

CSCI E11 Digital Multimedia Art

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Project: Interactivity

Theme: Memory

Description:

This project is intended to provide an entry into critical and practical thinking about interactivity: what it is and how to implement your ideas in Actionscript (the scripting language in Flash). Since preparing assets (images, sound, video) and then composing screens and animations is very time consuming I want you to think beyond specific projects and consider that you are exploring a range of imagery and ideas through the next 3 projects and developing a body of work.

This should allow you to reuse and refine assets and modules as you go along rather than starting each project from scratch. It should also leave ample time to explore the programming side of thing. It doesn't mean you can't add new material as you wish - just that you can reuse and recombine imagery or ideas should you want to.

For project 2, the theme I would like you to consider is "memory" – in whatever way is meaningful to you – as a process, a place, a sensation – and to explore this through interactivity, in addition to the timeline based methods you learned in project 1. In the next several weeks we will be going into programming concepts in general and Actionscript in detail, so you will have additional means to implement your ideas.

There is no strict limit to project file size but you should restrict it to something reasonable: 5 mb instead of 50 mb.

Reading

For next week I would like you to read the article:

Hackers and Painters by Paul Graham

<http://www.paulgraham.com/hp.html>)

For ideas and inspiration on the theme of "memory" you may wish to browse these sites:

The Art of Memory - http://en.wikipedia.org/wiki/Memory_palace

The Philosophy of Memory - http://en.wikipedia.org/wiki/Memory_palace

Due Date:

11:59 EST March 13, 2007 (this is the night before class).

Delivery Guidelines:

You should publish your project for playback within a browser - uploading both the html & swf files created when you publish your project - and place your project online so it can be viewed. Recall that the .html file is the “wrapper” that tells the browser how to display the .swf file – so the URL for your project should include the name of this html file:

<http://www.mySite.com/myProject.html>

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.

