It is said that the best way to experience Venice is to get lost. The experience of discovering something in the world makes it seem unique to you. However, discovery can also lead you to miss out on other experiences. Exploration and discovery are key in the context of a museum, but often curators desire to provide a certain set of knowledge in addition to a story or stories to connect that knowledge together. It is a challenge to organize knowledge in a specific spatial configuration, partially dictated by the a priori architectural design, to produce multiple threads of connected narrative.

In this project you will utilize a ranging technology, such as iBeacon, RFID, or NFC, to help develop multiple narratives. The context does not have to be a museum. You are encouraged to conceptualize “knowledge” in unique ways. Users will be families with children that should ideally be brought to work together to uncover the narrative of knowledge. Keep in mind the entire experience of using the system from before the start to after the end.

Primarily we will be using Bluetooth iBeacons for this project. Each team is required to supply 1 iBeacon, which we will use collectively for the class. Tutorials will be supplied on setting up iBeacons and detecting iBeacons with the Raspberry Pi 2. Keep in mind that a Raspberry Pi 2 can be used as an iBeacon or for detecting iBeacons or both. For 3D prototypes (with embedded electronics), you may use 3D printing, foam models, foam board models, laser cutting, or any other methods with which you are comfortable. You are free to use mobile phones/devices (e.g. Android or iOS) to develop an app in conjunction with the rest of the system of devices, but it is up to your team to acquire the necessary development licenses to develop an app if you go this route.

Tutorials and links are provided on the class website: http://www.dcom.gatech.edu/doie2015/projects/guided-ramble/guided-ramble-instructions/

Deliverables:

- 1 GUIDED RAMBLE application with
  - at least 3 beacons or beacon-like devices in the system
  - runs an interactive game for children (potentially together with a parent, sibling, or other child in another location)
  - ideally allows children to leave something of themselves behind forever

- 1 Presentation and Demonstration of said GUIDED RAMBLE

- 1 Printout (11”x17”) with instructions of how a person should use the system, though ideally you should not need verbal or written instructions.

- 1 Class blog post of the GUIDED RAMBLE project including:
  - 1 Video of someone using the GUIDED RAMBLE in the environment.
  - 1 Photo of the GUIDED RAMBLE system embedded in the environment with someone using it (hopefully having fun and being engaged doing so).
  - 1 Graphic of the user instruction poster (11x17) of the GUIDED RAMBLE
  - 1 Paragraph description of your project (can be longer, this is minimum)

The project presentations are scheduled for Thursday, October 22nd, 2015 12:05pm-1:30pm.

Blog Posts are Due by Tuesday, October 27th, 2015. Remember to use the category for your team, the category for ‘projects’ and the category for ‘guided-ramble’.