

THIS WEEK

Week 14 began with soft openings. Although we didn't have the full complement of scenes completed to show the faculty, we had a number of vignettes set up to demonstrate the functionality of our system.

The comments that we received about the piece mainly had to do with the "story" or "meaning" of the piece not being clear enough, which we're hoping to clarify by adding title cards with the year the scene takes place at the beginning of each piece. We also heard repeatedly that the use of OK Go music throughout caused viewers some confusion because it made it harder to place the year that the scene was taking place. While we understand this confusion, we still have boundaries that we have to work within for this project, and since OK Go has been serving as our client this semester, and the piece was largely inspired by the pieces of music we used, we're going to keep the music selection the same.

After softs we had a team meeting and discussed the improvements that we can feasibly make before the BVW show next week that will make this piece better. We've rearranged some of the scenes and pared down to those that echo similar themes so that the idea of history repeating itself over many years will be more readily apparent in the piece.

We're also planning on conducting user testing with these changes in place on Monday so that additional changes can be made before the installation is displayed at the BVW show.



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