BGM Sync

Presentation

How did the team say it - How do you feel about the delivery of their presentation?
15 responses

- 🔵 Exceeds Expectations on How They Said It
- 🔴 Meets Expectations on How They Said It
- 🟠 Below Expectations on How they Said It
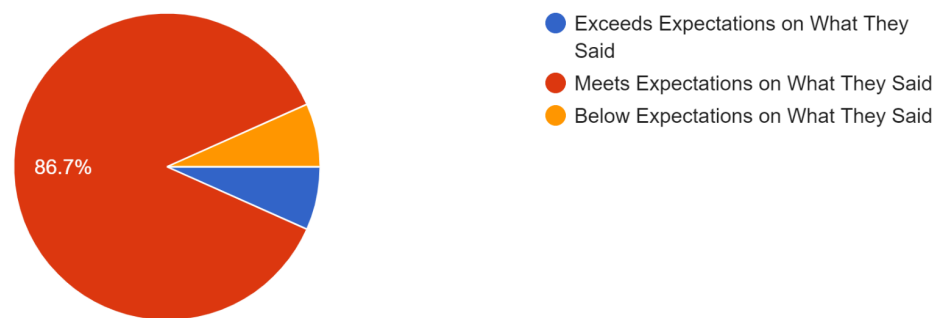
33.3%

60%

Feedback on How They Said It

- Much of the text was so small it was unreadable.
- I quickly became lost. I'm very unsure what you are trying to do and how you are trying to do it. I understand the big picture goals, but I have no visibility into how you are doing it. Stefani's section was understandable. It didn't help in general that the diagrams needed explanation as well as your ideas.
- I am not sure I totally understand what the team is doing and how that is different than other systems. Work with you advisors on the clarity of all of this for your final presentation. Maybe create a nomenclature that helps to explain your implementation?
- Well presented.
- After their first demo they said it wasn't sync'd on playback but it was sync'd when they recorded it. Could this have been fixed ahead of time or was it a surprise on stage? Either way, testing should have exposed this and they should have fixed it beforehand.
- good energy, watch talking to confidence monitor
- Clean slides. Demos were good, but curious how many in the audience got what you were trying to communicate.
- Nice to hear your presentation as well as see it.
- Wait, this first thing is an edited video? Be more clear about that.

- The problem is really confusing, and the verbal description isn't working for me, even though I have enough technical and sound background to understand it. A diagram showing input / music / time would work better to explain the challenge
- Presenters are talking rather fast, which doesn't help things.
- "As you can see" - um, no. I can't see.
- I know this is an incredibly technical project, but it's tough when event the faculty with a fair amount of audio background (like me) can't understand exactly what's going on. I feel like the team needs to get better at communicating the details of this project in a way that helps the faculty really understand what they are achieving and how they are doing it. It's easy for the team members to get lost in the weeds and forget the bigger picture.

What did the team say - How do you feel about the content of their presentation?
15 responses

- Exceeds Expectations on What They Said
- Meets Expectations on What They Said
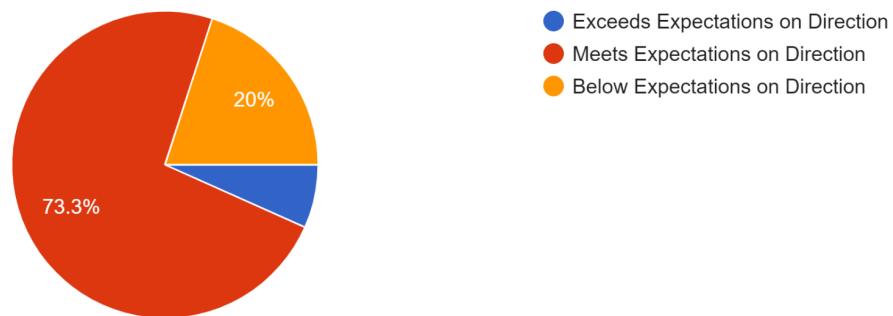- Below Expectations on What They Said

86.7%

Feedback on What They Said

- I have no way of evaluating this question. I was lost. However once Stef's section arrived, I felt as if I had a base level of understanding. I wish that section had come first.
- Pipeline breakdown was helpful. The different state demo worked well, but not sure the difference between this and the demo at the beginning with visuals.
- I was a little confused at the beginning about what were examples from other games vs. what they had produced.
- How is the animation sync'd to the music? Understood a lot about how the music changes with modes, but not how the animation is created and sync'd.
- examples help make your goals more clear, although still confusing, good explanation of what it's a hard problem, nice breakdown of your soundtrack
- Good pipeline explanation
- Good that you are showing how this challenge changes the production workflow
- I think a lot of what I wanted to know was answered somewhere in the presentation, but I had to do a lot of work to understand it. Even now, I have a lot of questions that I'd like to sit down with the team and talk about.

