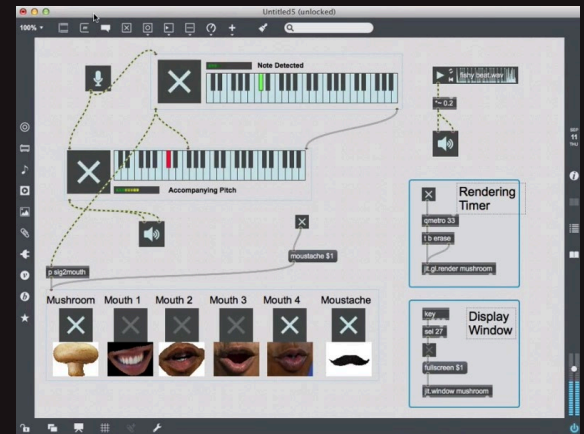


IMD09119

Responsive Environments

Technology

Max gives you the parts to create unique sounds, stunning visuals, and engaging interactive media. These parts are called 'objects' – visual boxes that contain tiny programs to do something specific. Each object does something different. Some make noises, some make video effects, others just do simple calculations or make decisions



Open Source

- Shared knowledge
- Shared system
- Collaborative development



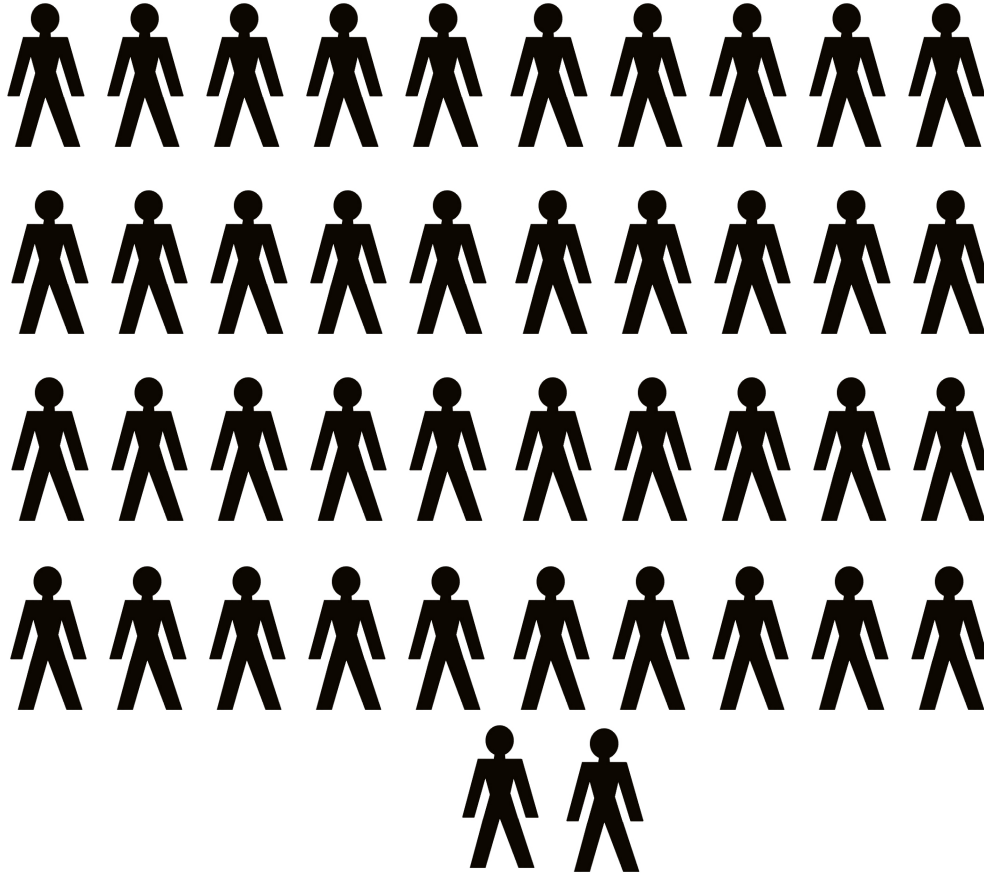
I'll give you information with no interest in what I get back.
We communicate through Moodle.

