

Waterworks - Week 1 Newsletter

GREETING

Hello everyone! We are team Waterworks and we will be embarking on this semester-long journey with you! We will be sending a newsletter every Friday to share our progress and activity.

GET TO KNOW US

We are all master's degree students at Carnegie Mellon University's Entertainment Technology Center and here is who we are.

Chung-Wei Lee has computer science background. He worked at The Spider Company as a front-end engineer intern this summer. He is interested in general programming and web development. He is going to work as a programmer in this team.

Chia Chang Koo (Jack) is a technical artist who loves the intersection between art and code. He is always trying new ways to use code to enhance the visuals. He will be creating art assets for the project, and perhaps be implementing simulations and effects for this project.

Minjong Lee is an avid Designer and Artist who believes digging broad range of Design field including User Experience and Visual Design can bring meaningful experience to people. She also loves working in teams with people who have various interests and backgrounds. She believes that innovation comes from a mixture of different thoughts.

Kuang-Hsin Liu has both Mathematics and Information Management background. He worked as an engineer intern at Autodesk this summer, and works as one of the programming TAs in ETC's Build Virtual World class this semester. He is going to work as a programmer of the team.

Xinxing Liu(Cindy) has working experience as a front-and-back end developer. She worked as a UI engineer intern during this summer. Her interest is in creating dynamic web-based applications. She is going to be programmer and sound designer(if is needed) of the team.

Seungsook Cho(Cho) has a Computer Engineering background and worked for gaming industry for 6 years as a game designer and a project manager. He's found that nothing is more interesting than developing an educational, transformational game .He is going to be working as the game designer and the producer of the team

BRIEFING

We have been setting up our development environment by scheduling regular meetings, determining office hours, and reading project materials. This week, we made initial contact with our client, Carnegie Science Center. They introduced us to their vision of the new exhibition. This developed into conversations about what our project goals should be, who our target audience is, and what their expectations are.

CLOSING

We are all very excited to contribute to a new Carnegie Science Center exhibition that will be loved for many years. We will be researching related projects next week. Our research will help us brainstorm the best product we can provide before, during, and after the exhibition. We are all looking forward to working with Carnegie Science Center and immersing ourselves in a project that serves growing youth. See you all in next week's newsletter!