Workshops in Creative Computing 2: Mobile Computing and Computer Vision

Assignment 1/2: Mobile Project

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Introduction

Your assignment will be to work in groups over the next 3 weeks to create the basic implementation of an artwork, creative application, or game that uses a mobile device as the primary means of interaction. It could take any form. For example, you could develop an installation which you video document or present live. You could present a live performance interface or a game which is similarly documented via video, website, or presented live. The choice is up to you.

You should have an idea ready for discussion in the lab on Jan 30th. By midnight on the 30th of Jan, you should send me one e-mail per group (3-5 people; yes you have to be in a group) with each of your names and a 300 word summary of what you plan to present. Also be sure to tell me if you need a device such as an iPod or iPhone or if your group already has one. As we do not have enough devices to give to everybody, groups without a device will be priortized.

Note that students that do not have OSX machines can still use the lab machines when they are not booked. As well, you can still develop in open-Frameworks for desktop applications using Visual Studio or Codeblocks, though you will not be able to use iOS specific things such as MapKit, Accelerometer, etc... Eventually, however, you will likely have to move this code over to an OSX based machine. Or perhaps you are using a mobile device to interact with another app via OSC on a desktop based machine. That is fine as well.

Submission

Group

Your group presentation can be a video, a live presentation, a website, or an installation. In any case, you must faithfully represent the experience of "being

there". For instance, you could show your finished work as a 10 minute presentation. It could be a documentary video which follows someone with your mobile app. It could be a website which records data from someone with your mobile app and some additional video embeds that show some other aspect of the interaction.

Please decide on the format of your submission and make this known to me by the 6th of February. If a documented video or website, be sure to include all the documentation required for understanding your work. These should stand on their own and be understood well enough for me to mark your project. If a presentation, be sure to have thought out exactly what/where/how you will present and organize it as though it were an art critic or gallery presentation. I will also book a lecture theater for the 15th of February where those that submit videos will be presented, and those that require a live presentation can present their work.

Individual

You should also individually e-mail me a short 800-1000 word article of your work by midnight on the 19th Feb. Ideally, this is formatted as such:

- **Context/motivation** for the project
- **Related work** and other artists/projects that have done similar things
- **Methods** of your work such as programming snippets or interaction required to make the project work
- **Results** in what your methods were able to produce
- **Discussion** of what went wrong/right and how you would change your methods in the future. You should also state whether you feel the contribution amongst team members was roughly equal in which case marks will be allocated equally, or whether any team members contributed significantly more or less.

Be sure to include visual documentation when necessary. If you require a different structure than the above, you are free to do so. However, keep in mind that the aforementioned basic elements should still be explained somehow. I would suggest you start thinking about the context of your project and start to write this section and the related work by the 30th of Jan when you will discuss with me what you would like to do.

Assessment

You will be given a mark for your individual submission and your group work. These will be weighted equally in deciding your final grade. I will follow the scheme below which focuses on (1) how you made use of the components taught during the mobile development course, (2) a novel aspect of those components showing going above and beyond what was taught, (3) the aesthetics of the

presentation, and (4) the conceptual framing of the project. Essentially, higher marks will go to work that demonstrates independent research and innovation beyond what is directly taught in the course. This includes technical innovation (using techniques not directly taught in the course) and creative innovation (innovative use of the methods taught in the course). If it is clear from your individual reports that the work of the project was not spread evenly, individuals in the group will receive adjusted versions of the mark reflecting their contribution.

Marks will be allocated according to this scheme:

- 0-49% **Fail** Non-submission; cheating; poor effort
- 50-59% **Pass** Successful implementation of an artwork, game, or mobile-based experience based on the techniques and concepts taught in the course, with some flaws
- 60-69% **Merit** A highly polished implementation using the more advanced techniques and concepts taught in the course and/or some innovation beyond what is taught in the course, but containing flaws
- 70-79% **Distinction** A piece of work that displays research and/or innovation beyond what is taught in the course in terms of either the technical implementation or creative concept
- 80-100% **Exceptional Work** that goes considerably beyond the scope of the research to the production or highly professional piece of creative and technical work which uses state of the art research within the work

Timeline

- 23 Jan: Project assigned.
- 30 Jan: Ready for discussion of your project during the lab. E-mail by midnight with 300 word summary of your group work and its team members.
- 6 Feb: E-mail of where/when/how you will present your group project. If this does not require a lecture theater, then you will have to sort out a place that I can come experience the installation, or way of documenting the work using video.
- 15 Feb: Final group presentations. Those handing in videos or a website must submit them by Noon. For websites, I will open a browser with your website at Noon. Others should present their work on the 15th in the lecture theater I will book, or sort out an alternative place/time with me by the 6th of Feb.
- 19 Feb: Final individual submission (PDF).