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WEEK 05 : The Faculty's Two Xense

WEEK OVERVIEW

The team got as much as we could ready for quarters and has reflected upon feedback that we got during quarters on Friday. The audio experience has had a positive redesign and the EEG experience is being critically re-analyzed.



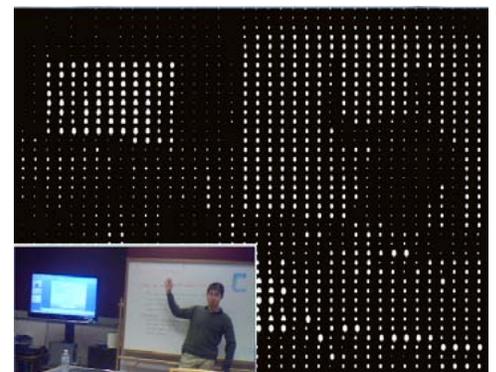
PROGRESS

Zeina and David resolved the EEG headset connectivity problems from last week, and worked very hard to make the neuroprosthetic prototype more polished for quarters. However, the MindWave headsets are still slow, and during quarters, the faculty were critical about the game-style implementation of this exhibit; they felt that the flexible movements of a game character would trivialize the difficulty of learning to use a prosthetic. We are therefore considering making the interaction more specific and challenging.



Arvind, Anabelle, and Elwin's redesign of the audio experience based on the interview with Margaret from last week has been extremely promising. This exhibit will no longer just be a tech demo but will contain a brief story shown through a series of interactive memories about the gradual loss of hearing and the regaining of it through implants. This redesign was well-received by faculty.

Our idea for the visual exhibit was liked as well though the design still needs to be clarified. Otherwise, concerns about scope and hardware also came up frequently. The team hopes to more research on these in the coming week.



PLANS

The team has restructured our priorities and now have a schedule going forwards that involves finishing the audio experience first, then the video experience, and finally tackling the EEG experience if viable. We hope to have the first audio prototype based on the new design done by next week.

Above: Testing out the MindWave EEG headset.

Middle: Storyboard panel for the new audio experience.

Below: View from the HMD with shader (inset of actual video).

