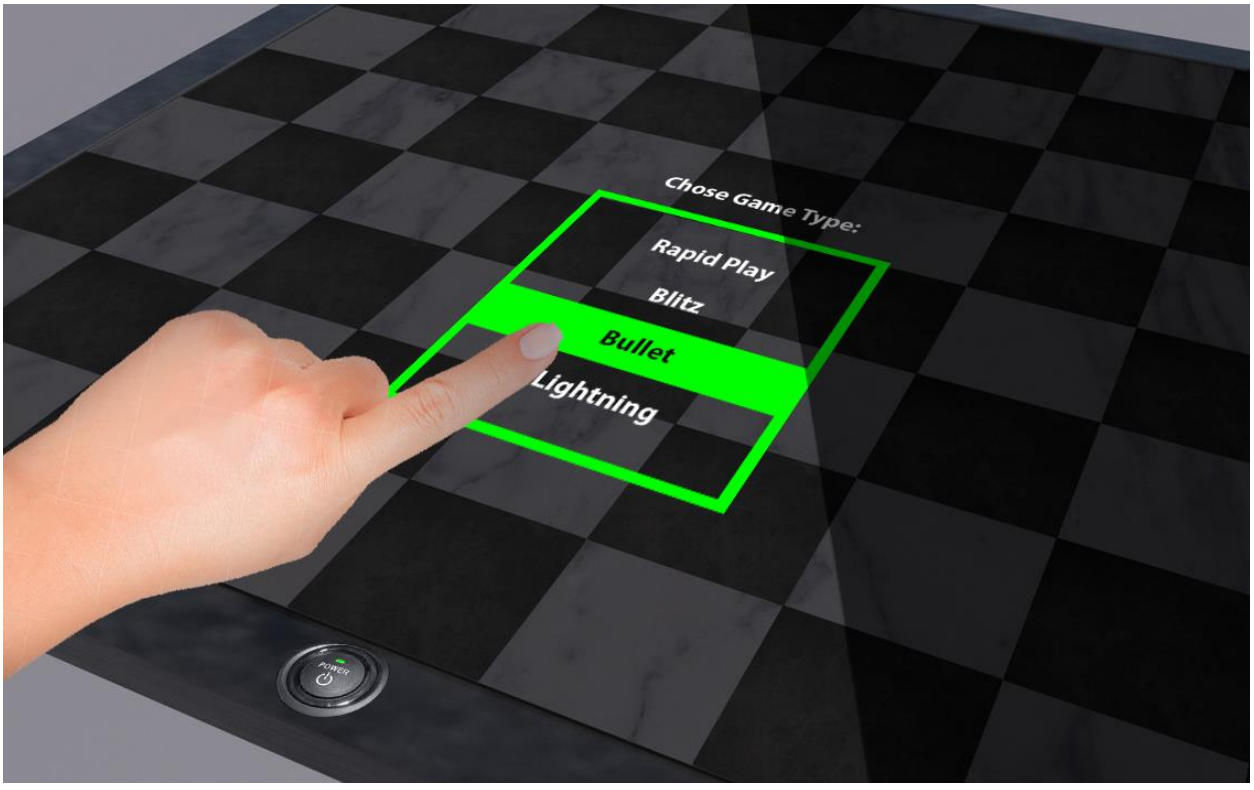
Tim Broadwater
ITGM 705: Interactive Design & Media Application
Exercise 2: Unconventional Computer Input Concept
Professor David E. Meyers
Fall 2014

Select an Option from the List Provided in the "Objective" Section:
I have chosen to design an interface/board for playing speed chess. In my research I discovered the following various names for different speed increments of speed chess game, which could be used as game modes:

- Rapid Play – lasts 10 to 60 minutes with a small time increment of 10 seconds per move.
- Blitz – lasts 10 minutes or less per side, meaning a 20 minute total per game.
- Bullet – lasts one to three minutes per side for a total of 6 minutes.
- Lightning – a general term for extremely fast chess with one-minute games.

Research Current Interface Solutions for Computer-Based Versions of Your Selection:
In my research for this type of interface, I found a lot of commercial timers available that largely consist of a clock button for each player to click, a power button, volume controls, start/stop functionality, and play/pause buttons. These controls are fairly common from one speed chess timer device to the next, with variations such as blinking and terminal lights to visually show which player moves and remaining time, as well as individual time counters for both players.

I also found a lot of digital chess sets that have novelties such as lights within the pieces, or plugging a speaker or separate digital device into the keyboard, which would allow automatic digital scoring or a 2d graphics display. What I didn't find was an example of where the board itself was a simultaneously a display and touch device.



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Artist Statement:
Instead of having to buy a chess set and a separate timer for speed chess, this design would allow players to get both devices in one digital board mechanism.

My speed chess board version has two dynamic features: a digital display board and touch surface chess board that functions as the chess board and menu interface; and each of the chess pieces have buttons on the top of each piece, as well as a digital marker built in to track the piece.

Unlike input solutions that differ from the examples I researched, my design would allow the players to:

- turn the board on and off with a power button on the side of the board
- customize, select, or setup any chess game they like through a touch interface
- clock their turns by moving a piece to a square, and clicking the button on the piece, thereby not having to reach off the board (or the piece) to end their turn
- see whose turn it is or how much time is available through an adaptive and interactive board display

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