



WEEK 04 : New Xensations

WEEK OVERVIEW

This week most of the team was able to partake in two site visits. We are also in the final stages of having prototypes and tech demos of all our exhibits ready for quarter-semester walk-arounds next week.

PROGRESS

This week, the team was able to make two visits: One to the University of Pittsburgh's Human Engineering Research Laboratories and the other to the VA Hospital in Aspinwall.

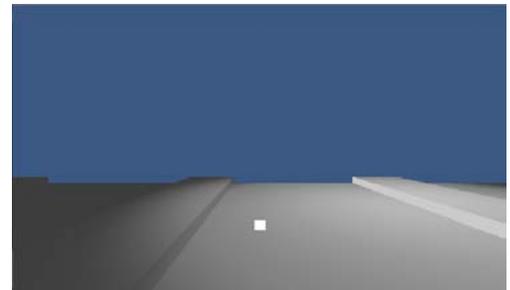
At HERL, we saw what projects TATRC was funding in regards to wheelchairs and mobility; moreover, we learned from medical professionals about the social pressures of being disabled.

Joe Samosky helped arrange the trip to the VA Hospital where the team was able to meet a person with cochlear implants, Margaret. We learned a lot about the actual experience of using these devices, but moreover, we saw the vivacity with which Margaret has approached her post-implant life.

The team is now considering how this new knowledge may change our design decisions. Nonetheless, the artists are hard at work drawing up concept art for our games and poster. We also have a video-processing demo for the test HMD that we are using. The MindWave EEG headsets have arrived as well. Currently, though, Zeina and David are troubleshooting hardware-software connectivity issues.

PLANS

Quarter-semester walk-arounds are coming up next week. Branding-wise, we still need to finish our poster for Monday. Tech-wise, we will show our audio exhibit prototype, a video exhibit tech demo, and we still plan to get the MindWave EEG headsets working with a game in Unity for guests to try.



Above: Some of the testing equipment we saw at HERL.  
Middle: Unity prototype for our EEG game; start simple!  
Below: David working to get the MindWave headset connected.