Learning Outcomes:

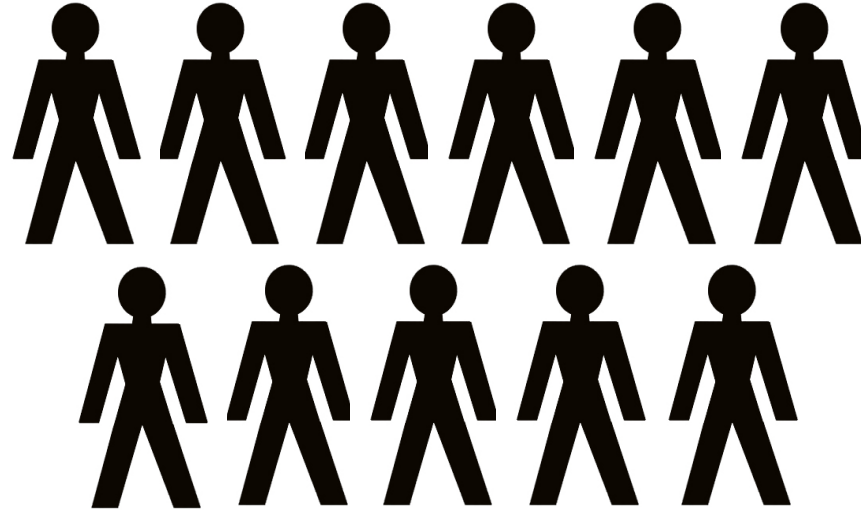
On completion of the module, students will be able to:

- LO1: Design multimedia projects that make appropriate use of physical, aural, visual, time-based and interaction components to convey a message and reinforce its content.
- LO2: Identify the appropriate technology to design a product or installation.
- LO3: Develop working prototypes to appropriately augment an interactive product or installation.
- LO4: Appraise their work in relation to current practice and theory.

Course Structure



Course Structure



Design Workshops – 21 Students

There are 3 workshops each one is 4 hours.

See your personal timetable.

Workshop 1

Symphony of Edinburgh

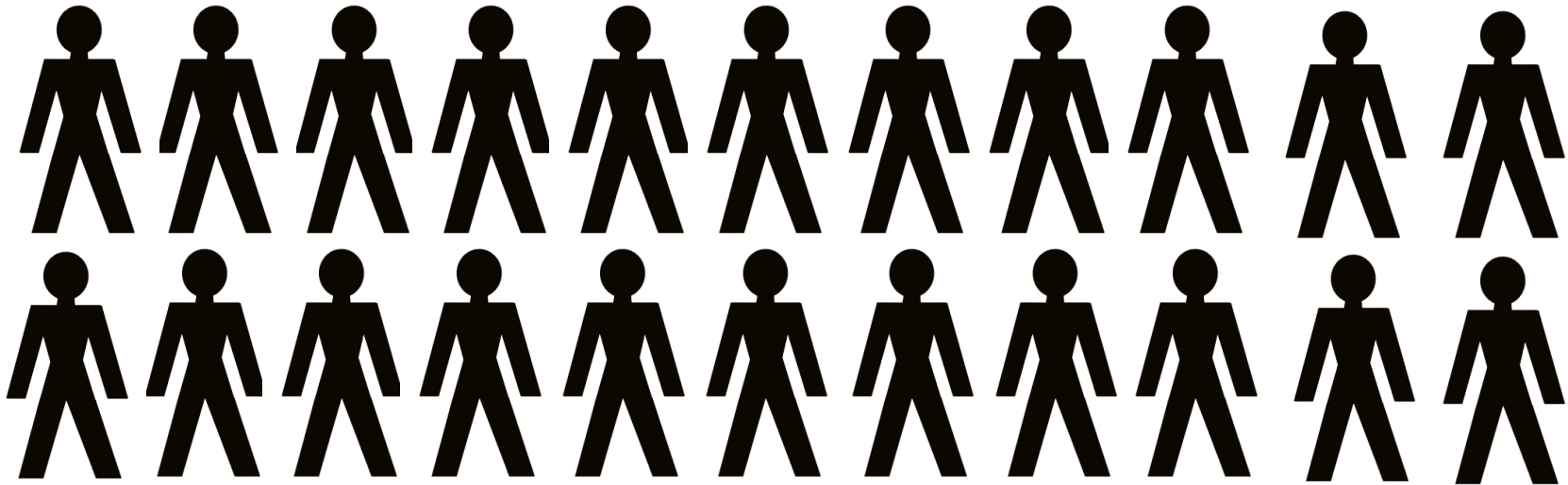
Workshop 2

Views of Edinburgh

Workshop 3

Design Fictions

Course Structure



Practicals – 21 Students

Group 1 Friday 11 - 12 C28

Group 2 Friday 12-1 C28

Assessments

Two parts

Part 1 is about thinking (60%)

