

1 Title and Description

>> Introducing the name + project

Textsegrity

>> A text to screen interface that collects words to create a unified body of expression

2 Concept, Inspiration, Thesis Question

>> Foundations of Textsegrity

Concept

The cell phone as the remote controller

- >> SMS texting commands
- >> Fundamentals of texting is its language aspect
- >> Demonstrate summer project - SMS Jukebox

Thesis Q's

Two questions (from summer & current)

- >> How can media aspects such as sound, video and animation be controlled by "the new remote controller" (the mobile phone)?
- >> How can the language aspect of TEXT to SCREEN INTERACTION be explored to create a "one-to-many" relationship in the urban environment?

Cumulus Text

Design Question - Form & Structure

- >> How can I create meaningful visual relationships cumulative text input on the screen by the users?
- >> Form and structure of cumulative collaborative text

Inspiration

Buckminster Fuller

- >> Short highlighted description of Buckminster Fuller
- >> Naming convention of my project.
- >> Text + Tensegrity = TEXTSEGRITY

3 Interaction Design Treatments

>> Levels of interaction or phase of visualization

Mobile to screen

User to Screen interaction/relationship

>> Storyboard of user to screen interaction

Text on Screen

Levels of behaviors in the screen

>> Storyboard of sequential action and narrative build up.

4 Usability testing

>> Different experiments, studies and observations

Digital

Digital Prototype testing

>> Questions and Responses

>> Analysis and conclusions

Non - Digital

Analog testing & observations

>> Ideas for interaction to translate into digital format

>> Observations and analysis

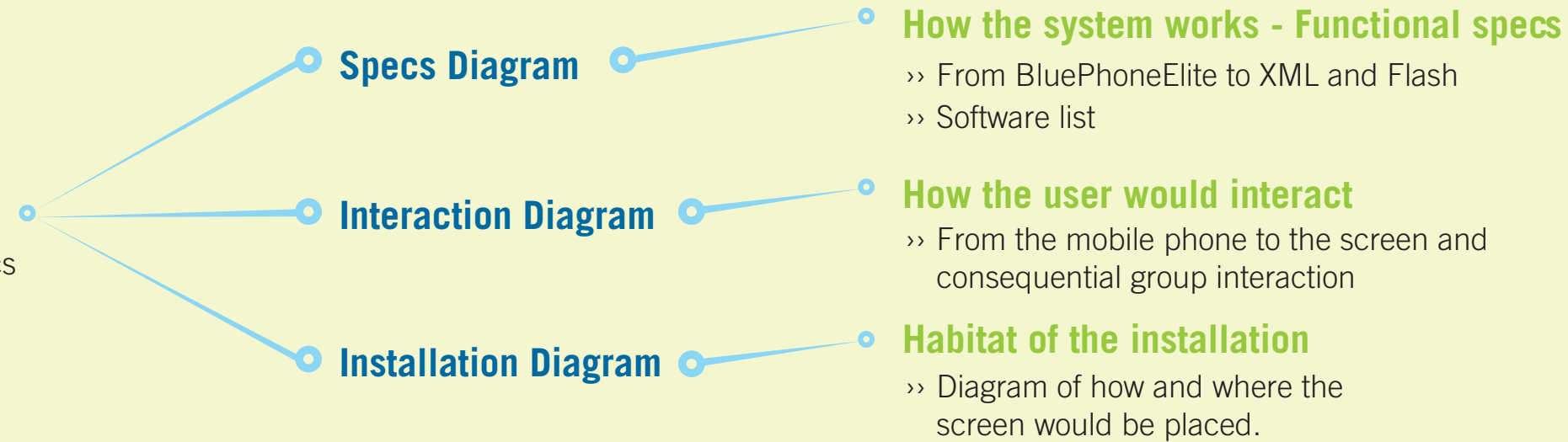
Examples of non-digital interaction

Low-tech translation

>> Intermediary interaction between the analog and what I seek to accomplish.

