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

Recommended media:
Interactive Animation or Video (screen-based or projection),
Website or Web App,
Mobile App,
Game (Unity, Unreal or other preferred platform),
Sound Art,
Interactive Object/Device (smaller scale) or
Interactive Installation (medium scale) – CAREFULLY

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 28 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	17 Jan	24 Jan	31 Jan	7 Feb	14 Feb	21 Feb	28 Feb	6 Mar	13 Mar	20 Mar	27 Mar	3 Apr	10 Apr	17 Apr
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 Finalize team structure	Select one idea per team	Making prototype 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