

# PORTAGE

A CANADIAN MOBILE EXPERIENCE

Ontario College Of Art & Design

<http://www.mobilelab.ca/portage/>

**Amendments to Activity Report:**

September 2007

**a) Explain why only 39% of the Prototype Development budget has been forecasted up to September 2007.**

We have not forecasted more than 39% of the budget at this date because we are reserving monies to complete prototyping. This completion will occur at the intensive rapid prototyping charettes to be held in October, and in the subsequent process of porting content and testing out new types of content for the iterations. The resulting, revised iterations will require the purchase of new types of hardware, and other components and costs (e.g. mechanical engineer contracting) that we anticipate will constitute the greater portion of the prototyping budget. As well, installation of prototypes will require additional parts and associated costs.

**b) One fully implemented cultural production prototype, developed with ecentricarts inc. and based on the content assets of one of their Canadian cultural institution partners, deployed on the Broad Locative Environment.**

In keeping with our method and plan, PORTAGE has since the start of the project completed our intensive brainstorming period and the early and midterm prototyping of (listed) projects, and we are now in the final stages of prototyping, which will be facilitated by our October rapid prototyping charettes to be held at OCAD (discussed below).

The next stage of the project includes porting partners' content to prototypes, and experimenting with various other types of content to explore the possibilities and successes of the prototypes. ecentricarts inc. has had numerous meetings with Principal Investigators and the entire PORTAGE team to participate in prototype design, sketching, testing and the creation of new iterations. Based on the final prototypes which have been completed or are due to be completed in early October, ecentricarts inc. will, along with the team, choose one prototype to develop fully into a deliverable that will port industry content.

**c) LOGS: the PORTAGE handbook**

The LOGS handbook is well under way. Each team has created a detailed step by step description of their process for designer iterations. LOGS for each project to date follow:

The Portage Handbook will in the end include four sections.

- Part I: Prototype development from conception through consecutive iterations.
- Part II: The application of partner and other content to prototypes and successive iterations
- Part III: User testing data, and how this was incorporated into new iterations

- Part IV: Final deliverable prototypes, including new prototype iterations, content application, user testing, successive iterations, and installation.

*d) The following 2007-08 deliverable was omitted from the report – please provide an explanation, or the status if it was simply overlooked.*

**Treatment and Technical specifications for each prototype:**

During the brainstorming process and through the prototyping process, the project teams have sketched designs, user scenarios and successive iterations of each project.

The sketches in the addendum (attached) are a comprehensive list of the various forms of illustrations created and used by PORTAGE, which include sketches by hand, mural-sized wall sketches and outlines, and computer-designed sketches. We have included all types of sketches in order to document fully our design processes, and how they have developed over time.

*e) Do you have details, dates or names of events available for the Following 2007-08 Dissemination:*

Anticipated conference attendance and dissemination:

**2-4 presentations at academic and cultural conferences such as ISEA and DigiFest at the Design Exchange**

Anticipated presentations:

Paula Gardner, International Communication Association (ICA) annual convention, Montreal, Que. May 2008.

Paula Gardner, Toronto/Montreal/Lille: TOGETHER ELSEWHERE; A biennial of artistic exchange - third edition. Ryerson University, Toronto, Canada. January 31<sup>st</sup> - February 2, 2008.

Paula Gardner and Geoffrey Shea, DigiFest, hosted by Design Exchange, Spring 2008.

Geoffrey Shea. MEDIACITY Situations, Practices and Encounters Conference; Bauhaus Universitat, Weimar, Germany Jan 18-19 2008.

*or* Design Interactive Systems 2008; Cape Town, South Africa, February 25-27 2008.

***Presentation and workshop to independent cultural producers in conjunction with InterAccess Electronic Media Arts Centre:***

In October, PORTAGE will host, in conjunction with InterAccess, a weekend of charettes inviting the participation of partners, our mobile lab Research Assistants, faculty instructors and students of two OCAD studio courses (Electronics theory and Virtual Communities), and student volunteers from OCAD and other Toronto Universities. The charettes will challenge the participants over a series of three days to create prototypes for each project, as detailed below.

1. EMF detection Charette

The Cicada project will be a demonstrable prototype at the charette, employing sensors in the environment to track individuals holding mobile devices.

Charette challenge: to design EMF detection user scenarios and prototypes beyond the cicada model that will be presented.

Participants: OCAD Interaction Design or “Virtual Communities” class

2. I-spy: public camera images

The I-Spy project is currently able to stream surveillance video to server to phone Via WiFi network.

Charette Challenge: to manipulate the technology to build alternative user design scenarios and prototypes.

Participants: OCAD Integrated media students, and Ryerson and OCAD programming students.

3. Wall of Sound

Charette Challenge: to build instruments from found materials and to create user interaction scenarios with these instruments.

Charette Designers will be asked to follow some guidelines, as follows:

- build both Mobile and analogue experiences
- sounds will be emitted into air and as well our available technology will allow sounds to come from each instrument, mix and redistribute back to earpiece in user's phone

Participants: will use Arduino for any needed data processing

: will include sculpture students and electronics students

4. Video Portal

Existing technology (Iteration I below) will be demonstrated.

Iteration I; Video portal

- the project involves a Wii device housed in a mobile cabinet that can control video (multiple sources) through an **accelerometer**
- the device can affect editing, playback time, reversing, volume

Iteration II: to be developed during charette

Charette Challenge:

- to engage with Nokia phones, housing accelerometer or the "sunspot" as movement tracker, used in combination with the phone

- to create various user scenarios and prototypes for tracking movement via mobile phones, to then create some type of effect (e.g. device movement)

Participants: users who can program in data processing (Java-based mobile version)

**Presentation/charette for the professional design community in collaboration with the Design Exchange**

We are currently in the process of planning a coding charette with the Design Exchange and our industry partners for the winter, where we will demonstrate how various types of coding have allowed for the development of PORTAGE projects. We anticipate providing an opportunity for designers to test out various types of coding software and compare the ease of learning across various platforms.

**Presentation to the Canadian museum community at an appropriate conference.**

We are trying to secure participation in the Changing Landscapes: Celebrating the 35th Anniversary of the Ontario Museum Association; October 24 - 26, 2007, Toronto, Ontario

**Conference presentations of research at cultural industry and engineering conferences such as NextMedia, Banff Television Festival, IEEE, ACM events.**

Anticipated Attendance: Geoffrey Shea, NextMedia Conference, Toronto, ON, November 28-30

**The Portage Handbook**

As stated above, the Portage Handbook is in Phase I; LOGS for this handbook are attached.

(appendix 1\_PORTAGE LOGS)