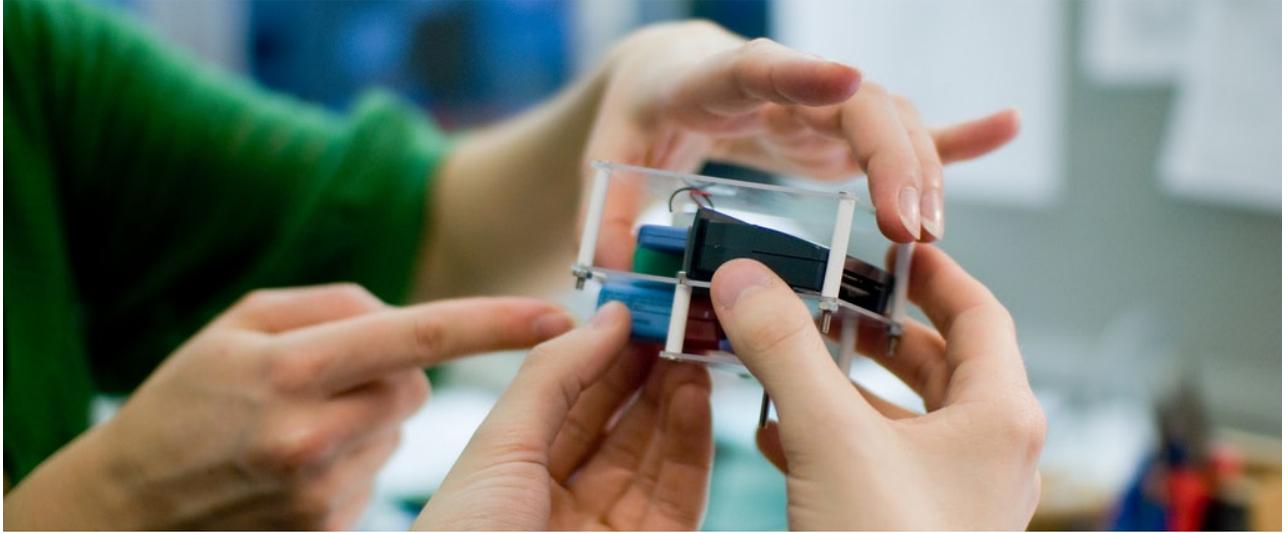


Iteration two



For the next two weeks you should run the second iteration of your project.

Here you should evaluate the results from the first two weeks, decide upon new directions, use workshops to create new ideas and run some of the same processes again. There are two aims:

1. to advance the project through the use of workshops with your colleagues.
2. to prepare for the physical computing workshop.

Workshops

Each of you must plan to run a half-day workshop around your themes. Each workshop will have four people, each workshop lasting for half a day (for a total of two days). You can use this workshop to do anything that you think is useful: to collect data, to collaboratively sketch, map, diagram, to evaluate or to brainstorm. Make sure you plan your workshop effectively to make the most of each other's time.

Sketching in hardware

During these two weeks we will run physical computing workshop days where we will explore more of the Arduino, communication and sensors. It is very important that you begin to think about the scale and scope of your prototypes: what is useful to prototype at this stage?

This prototype doesn't have to be close to a final product, but it must be relevant to your process: to explore certain kinds of interactions: input, feedback, behaviour, etc. It might also be the design of a probe that could be used to gather user-feedback.

Deliverable

You must post your workshop plan on your weblog. At the end of these two weeks you must have a concrete idea for an interface that can be built during Tom Igoe's workshop on 10 March.

Week 8

Monday 9:00	Lecture: Lars Kleivan: Whale tracking
Monday 13:00	Lecture: creativity
Tuesday	Creativity seminar
Wednesday 9:00	Lecture: workshoping Workshop planning day Post workshop plan online
Thursday	Group workshops
Friday	Group workshops

Week 9

Monday 9:00	Lecture: Aleksander Jensenius - Musikk vitenskap UiO
Monday 13:00	Presentations of results from workshops
Wednesday 9:00	Physical computing workshop with Einar
Thursday 9:00	Physical computing workshop with Einar
Friday	Prototyping plans posted online

Week 10

Monday 9:00	Physical computing workshop with Tom Igoe Every day
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