

MOVE ON

PROVOCATION 02

due 20 mar 2019

Almost all creativity involves purposeful play

– Abraham Maslow

Online and on the go. We live in a world in motion. In this provocation, you are challenged to collage a simple human powered transportation technology with a novel interactive experience. What designs result when skateboards are equipped with accelerometers, a scooter knows its mileage, a stroller can talk, a wheelchair has superpowers?

Your design can promote play, curiosity, and exploration of our world. It can also focus on solving a real problem or empower an individual or community in exciting new ways. You should think of how your final solution operates independently as well as how you envision it networked across an ecosystem of similar, future human powered transportation devices. How can such augmentation of a transportation technology create compelling new experiences for a user or others? New forms of play? Can such new objects and interactions aid in education? Be a tool for creating new narratives? Assist individuals in navigating social situations and friendships? Empower new ways of moving through or seeing your world? Connect with existing technologies? Encourage new behaviors? etc?

Your primary constraints are that the transportation device must be human powered (i.e. not battery or gas motor powered), it cannot be a bicycle (because this is too familiar – however you may choose a children's bicycle), and you must embed, attach, or augment sensing and relevant electronic output modalities to the transportation device. Your final design must also use some form of wireless technology to connect with outside data sources. This could be anything from sending the data from your human powered device to a website to enable new visualizations or creative interactions with the data to a radical gaming platform, educational tool, or programming metaphor. It could also enable remote participants to engage with your system from mobile devices, websites, or online games. Imagine how pulling remote data (i.e. weather, stocks, Tinder activity, etc) or pushing up data from your device (i.e. speed, acceleration, sound, etc) can enrich and further your design goals.

The transportation technology could be used across land, sea, air, snow, or ice. We are anticipating a range of debates as to which transportation technologies are in or out of bounds for this provocation. We prefer that you select transportation technologies you are not regularly familiar with. You will need to check with us concerning all final selections. You are allowed to modify, tweak, hack, or combine transportation technologies. However, you may not alter the transportation device to the point that it can no longer serve in any way as a mechanism of transportation. That is, you cannot convert a skateboard into hipster backpack that you carry around and plays music. Please check with us if you have concerns or questions. We will



be meeting with each group to finalize their design as well as work with you around obtaining a suitable transportation technology to work with. Here is a small list of human powered transportation technologies to get you started:

skateboard

Big Wheel

rollerblades

Wheelchair

tricycle

children's bike

pedal cart

walker

scooter

skates

stroller

Heelys

You may want to visit a department, toy, or sporting goods store and take note of the variety of transportation technologies. Be inspired. Look at the landscape where these transportation technologies are used (and not used) and look for inspiration — parks, streets, skateparks, shopping malls, lakes, hiking trails, etc.

Your team will be required to deliver a 8 minute presentation communicating:
documentation and images of your transportation technology 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 (details will be provided on bCourses):
a title for your project
a single representative image (landscape at 1600:900 pixels jpg or png)
a title and tagline (10 word max) for your project
one paragraph of text describing your project (250 words max)
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

Get moving!