

Interactions

User Scenarios

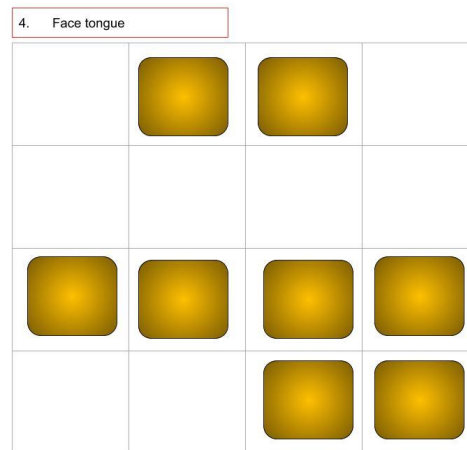
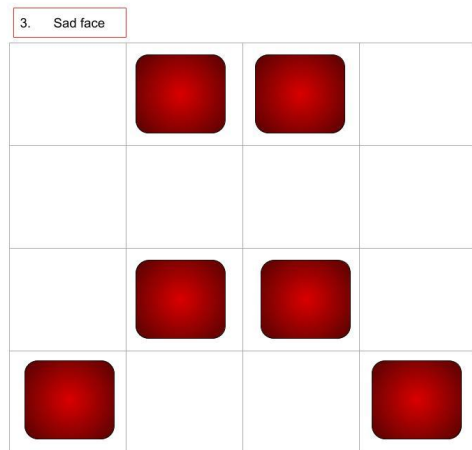
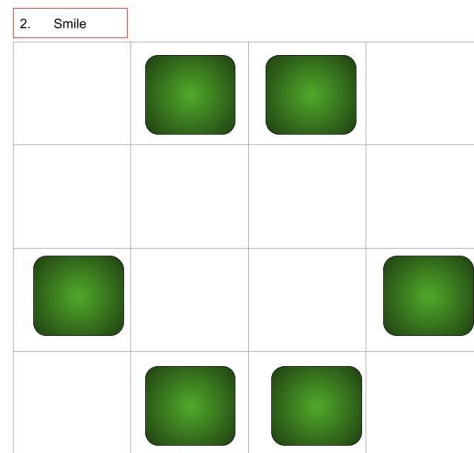
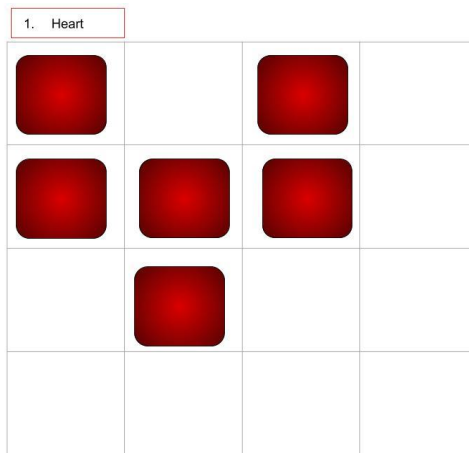


List

- Emoji
- Play Tic-Tac-Toe
- Remote Collaboration(Task status bar)
- *Modified Marble Answering Machine

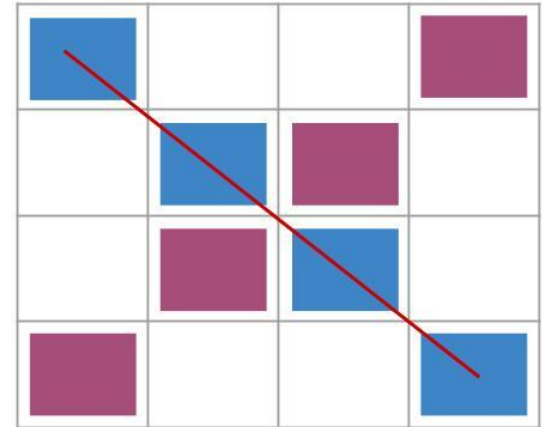
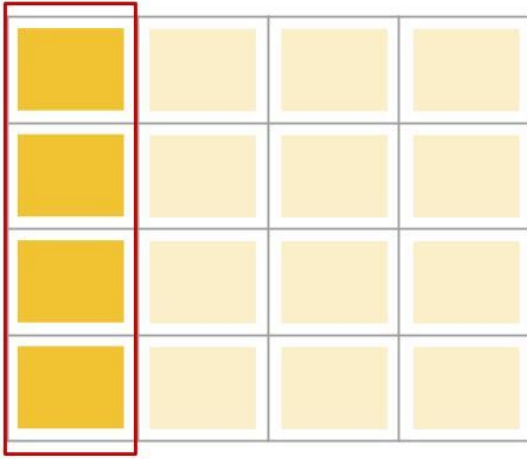
Emoji

