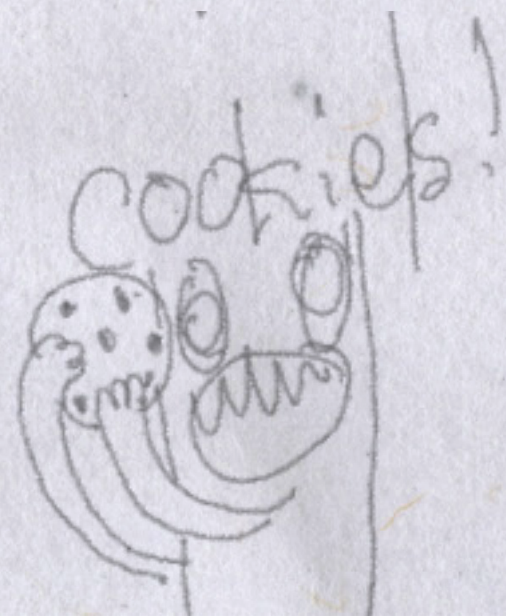
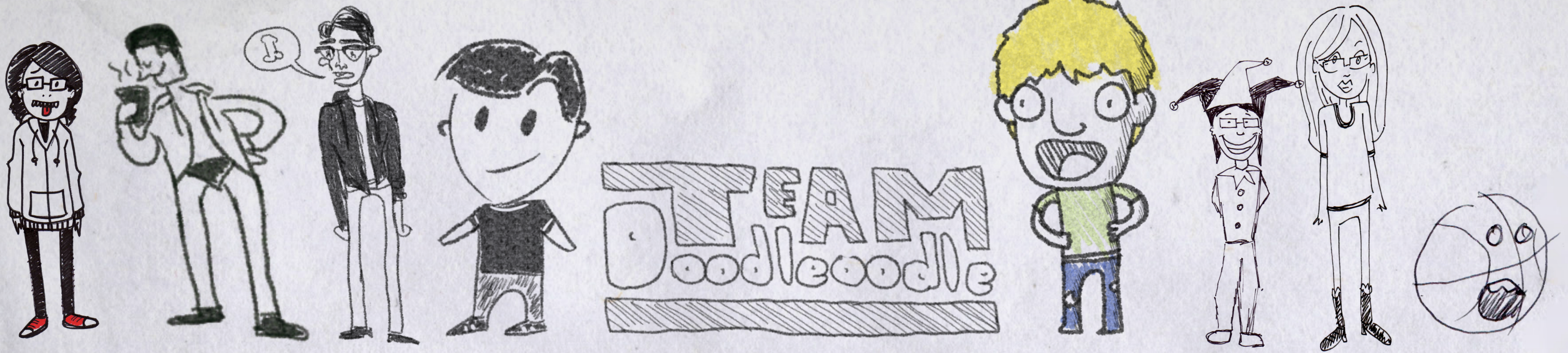


Sketch # BOX





Project Statement

Create an environment that enables people to interact with each other creatively in a playful manner using proximity based interaction. We will use hand drawn and doodle-like visuals to appeal to a universal sense of childhood and play. Users will be immersed in collaborative games and have the ability to create within our environment.

Target Audience

Ages 10 to 60 who should be able to enjoy this installation. As mobility will be a key feature of interactivity, the infirmed and elderly may not be able to participate.

Project Objectives

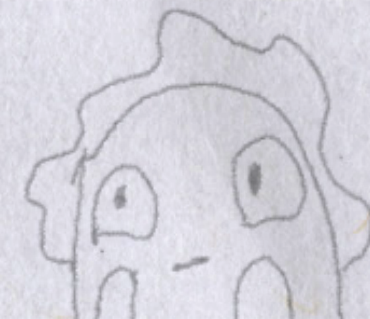
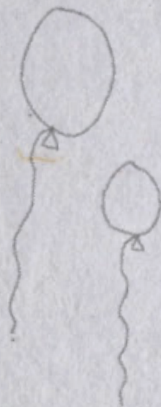
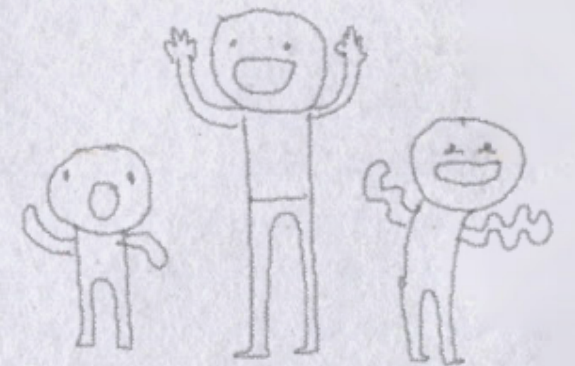
Our goal is to create an environment in which people can interact freely with others, and inspire the users to express their creativity in a memorable hands-on experience. Measurable objectives will include...

The total number of participants, online and in the installation.

Average time spent with the installation.

Average number of users at any given time.

Amount of user submitted content.



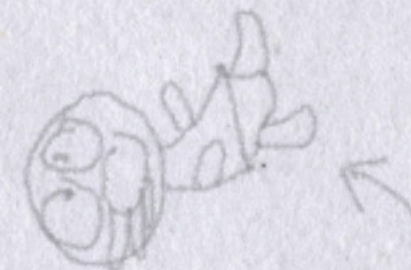
Project Ideation

We could not decide on a subject matter we all wanted to pursue but we did have a common desire for a spacious installation.

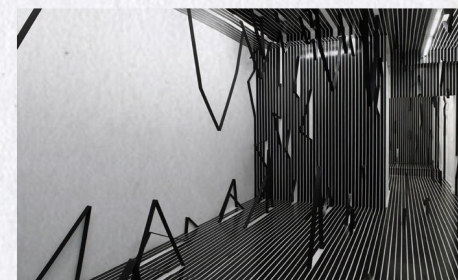
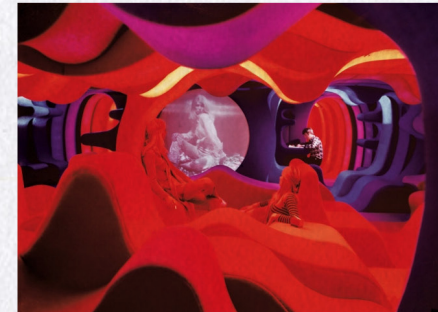
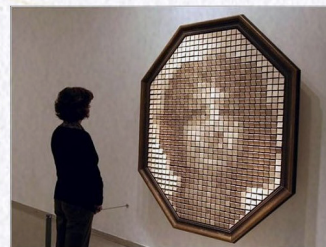
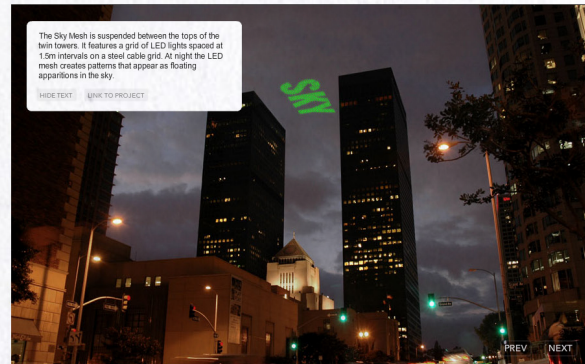
We began our process by looking at LOTS of super cool installations and determining we wanted to have proximity interaction.



HW
- read books
- bake cookies


Babies are
weird.
they smell + cry
alot but everyone
loves them

Installation Inspiration



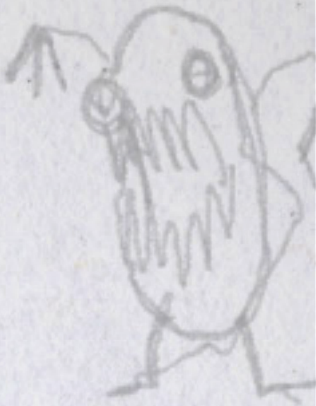
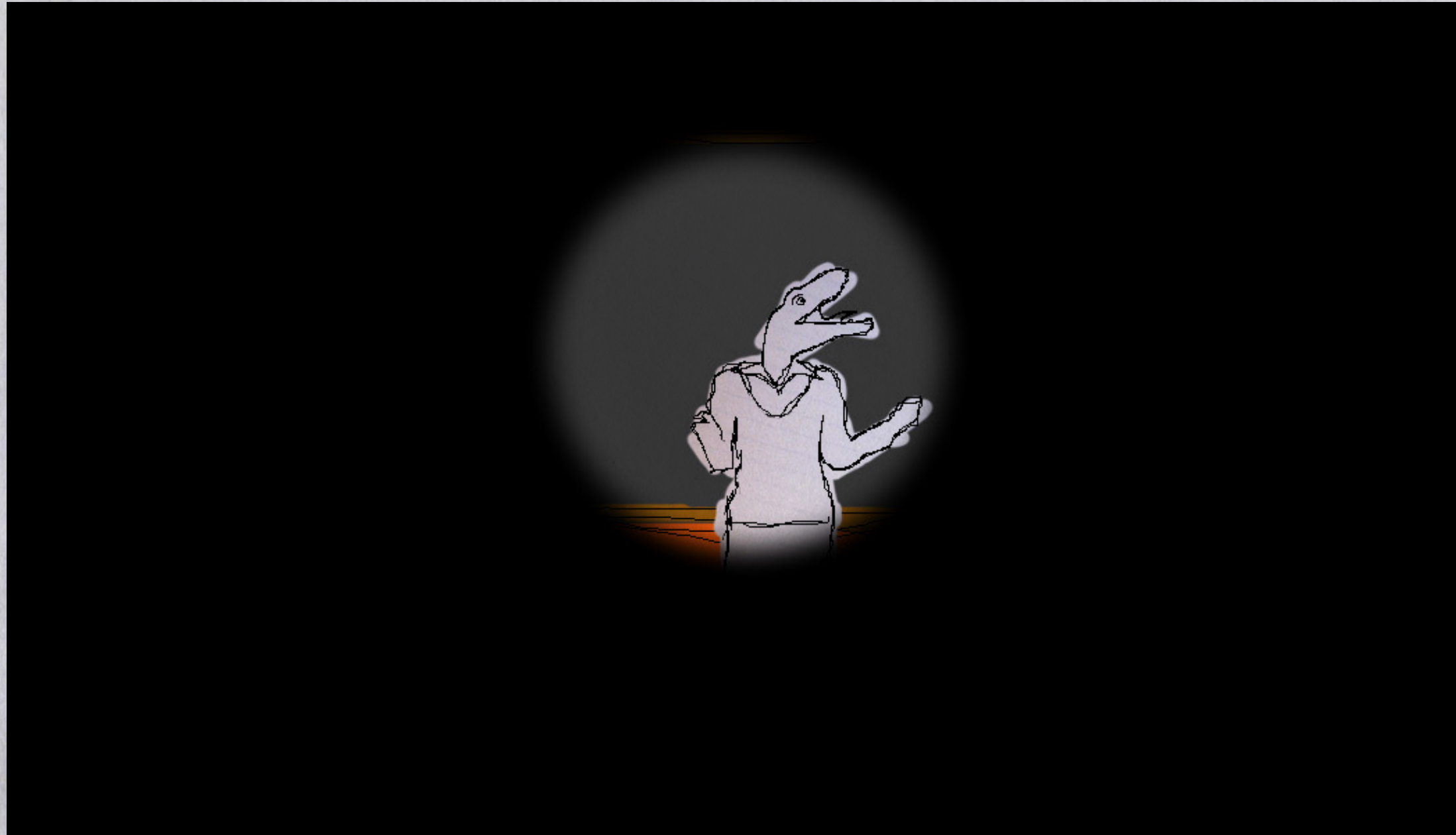
Internal Pitches

COMMUNICATING WITH THE ALIEN MONOLITH



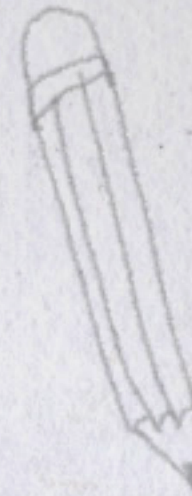
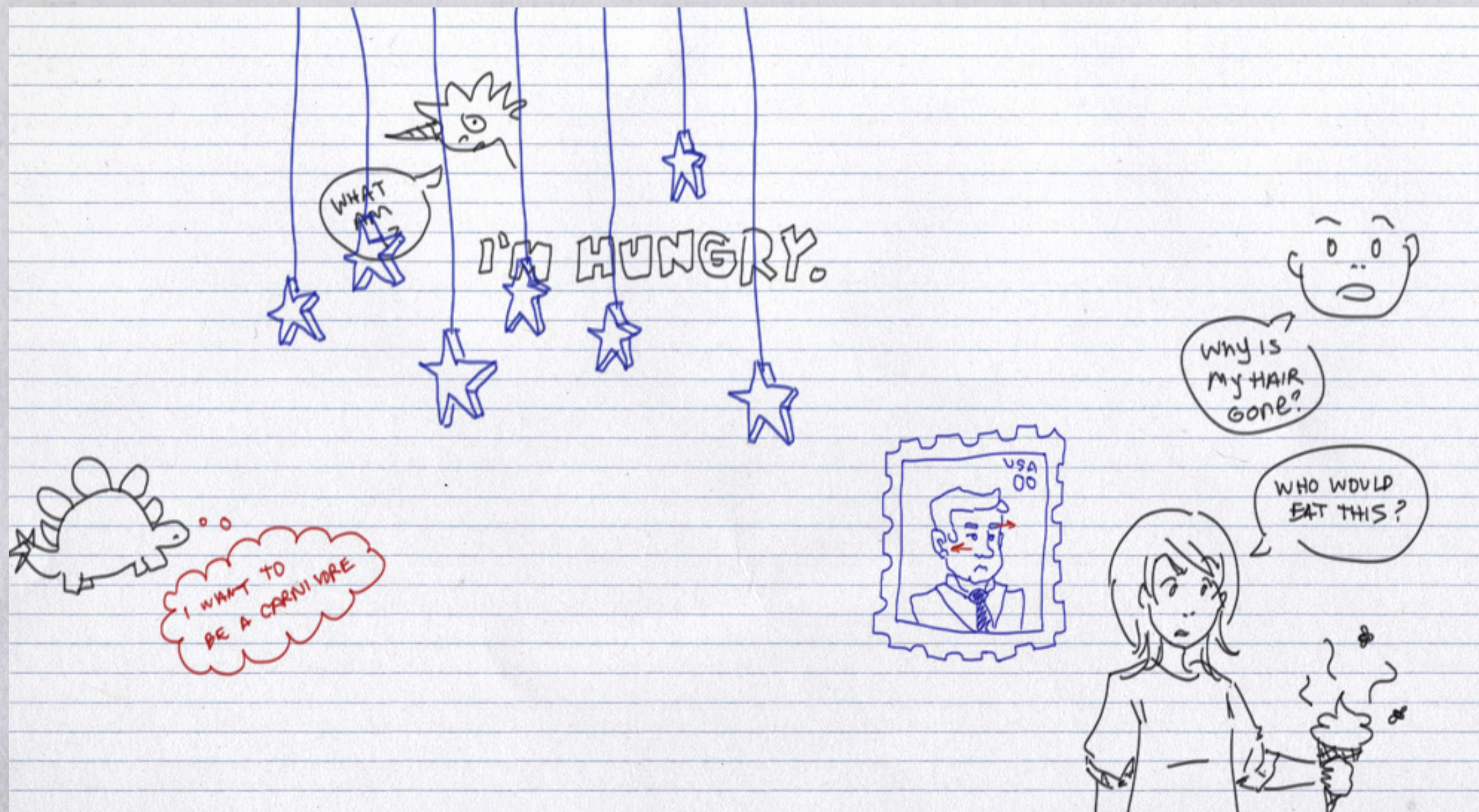
Internal Pitches

THE ARTISTS NIGHTMARE



Internal Pitches

DOODLE WORLD



Storytelling

We shall use subtle storytelling to create an ENGAGING EXPERIENCE and as a method of MAINTAINING CONSISTENCY. Emphasis will be on non-linear character development.



