NSCAD | Class 3 | Project: House control with EPOC Headset

Institution	**NSCAD**
Course	**Intro to Interactive Design**
Class	**Nov 14**
Project	**House control with Emotiv's EPOC Headset**
Grading	**10% of course**
Final Work Due	**Nov 21 @ 9 AM ATL | email to adamoutsidethebox@gmail.com**

Dramatic Introduction

You are totally hooked. I truly believe if any technology has the chance to radically change our life in the future, it is the EPOC headset. It combines the power of neuroscience with endlessly capable digital technology. You bribed and begged Emotiv to hire you and your two school friends as interns for what seems the sweetest job ever: to dream a bold vision of how this technology can find practical applications for an average consumer. Let's start with basic ways to control your home.

Project Criteria

- Take advantage of any and all of the upcoming EPOC headset capabilities: interpret visualized thoughts into computer input (can interpret generic thoughts like "bright" but not specific ones like "30% brightness"), interpret facial expressions into computer input, integration with any computer and other devices via WiFi http://www.emotiv.com/epoc/features.php http://www.ted.com/talks/tan_le_a_headset_that_reads_your_brainwaves.html
- The app must include basic functions: control any lightning in the house, control climate control / heating / humidity, and controlling home security system (including alarms).
- Budget and time limit is irrelevant. You have 3 months to ideate and plan out the application.

Deliverables

1. Come up with an idea for an innovative EPOC headset house control application.
2. Decide on 3 to 4 goals related to main features and differentiators
3. Write a script + illustrations that describes the entire user journey from entering the house after work to leaving it in the morning.
4. Develop a story board explaining the app experience
5. Provide minimum 2 interface designs to show key features
6. Provide User Test Script to measure how effective the application is to fulfill goals above.
7. Bonus: Use (A) the ability to read brain wave patterns plus (B) integration with home computer and other technology devices and (C) location sensing ability (it knows your general location in the house)… to create a unique application for a person with physical disability.

Evaluation schema provided on the next page.

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Your Name	
Teammate A	
Teammate B	
Project	**House control with Emotiv's EPOC Headset**

Evaluation: 10% of total course grade

Deliverable	% Worth	Criteria
Idea for the application	10%	1. Achievable for this device 2. Innovative 3. Takes advantage of unique device features
Goals	10%	1. Clear 2. Relevant to the application idea 3. Achievable 4. Measurable
Script + Illustrations explaining the user journey	20%	1. Shows entire journey 2. Clear division into stages / scenes / experiences 3. Quality of script 4. Quality of illustrations
Storyboard explaining the app experience	20%	1. Clear 2. Achievable 3. Well explained user interaction 4. Can be user tested 5. Quality of storyboard
Minimum 2 interface designs	20%	1. Achievable 2. Innovative 3. Designed for this device 4. Quality
User Test Script	10%	1. Clear directions 2. Achievable 3. Reflects and measures pre-established goals 4. Quality (contains all sections)
How teammates score your project effort	10%	Score between 1 to 5 (highest) for: 1. Personal effort 2. Team cooperation 3. Quality of work
Bonus: Create unique app functionality	+10%	1. Achievable 2. Innovative 3. Uses all 3 device advantages (listed as A, B, & C) 4. Matches or extends pre-set goals
Total	**Max. 100%**	
Final student grade		