

INTERACTIVE WEB SITE MODULE DESIGN

FOR THE MUSEUM OF SCIENCE AND INDUSTRY
IPRO 333

For more information

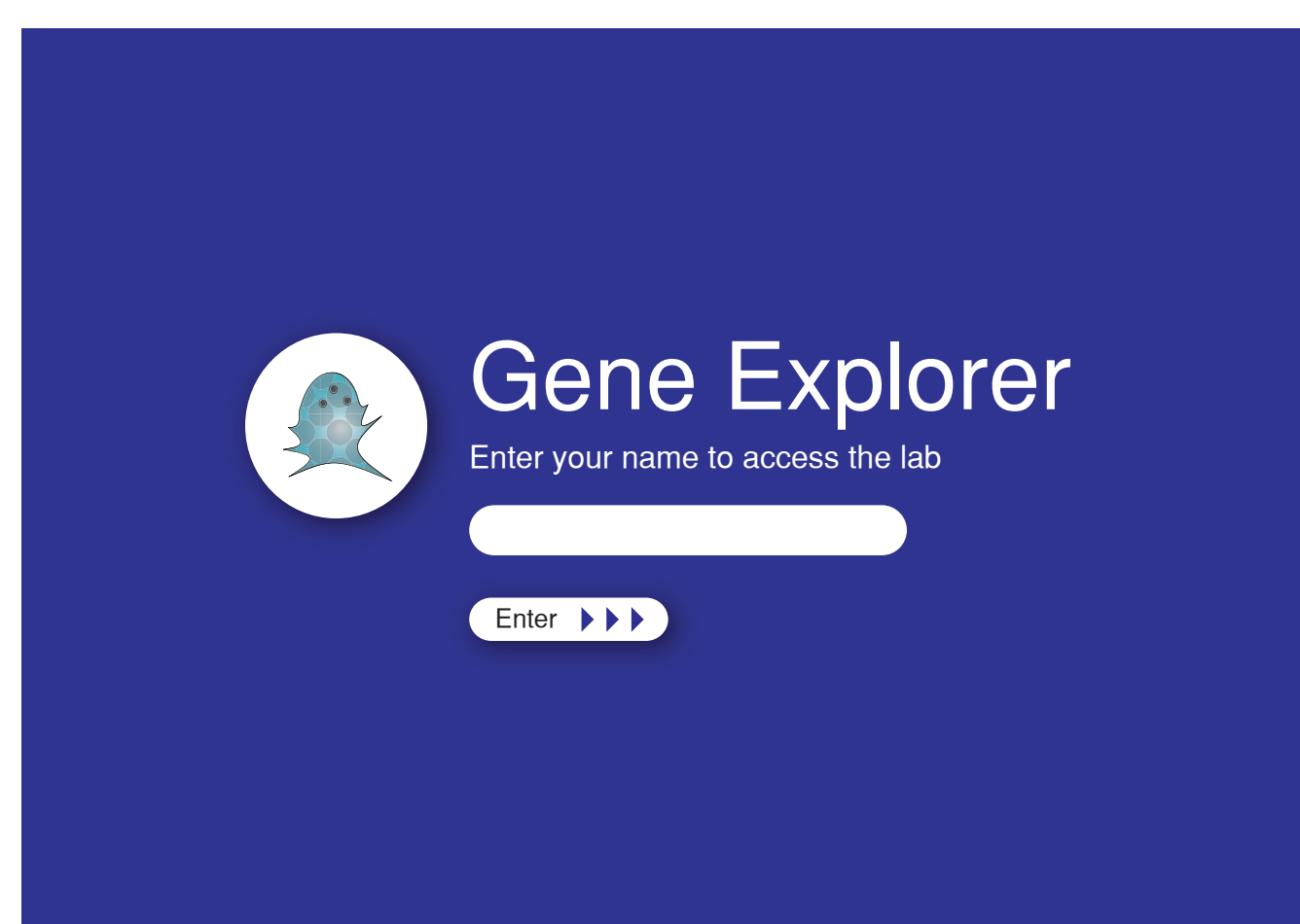