Vincent

Vincent, a boy in 6th grade.

A scrappy vagabond with a love of doodling.

Habitual chain smoker.

The third smallest in class.

Originally from Savannah, Georgia but now residing in rural Penn.

Suffers as a man of principle must.

No father - Vinny will dig Wes Anderson flicks when older.

In love with Tabitha, a girl who makes Helen look like a leper.

Best friend / mortal enemy with Paul, Tabitha's hubby.

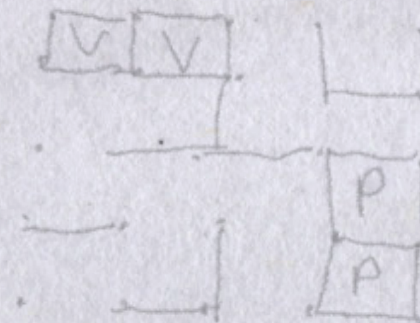


Character Themes

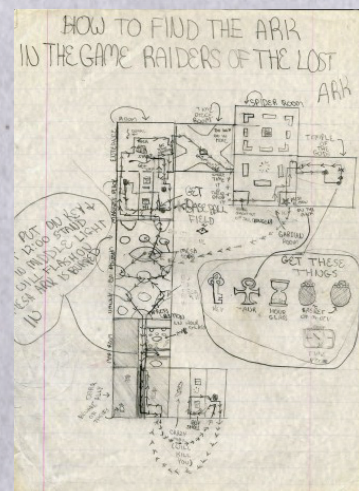
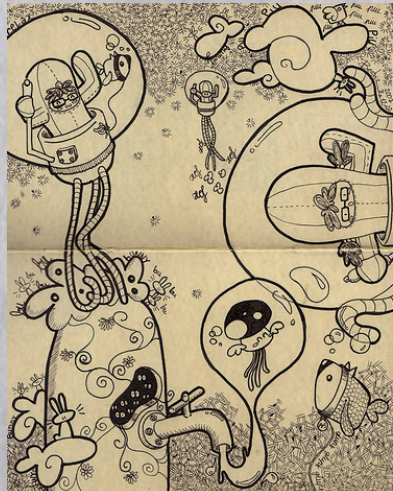
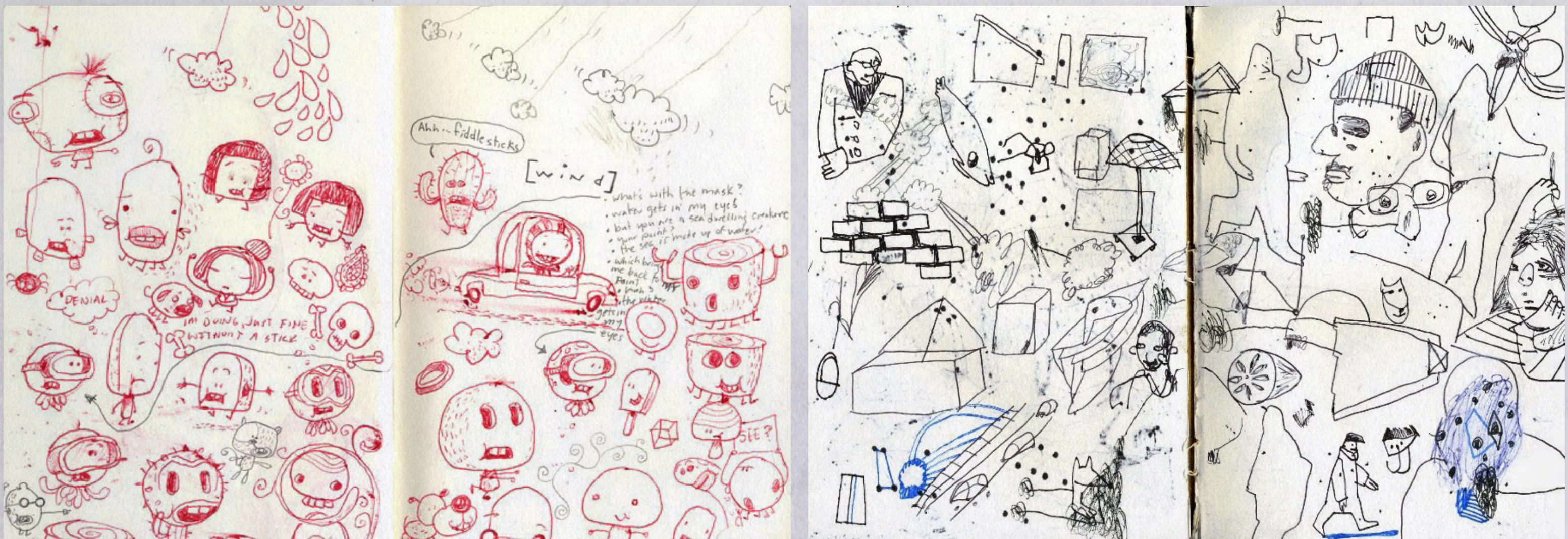
Puppy love.

Betrayal by best friend.

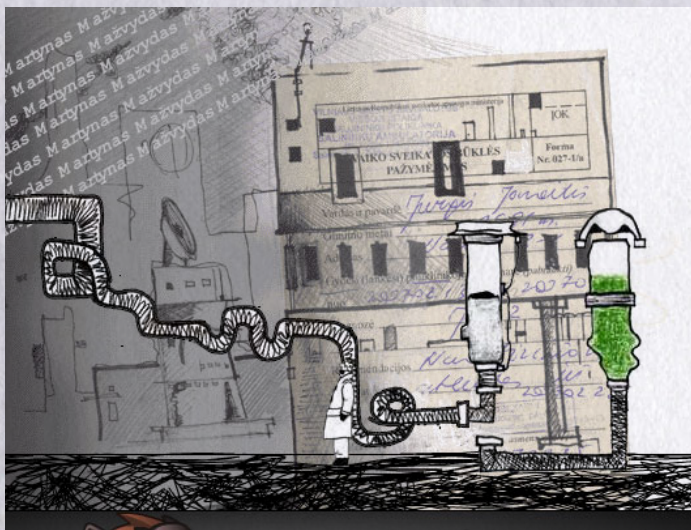
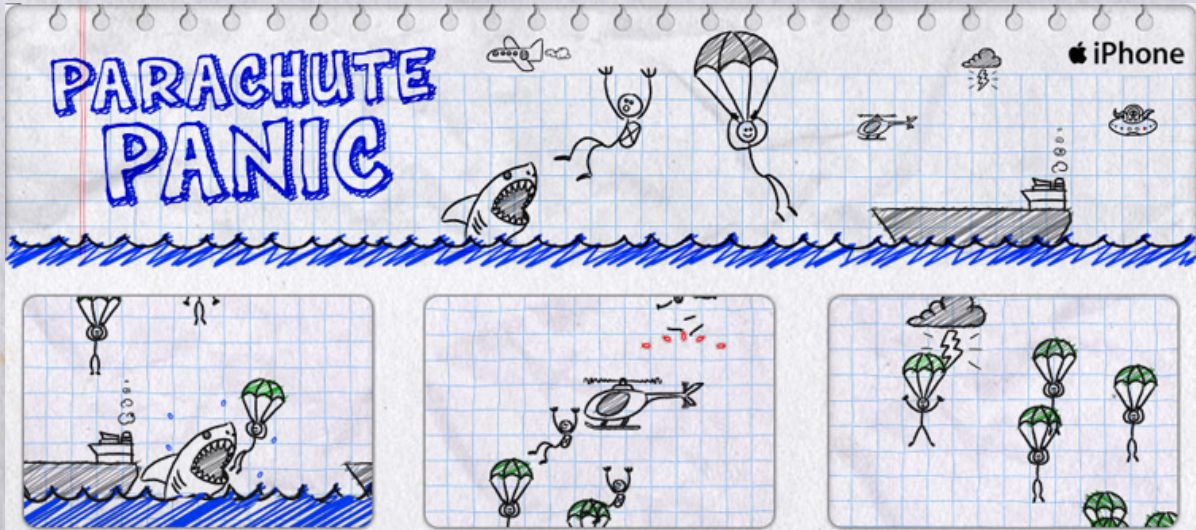
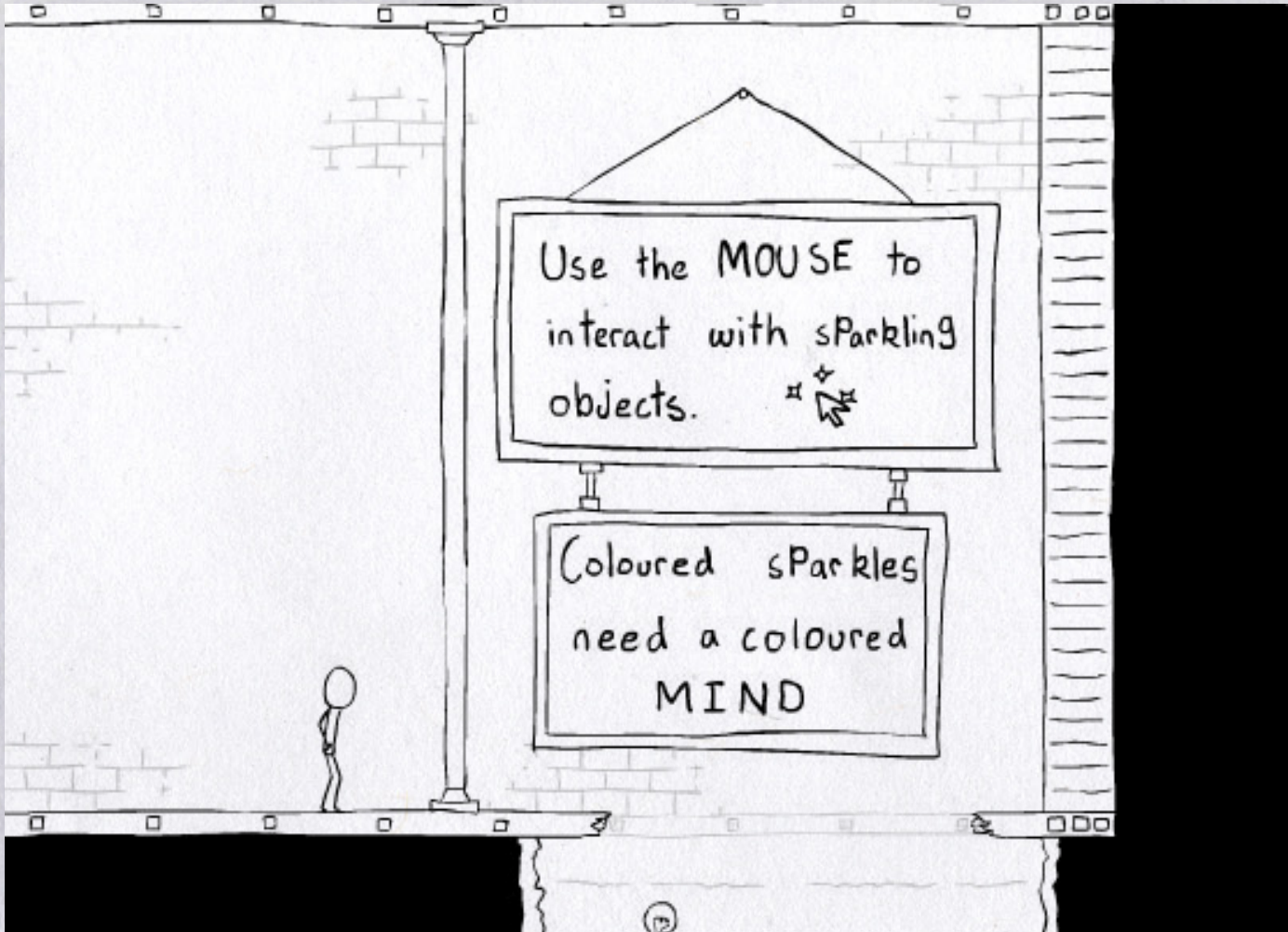
Yearning for father.



