

Assignment 1

Part I

1. Just Dance Controller App (APP)

Body Movement tracked by phone

- to register correct dance moves:
- Only tracks the movement of the right hand as you are supposed to hold your phone in your right hand.
- The app also tracks speed, direction, tilt and height of hand
- This is used to come up with score
- Signifier: Visualized on the tv screen with indication of whether moves is perfect, good etc.

Participation recognized by score goals and achievements

- There are stars a player can get when dancing to fill up bar until it is full and then you get the title of superstar
- This goal is only completed based on the correct movement recorded, also the amount of gold moves that is performed
- Signifier: Sound made on phone and tv, also vibration

Type of Feedback is Given

- Vibrates in hand when star is achieved and gold move is performed
- Sound is also made to indicate so the person knows their progress besides the visualized one

Interaction with connection between console and phone:

- Since everyone pretty much has a smartphone or the majority of people do, anyone can play unlike before where you needed console accessories or a controller for everyone in order to play
- Connection happens between console and phone where when connected to the same wifi network "phone will be able to talk to the console, and console in turn will be able to detect the phone and establish a connection to it."
- Signifier: This is displayed on tv and phone where console's name is on screen of phone and then touch screen in turn turns into controller where you can choose songs, edit, profile, take photos and watch Just Dance TV.

Social Interaction:

- Ability to take photos with phone while dancing and share on social media
- Gives an option that is otherwise not in the console game

2. H1Z1 (When was early access) (COMPUTER GAME)

Interaction in game base world

- Multiplayer, PVP or PVE.
- Survival all indicated on menu and on screen visuals

Community can be established

- With crews or teams that come together through encounters in the world

Lasha Moore
ADN 492

- Can be specified with different username colors
- In game VOIP for even more interaction and build of crews for added social behavior- Keyboard

Simulated exploration elements

- In game world with materials and crafting
- Health and defending against zombies

Plane White by Carina Ow (INTERACTIVE INSTALLATION)

Interaction and performance through movement and social interaction

- Work together (social exchange) or alone to reveal Kadinsky's Composition VIII painting which is done with the movement of the viewer
- These performances indicate the idea that viewers go through motion on the walls through gestures to recreate images on the wall that is put up

Revealed Projected Feedback

- Once a certain percentage of threshold is reached first tangible forms are displayed, and then in the second phase the entire painting is displayed by projection
- The tangible forms are actually displayed behind the screen and just displayed as shadows with revealed

Interpreted synesthesia

- Through movements and gestures relating to Kadinsky's synesthesia where he heard colors and that feedback was connected to certain notes the artist used

DAWN – Lazarus Under Lights 3D MV (INTERACTIVE VISUALIZATION- MV ON WEBSITE)

Interactive with the viewer

- Music video responds to mouse movements and mouse clicks this is visualized with the change of stimuli such as colors in the animation and movement as the video and song progresses

Visual feedback is given

- Change of color schemes and response to mouse on screen position

3.

- A visually abstract survival game where visual stimuli and feedback (vibration) are given through the use of your cellphone which is used as a point through movements to progress through the game. And more of the screen reveals the surroundings as you go throughout the game.
- Interactive installation in a museum where performance is tracked through movement of the viewers of the installation along with social interaction as people use their cell phone to slowly reveal a painting. The gestures and movements are revealed by color filled strokes as the

painting is slowly uncovered. Once the painting is uncovered when the threshold is reached it becomes a short interactive game or like a visual interaction thing. After a while the progress is repeated. How is movement tracked?

- Survival game where you have to dance in order to defeat zombies or monsters. Movement is tracked through the movement of your phone. Feedback is given to how close zombies/monsters are to you or vice versa by your phone vibrating in a pattern or just constant.
4. Interactive installation in a museum where performance is tracked through movement of the viewers of the installation along with social interaction as people use their cell phone to slowly reveal a painting. The gestures and movements are revealed by color filled strokes as the painting is slowly uncovered. Once the painting is uncovered when the threshold is reached it becomes a short interactive game or like a visual interaction thing. After a while the progress is repeated. How is movement tracked?
- More information:
For the interactive installation, the performance is tracked through the movement of the phone in the viewers right hand. Those who want to interact with it will have to download an app (disclaimer: info collected is disclosed when downloading app, the only information taken is what kind of phone it is etc.) Through the app that is connected to the same wifi will allow the cell phone to communicate with the computer that is running the installation, that way movement is tracked and can be revealed through the screen.
 - Within a limited amount of space allows connection so there isn't interference or interruption from other's who aren't interacting with the installation, but there is a max closeness a person can be to the screen.
 - App temporary collects how many android, iPhone, windows etc. Also collects how long it took to complete with leaderboards with fastest time completed.
 - There is a 80% threshold for when the painting is fully revealed and once it is revealed the painting transforms into an animation for an interactive game. (So total time would be like 7 minutes for Stage 1 – revealing the animation through movement then threshold is reached and remaining time is used for game) (Button is revealed on app when 80% threshold is reached) So phone acts as a mouse in the game and the closeness can determine the colors for the game, the movement determines movement in animation. At the end of game time it took to reveal the painting is revealed with other information that was collected from the app.
 - Basically, the installation is like a huge monitor or screen on a wall or suspended from the ceiling. Information is sent to a computer from the phone that is determining the placement of the phone etc. so parts of the painting can be revealed.