



Phone Physics Educational Initiative 1st Doc 3.29.11 HRL-SVII

This is to literally get everyone on the same page by providing a converging context about which to iterate. This 1st doc was extracted from prior conversations and emails.

Educational Initiative GOAL:	
Unleash human potential early, in order to build innovation resilience, by providing a software discovery environment which uses real time music to teach science and the programming of ubiquitous smart cell phones.	
Requirements:	Critical Issues:
ENGAGING Create a discovery lab that is fun, meaningful ,developmental and emotionally relevant. If it is not compelling it will not be used.	PLATFORM Specify intended hardware & software platforms. Development and delivery environments in this rev will be the same, namely smart phone as tablets not yet widespread enough except in pockets. Smart phones have already caught up to computers in annual units. A scripting environment is adequate, could be JavaScript, may need some sort of Music Markup Language to be somewhat platform independent.
ACCESSIBLE Attract young people via universal ideas (i.e. music, physics) manifested in widely accessible environments (iOS, Android). Also shareable / interoperable and if possible interactive - meaning real time control. Browser based may be most accessible, FaceBook plugin may be optimal if it can handle it.	CONTENT Define the first tangible manifestation, including the experience duration audience & purpose.
TANGIBLE Create a shareable, experiential manifestation by Sept 1 2011	RESOURCES What equipment, skills and funding are needed?