

OPENING REMARKS

Hello again everyone! This week, after many discussions with our advisers and faculty, we decided to shift the focus of our project solely toward making a music education game. We spoke with our client and received a green light on our new approach. As a result we returned to our brainstorming phase in order to think of new ways to expand upon our current music experience design. We will make our design decision in the coming days.

We had a lot of visitors this week. We would like to thank them all for their time: John Dessler, Jorge Martinez, Tina Blaine, and Riot Games. We appreciate you taking the time to visit our project room and give us your feedback on our game design concepts. Your comments were helpful and will definitely help us to make a more engaging experience. Be sure to follow our progress online at <http://www.etc.cmu.edu/projects/skylight/>

WEEKLY BREAKDOWN

As stated in the opening remarks above, this week we shifted the focus of our project and settled on our final deliverable. After conversing with our client, we decided to forgo the creation of games for math and vocabulary in order to tackle the challenge of creating a collaborative music experience for the SMALLab platform. We believe this is the best educational topic to pursue because it is the only one for which they have no preexisting games. We believe that exploring music through embodied learning will offer the most satisfying and novel product for our client.

In order to move forward on our musical journey, we met with one of the creators of a similar collaborative music experience in order to get feedback on our current design, as well as to gain inspiration for new ideas that we could incorporate into our project. We also began researching the technologies necessary to bring our game ideas to fruition and how to implement them.

WEEKLY CHALLENGES

Our challenges this week included: realigning our development cycle to reflect the change of producing one game, brainstorming engaging game mechanics that accomplish the educational goals of our game, and discussing the possibility of creating an application that would engage an entire class (i.e. overcoming our current platform constraint of there being only 3 input devices).

One of the ways we solved these challenges was meeting with Associate Professor Jorge Martinez. He demonstrated a project of his centered around collaborative music-making. His project utilizes smartphones as input devices that trigger and control the sounds coming from a central computer setup. His project inspired us to consider the possibility and practicality of incorporating the iPads™ that Elizabeth Forward provides for its students, into our game design. We are very excited about our new direction and will be moving full steam ahead to produce a great game.

