

BANFF NEW MEDIA INSTITUTE

2004

# MDCN Design & Engineering Workshop

December 13<sup>th</sup> – 16<sup>th</sup>, 2004

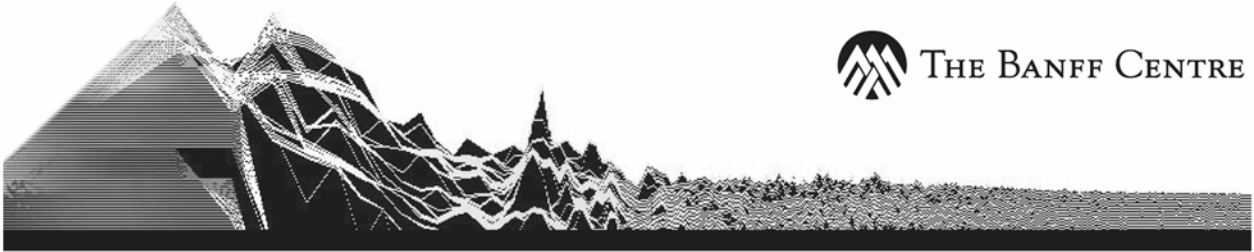
This event is made possible through the support of:



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Heritage                canadien

Arts Training programs at The Banff Centre are supported by the Department of Canadian Heritage and Human Resources Development Canada through the National Arts Training Contribution Program.

**Agenda: MDCN Design & Engineering  
Workshop**



## BANFF NEW MEDIA INSTITUTE

### AGENDA

2004

Agenda: MDCN Design & Engineering  
Workshop

#### Sunday, December 12<sup>th</sup>

8:30pm – 10:30pm

##### MEET AND GREET

*Location: The Professional Development Centre, Room 104*

Come have a drink and get to know your colleagues.

#### Monday, December 13<sup>th</sup>

9:00am – 10:00am

##### INTRODUCTIONS AND GOALS

*Location: The Max Bell Building (MB), Room 150*

Documentation process for groups and iterative design processes.

- **Sara Diamond**, Director of Research and Artistic Director, BNMI, The Banff Centre
- **Michael Longford**, Professor, Design Art, Concordia University

10:00am – 10:15am

##### BREAK

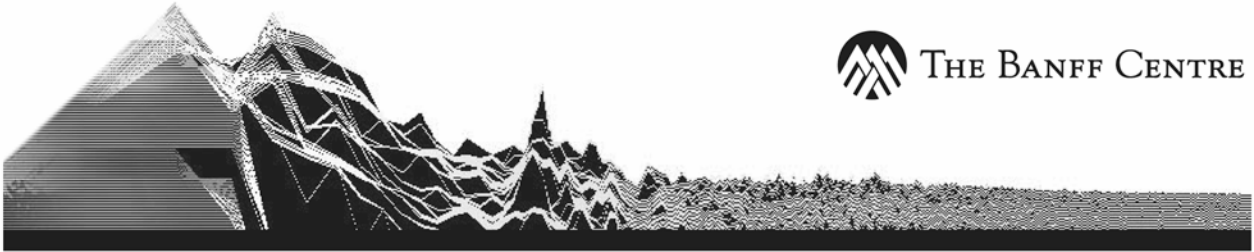
10:15am – 1:00pm

##### PROJECT OVERVIEWS AND WORK TO DATE

*Location: The Max Bell Building (MB), Room 150*

Very brief presentations from groups

- Digital Cities
- Mobile Bristol
- Global Heart Rate to Date Content Sketch
- Global Heart Rate Engineering
- NEWT
- MC3
- Socio E(c)ho
- Amusement Domain, Prototype Mobile Muse



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### Agenda: MDCN Design & Engineering Workshop

#### Monday, December 13<sup>th</sup> Continued...

- Other presentations if required
- Issues in common for workshops and planning

**1:00pm – 2:00 pm**

#### **LUNCH**

*\*Note: The Dining Room stops serving at 1:15*

**2:00pm – 2:30pm**

#### **TOUR OF FACILITIES AND WORKING AREAS**

*Location: The Max Bell Building (MB), Room 150*

Meet outside the Dining Room for a quick tour of the Jeanne and Peter Lougheed Building (JPL) and Glyde Hall.

