

Welcome to weTheme's weekly newsletter! We would like to thank all of our guests for participating in last week's user test. We have analyzed their feedback and begun to make the necessary changes. This week two of our team members left to attend The Future of Arts Research Postgraduate Conference in London. However, we are still making progress with our project having just finished up our tenth week with only two weeks left until Softs.

User Test

Last Friday, we conducted two user tests, at Colégio de Santa Teresinha, a school located in Funchal, and in our project room. After each experience we gave the guests surveys to fill out.

A Jornada do Peixe Espada

Because we changed the story for A Jornada do Peixe Espada, it was important for us to know if the message of our story was clear and understandable but also if the story itself was engaging. In the school we first described the story in Once-Upon-a-Time story format then showed the animatic. In the project room, we just showed the animatic.



Figure 1: Guests taking a quick survey.

Results

School

All the children understood new story. When asked to describe the story in their own words, all the children grasped the basic actions such as an ugly fish wanting to make friends and a man that lost something special to him. Lastly, all the children understood the basic message of friendship and helping others.

Project Room

The majority of the guests said they could understand the story. However upon further questioning, the guests felt that there needed to be more details added such as better aesthetics, slower transitions and extra sound effects to fully help them understand the story



Figure 2: The actual lighthouse in Ponta Pargo (right) and our new version of the lighthouse (left).

Changes

From the user test, we learned that our story makes sense when told through words but it is visually confusing. So this week we focused on making the visuals better and more detailed, such as changing some art assets to represent actual Madeiran structures such as the lighthouse located in Ponta Pargo on the Northwestern part of the island.

From the user test we also saw how fast images moved in our prototype versus on the computer screen however, this will be taken care of during composition. We have finished the remaining art assets and are compositing so that for our next user test we will be able to show a rough cut of the entire animation.

Ilha Musical

For Ilha Musical we tested the entire experience from beginning to end. For user testing we wanted to make sure that our tutorial clearly explained the gameplay, that people clearly understood how well they were doing, that people were engaged and finally that the art had the right placing and color.

Team

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Results

The majority of the guests had an understanding of the tutorial and the gameplay with options on the difficulty level varying between difficult and medium. Despite the difficulty level, many guests had problems with the buttons on kiosk, not knowing how hard to press or if the buttons were even working at all.

Lastly, we received valuable information on the art in reference to the difficulty a colorblind person would have finding the right screen.



Figure 3: One of our guest after the experience

Changes

For Ilha Musical, we received numerous comments about the button sensitivity of our kiosks. Many of the guests felt that the buttons were not working because even though they were pressing the buttons, the game would give them negative feedback.

After, investigating the kiosk buttons we realized that the problem lied within the game. We are using collision detection to check when the instrument passes through the target circle. In order to make the game more challenging we created a smaller collider so that the guest's timing would have to be exact. However, this caused the guests to believe that the kiosk was not working. We quickly fixed this by increasing the size of the collider.

Also during the user test, we noticed the guest's flowers would disappear, and so we changed the system to give them a better sense on how they were performing. We also have implemented the individual score that will be displayed at the end of the game.

For the Next Iteration

We also discussed possible changes to be implemented for our user test on November 23rd.

The first change would be how the lyrics are shown on screen. Currently, we have static text but as per our user feedback, we noticed that it was difficult for guests to sing along. And so, we discussed changing how the lyrics are displayed to be more lighthearted and whimsical similar to lyrics found in Karaoke or Sing-a-long songs.

From the user test last Friday, we received guest feedback that the game did not feel cooperative. Our proposed solution is to remove all the Madeiran structures and have the game start out with a single Santana house. As the guests continue to play well, they will cause these structures to be built sporadically on different screens. In order for the guests to see what is being built, we have decided to implement instrument solos, when one guest plays while the remaining guests clap along.

However, before we make these changes we want to receive more feedback from our target audience since our last user test consisted mainly of adults.

We also have changed the scoring system, in order to give the user a better sense of how they are performing. Aside from this, the individual scoring system is ready and implemented in backoffice.

Next Week

Next week we will be implementing our design changes for both experiences. We will then conduct three more user tests with adults and our target demographic. Lastly, we will begin preparations for Softs Opening creating promo videos and finalizing our documentation.

