

# FINAL YEAR PROJECT

## CREATIVE MEDIA TECHNOLOGY

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LEEDS BECKETT UNIVERSITY

Individual Final Year Project

### Slow Technology

THE BRIEF: Create a Slow Technology product.

Level: 6	Credits: 40	Core: Y
Semester 1	Semester 2	
This module encourages self-directed learning and a selection of specialisms. You now have a chance to apply the knowledge and skills that you've acquired during the programme for your final project.		

You will be working independently to: conceive, develop and produce a project in Creative Media Technologies. This will incorporate demonstrating your ability to reflect on technology products and process. This project should help you to make the fullest possible use of your creative technology skills.

**The aim is to deliver a commercial product that you can proudly demonstrate.**

#### SKILLS

The skills you will be using include creative design, research, product development and prototyping, analysis, critique and evaluation. Your work will likely have a multidisciplinary approach and will call upon your technical and artistic skills. It is also primarily self-directed learning.

Depending on the complexity of your product, the prototype might be a completed early prototype, a proof-of-concept, a concept presentation designed, or a video. NOTE: Check with your supervisor for guidance.

To help you decide on a final project you should:

- Focus on areas of technology that interest you or areas of your life where you use technology.
- Identify concepts, themes and skills you possess related to creative technology development.
- Conduct your design process by applying those concepts, themes and skills.
- Know your user:
  - Is this product to be sold in a design shop?
  - Is it for a specific user's home, whose?
  - Have you been asked by a client to design slow technology for a lobby environment where their clients wait?
  - Are you designing for an open area in a busy train station or hospital?
- Read and understand appropriate research material.

What elements should your project have?

The project will be completed in stages, over both semesters, which include;

- Project Proposal
- Plans / Objectives
- Concept Drawings / Storyboard
- Interactivity Elements
- UX Planning

### SLOW TECHNOLOGY DEFINITION

“a design agenda for technology aimed at reflection and moments of mental rest rather than efficiency in performance”

Using such an object should not be time consuming but time productive. (To allow time for new reflective activities; doing new things.) Focus needs to be ‘people-centred’ and on a user’s environment.

It’s about exposing technology in a way that encourages people to reflect and think about it. Technology that is not necessarily ‘used’ but a part of the environment. See examples on Biome, Social Timer and Photobox.

### WHAT YOU NEED TO SUBMIT

There are three main submission areas; a (1) report accompanying your (2) product, and a (3) product presentation.

The **report** should include information such as; background to the project, user testing and usability issues, development notes, drawings and similar. You should add primary research you will have undertaken. The majority of the report should include your **critical evaluation** of the process and the product as well as documenting **research**.

The commercial **product** you created (this might be hardware, software, print, video etc.).

#### A final product presentation.

Throughout your work on this module there will be regular progress check meetings in tutorial sessions which will include formative feedback.

### THINGS TO CONSIDER

#### In what form will your slow technology product be?

Will you be creating an app? A web experience? A hardware product? Designing a 3D representation?

#### What feedback will there be for the user?

Visual status indicators? Haptic alerts? Status tones? Ambient awareness? Contextual notifications? How does it interact with the user? Visual / Audio?

**Time considerations;** will you need to learn additional skills or research to complete your work? How will you overcome unforeseen problems, what could those problems be?

Does your submission include:

- **Novelty and innovation**, how did the creative technology aspect of your work reflect in your final product?
- **Analysis and evaluation** of your work, working methods and project results.
- **Clarity and quality of presentation**, a presentation, and submitted commercial product.

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*Further links and information available online.*

Hallnäs, Lars, Redström, Johan. 2001. Slow Technology; Designing for Reflection. Journal of Personal and Ubiquitous Computing 5: 161–192.