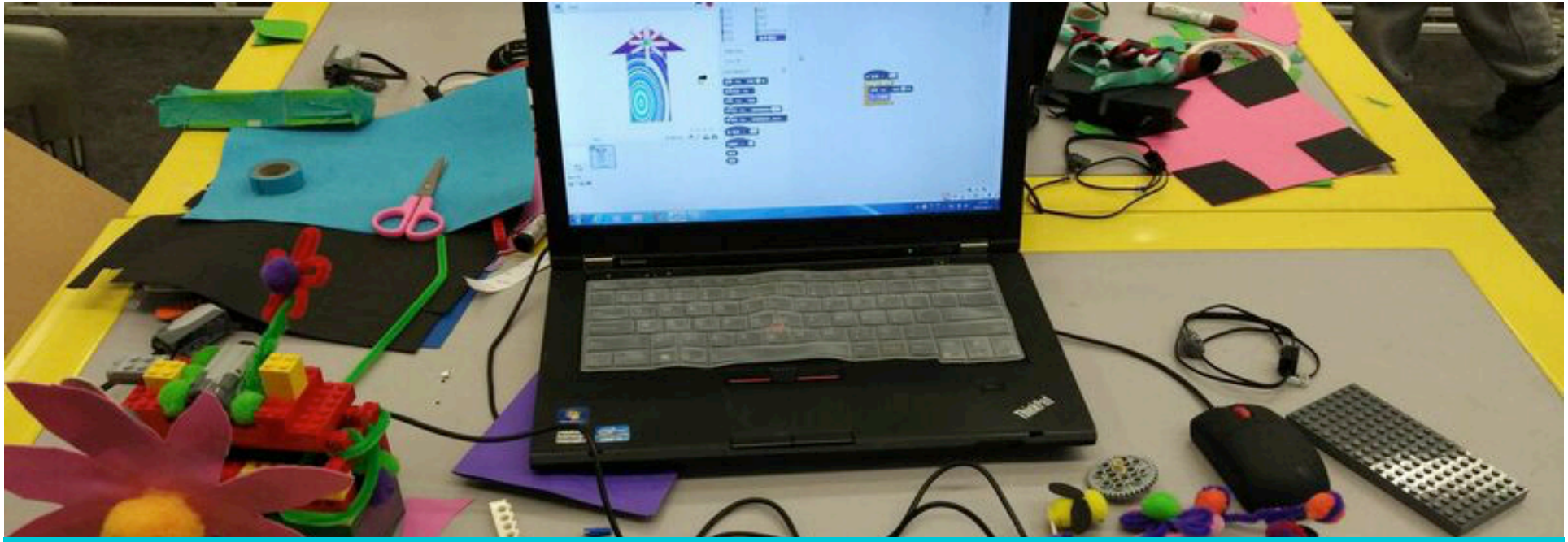

what we are (E)xcited about

A discussion about workshop ideas that span the physical and digital world

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- Brings in different backgrounds
- Meets people where they are
- Gets you started fast
- Humor and delight
- Liberating to bridge these two
- Shifts traditional understanding (tool vs read only / gets away from the “finger”)
- Programming used more liberally
- Nice when screen affects the real world (cause and effect)
- Good for understanding the iteration process (when it’s not mimicry)
- Allows you to explore from a place of comfort
- Multiple entry points are possible

what's (W)orrisome

- Digital distracting from the physical world
- Hard to “mess about” digitally if it’s new to you
- So many possibilities can be overwhelming / distracting
- If not us, it’s gonna be bad (there are a lot of ways to do this wrong)
- Losing the playful spirit or soul entering the digital domain
- Space considerations are greater / materials, set-up etc…
- Hard to create an activity that is balanced between the two (does it have to be balanced?)
- Facilitation – working with new people is particularly hard when they need to facilitate
- Hard to design meaningful and generative prompts
- Harder to iterate physically (with scratch it’s easy)
- Environmental considerations
- Instruction vs Invitation
- Time*
- “the more you tinker with it, the more it breaks”
- Scratch is free (stuff isn’t)
- Consumables
- Control vs tinkering / creativity
- Hard to bound the physical
- Physics / sometimes it’s not easy
- More possibilities for frustration
- Feels forced
- Do they have to be combined?
- People only do one (and not the other)
- Harder this way

