Bravura

Team Members:

Albert Gea
  Producer

Meng Xie
  Associate Producer / Art Lead

Nathan Levin
  Lead Designer

Michael Lee
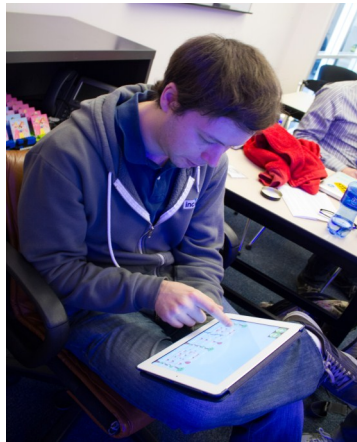 Lead Programmer

Cheng Yang
  Programmer

Pei-Lin Lu
  Programmer

Romain Deciron
  Programmer

Advisors:

Jiyoung Lee

Carl Rosendahl

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Playtests and gTars

This Week

Team Bravura had a very exciting week. On Monday, we got to conduct our first playtest and on Wednesday, we met with Incident Tech for information about what they're doing and feedback on our application. We've been busy integrating all of this feedback into our current application build.

Tech wise, Romain has modified and strengthened the gestural interaction and window scrolling, Cheng integrated the voice input with the application's sequencer for playback, Pei-Lin began to set up the functions for UI, and Mike added several new key audio playback features.

Internal Playtest

We had a blast showing our progress so far to our fellow ETC-SV students. The test consisted of a preliminary build of the application and a "paper-prototype" where Nate simulated the full experience.   Above all, people really enjoyed the application. With no prior musical experience, our peers DID feel like they were composing music.

The playtest provided useful feedback about features we are considering integrating into the application. We learned that people were in fact interested in looking at the music notation of their melody, that they wanted to continue to explore different melodies within a level, and that they were unanimously impressed when they heard their melody with various accompaniment. They enjoyed trying and learning about different musical styles for their song, an added educational bonus we did not even anticipate.

In sum, the playtest was extremely successful and rewarding. It was encouraging to find we've been moving in the right direction towards our goal of allowing everyone to create music.

Incident Tech

A visit from the creators of the gTar, Idan Beck and Josh Stansfield of IncidentTech, to ETC-SV proved to be just as encouraging. Their product is a digital guitar designed so that anyone can pick it up and start playing. After docking an iPhone into the gTar, you can pick your song and difficulty level, and the notes you need to play light up on the frets of the instrument. The goal of the gTar is very similar to ours: to show people that anyone can create music.

After their demonstration, we showed them the current version of our application. As they have experience designing a music product for non-musicians, they had a lot of valuable feedback. They really liked our application, notably the overall design and art style. Idan pointed out that our way of visualizing music is perhaps even more effective than traditional sheet music! He also gave us interesting feedback on voice as input and functional art details.

Looking Forwards

Next Tuesday, Nate, Cheng, and our advisor, Jiyoung, are going to conduct another playtest with students visiting Electronic Arts from Markham Elementary school. We will also be spending the next week preparing for our halves presentation, proudly sharing our progress with the Silicon Valley tech community.