Mariangely Iglesias

🌐 **projects.vrac.iastate.edu** /REU2015/

Well…

Posted on July 31, 2015 by iglesias

Today's our last day together and I could not relate more to Closing Time by Third Eye Blind, to honor that:

Closing time, open all the doors
And let you out into the world
Closing time, turn all of the lights on
Over every boy and every girl
Closing time, one last call for clearing up your files
So finish your blog and cleaning your desk
Closing time, you don't have to go home
But you can't stay here….

We had a good symposium and just an overall great experience. I know this is supposed to be one of those blogs where I start to get all sappy and cheesy but I find that I am at a loss for words. I will mention how happy I feel about this experience overall. This group of people was truly something else, I enjoyed every moment and I will certainly miss having people to just relax after a long day of work. I will miss our fun Saturdays and crazy adventures, all the spongebob references, the brotank competitions, the board games, the musical outbursts, and just really having fun while doing research. I do hope that we keep in touch, even if it is only a few of you. Now that we all pack up all of our things and we all prepare to go back home (most of you) I realize how 10 weeks can go by so quickly and how far away 10 weeks look in the beginning. I want you guys to know that if you're ever around Ames we should totally hang out and you're always welcome in my home. I wish you all good luck in your future, I know that whatever you end up doing you will be successful. Remember to always keep moving forward. As I finish this blog, wish me good-luck on finishing my grad school application for this upcoming spring, and once I am in, I will let you know that I made it across the pond.

So long, farewell, auf Wiedersehen, good night

ps: A big round of applause to our mentors, graduate student mentors, professors, presenters, they are the people who really made this experience something to take home with us. Thank you guys, keep doing what you do best.

~Munchkins~

Posted on July 29, 2015 by iglesias

Yesterday night was a blast, we divided ourselves in two groups and played Munchkins until late. I have to say it was pretty intense and I had to refresh a lot of the game play 'cause it's been 2 years since I've played. That was definitely a highlight of the summer, playing weird card/board games with people I get along with….I will truly miss it (I know, I know, I've said it before…but what can I say? I will miss it…a lot!) Aside from that, we went ahead and re-printed our poster because errors…yea..so hooray for Jordan's extras privileges because of LSAMP! So now we wait like 2 hours for it to dry because glossy paper takes FOREVER to dry. And now we just continue to work on our poster speech, the article/journal and our elevator pitch. Everything's coming together and I am very pleased.

oh and today's inspirational meme:

THE last luncheon lecture

Posted on July 28, 2015 by iglesias

To go back and fix that error in that one blog that I talked about IT being the last luncheon lecture then Desmond just said "nope, not yet!" THIS was actual LAST luncheon lecture. Anyways, our speaker was Dr. Daniel Spikes and can I say wow. Dr. Spikes, you put me on the verge of TEARS! and I think we could all see him tearing up as well. I am however wondering with one question "where is Michael now?" and I'm pretty sure we all know a Michael, and it's sad. However, besides it being a very moving and sad story, I'm really moved that he found his passion through some of his mistakes, I mean that's what we are here for: make mistakes and finding ways to better ourselves. Dr. Spikes was definitely a good speaker, one of my top 5 of this whole program. Everything he talked to us

about, including tips about college, everything was definitely moving, helpful or just great. Now, as the end of the week approaches, my team and I continue to work on anything that has to do with talking or writing. Right now, I personally have conflicting emotions: the I'm-not-stressed-but-I-want-to-get-over-a-lot-of-things feeling. This week is all about moving to my new apt., finishing the program, trying to get my statement of purpose as finished as possible, and probably other stuff I am forgetting as well…and then the rain….but for now, let me resume to my research work and finish this blog. Before I go, for whoever is finding it hard to continue, take a deep breath and listen to smart dog:

This is it…

Posted on July 27, 2015 by iglesias

Today is our last Monday and honestly I'm preparing myself for goodbyes. I do not know what to expect out of this week, so for now I stay neutral. Today has been rather slow and rainy and just overall weird for a Monday. As I start to slowly clean out my desk, pack up my things as well as box everything in my other apartment so that I can finally move on Friday, I keep thinking of all of the goodbyes I need to say this week, and it feels exciting yet hard. For now, we are just completing our last writing materials and preparing for the symposium, as I keep re-writing my statement of purpose for grad school and fill out my graduation application for the Fall… it's all happening and fast. This is life, it goes on by fast, and we blink and

miss it, and I'm just trying to breath everything in and try to embrace every last moment of this week; this semester. I

try not to think to much about it and just go with the flow. All I know is that this is it…

PersonaliCats

Posted on July 24, 2015 by iglesias

so today Desmond told us who he thinks would play us if they where to make a movie of the REU, so it reminded of that one Parks and Rec episode where the department tries to find the perfect dog that matches the personality for every Parks Department employee….so I made it with cats

hopefully you guys like that

Justin

Maya

David

(myself)

Jordan

Allie

Alex

Nancy

Sarah

Ogue

Mak

Gabe

asides from that..looks like we are about to finish our poster, analyze our data from pilot tests, and continue to work on stuff…knock out that TO-DO list

"Tank Thurs slam poetry"

Posted on July 23, 2015 by iglesias

Make a list

check it twice.

Work on poster title

make it nice.

Participate in experiment

it was actually decent.

Rewrite statement of purpose

until I come to a final agreement.

Fell my stomach grumble

need some food before I tumble.

Check out some gear in the bookstore

go to the VRAC and walk some more.

Sit down in desk and open blog

write some lines and my chair hug.

"Catchy Title Here"

Posted on July 21, 2015 by iglesias

I cannot believe we basically have 10 more days in this program, you guys ready for the countdown? (CUZ IT'S THE FINAL COUNTDOWN!!!!)

Moving away from that, there's a lot of pressure going on for us to finish A LOT of things but we are getting there, the poster is 96% done so I'm happy about that, we just need to finalize a couple of facts in the results section and we'll be set to go. On the same lines, I gave up on getting IRB approval by this point, I'm betting is going to come 3 days before our final presentation so Eui might need to take over once we are done with the REU although David and I will still be around campus if anything comes up and of course Jordan, you can Skype and google with us 😊

Today just happened to be our last official luncheon lecture (because tomorrow we get to eat at udcc with HCI grads and not in the JB conference room), it was great we had totally different personalities. I especially enjoyed Dr. Gentile's talk, I loved how he combined both of his research, his perception of our world and his personal life all together, it just blew my mind!! The way he presented was an absolute fresh breath of air, he was very real with us and I think the majority of us just LOVED it.

I think that's all for now, ta ta

less than 15 days…oh boy, oh boy

Posted on July 20, 2015 by iglesias

upon accidentally trashing my last post, one can never be too careful where you click…I'm just glad emails have "undo" buttons.

ANY-WHO!

