



WEEK 01: Coming to our Xenses

WEEK OVERVIEW

This week the team settled in to our room and met as a group for the first time. Meetings with advisers as well as with the client have started a steady pace of development.



PROGRESS

The team is moved in for the semester, and has taken care of some administrative issues, including coordinating class schedules and setting up weekly meeting times with our advisers, Mike and Scott, and the client, Brett.

The team has also had two Skype meetings with Brett this week, wherein we have outlined the goals and deliverables for this semester: The project is to make one third of a museum exhibit called "Cyber People" for the National Museum of Health and Medicine. USC's ICT will be making another third; and the last third will be physical museum artifacts and placards. Our portion will be an interactive demonstration of vision implants, hearing implants, and neuroprosthetics - not only of the technology but of the challenges and benefits that users experience.

For these reasons, the team has decided on a few themes that will define our project:

1. The exhibit should convey the unusual feeling of having to learn a "new" sense.
2. The exhibit should show a progression from lack of sense to current prosthetic, and possibly even to future technology, emphasizing the differences.
3. The exhibit should also be cool: it should draw the attention of museum-goers and impress them with potential of medical technology.

We have chosen the team name "Xense" - pronounced "sense" - because our project deals with creating a sensory experience about experimental sense augmentations. Our artists Anabelle and Elwin have begun creating logo designs, and work on the poster and a website banner should begin early next week as well.

PLANS

For next week, we intend to fully form our three proposed exhibit designs with concrete details and plans of execution. Also, time will be dedicated to other administrative things like logo, poster, and website design.



Above: A visualization of what seeing with a retinal implant may be like.

Below: Our team draws some inspiration from the game series *Deux Ex*.

