Concept – AR version of "primitive data types"

initial ideas:

- app adds colour to comic
- some elements 3D animated, some 2D animated
- additional panels (and information) via app
- sound atmosphere and effects
- 3D model of bar
    - comic book lying on it
- quiz at the end

evolved to (all animations go with sound):

- 3D model of café
    - you can walk around it
    - interact with door to open it
    - go inside, look around
- 3D model of bar, furniture
- 3D model of comic book on bar
    - interact with page corner to turn page
    - not all panels are visible – when last visible one is reached, user needs to look around room
    - while panel reading: atmospheric soundscape, effects according to panel (will need some event/movement that triggers the sounds)
- data type explanation = 3D animation, glasses being filled, appear one after another
    - overflow: corresponding animation – water spills on bar
- panels with Java and C float in room
    - user looks at panel -> drawing morphes into 3D model
    - when both have been looked at: they come to life, walk to bar, clean up water pit (Java happily, C angrily), fade away
- more panels appear on comic book
- water splash animation in user's face (on phone screen)
    - either
        - panels appear on comic – user needs to think about looking back or
        - door opening SFX, user turns there, sees person coming in (3D animation)
- question pops up on phone screen
    - right answer: you get a drink (3D animation)
    - wrong answer: scene setback, user can go through comic again
   - maybe animation of comic "rewinding"

key elements and order of importance:
- café building – walking recognition
- 3D version of comic book
- quiz at the end
- soundscape (atmosphere, panel effects)
- 3D models of cups + animations & quiz reward drink

- Java and C panel floating in room
- more panels appear on comic book, water splashes onto phone screen
- door opening sounds, stranger coming in
    o voice "you explain" + quiz pops up
- soundscape tweaking: adjust atmo, SFX, animation sounds etc.
- enhance floating Java and C panels
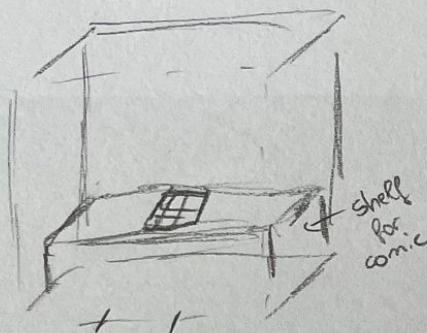   o gaining colour and morphing into 3D models
    o walking + cleaning animation

Moodboard

https://miro.com/welcome/ekdNNFFwelRTNHl6SW4zQWtFWFlDUXZzN0F3QlpTVWVLbDk1eDNKWVp
kWFNLOUx3bDBnVHU5V1ZpM3hkNEpEU3wzNDU4NzY0NTU4MDUyMTE5OTI5fDM=?share_link_id=4
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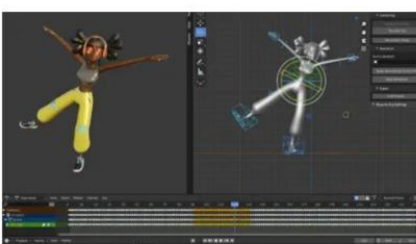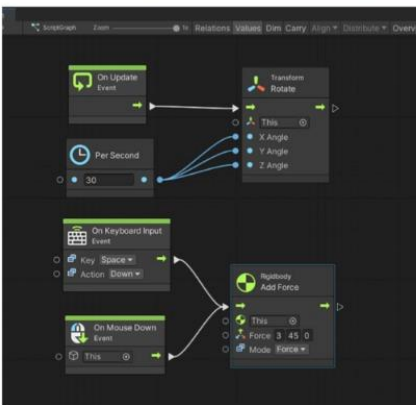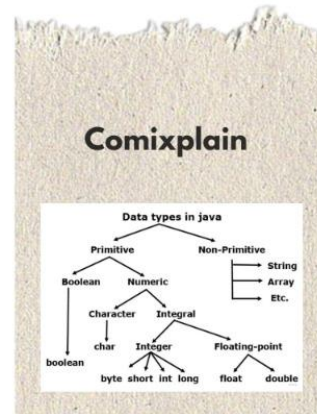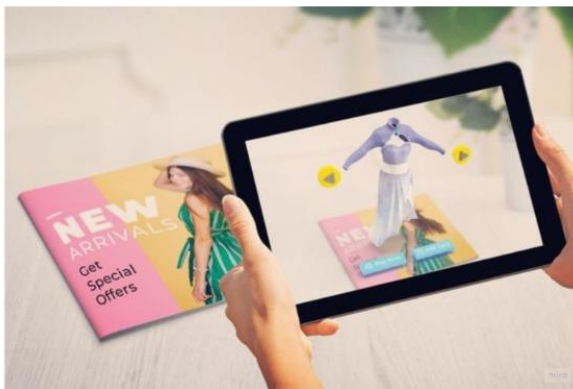
Scribbles

