Microsoft

Arnold is here!

Team DynacTiV had great meetings and a nice dinner with our client representative- Arnold Blinn this Friday and Saturday. He offered great inspirations and guidance to our project. In-person meeting helped us a lot with the future direction and progress, and we are all excited to explore further with the insights he provided.

What did Arnold say?
"It's very important to target a specific application, rather than to apply to any genre."

And now that we've picked political show as a specific preference, we'll just focus on this, and add more features to this interactive experience.

"Try interesting things that are never explored before."

We'll try a new technology provided by our client to collect passive data. Combining with other passive data we are tracking, number of people in room and their movement, it will be sufficiently valuable feedback for performers.

As for final play test with local live comedy or high school politics debate, "it'll be interesting to test if performer will adjust their performance real time, but pay attention that there is a mismatch between live performance and TV viewing experience."

"Back end runs on Azure is preferred, and you need a server design now."

Our changes
- More adjustments brought up with design, there are several aspects we need to discuss further.

- More interactions for viewers side. Passive data is already enough, one more core active experience is preferred. Directions are 3D virtual theatre, two teams competition or boo meter/ clap meter.

- Think about what data people who watch political will want to see. Direction maybe visualization of opinions' differences between republican party and democratic party.

- Be careful of the implication of voting, find valuable preset choices.

- Variations of approve and disapprove exist in our system right now, think of a way to simplify it. Direction maybe tomatoes/ flowers are exaggerated way of thumbs up/ down, shaking long time in thumbs down may turn to tomatoes that viewers can throw with.

- Collect one more passive data using the new technology given by client.

Next milestone -Alpha Test

When: Oct. 18-19
Where: 2410
Who: 5 groups of 1, 2, or 3-6 people

- Passive Play Test

 The purpose of this test is to see what useful correlations with Noise / Movement are.

A 10 minute short of the Colbert Report will be used.

People will be seated comfortably on a couch and will watch the short. We tell them nothing.

Should be done in groups of 1, 2 or 3-6 people.

- Passive and Active Play Test

Used to test passive as well as active (Throwing and Voting).

Testers will have a short briefing of what they can do as well as a test run to try out the features.

 The briefing will also include the limitations of the Kinect.

Then they will be seated comfortably to watch a full episode of The Daily Show.

 Done in groups of 1, 2 and 3-6 people.

- Results Compilation

Entertainment Technology Center
Carnegie Mellon