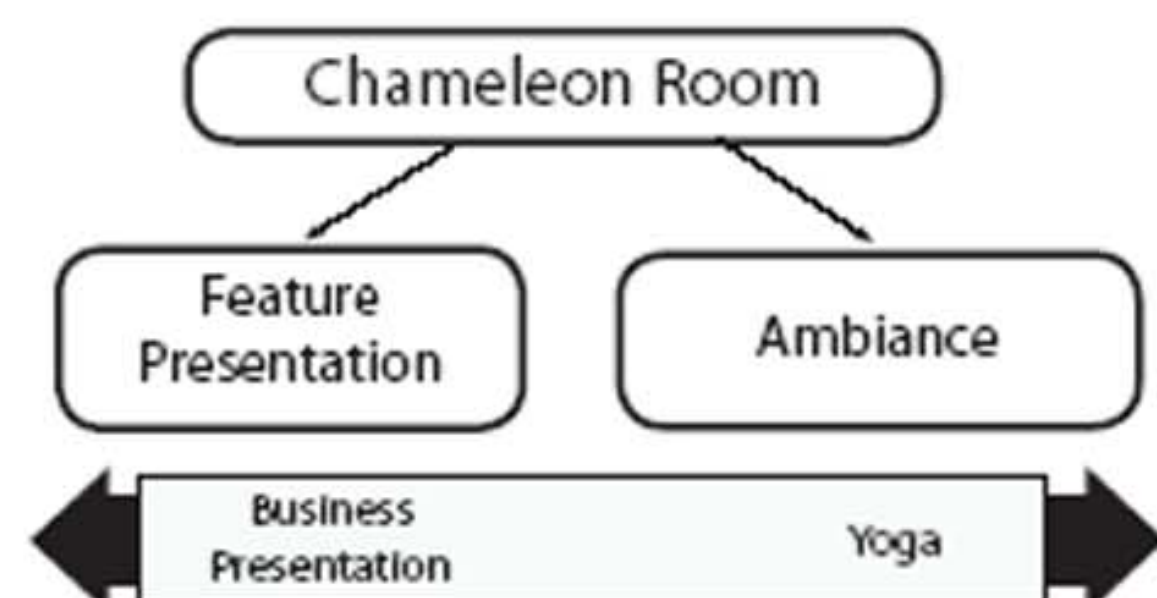


# Team 2: ProActive Community

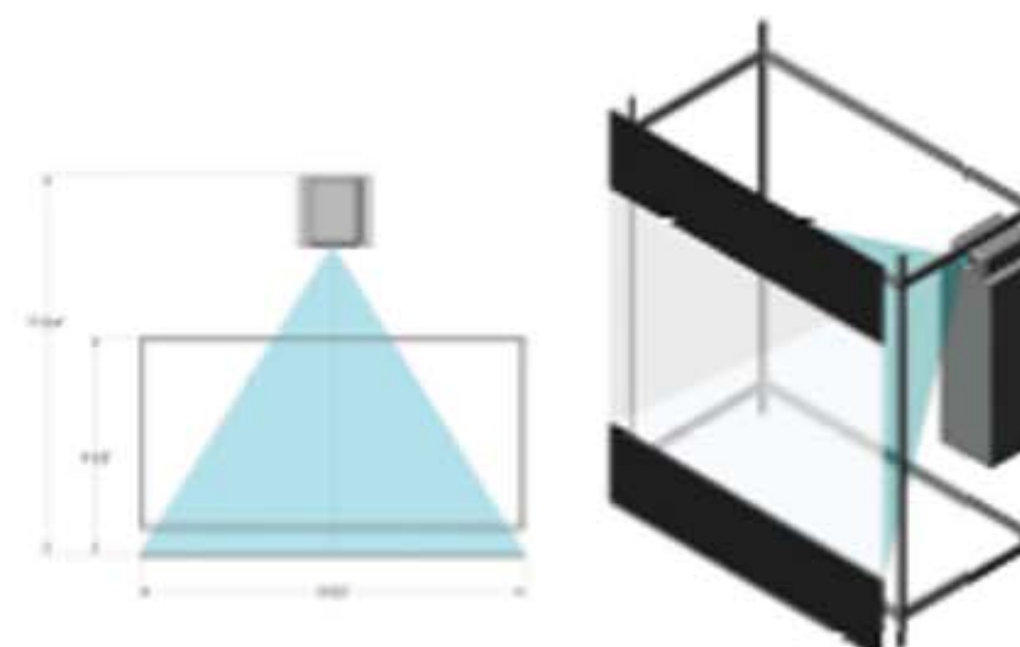
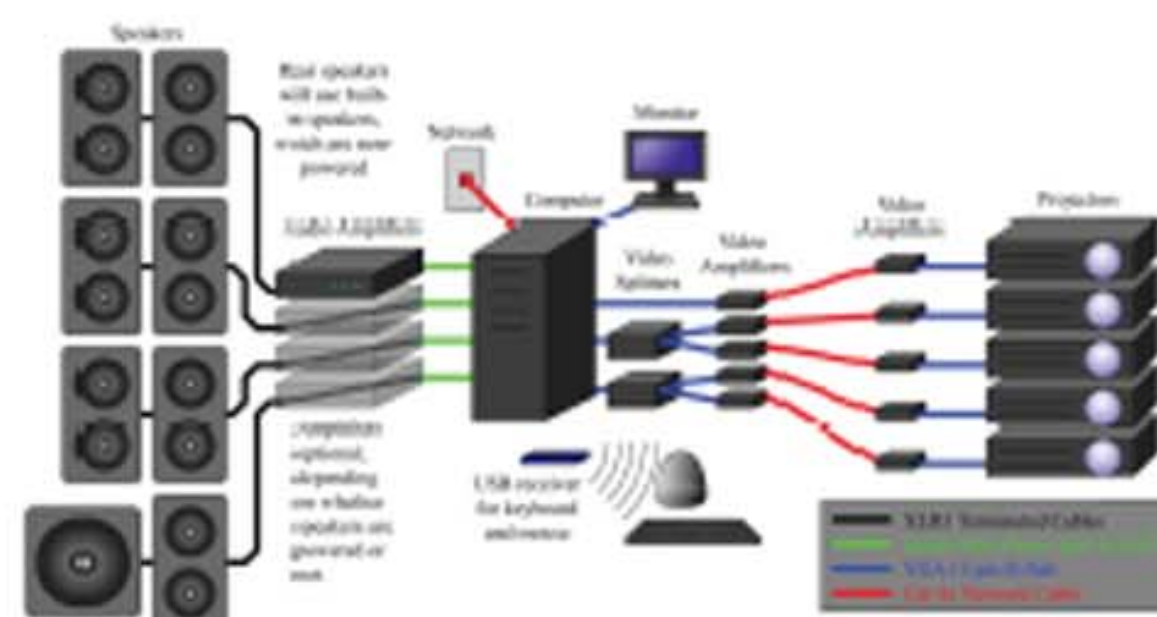
**Goal:** Test the prototype facility with regard to feature presentation & ambiance. Evaluate immersive potential and producer methodology by running two events.

