# Project Specification

## Work overview

* What are you planning to make?
* What are you hoping to achieve for your users/audience?
* If your work is interactive how will users interact with it?
* What technology will it use (briefly)?

## Technologies and materials

* What platforms/languages will you build it with?
* What libraries do you envisage using?
* What equipment will you need? How will you source it?
* What physical materials, if any, will be involved?
* What techniques will you use? (e.g. Machine Learning, Laser Cutting, Data Mining)
* Include links to libraries and frameworks

## Context and research

* Demonstrate what is inspiring your work
* Demonstrate an awareness of its place within the context of creative technologies
* This will most likely be a survey of similar applications, or a survey of artists or performers
* Include references

## Existing knowledge

* How are you drawing on knowledge from current and past modules?

## New knowledge

* What new skills do you need to acquire?
* How you will acquire these skills?
* Include links to online resources, and references to articles and books

Running a HCI study

Mockup apps

## Timeline and milestones

* Gantt chart
* Include as much detail as possible
* Be specific about what you will research when and what parts of your code and piece you will build when
* Include contingency planning – what is your minimum viable product?
* Include a link to your project repository

## Existing knowledge