

PROJECT 2: CROWD

Teams of Three to Four

The prompt for this project is *crowd*. Design and prototype a physical computing interface that interacts with *crowd computing* sites or data in an interesting or novel way. Think of services that depend on many users – Wikipedia, Digg, Technorati, Twitter, Wordpress, Facebook, Yelp, Amazon Mechanical Turk, citizen journalism, and Games with a Purpose, for example. Today, all of these services live exclusively on a computer screen. What would a physical computing interface for visualizing and manipulating these kinds of services look like? What kind of opportunities does no longer being tied to the desktop open up for new designs at the global scale?

Your weapon of choice is Arduino. Your group will get an Arduino board and a small variety of hardware to get started. You will need to purchase any additional hardware you want to use to build your prototype. Digikey (www.digikey.com) is a good option, as is MITERS (miters.mit.edu).

It is expected that you connect your hardware prototype to a realtime feed or API from a site on the web. For this you will probably want to write a simple software wrapper in your favorite programming language and communicate with the Arduino over the serial port.

The final project presentations will be in 32-123 on Wednesday 1/20. We will be inviting several guest judges from MIT and industry to join us and give feedback on your projects.

For this week and next, roughly the first hour will be an activity or guest lecture, and the remainder of class will be project time. We will be having class roundtables occasionally to share our progress and setbacks.

Deliverable Schedule:

- Monday, January 11th, end of class
 - o Choose a team name.
 - o Pair with another team to share five to ten of your ideas and give feedback on theirs.
- Tuesday, January 12, end of class
 - o By the end of class:
 - Choose the idea you will be pursuing.
 - Turn in either a detailed sketch or a less-detailed storyboard describing the idea.
 - o By 11:59pm:
 - E-mail 6089@csail.mit.edu a rough implementation plan. (What parts will you be using? What will you need to find, and how will you get it?)
- Thursday, January 14th, end of class
 - o First rough prototype due. Electronics don't need to be working, but a rough shell of the prototype should be in place.
- Friday, January 15th, end of class
 - o First functional prototype due. Your prototype should have some basic electronics or code working.
- Wednesday, January 20th
 - o Final presentations in 32-123