

Welcome once again to weTheme's 11th newsletter! This week we conducted two more user tests having to cancel the third due to a low number of participants. We also changed the name of *A Jornada do Peixe Espada* to *O Faroleiro e a Espada* due to the focus on both the scabbard fish as well as the fisherman.

Madeira Theme Park Visit

On Monday, we went to the Madeira Theme Park in order to test our experiences on the large screens of the pavilion. We wanted to check any issues of scaling since our CAVE prototype is significantly smaller.

Once we set up our equipment and started testing, we realized that the projector did not display images in 4:3. This caused the top and bottom parts of our images to project outside the screen. Because of this, we will have to map the usable projection area and create masks that will block exceeding projection areas. This way, we will not have to realign the theme park's projectors, which would potentially create problems for the content they already have.



Figure 1: The team waiting to enter the Madeira Theme Park

For *Ilha Musical*, we were able to see the placement of the art assets, such as the target-circle and its location on the game path as well as the scale used for the buildings and trees.

For this experience, we will also have to create four smaller kiosks that will contain only one button. Each kiosk will be placed on the outside of the bridge to avoid blocking the pathway. This set up will use a wireless Arduino that will also allow for easy transport and storage.

For *O Faroleiro e a Espada*, we were able to get a better understanding of scene timing and the size of our art assets. We also were able to get a better sense of where guests' heads would turn and how fast our art assets should travel across the large screens.



Figure 2: Antonio finding the screen sizes

However, due to the large size of the screen, our art assets moved faster than we initially expected. We also realized that some of the art would have to be scaled up because of the distance we were standing from the screen. For these reasons, we will composite two separate versions of the film: one for our prototype and one for the pavilion.

User Tests

In preparation for our user tests, this week we made changes in both our experiences adding new lyrics and cooperative game play elements for *Ilha Musical* and changing scene timings and adding Portuguese narration for *O Faroleiro e a Espada*.

This week we conducted two user tests: one on Wednesday and one on Friday. Combined we had about 40 children and 5 4 adults tested our experiences!

Ilha Musical

For *Ilha Musical*, we removed all the buildings and have the game start with a single Santana house. As the guests continue to play well, the structures build sporadically on different screens. We also implemented instrument solos, where one guest plays and the rest must clap their hands to the beat of the song.

Team

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Results

Many of the guests thought the game was ununderstandable and had a good balance of cooperative and competitive play. All the children understood the tutorial and understood what they had to do during the game.

The majority of the adults understood the tutorial and gameplay. However, we did receive comments from a non-Portuguese speaking guest that it is easy to miss instructions since they had to read but also look at the actions on the screen.

During the chorus, we observed the guests fumbling through the song, not clearly knowing when to start singing, or the proper melody to follow.



Figure 3: Children entering the cube!

Next Iteration

For the next iteration, we will be tweaking the tutorial a bit more; making sure that the voice over syncs perfectly with the video. We will also be adjusting the notes to try to match them more to the rhythm of the song. The lyrics that appear during the chorus will be re-timed to match the song so that people can better sing along. Lastly, we will update the ending screen to include more visuals and keep the fun mood of the experience.

O Faroleiro e a Espada

From our last user test, we learned that the story is still somewhat visually confusing. Therefore, we focused on refining the visuals, creating some new animations while tweaking the old. We also added Portuguese narration to tell the story more efficiently.

Results

With addition of the Portuguese narration, it was much easier for all the guests to understand the story, as they were all able to tell the story in their own words. While each guest had a slightly different opinion of the morale of the story, many thought it dealt with helping others, accepting differences and/or friendship.

Lastly, all the guests were able to follow the movements between each screen easily and were able to predict where the action would take place next.



Figure 4: The children filling out the survey

Next Iteration

For the next iteration, we will be tweaking some the animation we are still having some issues with art asset timing, scene timing and frame treatment. Many of our animations and scenes have hard transitions and need to be cut.

Next Week

Next week we will be building four smaller kiosks to install for *Ilha Musical* in the Madeira Theme Park. We will also begin to add additions to both experiences by finalizing scene lengths, replacing placeholder art and sound. We will also finish our promo videos and documentation for our Soft Openings on Wednesday, where we will be showing our project to faculty and guests here at UMA.

