Project 1 Like Clockwork

Review concepts in class September 15th
Presentations in-class September 22nd
Documentation due online September 25th
(I'm still figuring out the best way to have people turn in documentation this year. More soon.)

Horology is the art and science of measuring time. Whereas recent news has us excited about the Apple Watch or the Motorola 360, what is far more exciting is the range, broad and deep of what time means to us and hence how we tell time.

Activity

Our project will be to be horologists of the digital age, making clocks that provide as many ways to relay the passing of hours as there are hours.

Using the Processing programming environment, you will create clocks that change at least once a second. Your goal is to design as many different kinds of clocks as you can.

You are directed to look at the code in Examples->Basics->Inputs->Clock and Milliseconds. In creating your time pieces, you are encouraged to adapt this and any other found example code and to use third-party libraries to enable a wide array of inputs and outputs. It is up to you to apply meaning to the mechanisms, to marry inputs and outputs so that they make sense together.

Presentations

We will be presenting sketches and interim work in class next week. You will be presenting your final works on September 22rd.

At both presentations, be prepared to share the libraries and tools you've discovered with your classmates and instructor. (Don't be secretive! We should cooperate on technology and compete on content. After all, that's the philosophy that led to all these libraries being available to us in the first place.)

Documentation

We will be posting our time pieces on a share class site (to be updated later).

Evaluation

Evaluation on this project will be based on the quantity, ingenuity, creativity and beauty. Oh, and generosity towards your peers.