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Team Arcade Presents:
Bonanza

What is Discovery?

It can be *Spontaneous*: a pleasant surprise that opens up one's world in some way
It can be a *Rewarding*: an experience that is worked towards and anticipated.

a Theme through asking:

How do we describe the moment of discovery?
- Thrilling, Exciting, Opens up our mind to new possibilities

What is **Genuine** Discovery?
Does it have to be in the real world, involve tangible things, or be seen as worthwhile?

When did we move from discovering things in nature to exploring digital spaces?
- when we got older/more lazy, when technology began to allow for it

What allows for moments of discovery in digital worlds? (in their many forms)
- is it the non-reality of it? Is it better when it differs as much as possible from reality?
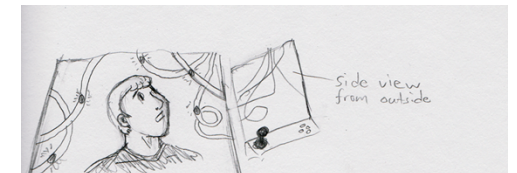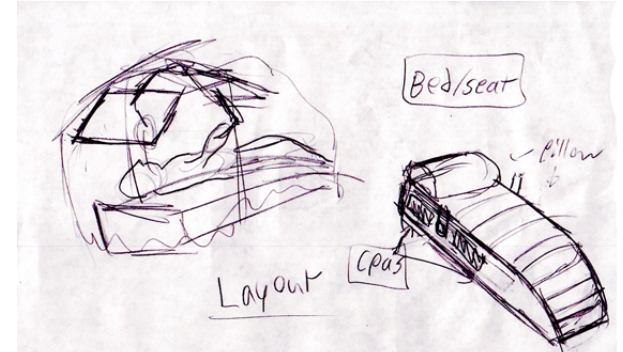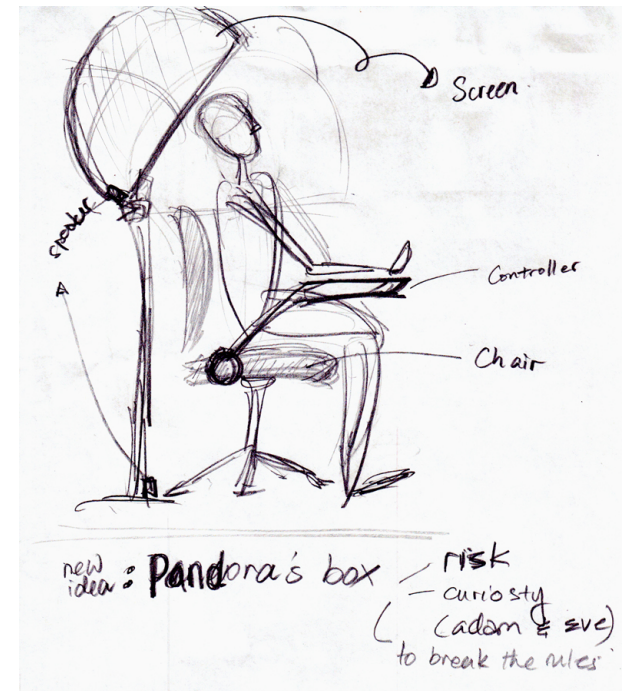- the complexity

What aspects of nature brings about discovery in the physical world?
- The unpredictability
- The beauty

theme:
discovery in the context of nature + technology
(where "nature" is referring mostly to plant and animal life and "technology" is referring mostly to computers and computer-aided systems such as the internet, and multimedia).

our Two-Part goal:

try to push the limits of what can be done to simulate nature using a digital/physical system. In doing so, provide a social experience that promotes discovery and an appreciation of nature.

the Scope:

