Newsletter #1

ILLUMINATE

September 2, 2011

Project Synopsis: The Illuminate project is the first step towards inspiring young minds to pursue science and engineering as a career. Inititated by DARPA, this is a multi-year project working in conjunction with many different institutions and organizations, such as the Sesame Workshop and Carnegie Mellon's Human Computer Interaction Institute. The end product will be a multi-platform game for K-3rd graders that teaches basic concepts in the field of science while inspiring further interest. This semester, we are focusing on developing game prototypes that utilize these concepts in a fun way.

This Week:
-Learning goals discussion with HCII
-Preliminary design brainstorming
-IRB training (to approve our team for playtesting)
-Media creation (poster, logos, etc.)

Sean Brice: Artist & Designer

My background is in digital art, specifically 3D asset creation for games. I also have 2D capabilities as well as design skills. For this project, I will be working out designs for our game experience as well as art creation, whether 2D or 3D. This will be a new experience for me, designing educational games so I'm really excited for what's going to happen over the next 15 weeks!

Jing Jin: Programmer

My background is in mechanical engineering. I've been creating 3D models and animation in the past year of ETC, with programming experience from my undergraduate study. For this project, I would like to further develop my programming skills by working collaboratively with other programmers on the team. I've never worked on educational games before so I am excited to help create meaningful and interesting science games for children with the team.

Matt Champer: Artist & Designer

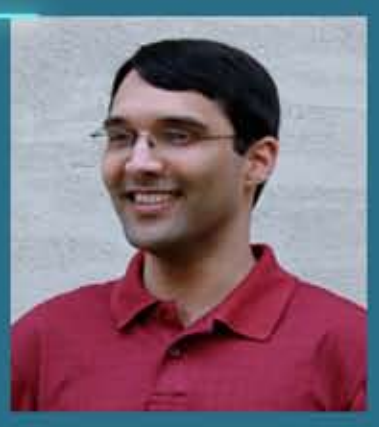
My expertise lies within level design, and we are hoping to utilize this when it comes to creating an expandable game. My background mostly consists of 2D and 3D art asset creation, as well as some design experience. For this project, I'm excited to utilize all my skills in creating a fun and inspiring educational game for kids. I'm looking forward to the next 15 weeks, and see great potential for the end product.

Qiaosi Chen: Programmer

My background is software engineering. I also know 3D software such as Maya, and a little bit of 2D art skills. In this project, I would like to make a 3D educational game for children. From designing a game to developing the game, this whole experience is a good opportunity to improve my skills. I am excited about working on a game like this for the next 15 weeks.

Luke Jayapalan: Producer & Designer

Before coming to the ETC, I studied the Great Books at St. John's College in Annapolis, MD, where students discuss and learn together about the big ideas that shaped the history of math, science, literature, philosophy, and the arts. At the ETC, I've served as a game designer and producer on past projects, and I'm looking forward to the challenge of designing fun and effective science games for such a young demographic.



CALENDAR

August 16th & 17th

Kick Off Meeting
-Meeting with the partners of the ENGAGE project

September 26th, 28th, 30th

Quarters Walkarounds
-Faculty visit each project and check in on the status of each.

October 24th, 26th, 28th

Half Presentations
-Mid-Semester Presentations