



# THE VOYAGE

PROJECT NEWSLETTER

February 15th, 2013

WEEK 5

## QUARTERS

During the past week, we primarily worked to prepare for our quarters presentation on Friday. To this end, we continued our product development process by hand-drawing a walkthrough of the experience on paper. This was then transferred to a digital representation by our teammate Daniel, which showed some general user interface themes, such as how navigation would work and potential color schemes. This document was very well received by the faculty and we look forward to continuing its development for use in playtesting as well as presentation to our client representatives.



upfront and presented to guests even before they get to the museums (limited information, with interesting teasers, might be best)

- What kind of connections would be most interesting (more off the wall and even fun or witty gems would be better than the more strictly educational)
  - The degree to which marketing the product is within our domain this semester (on the one hand, take ownership, on the other, create the product for them to market)
- We will now take their guidance, consult with our clients, and continue development.

## MOVING FORWARD

Next week, we are very excited for meetings our clients have set up with a wide-variety of museum curators. We will tour through the buildings discussing connections they see, their interests, and whatever else comes up. We are hopeful these discussions will be quite fruitful and serve to guide the project forward. ▶

## FACULTY FEEDBACK

Overall, faculty feedback was pretty solidly positive. All were enthusiastic in regard to the direction we had taken and with the level to which we had developed our idea. Our biggest questions for them revolved around the best ways to really entice people into the experience and get them to comment and become engaged in the community-building component of the project. We received a wide-range of responses to this, such as:

- The need to consider how much information is available