Today we continue to work on tasks and perfecting them to do some test trials as well. David and I have been helping Anna Slavina with her team based tutor as well and today we'll be doing some of that. It seems like this is going to be a full week. We have a luncheon lecture with 2 professors tomorrow and HCI grad students on Wednesday to finalize luncheon lectures, so that's going to be interesting, but I honestly think that no one's going to top Hannah Deering, she's my favorite so far. She gave us AMAZING advise, good books to read, great websites that we can use as resources plus I can relate to her the most, I'm definitely looking in to becoming something along the lines of an interactive designer and work for the industry. I loved how we spend two days playing games, Friday was more video games and then Saturday was board games, once this is done, I will miss you all because I really don't have anyone to have great game nights with. On another note, today will be mostly work and preparing ourselves for JC class' presentation 'Battle Royale' (I'm still not happy you took away our slides Desmond!!!) but we will manage…plus we need to read for ourselves and I'm trying to finish other things as well…15 days left…poster due…EVERYTHING DUE!!! but it's okay, I have faith in my team, we work like a clock together and I'm darn proud of that, as one of my favorite comedians would say 'I've got this!'
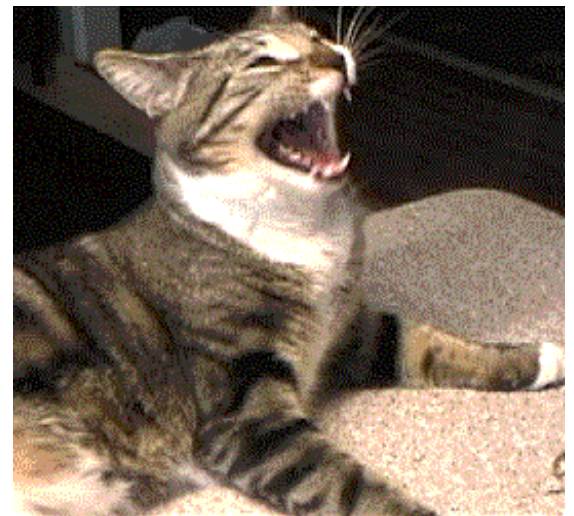
so yea, I think that's all for now…just having a small case of the Mondays.

ps: Jordan, I'm VERY jealous of your brotank, I was planing on making that the design for my graduation cap.

Less than 2 weeks…

Posted on July 15, 2015 by iglesias

Today, my team and I practiced our little hearts off during the morning time. Later on we took more group pictures all

over campus…again (not so sure about that last one where "jumping" was involved) Afterwards, we decided to take an early lunch so that we could come back and rehearse the presentation some more since my group (surprise, surprise) was presenting first. There where 2 slides in there that threw me off somehow every time, but I managed to get them down in the formal presentation. Overall, I think everyone did a great job presenting their research (E FOR EFFORT!) and that's just one thing down from the large laundry list we have for the next upcoming days. After having a long day yesterday, practicing until midnight and a long day today, doing presentations and what not I'm going treat myself to a nice dinner and celebrate my bf's bday.

ta,ta for now.

JUST DO IT!

Posted on July 13, 2015 by iglesias

The next couple of weeks, we will a certain amount of motivation to finish and power through our last 2 weeks…wow…2 weeks

This weekend was rather…different…I'm just glad it's over and I can continue working on stuff. So my team is working on the presentation we have due next week along with the poster and journal club presentation….did I miss anything? Aside from that, we are practicing in front of people today so that we can nail our presentation down.
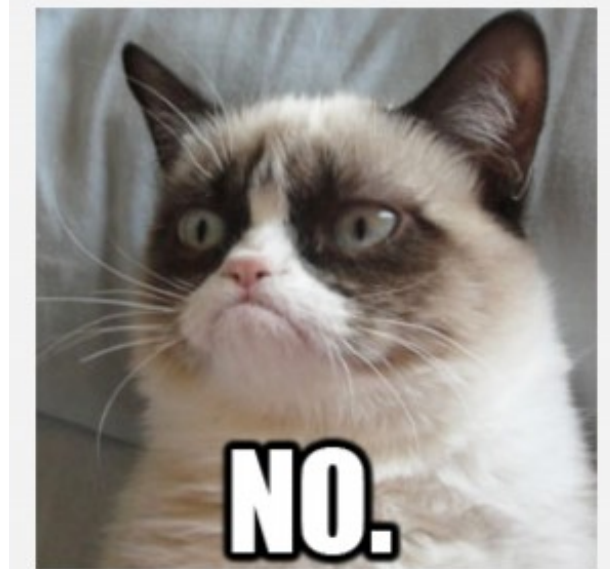
Cy selfies ~Challenge Accepted~

Posted on July 10, 2015 by iglesias

FINAL COUNT: 24 cys

Grad this Grad that

Posted on July 9, 2015 by iglesias

Today, the team and I continued defining our task and kept doing some small trials among ourselves. So far we are narrowing down the levels of expertise, total time of completion and taking notes of what works and what doesn't. Moving on to other things, we had another interesting luncheon lecture times 6. Today's lecture was all about grad students. We had 6 grad students talk to us for like 20min each. Hannah Bygd, from ME works with polymers in the diabetes therapeutics and systematical delivery side. Hannah's plan after her PhD is to continue her research in the industry side. Cora Virgei is from the dept. of meteorology and her

6/36

specialization is clouds, more specifically the MJO phenomenon in the Indian Ocean. Next up, Chase Mayers (who some of us had the pleasure to meet during the super smash bros competition, thanks again for hosting us). Chase loves his insects, he is from the dept. of plant pathology and microbiology and works with the ambrosiella beetles. Chase wants to end up teaching at a college level. Colin Ray, is a different grad type of student, he got admitted into the grad program in HCI but after some redirection he started working in a company and is currently behind with his thesis, he plans to move from campus to online degree in order to continue his work. Then we had Mark, an ME student that works with tribology and concentrates on the fundamentals of physics and heat transfer. Mark had the experience of his adviser transferring. Last but not least we had Matt Darden, an ME student who works with Biotriolgy and surfaces in the human world (tactility and information through touch) and had the same experience as Mark in regards of his adviser.

I think the thing I took out the most out of this talk is the importance of developing a good relationship with your adviser/mentor/main professor as well as asking around how they treat their current grad students in relation. Another great advise I took was that, even thought you need to have a great relationship with your main mentor, never forget to keep in contact and form relationships with the people who make up your committee.

That is all…Ta,ta

Ts

Posted on July 8, 2015 by iglesias

Today has been a pretty relaxing day. Reality has finally set in and I just finished an official draft of what my final statement of purpose will look like as well as emailing and confirming all of my professors in order to get their letter of recommendations. The time has arrived, Maggie needs to submit the grad school application for the Spring. Thelma's grad school presentation really pushed me to continue since I've been busy with other things and have been putting my application off. On another note, today we had another conversation where guess what? one word was understood as something different, so in order to honor that

Today has been sponsored by the letter T:

Ta,ta

Down to the final weeks

Posted on July 7, 2015 by iglesias

Well, I know I've been avoiding these blogs but I've been either tired, too busy doing things related to class or our research soooo, sorry?

So recap:

Friday, July 3:

I had a great bbq later lunch with the squad and we then proceeded to go to see fireworks from the inside of Reiman Gardens.

Saturday, July 4:

The crew and I went to Des Moines and although everything was closed we walked around and had a good time. Ended the day with a nice meal from Jethro's with a nice food coma afterwards.

Monday, July 6:

I started out my day pretty "meh". I had a very short lunch due to the fact that I had to visit my main central office here on campus (where I work during the school semester) because they changed my schedule around without warning me and I was not happy about that, so I had to grab something quick from UDCC and quickly get to the other side of campus to fix that. Afterwards we got together with Eui and figured out our homework. The team and I were very clear on what we had to accomplish but after 2 painful hours of trying to figure out what task we are going to proceed with, we gave up, and called it a day.

Tuesday, July 7:

Continuing were we left of with deciding what task we are going to proceed with, we now patiently wait for Eui to help us and ease the process. On another note, we had a nice presentation from Thelma Hardin about grad school dos and don'ts and all those good things. We quickly walked back to our HCI building and gathered in the JB room and had another luncheon lecture. Today's luncheon lecture was given by Jared Danielson, a pro on instructional design through HCI and VetMed. I thought it was rather interesting how how he ended up associated/related to the VetMed. He's worked on very interesting projects such as a tutorial interface where it taught VetMed students to properly do a blood smear (and that was pretty fun to learn) as well as a diagnostic reasoning software that helps the students ideally do a full diagnostic (and also learned and did better in their finals if they used it). Now, I'm here dwelling with poster design decisions (being all nit-picky due to previous experiences) as we wait

for Eui to show up and continue our research task.

