PERSONAL :: PUBLIC
final project
due 15 dec 2011

Design is in everything we make, but it's also between those things. It's a mix of craft, science, storytelling, propaganda, and philosophy.
— Erik Adigard

activating objects
fall 2011 / eric paulos / cmu / hcii

Form, materials, interactivity, sensing, purpose, play, and emotion. In this final project your challenge is to demonstrate a fluid usage and collaging of these concepts. Scaffolding from the skills you developed in previous assignments and field activities, you will work independently to develop concepts, select a final design, employ a process, and create a working prototype.

Allowing you to explore a range of creative freedom, you will operate within a fairly limited list of constraints:

- your project must have a public component (how it looks, reacts in a public setting) and a personal component (how it connects to, relates, and interacts with an individual person)
- your project must be interactive using at least two different sensing methods
- your project must incorporate a range of materials: not just electronics. You will be graded based on final quality of form and material(s) selection.
- you must provide a compelling motivation (and/or need) for your design (why should we care?). This is not to say your project must be problem solving but it must be meaningful and useful.
- you must be able to build and demonstrate a working prototype by the final critique date (along with a 1-2 min video of your prototype in situ)
- your final project must be driven by a motivation or a need other than yourself or someone like you. You will need to find, observe, and talk to individuals and groups unlike yourself. Think: community activist, librarian, gardener, business owner, world traveler, homeless, unemployed, vegetarian, children, parents, ex-patriot, recent retiree, unemployed mechanic, arborist, politician, taxi driver, teacher, department of public works employee, religious leader, chief, etc
- your designed artifact should be motivated by the cultural activities surrounding your chosen theme and user needs/desires.

You will be required to deliver a 7 minute presentation communicating your final solution along with a demo and video. You will need to articulate current and future state your project provides. Hand in:
- a title for your project
- a 120x120 image representing your project
- description of project (100 words max)
- your observational documentation
- competitive analysis of your design concept
- design process documentation (intermediate designs, sketches, ideas)
- a brief video (1-2 min) of your prototype in situ demonstrating current and envisioned future
- an instructable style process document describing the step by step making of the work
- you must include circuit diagrams as well as design sketches