Timeline:

Week 8 - End:

- Build user experiences, curate content, and test stability. (until the end)
  - Write any remaining C++ functions
  - Make the experiences pretty and bug free
- Building the user experiences is probably going to take the longest, as it is going to have some QA involved to make sure they are actually enjoyable. Lots of talking to users.
- Write documentation for the C++ library (until the end)
- Prepare for demonstrations

There won't be as much this week, as this is mainly a continuation of last week's journal that clarifies some of the things I discussed in last week's journal, and how they have progressed since then. In regards to that, nothing has really changed. I've been working on the documentation mostly, as the code is more or less in its final iteration; the construction, other than some pre-cutting and 3-D printing, will be done on site (and has been mostly done since spring break, I just had to wait on a delivery of more dowels to finish the portable pieces of the frames); the experiences, of which I will only have 2, have been outlined, and will last from 1:30 to 2 minutes each. All that I have left to do really is figure out what to write on the poster that will be shown to people before entering the "room", prepare for my final presentation/dress rehearsal/capstone fair, and work on the website. I'll make the poster in Illustrator, and it will mostly discuss what speculative design is and give an overview of the current state of Ubiquitous Computing and how my project aims to demonstrate the expressive potential of the technology. My final presentation, on top of discussing the progress of my project, will feature a demonstration of the user experience that I made for myself, which will be activated using a drumstick with an NFC tag on it. The demonstration will be reactive to sound, and will also have the capacity to record people singing along if they want to and play back that audio on subsequent sequences. This particular demonstration works better with more than one person, since people might not be too keen singing along by themselves. There will be a screen that features the lyrics, though, and the code will facilitate pulling those lyrics from the internet by using a Python library called "LyricWikia" or through getting Musixmatch to work with spotify (as that will also sync the lyrics, instead of having to try to come up with a way to sync the lyrics myself). Other than that, of course the lighting will react to the sound as discussed earlier, but based on the song I put into the experience, I will also use the mood lighting to supplement the music in a much more scripted way (but not in a rhythmic way, like the music visualizer will). The website will be hosted on Github, as I learned recently that they allow for you to run CSS on it, which gives a very wide range of customization options. Lastly, in terms of construction I was originally going to have each section of curtain secured between two poles and then I was going to arrange them like walls, but I realized that since the dowels were not all entirely straight, that I couldn't get the curtains to be completely flat, and they often bowed in at the top, therefore I decided that 4 poles will hold up all of the curtains, but instead of securing them to the poles, I will drill holes in the top of the poles and run a length of wire, and hang the curtains off of the wire so that it they are supported along their whole length, I will use the two extra poles to mount the music visualizer. I spent around 5 hours this week on the project, since I'm really

running out of things to do at this point. The next week will consist mostly of preparing for the final presentation, and the week following will be preparing for the capstone fair.