Our first idea.



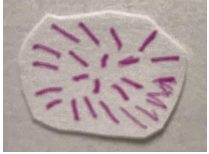
Play a Game - tic-tac-toe

Detect patterns.

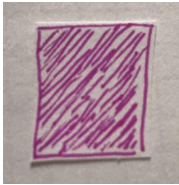


Remote Collaboration

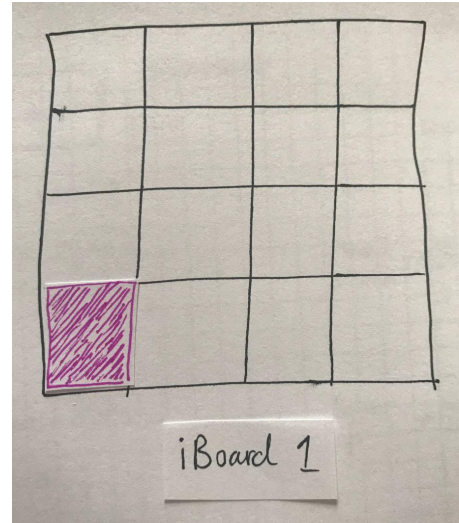
Status bar



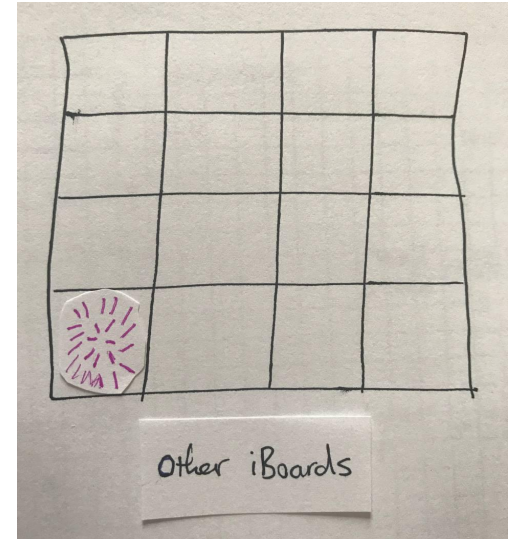
→ Actuated
Cube



→ Cube Placed
on the Board

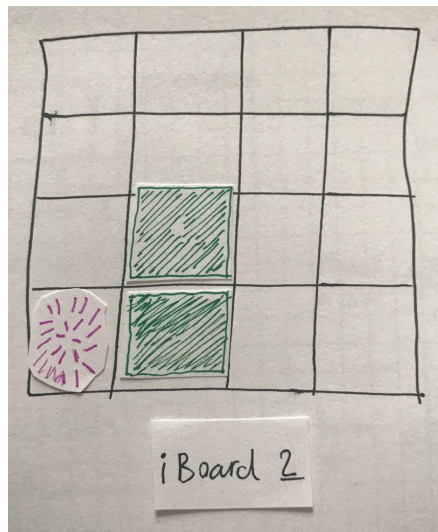


User 1 updates the
progress and place one
cube on the board.