Part 2 is about doing (40%)

Courseworks are yet to be submitted for final moderation. It is your responsibility to make sure you are familiar with final versions.

Blog

This is a major assessment instrument used in Coursework 1

Start your blog today.

Use it to discuss

- Your observational studies
- Work that you've found inspirational.
- Ideas for your intervention.
- Your personal exploration of technology.

Your blog is going to demonstrate that you have been working toward your final submissions week by week.

Ask me about blog bingo

Report (Observational Study)

You are to conduct an observation study and submit a detailed report on your findings. You will produce a Design Fiction detailing a proposal for an intervention concept for your observed area. Your submission will be in the form of a diary submitted as a blog, a report submitted in .pdf and a Design Fiction in.pdf The design fiction will be submitted after the report.

You will upload all files to Moodle.

The report and design fiction will be submitted separately.

Include a shortened URL to your blog on the title page of your report. Make sure your blog is public or give the viewing password in your document.

You will conduct your observation study in a public area of Edinburgh. Areas may include but are not limited to:

- Grassmarket.
- Calton Hill.
- Bristo Square.
- The Meadows.
- Portobello Beach.

If you are unsure if an area is suitable, discuss it with the module team.

Your Spot



Choose an area that you do not regularly frequent that is at least a 15-minute walk from your home.

You will choose a specific spot, for example a bench, from which you will conduct your observation.

You must make at least 6 visits of one hour in length to your spot.

Your visits will be undertaken at different times of the day and on different days.



The purpose of this study is for you to produce a true picture of how this public space is used. Consider the actions of people on their own, friends, couples and families. By visiting at different times on different days you will build a picture of the true use of the space. It is important that you attempt to ignore any preconceptions of how you think the space is used and look at actual use.

Discuss

- Popularity of spaces at different times of day.
- Unused resources.
- Unexpected uses of resources (appropriation).
- What types of people are in these areas?
- How does the space change according to who is there and time of day.
- Social use of space.

Including visits and interviews (see report), your observation study should represent 20 hours of work.

Report

You will provide a detailed report of 2000 (+- 10%) words in length describing the different uses people make of the space you have observed.

You must include photographs of your spot and the area in which is located. Describe your area and discuss your initial thoughts on how it is used. Provide detailed accounts of the behaviour and actions you have observed.

Where possible, include photographs and video of activity in the space but be aware of other people and their privacy concerns. Feel free to compose diagrams and composite photographs detailing activity.

As this report is necessarily subjective, it is for you to decide many of the definitions, for example, what constitutes a resource or what is meant by social use of space. Make sure you define your interpretations in the report. Discuss your assumptions of how the space is used compared to its actual use, do not use first person for this report.

In your report, you will conduct at least three interviews with people within the space you have chosen. You must use informed consent forms, which need to be scanned and submitted to Moodle. Use open questions in your interviews and record them. Provide a summarised version of the interview with quotes, highlighting what you have learnt. Discuss how often your interviewees use the space, what they do and what other spaces they use in a similar way.

Observational Study Marking Schedule	
Marks to be determined by: • Observation report. • Interviews. • Blog.	
Observational Study Marking Scheme	
Description of your observations and how your preparatory work has informed your conclusions. (LO1)	10 marks
Quality of interviews, considering questions asked. Paying attention to the summary of interviews and how this informs conclusions. (LO4)	10 marks
Blog, paying attention to how regularly it is updated and how it informs the final piece. (LO1)	10 marks
Total	30 marks
Projects that demonstrate an excellent level of professionalism, innovation and creativity will be awarded higher marks.	

