IPRO333
Spring 08 Mid-term Report

1. Revised Objectives

Our objectives have not changed since the original project plan was formulated.

They are as follows:

- This project strives to deliver scientific and tangible modules targeted at an eighth grade level.
- Modules will introduce material supplementary to the science curriculum.
- Interactive modules will engage users, and ultimately raise attendance at the Museum of Science and Industry (MSI).
- Modules will reflect the results of user testing, research, and analysis.
- Modules will supplement preexisting or future exhibits at MSI

2. Results to Date

Our IPRO is divided into three sub-teams, each developing a separate flash module for the MSI website. Each team has completed the following tasks relating to their goal:

- Integration of new team members into existing teams.
- Improvement of existing gameplay elements, educational content, and graphics based on user testing data from previous semester.
- Development of appropriate content for upcoming user testing sessions.
- Completion of proposal for revised module delivered to our contact at MSI.

The first phase of our design development was to establish a direction for each module and submit our changes to MSI for approval. This phase has been delivered to the museum successfully.

We have completed the first phase and are beginning the second phase, which focuses on physically developing the modules. We have held one session of usability testing with IIT students and we are planning a session of usability testing with eighth grade students following the completion of the development phase. By the end of the semester, we plan to have all three modules fully complete and delivered to MSI.

The remainder of our work for the semester will consist of completing the development of the visual, gameplay, and content elements as planned, then assembling them into three finished modules which we can then test and deliver to the client.

3. Revised Task/Event Schedule

Our schedule remains largely unchanged. A Gannt Chart is attached.

4. Changes in Task Assignments and Designation of Roles and Team Organization

A) Team Organization

There have been no changes in assignments in team organization in the subgroups, as tasks proceed smoothly using the original designations of roles:

Module	Leader	Content Manager	Designer	Developer
Energy	Monica Smith	Monica Smith, Susan Mallgrave	Andrew Hofland, Laura Rodriguez	Joseph Nicorata
Genetics	Daniel Price	Elizabeth Moss	Eri Suzuki	Daniel Price, Kristina Lakiotis
Machines	Marc Huh	Marc Huh, Joe Carden	Joseph Kaiser	Patrick Aubin, Janusz Nosek

B) Subteam Roles
There have been no changes in specific subteam roles, which are still defined as follows:

- **Leader**
  Organizes and oversees flow of work of specific module
- **Content Manager**
  Researches and compiles content for specific module
- **Designer**
  Creates design ("look") of module and supplies graphics
- **Developer**
  Writes the code for each specific module

C) Current Team Member Roles

All roles remain unchanged, and are defined as follows:

Meeting Roles

- **Agenda Maker:** Hannah Cho
- **Minute Taker:** Elizabeth Moss
- **Time Keeper:** Monica Smith
- **Master Schedule Maker:** Hannah Cho
- **Igroups Organizer:** Andrew Hofland

Deliverable Roles

- **Project Plan** (submitted): Monica Smith
- **Code of Ethics** (submitted): Kristina Lakiotis, Joe Carden
- **Midterm/Final Reports:** Joseph Kaiser, Susan Mallgrave
- **Midterm Presentation/Slides:** Joe Nicorata

- **User Testing:** Marc Huh, Daniel Price, Laura Rodriguez
- **Meeting Minutes:** Elizabeth Moss
- **Project Documentation:** Hannah Cho
- **Website:** Andrew Hofland
- **Posters/Brochures:** Patrick Aubin, Janusz Nosek
- **Client Deliverables:** Eri Suzuki

D) Revised Gannt Chart

See Attached Document

E) Project Budget

Estimated budget figures remain unchanged, at approximately $250

5. Barriers and Obstacles

To date, work has progressed smoothly for the most part. It is felt that team members who were in Fall 2007 IPRO 333 learned from some early mistakes, and current semester team members are reaping benefits from this earlier learning curve.

An obstacle for the energy team has been that it has taken more time and effort to successfully research alternative energy costs for the module than was originally thought to be necessary. There are many variables involved in assessing such expenses.

The decided-upon strategy is to meet with IIT faculty members for guidance and advice on costs related to various sustainable energies.

An obstacle for the genetics team was the selection of a reward for each student once they complete playing the module. The team wanted to give the student a set of points, but was unsure how to include this feature. They discussed having the student print out a certificate, but decided that eighth graders would consider this rather beneath their age group.

The decided-upon strategy has been to create a survey that each student can print out at the end of the genetics portion of the module. This survey can be used with family members, to determine who inherited dominant and recessive traits in their own families. However, there is some concern that this strategy may not be entirely politically correct, as many children do not live with their biological parents. The team is waiting for feedback from proposal sent to the client, to determine if they should keep this form of reward.

An obstacle for the machines team was their desire to make their module very educational content heavy, rather than focusing on mostly entertainment
purposes. At first the team members wanted to give the student users text-based "word problems" in the game. Stephen reminded them, at the Museum of Science and Industry client meeting on February 8, that the main priority was for the game to be fun and interactive. So the machines

module was redeveloped, to merge the graphical adventure with animated graphic puzzles with which the student can interact. They feel the proper balance of enjoyment and interaction has been reached.

IPRO 333 faces a few known challenges in the remaining weeks of the semester.
Each sub-team recognizes that they must balance the suggestions from user testing with the comments they receive back from the client.

The machines team expects to run into a time constraint problem, in terms of fully developing the game, as they did a major overhaul on what had been done in IPRO 333 in the Fall 2007 semester. They have only one developer to code the flash, and he must work quickly. They are investigating having other members of their team learn flash to aid with the coding process; another alternative might be to find help from other IIT students, outside of the IPRO.

6. Midterm presentation Slides

See attached