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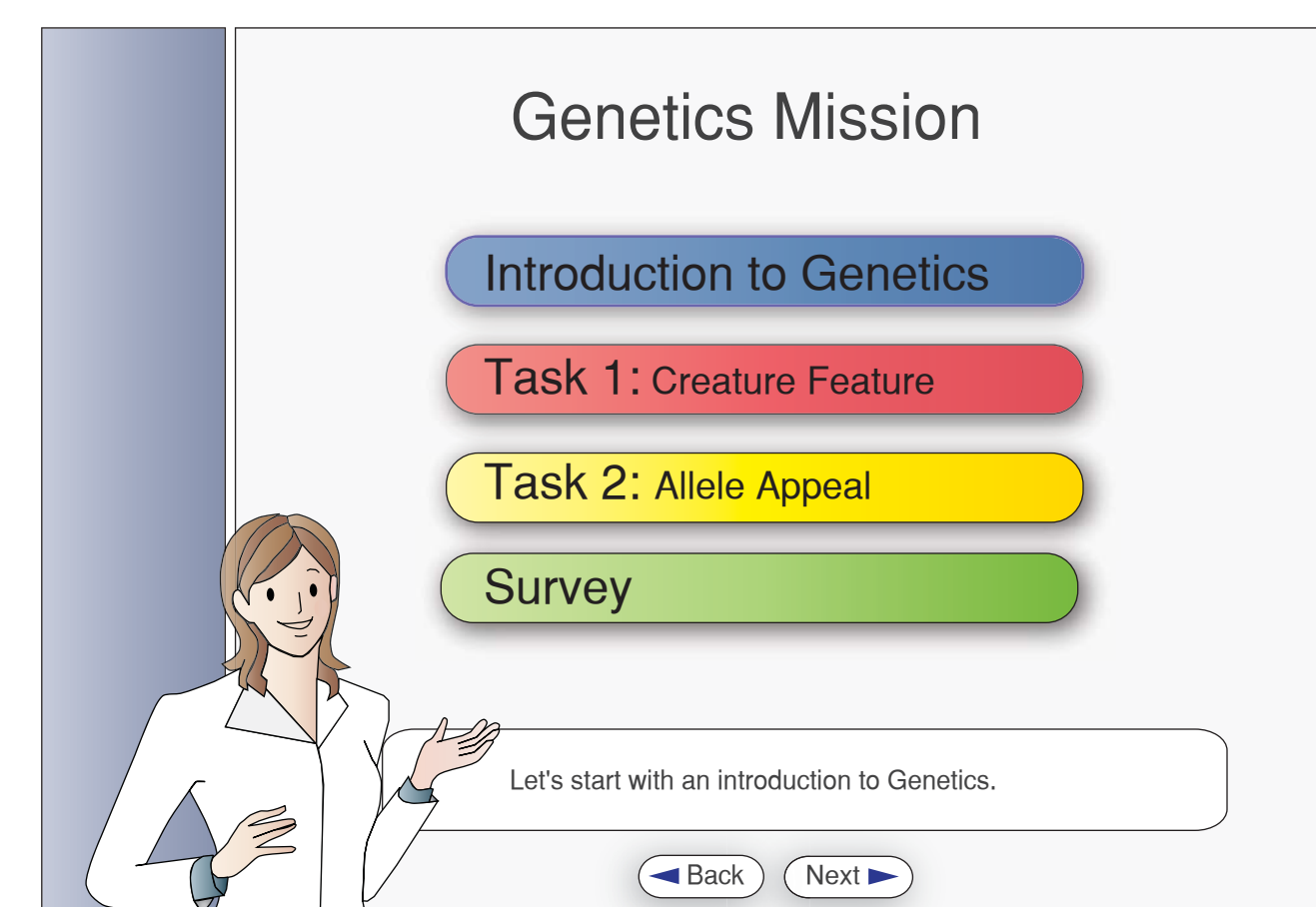
FINAL MODULE 1 GENETICS

