

## MILESTONES OF THIS WEEK

### UI, Server and Audience Interaction Test

When: Nov.9, 3:00pm-5:00pm

Who: 12 play testers

#### Changes from last built:

- New stage with a modern political theme
- Clearer and less distracting UI
  - Bigger thumb beside individual voting bar
- More sound feedback
  - Vocal instruction, voting bar sound effect
- Server
  - Fetch data back to viewers for global approval rating



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#### Valuable Feedback:

- *"Sometimes I forgot to interact with the show."*

With a moderator in the show, we might have him encourage audience to vote at certain time. To simulate this in our system, we can have a notification of "please vote now" to hint viewers. But we prefer a in-directive way, which is having the simulated audience do thumb up/down when Kinect detects viewers haven't react for certain time.

- *"I wasn't clear how far or straight you need to do the vote gesture."*

As we enter into polish phase, we are going to add an interactive tutorial ahead. In this tutorial, we'll normalize people's voting gesture.

- *"Audience interaction is cool, but at first I didn't get the sound was from one of them."*

We'll light up the simulated audience when he/she has reaction to the viewer, and dim out quickly. Also, viewer's shadow is too bright now, makes both the broadcasts and the bar unnoticeable.

#### Passive Data Collection Test

When: Nov.11, 2:30pm-4:00pm

Who: 5 play testers

#### Changes from last built:

- Broadcast clips: Global Warming debate with Bill Nye the Science Guy and Joe Bastardi

- UI: dimmed global rating bars and shadow for distracting concerns

- 3 political parties' logo moved to the top
- Server: data display(graph) at performer side

#### Valuable Feedback:

- *"When I saw my fellow tester do actions, I was inclined to do them as well. Otherwise I sort of ignored it."*

- *"It felt like a fun experiment that I was happy to comply with, but it didn't seem like I could do this stuff on my own."*

After our effort on change UI and stage to make them not distracted, people seems to be more focused on the show; and here comes the problem, they are so into it, that they may lose the interaction. We are seeking help from the simulated audience to hint the viewer at certain time to vote more actively for now.

Generally, this passive test went really well. The debate clip about global warming picked testers' interest and pulled out their opinions easily. Active interactions worked smoothly, and UI was clear and easy to understand. For performer side, we are able to draw graph for approval, movement and noise data now. The spikes are really easy to pick with three graphs displaying together. We'll need to add a small screen of the broadcasts with data displaying and also the function to speed/ pause function for control playback.

## NEXT WEEK

**Nov.16 Close-loop Test & Nov.18 Beta Test**