

Welcome to weTheme's newsletter! We are ending our 6th week and slowly getting prepared for 1/2 Presentations. This week we are finishing up the pre-production for both concepts: A Jornada do Peixe Espada and Ilha Musical.

**Pre-production**

**A Jornada do Peixe Espada**

Last week we created a storyboard for our static experience, A Jornada do Peixe Espada, a short stop motion film telling the journey of the Black Scabbard fish. This week we focused on creating a detailed animatic with sound effects and music in order to get a better understanding of scene transitions and length, camera movement, character placement and most importantly, the story flow. By creating animatic we are hoping to avoid unnecessary scenes that would be edited out later in the final version. Also we hope that this will enable us to work more efficiently through production.

**Ilha Musical**

Ilha Musical is our interactive experience in which we will be creating a rhythm game where our guests will have to play digital instruments in time with Madeiran music.

**Research**

For pre-production we first researched four different rhythm games: Guitar Hero, Parappa the Rapper, Dance Dance Revolution (DDR) and Kingdom Hearts II (Atlantis Level). After reviewing these games we analyzed what we liked and did not like of each.

First we took note of the feedback the games provides to the user during their performance. In Guitar Hero, if the wrong button is pressed a screeching guitar sound can be heard and parts of the music stops playing while in Parappa the Rapper, the music becomes distorted and the lyrics inaudible. However, in DDR and Kingdom Hearts, the music still plays normally. Instead these games provide visual cues to show how well players timed their button presses.

Finally, in DDR, Guitar Hero and Parappa the Rapper, if the player misses too many notes, they will instantly fail the level and have to restart. This is slightly different in Kingdom Hearts as the game will allow the player to finish the level, however, if the level is failed they will still have to restart.

For our experience, we decided we will provide both audio and visual cues feedback based on our guests performance. We will also allow the guests to complete the level and give them an individual and team score at the end of the game.

After our analysis we then created a game design document describing the flow of our experience, tutorials and game play. Lastly, we have started designing multiple user interfaces and art styles.

**Technology**

This week we have managed to build our prototypes that we will be needed for our project. The first one to be finished was our 4-camera rig which will allow it's users to record four videos at once that can then be viewed on four screens. However, in order to properly test the rig, we must wait for our wide-angled lenses to arrive.



4 Camera Rig

**Team**

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

**Advisors**

Michelle Macau	Monchu Chen
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We then built the frame to hold our four screens and projectors in which both our concepts will be displayed on. We also built our kiosk input device for Ilha Musical which will be four buttons each representing a musical instrument. And finally, we built a lightbox that will allow us to draw the animations for A Jornada do Peixe Espada.



Lightbox

Input kiosk

On Wednesday, we received our computers and immediately began setting them up. We predict to have them up and running by the end of this week, allowing us to improve our work flow and allow us to begin the production on our concepts because currently our laptop's lack the computing power we need for an efficient process.



Setting up computers

Lastly, we have Panda up and running and have managed to start capturing button presses as viewing moving objects on the screen.

**Preparations for User testing**

Thursday we began preparations for user testing Ilha Musical. We first listed the risks within our concepts such as:

**A Jornada do Peixe Espada**

- Will people understand the message?
- Is our story engaging

**Ilha Musical**

- Will Children understand the tutorial?
- Do they understand the different Dance Icons?
- Are kids engaged and interested in this activity?

We then looked into information on how to avoid biased questions. Also, because our target audience is children between the ages of 9 and 12, we specifically looked into proper ways to conduct user testing for children. We also consulted with Sergi Bermudes, a professor here at the Universidade da Madeira, to lend his expertise on conducting user studies.

What we learned was that children are very sensitive to new environments which can modify their behavior.

Therefore, it is important for us to create a space that accommodates family/friends and does not completely separate them from the child in order for us to get the most out of our test.

**Next Week**

Next week we will begin preparing for 1/2 Presentations. For A Jornada do Peixe Espada we hope to show our storyboards, animatics as well as a small finished segment of stop motion animation. Also we will implement the interactive actions for Ilha Musical and begin conducting user tests. Unfortunately, due to some delivery mishaps, we will not have projectors but we are confident that we can collect valuable data using four standard LCD screens.