GENE EXPLORER

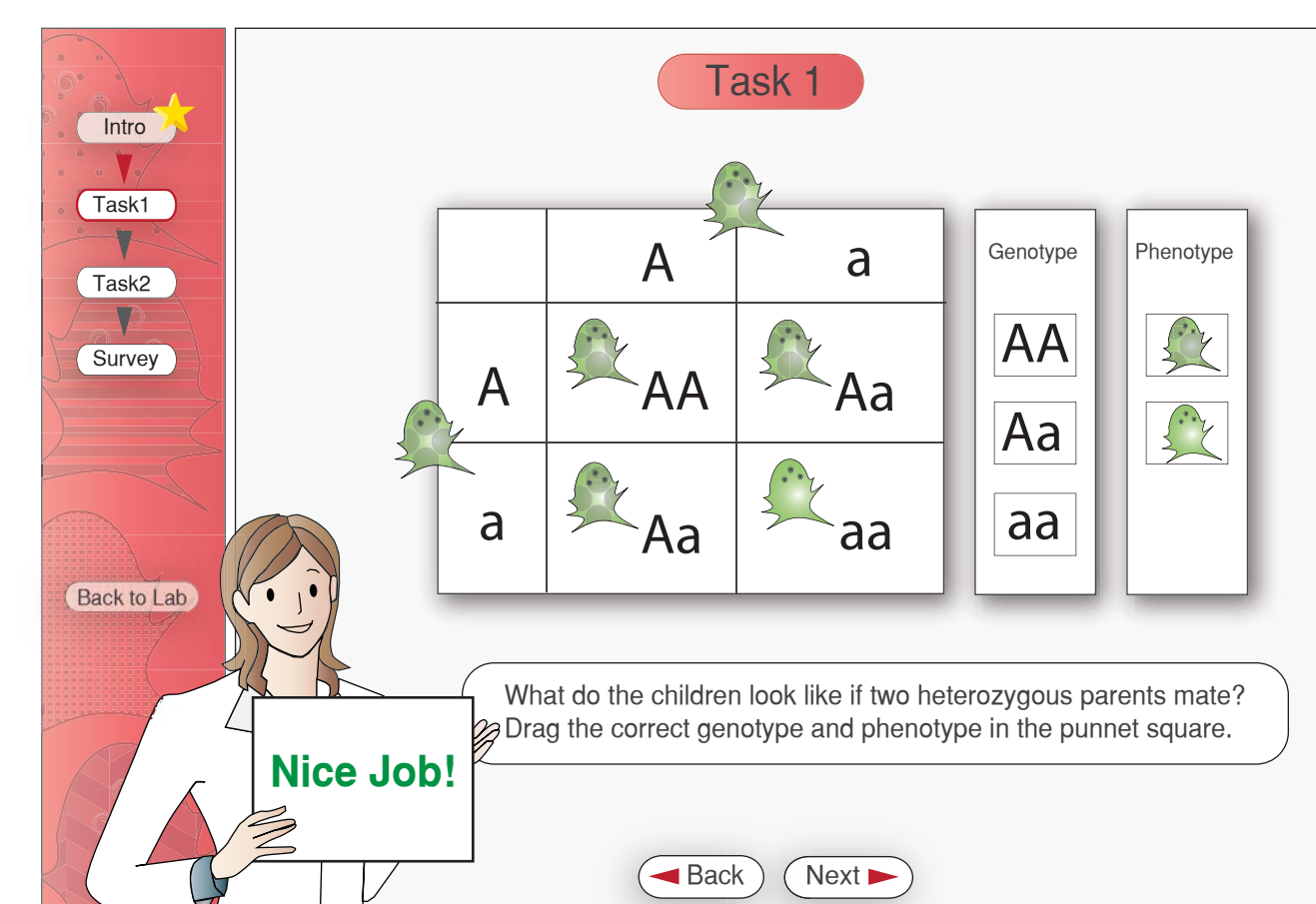
Users will help a scientist's genetics research by participating in a series of interactive mini games and tasks on topics of heredity and human traits to become gene experts.



