

EXERCISE 1

INTERACTIVE DIGITAL APPLICATION CONCEPT

TIM BROADWATER

ITGM 705: Interactive Design and Media Application

Professor David E. Meyers

Fall 2014

Objective

Conceptualize an interactive digital artifact that demonstrates at least two characteristics of the digital medium as defined in Janet Murray's essay, "Inventing the Medium." These may be screen-based or interfaces embedded in a product.

Your project should include the following components:

1. a one- or two-page artist's statement that describes your interactive digital artifact, including which characteristics it embodies
2. no fewer than three screen shots or product drawings that illustrate use of the device. (These three images may be paper-based or created digitally.)

You should develop an interface concept, not a functional (or even design-complete) project. You may use paper and pen or pencil, Illustrator, Photoshop, Freehand, or any other software. However, the focus of the project is on the interface, not the degree of visual polish applied to it.

In conceptualizing your project, it is important that you have completely synthesized the two (or more) characteristics of the digital medium into an integrated, interactive whole.

Process

1. Read Janet Murray's "Inventing the Medium" essay from The New Media Reader, which has been placed on XanEdu digital course pack.
2. Conceive of an interactive digital artifact that demonstrates at least two characteristics of the digital medium, as defined by Murray.
3. Create at least three concept sketches for the interface of your artifact. These may be screen-based or interfaces embedded in a product.
4. Write a one- or two-page artist's statement that describes your interactive application, including a discussion of the characteristics it embodies.
5. Post your work-in-progress to the appropriate Unit 1 discussion forum by Day 4 for class discussion and feedback.
6. Review the feedback provided by your professor and peers and make any desired revisions to your work.

Post the final, revised version of your concept sketches and write-up as a single zipped archive via the Submissions link in the course menu by the end of Unit 1.

Evaluation Criteria

- The concept sketches should clearly convey the use of your digital artifact.
- The concept sketches and artist's statement should clearly convey which digital characteristics your project embodies.
- The concept sketches and artist statement should convey a clear understanding of Murray's four characteristics of the digital medium.
- You will be evaluated on the clarity and sophistication of your interactive idea. You will not be evaluated on the polish of the graphic design of this project. Hand-drawn projects are perfectly acceptable.
- Your artist's statement should be well written and free of grammatical and typographic errors.

Materials and File Formats

- Paper-and-pencil drawings must be scanned and collected into an Adobe Acrobat PDF for posting and submission.
- Sketches created in Adobe Illustrator, Photoshop, Corel Painter, or any other drawing program should be collected into an Adobe Acrobat PDF for posting and submission.
- Artists' statements should be saved as RTF (Rich Text Format) files.

