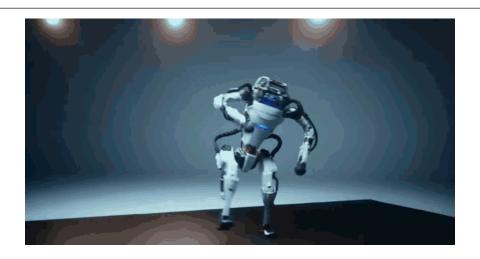
-Alexander Hamilton

Interactive Project Documentation



Dos

- -"SHOW" a story. Videos and images beat text.
- -Be brief!
- -Let the Object speak for itself.
- -Write in an "active" voice.

Example:

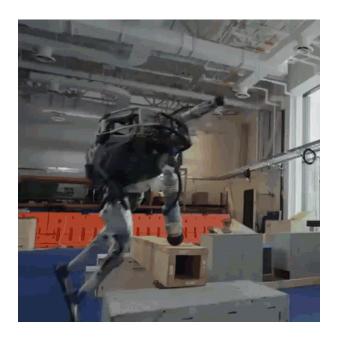
Passive: "I wanted to attempt to make a..."

Active: "I created a..."

Passive: "What I hoped to be able to achieve was..."

Active: "This project provides one possible solution to the problem of..."

-You have a camera in your pocket that shoots better video and images than most cinematic cameras from just one generation ago. USE IT **along with good lighting, framing, angles, and editing**.



Don'ts

Do NOT show static images of code, or copy and paste code, or think that anyone wants to see your code. If anything, link to your code.

Do NOT address what was not accomplished. If anything, refer to "future work".

Do NOT document personal or logistical challenges. They can detract from more salient technical, philosophical, and creative challenges.

Previous Class Documentation (ATLS 3300 & 5400)

Good Documentation Examples:

Sam Jarzembowski: Garage Guide

Ada Zhao: Scroll VR

Sammy Crowder: Passive Aggressive, Passive Aggressive Email Machine

Mid-to-Okay Documentation Examples:

text.)

Anon: Robot Clothes Folder (There's no video!)(There is. But, sadly, it's a separate file.)

Minimum-to-Detrimental Documentation Examples:

Anon: Wearable: (This is all that was turned in. Quick, in-the-moment video)

Anon: ???? : (This is all that was turned in. Less than one page of fairly nondescript text.)

Know your Videos:

Demo Videos vs/ Story Telling Videos

(by the greatest Documentary Director of all time)

Version 1: Technical demo. But not telling a story: https://www.voutube.com/watch?v=VwFXvbAThrk

Version 2: Overly long. Not well scripted. Not a demo that reflects the motivation. https://www.youtube.com/watch?v=9EtyweREhlo

Version 3: Short! Describes the motivation. Demonstrates the technology. Tells a better story. https://www.youtube.com/watch?v=LDAKYreVqJ8