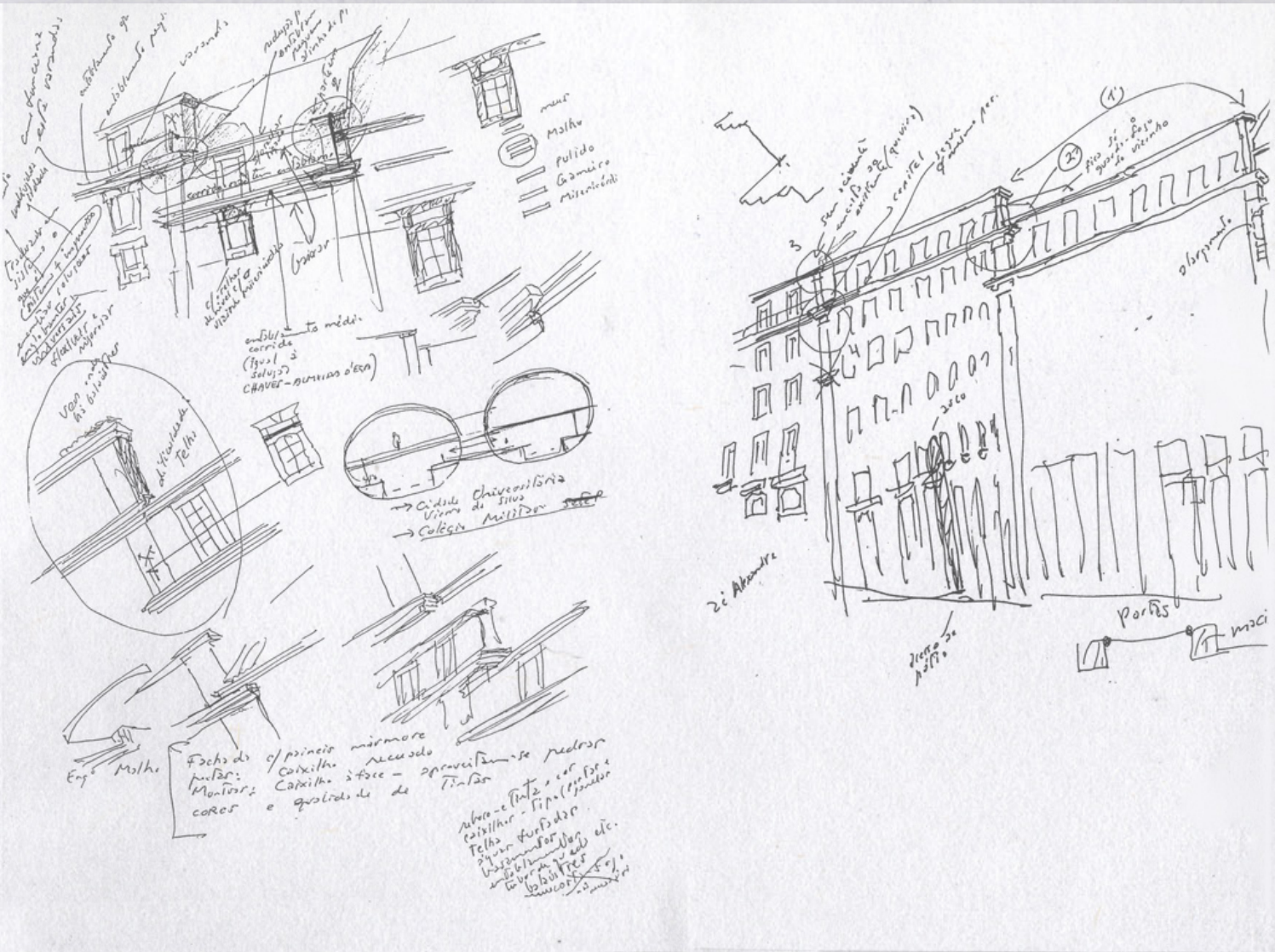
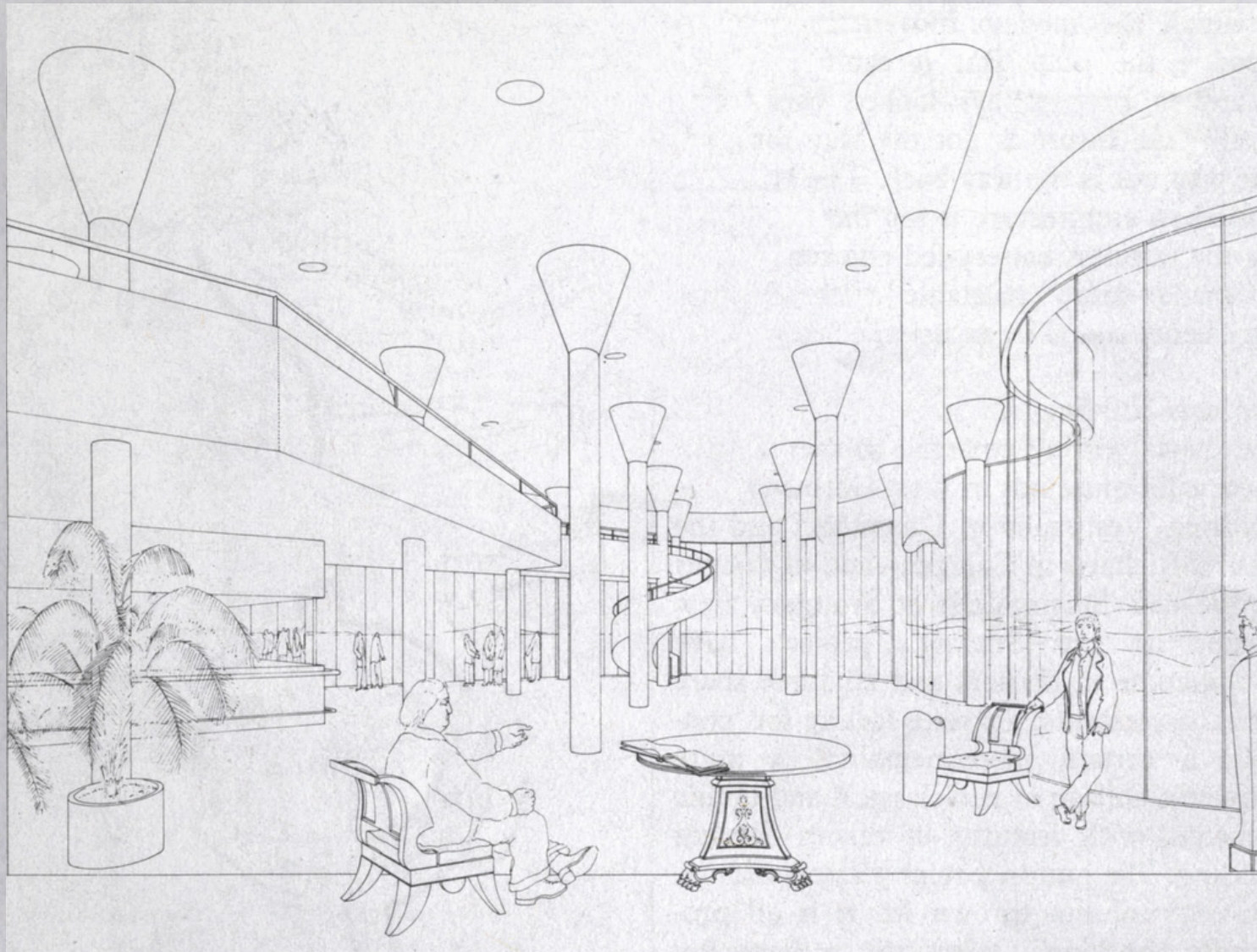
Sketchbook Inspiration



Game Inspiration

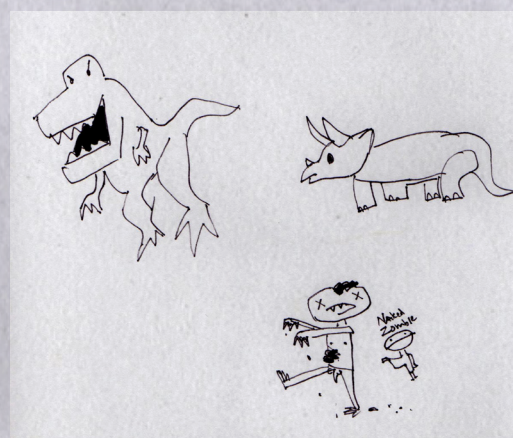
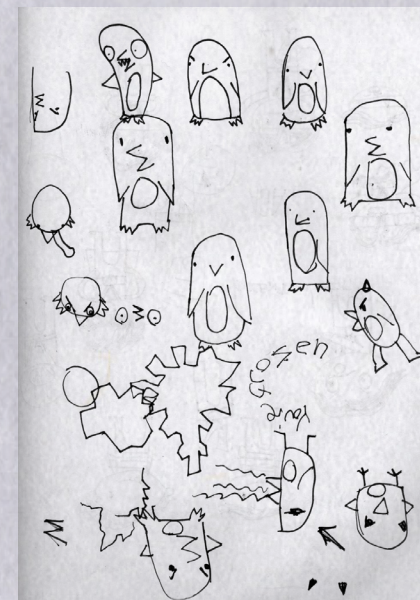
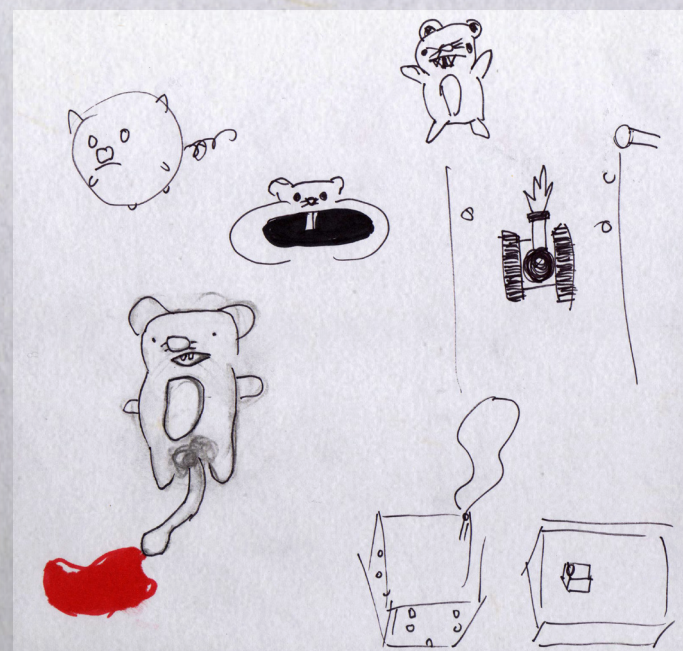
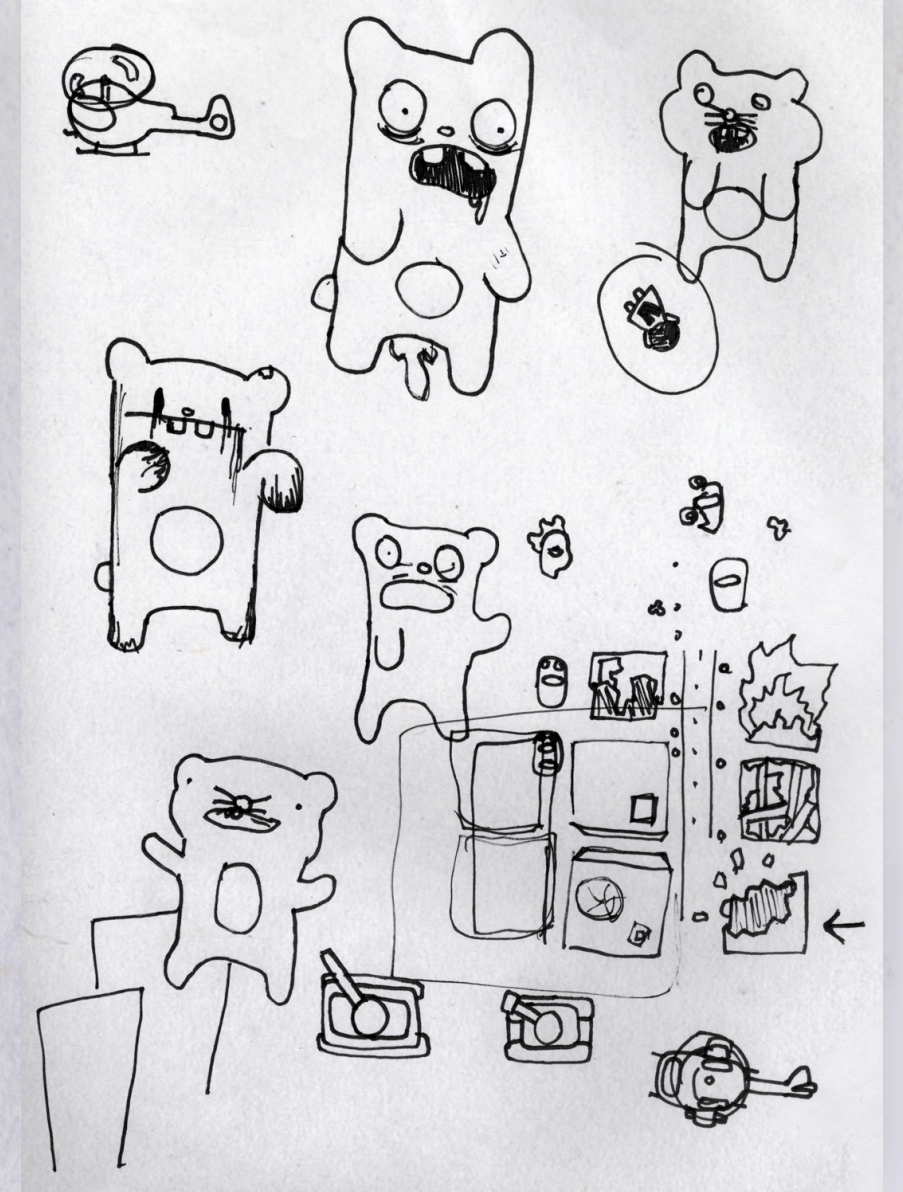
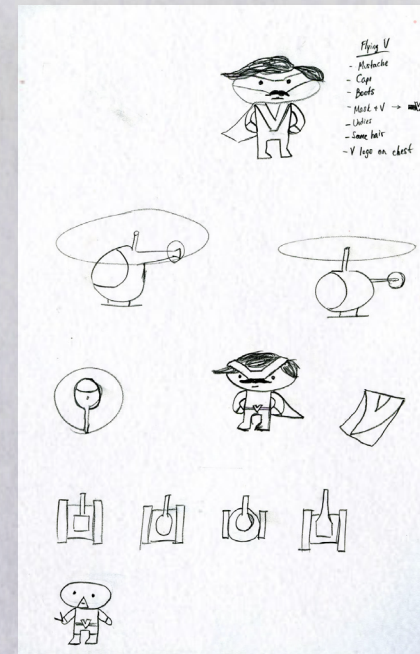
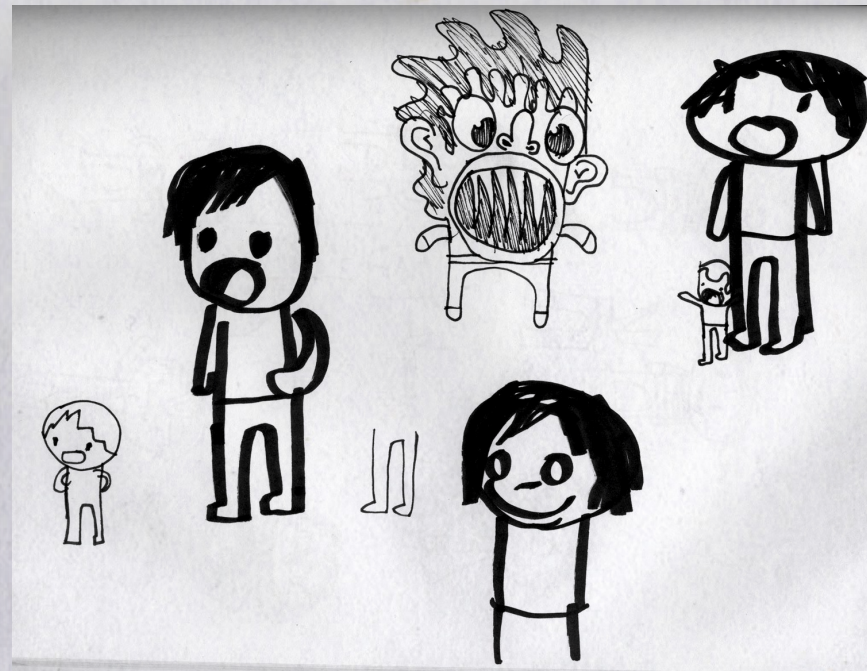


