

Assignment C: NTBED
Art 382: Introduction to Interactivity
Due Tuesday, April 10th, 2009

Goals: 1) Think rigorously about how an object's behavior is designed
2) Make something with buttons
3) Make something interesting

Backstory:

As part of your internship at the Edison Museum, you uncovered a box. In Thomas Edison's handwriting, it is labeled "N.T. B.E.D."

When you open it, you realize that you have found the long-lost Ether-Modulating Bio-Electric Disruptor of Nicola Tesla. This object, if it works, takes a lock of hair from an unfortunate target person or animal, and, when activated, manipulates (via its several witchy mechanisms) the electromagnetic ether to fatally confuse the subject's bio-electrical signals, regardless of distance or intervening protections—thus killing them, deranging their thoughts, or even seizing control of their limbs.

You destroy this object immediately, of course. Curse those vile old men and their deranged machines!

Grading:

Object selection and analysis:

10% The object has three different modes which significantly change how the object behaves.

40% A working object

10% the buttons/dials work and do what you expect

10% the state of the object is conveyed visually or audibly

10% the object implements the mode diagram correctly

10% the object is complete

20% A mode diagram, showing and naming all the modes the object can be in, and describing button behavior for each mode. This is the instruction set for your object, so make it easy to understand. Include information on how the object will provide mode feedback. Print it on one 8.5x11 page.

30% Quality of the object's appearance.

If you're not comfortable drawing it, then use photographs. You could make an object just to be photographed.