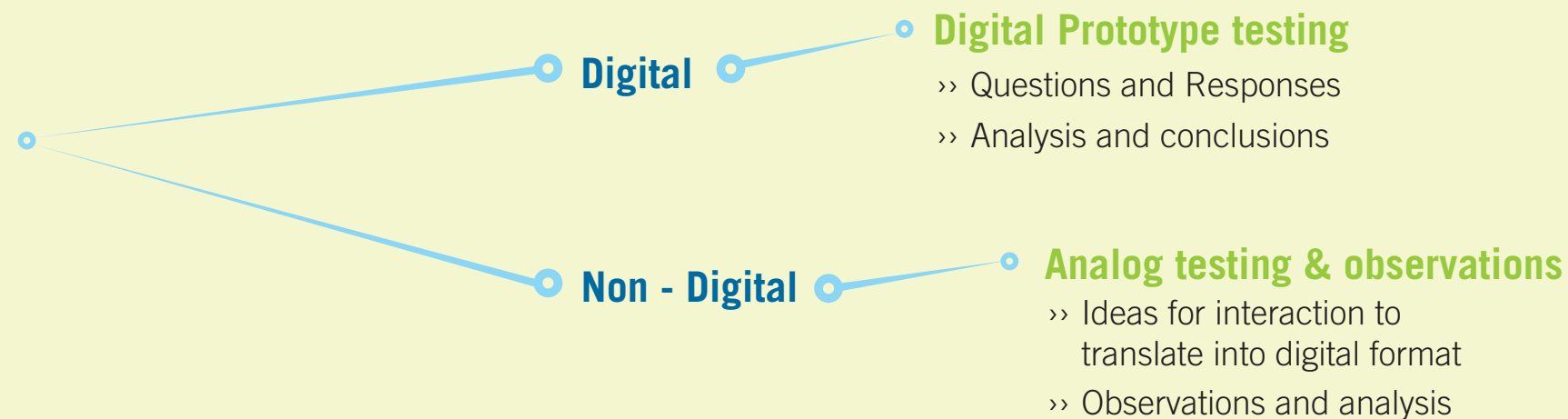
5 System Flow

>> Diagrams and Schematics



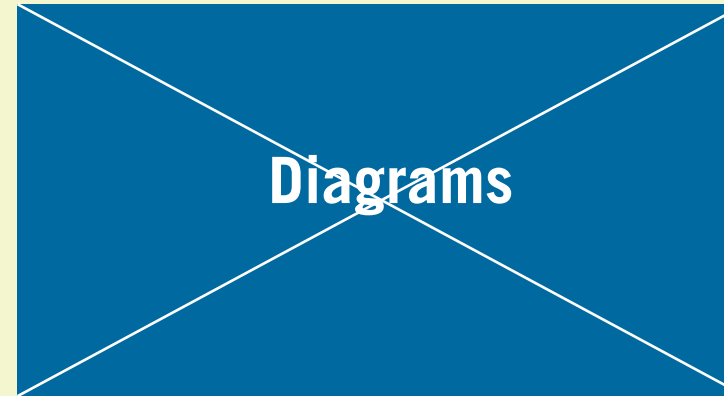
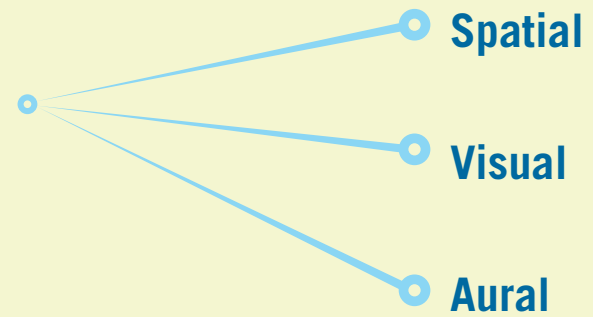
6 Traffic Flow

>> Analysis and Usability tests



7 Functional environment

>> Users/participants experience



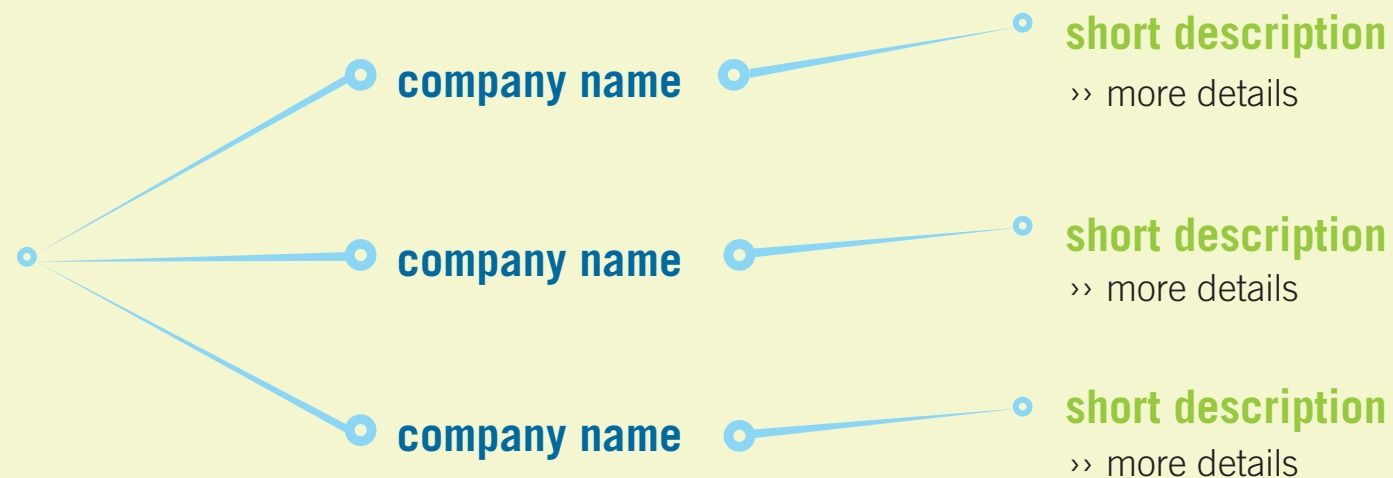
8 Experience the prototype

>> Experiencing the prototype



9 Partnership

>> Industry/Creative/
Technology Partnership



10 Exhibition / Installation

>> List of locations

venue 1

short description

>> more details

venue 2

short description

>> more details

venue 2

short description

>> more details

11 Next Steps

>> Continue exploration
& translation to C++

Translate the prototype in C++ (OpenFrameworks)

Fullfill my research for the “remote control” aspect of the mobile phone.

>> Create physical computing, sound or video activation from text messaging.

>> LED's, servo motor, video, sound/music, etc.

1 Page Abstract

>> Copies to be distributed
to the Thesis Panel & Critics

Abstract