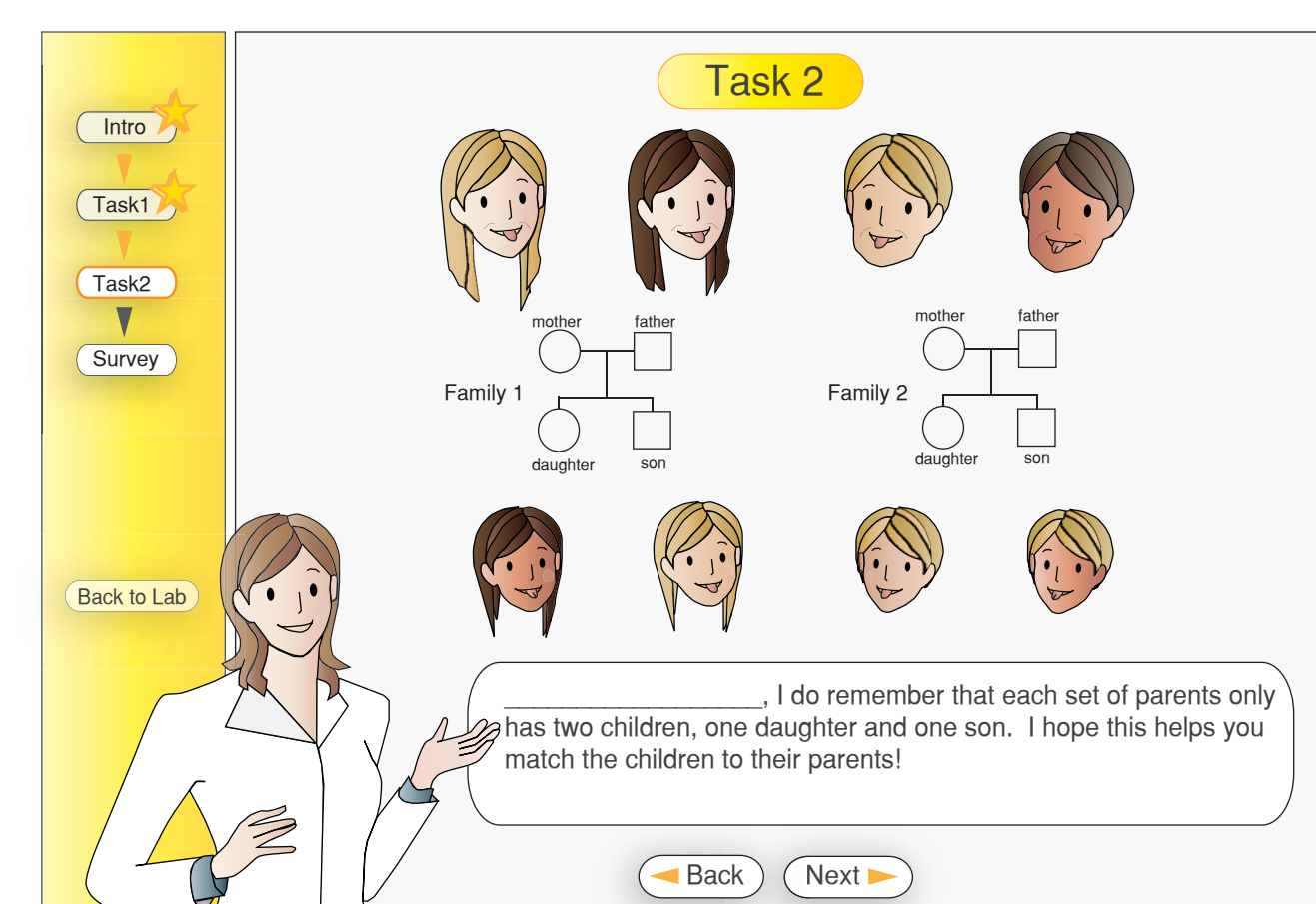
Title screen



Main screen



Task 1: Creature Feature

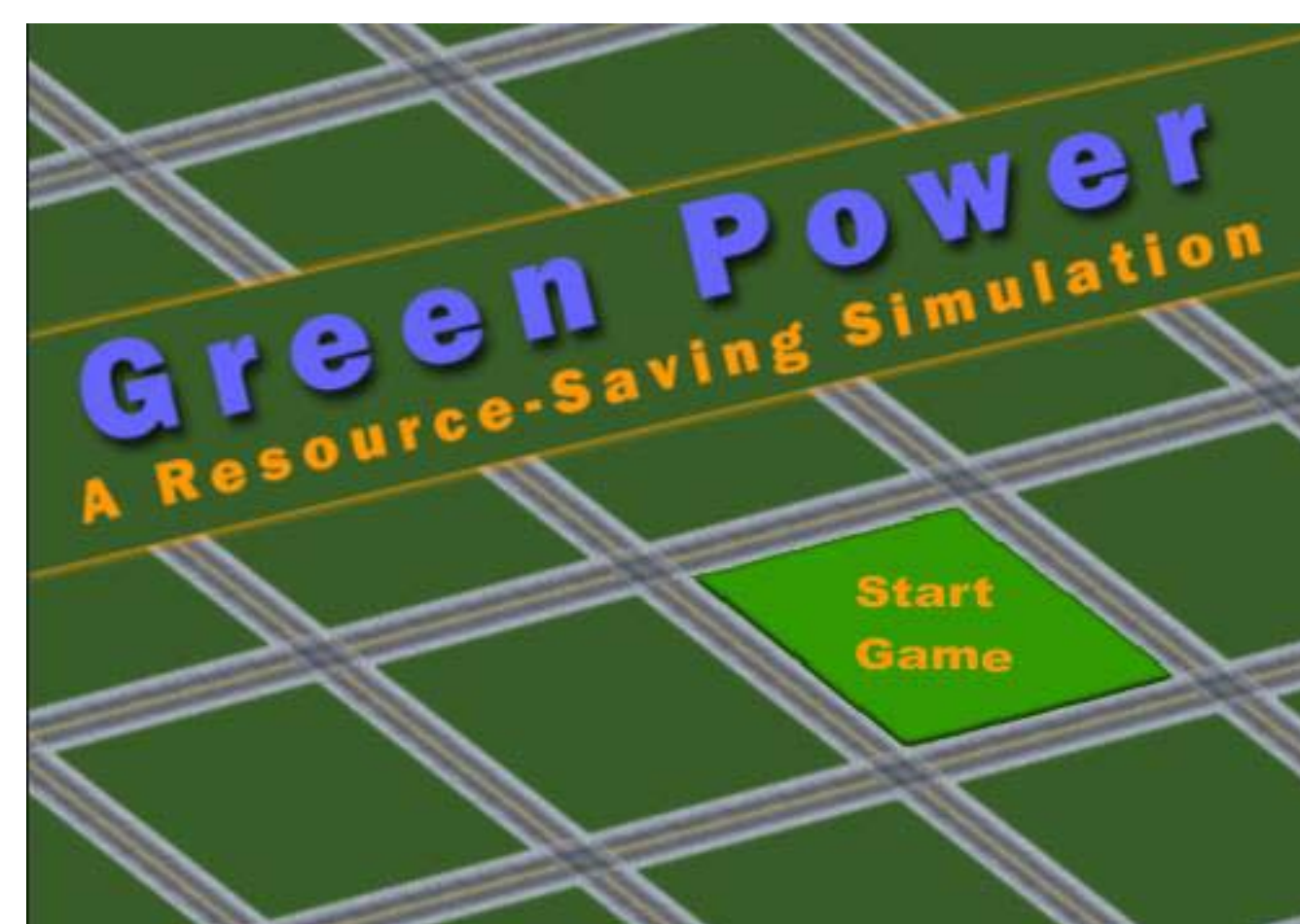


Task 2: Allele Appeal

FINAL MODULE 2 ENERGY

GREEN POWER

Users will practice using different energy harvesting methods while learning about cost analysis and how the preferred sustainability energy technology varies depending on location.