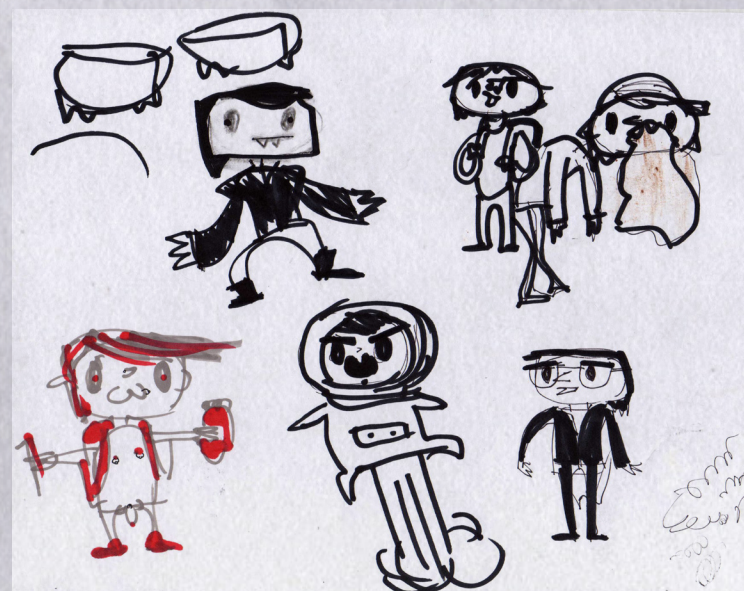
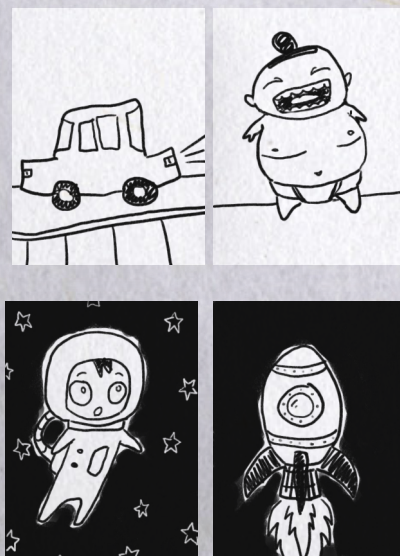
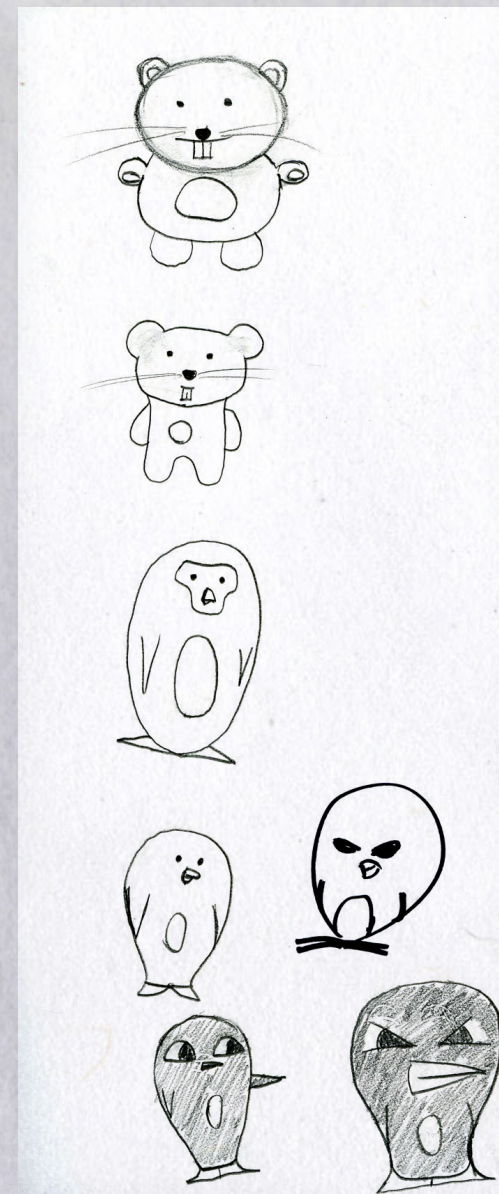
Architectural Inspiration

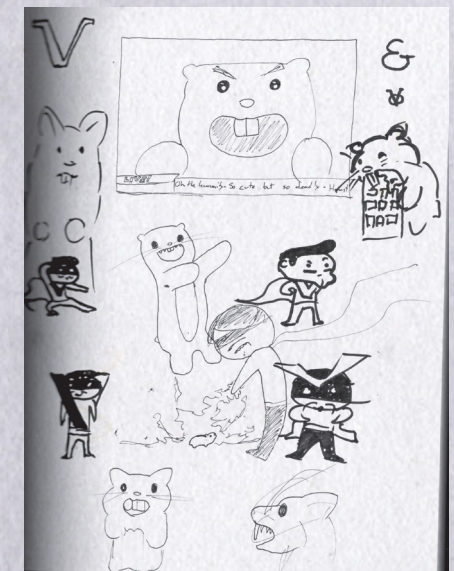
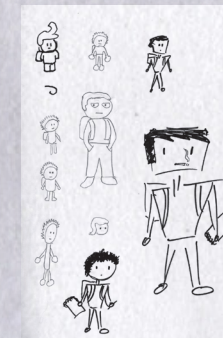
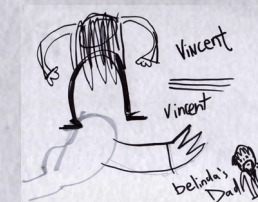
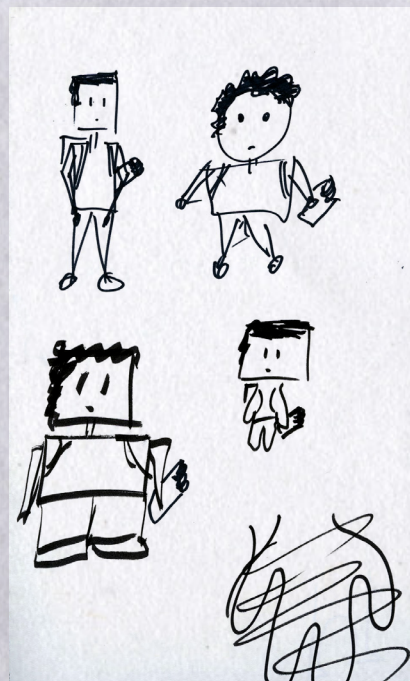
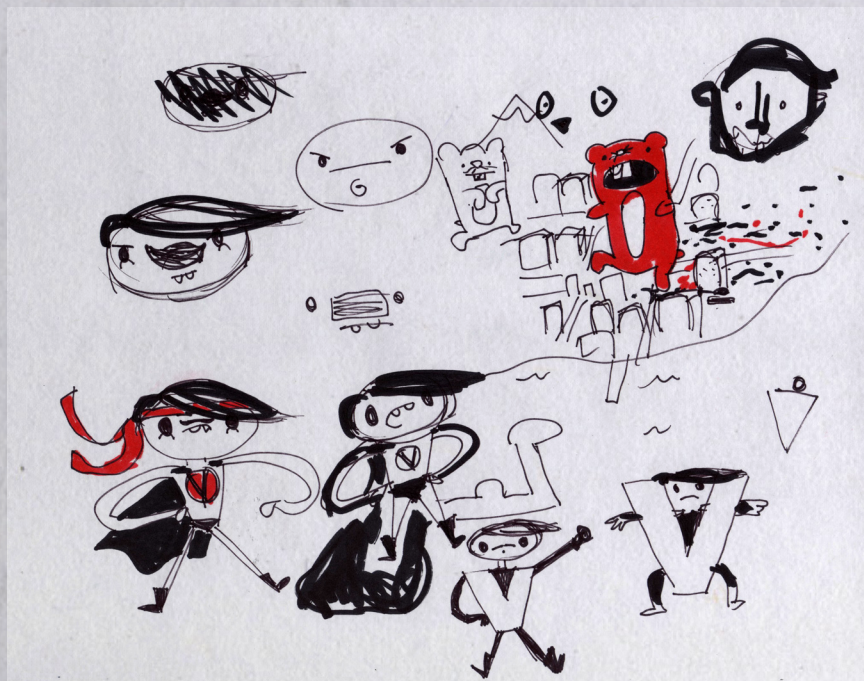
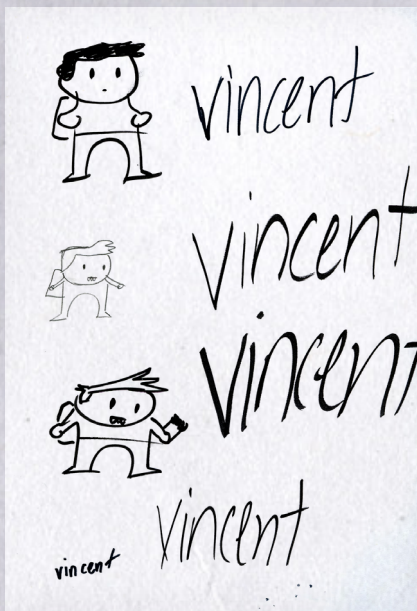


