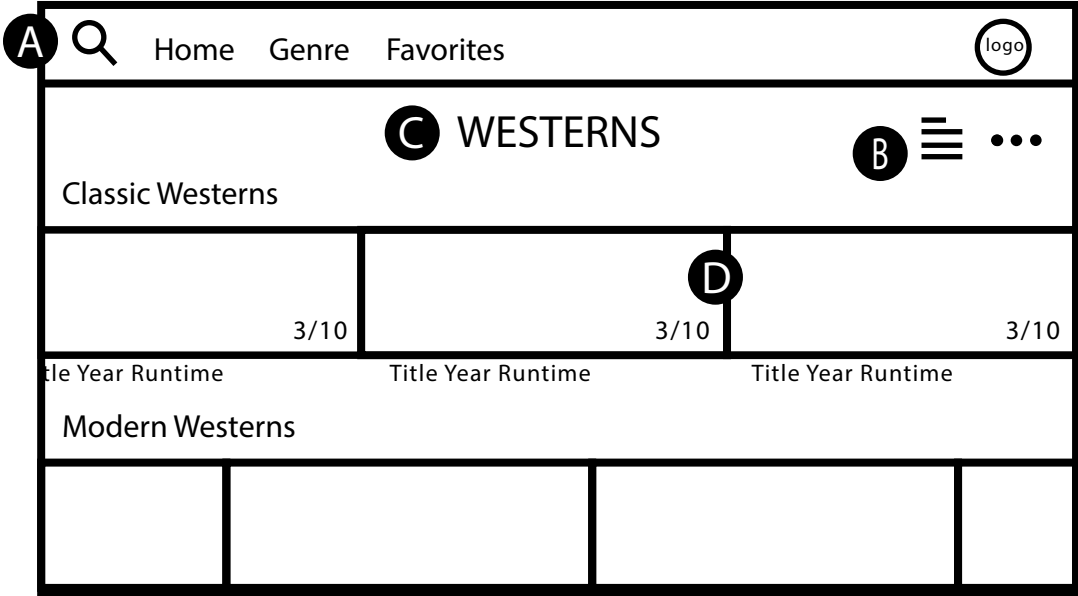
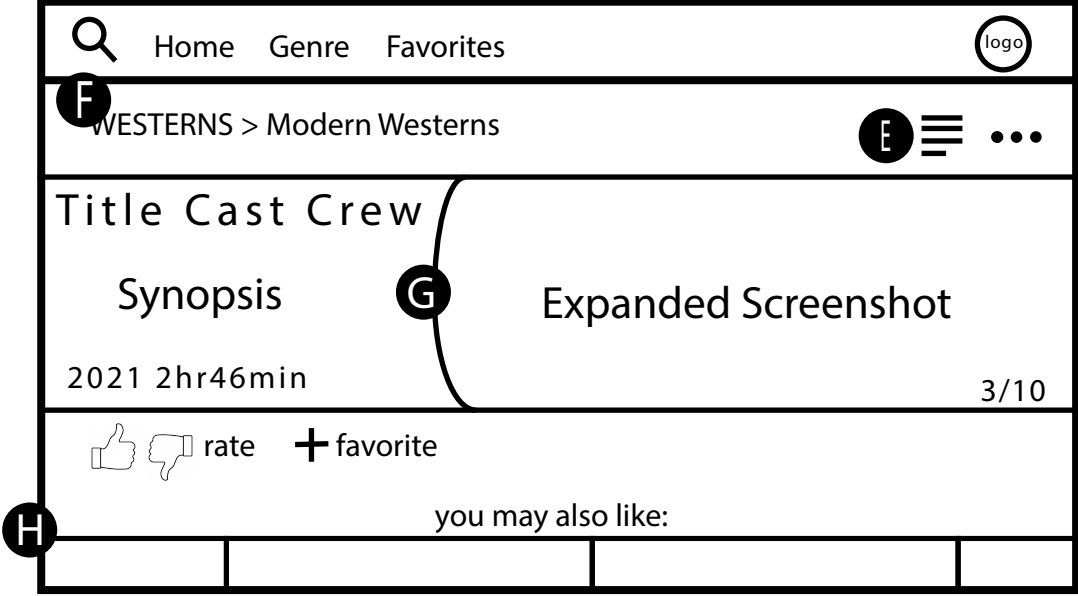


GRID VIEW



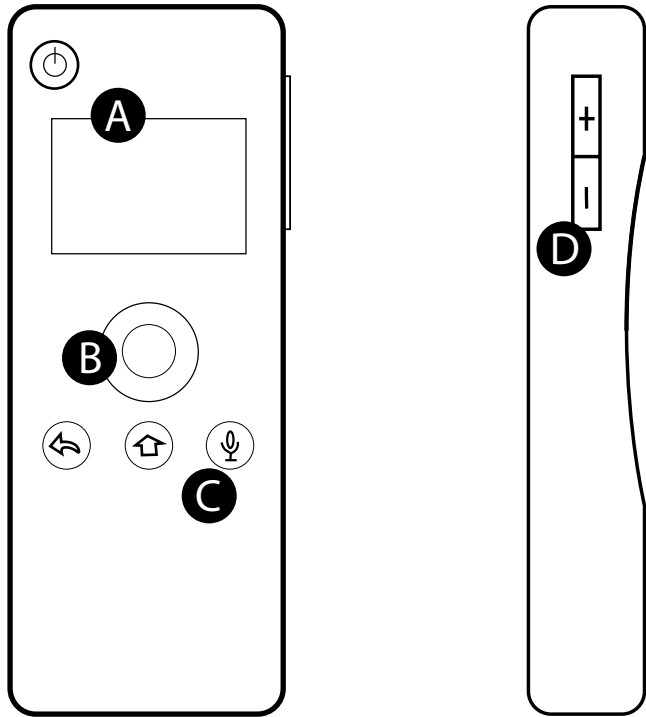
- A Top Navigation bar hides when scrolling down screen to clean up the interface as the user browses titles
- B Buttons to change to Single-column View & more... button
- C Broad genre at top of screen, subgenre left aligned. More specific genres help the user find titles quicker
- D Swimlanes used to browse titles in each category. These are the most visually appealing and give the user a sense that they can breeze through titles with ease

SINGLE COLUMN VIEW



- E Option to switch back to Grid View & more... button for menu
- F Breadcrumbs used to find your way back to genres
- G Expanded screenshot smoothly fades into synopsis. Gives the user a better idea of the scope of the title and feels more cinematic
- H Swimlanes used to browse similar titles

10FT INTERFACE CONTROLLER



- A Trackpad is used as a d-pad controller and in conjunction with multi-touch gestures to browse titles and improve the user's experience navigating through the system
- B Joystick can be used to make navigation faster e.g. fast-forwarding, rewinding, smoother and multidirectional movement through menus
- C Touch to speak button for easy access to voice controls
- D Volume control is easily accessible where thumb rests while holding controller in right hand

Controller Lo-Fi Prototype Plan:

This will be printed out and attached to a cardboard frame so that it's a bit more durable. The user will be asked to perform basic functions with hand gestures on the remote, either using the trackpad or joystick. Behind the user and out of sight will be a team member with a working remote that can simulate the desired actions as they are performed on the prototype. This is the best way to make the user feel involved and allow us to oversee how the user interacts with the controller to navigate the interface.