

PROJ 01

Perception: Counter Culture

'Limits' is a relative term. Like beauty, it is often in the eye of the beholder

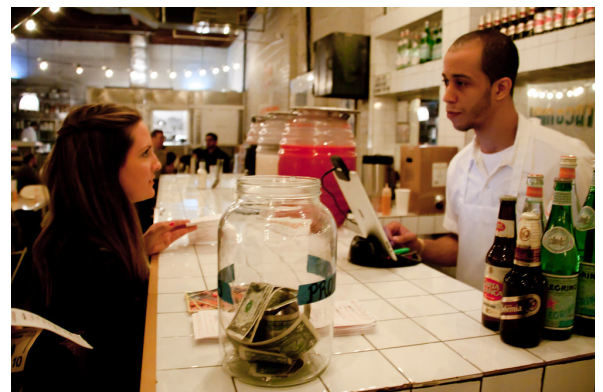
— Andy Warhol

due 30 sep 2019

This is a team design project. The **counter** is your site of investigation. Counters come in all shapes and sizes, from the kitchen, to the cafe, to the workshop. For example: in the home, the kitchen counter is often a focal point – a place for preparing meals, eating, snacking, socializing, performing chores, working, reading, etc. As a flexible space, it often serves as the command center for the home. As such, the kitchen atmosphere is an extremely important part of domestic living and happiness. In fact, it is often the most used room in the house. The kitchen has also become a natural habitat for technology in a variety of forms, from toasters and coffee makers, to smart refrigerators and interactive tabletops, to smartphones and electronic tablets. In a store, the counter is a place of transaction and negotiation. A workshop counter can be a place of inspiration and creativity.

In this project, you will be designing and prototyping a novel counter object that embodies elements of perception and interaction. This could be an improvement on an existing, familiar artifact or an entirely new one of your design. For your site of investigation, you are free to choose any **counter** – your own kitchen counter, a neighborhood cafe counter, a workshop counter, etc.

Start by taking note of the life of this counter and its daily routine. Who is around it? What other objects interact with this counter? What is adjacent? What can be seen? You should perform deep bodystorming activities to begin to envision your expected experience. Keeping in mind the balance of the social and functional role of your selected **counter**, your challenge is to design a novel interactive artifact (or novel new interaction of an existing artifact) that is situated within the context of this **counter**. Your new object should be motivated by the cultural activities of your selected **counter** and provide a new narrative there. Your final design must incorporate elegant and meaningful usage of the camera and perception system we have demonstrated in class. You should think about how simply adding or altering some perception-based feedback to an existing counter artifact that currently has little or no interactivity may also significantly change its purpose or experience completely. You will also give this artifact form and design considerations when you situate it within the context of your **counter**.





Your team will be required to deliver an 8 minute presentation communicating:
documentation and images of your counter studies and investigation
motivation for your design (why should we care?)
a brief demo in class of your working prototype
a brief video (2 min max) of your prototype in situ

You will need to hand in the following materials online via bCourses:

- a title for your project
- a single representative image (landscape at 1600:900 pixels jpg or png)
- one paragraph of text describing your project (max of 150 words)
- your observational documentation
- design process documentation (intermediate designs, sketches, ideas)
- a stand alone video describing your project and showing it in use in situ (2 min max)
- an instructable style process document describing the step by step making of the work
- any code, STL, cut, or modeling files required to make the prototype

Grading:

- 40% Quality and originality of idea
- 25% Execution of object design and interactivity
- 15% Critique Presentation
- 10% Video
- 10% Documentation