Final Project Prompt

Scope

Design and development an interactive installation for an ongoing museum exhibition.

Form a team of 2 to 3 people. Choose an exhibition which is currently being shown in a museum in New York City. The exhibition should be meaningful and inspiring to you. Do some research on the museum's website (one thing you'll want to make sure it that you can get high-resolution images/videos of the exhibition content as assets for your project). Visit the museum as a team. Consider how an interactive installation can enhance audience experience of your target exhibition.

Then, create a screen-based interactive installation for the exhibition. You are going to carry out your project as if your installation will be part of the exhibition (don't worry if the content of your project overlaps with the current exhibition design). Your project should be implemented using Cinder, and should be able to run on a 19"-60" touch screen (you choose the size). We'll use the classroom projector to review your Cinder application, so the your app should work in fullscreen mode with a resolution of 1280x720. You should *not* design for mouse interactions, such as mouse hovering effects. However, since we are going to use mouse to simulate touch in the review, you should also *not* design for multi-touch interactions.

The content of your project will be decided by you. It can be a multi-view(page) educational application (which is perfect for learning poScene); it can be gamification of the exhibition content; or it can be an knowledge base which provides additional in-depth information that cannot be otherwise presented on-site. Make sure the interaction is self-explanatory, and is suitable for the age of the target audience of the exhibition (imagine that your installation will be placed in the exhibition venue without unattended by the museum staff). A typical session of the experience with your installation should be able to finish within a few minutes.

Remember that you are implementing a long-term installation. You should work towards a Cinder application which requires minimal setup (consider the training cost/feasibility for the museum staff) and will be stable for months or years (with regular, planned restarts). Therefore, when introducing additional technologies (such as camera, Kinect, networking, etc.), consider if it is easy enough to setup and maintain. If you plan to use sound, consider if it is audible to the user and not distracting to other audiences.

Carefully plan your workload (we'll introduce project management tool in week 12). Calculate the number of hours each team member has for this project. Consider how to divide the time into design and development. Take into account the amount of time you'll need to work together. Develop a plan which makes the best use of your time and effort, and is not too demanding or inflexible.

Work towards a project that you would proudly include in your portfolio!

Technical Requirements

• Should be heavily interactive and based on Cinder.

• Recommended to use poScene and other libraries.

• Should have at least 5 different classes and headers in your app. (This should not be hard goal to achieve if you're building something more than a toy app.)

• App runs stably on macOS, will fullscreen resolution of 1280x720.

• Teamwork. Each team member commits code using their GitHub account. We'll track your workload based on records of the project GitHub repository.

• Combining with final project for another course should be fine, but you have to meet all the standards above. (Since this project requires teamwork, we would suppose it is hard to combine with others.)

Timeline/Milestones

Week 11   Final project kick-off

Week 12   Proposal to class (team, concept, initial design)

Week 14   Workshop 1, check-in with Luobin and Weili (plan, finished design, MVP app)

Week 15   Workshop 2, check in with Luobin and Weili (beta app), final presentation
preparation

Week 16   Final presentation (slides on concept and process, live demo or play test)

Essential Museums to Research Into

http://www.metmuseum.org

https://www.moma.org

https://www.guggenheim.org

http://www.amnh.org

https://www.cooperhewitt.org

Example Projects to Refer To

https://libcinder.org/gallery

http://www.potiondesign.com/work/

http://www.bluecadet.com/work/?_sft_capabilities=featured

http://localprojects.net/work

http://redpaperheart.com

https://secondstory.com/work