MTEC 1101: Emerging Media Foundation
Spring 2023
Sean M. Landers

Project 3
Physical Computing Concept, Design, "Prototype", Presentation

Some thoughts on responsibility and collaboration in the context of this project…

For this group project to work (for any group project to work!), there have to be defined roles and areas of responsibility – and people have to be ethical and accountable about holding up their end of the project.

Some areas share responsibility for certain areas; some areas depend on other areas. Communication and coordination outside of class (through Slack, or whatever else works) will be necessary. This approximates the messy business of project development. There will likely be some frustrations, confusions, delays and other strangeness – that's inevitable. **What's necessary is that we try to make these disruptions profitable and educational.**

What should also be a comfort is that while you *are* working in a group context, <u>you are being evaluated individually</u> – how well did *you* perform *your* duties? To say you're 'responsible' is *not* to say you must do it all by yourself. Talk to your colleagues and teammates! Enlist their help! If you can help someone with their effort – do so!   However, you're the one who is responsible for reporting on and describing your role, your area of responsibility, in the final presentation. **Tell us how it got done – or didn't – and diagnose why.** *That's* **your responsibility.**

<u>A note on perfection and expectation</u>: it's perfectly alright if things are rushed, uneven, messy, imperfect – **<u>as long as you acknowledge that, explain why that is, and talk about the process of how you got there</u>**.

Everyone must write their own bio for inclusion in <u>3.1: Suggested Team</u>. All team members are responsible for the completion of section '1. Executive Summary.'

Each team member will be responsible for a 200-500 word response that summarizes their contribution to the project.

Each team member must make **their own portion of the presentation** on *their area of responsibility*.

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Defined responsibilities (see additional document for more detail write-up of each position):

Archivist / Asset Manager

Description: Responsible for acquiring, cataloging, managing and protecting the design team's assets. Includes sketches, diagrams, schematics, drafts, documentation, and research materials. Coordinate with other team members to make sure project document is complete. Complete '4. Appendix.'

Project Manager

Description: Monitor project progress and set deadlines. Includes calculating a prospective budget for the project, assigning 'project roles' in the project documentation / concept outline. Coordinate with other team members to make sure project document is complete. Complete '3. Recommendations.'

Prototype Designer: Physical Fabrication

Description: Prototype designer is responsible for realizing the group's design for a lo-fi prototype that suggests the look-and-feel of the hi-fi prototype and completed physical computing concept. Coordinate with other team members to make sure project document is complete. Complete '2. Proposed Physical Computing Concept' w/programmer, researcher.

Prototype Designer: p5.js Programmer

Description: Prototype designer is responsible for realizing the group's design for a lo-fi prototype that suggests the look-and-feel of the hi-fi prototype and completed physical computing concept. Coordinate with other team members to make sure project document is complete. Complete '2. Proposed Physical Computing Concept' w/programmer, researcher.

Project Researcher

Description: The researcher is responsible for two distinct phases of research. The first is the precedent research, when the researcher will conduct/guide a process of research and discovery into 2 relevant projects that overlap with this project. The second is the testing of the lo-fi prototype and the p5.js sketch. Complete '2. Proposed Physical Computing Concept' w/programmer, researcher; '4.2 Documentation' with archivist.