Title screen



Location selector



Main screen

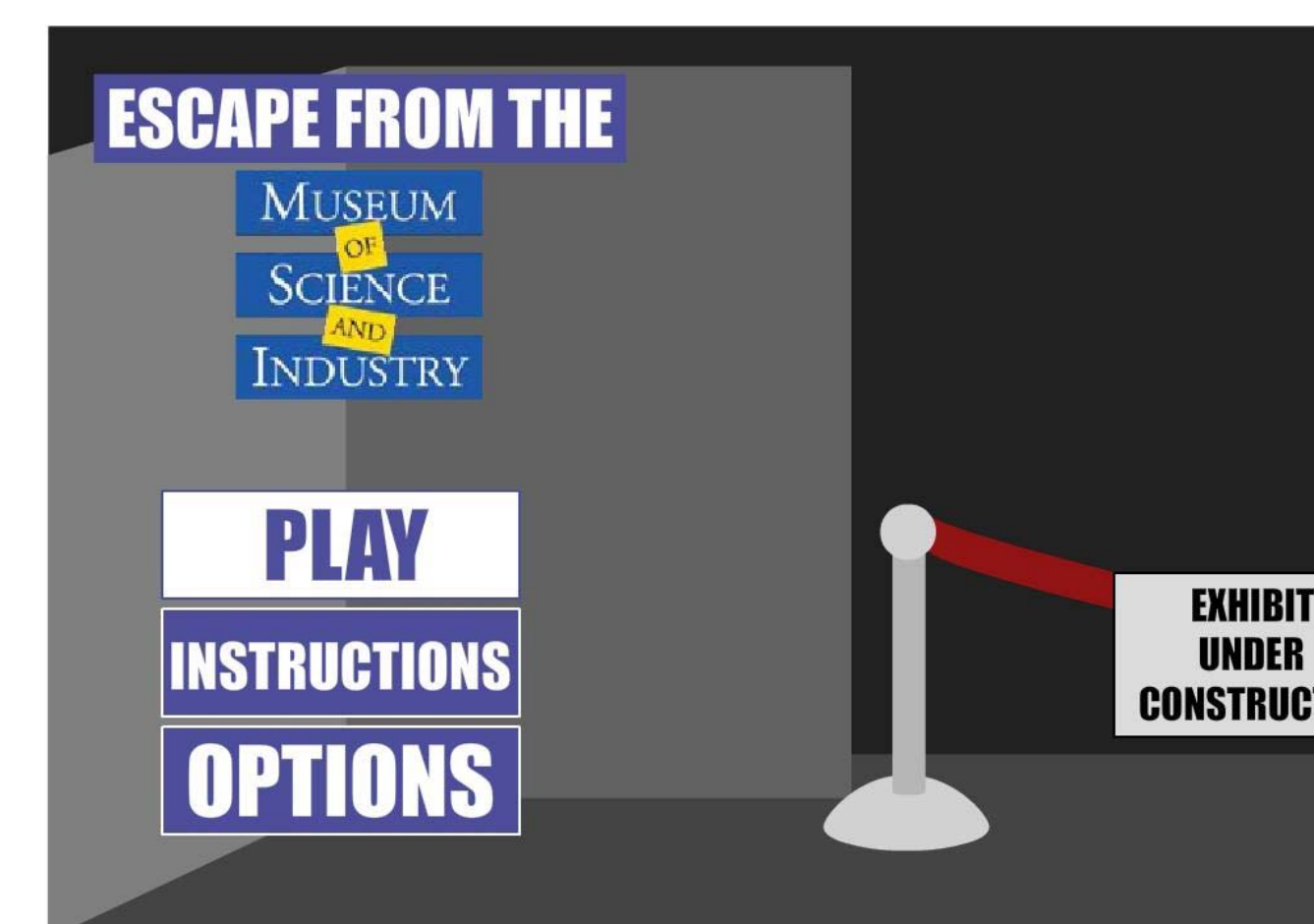


Energy selector

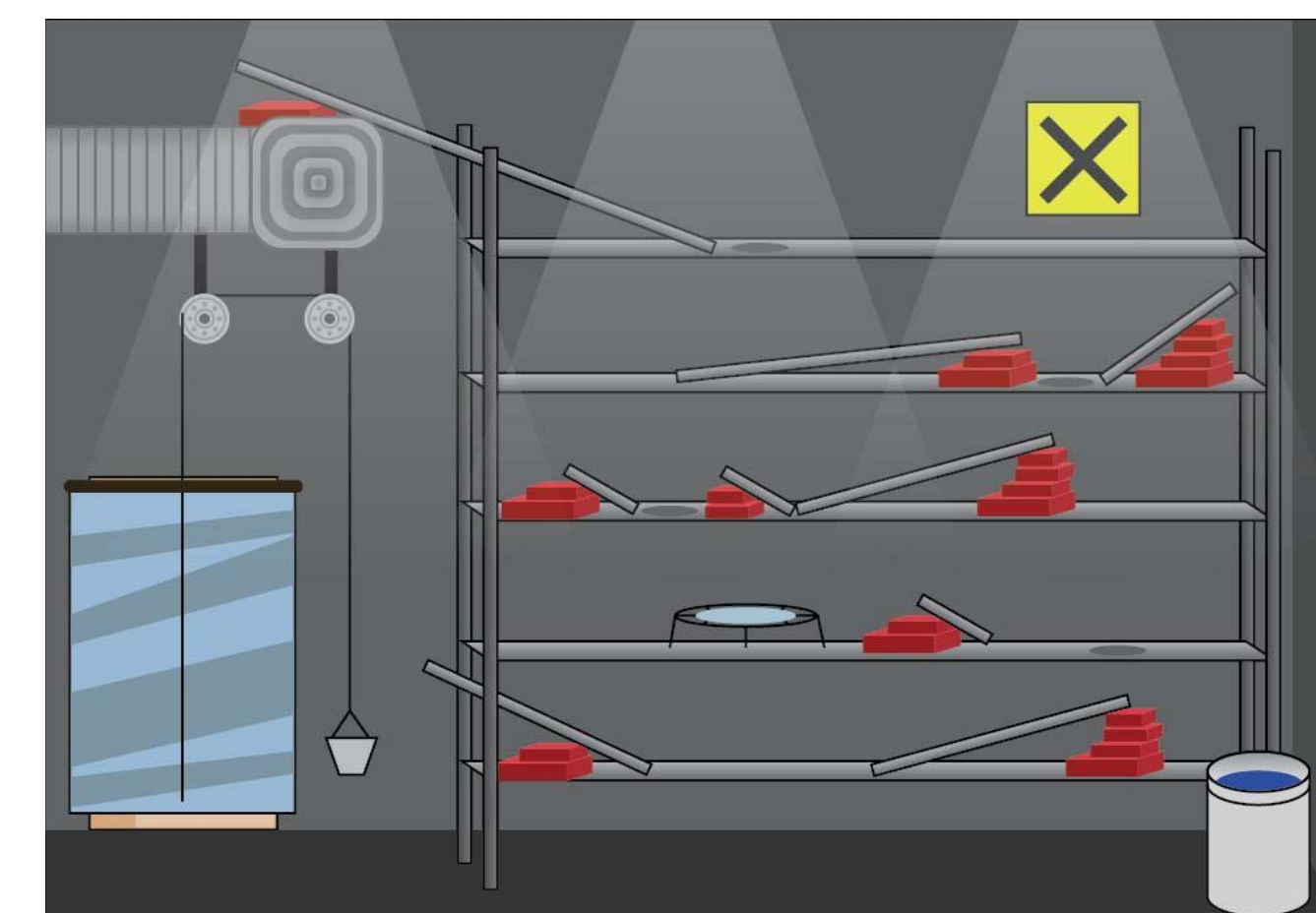
FINAL MODULE 3 MECHANICS

ESCAPE FROM THE MUSEUM OF SCIENCE AND INDUSTRY

