With our concept ideas concrete, Team Dyn-acTiV has been putting a lot of efforts on pre-production.
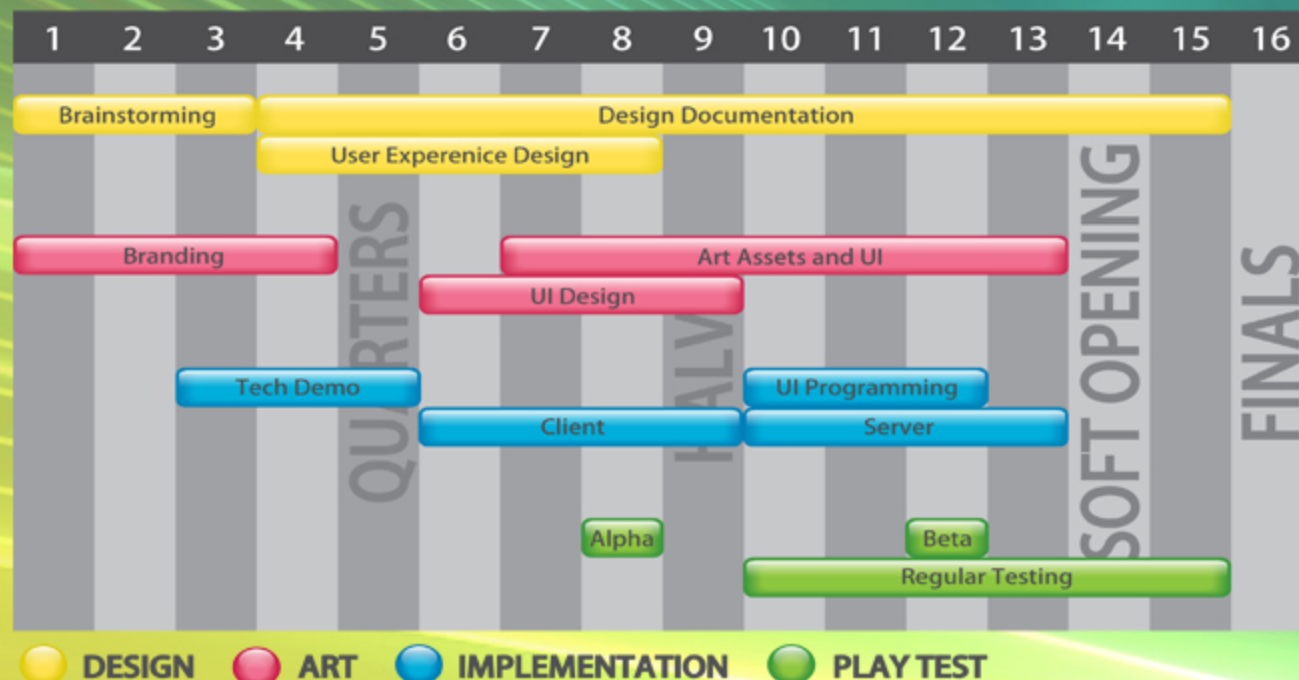
Research

Survey
We've sent out a questionnaire related to political show viewing habits and how viewers would want to participate in a live show. We got some replies, and will start analyzing it next week.

Previous BVW worlds
We are doing research on previous BVW worlds with audience interaction by the platform of Audience Interaction, Panda Phone and Beyond Question, to see what inspirations we can get from them.

Schedule

Tech-demo

Motion-sensing
We've done a tech demo and user testing of detecting number of people in the room and their idle movements. It gives back the value of how much people's movement is, and can tell how many people are present in Kinect's detecting zone.

Audio processing
This demo is to detect the values of background noise input from Kinect, and processing it. There are some difficulties to analyze the raw audio, but we are trying to create and analyze WAV files out of the raw audio.
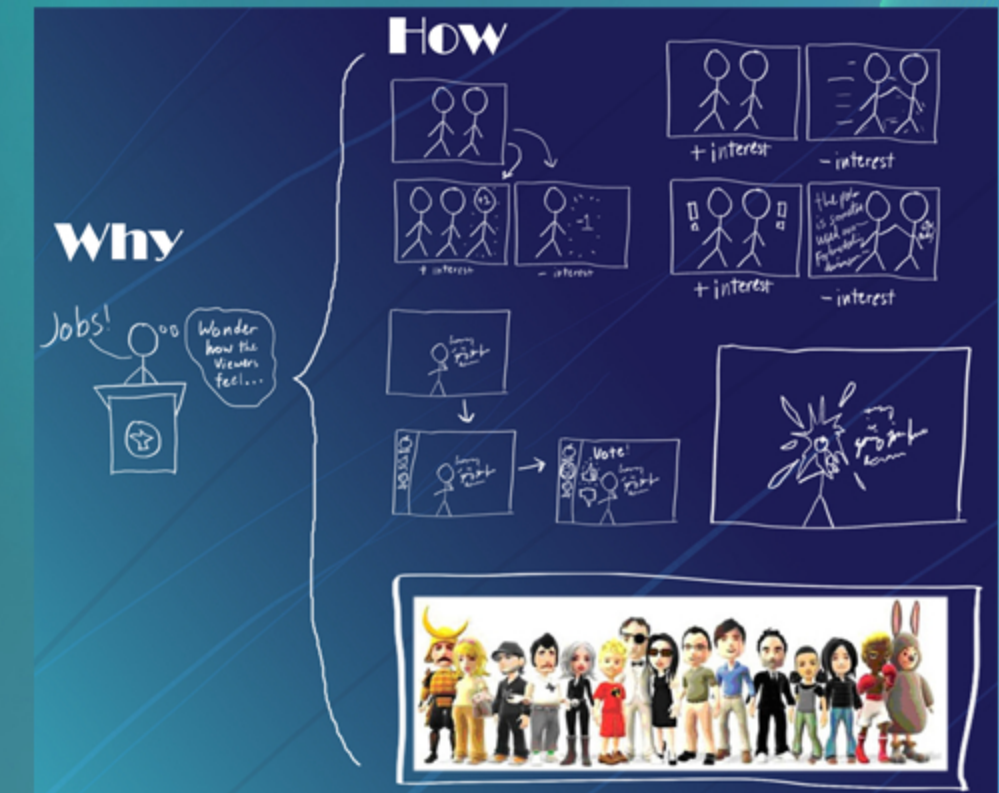
Design

The first draft design document is a showcase of our ideas out of one concept design. In it, we have 6 ideas that will be integrated into our final product, which is detecting "number of people in room", "idle movement" and "background noise"; displaying "simulated audience", "voting inside a buried interface" and "throwing tomatoes".
(Picture at Right)

Branding

We made some adjustments according to art faculty's suggestions, and have a finalized version of logo now.

Next Week

• Get prepared for Quarters, and take this chance to get as much feedback as possible.
• Wrap up tech demos of motion and audio processing.
• Tech demo of "thumb up/down" and "throwing tomatoes", hopefully.
• Analyze the survey data, and a brief research report on previous BVW worlds.

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