Product

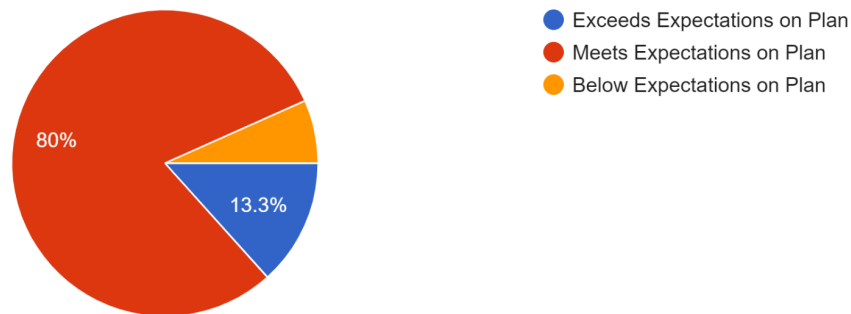How excited are you about the team's direction?

15 responses

- ● Exceeds Expectations on Direction
- ● Meets Expectations on Direction
- ● Below Expectations on Direction

20%

73.3%

Feedback on Team's Direction

- ● Does the team want the audience to hear these changes or just feel it. Are there more aspects of music theory that you can leverage to create a better musical experience. Currently, the transitions feel very disjoined.
- ● good focus, but not sure you're meeting your goals
- ● Not sure exactly where you plan to finish and prove (or disprove) goals
- ● Really hope you lead into doing A/B testing with many people, and measure if your added work into the soundscape has any effect on their immersion with the boss (there are playtesting scales for this, IEQ, immersive experience questionnaire, https://uclic.ucl.ac.uk/people/anna-cox/research-group/ieq (has links into folder for details); Game Experience Questionnaire, GEQ, that you might want to pull a subset from, depending on what you hope to test for in a particular iteration: https://pure.tue.nl/ws/files/21666907/Game_Experience_Questionnaire_English.pdf

How confident are you about the team's plan?

15 responses

- Exceeds Expectations on Plan
- Meets Expectations on Plan
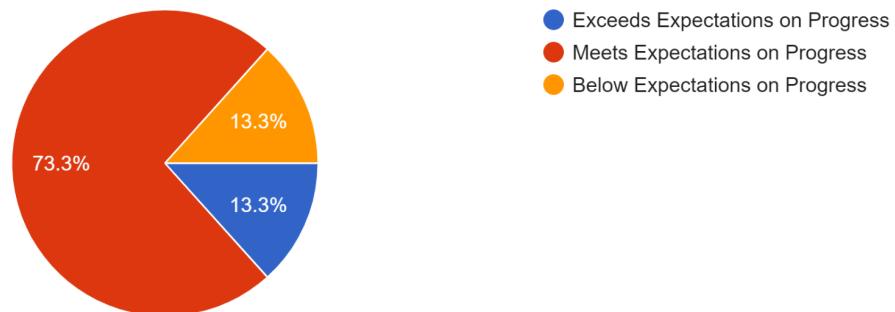- Below Expectations on Plan

80%

13.3%

Feedback on Team's Plan

- I don't understand
- Think about testing the efficacy of this approach.
- would be interesting to see some a/b testing to help compare your experiments with other options
- You are very excited about your work, and have sliced your audio vertically into small pieces and horizontally into layers to let the audio pieces be manipulated in more clever ways according to your plan. What's missing is an external validation that your audio manipulation actually is "clever" is some way - why do all this work? Does it matter? To whom and why? Ideally, playtesting can fill in some of those answers for you.
- You should be talking to Kristian Tchetchko.
- The more I think about this project, the more I think it's like the fable of "Ulysses & the Turtle," where Ulysses can get closer and closer to what he's trying to achieve, but never actually get there. The demo in class is part of what helped me realize this, where a small amount of lag in the video playback meant that the video could not show the faculty a fight that was happening precisely on-beat. There are so many small things that could potentially disrupt the accuracy of the soundtrack timing in tiny ways: lag in animation or sound, characters moving their hit-boxes around, etc. So I hope the team has had serious discussions about How Much Better is really possible in terms of timing and what that difference will feel like to the player. They dismissed my question about hit-boxes, saying the time delay was too small to be noticed, but people invested in sound and music can notice pretty small differences, yeah? And it's possible that small differences could become noticeable if they were added together? At least, I hope they will explain that part better in the future, or figure out some way to account for the lag in RPIS, so the faculty can better appreciate what they have done.

What's your sense of the team's progress?

15 responses

- Exceeds Expectations on Progress
- Meets Expectations on Progress
- Below Expectations on Progress

Feedback on Team's Progress

- I don't understand
- I would like to see more work on the visual clarity of these state changes both, what is happening under the hood and creating gameplay that takes advantage of this.
- There is real power here - getting the final demo right will be important. PLAYTESTING is key.
- do as much playtesting as you can to help prove your points through actual gameplay
- They seem to be doing as well as they can, with a complex problem. But I really hope they can get to playtesting and data-gathering soon, in terms of measuring how what they've built actually impacts the play experience, rather than it simply being a technical goal.