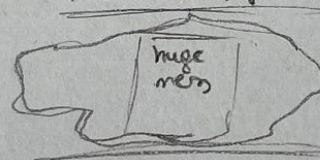**I** comic readable on shelf in shop ambience sound

→ shelf for comic

↑ Cafe Shop entrance

II panel 8

cups displayed on 3D models
↳ fill by click with text output

↑ shelf

→
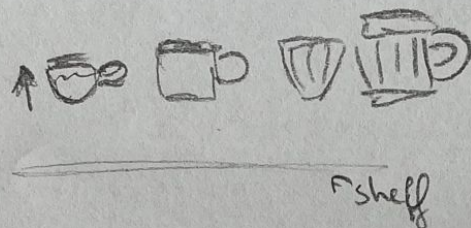
III other panels displayed until panel 16

the mess spills all over the booklet fades in 1-2 sec

huge mess

↖ shelf

→

IV panel 17 & 18

just looking at the 2 panels left and right displayed

Java ← ○ → [C]

or

3d models spawning doing work

green/good

red/bad
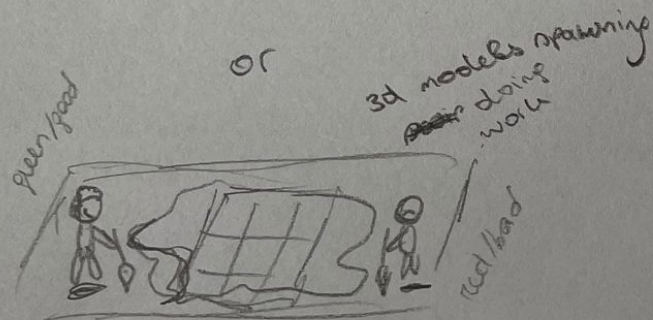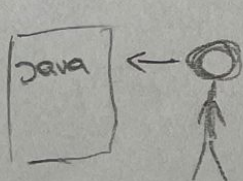
V panel 21

→ Splash in users face →

VI Questions at end little pause

user goes to bar
comic book laying there
pick up (or not), turn pages, read

comic visible until certain points
prompt, user has to follow (little task)
gimmick like 3D animation of comic

then more panels appear

cups at different heights in room
(demonstrates number range)

User interacts with door
so door opens
& user can walk into Café
- movement recognition + position
- animation door opening + SFX

sheets of paper on table
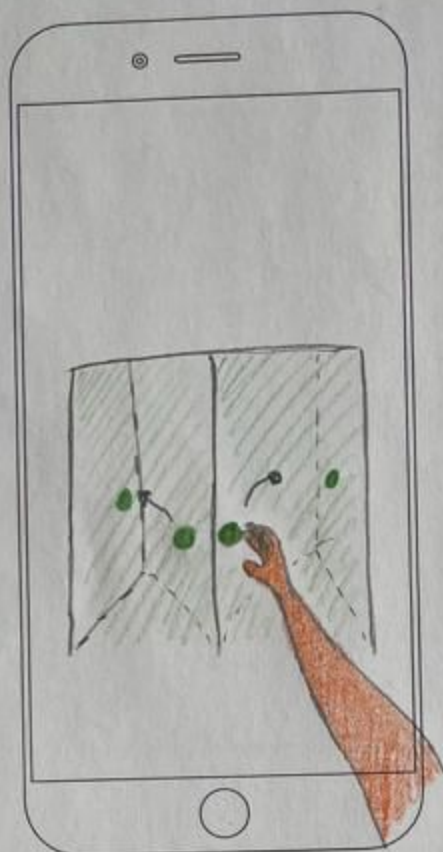(cover) image of comicplain comics
click on it opens pdf

