**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 24 Feb.
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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Class Date | 13 Jan | 20 Jan | 27 Jan | 03 Feb | 10 Feb | 17 Feb | 24 Feb | 02 Mar | 09 Mar | 16 Mar | 23 Mar | 30 Mar | 06 Apr | 13 Apr |
| Phase | Prep | | | Prototyping | | | | | Project development | | | | | |
| Activities | Intro to project theme, media and core methodology<br><br>Team up<br><br>Develop ideas | Team up<br><br>Develop ideas | | Present ideas<br><br>Select one idea per team<br><br>Finalize team structure | Prototyping<br><br>Documenting progress at OSS<br><br>Assembling tech requirements<br><br>Ordering crucial components<br><br>Presenting progress in class | | | Prototype demos<br><br>Assemble bulk tech order list for project development | Developing projects<br><br>Documenting progress at OSS<br><br>Ordering additional components<br><br>Presenting progress in class<br><br>IF REQUIRED: Reserve extra equipment for projects | | | | | Showcasing |