

Hello and welcome to weTheme's seventh weekly newsletter. We just wrapped up a very busy week in which we conducted a user test, prepared for 1/2 Presentations!

User Test

On Tuesday, we conducted our user tests. We had five children ranging from the ages of 8-10 years old. Out of the five children, there were four boys and one girl. For our testing we used one projector screen for the film and four standard LCD screens for the game.



Figure 1 - Our user testers taking a survey

A Jornada do Peixe Espada

For the static experience we wanted to see if they understood the story of the Scabbard fish and if it was engaging and interesting. We sat them down and began playing our animatic. After the first showing we then asked the children to fill out a questionnaire about the film. We then had them watch the animatic a second time to see if anything became more apparent.

Results

At the end of the viewings some children understood the story however; they could not describe it using their own words. Others thought it was extremely confusing. However, they all had a clear understanding of the shark chase and enjoyed that part the most.

Ilha Musical

For our interactive experience, we mainly wanted to test the children's understanding of what they had to do and see if they were engaged in the activity itself. Because we did not have a built in tutorial, we briefly informed the children on what they had to do and told them what keys to press. However, a couple seconds into the game play we had a small technical problem, the will always be randomized at the beginning of the game. This made it quite difficult for the children to get started. So instead, we had to have them play one at a time.



Figure 2: Our testers giving their opinion on the graphics

We also showed them a different user interface and to describe what they liked and didn't like.

Results

All the children understood their tasks, in fact, 4 out of 5 thought the game was easy. It was clear that the children were engaged in the activity. However, two children did not like the music.

In reference of art, the children felt that there should be more objects in the background and that the overall color was too dark.

Team

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

Advisors

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| Michelle Macau | Monchu Chen |
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Preparing for 1/2 Presentations

Preparation for 1/2s began on Monday and carried on throughout the week. We first started preparing the PowerPoint presentation creating a special weTheme PowerPoint template that will allow us to more create presentations more efficiently in the future.

The majority of our time was devoted to finishing up our prototypes. For A Jornada do Peixe espada we managed to prepared a digital copy of our storyboards as well as an animatic. Also, we developed a small segment of the animation depicting a shark chasing the main scabbard character.

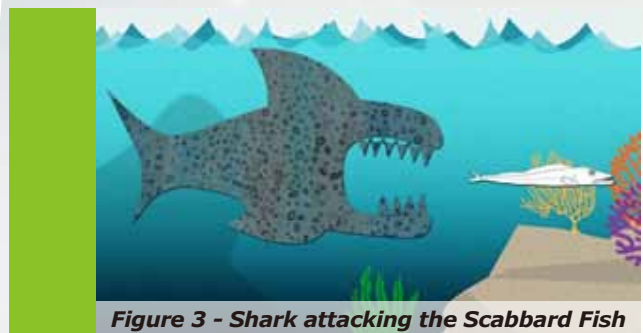


Figure 3 - Shark attacking the Scabbard Fish

For Ilha Musical, we implemented the majority of our 2D and 3D art assets and sound, taking inspiration from Madeira architectural structures and musical instruments. We also worked on the interactions, getting the rhythm of the song and the music to match up, as well as a scoring system that will display a team score and individual score at the end of the game.



Figure 4: User Interface for Ilha Musical.

Lastly, we updated the semester schedule to include project documentation which will detail our entire project process from week 1 to week 14. This will also serve as a pipeline for future MET students that will be creating content for the Madeira Theme Park. We also created detailed deliverables for both A Jornada do Peixe Espada and Ilha Musical. In order to do so, we broke each experience into sections and, itemized all art, sound and design assets. To keep us on track, we also created weekly goals for both our experiences as well as our documentation process.

1/2 Presentations

Friday at 3:00pm we presented to the faculty, staff and students the University. Some of our guests included Tiago Freitas, the Director of the Madeira Theme Park and Nuno Nunes, President of Madeira Interactive Technologies Institute (M-ITI). Once again, we felt that our presentation was successful and would like to thank our guests for participating!

Next Week

Next week we will be going over all our feedback from 1/2s and try to make to make the most of it as we continue to move forward in our development cycle. Our weekly goals include an alpha release for all of A Jornada do Peixe Espada, a tutorial for Iha Musical and version 1.1 of our Documentation.

