

## Comixplain – Lo-Fi Concept

Over the course of the Comixplain Summer School workshop, a prototype of AR mobile application will be developed. The app should enhance the Comixplain series and bring new elements to the user. A milestone of the ideation process is the Lo-Fi Concept, which we would like to present herewith.

### The Idea

As we are highly interested in audio, our idea was to add an immersive audio experience to the Comixplains. Whereas there are mainly visible components in a comic, audible elements are not existent. With the app, the user can hover over the panels of the comic including interactive elements, such as speech bubbles of the characters. The mask of the speech bubbles will be empty until the user taps on it. Then a speaker voice will appear and the speech bubble will be completed. We therefore chose the “Primitive Data Types” Story. In addition, other elements with auditive feedback, e.g. cups or barrels could be added. This will depend on feasibility and the time factor. The active panels should be highlighted so it is obvious which panel is active and audible.

### Moodboard



Figure 1: Moodboard: We focused on visualizing the immersive audio experience. The interactive elements should be noticeable for the user, as we specified later on in the process.

## Scribbles

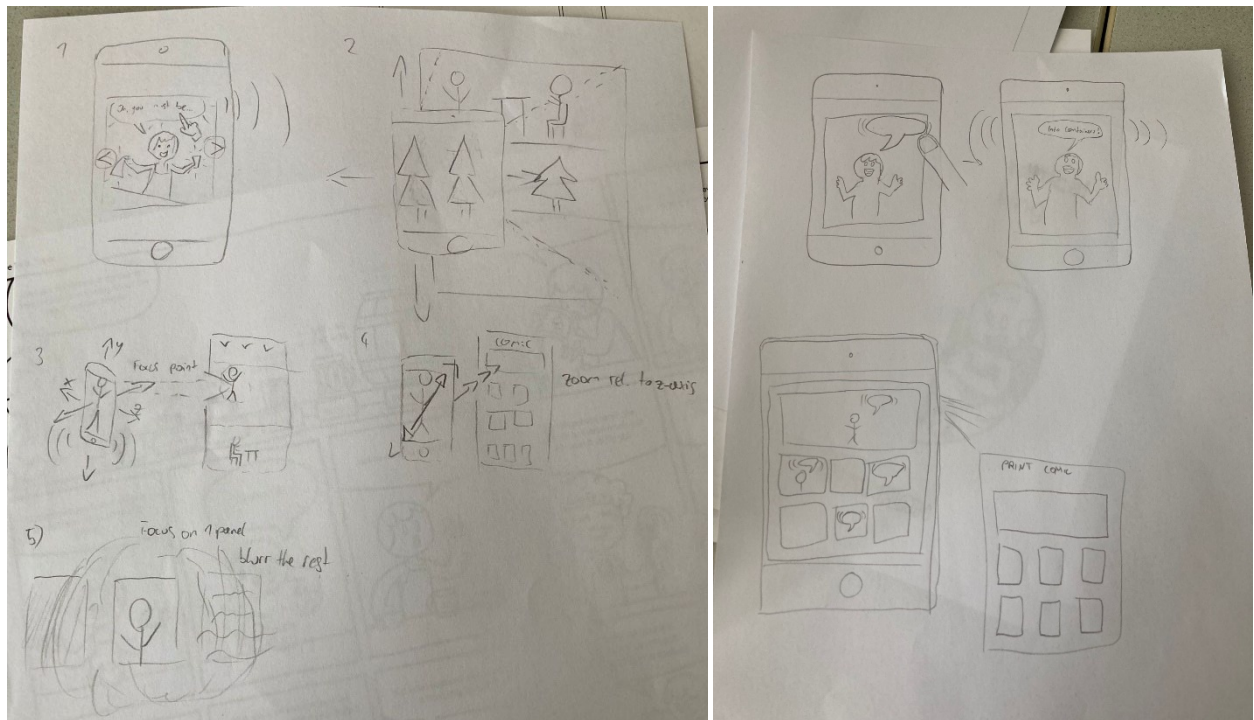


Figure 2: Scribbles: In the first step of scribbling, we tried to draw our ideas on how the app could look like. We also discussed if it should be possible that the user can swipe to the next panel or just hover over it.