I've been waiting for a month like you…

Posted on July 1, 2015 by iglesias

…to come in to my life (80s song references anyone?)

Any ways July is finally here, hooray! although that means we have very little time together and classes are going to start soon. Today my team and I have been working on trying to define what our task for our research will be. Aside from that, we are going to get together with our mentor and working on it a little bit before we sit down with Dr. Dorneich. Aside from that, I'm looking forward to hear Anna's defense later today. I think nothing much is going on. So I'm going back to work.

Orange is the new background

Posted on June 30, 2015 by iglesias

for POSTERS! (maybe, who knows) any-who, now that I have your attention

posters, seriously, they're everywhere, bad ones, good ones, ones that make you think "I don't even know where to look first"…regardless, they surround me constantly. Today Dr. Gilbert gave us a talk about talking…yes…a talk about talking(I'll let that sink in for a sec). The presentation was actually cool and knowledgeable, we even had to give a small talk in teams to another team. We got divided in to sections and from there MAGIC. I partnered up with MAK ATTACK today and we talked about impact in social media..as in our lives…we had to quickly do this soooo MAK sorry we got stuck with something we had to rush with it. We kinda struggled because 6min exercises stress me out, there's never enough time to talk or consider a lot of facts and points and my mind just goes.. PFFTTT. Aside from that we decided to talk a little bit about how facebook has gotten people fired and some solutions on how to use social websites such as facebook, to minimize the risk of getting fired. Overall, it went well.

Up next we had a luncheon lecture with Shelly from journalism, and can I just say YES! HYPERREALISM! YES YES YES YES YES. FINALLY! (not that I haven't enjoyed the other talks, but man, topics like this YESSS!!!!!! she had my undivided attention). The thought of being constantly surrounded by hyperrealism without even thinking about it or noticing it is both thrilling and scary. The scariest fact was when she presented us with the fact that people where killing themselves over by the lack of "better" graphics that
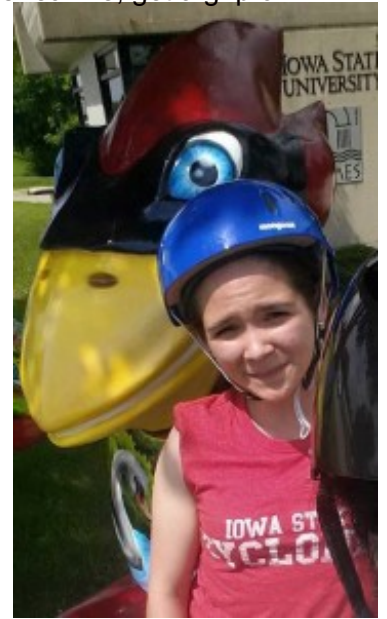
the world provides. Apparently, there people wanted to live like the NAVII (no bro, this is real life, get a grip of yourself), I guess graphics and bright colors can influence people…never thought about it and it ties up with Shelly's research question (I look forward to reading it in the future) On another note, I loved how Shelly talked about her experiences in both how she got to school and how she's been in the industry and her experiences as a non traditional student. I really hope she finishes her Ph.D. within her time frame and she gets that academic position because I believe she makes an amazing professor.

and lunch was provided and my thoughts on that are:

Squirrels!

Posted on June 29, 2015 by iglesias

Well it's Monday once again , so enjoy a Garfield picture:

On another note, yesterday was awesome. I took my new bike and rode around Ames. In the end, we realized we've been cycling for 4 hours and I was very sore, tired and hungry (I haven't ridden a real bike in 'x' amount of years). All I can say is I my hands are slightly tanner and my legs are super sore but I have no regrets, I had tons of fun.

Today, Monday, the team and I worked on our H.W. for our research (PRODUCTIVITY) and I had a small interview before lunch (it went smooth). Next up is our ethics class with Eliot, super looking forward to that. Our homework for the class was to look for an article we cared about to talk about it, so I'm excited to see what others bring to the table. Alex also gave us our 3D printed model…it came out tiny…none of us are sure why but it looks like it does in the CAD..except 3 times smaller…oh well. Today's also the Smash Bros competition for a bro tank, although I don't plan to participate to win, I'd still love to play because VIDEO GAMES! so I'm looking forward to a fun evening. Aside from that, looks like it's going to be a pretty chill week, but work work work. Can't wait for the 4th of July.

See you guys in the next blog.

CATception

Posted on June 26, 2015 by iglesias

Well, today we finally presented our CAD projects and everybody did a great job! now we wait until they get 3D printed and we can see our objects come to life. Here's a lovely picture of our pencil holder (still waiting for the live version)

On another note, Dr. Dorneich looked over our IRB and we need to make …a couple of corrections…nothing too big, thankgod because we spent like 3 hours working on it yesterday.
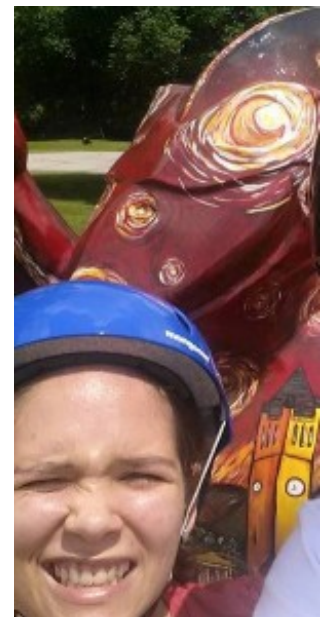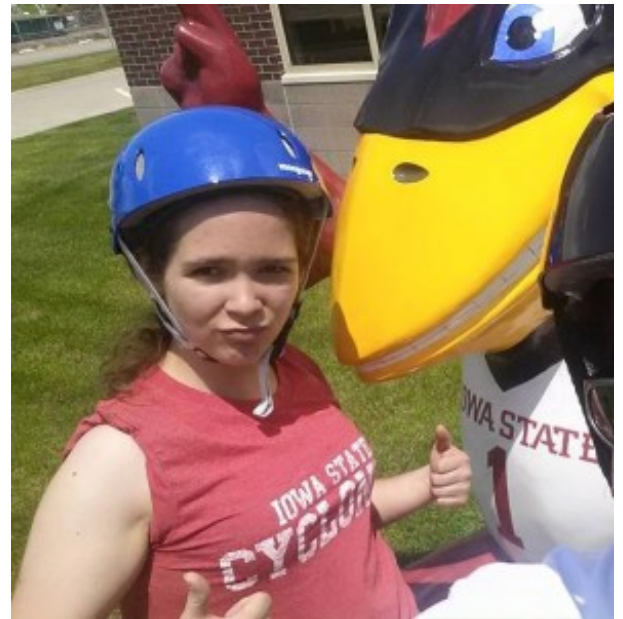
I also missheard what David said today, because he said CADception and I heard CATception so to honor that:

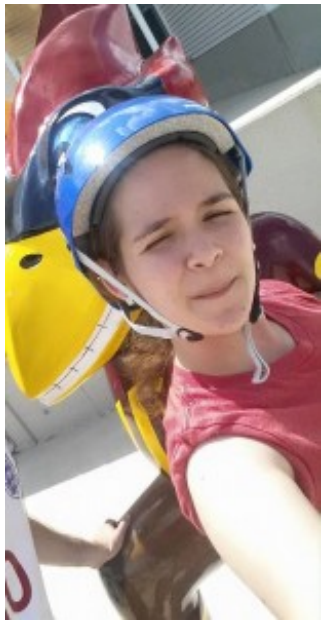now back to work, TGIF

In the name of all that's spicy

Posted on June 25, 2015 by iglesias

Today has been a pretty chill day. For the first couple of hours my team continued working on our introduction paragraph (this is like revision 4) and I think it works better than the other ones, or so I expect. Afterwards we had another luncheon with another faculty; Dr. Kelly from the psych department. It was interesting to see what he has worked on as well some info background. On the other hand, I prefer less formal "here's a presentation and I'm going to talk for 1 hour" type of luncheon and more of a "lets sit down and I'll answer some of your questions" type of deal. AND BY THE WAY thank you Ogue for the hot sauce during lunch, we all appreciate it! Asides from that, Alex and I finished our stuff for HCI class tomorrow, so that's pretty cool. We decided to call ourselves "spicy grandma" so between the hot sauce and the spiciness of my team's name
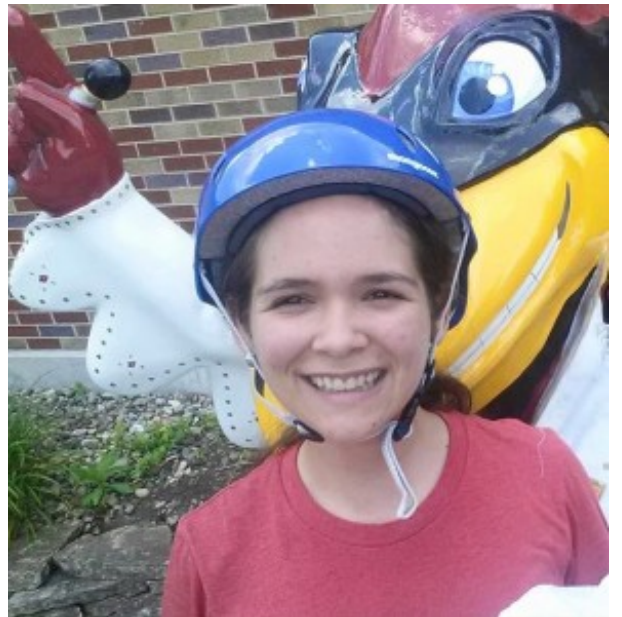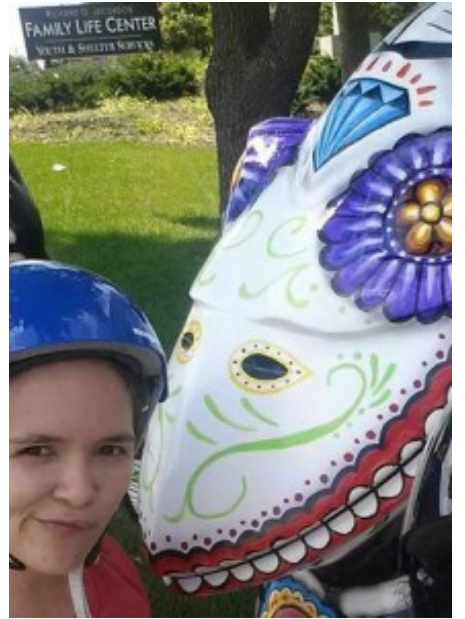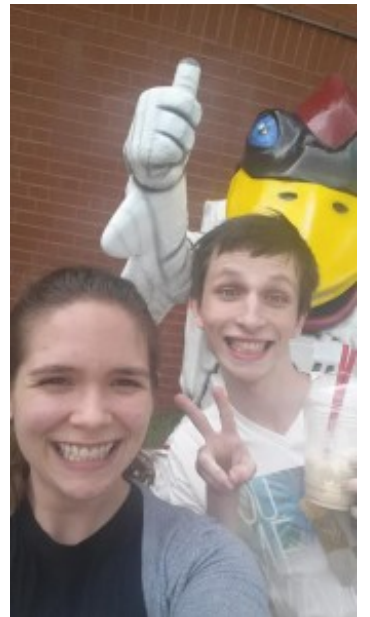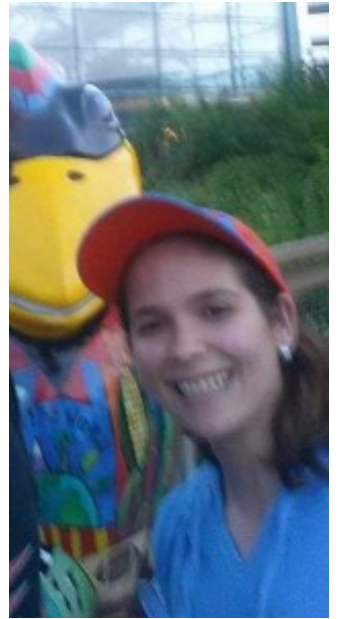
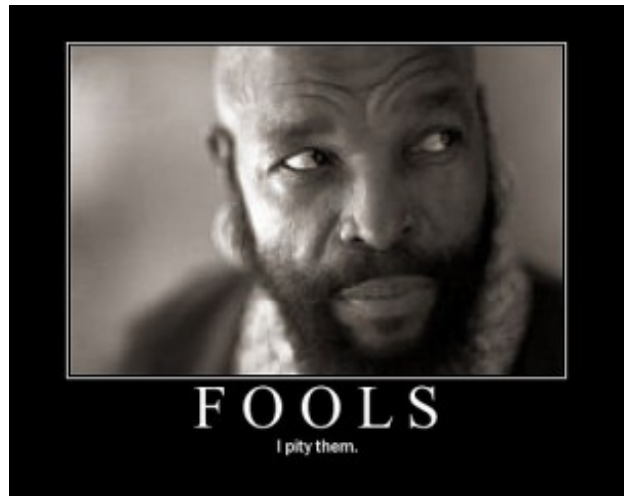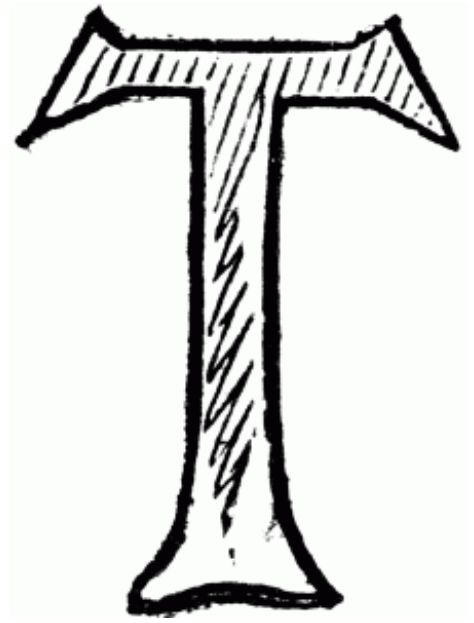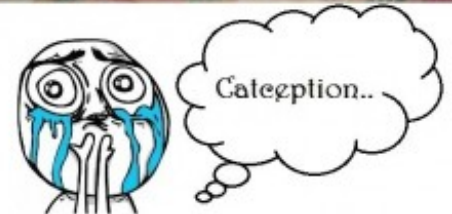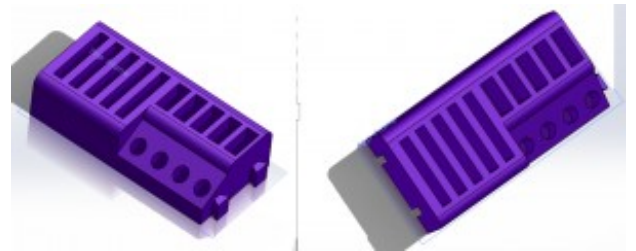## User_HCI:: Team Spicy Grandma!

