03-15-10

#09

PHYSION #09

Physion

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Half Presentation is Finished.

HALF PRESENTATION

The Half presentation was on March 07 at RPIS. Audience was including faculty, students, clients and guests. They really loved it.

CLIENT FEEDBACK

The client atteneded our presentation and gave various helpful feedback.

FACULTY FEEDBACK

Faculty members, especially our adivsor Shirely and Scott gave a lot of uesful comment.

PHYSION

WEEK 09

03/15/2010

Half Presentation	Client Feedback	Faculty Feedback
he Half presentation was on March 07 at RPIS. Audience was including faculty, students, clients and guests.	*The Lockheed Martin clients attended our presentation and gave various helpful feedback.*	*Faculty members including our advisors provided a lot of useful comments and suggestions.*
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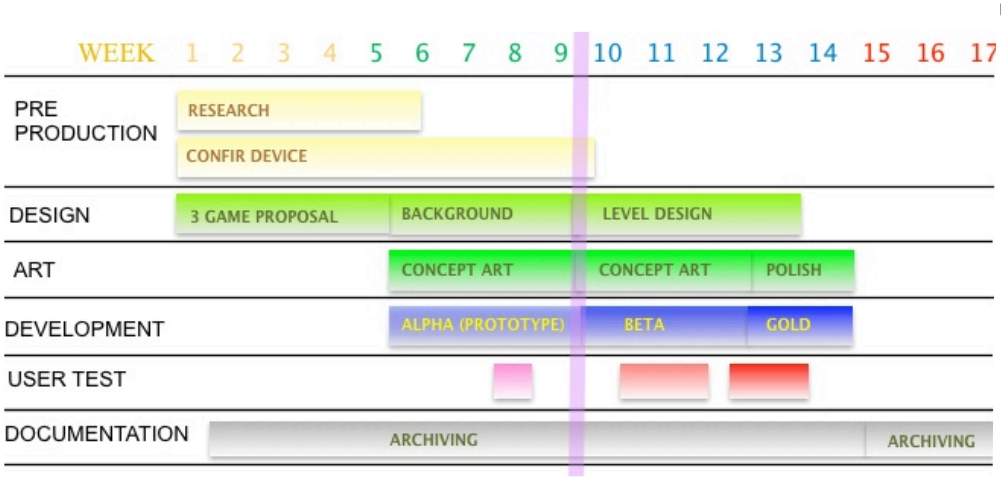
AGENDA

1. Half Presentation
2. Client Feedback
3. Faculty Feedback
4. Plan to do



LOCKHEED MARTIN

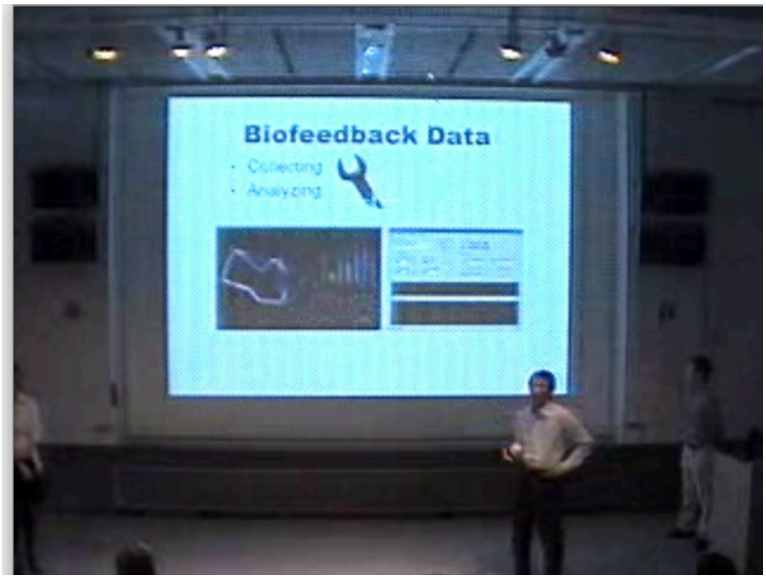
- *HALF PRESENTATION*
- *When: March 07*
- *Where: RPIS ETC*
- *Audience: Faculty, ETC students, clients and guests*
- *Topic: client deliverable, biofeedback research, demo, future plan*

Half Presentation was done in success!