## Wireframes

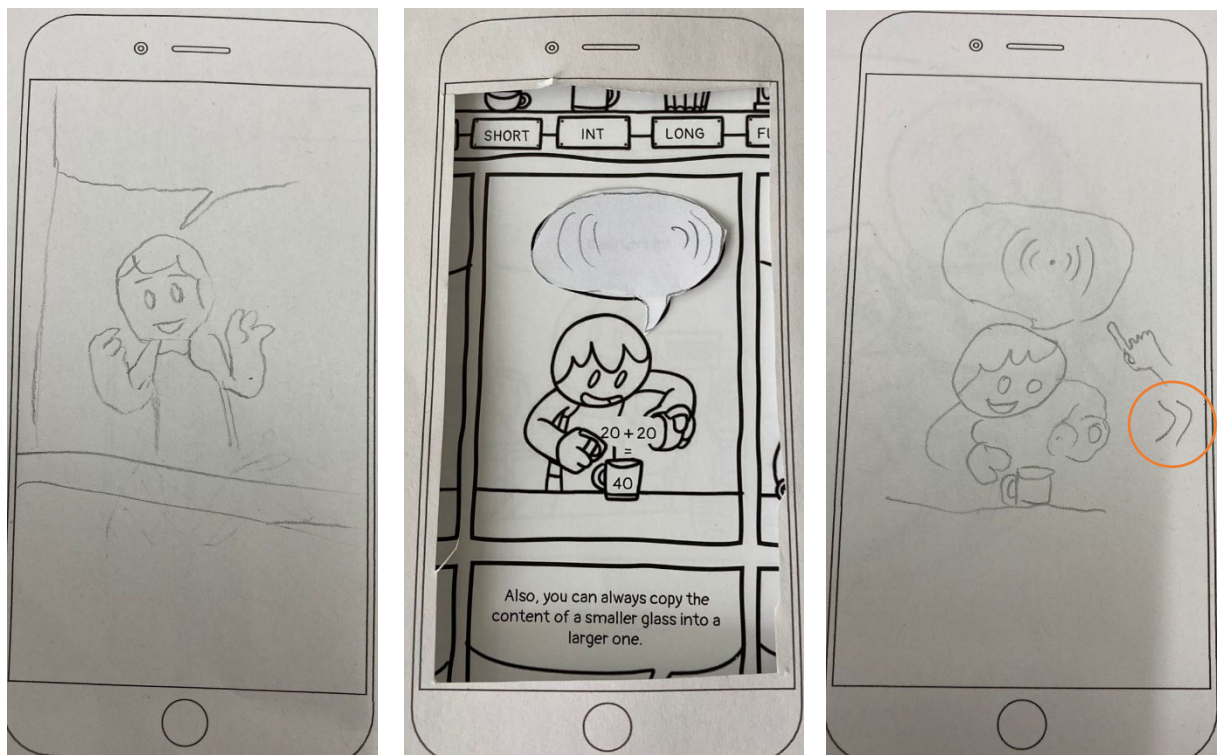