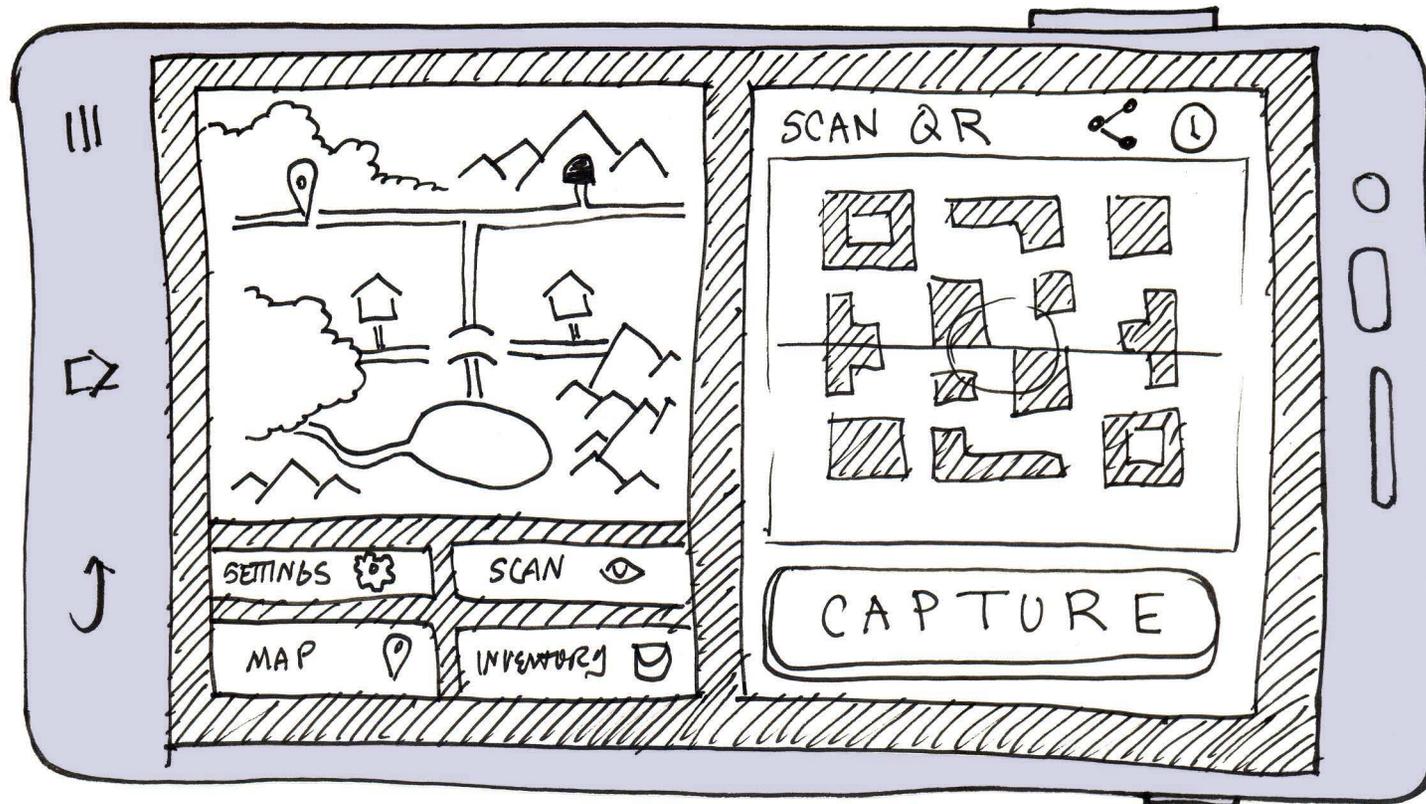
Drawn2Battle

So at this point I'm thinking of a multi-platform (Android, iOS, Firefox, and Windows) smartphone game called Drawn2Battle that allows people to:

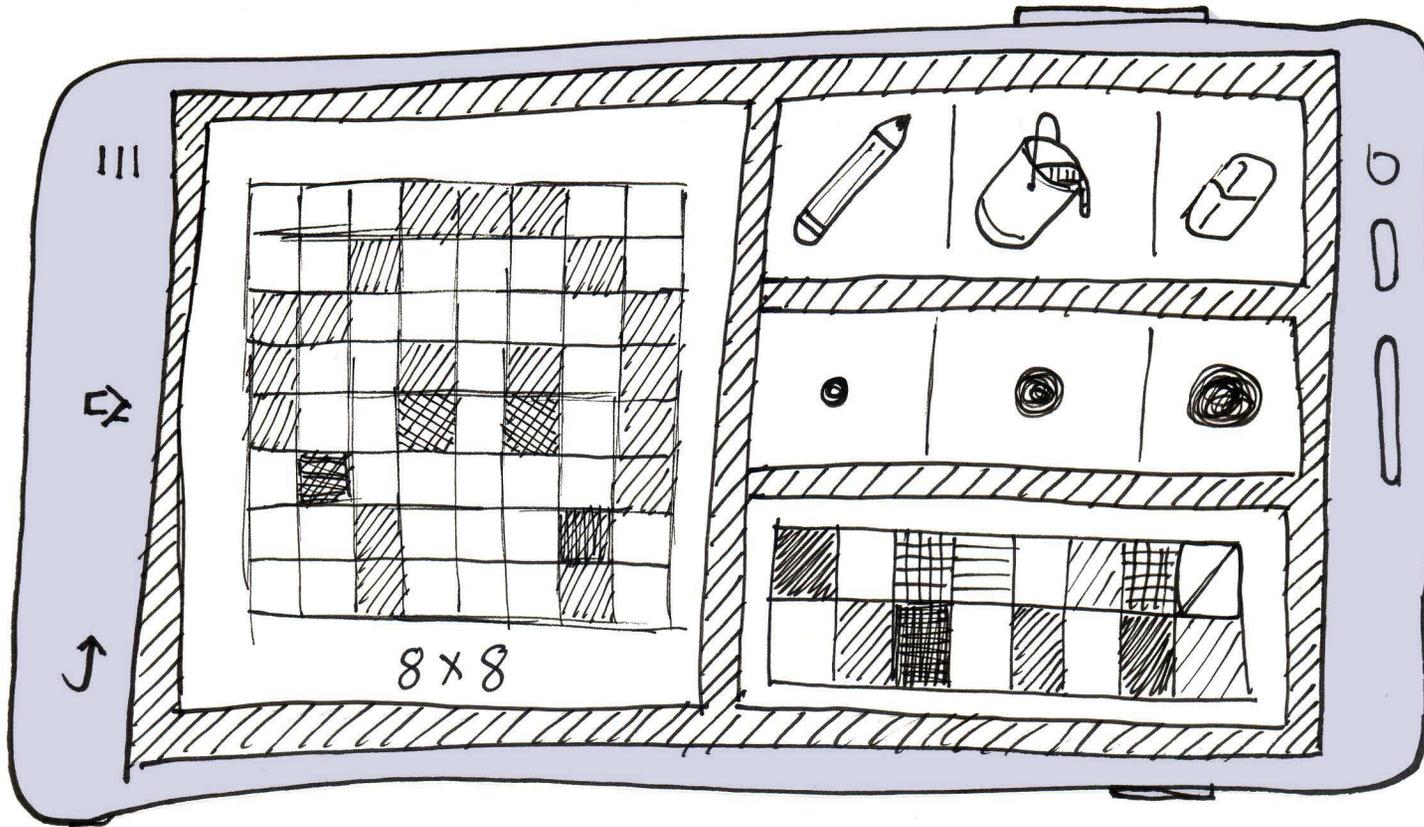
- design their own creature, fighter, or monster in a simple paint-by-pixel program
- scan QR Codes to fight other people's monsters, move around on a map/board, and to gain items possibly from cards
- increase their creatures attack, health, and special stats
- learn new moves and special abilities
- increase their drawing resolution (and thereby detail of their creature) by leveling-up (exp. they start with a 8px by 8px canvas, and at level 2 they get a 12px by 12px canvas, etc.)