Design Fiction

You will conceive an interactive intervention that will work in this space. Your intervention should aim to either complement or disrupt existing behaviour. You may consider large-scale pieces of furniture or mobile software applications. What is important is that your intervention must use computing technology. You will communicate your intervention visually as a design fiction

You are free to be as ambitious as you wish; you will not be building this artefact.

Media you may consider for communicating your concept are but not limited to:

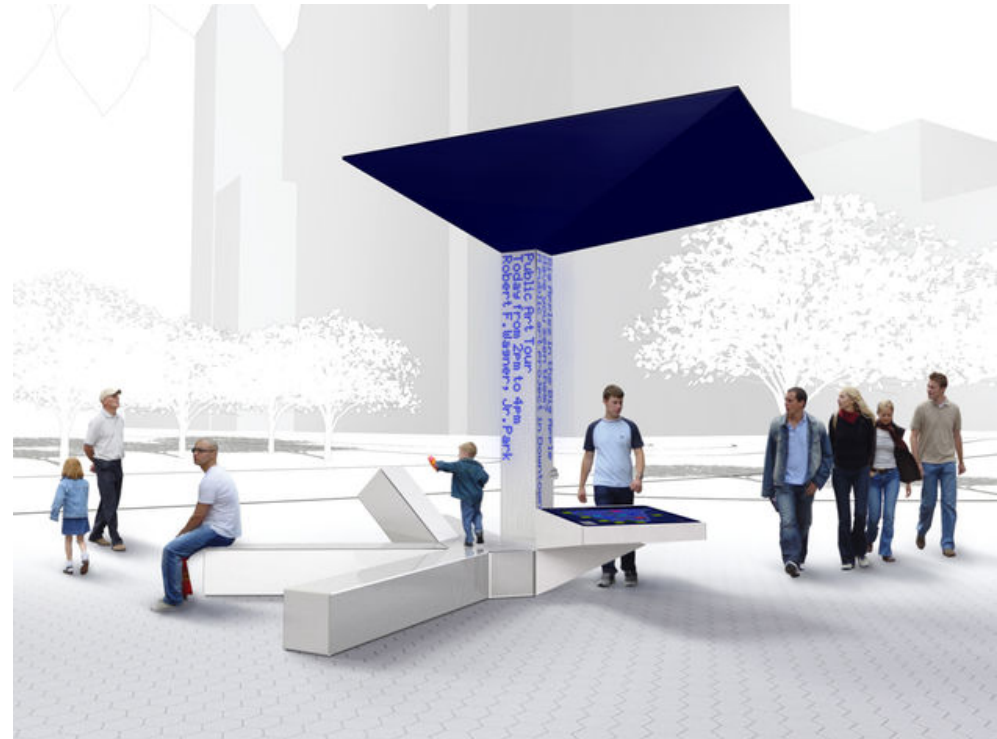
A series of between 5 – 10 images.

A single page comic.

A short video (30 seconds to 1 minute).

A series of radio adverts.

Your design fiction should represent 10 hours of work.



Design Fiction Marking Schedule	
Marks to be determined by: • Design Fiction suitability • Design Fiction delivery. • Professionalism.	
Design Fiction Marking Scheme	
Design Fiction concept, paying attention to its suitability for the environment. (LO2)	15 marks
Design Fiction delivery, does your fiction communicate the concept successfully? (LO4)	10 marks
Quality and professionalism of submission. (LO4)	5 marks
Total	30 marks
Projects that demonstrate an excellent level of professionalism, innovation and creativity will be awarded higher marks.	

Project

This coursework is in 3 phases.

Phase 1 is worth 5% of your final mark.

Phase 2 is worth 5% of your final mark.

Phase 3 is worth 30% of your final mark.

An Experience of Edinburgh

You will respond to theme above by producing working pieces of software in Max/MSP (commonly known as a patch). Your software will employ sound, images and interaction. You are expected to use Max/MSP to realise the major part of your solution but are free to develop other composite parts with other technologies.

Bear in mind that you are not producing “the” experience of Edinburgh but an experience. You should draw from both the practical sessions and design workshops in your responses.

You must be prepared to use your own media and found media in your submissions. Any externally sourced media must be licensed for use by others, some sources will be detailed on Moodle.