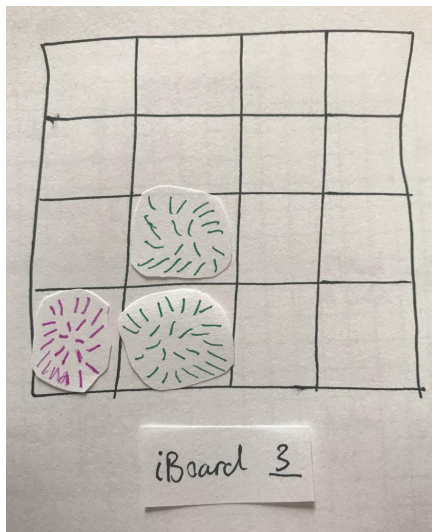


Other boards get the
update.

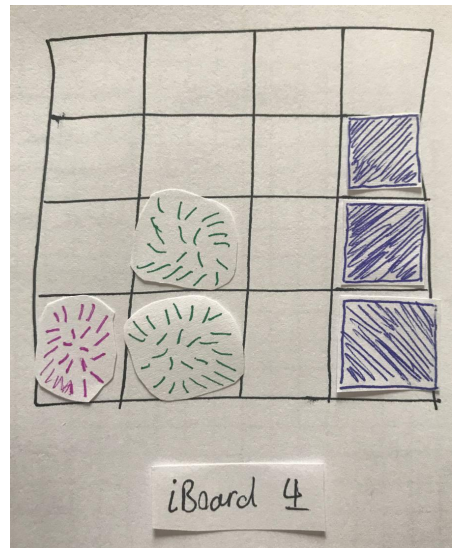
Remote Collaboration



User 2 updates the progress.

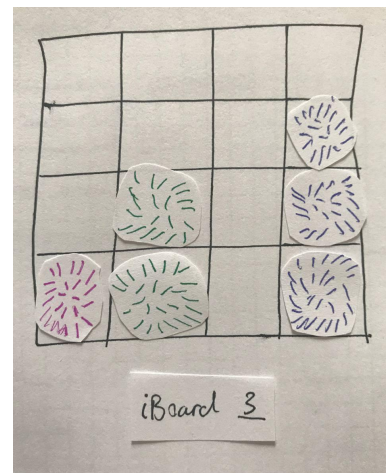
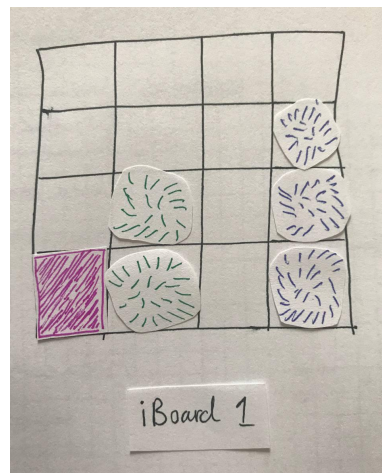


Other boards get the update.

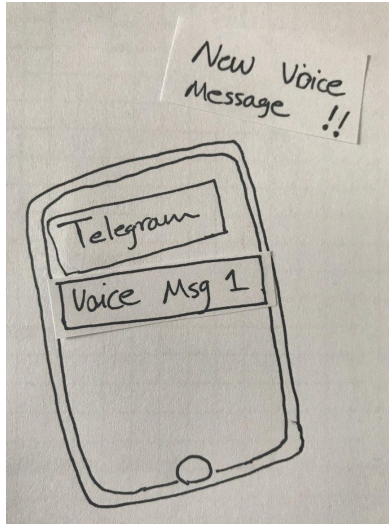


Another update.

How it looks on other boards.



