Project 3: Playing the Liberal Arts

"If photographs are images, and films are moving images, then *video games are actions*." - Alexander Galloway

Contribute to an "all class group project": an augmented reality game that fuses real and virtual geographies, digital and non digital objects at the service of an epic "quest." You will each be responsible for one mini-game, with a discrete achievable goal.

Use Twine to prototype your mini-game. Use p5 and places on the Bard campus to build your final game space.

Rules

- You will be assigned a theme based on one of the Bard graduation requirements:

Language & Thinking Walker	First-Year Seminar Pendle	Citizen Science Nic	Moderation Hunter	Senior Project Oszkar
Difference and Justice Sivan	Analysis of Art Bird	Foreign Languages and Literatures Genesis	Historical Analysis Vanessa	Literary Analysis in English Emmanuel
Laboratory Science Skye	Meaning, Being, and Value Emma	Mathematics and Computing Brianna	Practicing Arts Cymone	Social Analysis Lawson

- Try to use your experience in these subject areas, in addition to the their stated intended purpose, in the design of your mini-game.
- Go beyond the screen-mouse-keyboard interface: incorporate mobile sensors (touch, accelerometer, gyros, makey-makey, geofencing, cameras and AR tags) and non-digital aspects into the game play.

Learning Objectives

1. Develop a more sophisticated understanding of tools and creative techniques introduced earlier in the semester.
2. Augment reality: Compare and combine physical ("real") and digital spaces for play.
3. Consider ways to translate ideas culled from your Bard classes into art experiences.

Deadlines

- Proposal (Wednesday, 5/1/19) must include <u>all</u> of the following:
  - A paragraph describing your game. What will your videogame look like and what will the game play will entail, including game controls & point system. Include a brief description of potential input devices (e.g. AR tags, accelerometers, joystick) and control schemes (e.g. button assignments, physical user actions) that users might use to play your game.
  - A comprehensive "to-do list" for your game. Try to break down each component of your game into small, discrete steps you will need to take between now and the deadline.
  - Use Twine to mock up your game mechanic.
- Work in Progress (Wednesday, 5/8/19)
  - Create a "beta" version of your game that can be played in some form.
  - Digital Assets: sprites, interfaces, models, sound asset.
  - Write a complete list of what questions and challenges you need to complete in order to finish your game before the final deadline.
- In-class workshop/debugging (5/13/2019)
- Final Project due (5/15/2019)