## **NIKITA HUGGINS**

## NIME Project Plan (version 1, 10/15/16)

Priority	Task	Description	Hours Estimate Segmented	Hours Estimate	Date	Time	Date	Times	Date	Time	Date	Times
1	Research music history	Research the history of the music of Trinidad in an attempt to identify specifics of the art form that can or should be highlighted by my instrument. Get a general understanding of the rhythms and articulation of the music.	2/4/2	8	10/16/2016	9 - 11pm	10/19/2016	10am- 2pm	10/20/2016	12-2pm		
1	Research arduino controlled music	Research use of the arduino for controlling instruments and making beats, etc.	2	2	10/14/2016	4 - 6pm						
1	prototype arduino instrument	Create an arduino controlled instrument to play with creating & manipulating tempo	4/4	3	10/18/2016	11pm - 1am	10/19/2016	9-10am				
1	manipulate tempo using max	Create MAX code that allows me to manipulate the audio by changing the tempo, or other attributes of the sound	4	4	10/21/2016	10am- 2pm						
1	determine theoretical solutions for articulation	- absolutely critical to the project - can't be prototyped until video and sound circuit prototypes are complete - research and determining a theoretical approaches become priority level 1	2	2	10/23/2016	12-2pm						
	proof of concept of full system / user test / reality check	Now that the idea is demonstrable, show it to select people to see if they like the overall idea. This is a reality check to make sure the concepts you're working with are coming across to others	1/1	6	10/22/2016	12-1pm	10/25/2016	2-3pm				
2	explore the use of sensors	research/explore the use of sensors, etc.	3	3	10/25/2016	4-7pm						
2	prototype with sensor	prototype instrument using selected sensor	2	2								
	prototype of integrated VGA, audio & articulation	on breadboard using trim pots for interface	3/1	4	10/26/2016	12-3pm	10/27/2016	11am- 12pm				
3	prototype interface layout	use tupperware to easily experiment with layout/spacing of controls, enclosure dimensions, etc	3/1	4	10/28/2016	12-3pm	10/29/2016	11am- 2pm				
3	enclosure research	- determine general constraints - based on size of circuitry - and ideal interface layout - research off-the-shelf options - determine necessary level of customization	2/4	6	11/7/2016	1-2pm	11/8/2016	12-4pm				
	adjust components to accommodate enclosure decisions	constraints of available parts might require an adjustment to the prototype design	2/2	4	11/1/2016	2-4pm	11/2/2016	12-2pm				
4	construct finished version	do the final construction, if you don't have time, just use you prototype for now	5/5/5/5	20	11/10/2016	10-3pm	11/11/2016	10-3pm	11/13/2016	1-6pm	11/15	1-6pm
2	Compose music for performance		3/3/3/3	12	11/15/2016	2-5pm	11/16/2016	2-5pm	11/21/2016	2-5pm	11/22	2-5pm
			total hours	70								

Full Rehearsal at ITP Nov 29, 2017

NIME SHOW Dec 11, 2017