



WEEK 15 : Xensory Input

WEEK OVERVIEW

This week was soft openings and the team got useful constructive feedback from the faculty about how to make things even better. The mechanics are definitely locked down and we are polishing things like user interface, animations, and sound design.

PROGRESS

Soft opening was on Monday: all the faculty came around to see the current state of our project and make final comments about what might make it a little better. Most of them enjoyed the experiences, and criticisms were primarily directed towards instructions and clarity. Otherwise, the only times that people struggled was with the neuroprosthetics experience: Some faculty had trouble keeping their concentration up, and some actually had trouble bringing it down. The exhibit may have to make it clear that this is a very individualized experience and that failure should not be distressing.

Joseph Samosky, one of our subject matter experts, also came by on Wednesday. He made suggestions about how the neuroprosthetic experience could "guide" players to succeed, but the team may not have enough time to implement something along those lines. Moreover, though, Joe emphasized how tasks make the visual experience more compelling, and the team may bring back writing and opening a lock as activities to "include".

Many suggestions have been implemented (see pictures to right).

PLANS

The team has planned one last playtest at the Carnegie Science Center on Saturday, April 28. We hope to confirm that the experiences have reached a point where guests need minimal guidance from us. Any new polishing issues will be taken care of next week, along with final documentation for hand-off and preparing for final presentations, which are the week after.



Above: New UI for Audio that should clarify the association with the colored buttons.
Middle: New UI for Neuro that looks less like a progress bar and more like a balancing game.
Below: New overlay for Visual that lets you know what resolution you are at.

