

Newsletter Vol.

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Through out the week we met with Dave, Melanie, Jessica, John, and Jesse. We got a lot valuable feedback but given the time constraint we have, we are not able to make changes to answer all of them.

We did agree on a few changes that we think are are necessary and can be done within the time frame.

First, we faced a POV challenge which was most of the users were confused regarding who they are in the experience. Some changes we made that helped to solve the confusion are: changing the plot which requires the users to sign-in with their Facebook, having the character in the experience emphasis the users identity, and removing voice over for the User character.

Also, the users were confused in mini-game one. we think this is not just because we haven't implement the tutorial but also due to the ambiguous setting and difficult questions. we decide to solve this problem by changing the questions to more opinion-based and focus on showing the user that you do have something to hide. Also, we are going to provide a more cyber-like environment to enforce the feeling of navigating through the virtual internet.

We will be implementing clear statements and making sure the transitions are fluid to prevent the users from getting lost in the experience.



heshire

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