Posted on June 25, 2015 by iglesias

tease

FOOLS
I pity them.

LUNCHEON LECTURE

CATERING FROM THE CAFE

Cateeption..

THE BEST FUN SITE = 9GAG.COM

Y'ALL GOT ANY MORE OF THAT

DELICIOUS HOT SAUCE?
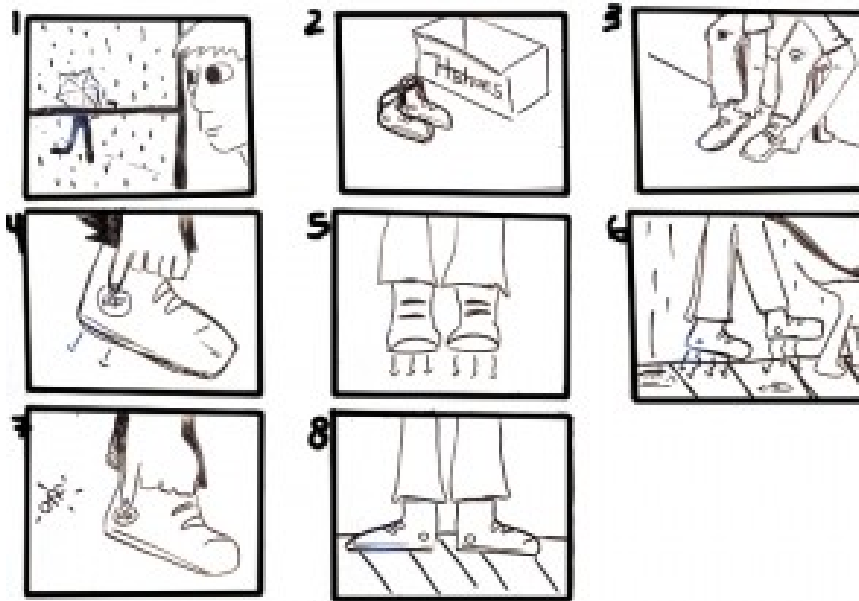
HCI PRODUCT: Hovering Shoes

Product Description:

The hovering shoe is a footwear that allows the user to 'hover' and travel where they choose without the trouble of walking. On the side of the shoe there is a button called "Hovering Feature". Once the user puts on the shoes and presses this button, the 2 magnetic metal plates (possibly powered by electromagnets) on the bottom of the shoe activate and the user begins to float in the air because in the future, all of the ground (underneath cities) has magnetic tracks in it. The user can control their direction leaning the direction they wish to go, or they can stop simply by standing upright. To go faster they can pedal the air as if they were riding a skateboard.

Target Audience:

The hovering shoe is targeted to on-the-go workers and students who are tired of walking to classes everyday or simply enjoy using speed to get to places.

User Consideration

Familiarity: Overall, the hovering shoe looks like a regular shoe, so it would be an easy task for the user to put on the shoe itself since they put on shoes all the time.

Simple Interface: The shoes simply just have a button on the side and other than that it is not a complex product. The amount of tasks the user has to perform to utilize the shoes is very minimal and doesn't require a lot of cognitive load at all.

Rain Rain and MORE Rain

Posted on June 24, 2015 by iglesias

So today we tackled the issues of ETHICS with Eliot, I always enjoy when Eliot presents to us, it sure keeps me awake and entertained. I noticed that a lot of people DID NOT SAY A THING! (COME ON GUYS!) I guess I'm just old enough and have sat with enough people to not be totally uncomfortable trying to decide what should be ethical or not. I remember having conversations like this with some of my friends as well as my boyfriend and these are the best type of conversations, it surely helps to try to understand a person better and try to decipher why they would make those type of decisions. I guess what I'm trying to say is that I have no problem talking about ethics because it's important, we need it! and Eliot I would gladly sit down and have some coffee with you so that you can pick my brain, I took that as a great compliment!

On the other hand, it kept raining all day, so no cycling around Ames for me :C

We had an lunch on ethics (my 3rd one so far) and it was fun but I just basically went over what I was knew (good refresher). Aside from that, assignments and readings have kept me pretty busy to even write long blogs so with that I say ADIOS!

Clever-Girl

Posted on June 22, 2015 by iglesias

So today we unexpectedly started off with a crash course in MAYA…after expecting it 2 weeks ago and not happening I thought we wouldn't touch MAYA at all. It was nice to see Eliot explain things from an engineer point of view, yet his presentations are always entertaining and fun. Right after we started to dwell a little in MAYA, where surprise surprise is actually unknown to me…I've used similar programs but never had the pleasure to use MAYA. I started to play around with it and it was just what I expected so I immediately opened www.lynda.com and tried to go through some MAYA essential training before I spent any more time trying to figure out things on my own. So for the next 2 days I believe we will keep working on MAYA so that's pretty cool. Let's see if I can quickly make something out of it; shouldn't be too hard if it's similar to Cinema4D, Blender or RHINO. Aside from that nothing much has happened today. I really hope it stops raining so that I can finally use my new bike.

Well, see you guys in the next blog…

Today's blog has been brought to you by CLEVER GIRL

Face-to-Face Friday

Posted on June 19, 2015 by iglesias

well guys it's Friday!

Today we started with the continuation of our OpenGL project, which is coming along, but unlike c++ project is taking way longer than expected. So far we have most of it done including the presentation, just missing a couple of things here and there in the code. Next up we had JC class where the competition was fierce. We still haven't decided on who won but a couple of us got points for our houses during the presentation. So far the tally goes:

in first place WITH 13 PTS

GRYFFINDOR

in second place WITH 12PTS

 HUFFLEPUFF

in third place WITH 9 PTS

 SLYTHERIN

and in last BUT NOT LEAST, WITH 8 PTS

 RAVENCLAW

I guess who will win BRO TANK team challenge sometime soon. On the other side my research team is doing great and everything is coming along.
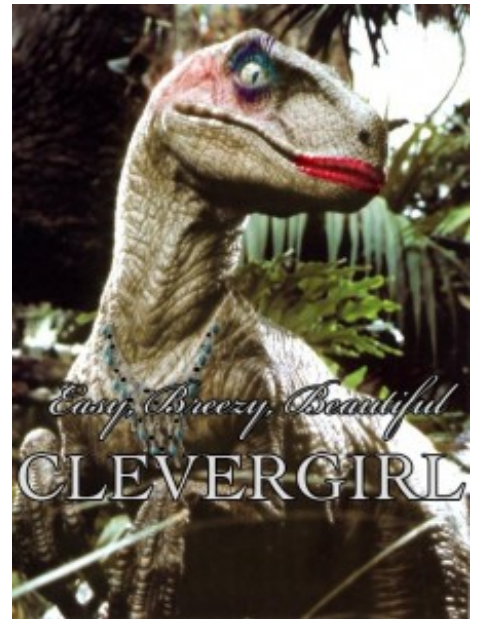
See you guys in the room of requirements!

Keepin' it Fresh!

Posted on June 18, 2015 by iglesias

-Insert Fresh Prince Of Bel-Air Theme Song-

Now, this is the story all about how

My day in the VRAC so far has turn out

And I'd like to take a minute
Just sit right there

I'll tell you what I've done from nine to one thirty in my chair

In Ames Iowa, in the VRAC space

In the place where I spend most of my days

readin' out codin' actin' all cool
And all of us learnin' some openGL inside of the school
When a couple of codes who were up to no good
Started givin' me some trouble in the program, as I knew they would
I got a lil frustrated and my mind got scared
but it said, don't worry about it kid, you're doing fine, don't despair.