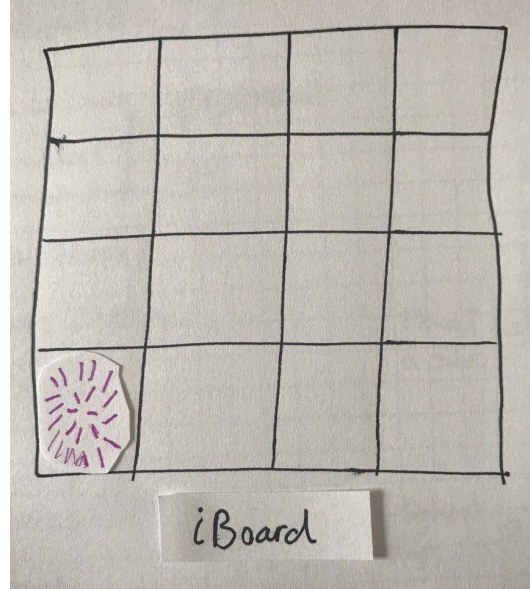
*Modified Marble Answering Machine



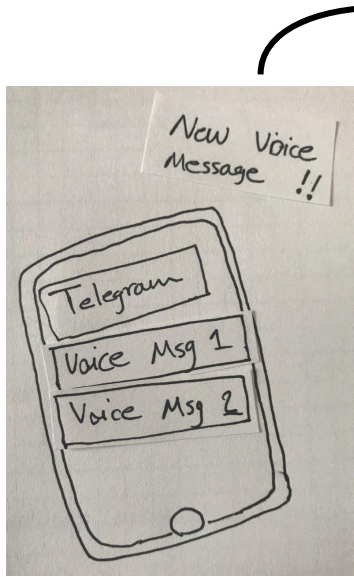
New voice messages arrives.



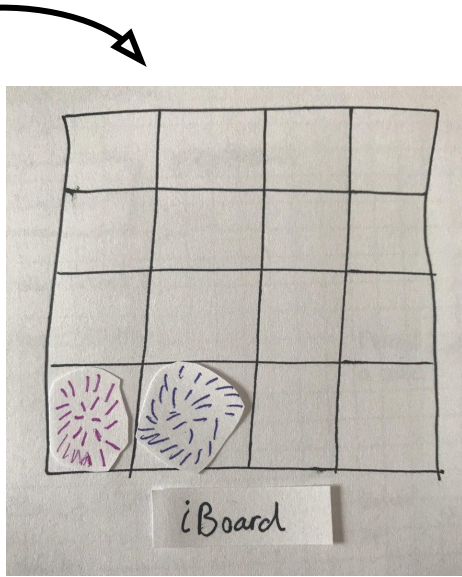
One cube pops up.



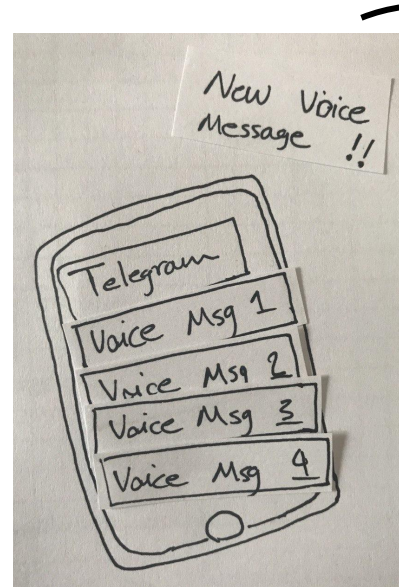
*Modified Marble Answering Machine



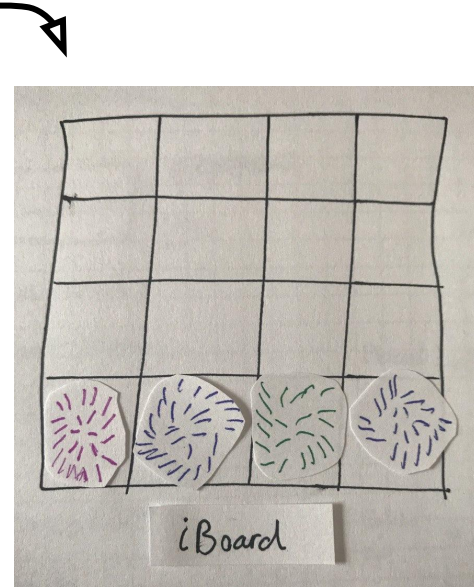
Another notification.



One more cube pops up.

