

Welcome to weTheme's final newsletter! It was MiTi week, a weeklong dedication to the MHCI and MET programs, which included a 5-minute presentation to the Minister of Education. We also had our final presentations and a live showcase at the Madeira Theme Park.

Preparing for Finals

Both experiences were coded to run in the theme park, as they did not match the screens. The speakers in the cube were rewired to match the theme park setting and sound was mapped according to the screen position. Buttons were changed to pressure sensors and the kiosk was made wireless. The mini kiosks were improved and customized with printed fabric



Figure 1: Our kiosk with a fresh coat of paint

Lastly, project documentation was finalized, organizing all art and sound assets and technology information for future students to be able to further develop.



Final Presentations

Friday at 3pm, we presented to faculty, staff and students at the University of Madeira. A special thanks to all the guests that came to the presentation! Parallel to this, we also finalized our team promo videos that can be accessed along with all the information regarding project weTheme at: http://www.etc.cmu.edu/projects/wetheme/

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Showcase at the Theme Park

On Saturday, we traveled to the Madeira Theme Park to install our mini kiosks. Many hours were spent, painting, soldering and rewiring. Unfortunately, after a very successful live demo during our final presentation on Friday, the pressure sensors didn't worked correctly at the Theme Park, most likely due to their usage of magnetic shakers. This led us to an unexpected situation where we had to build completely new buttons in the night before our showcase.



Sunday, we arrived early to reinstall our and test the buttons and this time they worked guite well! In the afternoon, we showcased both O Faroleiro e a Espada and Ilha Musical guests and theme park staff. Some of guests included Tiago Freitas, Director of the Madeira Theme Park; Nuno Nunes, President of the MiTi; and Dr. José M. N. Castanheira da Costa, Rector of UMa.



Although we had our difficulties, we are very proud of what has been created in these 14 short weeks!

The guests were able to see the debut of both our experiences and how we were able to innovate on their content by adding camera movement to our animation or by adding interactivity through the game, which the Madeira Theme Park has never had in the 4screen pavilion.

