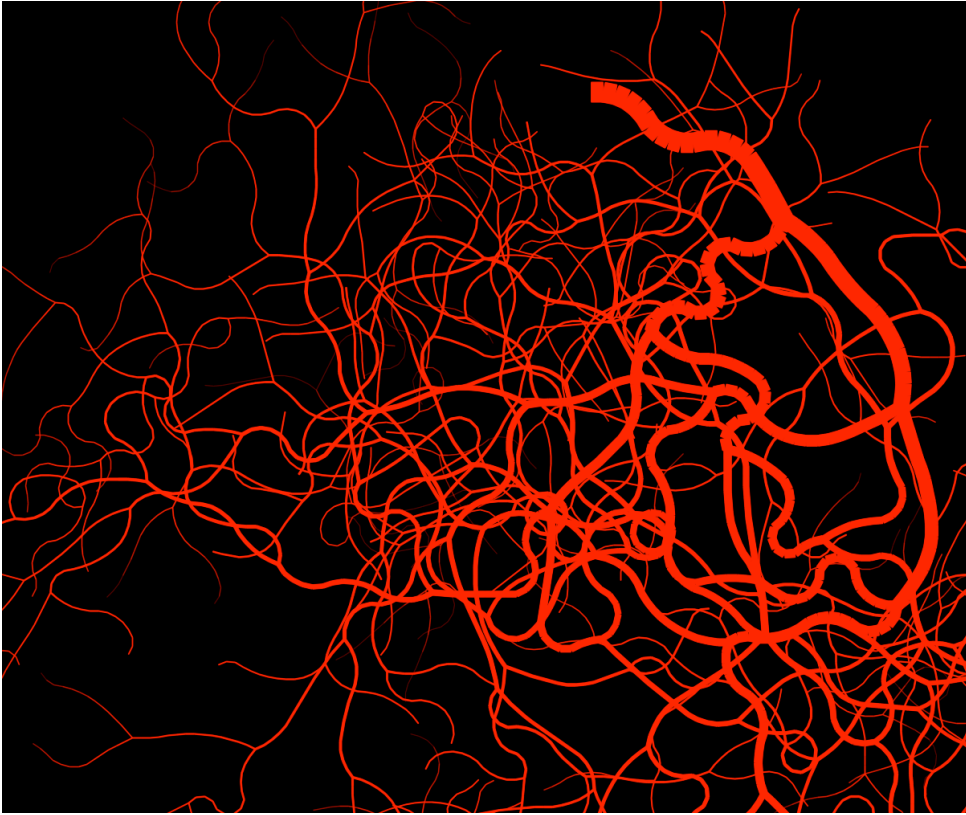


CSCI E11 Digital Multimedia Art

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Project: Hypertext

Theme: Time

The last project theme concerned memory. The theme for this project concerns time. The only time we have is the present. Memories are experienced and remembered in the present. How they are remembered can change with time. The future is imagined and planned for in the present. How do you experience time? Does it flow left to right? Is it circular? Cyclic? How does repetition affect your experience of time, of the flow of time? What stops time? What passes time?

Description:

The intention of this project on a content level is to provide an opportunity to think about and explore the experience of time. It can be historical time, future time, the time of memory and association, the time of the present moment. What do you know about time? How do you feel about time? What do you want to say about time?

On a technical level, the intention of this project is to push further into scripted interactivity and to get some exercise using the programming elements of variables and arrays with conditional (branching) logic. Specific to Flash, we are also interested in modular development, and creating links between discrete multimedia elements (for example, individual .swfs), along with using shared resources between those elements.

So what is the assignment??!

On the simplest level the assignment is to create a multimedia project which utilizes branching logic where earlier choices shape present options. This can be in the form of a narrative with multiple endings, a sequence of pathways through a body of material, a form of game or puzzle.

You can use and continue to develop the assets from earlier projects, add additional elements, or start completely fresh.

How to start....

Don't be concerned about the "tech" part yet. Collect the assets you want to work with. Create a flow chart or map to consider possible "routes" and links through the material. Consider some possibilities for interaction:

- are the hyperlinks static, always referencing the same material or do they change based on other factors (time of day, elapsed time, previous choices, chance, etc.).
- consider what user data or variables you need to track and store in order to achieve this.
- consider what user (mouse/keyboard) events and/or program events (enterframe, audio/video start or stop, etc.) you want to build the interactivity on.

Add thumbnail sketches or image print-outs to your flow chart; make notes, diagrams of program flow, sequence, branching logic. Stay off the computer as long as you can, until you have a sense of what you want to make. A labyrinth? A garden? A meandering conversation? A scavenger hunt? A puzzle?

Once you have some sense of a structure and direction, create an interactive wireframe sketch of your project: make simple placeholder movies with the buttons, frame labels and scripts that you need to make it work. Separate creating the functional structure, the foundation and programming aspects, from the development of the content. Identify any common media elements that are shared between modules. Don't get bogged down in technical details. Identify any programming questions or Flash issues and come back to them later or research separately in a quick test movies.

Suggested Reading

Jorge Luis Borges – *The Garden of Forking Paths*

.pdf version: <http://www.roypardi.com/e11/archive/borges.pdf>

.html version: http://courses.essex.ac.uk/lt/lt204/forking_paths.htm

Lev Manovich - *New Media from Borges to HTML*

.pdf version: <http://www.roypardi.com/e11/archive/manovich.pdf>

MSWord version: <http://www.roypardi.com/e11/archive/manovich.doc>

Format:

There is no strict limit to project file size but you should restrict it to something reasonable: 5 mb instead of 50 mb. For example, if you only care about part of an image or piece of sound, crop/edit out the rest of it. This will focus your work as well as keep the file size down.

Due Date:

11:59 EST April 10, 2007 (this is the night before class).

Delivery Guidelines:

You should publish your project for playback within a browser (html & swf formats) and place your project online so it can be viewed. Also compress the source (.fla) file as a .zip archive and place that online so I can download it. Once you have uploaded your project (and TESTED the link!) you should send me the URL in an email (e11@roypardi.com) along with a short description of what you were trying to do and what technical or other issues (if any) you encountered.