific animals into their natural environment.
38. A kinect based art installation that will replace the lightest parts of the video feed with symbols (geometric shapes) that will be gradually fading (blurring?) out.
39. A screen saver type experience using recursion to create patterns
40. An app that processes photos to create pop art styled coloured images
41. An "operation"-style educational game where user has to click on a correct organ, name of which shows up on the screen.
42. A photo robot building toy where a user can put together different pieces together to create a creature (that will later discover its personality depending on which parts were selected to build it).
43. A bubbles blowing game where user has to blow in the mic (the longer they blow, the bigger the bubble).
44. A singing toy where user has to try and repeat notes randomly reproduced by the program.
45. A game where user has to click on different objects that make different sounds. In correct sequence these sounds have to sound like something that would be a solution for the level. User has to spell out the correct word in order to succeed.
46. A pet toy that can be stroked by user's camera feed image.
47. A post modernist playwriting app that responds with a line of dialogue to each user entry to create a post modern play.
48. A rhyming slang search engine that searches for things that rhyme with user's search request.

49. A game where avatar is voice operated. User can turn left or right depending on the pitch of the sound he's making.
50. A swear jar game that detects when user swears while performing challenging tasks and penalizes him for this.