PIXEL PUSHERS

SOFT OPENING

Monday was Soft Opening here at the ETC. The Pixel Pushers hosted each of the faculty over the course of the day, explaining our work over the course of the semester by showing our work through discussion and hands-on demonstrations.

Tuesday marked Online Soft Opening, where faculty looked over our updated website and our local network folders with all of our assets from the course of the semester. In all of the two-day Softs experience, we were well-received with positive feedback. Going forward, we were encouraged to keep things up and finish strong.

THIS WEEK

This week's been a quiet one for the project. We've all transitioned to making sure all our deliverables are ready for final hand-off and publication. The programmers have been debugging and polishing the review tool. Meanwhile, the rest of us are finalizing our playtest notes from last week and compiling our research into a more comprehensive paper that synthesizes and analyzes what we've learned through designing and playtesting our lessons.
Next week is more of the same as we finalize everything. We'll also start preparing for our final presentation the week of May 7th.