

Post-quarter-semester presentation: 2-8-2006

Faculty Walk-Around comments:

Ralph:

- Liked the locker idea the best, but didn't know when he first saw it.
- Was concerned about getting copyright permission from the DVD footage.
- We talked a lot about the various ideas. In the discussions, he was very concerned about the feasibility of getting it ready by opening day.
- Mentioned the bus as a second choice.
- Liked our excitement level.

Scott:

- Suggested that we pitch delaying completion of the wall to the Pirates. Tell them that we should open it when the Pirates hit a slump as a way to get people back in the park.
- Wanted us to spend time improving our concept art in preparation for pitching it to the Pirates.
- Had an idea that for the trivia system, making things like dynamic graph generation for the stats, and even maybe dynamic Panda worlds for things like hitting home runs.

Bean:

- Was also concerned about the scope. She flat out thought there was not way to get it done.
- Was wondering if there was anything in the Animateering or Ben Franklin codebases that could help us.
- Thought our ideas were great, but was worried about how much content we could amass in such a short time.
- Mentioned the 3D face exhibit at Ellis Island as something that could be good to use here.
- Suggested using baseball cards with the players as keys to access content on the wall. They could be good takeaways, and could be a good way to add content as time goes on.
- Despite explaining it to her several times, she didn't really seem to get that we are doing a wall about history of Negro Leagues, and not promoting the current Major Leagues.

Drew:

- Liked the uniforms.
- Wanted us to talk louder during our presentations to make sure the back could hear us.
- In general, the ETC uses the word "basically" too much.
- Thought we did a good job presenting as a whole.
- Was also concerned about our scope.
- Thought the content of the presentation made sense, that our transitions and the way we divided the sections were good.
- Liked the locker idea the best.

Josh:

- Thought all of the proposals sounded similar.
- Liked that JOD Baseball was coming along well.
- Mainly asked for clarification on what we were doing. For some reason thought it had to do with Fantasy Baseball, so we spent most of the time explaining what Fantasy Baseball really is.

- Thought that the wall is a tough problem.

Brenda:

- Likes how we've decorated our room, and the fact that we wore the uniforms.
- Thought the statistics tracking we did with JOD Baseball was great, especially in relation to Crystal Dynamics's talk of last week.
- She liked the idea of the talking fans, but thought there was a better way to do it (more in the summary email).
- Also brought up the Ellis Island face projections.
- Suggested Lynn Connor as a script writer, who did writing for the Heinz Regional History center.

Faculty Walk-Around summary:

In general, the faculty focused on two things, our uniforms during the presentation, and their thoughts on the wall. There were passing comments about Jam-o-Drum Baseball and the trivia system, but they were pretty much what we expected them to be.

As far as our presentation went, the uniforms were a hit. In particular, the faculty liked how much enthusiasm for the project they showed. Based on the feedback I'd suggest that we keep wearing the uniforms for the remaining presentations. I'd also consider it to be a green-light for our "Now introducing the 2006 ETC Pirates project team..." idea if we have the time to spare in our other presentations.

As for the wall, the locker room idea was the most popular of our ideas. The bus and rival fan ideas tied for second with one vote each. We did not get any interest in the trophy room idea (the "Harry Potter Pictures" one), so I'd recommend dropping it and focus on pitching the other three.

Every single faculty member who visited us except for Brenda had varying concerns about feasibility. These ranged from Josh's "This seems like a tough problem" to Bean's "There's no way you can do this." Since there was such a unanimous opinion about scope, it gives me real cause for concern about the feasibility of the project.

Fortunately, we had two excellent ideas for how to manage our scope. The first idea was from Bean and had to do with the locker room concept.

The idea was that we could have baseball cards for the players with bar codes, RFIDs, or something else computer readable embedded in them. The idea is that there's a reader on each locker, and scanning the card gives a presentation about the player. This idea could help us in a number of ways.

- It is a novel interaction
- It gives a way to limit our scope by only having a few different cards a first
- It would make a non-linear exhibit
- It gives a way to keep people coming back by making it possible to release more content as time goes on

-It gives good takeaways to people visiting the exhibit. If PNC doesn't want to front the printing for the cards, they could charge a dollar for the latest pack or something with proceeds going towards maintaining the exhibit.

Scott also added that most locker rooms in ball parks don't have doors, which could also simplify the design. Personally, I think we should give these ideas serious consideration.

The other idea was from Brenda and involved expanding the dueling fans idea. In addition, this idea could also be compatible with the bus. The idea was to either make the wall into a team photo or a stand full of people. Most or all of the heads of the people would be screens (between a half-dozen and a dozen all together). Each person talking could have different stories to tell. Some people might talk about the more upbeat aspects, like how good of players they were. Some people could focus more on statistics. Some people could focus on the variety of the teams, the clown leagues, the integration, the numbers, and so on.

In addition, these people could have different attitudes about the league in general. The only direct interaction would be either weight or IR sensors that would tell the system which screens people are standing in front of, which the system would then use to choose videos to play. Brenda is confident that Lynn Connor could help us write the scripts, and in a couple days of filming we could have the entire thing completed. Again, this would meet the goal of making a non-linear interaction and would be expandable in the future, so it's something we should strongly consider.

Pre-quarter-semester presentation

\\randon\Pirates\Presentation Material\Presentations

File name: Quarter-semester Presentation.ppt

This is a very very basic layout of the 1/4 semester presentation. It covers: Project Overview; Client(s); three main things that we're gonna work on this semester; what's been done till date; what're the plans; it has quite a few pictures, and we have *more* pictures if we want to incorporate; guest testing; and all the research. Moreover, although I have included slides for budget, biggest risks, schedule, and need-help-on, they need more work.

Friendly reminders:

1. We need a background concept art/picture (Black and Gold) for the presentation.
2. Please look into the order of the presentation. Is this how you'd like to go about it? If not, please change it accordingly.
3. You guys will need to work together to decide upon the transitions of slides, and texts. I have not put any of the transitions, since you're gonna be presenting it.

4. Whatever text I have put in, is just to mention/incorporate that particular point. We can always use just "one word" instead of a string of text. You guys wanna collectively decide that. Also please work on the formatting of the presentation.
5. Phil and I were talking about ways of introducing the project: video footage; or steve throwing the ball from the back; or simply as all of us had earlier decided our-Ts. Decide upon that.
6. We're gonna have 10 mins. And they're gonna be strict about it. We wanna rehearse with time. Decide upon who's gonna speak of what.
7. There are no Q/A for this presentation.
8. I hate to be going out during the first presentation, I'm gonna miss the presentation; but the fact remains that Vegas is gonna be fun! :)
9. Thank you so much team for everything! I'm sure we're gonna put up an awesome show!
10. Oh and yeah, someone please be a scribe during the faculty walk-around after presentations. I'll miss doing that!