I continued with the assignment, did it my way
but eventually started thinking I have others things to do today
I grabbed my pen and to do list and wrote everything in a minute
I then stopped and grabbed my keyboard and said 'I might as well type it'.

Almost done with class, yo this ain't bad

But today's gona be a long day, I hope I don't run out of gas

It's already Friday, nope, wait, PSYCHE!

It's okay, Thursday's alright.

But wait, after class we have a luncheon lecture, and we're all about that

in the JB conference, is that where it's at?

I think so

I'll see where I sit when I get there

I hope everything runs smooth as we all enjoy from our chairs.

Well, Dr. Lee came around when we came in

There was a cool projector in the wall in the room with her name

We trying to learn more, see where Dr. Lee has been

We sit and listen

We all learned about her projects about 3D body scans, materials and how she's so driven.

Noon came around and my stomach made that clear

Anna entered the room and said 'food's here'

If anything I could say that I wanted to cheer

But I thought 'Nah, forget it'- so I got up from my chair

We finished the lecture around twelve forty eight

and we applauded to Dr. Lee and said 'Thanks, see you later!'

I looked outside towards my desk
And got up and walked towards my chair
To sit on my throne and my blog prepare.

Interface_HCI

Posted on June 17, 2015 by iglesias

Interface 1:

Toy Lightsaber

Task:

Be held, light up, make "lightsaber" sounds, come apart, play with

Context:

To be used anywhere by its audience; inside; outside; usually younger kids

What's working:

It's compact and can add, rearrange or remove different pieces; lights up; makes sounds when swung around; it's fun

What's NOT working:

The light does not project smoothly; the pieces are somewhat loose

Improvement(s)/Thoughts:

Tighter fit for the pieces; a better light transition (new material or use of material)

Design Values:

Some decisions where based off manufacturing and how to put it together in the store site. Yet its main purpose is entirely functional

Conceptual:

It is a toy, meant to be build in the store by using different parts and personalizing the lightsaber to the user's likes

Behavioral:

The product does light up, make sounds and can be rearranged and personified. However, some pieces do seem loose and jiggle (not a tight fit) and the light is not projected smoothly throughout the tube.

Interface-Level:

There are some fake buttons that are only for design visualization but one red button that turns both the light and the sounds on and off. The tube demonstrates how it can be retractable and expanded when needed. There is a clear division between what's the handle and what's not in order for the user to grab the lightsaber.

Interface 2:

Water Fountain

Task:

Refresh wondering tourists or locals with water

Context:

outside; Rome, Italy; In the Jewish ghetto (this is what it's called) and ISU's study abroad design studio

What's working:

It flows water easily; accessible

What's NOT working:

It's small; if you're not fully aware of what it is you will miss out; water is constantly running; wasteful

Improvement(s):

Taller; a sign that identifies its use; a on/off valve or button

Design Values:

The structure can be taller; but it does serve its main purpose

Conceptual:

The fountain is used by everybody; it is used as both a water fountain and a place to refill your water bottle

Behavioral:

It keeps the water flowing but it never stops so it seems wasteful

Interface-Level:

It doesn't entirely read as a water fountain when users see it for the first time (tourist cultural clash?); since the water is constantly running in to a hole it might read like something else.

Wednesday in the Middle

Posted on June 17, 2015 by iglesias

Well, today has been a pretty slow day. We are currently working on our OpenGL projects as well as research. Our group wants to tackle a Qbert-like game but we might change if things get rough in the next couple of days. On the other hand, I have a better understanding of our research project (gotta love those meetings with Dr. Dorneich). We started making a list of possible tasks we are going to give our test group and I think we came up with a couple of solid ideas. We have another meeting with Dr. Dorneich today, so we'll probably determine which task we are going to use and finally start creating our testbed. So far, nothing else has come up…just keep moving forward (Robinsons reference ▨)

laters.

Third rock from the sun (no, not the series)

Posted on June 16, 2015 by iglesias

Today we continued to do more OpenGL, which makes more sense than learning c++ on its own, is that weird? I'm quite enjoying making graphic stuff using the program (although I have my frustrations with it, but that's always normal with any program). So far, I've worked on a planetary system model and doing some alterations beyond the assignment, which is always good practice. I was hoping that when Alex talked to me about how much he first hated c++ and then started doing OpenGL it made more sense, something similar would happen to me, and hooray, it kinda is. On another note, we had another luncheon lecture, this time with Dr. Eliot Winer. He was really amazing, I enjoyed his animated attitude as well as informative side. He showed us different projects he has worked on, which were obviously amazing. Today I continue to work on research and OpenGL things.

Ta, ta

Jurassic World: The Week of the OpenGL

Posted on June 15, 2015 by iglesias

So to recap what's been going on since Friday:

day, Saturday: Another day here with the adventure crew, cruising through the many adventures given. Today we explore the jungles of Marshalltown, Iowa were we need to swing like Tarzan towards infinity and beyond as well as climb the TOWER of TERROR, reach the top and ring the bell of justice! After mission is completed, hunt for food

among with the rest of the crew and dine on delicious ribs from the golden cow.

day, Sunday: Much needed rest after exploring the Marshalltown jungle, soreness has kicked in. I have decided to dwell with some homework from the main headquarters while enjoying some marvelous pixelations in netflix.

day, Monday: We have been gathered in the head quarters to be trained with a new language application called OpenGL. Scared that it was going to be similar to the first week (during c++) I actually had fun creating my team members initials with a smiley face. Now my team and I must confront the ultimate decision for an OpenGL project which will ultimately decide our fates!

stay tuned for more;

Until next time, Mag out.

Freaky Friday!

Posted on June 12, 2015 by iglesias

Okay guys, so today's friday! (enjoy the picture about freaky friday!)

So today I woke up pretty excited (although exhausted) my team and I arrived at the VRAC early to fix and email our problem area paragraph to then later on realize we are actually ahead of the other groups (and here we thought we were behind).TODAY there are many things going on, like OITNB came out (binge netflix) I'm going to watch Jurassic Park later on in the afternoon (RAWR!) and Steam summer sale (there goes my wallet!). Next up we continued on journal club and now we are doing bro tank TEAM edition. During the class we got a couple of points here and there.

Lunch was super busy today, I think the university was doing orientation day or something; it was crazy. Afterwards we had our first class to intro to HCI and it was great, it was a good start and I knew a lot of the answers as well so my team passed the SLYTHERIN by one point (GO GRYFFINDOR!!!) I think these bro tanks competitions bring out the worst in us, in a good way (#NeverGoingToGiveUp)

Aside from that, we got good feedback from our mentor and now we just keep pushing and reading and doing our own thing. Can't wait for tomorrow's ropes course, oh and let the best HP house team win!

See you guys in the next blog!

Pesky Sea Lions

Posted on June 11, 2015 by iglesias

Yesterday afternoon ended early for a couple of us, I continued to read for another hour and went out with my friends (who apparently missed me and I just noticed it's been more than 3 weeks since I last saw them; another example of my days blending together). It was nice to see familiar faces again. It was a good afternoon.

Today we finalized our design for our modeling class and may I say it's looking good. My group is so ready for Alex to approve of our design and start 3D printing. Following up we received an email with corrections of our Problem Area Paragraph and whoa nelly, we need to change more than I thought, but I guess that's part of the process.

Moving on to the rest of the day, we had another great luncheon lecture with Dr. Dark, psych professor (love the name!) and she is very cool, funny and I really enjoyed her presentation (second person to actually use a presentation for our luncheons. Her presentation was really engaging and got to learn of psych 101 stuff (very similar to communication 101 course I took freshman year). I also enjoyed how she randomly threw in photos of her scuba diving adventures (maybe I should start doing that, it might just be an interesting technique). I especially loved the part about sea lions being total pests and attention seekers.

