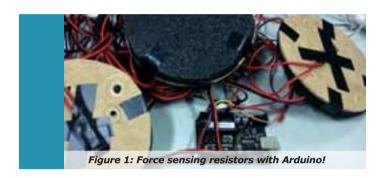


Welcome to weTheme's 13th newsletter! This week we conducted our final user test and continued to make changes to both experiences.

Changes

Ilha Musical

Earlier this week the pressure sensors arrived and will be used to reduce the delayed reaction of the kiosks. All the buttons for both the CUBE and the Madeira Theme Park kiosks have been wired then tested using an LED light. We are currently working to implement them in Python.



We were able to fix flickering problems with one projector and make this experience run straight to full screen no longer needing to manually resize four separate windows!



Musicians were added during the game play to better help the guests identify their instruments. As for the ending scene, it will no longer show the group score; instead, guests will be given time to view all flowers and buildings before the start of the ending credits. We also updated the tutorial to include the sound of each instrument and clapping.

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User Test

Wednesday afternoon, we conducted our final user test. For Ilha Musical we wanted to observe if all guests would participate in singing, clapping and if they would look around the screen to view the flowers and buildings. As for O Faroleiro e a Espada, we were to test the transitions and the new voice over. However, during the test, we encountered technical problems in which all audio and video was out of sync.



Because of this, we were unable to truly test changes made. Even though the test results were inconclusive, upon observation on Ilha musical, all guests clapped on solos and sang the chorus, self-adjusting to the mismatch between audio and video.



Next Week

Next week will test our experiences at the Madeira Theme Park and begin preparing for our final presentations

