Microsoft®

Team DynacTiV had half presentation this Monday afternoon. We showed faculties and class our progress and future plan. It went really well, and we got some useful feedback.

Next Milestone

Usability Test

When: Nov, 2
Where: ETC
Who: each group restricted to 2 participants
What are we testing:
Just focus on active interactions, UI control and feedback testing

Aim at testing if:
- Control of active interactions feels natural and non-interfering
- UI and sound feedback are clear

Interaction
- Select your party

Reach your hand to left for Democrat, right for Republican or up for Independent.

- Thumbs up/down

Hold thumb up/down gesture to vote. Feedback for audience include individual voting bar and 3 gross voting bar representing each party.
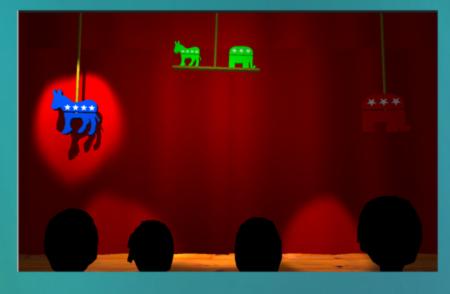
- Continuous voting

Gesture of thumb up/down with movement to vote continuously. Voting bar will go up or down unremittingly and decay to neutral after some time.

- Simulated audience interaction

Right now, there are 3 interactions between audience.

After Kinect stops tracking audience for 1 minute, simulated audience ask "are you still there?"

After Kinect detects no movement for 3 minutes, simulated audience ask "are you

UI
- Symbol of parties
- Time confirmation
- Thumbs up/down bar (individual/gross)
- Your own coloured shadow

Sound

Other Things We've Done

Server
We set up a test server using MVC 3 and Azure and established two-way communication between the server and unity utilizing HTTP GET and POST requests. We also created shared memory on the server so that our unity application can have a lasting impact on the server, such as post ing viewer data.

Next week:

- Server
- Performer side data display
- Polish stage art assets
- Polish UI

Entertainment Technology Center
Carnegie Mellon

Team DynacTiV Presents
Contact etc_dynactiv@hotmail.com

PRODUCER: Kan Dong **PROGRAMMER:** Zach Cummings/Peter Kinney
DESIGNER/3D ARTIST: Wai Kay Kong **TECHNICAL ARTIST:** Jue Wang