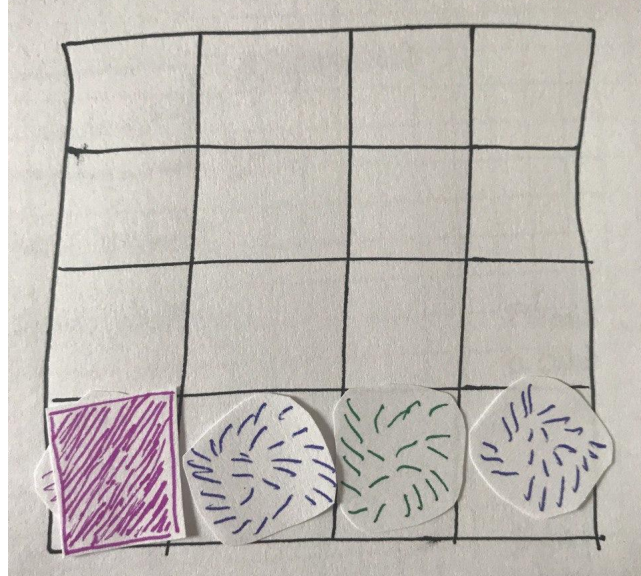


And so on.



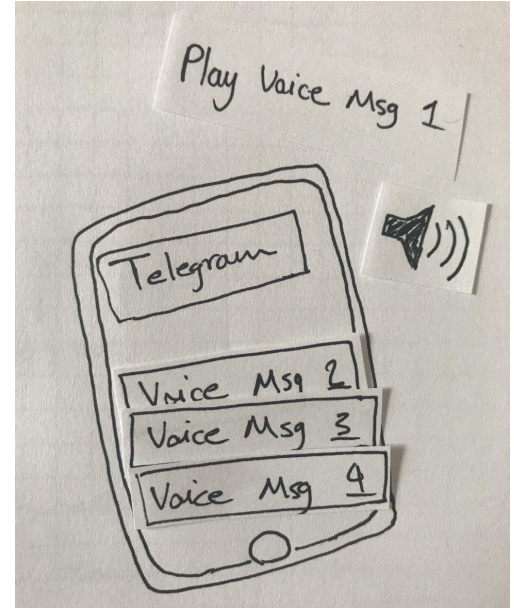
*Modified Marble Answering Machine

If the user wants to play messages.

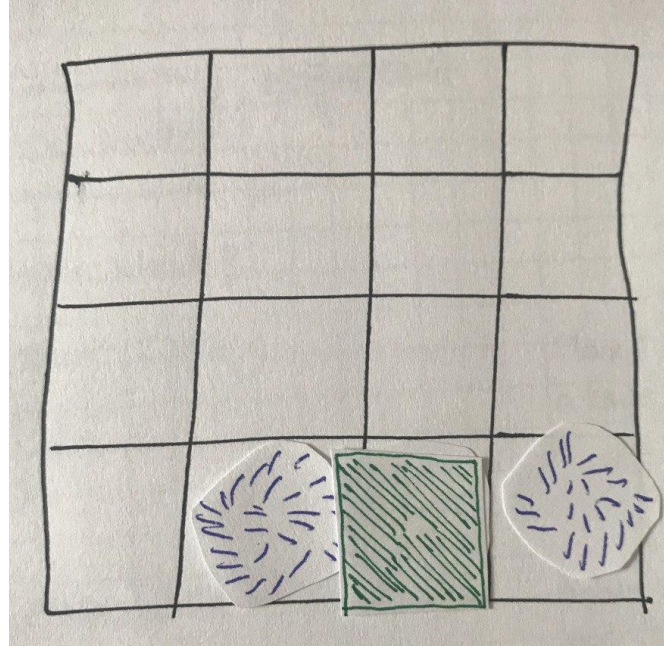


User place a cube on top of one of the actuated cubes.

