

FHCA 2050: Final - Interactive New Media Art Installation Concept

To be presented on Week 14

ASSIGNMENT INFORMATION:

For this final, you have the choice of coming up with an original concept, taking an existing intellectual property (IP) and proposing a sequel, or coming up with an interactive new media art installation.

- If you choose a pre-existing IP, you **MUST** incorporate new game mechanics and stories not found in the original game.
- If you choose an interactive new media art installation, the installation must include graphic visuals and a controller/device of some sort to allow for player interaction.

FOR NEW MEDIA ART PIECES

For your interactive new media art installation concept, you will create an **Interactive New Media Art Installation Concept Document** that you will submit.

In this document, you must include the following:

- Title of your project
- Tagline
- List an existing art piece that is similar to it in the format of "If you enjoy **TITLE**, you will enjoy this installation."
- Genre/Theme
- List of technologies utilized
 - Computer, X-Box Kinect, Controller, etc
- List of materials utilized
 - Wood, cardboard, etc.
- Target audience
- Number of players (minimum and maximum)
- A brief description of the artistic direction of the artwork. (100 words minimum)
 - (For references, look at the description of interactive art pieces on artist's websites.)
- A description of the controller(s) utilized and how they work to interact with the piece (50 words minimum)
- Include at minimum 1 moodboard dedicated to the artistic direction and/or installation set up of the piece.
- Key features

- What makes this art piece unique? What makes players want to interact with it?
- A story synopsis (for installations that have a narrative) or a description of the actions the participant will be taking (for non-narratives) (200 words minimum)
- A description of the gameplay/interaction mechanics. (250 words minimum)
 - You can describe the interaction mechanics as if you are providing instructions for how to interact with the piece.
- A description of a typical game/interaction loop (How the participant is approaches the piece, interacts with the piece, and concludes their interaction). (250 words minimum)
- A description of how the interactive art installation begins (150 words minimum)
 - Does it start with a tutorial? A narrative cut-scene? Etc.
- User interface (UI)
 - Provide examples of how the UI will look.
- Why should we interact with this piece? (100 words minimum)
- Is the interaction fun? If not, what is it? (50 words minimum)
- Is there repeatability in the interactions? Why or why not?

Optionally, if your art piece allows, you can include the following information:

- A brief description/pitch of your installation concept.
- The winning or losing conditions of your installation piece
- The game's ending(s)
- A description of how the game ends (100 words minimum)
- Player Definitions
 - Health, Weapons, Actions, etc.
- Description of the main character(s)
- Description of the side character(s)
- Description of the enemy(s)
- If you have characters, include 1 moodboard minimum of how the characters will look.
- Location (Where and when does the game take place?)
- Player resources
- Description of the game's internal economy
- Player rewards (power-ups and pick-ups)
- HUD
 - List the elements that will be included in the HUD and create a mock-up of how the HUD will be arranged on the player's screen.
- How the player progresses
 - How does the player go from one level to another? How does the story progress?

- If you incorporate music and sound, what will they sound like? Describe it in a brief text and optionally include links to examples.

You will be required to provide the following visuals:

- A mockup drawing of your installation set-up
 - This could be made on paper or on a computer. You can draw, use collage techniques, or 3D model a mock up of your piece.
- A mood board for the artistic direction of your installation

Feel free to provide other additional visuals.

You are allowed to include more information than what is listed above.

For your **Video Game Design Concept Presentation**, you must include at least one slide per bullet point above. You can include as many additional slides as needed. Try to really sell us the game concept!

FUTURE MILESTONES:

- By week 10: Brain stormed several ideas for a game design/art concept
- By Week 11: Created moodboards for your visuals
- By Week 12: Solidify your game design/art concept and begin creating your game design document.
- By Week 13: Have a rough game design/art design document.

FORMAT INSTRUCTIONS:

DOCUMENT FORMAT:

- Minimum 5 pages, no maximum page requirement
- Provide the information of the bullet points above in any format of your choosing.
- You can choose to design your document artistically and choose your own fonts, sizes, or colors as long as you are consistent. If not, at least utilize 12 point font, Times New Roman, double spacing for your text.

PRESENTATION FORMAT:

- Minimum of 10 slides, no maximum slide requirement.

- Each bullet point utilized must have at least one slide dedicated to it.
- The presentation itself must be a minimum of 8 minutes, a maximum of 15 minutes.
- There will be 5 minutes dedicated to your classmates asking you questions about your concept or giving suggestions.

TURN-IN INSTRUCTIONS:

Before the midterm, please email this assignment to kirby.mealer@paris.edu in a Word document format using this naming convention:

FHCA2050_FINAL_DOCUMENT_LASTNAME_FIRSTNAME
 FHCA2050_FINAL_PRESENTATION_LASTNAME_FIRSTNAME

**GRADING CRITERIA:
 DOCUMENTATION**

	100	80	60	40	20	0
Written Content	Paper is exceptionally well written, includes all assignment requirements, and is a strong concept document.	Paper is well written, possibly missing a few assignment requirements, but is a solid concept document.	Paper is of medium quality, possibly missing half assignment requirements, and is not a strong concept document.	Paper is missing more than half assignment requirements, and is a poor concept document.	Paper is missing almost all assignment requirements and is a very poor concept document.	No assignment was submitted or does not include any assignment requirements.
	10	8	6	4	2	0
Grammar	Well-written work. No grammatical or spelling errors.	Well-written work. A few minor grammatical or spelling errors.	Average written work. Moderate amount of grammatical and/or spelling errors.	Poorly written work. Many grammatical and/or spelling errors.	Difficult to understand work. Grammar and spelling issues throughout the paper.	No work was submitted, or the work is incomprehensible.

PRESENTATION;

	100	80	60	40	20	0
Written Content	Presentation is well done, includes all assignment	Presentation is of good quality, possibly missing	Presentation is of medium quality,	Presentation is of poor quality, possibly	Presentation is of very poor quality, and is	No assignment was submitted or does not include any

	requirements, established the video game well, and follows through the entire concept document.	a few assignment requirements, but follows through the entire concept document.	possibly is missing half assignment requirements, and is not a strong concept document.	missing more than half assignment requirements.	missing almost all assignment requirements.	assignment requirements.
	10	8	6	4	2	0
Grammar	Well-written presentation, very organized,. No grammatical or spelling errors.	Well-written presentation, possibly few minor grammatical or spelling errors.	Average written presentation. Moderate amount of grammatical and/or spelling errors.	Poorly written presentation. Many grammatical and/or spelling errors.	Difficult to understand presentation. Grammar and spelling issues throughout it.	No work was submitted, or the work is incomprehensible.

Final Documentation Total Points ____/110 (worth 15% of your total grade)

Final Presentation Total Points ____/110 (worth 10% of your total grade)