



WORKSHOP

sited sound - interaction design - collaboration techniques

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The creation of rich interactive experiences typically requires technological virtuosity. Since few of us are able to master ALL the tech we might use, we need to learn ways of collaborating with others who DO have the knowledge. We also need to iterate ideas as far as possible without knowing the exact technology required. This workshop will introduce some methods of collaboration, evaluation, and design to facilitate these processes. We'll work in small groups to develop realized, embodied sketches for interactive sound installations, borrowing sketching and collaboration techniques from the design group Proboscis and also from the discipline of Human-Computer-Interaction. Each group will brainstorm through ideas before trying out interactive sound projects on sites around campus, resulting in a video prototype.

Our problem

With a small group, and in under three hours, quickly design and evaluate an interactive, sited sound installation for a space on the Cornell campus.

Step One: Setting Goals and Frames

Brainstorming for CONTEXT – FUNCTION – PROCESS – AUDIENCE
Utilizing Proboscis' Storycubes (<http://proboscis.org.uk/projects/storycubes/>)

Step Two: Prototyping

Wizard-of-Oz / Bodystorming techniques on site
Utilizing portable amplifiers, laptops, and ready sound sources
(<http://delicious.com/kham/workshop>)

Step Three: Evaluation and Critique

Video prototype presentation for large group