

PROJECT DEVELOPMENT FRAMEWORK

Theme:

SHARED OBSESSION

Approach it freely and openly.

An obsession can be any idea/thought, thing, living being, process, relationship or event that has (or had) an intense and recurring emotional effect on a person or a group.

This generic definition allows you to identify and address somebody else's obsession as well.

You will be working in small teams, so each team will find an obsession shared by and/or interesting to all the members.

Recommended media:

Interactive Animation or Video (screen-based or projection),

Website or Web App,

Game (Unity, Unreal or other preferred platform),

Sound Art,

Interactive Object/Device (smaller scale) or

Interactive Installation (medium scale)

Avoid over-ambitious/too complex interactive systems.

Keep your projects compact but well defined and well executed, focusing on experiment.

Teaching materials:

Teaching materials budget is \$700.

Prototyping will give you a picture of tech specs 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 23 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	12 Aug	19 Aug	26 Aug	2 Sep	9 Sep	16 Sep	23 Sep	30 Sep	7 Oct	14 Oct	21 Oct	28 Oct	4 Nov	11 Nov	18 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	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