

SCHOOL: RMIT

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Assignment no.	1	Due date	23/08/18	Name of lecturer/teacher	Brendan Harwood
Campus	City	Class day/time	4:30 - 7:30	Tutor/marker's name	

STUDENT/S

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APD Reflective Document - Lily Harrison

Week 1 - Observation

This week I came up with the idea of a somewhat interactive portrait as a part of the “observation’ theme, something that can be observed and interacted with, an observation of me and my personality.

As my practice is game design, I wanted to create a small app or game similar to an interactive pet except the interactive character is me. You can talk to the character and tell her jokes and she will react accordingly, like a chatbot. Tell her a joke, see her laugh. Tell her the weather is bad and she will look sad etc.

<http://magistudio.net/work/apd-week-1-lily-harrison>

Week 2 - Tinkering

The idea of tinkering in my practice can sometimes be experimenting with programs and software’s using them in ways that we don’t always expect. Firstly I made the apple to roll and bounce as if it were dropped. However, after accidentally extruding a point it created a large spike in the apple. I then had an idea to have the apple to act in an unexpected way by purposely extruding and animating points on the apple's surface. I pulled points in and out of random places and placed key frames to animate the process. This resulted in the apple mutating and stretching in a strange and unfamiliar way.

I believe this can be an excellent way of discovering new things in game design, a lot of the time tinkering and manipulating objects can result in some original and imaginative ideas.

<http://magistudio.net/work/apd-week-2-lily-harrison>

Week 3 - Materiality

For this week I wanted to do something a little bit outside my practice but still incorporating some kind of playful aspect, such as encouraging viewers to then interact with something, discovering and exploring its nature.

I came up with a concept based around the word ‘touch’, an instalment that could be shown in a small space. I came up with various textures and actual materials to transform seemingly inanimate objects into something that could be believed to be alive and touched, perhaps even containing a personality. I found this interesting as I am both incorporating various ‘materials’ that make up these objects as well as giving them a ‘material’ quality.

<http://magistudio.net/work/apd-week-3-lily-harrison>

Week 4 - Place

For place, I thought about various places and what they mean to me. I want to use these as a basis for a phone based app. To me all of these places I see from day to day should be

shared with others and so I want to encourage people to explore not just their local area but to push exploration of Melbourne's culture as well. My concept was to either have a character or type of garden that you grow and take care of by physically going to a location such as a park or sculpture and either the app will track your location or you scan a code located at the place to receive new items and upgrades that you can use to decorate said character or garden. I believe this is highly relevant to my practice and particularly since Game design and games have come such a long way from playing at home, alone on a console. People are being encouraged to participate in type of play no matter what age or background; everyone can explore the city and immerse themselves in the culture of their area.

<http://magistudio.net/work/apd-week-4-lily-harrison>

Week 5 - Objects

This week I chose to combine both the physical and digital world of games. On my page of words I wrote, "playing on expectations" and drew a small sketch of a sentient lamp. This gave me an idea to take an everyday object such as a lamp and turning it into something more. Essentially a game of hide and seek the player must watch both the digital screen and interact with the room around them to play. Objects are the main focus of this game and will act as a controller of some sorts, this brings both the digital play and physical play together. This can be an interesting approach to game design, expanding a lot of various possibilities to enable play with both digital and physical environments.

<http://magistudio.net/work/apd-week-5-lily-harrison>

Rationale

With each task I started with a blank sheet of paper putting down various words that related to both the theme of the week and my practice. Having this in front of me I was able to combine and group words together that would make interesting concepts such as "touch" and "interact", allowing me to brainstorm ideas which was a helpful starting block for each task. Starting off, my ideas were very game based such as the chat bot and 3D model animation so I began to broaden my scope beyond that of purely game design as the skills and knowledge I have gained can be applied to many other things.

Looking back at my works over the past 6 weeks I have noticed an emergent trend; exploration outside of the box of game design and wanting to focus on the interaction between the user with the digital world. In this way I have been exploring outside the usual boundaries of simply 'playing a video game' on a screen with a controller ,and so I experimented with new and unexpected aspects of interactivity such as physical location, engagement of the senses and social interaction etc.

Brainstorming these concepts have assisted me in feeling more comfortable with experimenting with new ideas and possibilities related to my practice. Game design is

always developing and changing in various ways, our concept of 'play' is going much beyond our original understand and I believe I am discovering this through my own works. Using the knowledge I've gained over the weeks and about the emergent patterns in my work, I hope to further expand the way I consider game design and interactivity when looking at 'Play'.