

IMA 752 Emerging Media 2 - Final Project

Project Proposals: Monday April 29th - With sitemap and wireframe, sketches + slide deck - create a 5-10 minute project proposal for your final project. Be prepared to discuss everyone's project.

User Testing + Code Studio: Monday, May 13th - be prepared to test out your project with your classmates. There will also be time in class to work on projects, pair program + skill share.

Final Critique: Monday, May 20

Final Project + Blog Post: Friday May 25 - You should write a blog post that acts as an essay synthesizing your ideas, the tools you chose to utilize, feedback you received - changes you made etc. Be sure to document your process - screen shots, notes, sketches, bugs, etc - as they will aid in writing your post.

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Your proposal for the final project should answer the following questions: who is the project designed for? How is the site created to organize and prioritize information? How does the visual style support the content of the work? Is the site a platform for your work or an artwork itself?

The sitemap should be a visual display of the underlying structure of the site. The total number of pages, how are they organized, what pages are under each tab in the navigation. If you are using a one-page scrolling approach (instead of a multi-page site) then cite what the section content will be as the viewer navigates the hierarchy. A sitemap is an organized list or flow chart of the information that your site will contain. You can use Photoshop, Illustrator, InDesign or other design program to create your sitemap. There is a helpful link below for more information about sitemaps, why they're helpful and their history.

In addition to the proposal and sitemap, create a wireframe that shows the visual layout of an important part of your websites interface. The wireframe is a guideline to help you think through viewer interaction, where the navigation will be, where buttons go, what is their relative size, how is information prioritized on the page? Just one wireframe with an important part of the user interaction is necessary – you do not need to create a wireframe for every page.

You should also include what research - both technical + conceptual you intend to include as the basis for your project.

Helpful sitemap link:

<https://slickplan.com/sitemap/what-is-a-site-map>

Helpful wireframe site:

<http://webdesign.tutsplus.com/articles/a-beginners-guide-to-wireframing--webdesign-7399>

Possible trajectories:

a. Image-text story: this can be a fiction or non-fiction approach. The work can be very subjective or aim at objectivity, it can be a subversive or experimental use of image-text, have fun exploring the possibilities.

b. Digital Poetry: think about developing your text, CSS and JavaScript poetry work to create a poem or series of poems that change over time. For instance, what if words in a poem slowly started being replaced with new words that reshaped the original's meaning, then after a minute the entire piece has been turned into a new poem (perhaps the title changes last), then the work changes back after another minute. What if your initial poem slowly becomes redacted? How could you use the event timers in JavaScript like `setInterval` and `setTimeout` in conjunction with the span tags and CSS to make this happen? Another idea would be to put words/phrases on screen sequentially – not all at once. How can you time words and sounds to synchronize to change at the same time?

c. Interactive Fiction: check out the work of Porpentine and other artist/writers at the links below. How can you use text to suggest a narrative and use decisions and diverging narrative lines to create a compelling piece? What kind of imagery can be used to enhance the meanings? How can CSS and web-fonts be employed to create mood?

<http://www.newmuseum.org/exhibitions/view/first-look-psycho-nymph-exile>

<http://slimedaughter.com/> <http://eliterature.org/>

d. Other: other ideas not listed here are totally acceptable, come up with a short paragraph description of what you are interested in and how you'll use HTML, CSS and JavaScript to achieve your idea.