**INTRODUCTION**

**User & Goal Definition**

**Target users:**

* Concert Attendees
* Performers
* Event Organisers

**User Goals:**

* To navigate through the venue
* To interact with the visual elements
* To engage with other the NPC avatars
* To customize their avatar and outfits

This walkthrough focuses on core interactions that define the VR concert experience

* Launching the Application
* Navigating the Venue
* Interacting with Virtual Objects
* Engage with NPCs through avatars.
* Participate in audience engagement activities (e.g., virtual glow sticks, cheering).
* Customize avatars and outfits
* Exiting and Returning

**WALKTHROUGH**

1. **Launching the Application**

Action: User launches the app on their browser

Expected response: App loads up and user can begin

Potential issue: Users unfamiliar with WebXr may struggle to set up the app and vr on their device

Recommendation: Provide a clear step by step instruction guide on setting up

1. **Navigating the Venue**

Action: The user moves between different venue areas and camera angles

Expected response: The user is able to move freely using teleportation or joystick controls

Potential issue: Controls might not be intuitive for users unfamiliar with the platform

Recommendation:

1. **Interacting with Virtual Objects**

Action: The user attempts to select an object

Expected response: The object is selected correctly by the user and is shown to be selected by the user

Potential issue: Some users may not realise which objects are interactive

Recommendation: Visual indicators e.g glowing objects or prompts can be used to indicate which objects are interactive

1. **Social & Audience Engagement**

Action: User uses the gestures, glowsticks or cheer effect

Expected response:

Potential issue: user may struggle with finding or using the engagement options

Recommendation:

1. **Exiting and Returning**

Action: User decides to leave the concert and rejoin later.

Expected response: Understands how to log out and come back later.

Potential issue: User might have a hard time figuring out who to exit the concert

Recommendation:

|  |  |  |
| --- | --- | --- |
| **Issue** | **Impact** | **Proposed Solution** |
| Unclear WebXR setup | High | Add step-by-step onboarding guide |
| Movement controls unintuitive | Medium | Provide an interactive tutorial |
| Interactive elements not obvious | Medium | Use glow/highlight effects |
| Social engagement options confusing | Low | Simplify UI and add preset reactions |
| Unclear exit/save system | Medium | Add confirmation prompts and clear signs |
| Unclear sound feedback | Medium | Provide an optional sound tutorial |
| Difficulty using audience tools | Medium | Add tooltips for glow sticks and cheering effects |