**2:30pm – 2:45pm**

#### **BREAK**

**2:45pm – 4:00pm**

#### **OVERVIEW OF MOBILE PHONE AND DELIVERY PLATFORMS/CAPABILITIES**

*Location: The Max Bell Building (MB), Room 150*

**4:00pm – 5:00pm**

#### **EDITING TOOL OVERVIEW**

*Location: The Max Bell Building (MB), Room 150*

An introduction to the Mobile Bristol HP workshop

**5:00pm – 7:15pm**

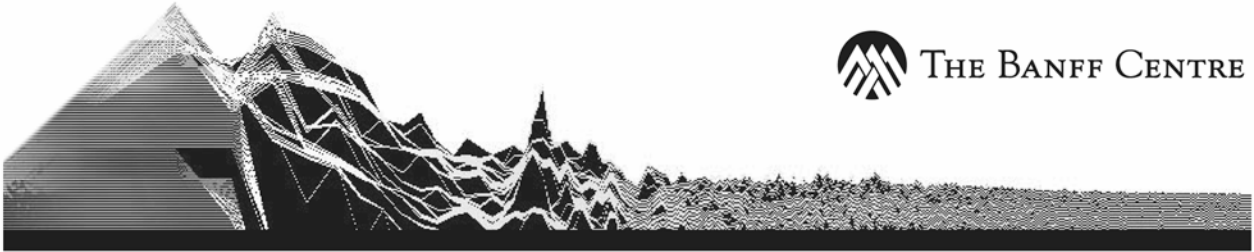
#### **DINNER AND FREE TIME**

**7:15pm – 10:00pm**

#### **GAME AND PLAY DISCUSSION WITH GAMES DESIGNERS**

*Location: The Max Bell Building (MB), Room 150*

- What is a game? What is play? Soft games
- How are people motivated to play?
- What is it like to play outdoors?



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#### Monday, December 13<sup>th</sup> Continued...

- What is a social game?
- How do physical tasks work in games?
- How does problem solving work in games?
- What is a small game?
- What is the relationship between synchronous and asynchronous play?
- Ideas for Global Heart Rate
- Ideas for Digital Cities
- Ideas to link these

#### Tuesday, December 14<sup>th</sup>

**9:30am – 11:15am**

##### **GROUP WALK**

*Location: Meet outside the Kiln Café/Store*

We will walk to view the immediate area around The Banff Centre, the Hoodoo area, and the first leg of the Tunnel Mountain area.

**11:15am – 11:45am**

##### **DISCUSSION ON WORKING GROUPS**

*Location: The Max Bell Building (MB), Room 150 and break out rooms*

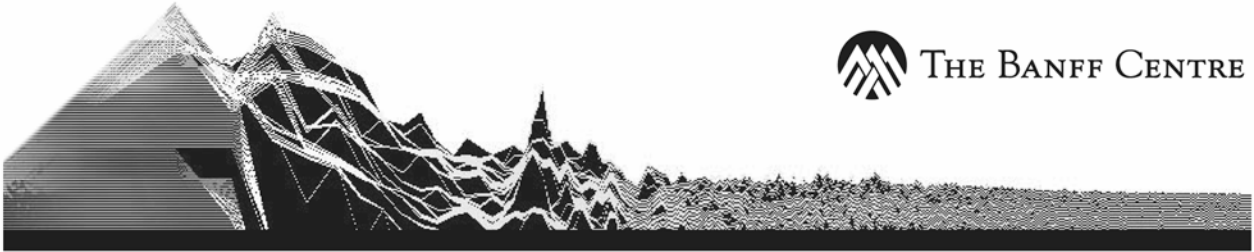
What groups are required, their sequence, and their membership.

- Mobile Bristol editor
- Games and Experience Design
- Architecture (database, server/client etc.)
- Platform Discussion (PDA versus mobile)
- GIS/GPS
- Programming languages for games
- Overview of sensor platforms available and how they intersect with technologies and design possibilities

**1:00pm – 2:00pm**

##### **LUNCH**

*\*Note: The Dining Room stops serving at 1:15*



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### Agenda: MDCN Design & Engineering Workshop

#### Tuesday, December 14<sup>th</sup> Continued...

2:00pm – 3:45pm

##### MORE WORKING GROUPS

*Location: The Max Bell Building (MB), Room 150 and break out rooms*

- Mobile Bristol editor
- Games and Experience Design
- Architecture (database, server/client etc.)
- Platform Discussion (PDA versus mobile)
- GIS/GPS
- Programming languages for games
- Overview of sensor platforms available and how they intersect with technologies and design possibilities