Phase 1 Symphony of Edinburgh

You will develop a sound experience employing sounds of the city. This theme will be expanded on in the design workshops. You will use original sound that has been recorded specifically for this assessment. You may also use externally sourced sounds.

It should be possible for a person to start the software simply; one way to ensure this is to have a large button marked “press here” though this may not be appropriate for all submissions.

Part of your software must be generative; in other words, it must respond to itself and will not be the same each time it is played. You must comment your software, describing each section and what it does. Consider presentation, use sub patches and presentation mode to make it easy to use and view.

Feel free to appropriate techniques covered in the practical sessions.

This submission is worth 5% of the overall mark for the course and should represent 5 hours of work. You **must submit all sections** to pass the module.

Phase 1 Marking Scheme	
Software quality taking into consideration Development and Presentation	5 marks

Phase 2 Views of Edinburgh

Drawing on phase 1, you will develop a visual media experience employing views of the city. This theme will be expanded on in the design workshops. You will use original pictures and moving images that have been recorded specifically for this assessment. You may use externally sourced media.

It should be possible for a person to start the software simply; one way to ensure this is to have a large button marked “press here” though this may not be appropriate for all submissions.

Part of your software must be generative; in other words it must respond to itself and will not be the same each time it is played. You must comment your software, describing each section and what it does. Consider presentation, use sub patches and presentation mode to make it easy to view.

Your software should employ sound to complement the visual media; you are free to appropriate the software from Phase 1 but may also produce other sound specifically.

This submission is worth 5% of the overall mark for the course and should represent 5 hours of work. You **must submit all sections** to pass the module.

Phase 2 Marking Scheme	
Software quality taking into consideration Development and Presentation (LO1,LO2,LO3)	5 marks

Phase 3 An Experience of Edinburgh

Your final phase will employ sound and visual media and will respond to human interaction. You may want to develop a proof of concept for your submission to your written report. Again, the major part of your development is expected to be in Max/MSP but you are encouraged to employ other technologies in tandem.

You will be expected to make a demonstration video of the software in use; this video should be no longer than 1 min and is your opportunity to talk us through your work (use .mp4 format).

You will upload your original software, but it is important to bear in mind that if you have used any externally developed software (objects), you must include them along with installation instructions. If you use any peripherals such as Controllers or Kinect cameras, you must include a method for the examiner to emulate signals from these devices.

Your final piece should be a significant piece of work, representing 20 hours of effort.

You will also include a critical document (1000 +- 10% words). **You will list the learning outcomes for the module and discuss, with examples, how you have achieved these outcomes. If you do not do this, you may not be awarded marks.**

You will discuss any existing work and theory that has influenced your work and how your work compares with that existing work.

Remember this is a reflective document; avoid being descriptive. Talk about which approaches were successful and why they were successful. Discuss influences from class, the outside world and your own research and reading. How would you approach a task like this in the future? What approaches were unsuccessful and abandoned, what did you learn from them? Did you keep anything from the unsuccessful approaches?

We are interested in your process as much as your final results. Your failed and abandoned ideas are as important as the final outcome. Use of first person is not appropriate.

SUBMISSION

All submissions should be compressed in a folder as .zip format and all software must include any external files that it employs.

Moodle will not accept files larger than 1 Gigabyte. If you try to upload to the server at the last minute, you are likely to find the server does not process it in time and it ends up tagged as late. There is no leniency on late uploads to Moodle, you should plan accordingly.

Phase 3 Marking Schedule	
This assessment will account for 30% of the final marks for this module.	
Marks to be determined by: • Software development. • Evidence of explored and abandoned approaches. • Evidence of research beyond taught sessions. • Evidence of responding to feed back. • Critical reflection.	
Phase 3 Marking Scheme	
Technical appraisal Is the software efficient and suitable for this application? (LO3) Is a considerable part of the software original work? Is the software well commented? Has any appropriated software been referenced? (LO3)	15 marks
Critical Reflection: Does the document clearly address the learning outcomes? Is the document truly reflective rather than descriptive? Have alternative technological approaches been discussed? (LO2) Does the document effectively draw from existing work and theory? (LO2) Evidence of research beyond taught sessions. (LO2,LO4)	15 marks
Total	30 marks
Work that demonstrates an excellent level of professionalism, innovation and creativity will be awarded higher marks.	