

Assignment 6: Fantasia

Part 1: Play Fantasia: Music Evolved

Go to the Lewis Music Library and get the game from the front desk (it is on reserve). There is an Xbox and Kinect set up on the 2nd floor in the Media Room where you can play.

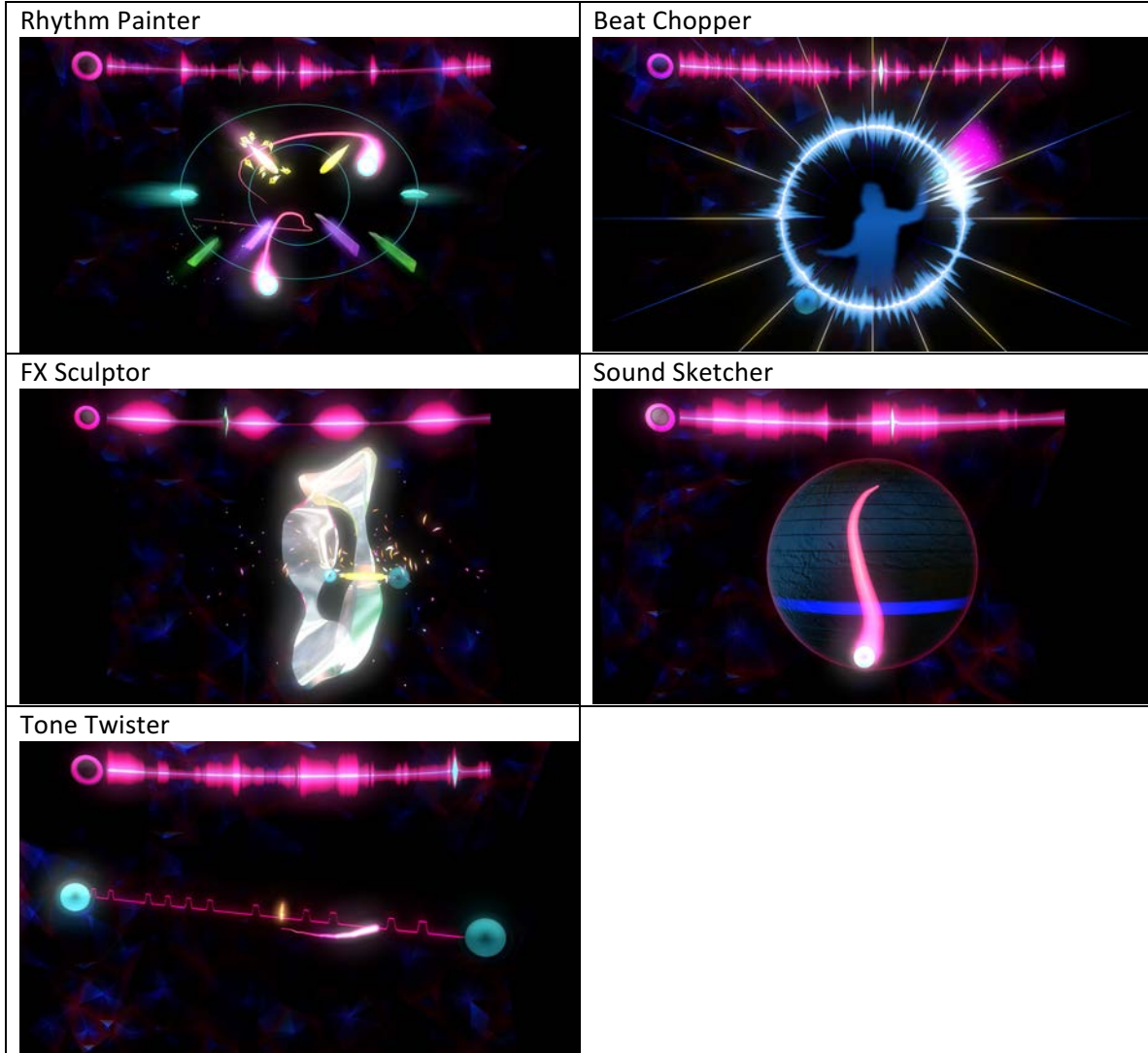
- Power up the TV and audio amplifier (red switch). Set the video selector to “X”.
- Start the game. Turn on the Xbox controller (big X button in the center).
- At the beginning of the game (after raising both arms), sign in to the profile “mitmuslib.”
- Go to Options Screen -> turn on Party Mode.
- Go to Song Library (not Play Game), where you can choose any song to play.
 - Right hand height scrolls the list. Swipe right hand to choose a song.
 - Left hand swipe goes back.
 - You can also just use the controller.
- Play at least 5 different songs (more if you want).
- Pay particular attention to the “Composition Spells” (the music creativity moments – there are two such moments in each song).
- Record your high score for each song you played. =)

There are 4 types of hand gestures used to play a song. Any gesture can be performed with either hand:

- Swipe: flick your hand in the direction of the arrow
- Punch: punch forward towards the screen:
- Swipe & Hold: After the swipe, freeze your hand for a duration (until the circle fills)
- Path: Follow the path with your hand at the correct speed.

You gain access to a Composition Spell by correctly hitting the swipe cues on the geometric shape appears in the center of the screen.

As a reference, these are the five types of Composition Spells:



Part 2: Write

Write a few (3-5) paragraphs about your experience playing the songs and the Composition Spells in those songs. Some things to think about / write about:

- How clear is the visual language for the gesture cues (Swipes, Push, etc..)? What do you think about the Cue authoring (i.e., patterns) for some of songs you tried?
- How clear is the User Interface for the various Composition Spells?
- Do certain Composition Spells work better for some types of music / songs than others?
- How musically expressive did you find the Composition Spells?
- Discuss aspects of the design (visual, musical content, interface, interaction) that you thought worked well and aspects that could be better. What would you suggest for improvements?

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