

Participatory Design

Overview

We had three sources of participatory design in our project. One of these came from a Reddit thread we posted early into the year. This can be found at:

https://www.reddit.com/r/Filmmakers/comments/60h8yy/im_making_wearable_audio_tech_to_aid_film/

Another was a conversation with a Georgia Tech student who works a lot in film, and the last is an assistant director for professional films.

Reddit

When we initially posted this Reddit thread, we had just had our meeting with Dr. Gandy and were looking into modifying our project idea to align more with the expectations. With this thread, we found that the Boom Mic Positioning System idea was relatively well-received, though it did get its fair share of criticism. One commenter in particular mentioned that experienced boom operators wouldn't really have the need for such a device as they are "camera-aware", but stated that it could certainly help in the context of an amateur. We addressed this criticism by altering our design to include more cohesion within the film team. Since it was brought up that complex shots, even for experienced boomers, were tough to handle, we decided to expand our Boom Mic Positioning System by adding a small feature where the cameraman could send a cue to the boom operator that he's preparing to move the camera or pan out. This could be managed with some non-clashing audio indicator on top of the Boom Mic Positioning System.

Student

The student, we feel, offered valuable feedback as to how practical our product would be. He mentioned that only professional productions can afford to have a full-time boom operator, because most of the time the person in charge of the boom is also tasked with sound mixing. For this, he advised that the sound feedback should be non-invasive. Additionally, he suggested that we should focus more on altering the rate of the beeps as opposed to the amplitude. We addressed his criticisms by doing just that in our considerations for changing the amplitude versus the pitch.

Assistant Director

In this phone conversation with the AD, we discussed the viability of our Lighting and Rigging Coordination system. He mentioned that in his experience a lot of the time in lighting is lost,

not through the initial setup, but through the iterative process of adjusting everything according to the DP's demands. While noting that every environment is different, he advised that such a system would be best if it were to include a channel to update and reissue tasks. The biggest problem, according to him, was knowing whether everyone was on board with what they are supposed to do. Our considerations for this are reflected in our UI mockup where we attempt to satisfy the functionality of reissuing tasks to the lighting crew.