what do we (N)eed to know more about

- Ways to focus interaction without limiting it
- How to reveal blocks slowly over time
- What kinds of tools would support a more structured entry
- If network can support networked connected activities/thinking
- How to have documentation that feels as compelling as the work
- More about all of the sensors and platforms that are out there
- David Mellis
- Hardware business ideas
- Having hardware we know and understand (standardized)
- What board would we use?
- How to build your own sensors more easily
- Ways of presenting the screen/physical connection so people understand what's going on
- Ways of making it more approachable in terms of display and usability
- How WeDo can be more like crickets / colored lights / not being tethered
- Educator's perspective /Lisa O'Brien @ Code to Learn /Teachers College folks / Kreg
- Survey what's out there in general (and what the trade offs are)
- littleBits / Big Bits
- Hideki – reconnect with him
- Host a creativity summit
- How to work with Reggio in a more grounded way
- Better ways of communicating best practices
  (more than good examples)
- Exploring more limited palette within the digital
- Having more words or vocabulary around this
- Suggestions that are more generative / than mimicry
- LEGO example / 4C's – copy, control, complement, create
- Spend more time working w/ scratch
- Trying out possibilities / familiarity helps cross boundaries easier
- How to bring out expressiveness more
- What limits and what opens up an experience

what's our (S)tance?

- Rather than seeing computer as control; it's playful and creative.
- It's tinkering on both sides of the divide
- Computer as material / as mud
- Focusing on the process more than outcome (highly iterative process)
- Keep it simple
- The big idea is their idea (our chapter title)
- Agency/choice around what this is
- Sketching
  - 3D / 2D
  - drafts
  - Materially
  - Testing out initial ideas fluidly
- Shifting roles (transformative relationships)

general brainstorm ideas

scratch on the street

build your own insects

surprise boxes "microworlds"

interactive dollhouse

inventions for your house or room

interconnected chain reaction

mythical animals

making animals come to life

LARGE scale

theater where people trigger events (animation & sound on screen)

scratch projects that interact with each other

animate famous artworks

wearable inventions

full body interactive with computer

C.I.T. large scale installation (public space)

microsoft connect virtual world

single trigger for multiple projects

physical dance party triggers digital dance party

Judy's fouling community

make digital art by physical movements

introduce random elements that everyone has to include

scratch overnight

chain reaction with a story (or theme)

learn to dance --- dance to learn

kaleidoscope jazz chair/ pixel wall

qualitative data viz

Sebastian's hi-lo tech weather station

Margaret's overnight paintings

general brainstorm ideas

DIY sensors	cardboard arcade	physical treasure map respone triggers real world	games	create your own interface	sensor games
marble machines	pinball machines	stop-motion animation interface	child-centered what you see in the world embedded in physical map	design your own boardgame	camera for the invisible
bridge light	immersive environments	animate inanimate objects (ala Hanoch Piven)	hacking clothespins (ode to Iris Gottlieb)	focus on abstraction	physical treasure map/ digital treasures
Connection to large lights, motors & relays	light play	playing with lights & sounds (no motors)	dancing flowers	bringing sprites to life: sewn characters	
scratch n sniff	pop-ups	solar do-nothing machine	linkages	screen to zine	Remixed toy take-apart

light play possibilities

Aspects of the activity that we value:

- aesthetic quality
- collaborative nature
- constructive inquiry with light & shadow
- high, low & middle tech possibilities

immersive environments	playing with lights & sounds (no motors)	Connection to large lights, motors & relays	full body interactive with computer
light play	solar do-nothing machine	focus on abstraction	LARGE scale