And now I leave you with a sea lion

See you guys in the next blog!

-Insert Title Here-

Posted on June 10, 2015 by iglesias

Another day here at the VRAC:

Today we were assigned our modeling project which we are going to 3D print sometime soon. Our team decided to go with the pencil/SD card/USB holder. We already modeled 90% of it but there are a lot of modifications to make it actually work or do its job. Aside from that I feel that this week has been nothing but a big blur of waking up and going back to sleep (losing track of which day it is). Last night was pretty amazing since we went to the physics hall where we got inside the planetarium and just relax and look at the different constellations (with a fun astronomy grad student, I wish someone would have explained to me Greek mythology like that). We got to see Saturn, Venus and Jupiter and I think that was one of the most interesting things to do (I've always liked astronomy and found it interesting but I've never had the chance to see the planets so clearly like that through a telescope; it was breath taking).

I think that's all for now, see you guys in the next blog!

Tea Tuesday

Posted on June 9, 2015 by iglesias

I cannot believe it's Tuesday, this week's been weird if you ask me.
We did so many things over the weekend, I have no idea where did it go, so to represent that feeling, I'll let spongy-boy do the talking for me.

On another note, today, more modeling, I kept working on my skateboard tutorial rather than the other examples since it refreshed over a lot of stuff we are doing and other stuff I forgot (but like a muscle memory) seemed easy to do after a while. So far, the skateboard is coming along and I'm getting angsty to see what our professors will assign us tomorrow to do for our modeling class project (or so I assume it's a project).

Today we had another luncheon lecture with Dr. Jordán. I've had the pleasure to talk to her previous to joining the REU program and was glad to know she was a Puerto Rican like me. I really enjoyed her approach to HCI, which she described as "eclectic"; I totally related to this because although I have main focuses such as product design/visualization, game-based learning, and virtual reality, everything that has led me to where I am is the diverse group of people I spend time with. Overall, another successful luncheon, plus we had Jeff's pizza and you can't lose with that.

BEFORE I forget, I'm still excited about the fact that my team won "best game" for the C++ class and won some VERY AWESOME AND FANCY VRAC mugs (they're ceramic and everything- YAY! more for my collection). I hope my team and I keep kicking fanny and taking names.

I think that's it for now, so excuse me while I quickly finish this post and sip on my cup of tea.

see you guys in the next blog!

Smile for the camera, you're MODELing

Posted on June 8, 2015 by iglesias

Happy Monday, and by happy I mean we are doing modeling class something I'm so familiar with because I use it for like 80% of my projects!

exhibit A:

Today we had modeling class with Eliot and it was a good refresher; it was interesting to take a class from an engineer POV about modeling rather than a designer; very different. We are going to use SOLIDWORKS for our modeling, which makes sense considering both engineers and designers use it. I have to refresh a lot of my SOLIDWORKS skills since it's been almost 1.5 years since I've used it because I was trying to learn other modeling systems such as RHINO and CINEMA 4D. So far so good, although written tutorials never seize to frustrate me because I've always been more visual, show-me-how-to-do-it type of person rather than sitting down and reading (this is how I make mistakes!).

Anyways, here's to a new week, and my boost level is already over 9000 (I hope I didn't just jinx it).

See you guys in the next blog!

Fry-Day !

Posted on June 5, 2015 by iglesias

What's up my peeps?

Today is?! you guessed it:

However you say your days of the week, it's time for RECAP!!!

Today was pretty smooth, c++ class is finally FINITO, so we basically worked on our team projects, and let me just say how aca-amazing ours is turning out. Next week we will tackle OpenGL, still makes me nervous but I am very familiar about the concepts of it, so my main worry is how to translate my ideas into the program. I also decided to make a quick "guess the number" in C++ and won once (it's really hard cause it's randomize and you have only 4 chances, but hey!) If you feel like a daredevil and want to see if you can beat my computer come and play.

On another note, guess who won BROTANK OF THE WEEK!!!!??? hahaha thanks Desmond, I honestly thought I lost and I love the tank. Today we also concluded Journal Club: THE SEQUEL (but we have like 7 more to go so there's that). So far it had been a very productive week and there goes a whole week…IDK how many more days in the jungle left. Aside from that, I had a delicious piece of dessert and a good lunch…I feel like I need another cup of coffee, so excuse me while I quickly finish this post and go for some coffee.

See you guys in the next blog!

Gooood Morningg Viet-nammm!

Posted on June 4, 2015 by iglesias

(so the reason for my title is because I woke up in an okay mood so in order to wake up in a better mood I say to myself in a Robin Williams voice "GOOOD MORNING VIETNAMMM!!; and if you haven't seen that movie please do because it's AMAZING!)

Moving on to the blog post; Today we continued to tackle the C++ class where we learned a harder concept (insert sarcastic "yay"!) it was okay for the most part but I decided to go back to keep studying the basics so I can get a strong foundation about the program. Then we had another luncheon lecture, the presenter Dr. James Oliver. Dr. Oliver is very different from Dr. Stone, in a good way. He is on the other side of the spectrum; he is more calm, older and wiser. D.r Oliver is the director of the Vrac and the HCI program here in ISU, which is awesome, he's awesome, he gave me the personal tour during the Grad Visit and I'm glad he recognized me today 😁 It was interesting to see how he started off not knowing what exactly what he wanted to do. (I think this is something that a lot of professors here have in common and just like magic end up at HCI…still confused and intrigues by that but hey!) His college and career paths have taken him in many different directions such as working with engineers and in a construction site in California; he's another person that has been all over.

He is a very cool person overall and gave us excellent advice about grad school. I was really excited for this luncheon because I knew a little about James Oliver but today was just great. We had our daily meeting for our group project and we're on FIRE, everything our mentor assigns to us I KNOW WHAT SHE IS TALKING ABOUT because I've done it before for my projects and I feel confident enough to just talk about it and set examples to my teammates to get a good result and diagram and any other helpful stuff we are doing to progress on our project. (Guys if I get too bossy or TOO much of a leader position I'm sorry, just tell me, it just comes out natural if I know something and have done it a thousand times before).

Anyways, I think that's all for today.

See you guys in the next blog!

"Could you sing that again?"

Posted on June 3, 2015 by iglesias

(**Insert** trumpet sounds, like the one's when a king/queen enters the room **here**)

It is THE MIDDLE OF THE WEEK, Wednesday Hump day, Miercoles, *dies Mercurii* or however you like to call it.

Today we tackled more C++, not SOO bad, but the struggle is still there. I just remembered how www.lynda.com provides tutorials, and c++ essential training was in there, so that might just be the miracle I need (also, Jordan and I found the "c++ for dummies", haha that might work too). So we did the class tasks and continued to tackle on our

programming project. We continue to modify our "space invader" type game to be more funny and have different variables. We decided on a more "nautical nonsense" theme ☺ and for those who understood that reference: "5+ FOR GRYFFINDOR!".

Moving on, moving on..WATCH OUT for Nancy, she has tried to catch us singing so she can see if SIRI can identify the song; she's sneaky, be aware.

Any-who, more reading and coding for the rest of the day, hopefully no more rain or I will need some hot cocoa and a snuggie.

See you guys in the next blog!

The Price IS Right

Posted on June 2, 2015 by iglesias

Soooo, another day here doing our thing.

Day 2 of programming…yea…what just happened? I understand how fast paced the whole "we need to teach you how to C++" thing is going to work, but it's not working. I had like a million questions and I didn't even know how to address them. It felt like that one time I sat down to watch those videos about C++ and still had a million questions, what am I not grasping? This morning did was not go as good as yesterday's and I'm pretty sure it went something like this: "In whoville they said : Maggie's fear of programming in C++ grew three sizes that day."

