

WEEK OVERVIEW

The team has finished the full beta versions of all three of our experiences, and we have begun extensive playtesting that will carry on through next week. The team has not analyzed all the data yet, but very informative trends have begun emerging.

PROGRESS

The framework and main assets are complete for all three experiences: The team finished adjusting timing and UI in the audio experience, as well as fully implemented animations and new UI for the neuro experience. Zeina has even added a "playtest mode" to help gather data for each of these two experiences. For the visual experience, 2D assets were printed and a hardware version of a resolution-changing switch implemented.

Playtesting began on Wednesday of this week with 23 ETC students. We had a mix of people who had and had not playtested some of our tech before, and this time each person tested all three of the experiences. On Friday we tested with CMU students and staff at the University Center. 14 tried Audio, 9 tried Neuro, and 9 Visual.

Overall, the audio experience is behaving as expected but needs some slight wording changes. The visual has been difficult to evaluate since it is a sand-box experience. Finally, the neuro has been giving the most trouble, primarily because of the insufficient instruction clarity for such a strange interaction.

PLANS

The team is about to playtest at the Carnegie Science Center on Saturday to get some feedback from the normal museum-going crowd. We will then analyze all our data and make important changes next week before doing more playtests to confirm that our experiences are finally in a state that guests are happy with. The week after will be soft opening for faculty to see the product.



Above: Playtesting in our room on Wednesday.
Middle: Playtesting on main campus on Friday.
Below: Our setup from another angle.