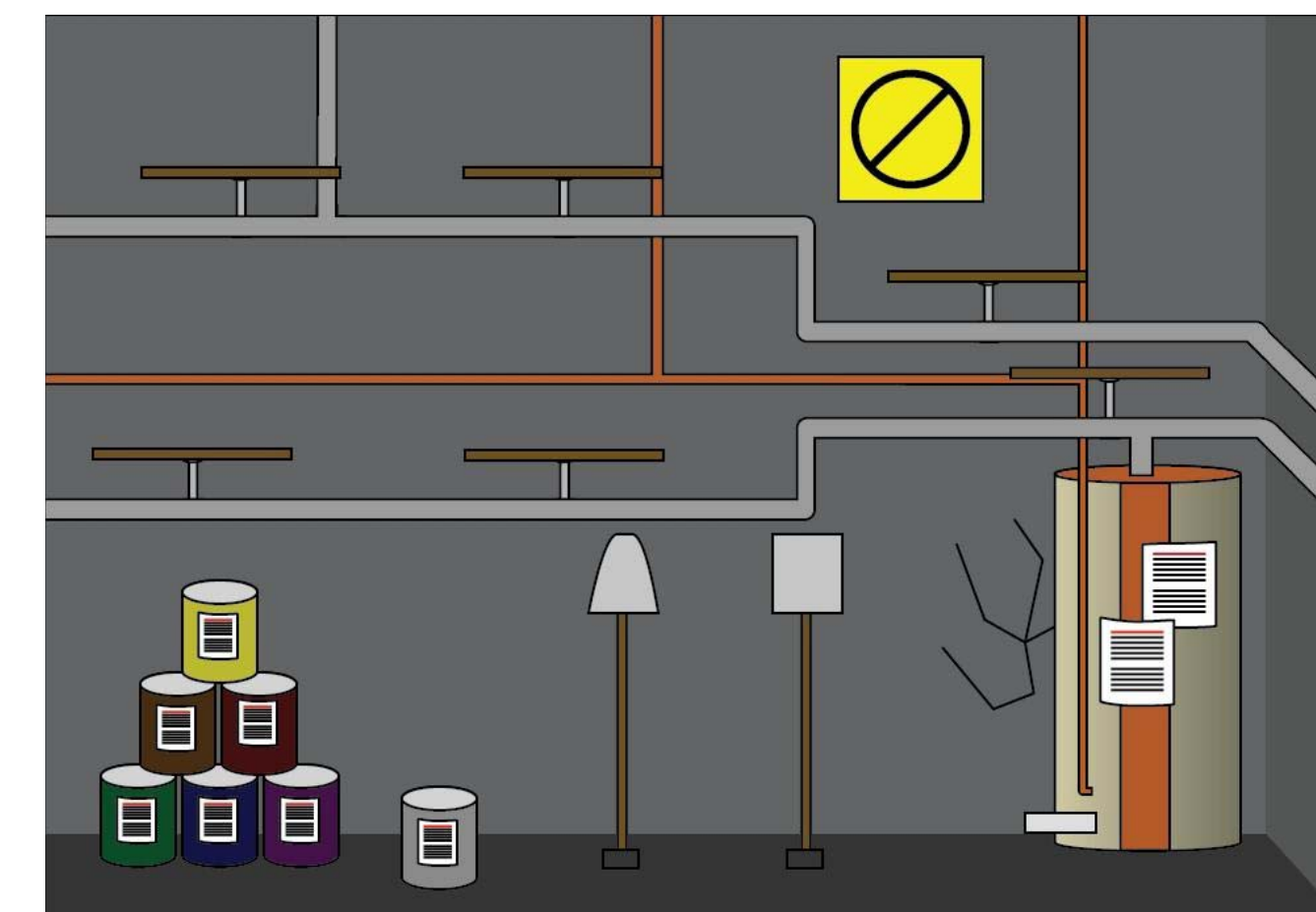
Users will play with simple machines to learn basic principles of physics to escape a virtual exhibit at the Museum of Science and Industry.



