

IN YOUR POCKET: EXERCISE 2

DUE: OCT 3

Drawing from the research you have done with exercise 1 as well as your experience with Dodgeball, create a conceptual sketch for a program that could be implemented on a mobile phone. This piece should respond to the nuances of the Hertzian landscape as you have discovered them. For this exercise you will create a series of animations that respond to at least five states of the wireless landscape. This could be the bars on the phone, the ways in which the city is re-zoned by networks (i.e. Ben hooks' "ecologies"), etc. Look back at MSET (including Garden in My Pocket), and FLIRT for examples. Please provide buttons to these five states to navigate your piece. These could be included as part of the interface on the mobile phone or as a separate navigational device simulating the environment your piece reacts to. (I have loaded an FLA file to the "files" section of the wiki called "mobile_phone fla" with a mobile phone image if you would like to use it).

Your piece should focus on several points:

1. It should react to the fluctuating terrain of the mobile phone network, for example, using the change in signal strength as a meter for interaction. Whatever you choose should be taken from your **direct** research and experience of the Hertzian landscape.
2. The animations you create should suggest the Hertzian landscape and its impact on the space of the city.
3. Post an SWF file to the class wiki under student work/exercise 2. Include your first and last name, the title of your piece, and a short description of it including what research prompted you to create this work.
4. Present your work to the class describing your animation, the research that prompted its creation, and how you see it impacting one's experience of the city.