

Assignment 4

With this assignment, you will begin to frame an experiment that enables you to identify and measure engagement relative to a particular activity. You will need to frame a hypothesis about deep engagement that you would like to explore and consider what empirical data you think you need to acquire in order to substantiate your hypothesis. You should plan to work in groups of two or three. Suggestions for activities include but are not limited to: a video game, Mary Farbood's Hyperscore, an interactive installation, a sport, etc. The focus should be to develop an experiment that you think will allow you to say something new about the phenomenon, the structure that encourages it and/or its effect. As you frame the proposal, think about the best way to acquire/measure information about the state of the participant. How you would evaluate this data to say something qualitative and quantitative about the participant's state of engagement?