

TEXTSEGRITY

Quest Work / Schedule Plan

Key Map

| 1 Hour of work

||| 3 Hours of work

•••• 5 + Hours of work



Look & Feel



Programming



Prototype user test



Research and reinforcement



Final prototype and presentation

NOVEMBER

Week 11	11	Prototype look and feel (hand drawn/low-tech version)	☺	13	// Plan the Frames and Levels of Interaction // Experiment on low tech interaction > Magnets and text placement.	•••• ☺
Week 12	18	Planning structure - interlacing text relationship of a crowd	☺	20	Programming texts to store on array or string. Collected text needs to jump to the next level of interaction. Peer Review!	•••• ☺ ☺ ☺
Week 13	25	Revise and review tested prototype. Take notes, sketch and prepare to polish interaction.	☹ ☹	27	Research on possibilities of translating this interaction to Open-Frameworks // Thanksgiving holiday	☹

DECEMBER

Week 14	2	Polish to test the TEXTSEGRITY system at an urban / social location. ex: A park, bar, club, social event.	•••• ☺ ☺	4	TEXTSEGRITY polished and ready to deploy at an urban space.	•••• ☺
Week 15	9	Evaluate and Polish interaction after prototype testing.	•••• ☺ ☺	11	Final prototype and presentation polished	•••• ☹
Week 16	14	Final Presentations	•••• ☹			