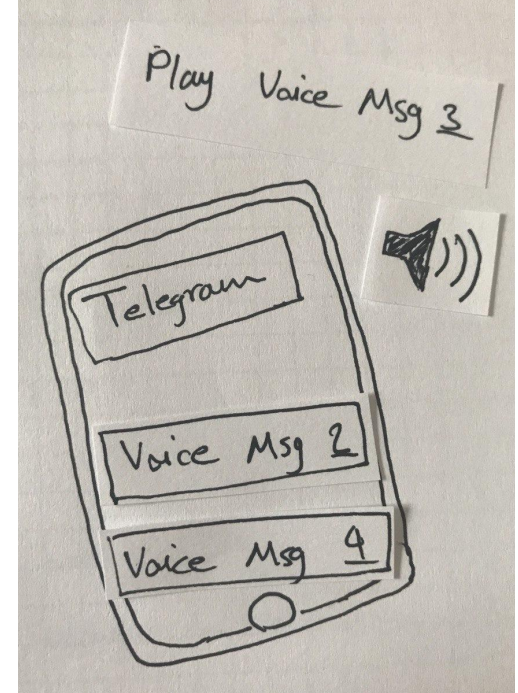
The related voice message is played.



*Modified Marble Answering Machine



Play other messages.

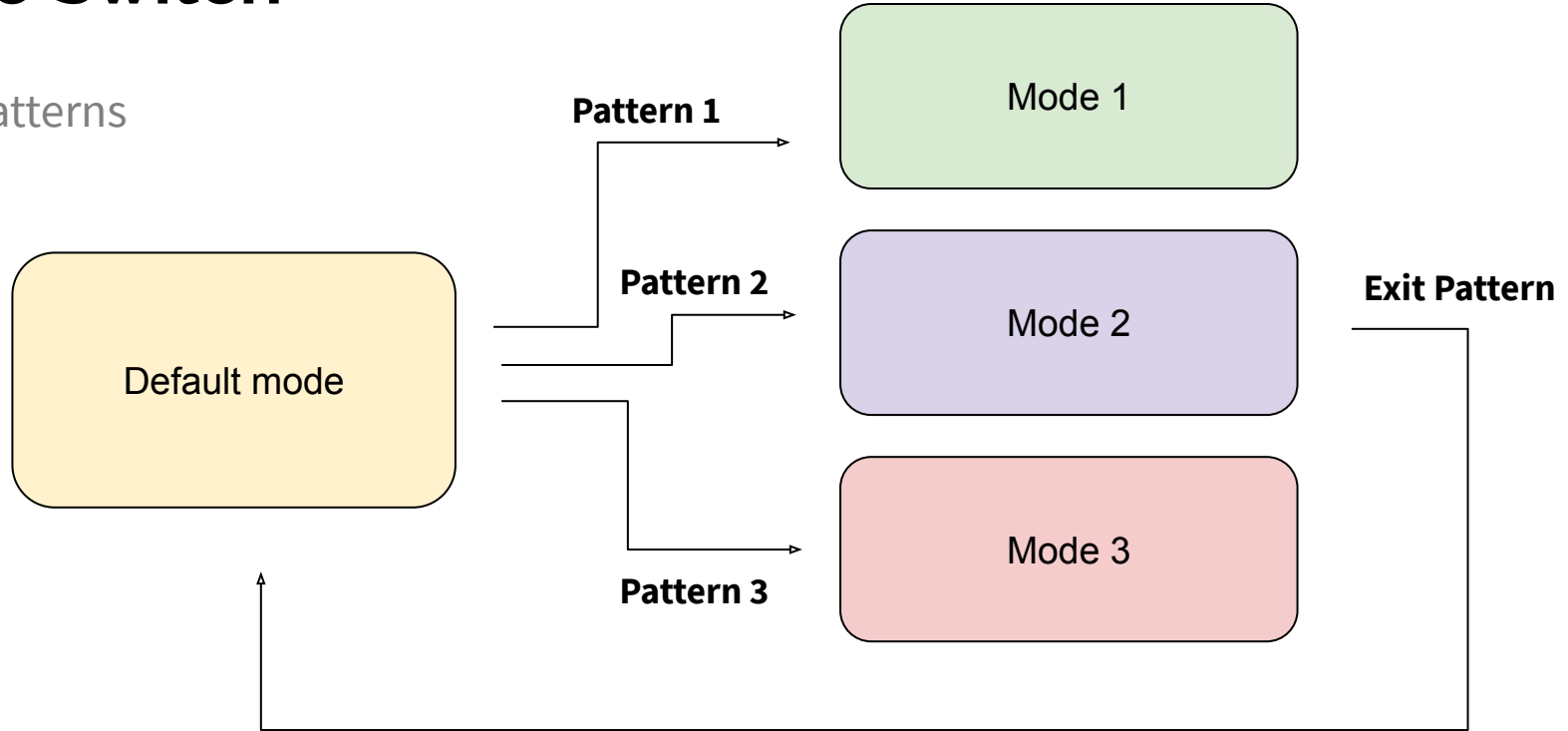


Mode Switch

- Hard code - reprogram the board for each scenario
- Use buttons
- Mode switch patterns
- Easy transition

