

PROJECT DEVELOPMENT FRAMEWORK

Theme:
PORTRAIT

Approach it freely and openly.

It can be a portrait of someone who is well known to you and/or to the public,
but it can also be a selfie, a self-portrait, a portrait of a stranger, a group portrait,
or any coherent information structure that describes/represents certain identity in an interesting way.

Recommended media:
Interactive Animation or Video,
Website or Web App,
Game (Unity, Unreal or any other platform),
Sound Art or
Interactive Object/Device.

Avoid over-ambitious/too complex interactive systems.
Keep your projects compact but well defined and well executed.

Teaching materials:
Teaching materials budget is \$700.
Prototyping will give you a picture of tech specs needed for full project development.
Inform me on requirements as we go, and we can order some components crucial for both prototype and final projects.
We will assemble a bulk specs list for Poh on 18 Sep.
We will allocate up to 60% of the total class teaching material budget for this requirement.
We will keep 40% or more for the finishing requirements after recess.

TIMELINE

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Class Date	14 Aug	21 Aug	26 Aug	4 Sep	11 Sep	18 Sep	25 Sep	2 Oct	9 Oct	16 Oct	23 Oct	30 Oct	6 Nov	13 Nov	20 Nov
Phase	Prep			Prototyping				Project development							Showcasing
Activities	Intro to project theme, media and core methodology Team up Develop ideas	Team up Develop ideas	Present ideas Select one idea per team Finalize team structure	Prototyping Documenting progress at OSS Assembling tech requirements Ordering crucial components Presenting progress in class			Prototype demos Assemble bulk tech order list for project development	Developing projects Documenting progress at OSS Ordering additional components Presenting progress in class							Project showcasing
								IF REQUIRED: Reserve extra equipment for projects						Final project presentations	