a medium-sized exhibit piece using equal parts physical and digital components. It would be a single work with an artistic and exploratory focus, not intended for reproduction or sale.
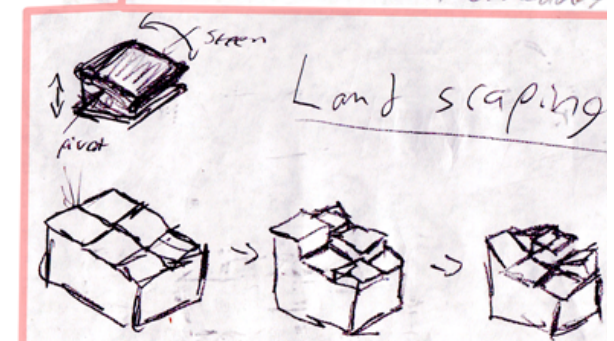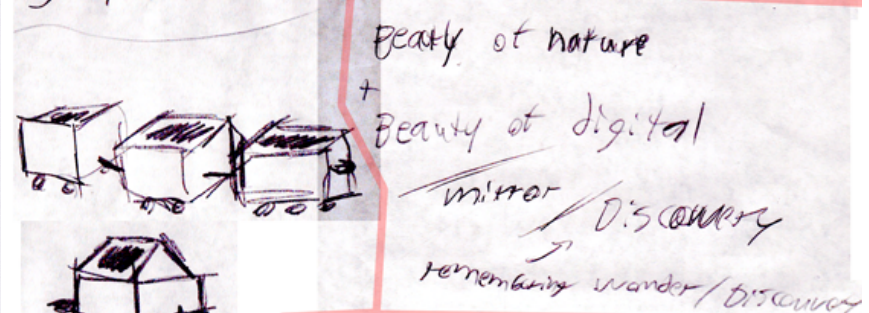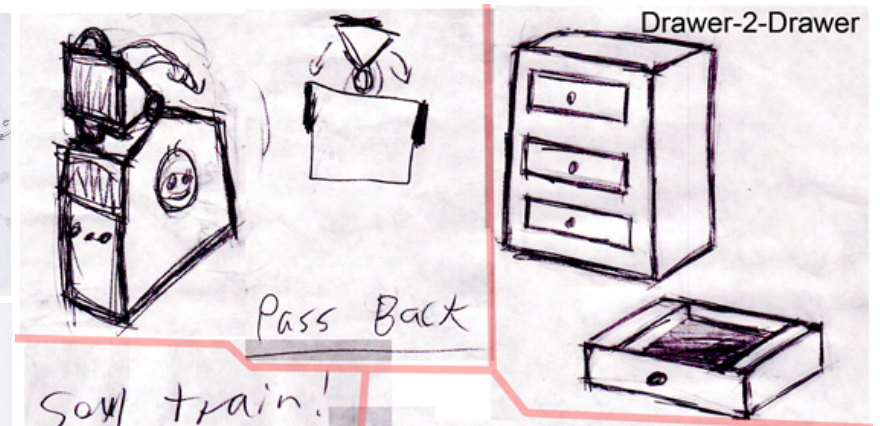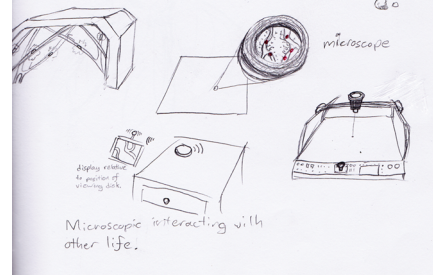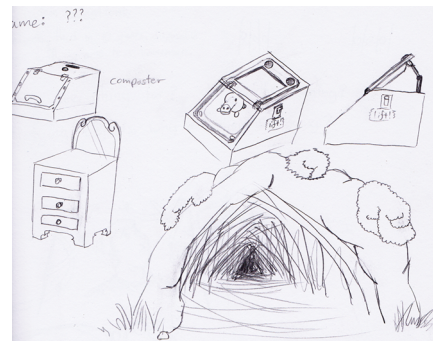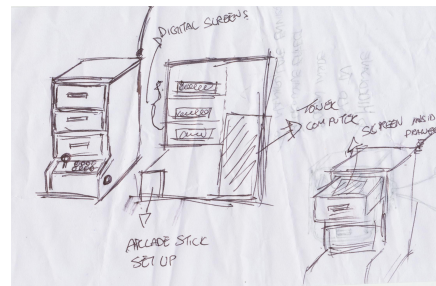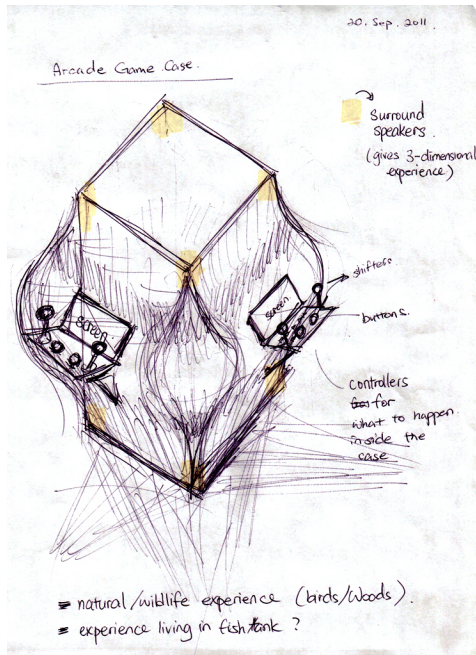
References:

Life Writer ©2006, Christa Sommerer & Laurent Mignonneau

*Life Writer:* Christa Sommerer & Laurent Mignonneau

Type on a type writer and bugs swarm out to eat the letters you write.
This is interaction with a familiar and nostalgic object that is augmented by recent technology. The simulated bugs, swarming in natural ways, change the purpose of typing from the simple goal of getting your work done to a playful activity. It changes the context of typing.

