

## Playtesting Preparations

On Monday, the Osaka team began preparing for the large crowd playtest that would be taking place on Tuesday evening. Kai-Hsin worked extensively on cleaning up and adding code to the Magic Tiles build. Late Monday evening, the team went to Pier 6, which has been the team's playtesting area this semester. There, we placed our computer and the projector borrowed from iMedio, and put the camera on the eighth floor. We strung network cables downwards from the network camera, and also tested the best setup for our electrical connections. From our setup test, we found that several power strips, VGA, and Ethernet cords did not work, and that we had a lack of power cords, so replacements would need to be found before the playtest the next day. That night, most of the team members stayed at the office overnight, because the setup test ran longer than was anticipated.

## Skype Meeting with Cooper

The team held a Skype meeting on Monday evening with Cooper to discuss the committee's feedback regarding our interactives and our plan for refining the Magic Tiles artwork. They asked for some changes to the speed of our EDG Twitter fish, which will be done after our trip to Korea, so that we can first check their speed on the EDG LED screen before making any changes. We are planning to go to Korea on April 16th and stay there for a few days to perform tests and make small adjustments as needed. In the meantime, Cooper has been invited by GL/Xorbis to test our interactives at their office.

We ran into a major last-minute issue with displaying our interactives on the EDG LED screen. At their meeting last week, the committee informed us that they do not want to install a dedicated PC just for displaying EDG Twitter and Magic Tiles, so now we have no choice but to run our .exe files from four different machines instead of one. We had originally been pursuing a plan to display from one computer, because the server company told us there would be no problem to set up a computer dedicated to running the ETC's experiences. Now we have to figure out how to work with this request. Kai-Hsin no longer has any time to work on EDG Twitter because he is too busy working on Magic Tiles, so Pittsburgh will help come up with a solution for this issue.

For the art, the committee doesn't like our current artworks. They cannot tell whether we are leaning towards realistic, cartoony, or a mixed feel. We need to pick a style and implement it so that our interactive has a cohesive overall look. Montserrat, Jennifer, and Stephen discussed possible directions for our art and backgrounds.

A wonderful surprise came when Cooper mentioned that at the last committee meeting where all of the EDG teams presented their work, the chairman of the committee, who is in his sixties, told the rest of the committee off because of the fact that most of the EDG contents are for those in their 20s and 30s, and he wanted to know why there wasn't more content for audiences of other ages? When Cooper presented Magic Tiles, which is the only content with a target audience of all ages ranging from infants to senior citizens, the chairman was extremely pleased.

## Large Crowd Playtest

On Tuesday, the team continued preparations for the playtest. In the afternoon, the team began its setup in Pier 6. We moved tables, and placed the computer and projector in the ideal position where they would be out of the way of our playtesters. At 5:30 PM, our naive guests arrived to participate in the playtest. We asked them to run through the playtest for a total of five times. During four out of the five, they interacted with our game, and for the last run through, they walked through the interactive zone as a crowd without directly interacting with our game. After the playtest, we asked them to fill out a questionnaire about their experience with the interactive. We provided snacks as thanks for their participation. The majority of our playtesters were from an animation studio located in the same building, and we had the opportunity to introduce ourselves and exchange contact information with them.

## Osaka Team Meeting

During Wednesday afternoon, the Osaka team held a lengthy team meeting to first read the feedback from the previous day's playtest, and then to come up with solutions for the issues that our playtesters perceived in Magic Tiles. Examples of the problems listed in their feedback are that it is not clear what our characters are, the guest does not have much to do after revealing the animals, and the animals have a delayed response when the guest makes an attempt to trigger their jump.

On the flip side, there was also strong positive feedback for Magic Tiles. These included comments such as the game had beautiful art, was fun to play, and that children like it. As a matter of fact, at one point during our playtest, two kids ran in to the interactive area and briefly played with Magic Tiles before leaving quickly. This showed that our interactive appeals to and can be played by an audience of all ages.

One of the fixes that we decided to implement was to make the animals bigger and make the items that they are standing on smaller, so that the animals are more prominent and visible to our audience. Amy and Megan made the fixes within a few days.

## Weekly Skype Meeting with Pittsburgh and Cooper

On Thursday morning, the Osaka team held a Skype meeting with Pittsburgh and Cooper. Zeina joined us for the beginning of the meeting to discuss the client's new request that we find a method to display to the four EDG screens using their computers. We will need to find a programmer in Pittsburgh who can work full-time on writing code as fast as possible so that we can display our EDG Twitter experience on four screens.

After the four screens discussion, the conversation turned to discussion about Magic Tiles. We talked about our new direction for the interactive, and locked down a solid final plan that will unify the entire experience and allow us to complete our work before we take our testing trip to Korea. During that afternoon and evening, Stephen and Montserrat worked on visuals to convey our plan to the client.

## Testing in Yeosu Meeting

During Friday afternoon, the Osaka team met to discuss the hardware, software, and art checks that will be made during our testing trip in Yeosu, and the schedule that will be followed while we are there. Everyone on the team contributed to lists of the items that will be checked, the materials required, and the days during which each item will be checked.

## Working Over the Weekend and Through Next Week

For Magic Tiles, Stephen is working to complete the materials that Dave will need to make the new background videos and sounds, and making a list of music changes to give to Adam. The artists will work on making new textures for all of the animals. The programmers will continue to work towards the final build.



Our playtesters in action.

### Team

Stephen Garland  
Amy Kawabata  
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### Advisors

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