The Half presentation was on March 07 at RPIS. Audience was including faculty, students, clients and guests. For the preparation, our team had many rehearsal. The presentation was full of fun and interesting. We are sure that our presentation was the most enjoyable and interesting presentation through whole half presentation. The audience really loved it.

Team Physion was one of few teams that actually shows the demo program. We knew that our prototype had not many visual effect yet and was not scary yet. However, we were not afraid to show to give audience better understanding for our project. We hoped that our audience would see through the current state and understand the concept. Although some of audience might not think as we intended but it was worth to trying.

The video is available on the website.
http://www.etc.cmu.edu/projects/lm-motion/



Our client gave various helpful feedback!

After presentation, all of Lockheed Martin teams had meeting with client James and Brad.

During the meeting, they said they liked it a lot. Later they sent us feedback in detail.

- *OVERALL*

Very Enthusiastic

Good producer

- *PROS*

Excellent Research

Smart Prototyping

Device as a Mechanic

OVERALL

- The team is very enthusiastic!
- J is a treat to work with as the producer!

PROS

- Excellent Research

The team has done an excellent job of CLEARLY identifying their options and why they have made the choices they made. Their report is an exemplar for future ETC projects.

- Smart Prototyping

The team has been very aggressive with getting the biofeedback devices integrated for use!

- Devices as a Mechanic

The team appears on their way to articulating what may be 'devices as a game mechanic'; very interested in where this may go.

.

• CONS
Data in need

• ADDITIONAL QUESTIONS
Graphic matters?
Game pacing matters?
Sound matters?

• REQUIRED ACTION
Order the 2nd set of gear

• ACTION TAKEN
IOM sensor ordered.
Data collection as the schedule

CONS

- Data in need

One unit can be Zombie and another can be Rubber Duck. collect the data and compare the results.

ADDITIONAL QUESTIONS THAT CLIENT WANT TO KNOW

- Do graphics matter in getting a response?
- Is pacing the game play more important?
- What sounds and when increase the end-users experience?

REQUIRED ACTION

- Order the 2nd set of gear asap

LMC specifically provided an additional $5k per project per semester intentionally for hardware.

If Physion establishes 2 (minimum) stations for this game to run in parallel, they can easily get more users to play their game,double the amount of data they can collect and can even tweak the user experience on the fly.

ACTION TAKEN BY THE TEAM

- IOM sensor ordered.
- As the schedule, the team will be gather data as they develop the game.

Faculty provided useful feedback!

After presentation, the faculty had a meeting and sent us feedback. We knew that we are on the right track because the feedback relating to product were in a line with our schedule that we have. Most of the feedback were suggestions to our future work relating to our game. We had a plan to implement those after half.

• *PRESENTATION*
Good Energy
Tending to watch screen

PRESENTATION

- Quick introduction
- Xiao -great energy, keep it flowing
- Tatyana -a little quick, watch screen, keep energy going
- Yantong -articulate, keep energy going
- J -nice energy and humor
- Nice ending, answer questions okay

• *PRODUCT*
Use more effect
Add visual detail
Game Design suggestion

PRODUCT

- Effect

Use darkness, scary music, sound

- Visual

Right now zombies are not scary enough

- Game Design

Trap in a corner, Limit ammo, Have me protect someone else, Being chased

- Concept

Game to induce biofeedback in order to track data, yes?
How can you compare across players and play sessions?

Plan To Do

Based on the feedback and our schedule, we will keep developing our game.

• *PROGRAMMING*
Test and compare brainwave device 'Emotiv' and 'NeuroSky'

PROGRAMMING

- Test and compare two brainwave device Emotiv and NeuroSky
- Try Unity3D code provided by NeuroSky manufacturer

• *GAME DEVELOPMENT*
Add game detail
Game design

GAME DEVELOPMENT

- Add game detail
- Game design

We will design floor plan and scenario.

• *PRODUCT*
Build the 2nd set of the gear

HARDWARE

- Build the 2nd set of the gear

IOM sensor is ordered. PC will be requested to ETC. After we compare between NeuroSky and Emotiv, we would purchase one more of them.