Still ALife: Christa Sommerer & Laurent Mignonneau

Generating natural forms from the presence of observers.
A Large screen that displays natural and abstract forms that are generated based on proximity to visitors.
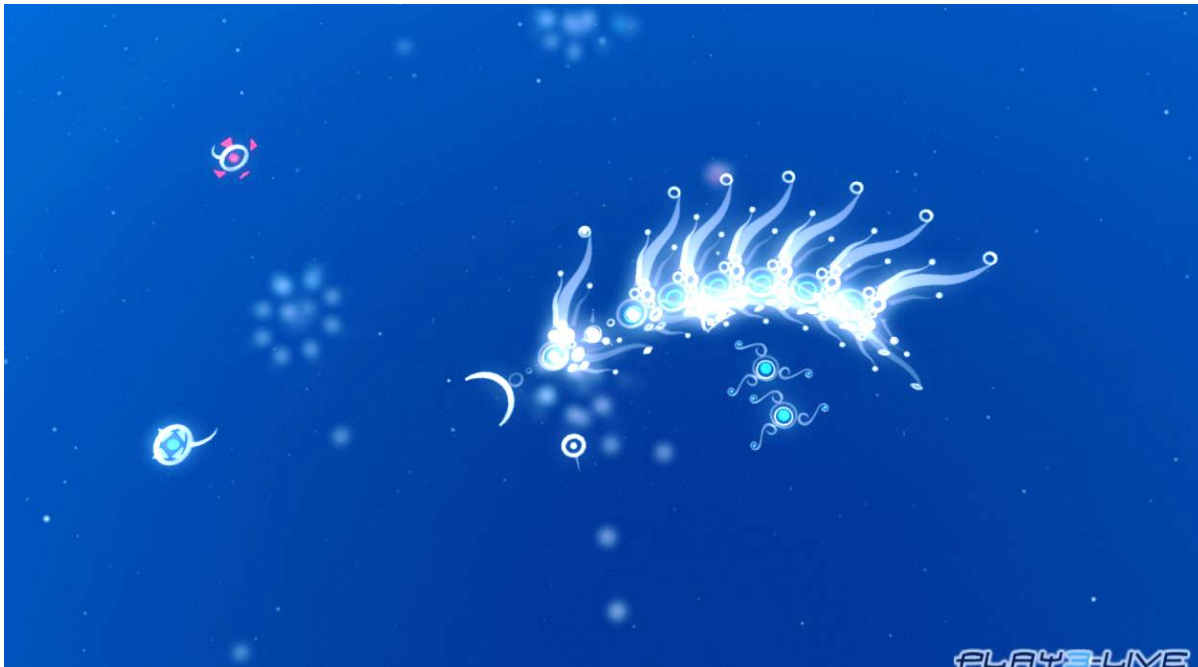
flOw: That Game Company

An abstract and beautiful immersive world.
Explore and evolve as a small creature in an abstract oc like world. Gameplay is simple and fun.

In flOw, exploration and discovery is done from the perspective of a single creature rather than looking at a entire ecosystem or generated world all at once. Our project will be using direct interaction like a game typi has but with more of an emphasis on experiencing the whole system which aligns closer to Still ALife

Resources
What skills does this project demand?
- Arduino
- Wiring
- Programming:
  Communicating with Arduino (Input)
  Generative Systems
  Graphics (Output)
- Interaction Design
- Fabrication

What do we have?
All: design and interaction design knowledge
Kinson: Prototyping: 3d modeling, Fabrication: carpentry, Graphic Design
Shane: Programming: Media arts, Fine Arts
Margaret: Graphic Design, Psychology, Hobby Computer building
Nathan: Programming: Media arts
Lanz: Prototyping: 3d modeling, Programming: Informatics, Sound Design

What are we lacking?
All things considered our skill-set is pretty broad but there are still things we lack experience in.

Wiring:
We will be doing a lot of wiring when connecting our interactive components. Help can be found from the technicians in Solid Space and from an electrician we know (if necessary).

Fine Arts:
Even if we get things to function well it takes a certain degree of artistry to get our project to really look great. We have a pretty technical team so we'll need to constantly work at this and get feedback from peers and mentors about the look and style of the piece.

User Group:
Young adults. 20 - 45. These individuals are well versed in technology and understand where it has gone in the past 2 or more decades. They have busy lives with leisure time that is restricted to within the city limits or their home. They may often discover new things in the digital world but have little time to spend outdoors.