Mode Switch

Using Patterns

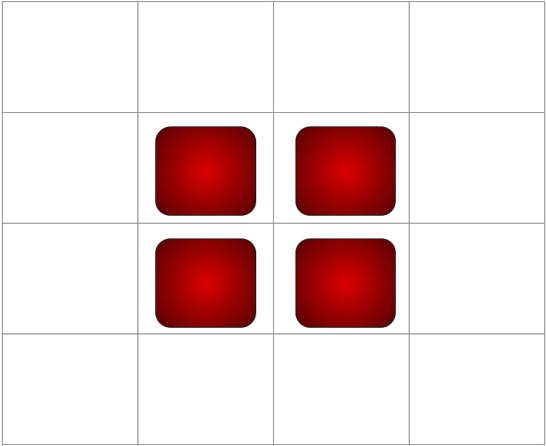


Exit pattern is the same for all modes.

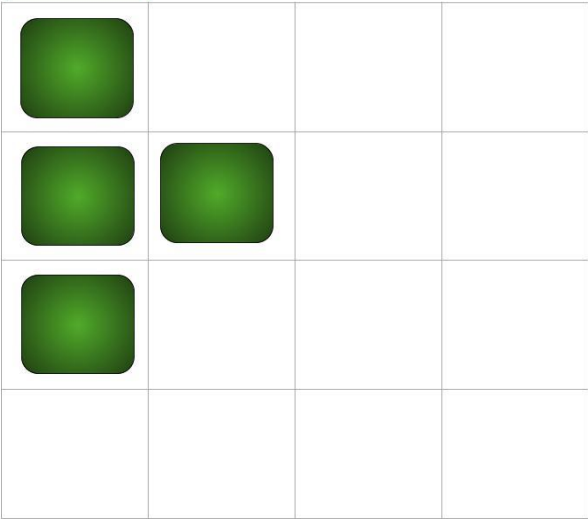
Mode Switch

Using Patterns

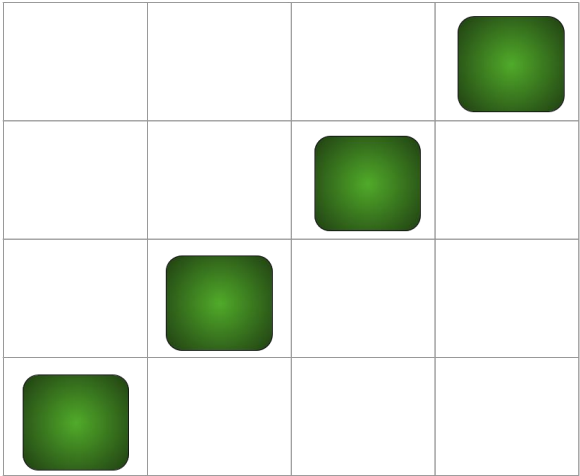
Exit Pattern



Game mode



Progress bar mode



Transition between modes

