

THE GRID

Issue 5
February 17th 2012

Week overview

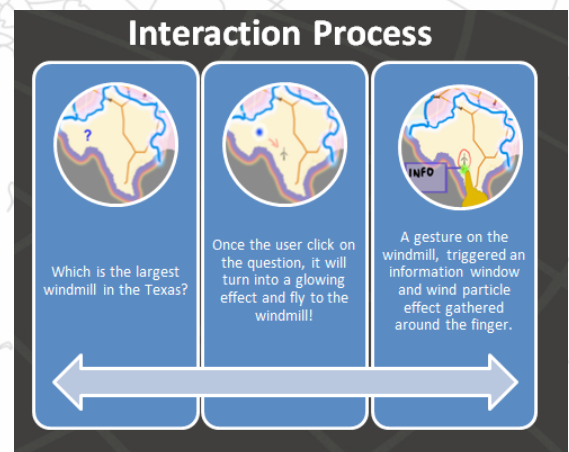
This week the team had the Quarter-semester walk-around on Wednesday. We have narrowed our direction of prototyping based on faculty feedback and client feedback we had this week. Everyone in the team has a clear idea about their own job for first prototyping.

Progress

At Quarter-semester walk-around on Wednesday, we presented our research, ideas, schedules and challenges to the faculty member. On the Friday client meeting, we clarified the goal of the experience as: “To show the diversity of energy sources that power the USA, and illustrate the geographical connections between energy resources, infrastructure and points of consumption – showing both the today’s fossil-fuel-dominated system, and a future view to 2030 with more sustainable energy sources.”

Based on the feedbacks from faculty members and the client, we’re able to set up the primary goal on experience for the paper prototype. Tech-wise, the team decided to make a container for further content input. Ricardo is also looking at different alternative for a real multi-touch display for our digital prototype. Visually, we should look at different types of visualization but make sure the visualization doesn’t take focus away from the content.

We have the big 10 feet by 6 feet paper U.S. map ready on our desk. For next step, we will be using transparent sheet to test the visual capacity of the paper prototype. And we will start with standard political map as point of reference than transition from there.

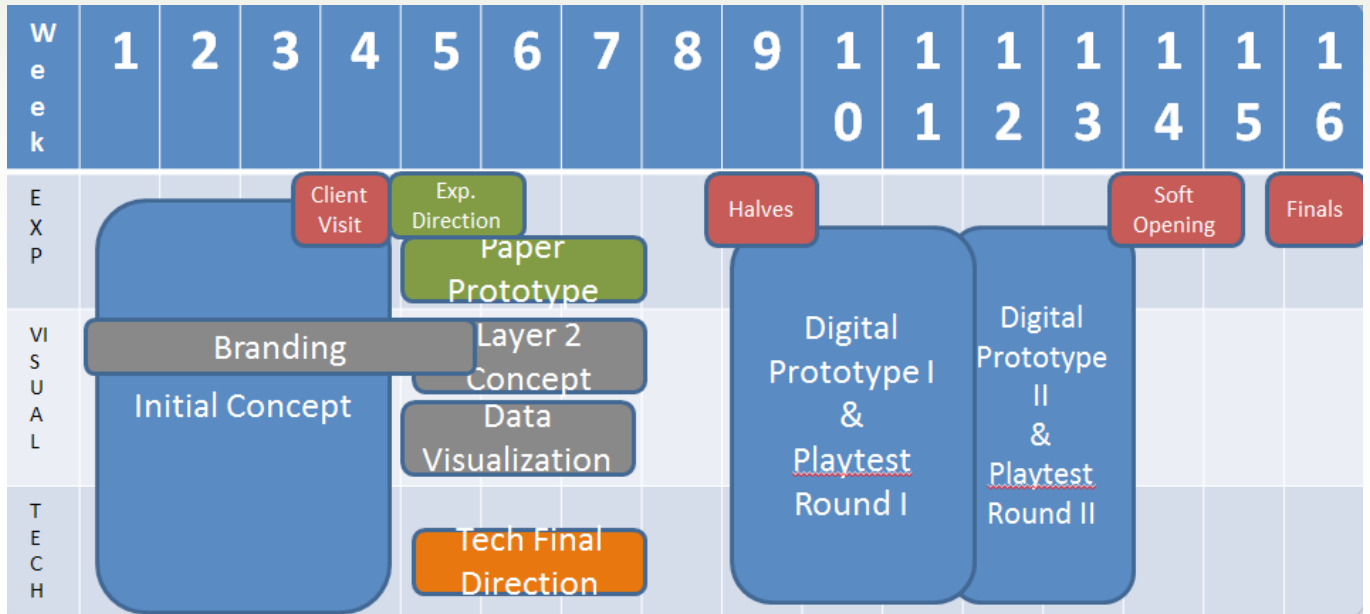


Team: Matt Costa, Ricardo Merchan, Kevin Primm, Eric Salim, and Kai Zhang
Advisor: Shirley J. Saldamarco

Plans

We set experience design deadline for Monday, and we need to start working on paper prototype as well. The expected playtest time for paper prototype is Feb. 27.

Overall Schedule



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 Advisor: Shirley J. Saldamarco