I think these would fulfill all of Murray's four characteristics of digital media. The Drawn2Battle game would have procedural processing for battle math for character statistics and random number generation, as well as every other aspect of the game. It would require participation of the player to build a character, navigate the game, and battle other players. The encyclopedic aspect of Drawn2Battle would be all of the rules, special abilities, and pre-programmed into the game, with the capability of online indexing for character profiles for wins, losses, and experience. And finally, the spatial aspect would be achieved with the in-game map, the player navigating through the game, and the player meeting other players to battle.

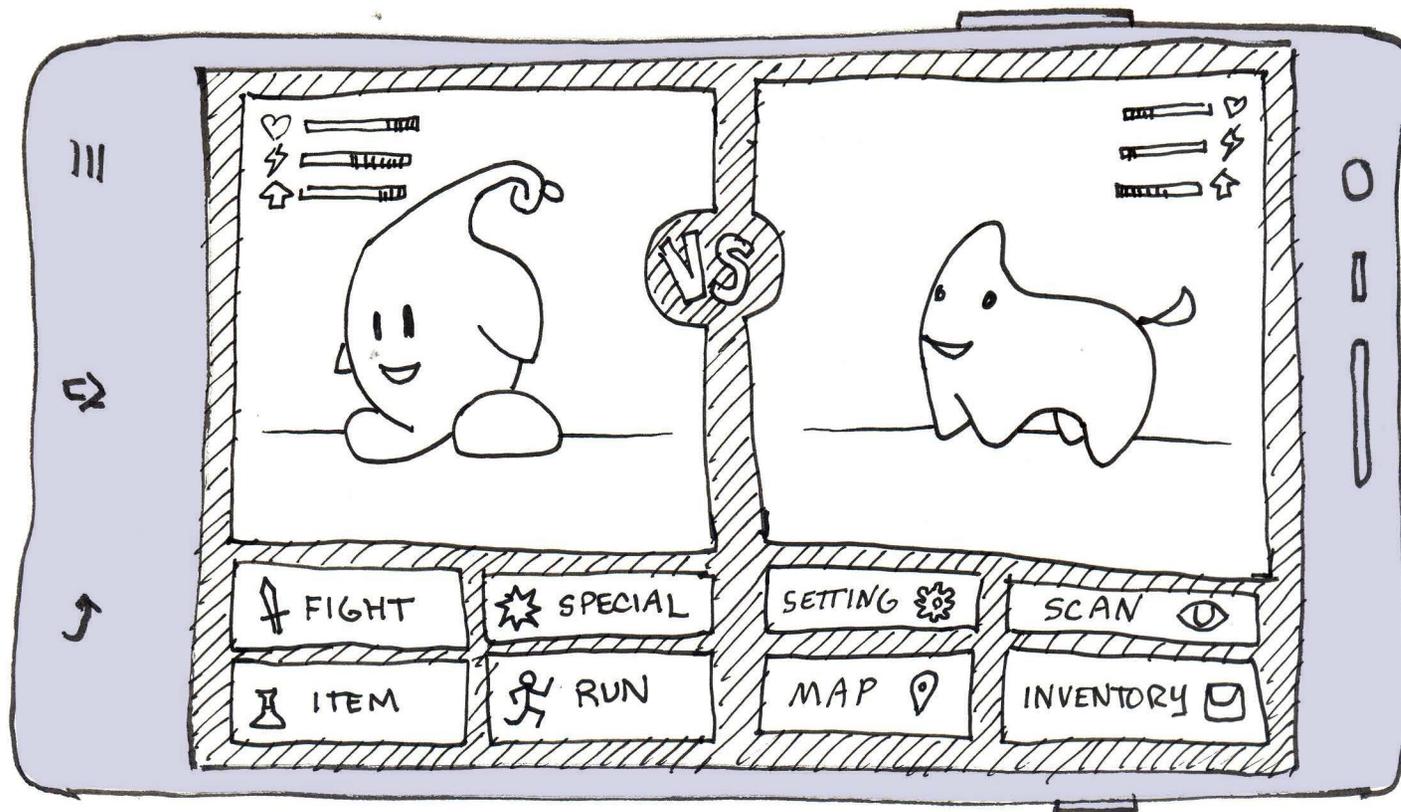
INITIAL THOUGHTS



Map & QR Scanner Interface



Character Creation Interface



Player Vs. Player Interface

What is Drawn2Battle?

Drawn2Battle is a multi-platform videogame that allow players to draw, train, and compete characters against other player's characters on *Android*, *iOS*, *Firefox*, and *Windows* smartphones.

The player starts by drawing a low-level and low-resolution creature, fighters, monsters... or literally whatever the player wants to draw, in a paint-by-pixel program. The created character starts with basic moves and starter attributes like health, defense, attach damage, etc.

As the character competes against other player's character and wins in combat, the creature gains experience. With experience new levels are achieved, and the character gains more health, their other attributes like defense and attack stats also increase. Once the character achieves certain levels of experience, new moves can be taught to the character that can be utilized in battle, and effect systems (exp. Stun, blind, staggered, grappled, etc.) start to come in to play as learnable battle tactics.

Also as experience is gained and new levels are achieved, the character's owner has the opportunity to redesign (or redraw) the character as higher resolution capability unlocks in the paint-by-pixel program. When the character is first created in the paint-by-pixel program, the player only has simple color options and an 8 pixel by 8 pixel canvas; however, as experience is gained more colors are added to the paint-by-pixel program at increased resolutions (exp. 16 pixels by 16 pixels, or 32 pixels by 32 pixels). And so, the player's character not only statistically evolves, but also visually evolves and become more complex.

Drawn2Battle also will take advantage of a smartphone's capability to scan Quick Response codes, or QR codes. This will be done so a player's character can engage another player's character in battle, to move around both an in-game map and a tabletop board, and potentially to gain power-up items from cards and tokens. This further enhances the game by taking advantage of augmented reality (AR), cross platform gaming, and the ability to play with

different game types such as tabletop board games, and card games.

Drawn2Battle encompasses Janet Murray's four characteristics of digital media by incorporating procedural processing for battle math, character statistics, leveling, and random number generation. *Drawn2Battle* would require participation of the player to create, design, build, level-up, and re-design their characters, as well as navigate the game and battle other players. *Drawn2Battle* would also contain an encyclopedic aspect by indexing all of the types of rules, special abilities, and pre-programmed attributes of the game into the gameplay, with the additional capability of online indexing or storing a player's character profiles for wins, losses, changes, and experience. And finally, *Drawn2Battle* would employ a spatial aspect of videogames that would experience in different ways through the in-game map, AR, the player navigating through the interface, and the player meeting other players to battle in the real world.

ARTIST'S STATEMENT