À faire

Projet :

* Tester la vidéo sur la structure
* Repasser une couche de peinture
* Souder la multiprise
* Installer le setup somplet
* Choisir la manière de jouer la vidéo

Présentation :

* Faire une slide à projeter qui montre les éléments du projets (histoire, fonctionnement, but)

PDF :

* Photos du projet : de loin et de près à différentes étapes de la découverte
* User journey
* Histoire avec carte
* Observations de terrain : interview, inspirations textuelles, références
* Moodboard : images de références, textures, inspirations…
* Recherche de formes : photos des ateliers, croquis, tests
* Paper prototypes : les mêmes que l’autre fois + d’autres
* User tests : fake des user tests
* Electronique : faire un schema de ce que ça aurait dû être
* Plans : exporter les plans du crayon et de la structure (cf. Laure)

Texte :

In ancient Greek, *Topos* means “places”, but also defines the elements that a narrator uses to capture someone’s ear. This project is an interactive tale focused on observation, curiosity, and creativity.

*Topos* is a contemplative game in which the participant embodies a pencil. Their creative gesture reveals the drawing and, therefore, the story.

We find ourselves in the workshop of an artist. As she was about to finish her most beautiful work, her cup of coffee unexpectedly spills on it, and the drawing has disappeared.

The participants will hold the pencil and explore the surface to reveal the vanished artwork. In order to help them on this quest, they are guided by the sounds of the landscape. The goal is to uncover the hidden tales that got lost during the accident, and that only the pencil can remember.

The game functions as a loop, and each visitor can create their own path through the island. As the game ends, we understand that the pencil is responsible for spilling coffee, because he’s afraid to become useless after the drawing is achieved, and therefore, that the process is more important than the result. We also realise with the artists’ comment that the beauty of an artwork takes its source in the curiosity of the spectators and the creativity it generates.

Topos aims to draw beginners to observe and to be curious, and not to be under any kind of pressure during a creative process.

*Topos*, derived from ancient Greek meaning "places," refers also to the elements a narrator employs to captivate an audience. This interactive tale focuses on observation, curiosity, and creativity.

In this contemplative game, participants embody a pencil, using their creative gestures to reveal both the drawing and the unfolding story. Set in an artist's workshop, the narrative begins as coffee is mysteriously spilled on her nearly finished masterpiece, causing it to vanish.

Players, holding a wooden pencil, explore the surface guided by the sounds of the landscape, seeking to uncover the lost tales hidden during the accident. The game operates as a loop, allowing each visitor to create their unique path through the island.

Ultimately, it's revealed that the pencil, afraid of becoming obsolete after completing the drawing, is responsible for the coffee spill. The philosophy behind this fear emphasizes the importance of the creative process over the result. The artist's realises that an artwork's beauty stems from the curiosity of spectators and the creativity it sparks.

Topos aims to encourage beginners to observe and be curious without feeling pressured during the creative process.

Projet description

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User Journey

The story unfolds with the artist devastated by the coffee spill, yearning for the pencil to speak.

As participants grasp the pencil, sounds guide them through its stories. They listen to the pencil recounting memories of drawing with the artist, each tale representing a crucial element in the creation of a Caran d'Ache pencil.

To achieve the game, the user must uncover and listen to all the stories on the map, and therefore dive into this universe created by the artist and her pencil.

In the end, the artist realizes that an artwork's beauty emerges from spectators' curiosity and the creativity it ignites. Ultimately, it's revealed that the pencil, afraid of becoming obsolete after completing the drawing, is responsible for the coffee spill. The philosophy behind this fear emphasizes the importance of the creative process over the result.