Appraisal Report

Tangible Solutions
Beast of brisbane

This is an exciting project and so far it looks like it's coming along nicely. The design of the overall project seems to be very functional and easy to use, however how the animation and drawings are designed are unclear right now and may have a big impact on how people view the installation. Having the right person draw the beast could make a big difference in how people respond to it. It looks simple to use however it seems like it could be difficult to distinguish between different types of data with just the glove. Other than that it seems nice and straight forward. This group appears to be doing quite well, the only suggestion for improvement other than what has already been said would have to be that the team should possibly consider how to teach new users how it works without a detailed explanation.

Team Sign Play
Sign language

This project looks fun to use and looks like it would really appeal to kids. The holographic element really adds a lot to the project as they're not very common so i could see it drawing a lot of attention. It would be interesting to see some more options such as making a rabbit with your hands. The design of this project seems to be really well thought out and it's great that the prism can display different things on different signs, it adds a lot of room for creative ideas down the road. If there weren't such tight time constraints it would be interesting to see a multi user version. Having said that this project currently seems like it could be legitimately really useful to people learning sign language and does it in a way that makes people want to engage with it.

Team Good Vibes
Mini mozart

The prototype for this was really interesting, and really helped visualize how the final project will look. The design is so nice and simple, it looks like anyone could work out how it works just by playing with it for 30 seconds which is perfect for something like this. Even though all the functionality wasn't there in the prototype I would love to see some more variation in the way the sound changes. Being able to control the volume seems like it could cause some issues with being either too loud or too quiet at the demonstration and whatever motion controls the volume could potentially be better used to control a different aspect of the sounds. Perhaps if the z axis

controlled pitch instead of volume and x & y were for notes it could produce some interesting results.

Team X
Visualized data for exercise

While it is unclear what the visualization will be as the end result, the idea is genius as i'm sure anyone would find it easier to exercise with a little more motivation. It seems like there are some good ideas for the design however it might be interesting to have different visualizations for different exercise goals. Even if this project will just be used on a treadmill I'm sure it wouldn't hurt to have some variety to keep things interesting. Overall the concept is really good it all just comes down to how the visualizations are going to be implemented to maximize motivation.

Team Swift
Huggable tree project

I just saw the new storyline that you guys uploaded. It looks great! The idea of hugging trees does give a soothing effect, giving it a close contact with nature.
So from what i understand, this project also allows you to record your message. So the most important thing would be who is going to review this and upload it to the 'tree'. It would be nice to also inform users to put nice and encouraging words as the recorded message. This can promote wellness / goodness.
You can craft the tree to shape it with soft foam for a nice hugging effect.
What i suggest is to make multiple 'holes?' on one tree. For example, one high one for adult and one lower one for childrens. This way you can filter out adult and children as they might have different topics to understand.

TaleWeavers

Space travel immersion

I love your idea of creating a controllable planetarium where you can move from planet to planet and navigate around looking at the stars. I personally love planetariums.
What i suggest is for you to make it wider as i feel the size of the dome is not big enough to have a more immersive feeling. As you are going to project the space onto this dome, do know that the curves of a screen requires multiple projectors to display the image or else the image might get warped.
Also, for the story line if we are following your initial concept of having an interactive storytelling application in the first place, what i suggest is to create an open world story by yourselves and allow players to move around to collect parts or clues left around the planets. Then they can pick them up and it will form a story by itselves, like how different options they pick will lead to different outcome. Of cos, to make this a positive effect, no bad endings.

Not a Robot

Congrats on being by far the most advanced looking team, I think putting effort into the head design is a good choice and will net you better response from audience. Im not sure if you guys have stated your opinions about audio, but i think it would be a good idea if you gave the robot the ability to transmit audio as well. It will be able to compensate for the physical movement limitations of the robot.

Team Zhu

It’s an interesting concept where when users walk into this zone, a bubble form and they can interact with it. What i feel about this is that you have to choose a company that has or promotes good inter-people relationship (for example Google). Some company might not have the time or even care about the bubble beneath their feet(like my company i worked in before). Any way about the concept idea, as you are using a projection from top down, will shadows block the floor images? The room has to be dimmed a little to allow a clear picture to be displayed on the floor.

For interaction, i suggest creating simple games should the users want to interact for example a simple ball kicking game when they shake hands and it starts (for the soccer season). Or 2 elements combine like water and plant bush to make it grow big and flowers bloom.
Good luck in coding as it seems that the tracking and distance is super hard to code.

Wearables
A wireless doggy answering watch

Interesting concept about a wearable for children that can answer questions for them. However, the list of questions a kid can ask could be very very challenging. A lot of revision needs to be done and also a very big database to collect questions and answer is needed.
Problem i feel would be, will kids be able to speak full sentences? You might need to work around picking up main words that can form a sentence which the AI can understand.
Your main concern is to use your prototype to interact with children to collect data, hope you manage to capture lots of information. I feel that the best answer to be given to a children is still through the parent's mouth. Maybe you can put it into your proposal that the parent and children could both be using this wearables together. (forming a good child and parent bond) Then when the kid ask a question, the parent can then divert the question to the device. This also helps when the answer given might be too hard for the kid to understand.
Another idea i have is to add a push button on the paw of the doggy, should the kid finish asking the question, he/she can push it to submit the question. This also eliminates away your problem with the AI trying to interpret noises.

TheHotBods

Design-wise I think much of the major problems such as kinect detecting two hands close together already have acceptable workarounds proposed in previous feedbacks. Usability is indeed a problem here, perhaps you could have a demo video nearby. Another suggestion would be to search for “Affordance Design”, it may help. Shake hands to begin may also be used as an ice breaker. Building upon that, making a joining animation which reacts as they move apart would indicate that they should keep their

hands together. I’m assuming the participants would be resting their hands on a platform, e.g. a table. Having a slim table, causing participants to be naturally closer together might help. Animations could be used to help users navigate the system.

SecretGarden

The design looks pretty solid but I think its quite similar to the previous years project Pete was talking about. The addition of the vibration was a good one, i'm assuming you would be tailoring it to match the heart rate of the person holding it as well. Also as I recall, someone mentioned using heat as well, in my opinion it seems like worth a try if you have extra time in your schedule to do it. For usability, you probably won't run into many problems getting people to understand it intuitively. It might be a good idea to focus on the vibration and tailoring it to be as lifelike as possible.

StoryTime

You guys seem to be really quick in progress, which is good I guess because your project seems pretty tough. Good job on the presentation, the addition of introduction section is a good idea to get players familiar with the mechanics of the game, however, you may encounter problem where users lose interest. Since it is a multiplayer game, from personal experience, I feel that the odds of participants losing interest is higher. Imagine yourself doing an introduction in a single player game and now with a friends. A workaround this issue might be a quick and concise introduction, or make the introduction blend straight into the gameplay section.

Team Safe

Bold idea you have there to put a “disco ball” into a bus stop. It seems the most pressing issue with the idea is “How to get people to participate”. That would be by far, your biggest problem, but I am sure you are already aware of that. Perhaps you could brainstorm along the lines of “People are more comfortable performing activities in groups” and “Intrigue people till they do not feel anxious”.