Fine Art Inspiration



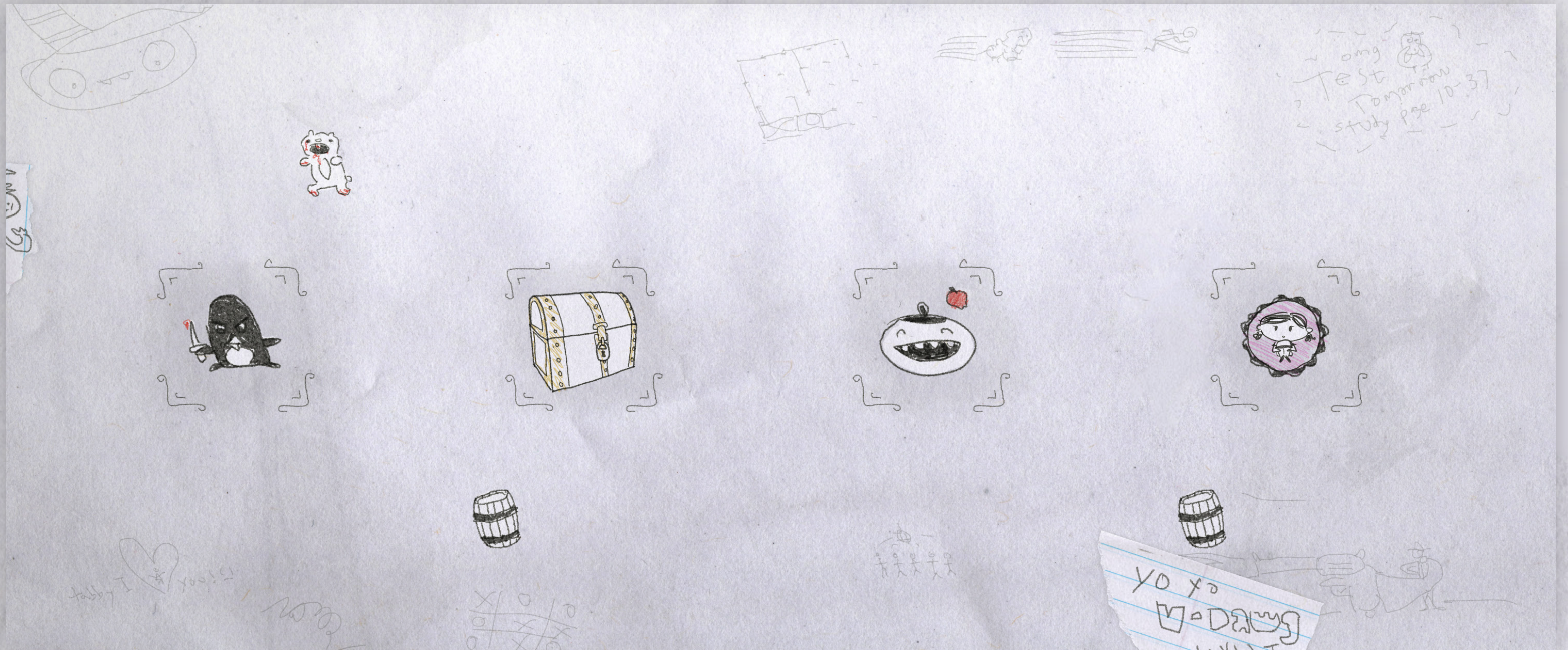






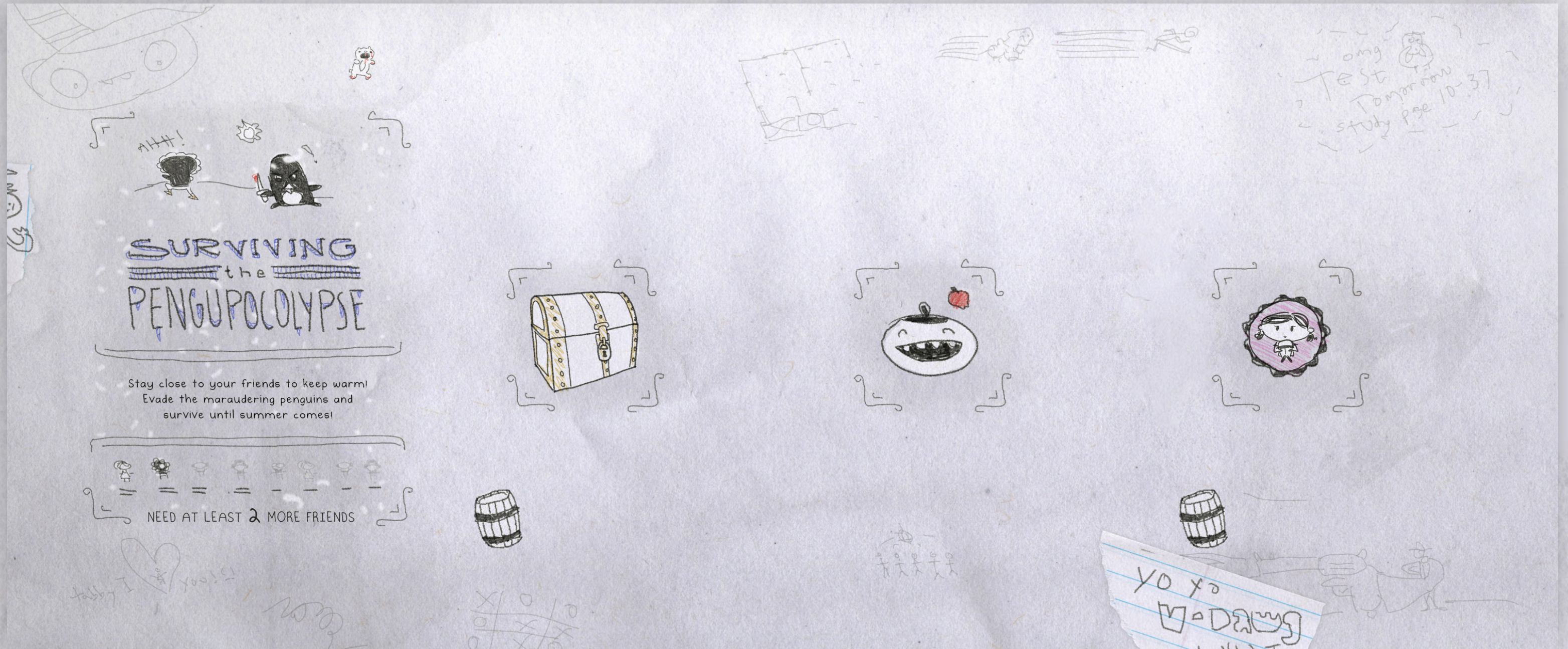
Installation Hub

This is where the user SELECTS GAMES and explores PASSIVE INTERACTIONS.



Installation Hub

Approaching an icon will cause it to unfurl and reveal the game to play.



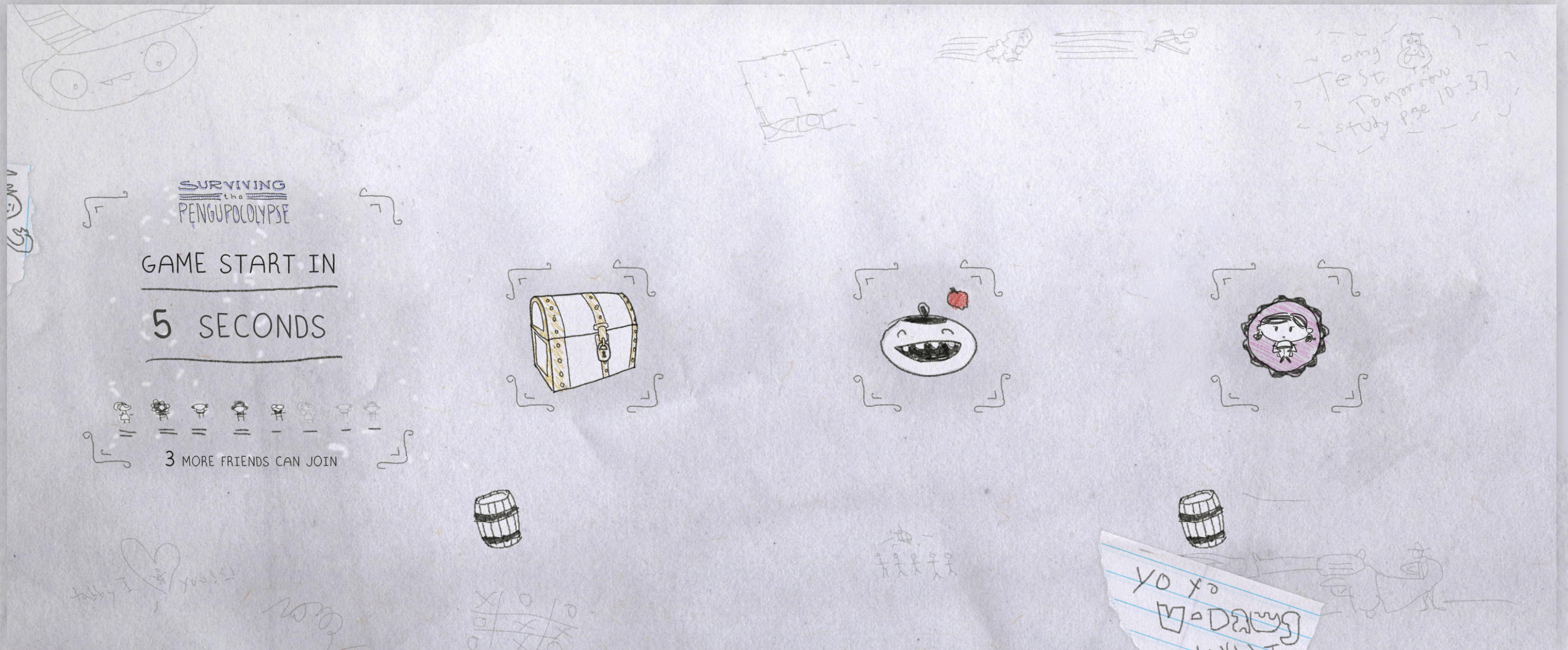
Installation Hub

Multiple games can be inspected at once.



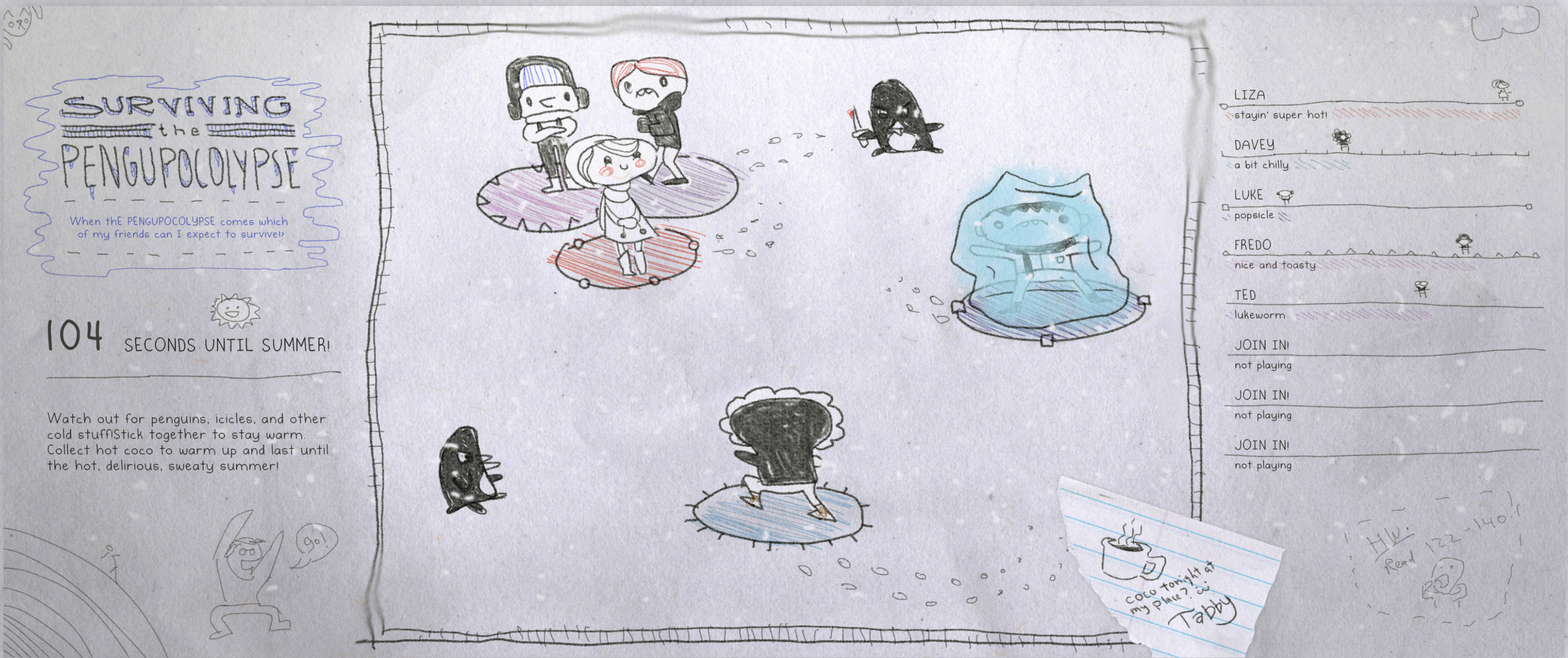
Installation Hub

When enough players are in front of a game a count down will start to launch the game.

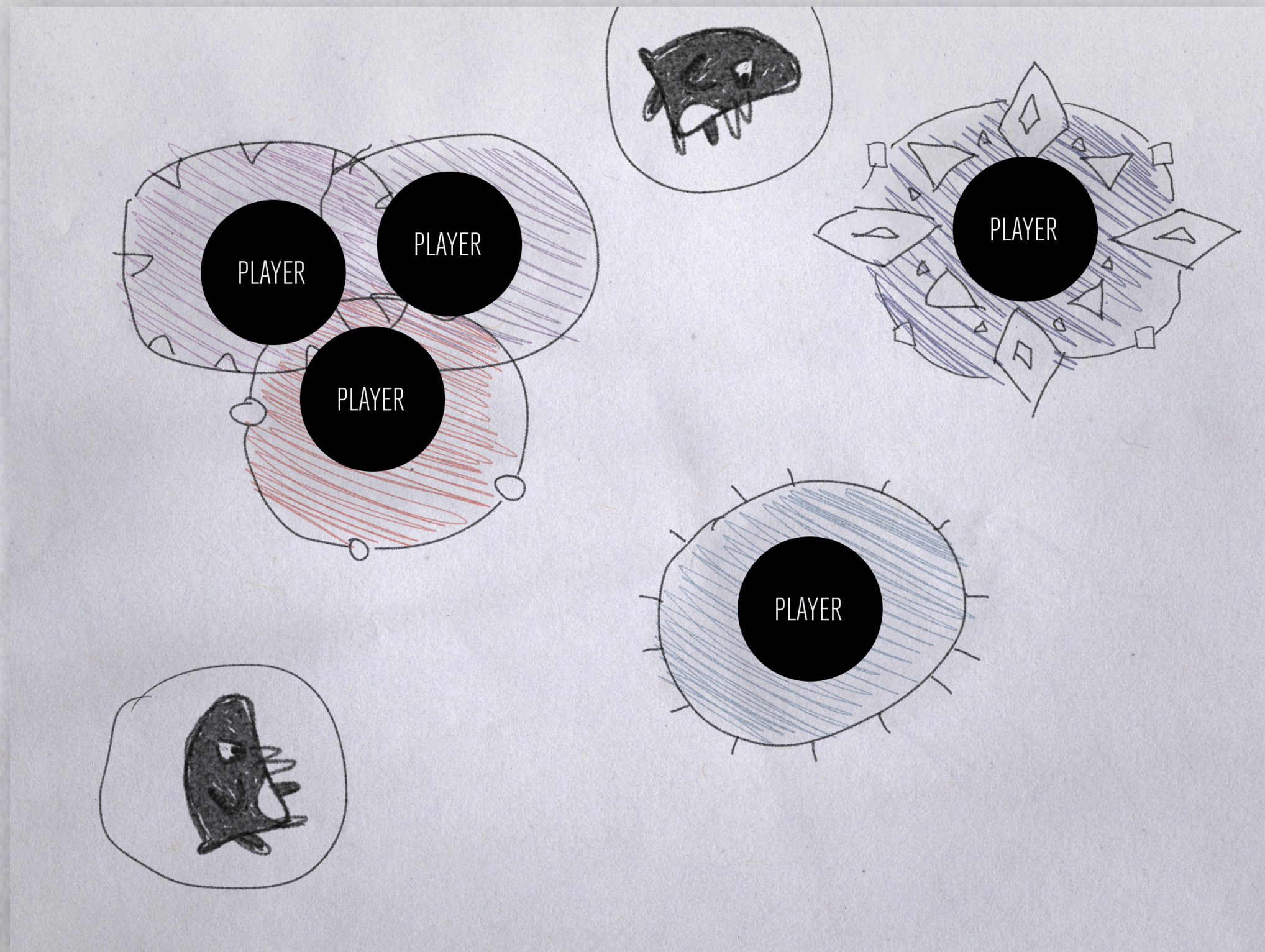


Surviving the Pengupocolypse

Users must stay close to keep warm and must also avoid penguins and other hazards - forcing them to separate.
Victory after surviving for a certain amount of time.

