

OnePaceAway Video Prototype Report

Team Members/Role:

Brendan Emler - Group Manager

Yizhou Wang - Documentation

Haochen Wei - Design

Adam Mosher - Testing and Usability

Michelle Lim - Testing and Usability

Creation Process

We decided to segment the video into three parts, each one detailing one of the three tasks we previously designed. Starting with a general scenario before we began filming, we found it best to not have a set script and instead ad libbed our lines to keep a natural feel when demonstrating our prototype. In addition, the five of us have no acting experience and likely would not be able to memorize lines.

For demonstration purposes, we also created several screens for our paper prototype and set the interactions with it beside the footage we videotaped. This worked well because it showed our system being used in a more clear manner than paper prototype stop motions.

During the video processing we had to figure out how to do several different tasks in video editor so we could get the final product that we wanted. The two main tasks we needed to learn how to do was to clip sections from the recorded video, and secondly how to overlay graphics on top of our video segments.

Unfortunately, towards the end of the editing process we had a slight miscommunication within the team that led to a disconnect between the intro narration for the third task and what was filmed involving the scenario background. However, the task remains the same and we were able to successfully convey what we wanted to show in our design.

What was difficult

We were expecting that we could rent a video camera from the department, but we could not get one. In the end we had to use Haochen's personal digital camera to tape the video. Since we could not use a dedicated video camera device and a tripod stand, our video screen quality is not as good as we expected and the screen was very shaky at times.

Furthermore, because we are not actors and none of us have acting experience, we had some trouble with getting good takes. The "actor" would all too often have a hard time being serious and burst out in laughter.

Additionally, video editing was a very tedious process. A lot of the work that had to be done to

the video was very repetitive (creating and adding OneBusAway screens to the video) but since each screen had small details that were different then the previous one they had to all be done one at a time.

What worked well

One of the greatest things about our group is we work well as a team! Despite the difficulties from lack of acting experience and having to use a personal camera, we became incredibly efficient in working around it. Because we took the video during a Saturday afternoon, there were relatively few people around campus and we could easily find quiet and empty places to film.