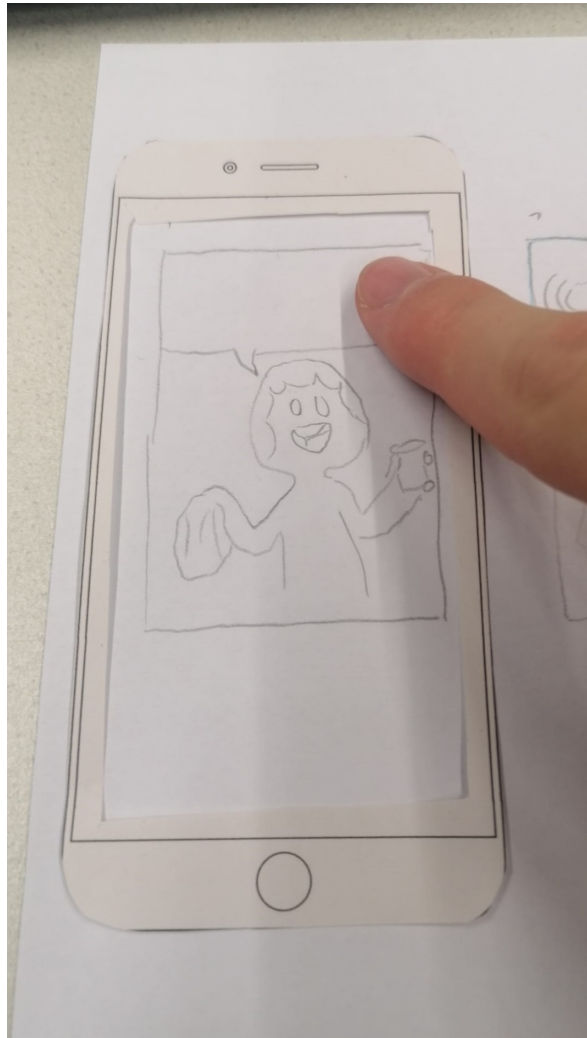
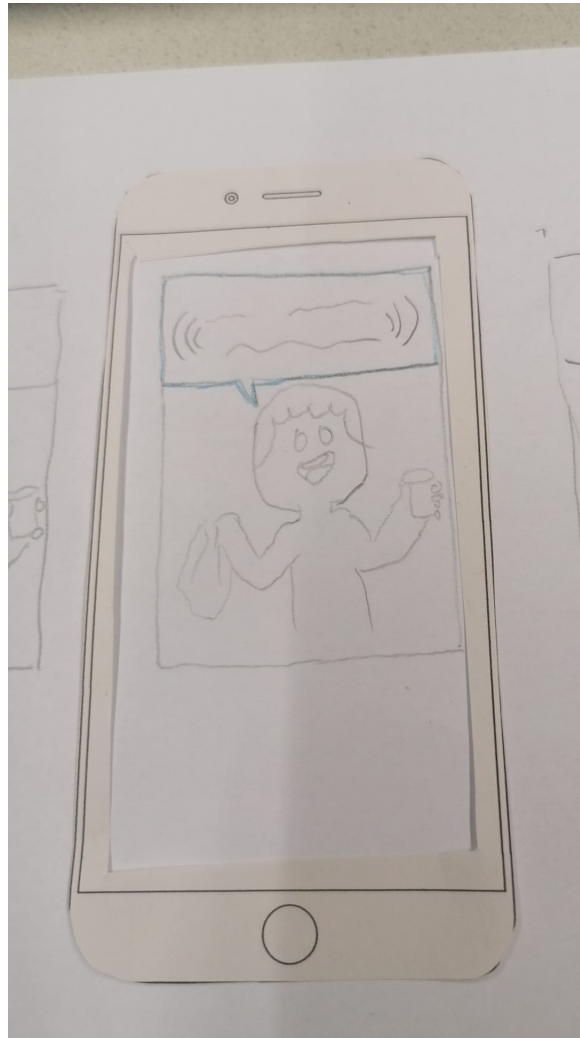


