



SEECQUEL

Schrader Environmental Education Center: Question. Understand. Excite. Learn.

Discovering Nature Through Play

November 3, 2012



Team:

Daniel Aum
Emmanuel Eytan
Prateek Gudihal
Garret Kimball
Martin Mittner
Christopher Thompson

Advisor:

Shirley Saldamarco

Oglebay Institute

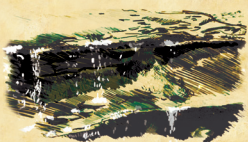


Imagining the Imagination



ETCglobal
Carnegie Mellon

OGLEBAY FALLS



The waterfall is called Oglebay Falls.
There is a time-lapse photography
project going on about it right now.



SANDSTONE and SHALE



When two rocks differ in hardness,
only the harder one will leave marks when
scratching the softer one. Try it with
the rocks you find around here.



THE LEAF RACE



A fun game:
drop leaves into the stream
and let the current carry them
down the water.



Three of our podium designs

For more info visit: <http://www.etc.cmu.edu/projects/seecquel>



Discovering Nature Through Play

November 3, 2012

Week in Review

Due to illness on the team, we achieved slightly less this week than we had originally hoped, but the week was productive nonetheless. Four of our five podiums have completed artwork, and we are polishing the text to allow them to be ordered very soon.

Tech wise, four of the five activities are ready for testing. The Bug's Eye View activity, however, has proven more difficult to successfully implement than we had anticipated, and we are discussing potential alternative activities for that station (coincidentally, Bug's Eye View is also the podium lacking artwork, so replacing it has a limited impact on our artists).

This is the podium design for our second activity, including the QR code that will either start the activity (if scanned with our tablets), or send visitors to a teaser site for the experience (if scanned with something else).

Playtest

This week was our first playtest at SEEC itself. It went well overall, barring one or two small glitches. We gained a great deal of useful data that we would have had a lot of trouble getting elsewhere; for example, the waterfall where our last activity occurs is noisy, and can make it very difficult for the onboard speakers to be heard.

The Coming Week

This coming week, we need to implement the last activity, and polish some of the existing ones, tweak our script in response to our playtest, and get our voice actor in to make a recording of it, get our last piece of podium art, and keep working on the 3D avatar.