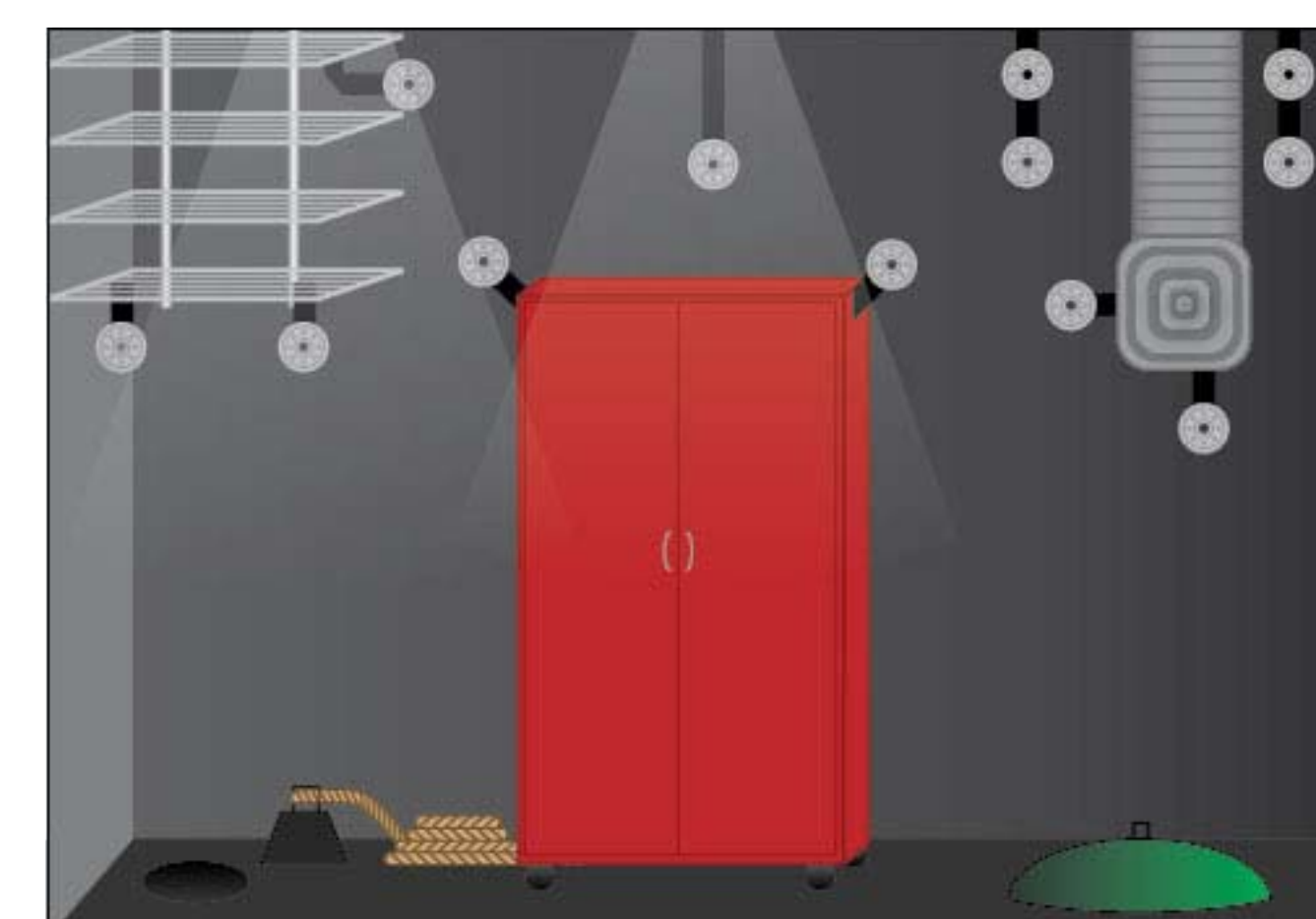
Menu screen



Inclined planes



Levers



Pulleys

USER TESTING

1. BETA TESTING ILLINOIS INSTITUTE OF TECHNOLOGY

Beta testing was conducted on March 6th on three modules at their first stage of development to retrieve input from IIT students.



- Purpose of Beta-Testing:
To get an initial feel of how people will interact with the game, what functionality would be most interesting to users, as well as to get feedback on introduction, content and general idea of the game.

2. USER TESTING JOHN C. HAINES ELEMENTARY SCHOOL

User testing conducted on April 10th was made possible by the generous help of science lab teacher Bridget Dziedzic and her students at John C. Haines Elementary School in Chicago.



- Determined the topics covered in user testing,
 - Graphics
 - Colors
 - Easiness
 - User friendliness
 - Entertainment value
- Developed user profile document to identify demographics, familiarity with subjects, computer and video games.
- Developed debriefing questions to find out if users like the game in general. The team wanted feedback concerning how fun/easy it is to play it, and how entertaining it might be.
- Developed a script so that every person will be told the same exact thing about the game. This would prevent some users having advantages over other users.
- Developed focus group questions (for Haines School testing only) to talk about
 - the idea/aim of the game
 - how easy it is to understand and follow it

Overall, it was important to find out about the things they like and dislike about the game, as well as suggestions for improvement.