

Weekly Meetings

Each week is broken into studio time and two-on-ones.

1. For studio time, students can work in class and meet with any faculty or T.A. across any section
2. For two-on-ones, students can meet with any faculty or T.A. across any section
 - a. You must meet with your assigned section heads 5x throughout the quarter
 - i. This means you must sign-up for your instructor 5x AND your T.A. 5x!
 - ii. You can sign up for multiple meetings in one day
 - b. Pick a partner in your class. You will always sign-up with your partner.

Assignment 1: Project Proposal Presentation → Due Thurs 4/3

Prepare a 5 minute presentation to tell us a bit about you, what you have made in the past, and what kind of project you may focus on for your Senior Capstone. Present two ideas that you may want to work on for your Senior Capstone. (Perhaps one of these ideas is a continuation of a project you worked on in a previous class?)

- Guidelines
 - make this in Google-Slides — with **public sharing turned on**
 - add this link to your name in the calendar
- Slides
 - Slide 1 should feature your name and one picture that is representative of how you will feel when you realize this project.
 - Slides 2–10 should show previous projects that best represent your skills and the formal/conceptual direction you would like to continue exploring.
 - Slides 11–12 will delineate ideas/feelings that you feel compelled to explore with your Capstone Project.
 - Slides 13–14 show project idea #1. How does this project explore the ideas/feelings you described in slides 11–12?
 - Slides 15–16 show project idea #2. How does this project explore the ideas/feelings you described in slides 11–12?
- **Add a link to your slides in your respective class channel**

Assignment 2: Midterm → Due Thurs 5/1

Your midterm is a chance to get feedback from your classmates. Prepare something to show that we can look at/interact with—think of this as a first user test. For print, this should be printed layouts. For videos, this should be a walkthrough or hi-def storyboard. For games, this can be a demo. You can choose to install unfinished elements or display sketches to show what the final work will look like.

Assignment 3: Documentation → Due Fri 6/6

Capturing good documentation of your capstone project is extremely important. It is 10% of your grade in this course and it will also be invaluable to include in your portfolio moving forward. In this class, you will turn in at least 2 videos and at least 4 photos.

- Consider...
 - capture videos and photos of your project before, during, and after the show. Your project will look different in the daylight, at night, surrounded by people, and with nobody around at all.
 - invite a friend to interact with your project while you take pictures.
 - make sure your project is well lit!
 - If your project has a screen, you should record a screen capture video in addition to taking photos / footage of your project in the space.
- Required

- Make sure that you only submit footage and photos that are portfolio-worthy! Use a camera to record footage and photos
 - “Good” print documentation are studio portraits of your publication / installation, hi-res with good lighting
 - “Good” video and screen capture footage is at least 1920 x 1080, runs smoothly with no stuttering, includes sound, and features no desktop / Unity GUI.
- Submit your project documentation here:
 - Clone the template folder in [Documentation](#)
 - Add your required info to the internal g-doc
 - Add your videos / images