

## Coding in Emergent Digital Practices EDPX2100

### Project #2 Interactive Visualization/Game Project

This project requires you to conceive and create a **larger-scale** sketch that will utilize external libraries and an object oriented approach in its construction. Whether you choose to create a visualization or a game, the sketch should be directly changeable by user interaction. This interaction should have a discernible feedback loop and result in new framings, presentations or possibilities for the user.

While several libraries will be discussed in class, the project may require additional research on your part using a book, the examples in Processing and looking at sketches from other web sites. The following sites may provide inspiration.

<http://www.visualcomplexity.com/vc/>

<http://www.openprocessing.org>

Please use these sites as well as any other external sources of code for inspiration. **I want the code for these projects to be created mainly by you.** You may use ideas and code from other projects but you should comment and cite the source of the code. You should also comment each relevant line of the code to demonstrate your understanding of it.

For example,

This code does ..... by using ... to .....

Or

The code uses ... to create ... which ....

**If code is included without adequate comments you will not receive credit for that part of the sketch.**

All ideas for this project must be presented to the class and approved. You may change your idea during the creation process but you should communicate that change to me in writing or email prior to implementing the project.

### Requirements

One sketch that includes linking to all relevant classes and libraries

An external form of input is used to drive the output of the sketch (text files, XML, audio, video, images, etc..)

Code must be commented to demonstrate your understanding

A library must be imported and used within the sketch

Classes should be used to structure and create the project

User interaction should be clear and have a discernible effect upon the experience