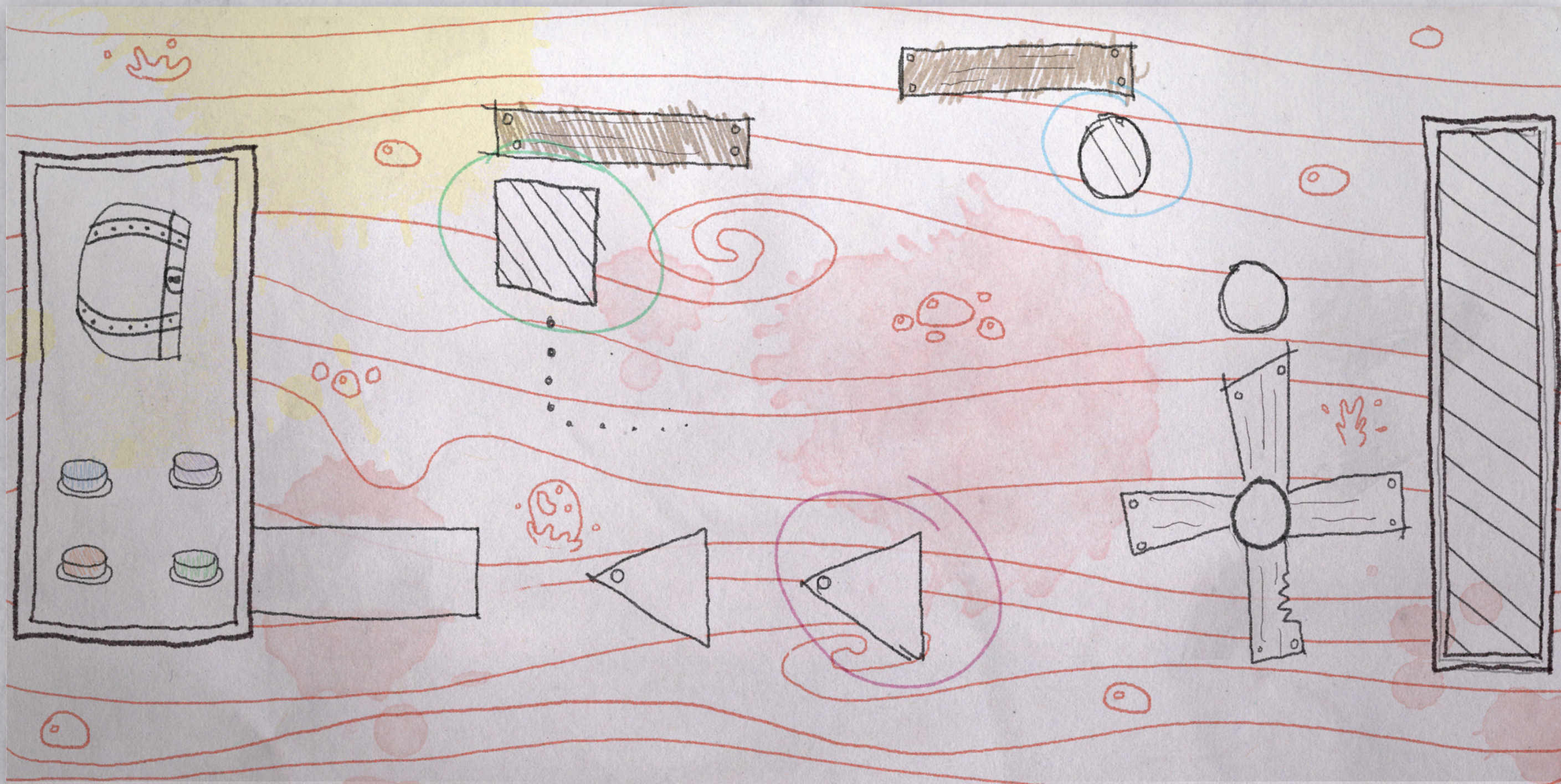


Surviving the Pengupocolypse



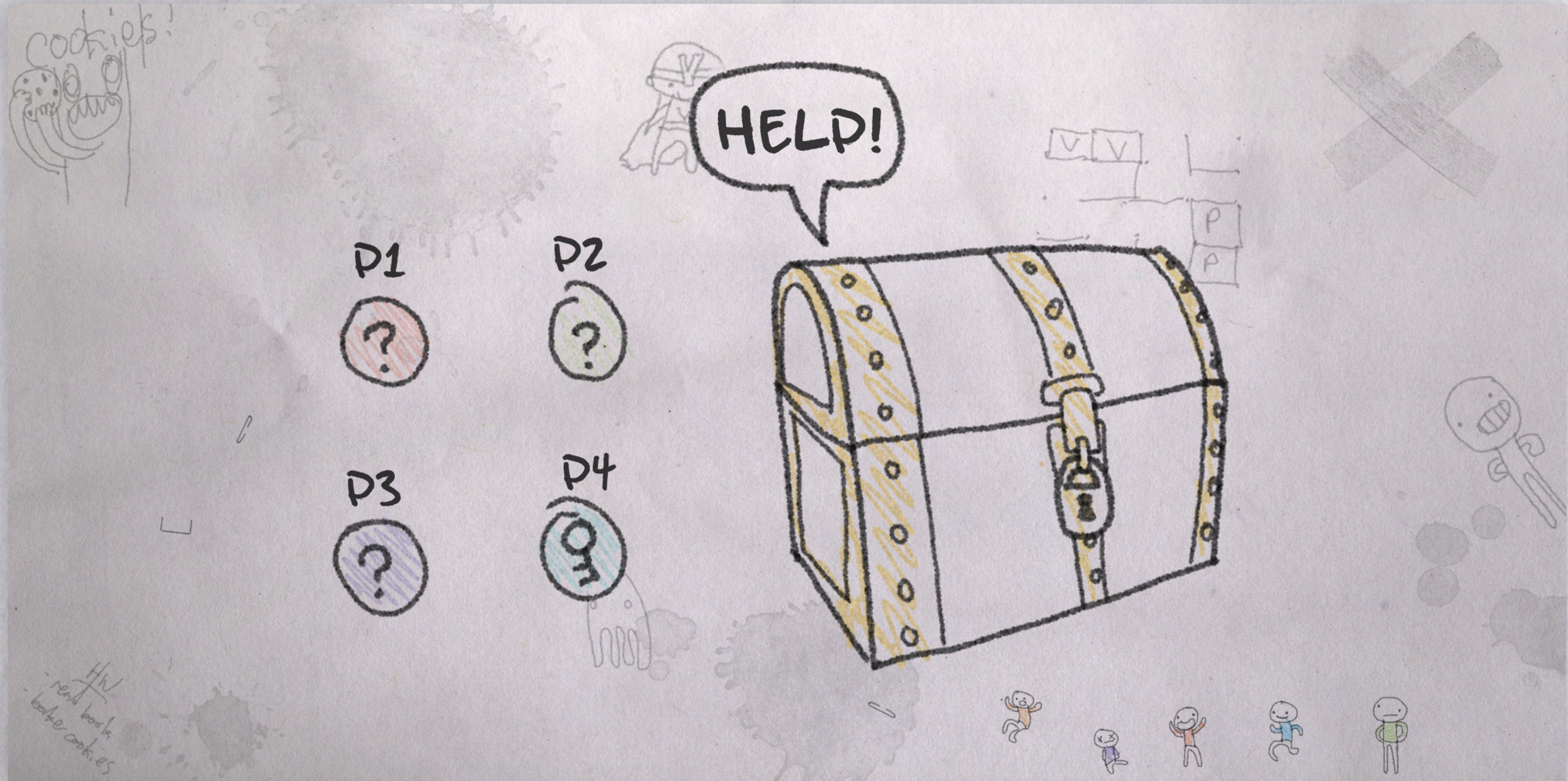
Don't Get Burned

A platform is displayed over a dangerous lava field. Users must stay on the safe zones to get to the other side.
All users must get to the other side.



Don't Get Burned

Front screen displays the goal. Save Tabitha your eternal love!



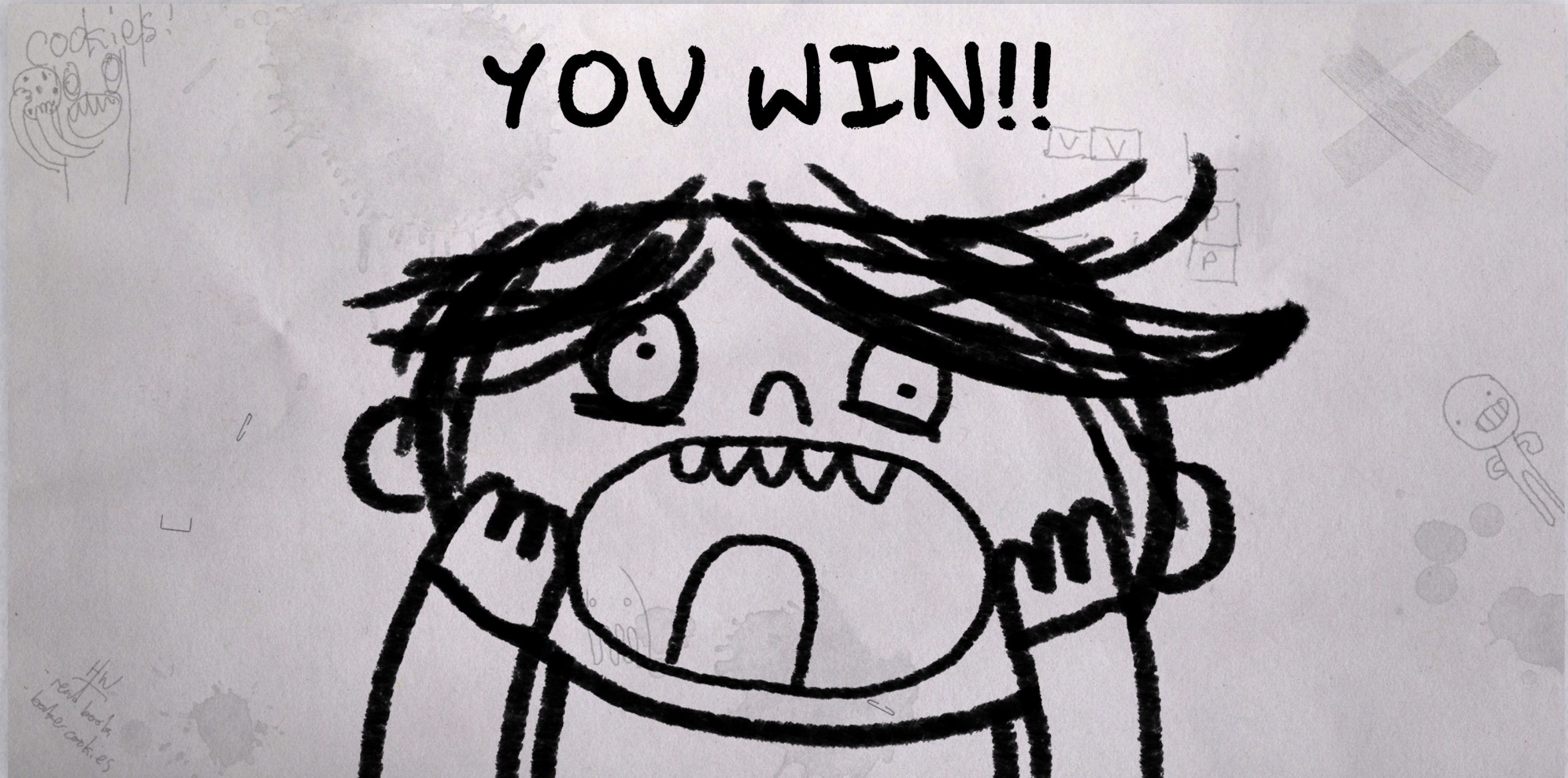
Don't Get Burned

This is a Super Mario Brothers reference (it's a video game). FYI.



