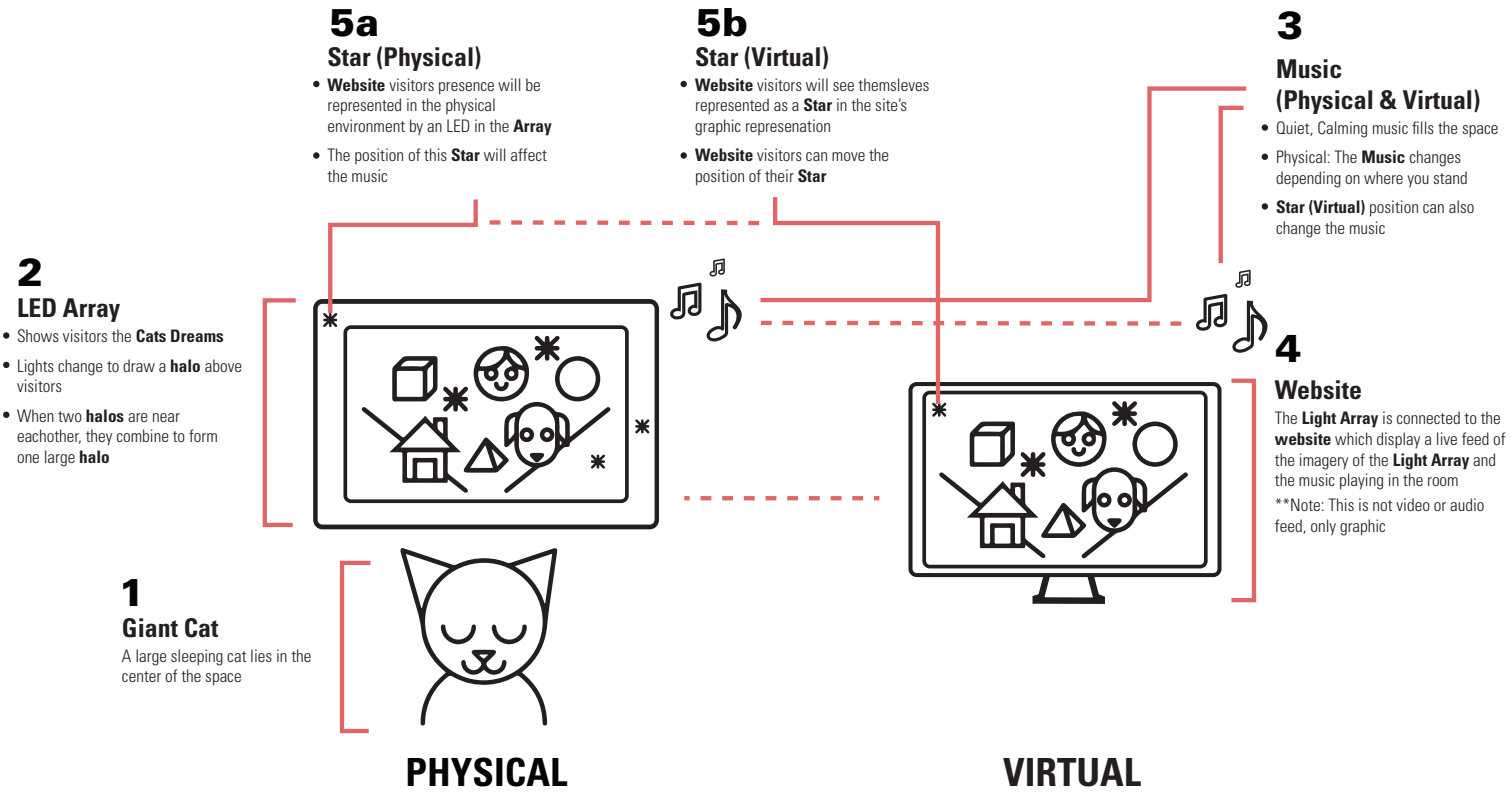

1. What we are going to do

OVERVIEW

Gato Nuestro (Our Cat) is a multimedia installation-in-progress for children 0-5 by Michelle Lee and Darin Reyes. It is set to open at the Crocker Museum in Sacramento, California in May 2017. The project engages us as visual designers and creative coders, challenges our skills in interactive hardware and spacial design, and furthers our goals of using code, art, and design for positive developmental experiences.

We feel that art can be a vital reminder of deep human truths, that design can ensure that those truths are conveyed effectively, and code can deliver those truths through captivating interactions. We aim to plant the seeds of a nurturing experience in developing minds and remind their caretakers about the importance of kind, nurturing experiences.

With support from the Processing Foundation Fellowship Program, *Gato Nuestro* will find ways contribute meaningfully to early childhood development with Processing and expand possibilities for museum engagement for physical and virtual visitors through p5.js.

PROJECT OUTLINE

Gato Nuestro sets out to visually and musically delight children through a comforting, welcoming experience reminiscent of what may be happening in their minds when engaging with their favorite toys. As a side effect, the installation will remind the children's caretakers about the importance of the kind, forgiving, and reassuring personalities of their own childhood soft toys. The installation's five main components are:

- A giant soft toy in the shape of a cat, about the size of a small car. It is curled peacefully around the center of the room with a reassuring smile on its face. The imagery of animals and soft toys are familiar to children, and provides a familiar framework with which to enter the space. The scale of the toy makes the familiar image whimsical, and invites children to discover the other surprises that the room has in store.
- A giant, interactive light array hanging from the ceiling over the cat. The array creates a softly twinkling field of "stars" to help create a relaxing, disarming environment. Once children step onto the mat where the cat is napping, the lights will change above them.
- Animated halos.
- A website version of the installation that will allow physical visitors to abstractly connect with web visitors. This will utilize p5.js
- Interactive Music

2. How we are going to do it

As with any human-centered design project, each decision we make is informed by our research. We have gathered research on mindfulness, attachment theory, children's reality, mental health and, most importantly, theories on soft toys by Donald Winnicott. This ensures that the experience we design fulfills our goal of contributing positively to childhood development.

3. Why we are qualified for the work

We are a partnership from the University of California, Davis—Darin a recent alumni and Michelle a current undergraduate.

Together we have utilized Processing and creative coding as a medium to create work that has won us awards and been shown at conferences internationally and nationally.

Over the past two years both of us have served as advocates for creative coding within our design department. We have volunteered as teaching assistants for undergraduate Processing classes and have hosted p5.js and Arduino workshops for graduate students.

4. The project's expected results

The Crocker Museum estimates that the installation will reach 25,000 children and their family members over 3 years. That's a large number of children that we get to engage within a critical time in their development.

5. How Gato Nuestro will expand the possibilities of Processing through software and community

We hope to expose new media installation to non traditional viewers. Our web application will explore physical and virtual installation interaction. We will be able to develop a modular system of lighting and code to utilize in our future projects, which we will develop documentation about in efforts to contribute to the digital community.