

WEEK OVERVIEW

The team has begun to tackle our new schedule in earnest. We have finished and playtested the audio exhibit prototype as planned for this week, and are working on a new EEG experience design to implement.



PROGRESS

The big target that we hit this week was the finishing of our Audio Prototype 2.0. No longer just a tech demo, it contains the full script and flow of the experience. Moreover, though the assets used are still not final, we have established a pipeline for video processing and exporting that will streamline work on this exhibit in the future.

More excitingly though, the team held our first playtest of the new audio prototype today. We had 28 people come and try out our exhibit: 23 fellow ETC'ers, 4 faculty, and even one student from the biomed department. The feedback was promising: Most people understood the message of the exhibit - feeling frustrated by poor hearing and then excited by the simulated cochlear implant. We have also gotten many suggestions about improving the design with "replay sound" options and clearer transitions. The team is excited to polish our prototype towards a finished product.

In other news, the team has finally arranged to visit TATRC as well as the NMHM space on Wednesday of next week.

PLANS

The team plans to carry our aggressive pace through to halves and for next week we hope to get the new EEG prototype built. Our museum visit will take all of Wednesday, and GDC comes the week after so it is imperative that we get as much feedback to work on during Spring Break as possible.



Above: Screen capture of our new audio exhibit prototype.

Middle: A playtester mid-experience.

Below: Our room bustling with playtesters giving feedback.