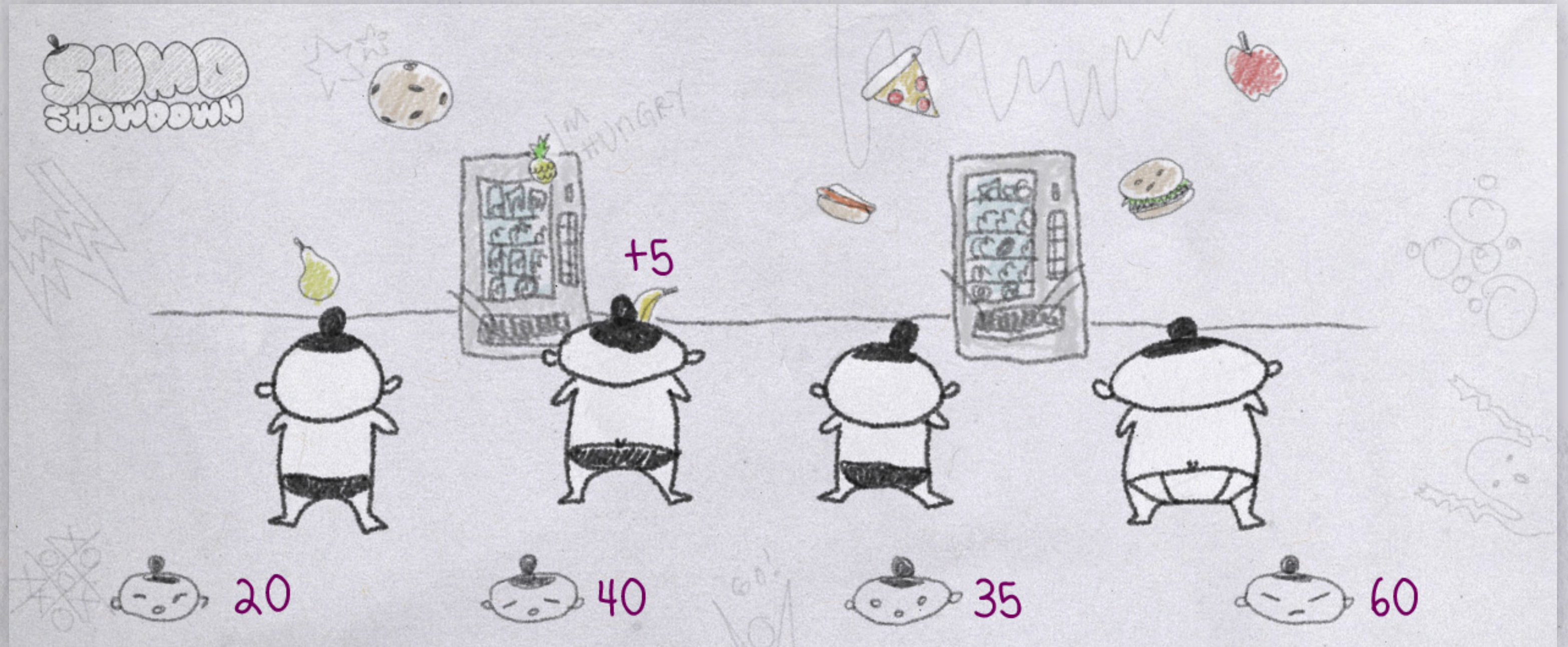
Don't Get Burned

Tragedy! Oh no :<




Sumo Showdown

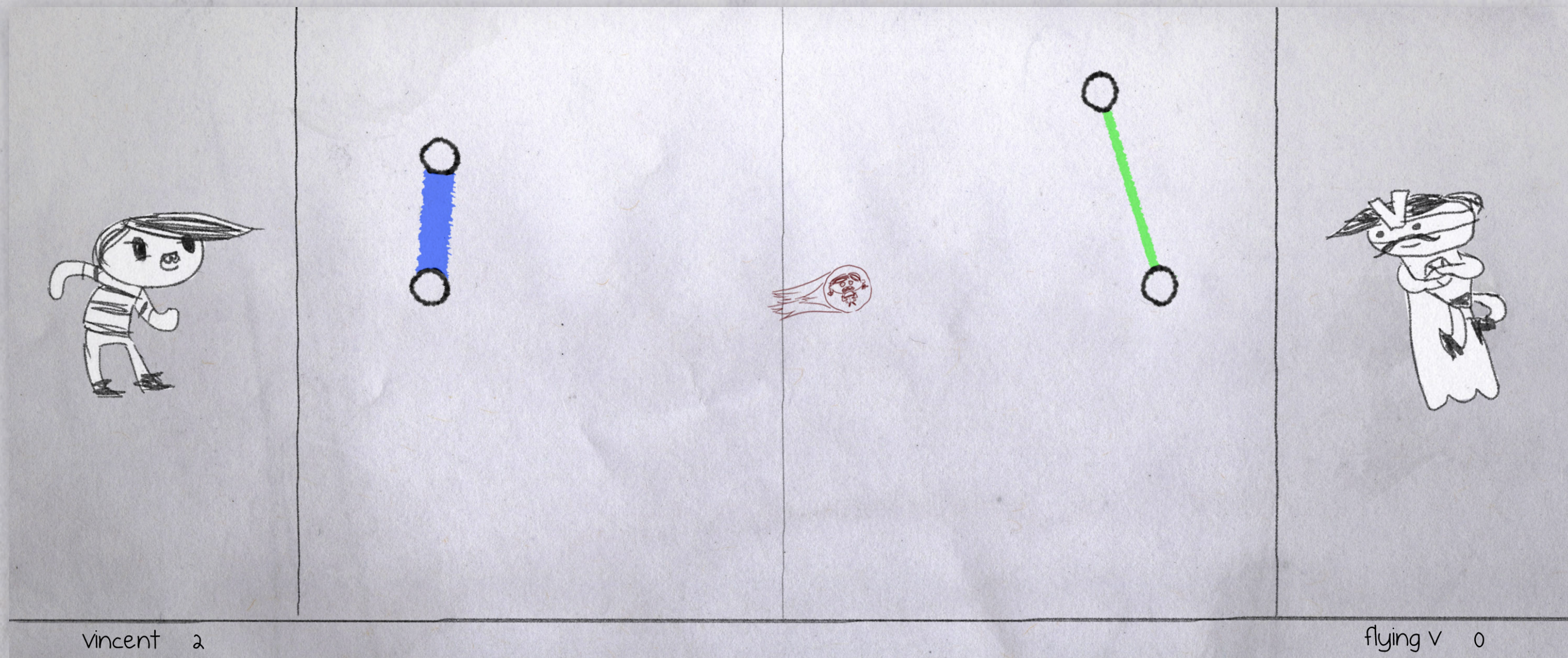
Users must move horizontally to catch food flying at them - first to a certain weight wins.
Food bounces off inceasing huge bodies - causing chaos! Chaos I say!



Personality Pong

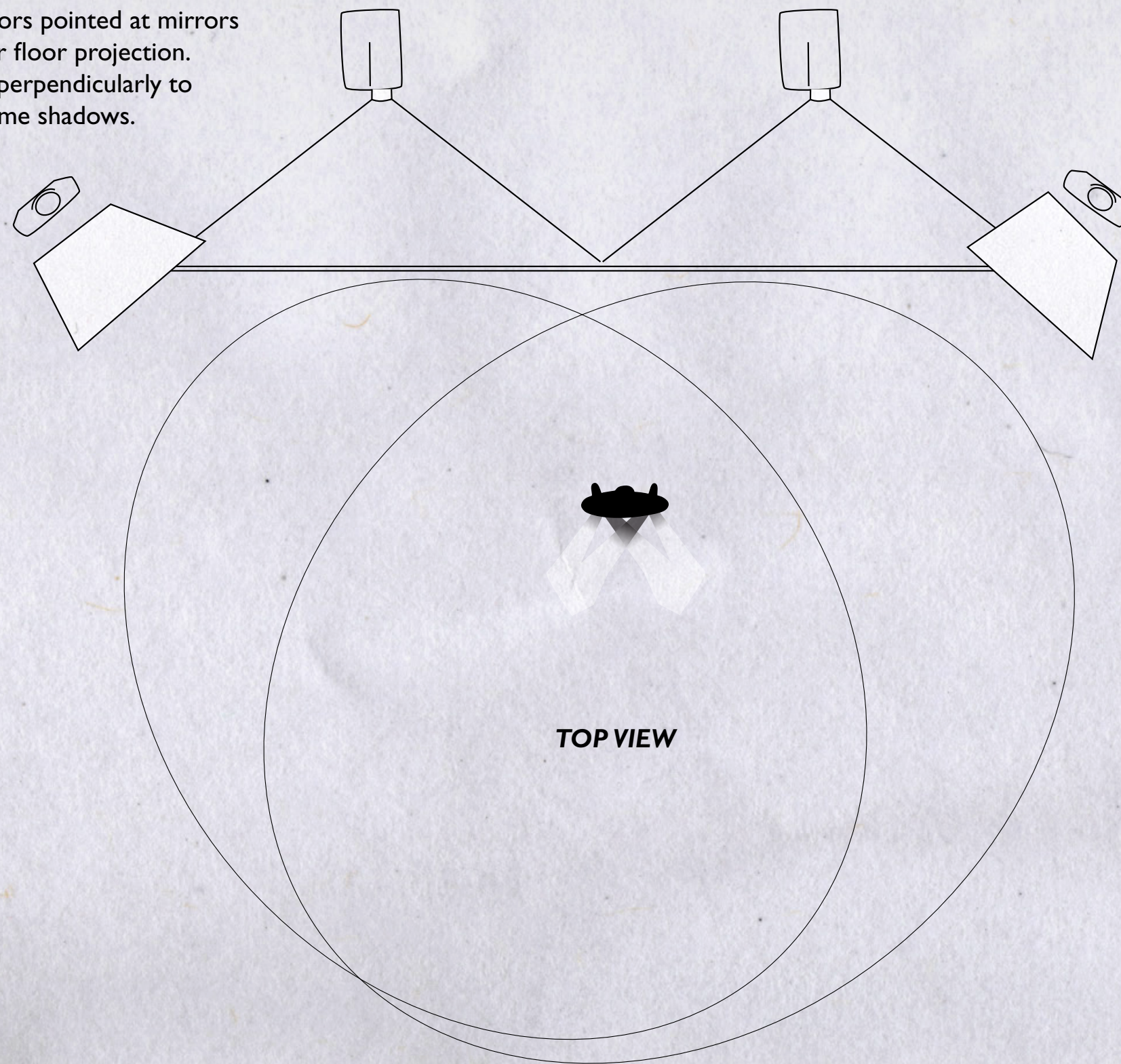
Users form a pong paddle with their position. The closer they are together the stronger the return of the ball.

cheesecake
is
weird. 

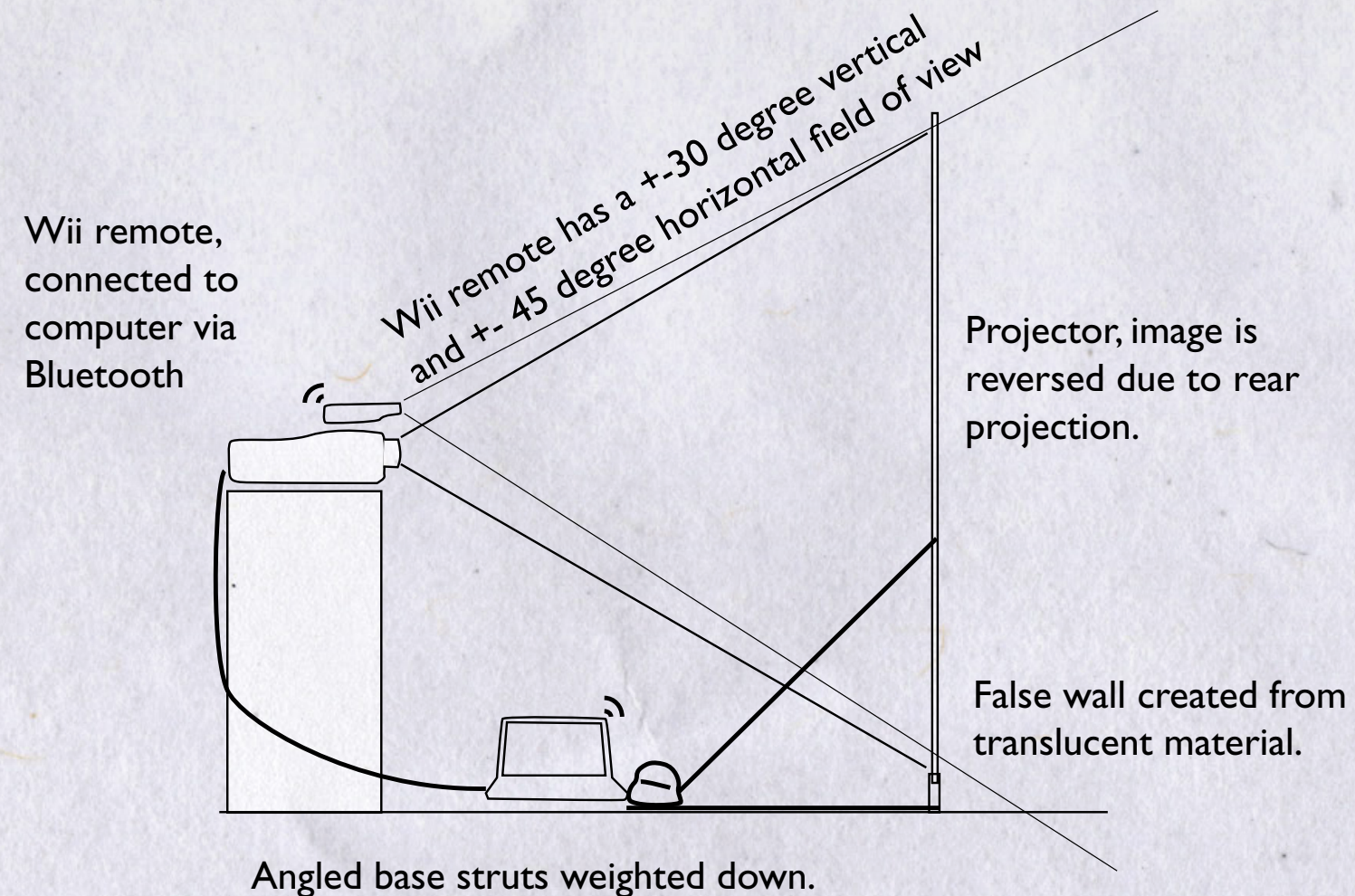


Installation Diagram

Two projectors pointed at mirrors
overhead for floor projection.
Paths cross perpendicularly to
eliminate some shadows.