3:45pm – 4:00

**BREAK**

4:00pm – 5:00pm

##### REPORT BACK

*Location: The Max Bell Building (MB), Room 150*

5:00pm – 7:15pm

**DINNER and FREE TIME**

7:15pm – 8:30pm

##### GAMES DESIGN DISCUSSION AND FEEDBACK

*Location: The Max Bell Building (MB), Room 150*

Intensive games and experience design

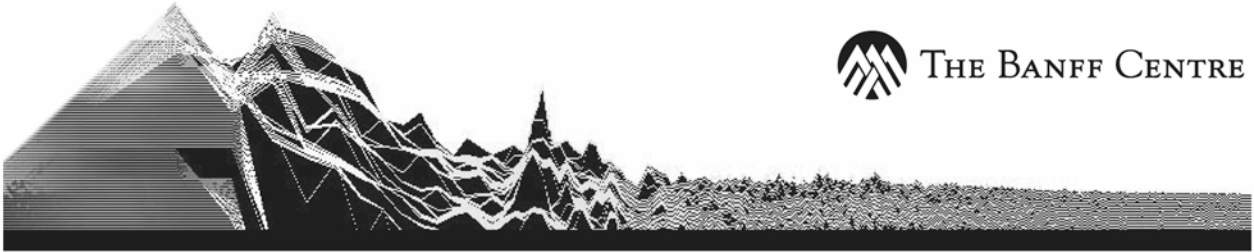
#### Wednesday, December 15<sup>th</sup>

9:30am – 12:30pm

##### REPORT BACK AND DISCUSSION

*Location: The Max Bell Building (MB), Room 150*

- Design and engineering integration



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#### Wednesday, December 15<sup>th</sup> Continued...

- Define further working groups

**12:30pm – 1:30pm**

**LUNCH**

**1:30pm – 3:45pm**

#### **MORE WORKING GROUPS**

*Location: The Max Bell Building (MB), Room 150 and break out rooms*

- Mobile Bristol editor
- Games and Experience Design
- Architecture (database, server/client etc.)
- Platform Discussion (PDA versus mobile)
- GIS/GPS
- Programming languages for games
- Overview of sensor platforms available and how they intersect with technologies and design possibilities

**3:45pm – 4:00pm**

**BREAK**

**4:00pm – 5:00pm**

#### **REPORT BACK**

*Location: The Max Bell Building (MB), Room 150*

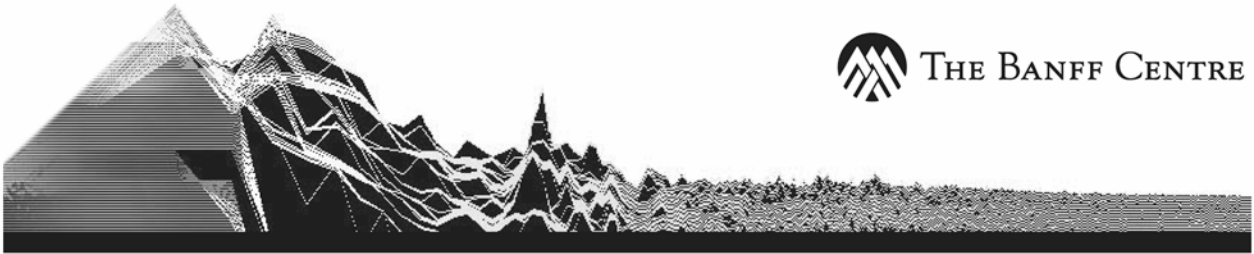
**5:00pm – 7:15pm**

**DINNER AND FREE TIME**

**7:15pm – 8:30am**

#### **GAMES DESIGN DISCUSSION AND FEEDBACK (IF REQUIRED)**

*Location: The Max Bell Building (MB), Room 150*



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### Thursday, December 16<sup>th</sup>

9:30am –12:00pm

#### REPORT BACK AND DISCUSSION

*Location: The Max Bell Building (MB), Room 150*  
Project-by-project design discussion

12:00pm – 1:00pm

#### LUNCH

1:00pm – 4:00pm (5:00 pm if needed)

#### STRATEGIC GO FORWARD

*Location: The Max Bell Building (MB), Room 150*

5:00 – 6:30pm

#### CELEBRATE!

*Location: The Max Bell Building (MB), Room 150*  
A chance to unwind with beer and wine.

6:30pm

#### DINNER