

Class Presentation Notes / November 27 & 29

Jen

The prototype of the mobile table really helped define what direction the project is going in. In addition to the table holding food, maybe there are some other key artifacts that remind you of your childhood or that are representative of your father. If there are some additional personalized additions made to the object you are designing, this could help reinforce your narrative; could bridge the gap between the story you tell in your presentation and the designed object.

Joe

The prototype and future version of game is really beginning to take shape, the progress shows, and its looking great. Showing some documentation of the user tests for SKATE and other skaters reactions to this version of the prototype could further help refine and determine what tweaks need to be made. Where would a skater prefer to have the electronics located on the board from their POV? Since the game has a social element to it, is there scorekeeping and an overall competition like how you keep score on an arcade game?

Jason

All the variations including the custom modular layout, snap-on covers for different lighting and simplistic circuitry are working together nicely. As Ed said, the information and instruction is embedded in the product, but it would be interesting to see how you would go about packaging and designing the presentation to a potential buyer. What stores would like it to be sold in? Definitely need to push towards getting the product picked up by investors or another company. Is this something you want to put on Kickstarter or be part of Techstars? Seems like you are at the point of seeking funding and production possibilities.

Hsin-Ying

The visual design for the 4th prototype works really well and is more understandable to use. There seems to be numerous variations you could play with between what one user sends and what the second user receives. As Ed mentioned, having some coded messages where the receiving person has to interpret the message that was sent to them could be another variation. It would also be interesting if the user were able to make a unique graphic based on the shapes received from their friend, could there be a way to share one object with multiple friends?

Daniela & Youmna

Video was great, the effects, sound and narrative all worked together really cohesively. At this point you have the artistic and creative side of the project while simultaneously you have a product for the office space; you could conceivably continue pushing both aspects to the project and end up with a product that is supported by a creative narrative. I somewhat agreed with Kyle's suggestion that you pick one and go crazy, but the product seems like such a natural result of the creative exploration which could be used for practical purposes, Kyle said so himself, he would buy it!

Chris

Incorporating an AR aspect to the designed space (whichever form it ultimately takes) has a lot of potential. Revealing unknown characteristics of a well-known space or creating an experience in that space that is completely the opposite of anything you could experience today, could provide a really strong foundation to the installation. It would be really interesting to see how you could take someone through an experience like this based on the concept for this prototype. What images would you show? What lighting and sound effects could you use? Can you record sound from a particular location and use it in the installation?

Paweena

It's great you are experimenting with different methods in producing the blocks (3D printers, wood, conductive cloth), and it seems like you got a lot out of that process and are now more intent on which materials you are going to make them with. It would be cool to see some additional design iterations or experimentation on the interface. What other forms can it take? What shapes of blocks to kids like to play with? What other feedback mechanisms can you create?

Dan

The research presented is really thorough and in-depth, and the target audience is clearly defined. Mapping visualizations have a lot of potential, but there definitely needs to be a clearly defined source of data driving the visualizations, at least for demonstration purposes. What can the audience derive from other mapping visualizations? What's the most important thing someone can take with them after having visited the site? What other platforms can you interact with or utilize an API for?

Brian

Really liked the Tumblr presentation idea, totally goes with your theme and interests for the project. Might be more stable if you were to mock up slides of Tumblr pages instead of using the live site, as a suggestion. I liked Kyle's assessment that you are really honing in on what will be considered a classic aspect of this time period, GIFs, but in an Andy *Warholesque* type of way. Nicely sums up your progress. One thing I've heard repeatedly is that we should always be designing for our time period, and you are definitely working towards that.

Yong

Great work on the prototyping and user tests for the app. It's nice to see your personal style in the design aesthetics, clean interface and easy to understand. I agree with Kyle in that you need to focus more on the spontaneity aspect to the project of quickly finding a game to play, and less on developing a social network. How many steps does it take the user to get to the game interface page? What can be cut out of the fourth prototype to enhance your main features? Would it make sense to use the Facebook API to open up to a large and established audience?