

Welcome to weTheme's weekly newsletter. We have just finished our 12th week in which we had our Soft Openings. A special thanks to all our faculty and guests that stopped by our project room to give feedback!

### **Madeira Theme Park Visit**

The weekend prior to Soft Opening, individual buttons were built and programmed for final installation at the Madeira Theme Park. On site, the buttons were mapped to the correct screens and a mask allowing the prototypes to be displayed in the proper size was created. To insure all was working properly, members of the park's staff tested the experiences.



Figure 1: View of the Theme Park

### **Preparing for Soft Openings**

As a result of testing at the theme park, adjustments were made.

For Ilha Musical, the tutorial was updated to best sync the voice over with the video. To help the guests sing along, the lyrics were re-timed to match with the rhythm. However, many guests were still not clear on the melody. Therefore, we decided to include our own singing voices in the chorus. Lastly, more visuals were added to the ending screen along with the final score.



Figure 2: Antonio testing screen placement at the pavilion

For O Faroleiro e a Espada, we continued to enhance the experience by making transitions and animations smoother. In addition, English narration was added so that all our guests at Softs would be able to understand the story.

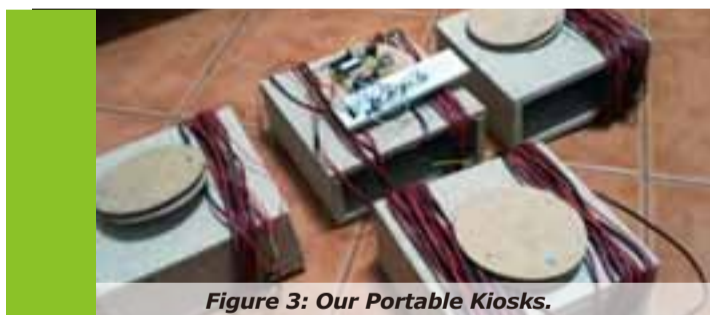


Figure 3: Our Portable Kiosks.

### **Soft Openings**

On Wednesday, we had our Soft Openings. There were six rounds of guests consisting of students, faculty and staff here at UMA. After analyzing our feedback, we focused on defining the final steps for our project and figured out what we could implement in the next two weeks.

#### **Team**

António Candelária	António Gomes
Ashlyn Sparrow	Hyunjoo Oh
Mário Dinis	Monique Park

#### **Advisors**

Michelle Macau	Monchu Chen
----------------	-------------



### **Ilha Musical**

Guests are still having issues with the buttons since they are not sufficiently responsive. However, when the buttons not pressed in time, the guests did not understand the rest symbol being used. In reference to the tutorial, one guest felt it was too long. However, our advisors said make it as long as we can since people do not often have the chance to experience the four screens. Lastly, some guests felt that it was difficult to know what to sing.

### **Next Iteration**

Due to the negative feedback of the buttons, we ordered pressure sensors to help with the delayed reaction of the kiosks. We have already changes icons will continue to work on matching the lyrics to the song. . The tutorial will also be changed, and if time allows, we will match the notes to the rhythm. Lastly, updates to the scoring system will be made to show flowers and buildings.

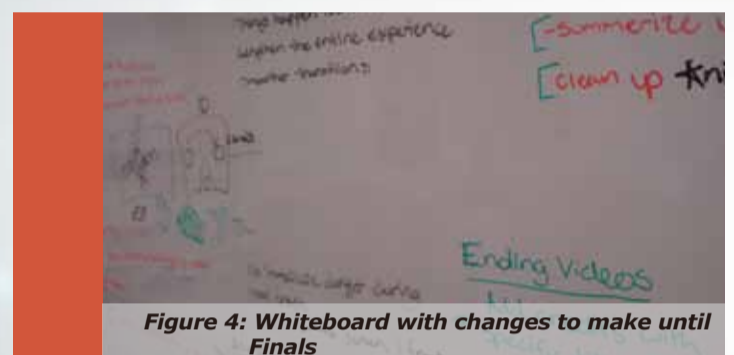


Figure 4: Whiteboard with changes to make until Finals

### **O Faroleiro e a Espada**

The guests felt that the story was very clear and engaging but some scenes moved too fast. Others commented on the narration, as it was difficult to understand. Lastly, lastly guests felt that more sound effects should be added to enhance important parts of the story.

### **Next Iteration**

For O Faroleiro e a Espada we will be adjusting the sound levels and further tweaking the color and re-doing the narration.

### **Next Week**

Next week we will continue making changes to the experiences, conduct a final user test, complete the postmortem and submit final versions of our promotional videos.