User can move freely inside room

panels taken out of paper
come to life (3D animation) – switch needs to be
when user looks at them   animated as well
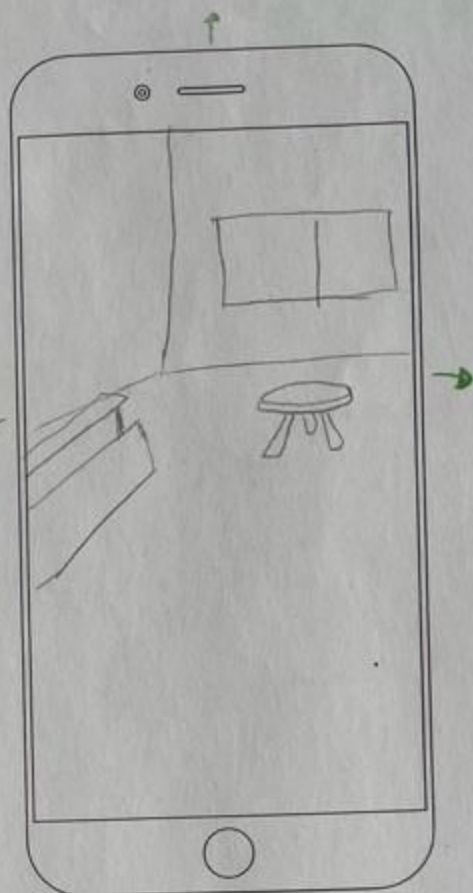(morphs)
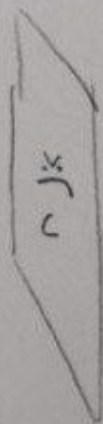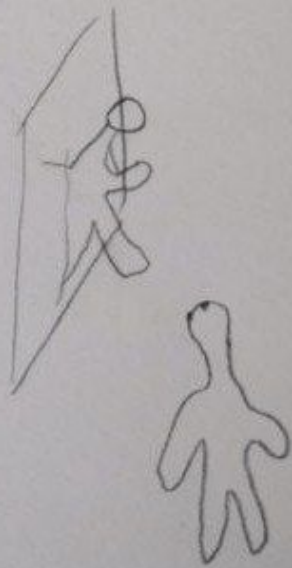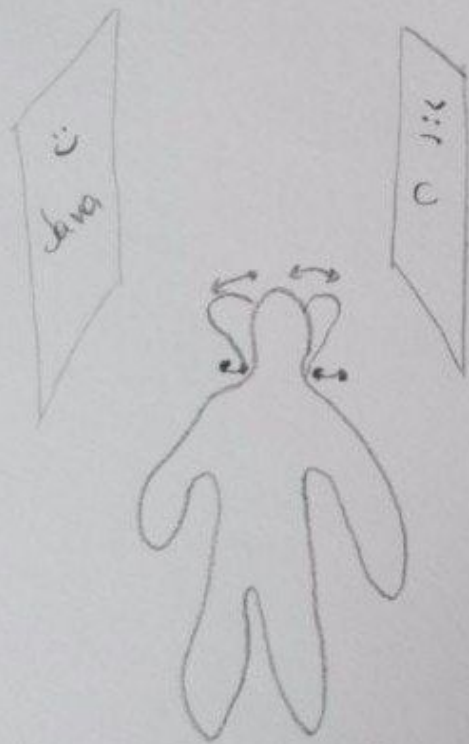
they go clean up