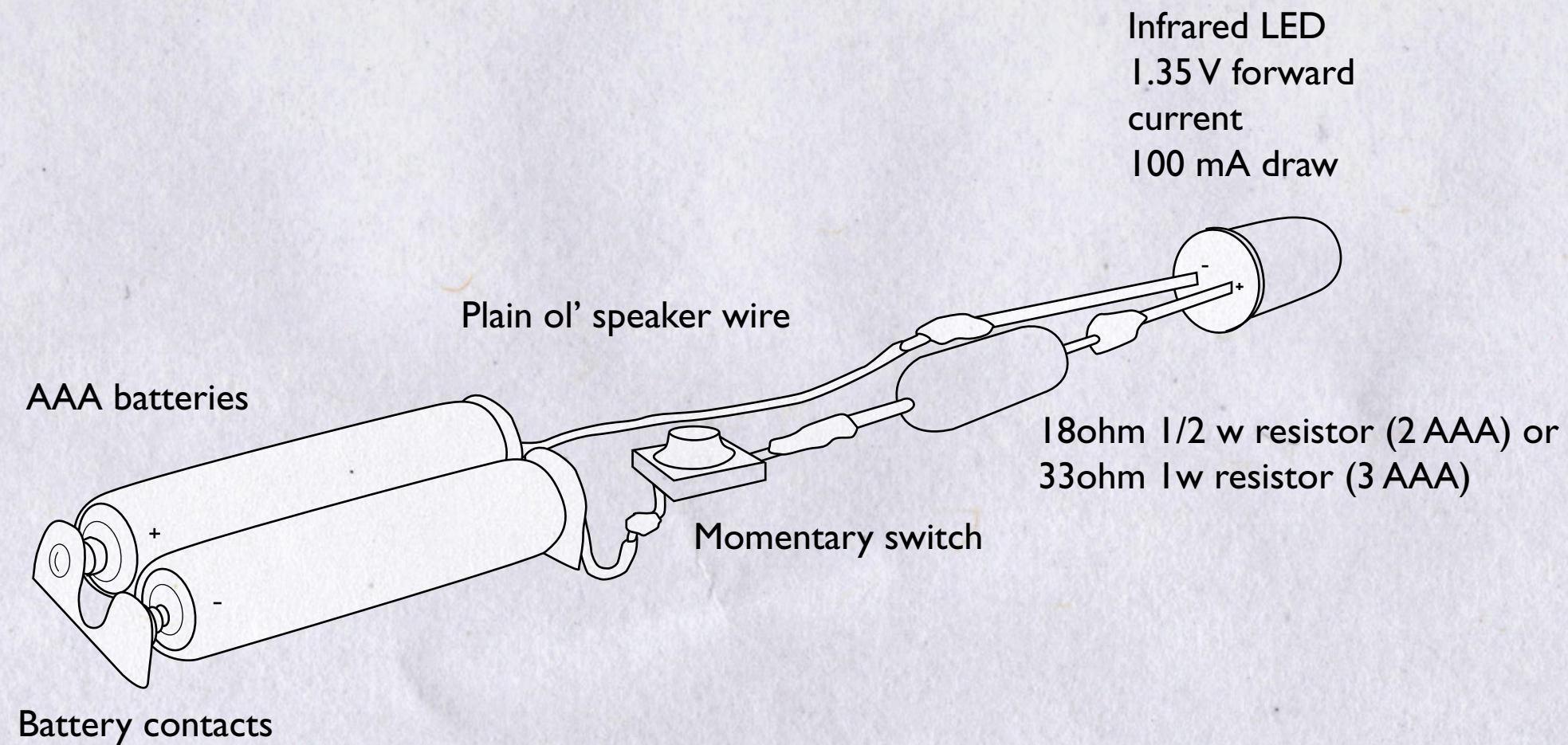
Installation Diagram



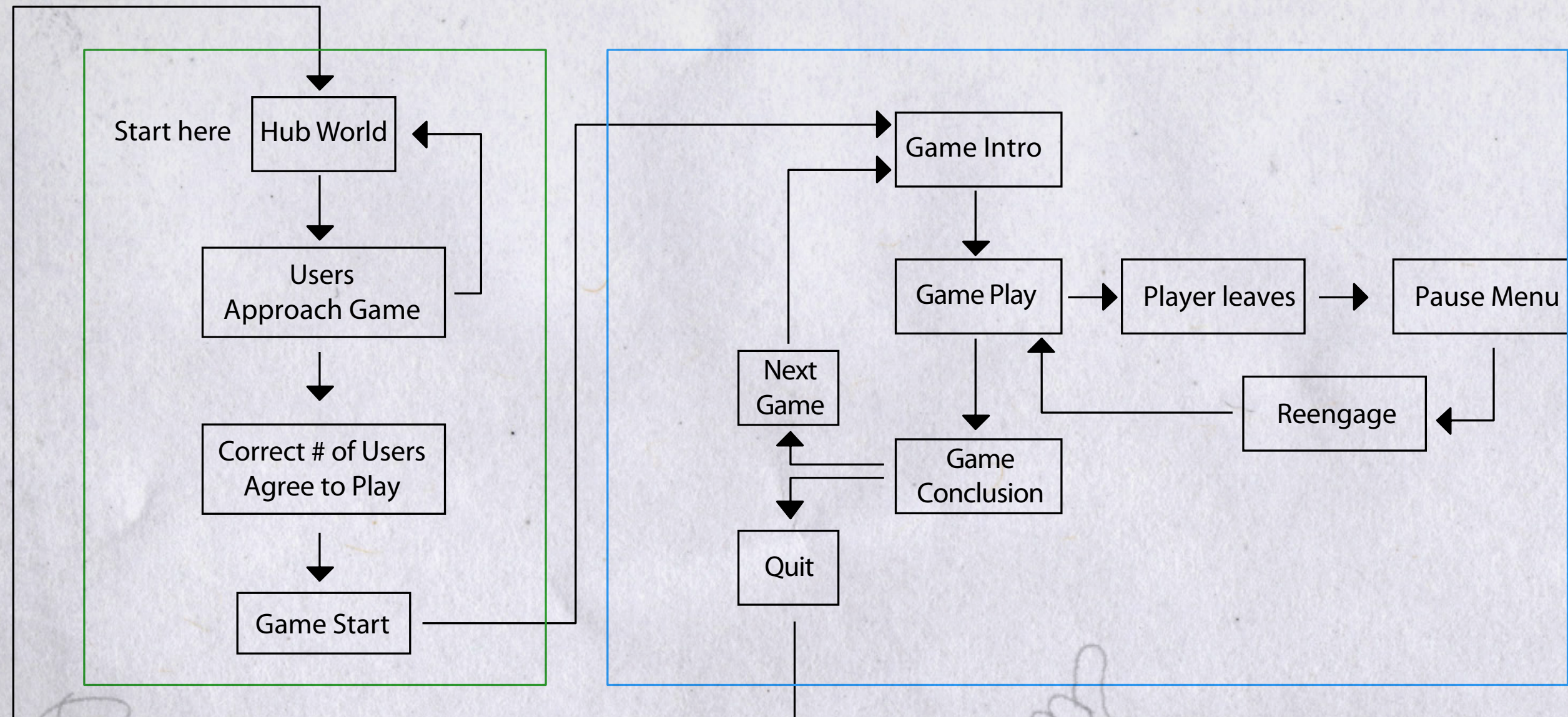
SIDE VIEW



IR Pen Diagram



Basic Interaction Flowchart



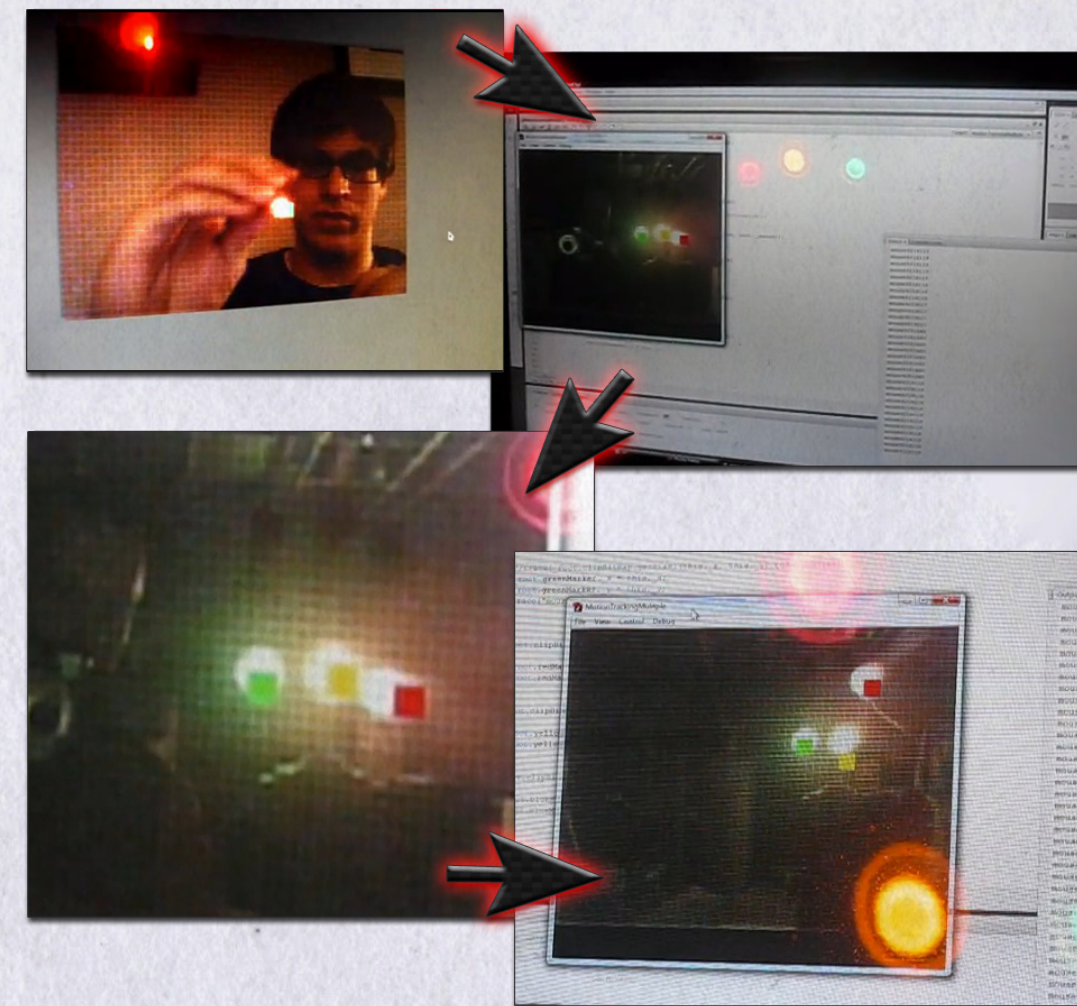
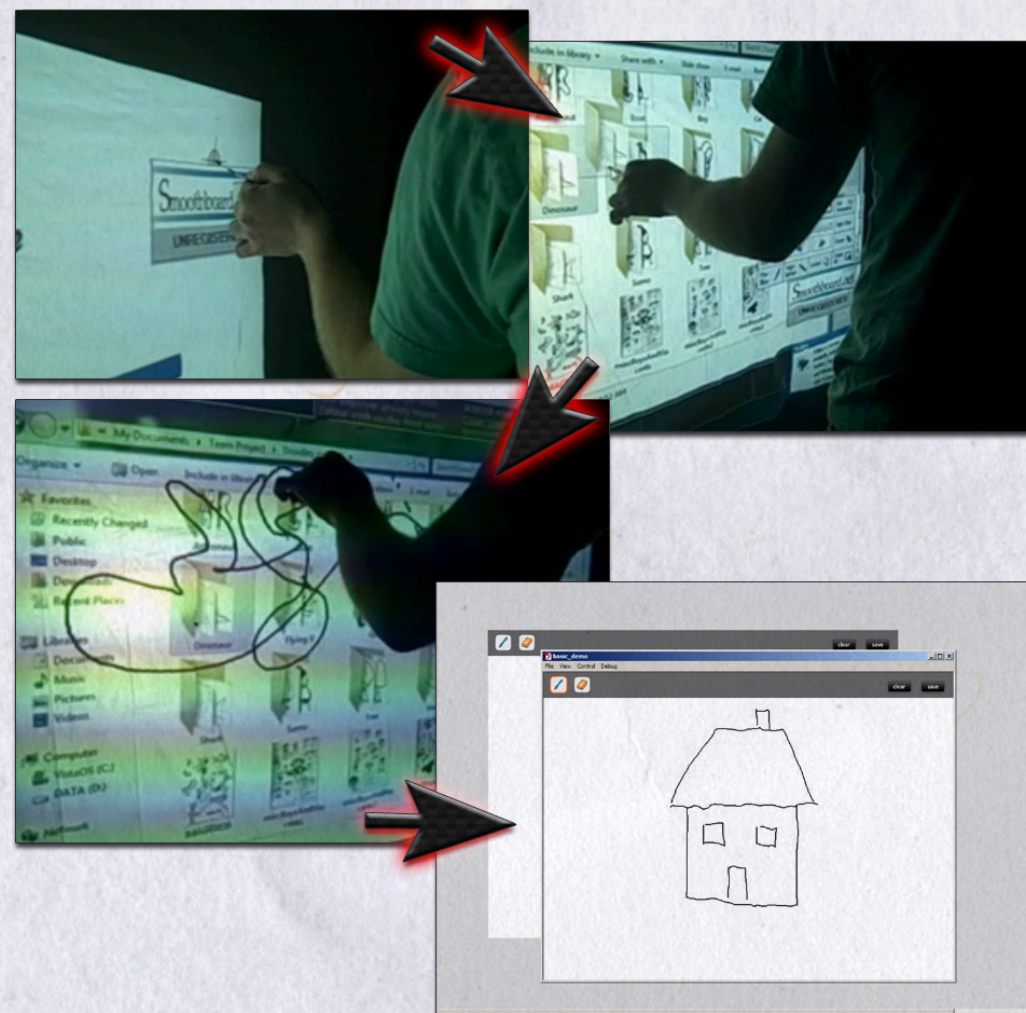
Technology

Challenges with OpenCV led us to investigating pixel detection through Flash.

Lighting presents a problem - interfering with tracking in Flash.

Moving back to blob detection through OpenCV.

IR Pen allows writing on screen. Fairly easy.



Website

PROMOTIONAL TOOL

Documentation and blog.

Videos and live stream.

Offer a coupon or printout that can be brought on the day itself for a special takeaway.

DOODLE APPLICATION

Allow users to submit their own doodles to use in the installation, maybe as game elements.

Add a personal stake into the project.

GALLERY

Offer a venue where user-submitted doodles can be viewed.





Takeaways

ON SITE TAKE AWAYS:

Promotional posters
Business cards (Provide URL)

OFF SITE:

Printable doodles from instillation experience

Legacy

We will document the project with **VIDEO** and **PHOTOGRAPHY**. This shall reside online on sites like YouTube, Vimeo, and Flickr, in addition to the project web site.

We plan on contacting the Strong National Museum of Play as the project develops.