MOVING on to a brighter part of today, we had a luncheon lecture with Dr. Rick Stone, and can I just say AMAZING. This professor was so engaging in so many ways, a fresh of breath air! I loved how passionate he is about what he does. He talked about how he has worked on a couple of military based projects as well as animal. He even brought us examples to demonstrate some of his projects (YAY visuals!) It was very interesting to see how he's been all over the globe and has, I already forgot, a lot of MS and advance degrees (he must know what he's doing). He gave us very positive and helpful advice in how to present our projects at the end of the program, you know the "what to do and what NOT to do". I think the best part about the luncheon (not to dismiss that it was ENTIRELY great) was when Sarah asked about how he got into academia where he went off about how Drew Carey in the Price is Right gives terrible advice and how that somehow related to the story of him deciding on picking the "let's go into Academia" route (in other words, you had to be there, it was hilarious).

I guess today I'll try to talk to someone and see if I can do the two assignments we have for the C++ because, yea… I have no clue what's going on. Missing pieces EVERYWHERE. Hopefully tomorrow will be better as we start working on our "space invaders" type of game.

See you guys on the next blog!

#Titanic { float: none; }

Posted on June 1, 2015 by iglesias

Ah, programming week, were for 2 hours every day we will learn how to C++.

Today, at 9am sharp we started the introduction class to C++, I have dabbled somewhat with some programming languages, but never as a serious affair, since I am a designer, not an engineer. I have a couple of friends who know how to code and have watched them closely; this has always intimidated me. On the other hand, today's class went pretty smooth; I had an idea of what was going on, so hopefully I'll dominate the C++ language further and lose fear of programming once and for all. Towards the end of class we had to do a task that required us to write something that required an input. My use of this task involved the question of cake (yes, I was hungry, and yes I have played

Portal). If you're wondering how it looks, here it is:

```cpp
#include "stdafx.h"

#include
using namespace System;

int main(array ^args)
{
std::cout << "would you like some cake (y/n)?";
char answer;
std::cin >> answer;
std::cout << "are you sure: " << answer << "?" << std::endl;
std::cin >> answer;
std:: cout << "doesn't matter, I ate it all! MUAWHAHAHAHA"<< std::endl;

std ::cin>> answer;
return 0;
}
```

Basically in the end, THE CAKE IS A LIE! 😬

We also had to get together as groups and come up with an idea to present next Monday for our programming class. We decided on a game (but I will not tell what it is just yet ☺) and whoever's group presents the BEST idea gets a prize, and who doesn't like free stuff?!

Moving on to the rest of the day, we had another small tour of the facilities inside the HCI department. This time we saw the UX lab where they do a lot of user testing as well as the e-design, and the Mirage lab (where they do more mixed reality testing). Everything is pretty impressive and I just keep thinking of all the potential projects anyone could do in these spaces. I guess I'm out of things to say for today.

See you guys on the next blog!

Dies Saturni

Posted on May 30, 2015 by iglesias

It was a cold and rainy early Saturday morn.

Today we decided to go to the Farmer's Market, in downtown Ames. I have never woken up this early (7:30am) to do so. We got there early and decided to get some coffee and play some board games in Cafe Diem. After a quick game of scrabble we continued our adventure towards the small market. Here, we encountered a lot of local foods and crafts as well as fresh "eat me I'm nice and hot" food. I noticed that the same food truck from campus was there and since I have never tried them before (being a foodie and willing to try everything at least one) I said: "sure, it may be only 8:45am, but I could go for some tacos." The tacos were delicious. A couple of us sat down, ate as well as enjoy all the dogs in the area; plotting how to steal at least one so we could keep for ourselves (animal lover).

Afterwards, we headed over to PetCo, where we saw an abundance of FERRETS!!! (sorry, they are too cute). Unfortunately, there were NO cats for us to play with (sad sad). As we moved to a couple of more stores we finished our day as a group. We got to Freddy, where, a lot of us crashed on to our beds for a nap.

As they sun kept moving with the ticking clock, the weather stayed the same. I looked at the clocked once more and

established that it was time for food once again.

D4-B2 <— Star wars anyone? (day 4 blog 2)

Posted on May 29, 2015 by iglesias

So here's another day at the VRAC facility along with all of my fellow peers. So far, we are still getting introduced to various things we will be needing and/or using along with another amazing tour of what's inside the facility. Today has been pretty relaxing so far. We had a small session on tech support followed by a tour of the C6. We got introduced to SOME of the C6's potential and what are some of the projects that are involved. So basically the C6 is a pretty amazing 6 paneled room, where high tech projectors transmit these images into the panels, and *voila*, magic (not really, but it's the simple way to explain it, plus no one has another one like this, except in Saudi Arabia).

Some of the interesting projects going on in the C6 include: understanding how products can be developed and further explored without spending any money. The C6 is pretty immersive and you feel like you're actually there, in this space, with the object. These projects rank from a simple 3D rotation and view of the object, whether that is in a 1:1 scale, bigger and/or smaller scales as well. The best part is also the integration of sound and animation, which makes the experience even more realistic. The C6 experience is pretty interesting as it is, and I have interested in this type of technology for a while since one of my modeling classes took me to the METal lab (over by black engineering building, have I mentioned I'm a PROUD CYCLONE?!) in order to visualize our conceptual CAD models. In the future, I wish I can experience something in the C6 with a combination of haptic-touch technology, pretty sure that would be on an another level of immersive play.

For now, it is TGIF and tomorrow, we still have NO idea what we are doing as a more relaxing group activity. THE UNKNOWN has a couple of us just frustrated about it!! Guess we will find out tomorrow.

Anyways, TA-TA, see you guys in the next blog!

I'm "exCYted", at least I made an "EFFORT"

Posted on May 28, 2015 by iglesias

I guess I should've paid more attention to how my professional blogger friend did these because I have never liked to blog but keeping an open mind.

Anyways, here goes the first attempt of me blogging.

I have been interested in getting into this program since last fall, and what a roller coaster has it been. I am finally here, getting acquainted with people I want to get acquainted with and that puts me in between excitement and a breath of fresh and calming air. In my head I'm just like "I am here, I made it, let's go."
For the past 2 days we have been introduced to just general stuff and paper work…exCYting. Aside from it all I'm making an EFFORT (let's use this reference for the next 10 more week guys!!) to keep moving forward and hope to get a TON out of this program, but I have faith I will. So far I have met interesting people as well as getting more acquainted with my fellow housemates and other peers. So far, so good.

The highlights have been meeting up with my fellow teammates and mentors and understanding what we will be doing for the next 10 weeks. Although we still have not paved the way of what we will be doing exactly in terms of an end goal, I like where the whole shabang is going. My experience has been different (in a good way of course), I am an ISU student so I have been introduced to a lot of the things around the university as well as the VRAC and HCI facility but this time I get to play with all the cool stuff that all of my professors involved in the program (somehow) have talked about. I am ready to prepare myself mentally for grad school, and hopefully by the end, I haven't changed my mind.

Downhills include that I miss my bed, I don't know about the rest of you guys but the whole "I have a blue firm mattress" scenario is not working for me. I think that's about it…

OH! before I forget, we had the option to also talk about which super power we would prefer: invisibility or fly. So in my opinion I can't just easily pick one, why? because the results of how you use that power will define how effective or successful it is. And besides ironman and batman are two of my favorite super heros and they have no natural special powers, it's the way they use their means, tech, and gadgets to fight crime 🗡

Well, I guess that's that. See you on the next blog!