

## Tech Demo Time

In the beginning of the week, the team worked on making a tech demo to prove to GL and the Expo committee that the technology we want to implement in Polar Rescue works well and that the experience is fun for guests. Pei-Lin and Kai-Hsin worked on making sure that the program could detect moving pixels located in a certain area on the interactive area grid. They also created color changing spheres that are activated by the moving pixels. The purpose of the spheres was to clearly show the Expo committee that the technology responds quickly and works well. Stephen worked on updating the Polar Rescue storyboards to better show the fun in our experience.

## Testing, testing...

On Tuesday night, we conducted a playtest of the technology. Unfortunately, it turned out that the building security somehow did not have the record of our reservation for the playtest space. After some discussion, they agreed to let us use the space for half an hour. With this time restriction in mind, we scrambled to perform the playtest and collect live video as well as Fraps of the on-screen content. Stephen stayed overnight at the office in order to ensure that Cooper received the tech demo materials.

## While we wait...

On Wednesday, the Osaka team held programming and art meetings to hash out the remaining tasks to be completed on Sumi Twitter and Polar Rescue, and arrange these tasks into a master task list so that all who are involved in the project will be on the same page. We also determined which tasks were to be completed by us and which ones we would give to Pittsburgh.

In the beginning of the week, Jennifer worked on designing and creating the logo for the project. Once the logo was finished, she updated the ETC website with the logo and project description. Steven worked on the team poster and half sheet on Wednesday and Thursday, and sent it off to be printed.

## Team

Stephen Garland  
Kai-Hsin Liu  
Pei-Lin Lu  
Jennifer Sheu

## Say what?

On Thursday, Cooper sent out an email to the team with the Expo committee's feedback regarding the tech demo and the current design of Polar Rescue. The good news was that the tech demo video worked, and successfully showed the committee that our technology is solid and effective. We can continue to use the grid method to detect peoples' movement and trigger events. For Sumi Twitter, the committee agreed to use hash tags to search for and collect tweets from around the world instead of aiming to instantly display tweets on the EDG screen.

Unfortunately, the committee also gave us bad news. They believe the ice creation aspect of our Polar Rescue design is too simple and not entertaining enough. They suggested that we combine our technology with an AR experience like that of National Geographic, in which penguins and polar bears will react when people are standing nearby. Cooper requested to meet with the Osaka team over Skype the next day to discuss the committee's feedback in detail.

## Meeting Time!

During the meeting with Cooper, the team discussed the feedback from the committee regarding the tech demo and Polar Rescue. We also discussed adding new artists and programmers to the team. For Polar Rescue, we determined that we should aim towards making a digital toy rather than a game, so that audiences can jump right in and interact with our experience.

## Next Week

The team will come up with three digital toy ideas to present during our next meeting with GL and the Expo committee, and create storyboards for the ideas. The storyboards will be done on Monday, and discussed during the weekly advisor meeting on Tuesday. Kai-Hsin and Stephen will be in touch with Shawn so that we can playtest Sumi Twitter as soon as possible and show GL that it works.

## Advisors

Dr. Salvador Barrera  
John Dessler  
Shirley Saldamarco