J happy
C grumpy

Wireframes

open
door
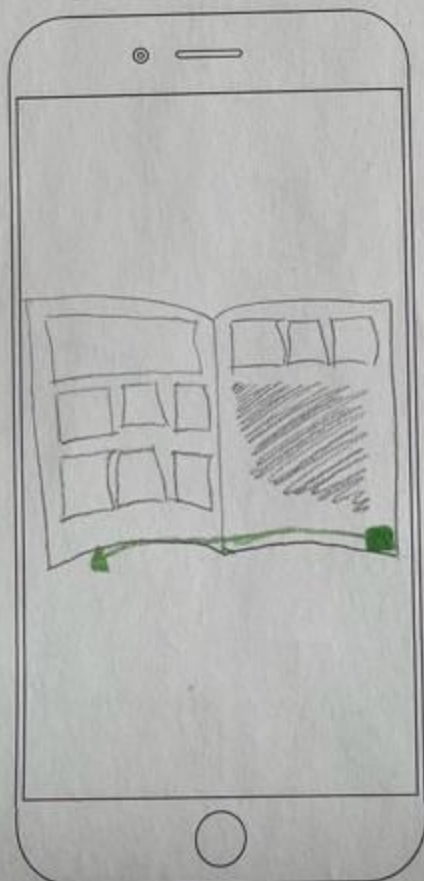
focus cafe door shelf
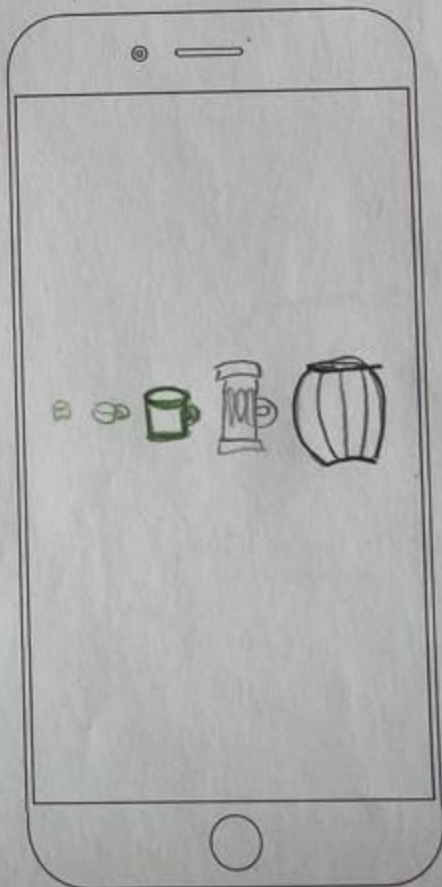
comic overview

panel 2 -> 3D models

panel 16
mess on counter

panel 17

panel 18

panel 21 splash

Question

Reward

Question
_____
_____
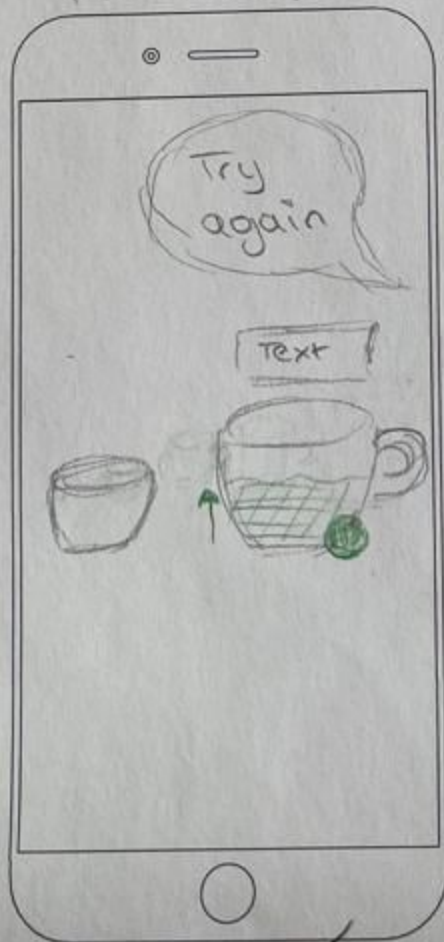
Answer I

Answer II

Correct!

fail → back to panel 8

Try again

Text

Lo-Fi Prototypes

https://xd.adobe.com/view/c0866c20-f49a-4e5e-9237-d6a58e2e3933-95d5/