Figure 3: Wireframes: Further developing the idea, we thought about how to signalize that all interactive elements are consumed. This could be achieved with a simple arrow, in order to recognize the urge to switch to the next panel.

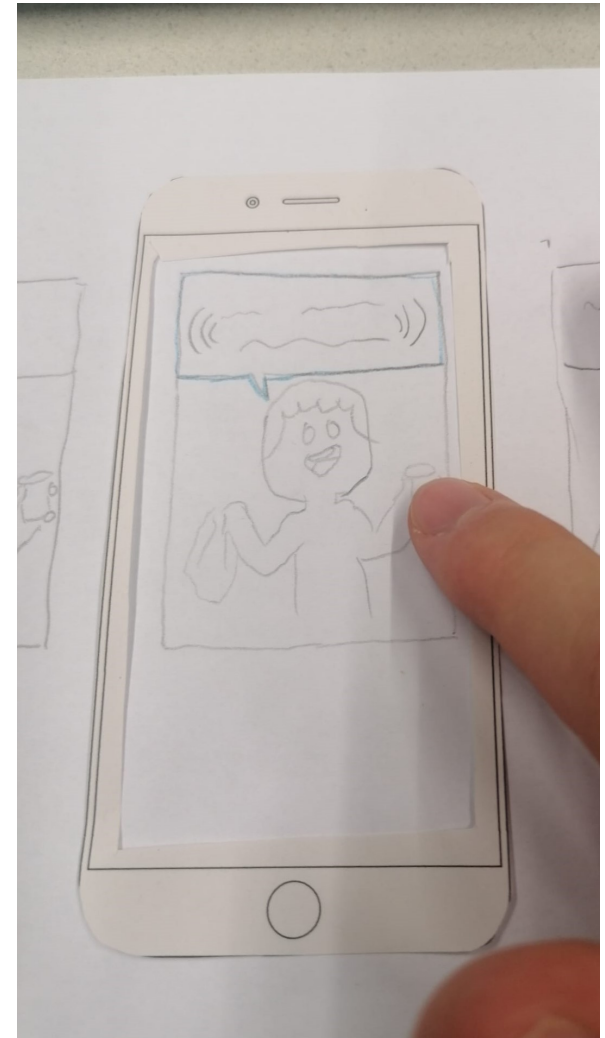
## Paper Prototype



Clicking the bubbles will make  
the text appear...

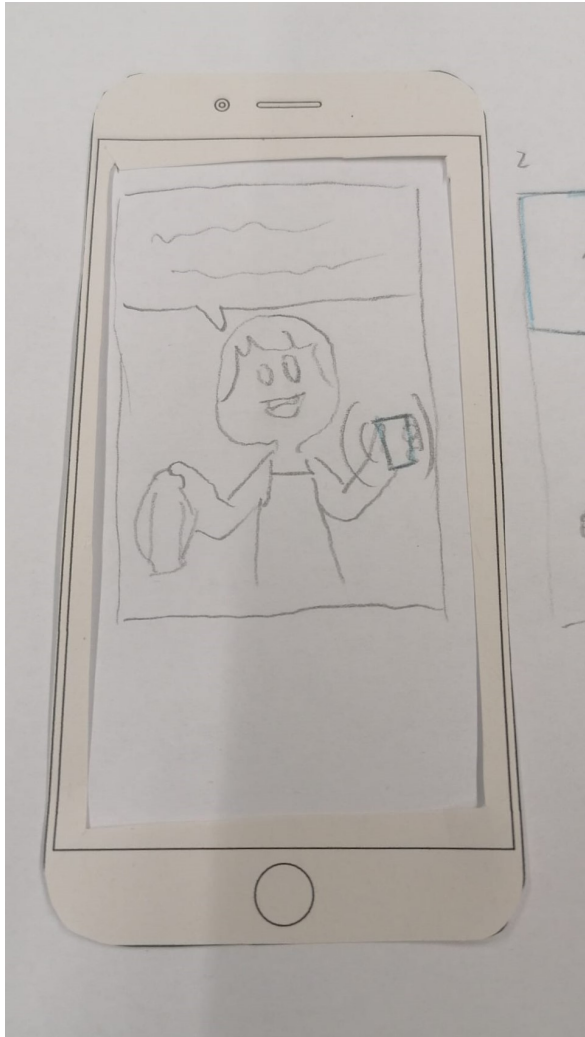


...and make the dialogue  
audible.

