

# HomeSense

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Video Prototype Report

CSE 440

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## How did you make it?

Austin borrowed a video recorder from his parents for us to use. We shot the video at Jimmy's apartment. We followed the script pretty closely because no exotic scenes like a mountain pass were necessary, just a house. No one made a script beforehand, we showed up and got the video recorder setup, and started shooting. Everyone had a good idea about how each scenario would play out, so we did two or three quick run-throughs of each scenario before we shot it.

The only thing completely thought out ahead of time was the prototype itself; Jimmy drew the design before we met up to record the video. We discussed ahead of time during our meeting what we thought the prototype would look like and it followed from our design sketches from the Task Analysis report.

## Any Interesting New Techniques You Came Up With?

We didn't use any new technique that wasn't already discussed in class. Whenever we interacted with the prototype, we recorded some of it twice; once while zoomed in close on the prototype and once zoomed out with us in the picture. We taped the prototype up on the wall just as we envisioned and interacted with it up there directly.

## What Worked Well?

Not having a written script worked pretty well for us. It saved time and helped us act as naturally as possible. We did a couple run-throughs before each scenario and discussed what we thought we could improve with each other and would all pitch in ideas to improve our performance or script.

All video was shot with a tripod; this helped keep the video recorder steady so that when we splice together clips, the prototype is in the same location on the screen. It also helped give a sense of uniformity to all scenarios.

We used umbrellas to show that it's raining outside, even though the video is clearly done in an apartment. We think this is sufficient to show that it's actually wet outside the door, even though it clearly isn't.

### **What was Difficult?**

It was difficult coordinating time we were all available long enough to record the video. Even the morning and day of shooting we had to reschedule because of scheduling problems. It was also surprisingly difficult to use the video recorder because it was borrowed and Austin wasn't familiar with it himself. (Trying to record video to external instead of internal memory was extraordinarily difficult because of the device's poorly designed menus.) Editing the video proved more difficult than anticipated because collaboration wasn't possible unless the people working together were physically next to each other, which is hard to do late at night when we're usually free and working on the project.