**Approach:** Created hardware & software infrastructure, acquired content, tested methodology, and hosted events.

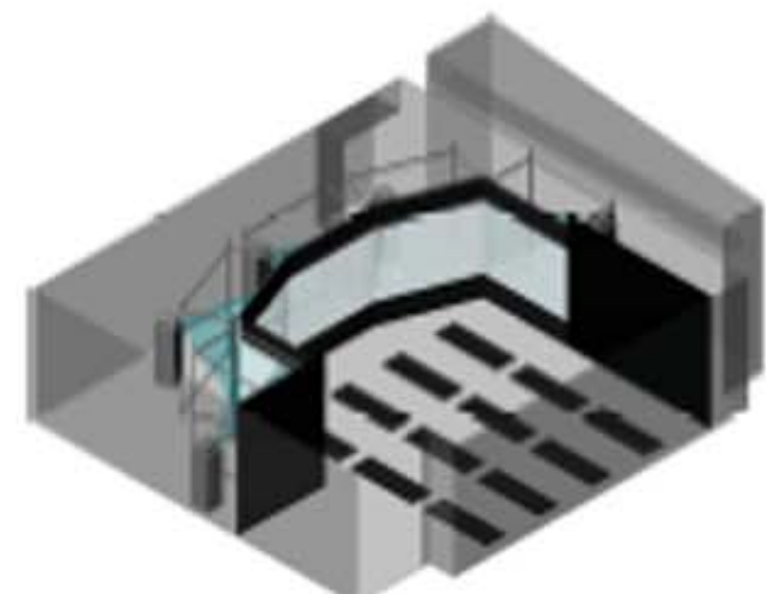


**AV**  
The audio visual system was designed for cost effectiveness while still achieving a medium to high quality standard. The main components are:  
Projectors  
Speakers  
Computer

**Prototype, Room:**  
Hardware  
Easy re-configuration, transportability, and fast construction were the main design considerations for the hardware components. The main components are:  
Racking  
Screen  
A/V mounts



**Yoga:**  
Working with a yoga instructor the team hosted a beginner and intermediate yoga class to test the immersive potential of the prototype. Using inspiring images and sound, the team transformed the room, creating a very different yoga experience.



**Project Description:**  
The ProActive Community team worked to design and prototype a facility that addresses the unfulfilled need in the small events marketplace (125 person or less) for flexible, adaptable, high impact presentation venues for corporate, private and public events.  
The prototype is intended to allow Proactive Community to conduct user research by running a number of test events within the environment. The business plan for this for-profit, corporate events and local entertainment venue will also have an integral focus on building greater community interaction, expanding local cultural experiences and creating community partnerships within the surrounding area. A network of these events facilities is planned to connect across the country.

**Team Members & Roles**  
Sarah Boman: Project Coordinator: Sarah is responsible for communicating with the faculty advisor, sponsors, and the team.  
Matt Brown: Team member: Matt, an MBA student, analyzes the business plan and conducts additional research.  
Brendan Doms: Safety & Ethics: Brendan ensures the team conducts itself ethically and works under safe conditions.  
Yrinee Michaelidis: Technical Lead: Yrinee ensures system integration. She leads user studies and the mechanical aspect of construction.  
Jon Pollack: Budget Coordinator: Jon manages and directs the team's spending and processes purchases through the SCOPE office.  
Cody Wheeland: Team member: Cody focuses on technology research, selecting the electrical and computing components for the room.  
Ben Linder, Faculty Advisor  
Paul Good & Paul Shorthose, sponsors

**Backend**  
The software backend was created to allow for the display and manipulation of several media types onto the hardware. The media types are:  
Images  
Sounds  
Videos  
Presentations

**Prototype, Software:**  
Interface  
The interface was designed for letting producers and presenters create events by placing media in the room in the most intuitive way possible. To make this possible, the interface utilized:  
HTML  
CSS  
JavaScript  
AJAX



**Walker**  
The team hosted an event introducing members of the community to the Walker School, which works with troubled children. This event tested the producer methodology behind running a feature presentation. The event had varied content: from panoramic images to video to PowerPoint.

