Ocean us⁴

Monday

On Monday afternoon, the team arrived in Seoul and met up with Cooper at Starbucks in Gimpo Airport, from where we took our connecting flight to Yeosu. That evening, we met over dinner and coffee to discuss the plans for the next day. We received information that our installed cameras were likely still without power, and still only 1/3 of the EXPO Digital Gallery (EDG) LED screen was in operation. This meant that our camera testing would be limited to using the network camera that we brought with us, and the screen testing would be performed with the EDG office's four monitor setup. Cooper also informed us that Mr. Park of GL/Xorbis would be visiting us the next day at 4 PM to discuss our works, and that we would be reporting to the EXPO committee on Wednesday.

The committee was asking for the Magic Tiles music to be changed to a more upbeat happy or cartoony tune, because the current music is too mellow. Unfortunately, Adam is extremely busy with projects now and he cannot help us compose new music, so we need to find a new composer. For the next day's testing, we would still use Adam's music and sounds. At 4 PM the next day, we would show our music, sound effects, new polar bear cub animation, level transitions, and magic tiles. The bear cub animation serves as an example of a simpler animation, because the complex animations might be too difficult for the audience to recognize. To show this animation, we would show one level each of the old animation, the new animation, and half old half new animation. We needed to check the connections of the four PCs and ascertain the type of connection being used, such as if it's a local network. We would test the Magic Tiles program with streaming video before showing it to the EXPO committee. The plan was that on Tuesday we would focus on Magic Tiles, and Wednesday would be devoted to working on EDG Twitter.

Tuesday

On Tuesday at 9 AM, we went to the EXPO committee's offices where a GL employee handed us our passes that would allow us to enter the EXPO site. With our passes in hand, we went to the office located on the second floor of the EDG. The office houses the server, which is connected to the four computers located downstairs on the first floor. A server company employee works on installing all of the EDG content to the computers and makes sure that the contents are all running and transitioning properly. We got a sneak peek of some of the content from other teams. The French team also has their equipment set up in the same room.

We set up our network camera on the walkway outside of the EDG second floor office and pointed it outwards towards the ground. We strung power cords and Ethernet cable out to the camera and connected it to the EDG office router. Kai-Hsin and Pei-Lin worked to implement some changes for Magic Tiles. They updated assets and inserted the animal bumping sounds. We installed Magic Tiles on the EDG computers, but the executables showed major lag time and the network camera feeds did not show up every time the game was run.

Shortly after 4 PM, Mr. Park and a couple of GL employees came by to check out the new changes in Magic Tiles and provide feedback on the overall experience.

Later that evening, Kai-Hsin tried a fix where he got the executables on each computer to only display to their assigned monitor, and no other monitor. This fixed the lag issue, and the network camera feeds also began working properly. In order to test the executables, we donned hard hats and ran around downstairs in front of our camera.

For EDG Twitter, we took a look at the executables that we had and realized that we had the wrong .exes. The .exes that we believed to be the correct ones turned out to be simply incrementally saved versions of the program. We sent an emergency email to Pittsburgh requesting their help in locating the .exes. It turned out that Cooper had a different email containing a link to the correct .exe files along with Ruth's explanation about how to run them.

Wednesday

On Wednesday, John Kang visited us in Yeosu. We began the day with the EXPO committee meeting at 10 AM, during which they viewed and discussed the newest version of Magic Tiles and the other EDG contents. While conducting our live demonstration of Magic Tiles, the lower half of the interactive began flashing for unknown reasons.

During that afternoon, we began working on EDG Twitter. Using Shawn's installation package, we first installed the EDG database on their computers. Unfortunately, the admin program failed to install. The third part, the console did install, but schtasks came up with the status "could not start." We were expected to install all three parts before a final meeting with a committee IT auditor early Thursday morning at 9:10 AM. We requested Shawn's assistance with troubleshooting.

Shawn answered our request for help later that night. He determined that the next step would be to archive the web code and send it to us for manual setup in IIS. Working together, Kai-Hsin and Shawn got the admin program installed successfully.

The EDG Twitter .exe files were still not working on the computers, so we requested the most updated .exes by 6 AM on Thursday Korea time. When using the .bat files to call the .exe files, the .exes started at the same time, the Unity program window popped up, but the window was completely black and hung there. When program was run directly from the .exe files, the program runs, but all of the .exe files displayed only the center of EDG Twitter. We also asked about how to specify the IP address of the computer running the database.

Thursday

Early Thursday morning Korea time, Ruth sent us the new .exes for EDG Twitter, as well as the source code. Kai-Hsin got the new files installed and running properly, but they were not able to connect to the database, so they displayed our default tweets instead. He looked into the source project and verified that the connection to the database was on, and verified that tweets were being pulled from the database by viewing the log. He found the source of the error, and got the program to pull tweets from the database.

To the IT auditor, we showed the .exes running together and the features of Shawn's admin tool, and passed the IT audit just in time.

Tired and battered, but extremely pleased with successfully accomplishing what we set out to do in Yeosu, the Osaka team flew back to Osaka.

Training Session Demo Videos

On Friday afternoon, Cooper informed us that the EXPO committee requested Demo Videos for the volunteer training session. The purpose of the video is to pre-show our contents to the volunteers who will be working for the EXPO, so we needed to send videos of both experiences from opening to ending. The videos needed to be sent by 11:59 PM that evening. The team rushed to get them made and sent just in time.

Feedback and New Developments

On Saturday, Cooper sent the team an email with details from the IT auditor's report of EDG Twitter, along with some requests for changes and tweaks for both EDG Twitter and Magic Tiles. He mentioned that the power supply system to the EDG was fixed that day, so he would be conducting a playtest on Monday in Yeosu with our contents.

Next Week

We will work on polishing EDG Twitter and Magic Tiles, and respond to the EXPO committee's changes and tweaks requests.

Don's Retirement

While we were in Yeosu, we received the news about Don's retirement. We would like to thank Don for providing us with the opportunity to take part in a project located in Osaka, and for his constant support throughout the course of our project.

The EXPO Digital Gallery.

Working hard.

The IT Audit of EDG Twitter.

EDG Twitter running on the EDG office's computers.

Flags of the participating countries.

The EXPO 2012 mascots: Yeony and Suny.

Osaka Team	Advisors	Support Team
Stephen Garland	Dr. Salvador Barrera	Ruth C Comley
Kai-Hsin Liu	John Dessler	Amy Kawabata
Pei-Lin Lu	Shirley Saldamarco	Megan Kennedy
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		Sun Hui "Sunny" Kim
		Peter Kinney
		Montserrat Presno
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