



WEEK OVERVIEW

The team is very excited about the feedback from our last playtest over the weekend and has been making small final tweaks to the experiences. We are in the process of "locking in" all our assets and code so that we can begin final documentation for hand-off.

PROGRESS

Our last playtest for the semester at the Carnegie Science Center was very exciting: We tested the Neuro and Visual experiences, and guests were not only having an easier time thanks to the new instructions, but were also finishing more quickly on average.

As we finish polishing this week, the team has made many small changes as well as rejected other changes that while useful would be too much to do at this point. Changes include: Timeouts for Audio and Neuro so that the experiences reset if left alone for too long; subtly tweaked Audio exhibit video times to reduce awkward pauses; and a few more voiceovers to Neuro that explain to a struggling guest that the tech is very "individualized" and suggest that it would be fine if they gave up for now.

In addition, the BVW Festival was Thursday this week and the ETC was opened up for guests to explore. A good number of people visited our room and feedback was also positive. A man who had gone through cardiac rehabilitation said that he saw "parallels" in our Neuro experience. Moreover, a boy who had to leave in the middle of the Neuro experience came back later in the evening so that he could finish it. He said he had fun.

PLANS

The coming week is final presentations. The team will present on Wednesday and will be preparing and rehearsing to show all our hard work this semester. The team will also of course have the "final" versions of all the experiences ready to hand-off, and write the documentation for usage, implementation, as well as trouble-shooting and other suggestions for the complete exhibit.



Above: Us playtesting at the Carnegie Science Center.

Middle: A mother watching her son play the Neuro experience.

Below: Everyone ready for the BVW Festival.