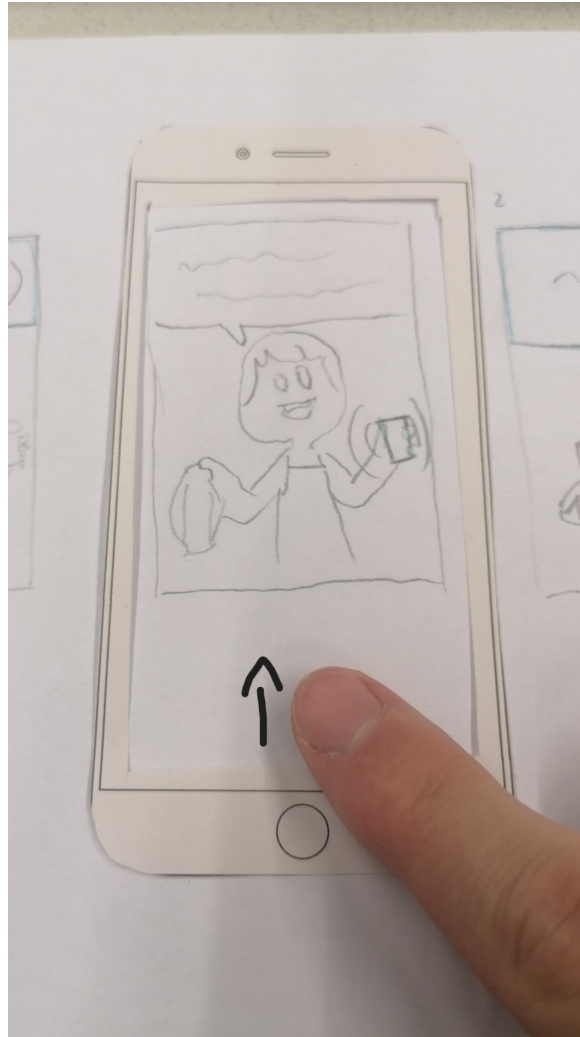


Clicking on other elements  
inside the panel...

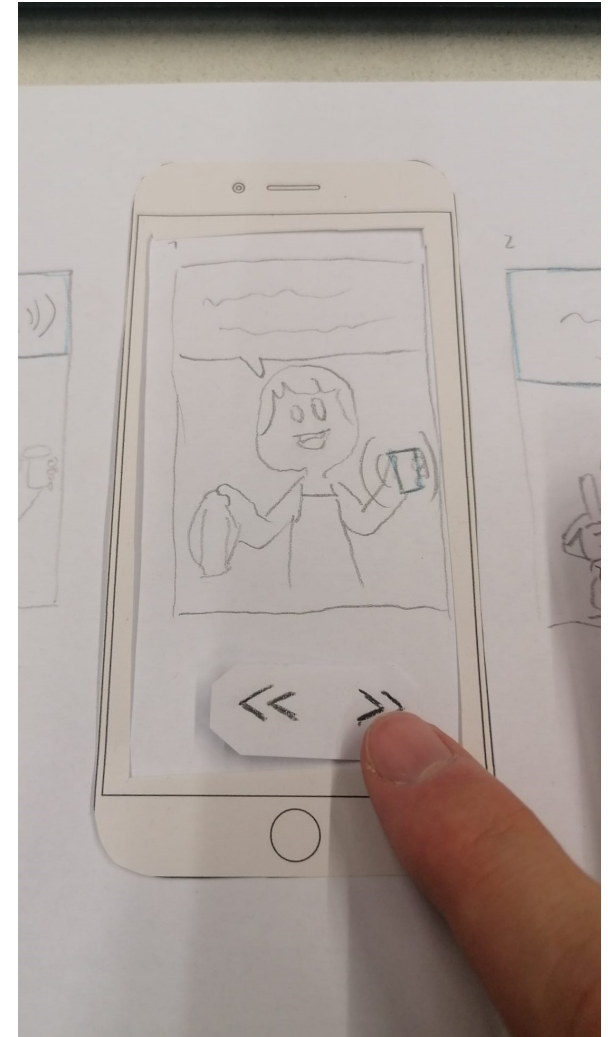




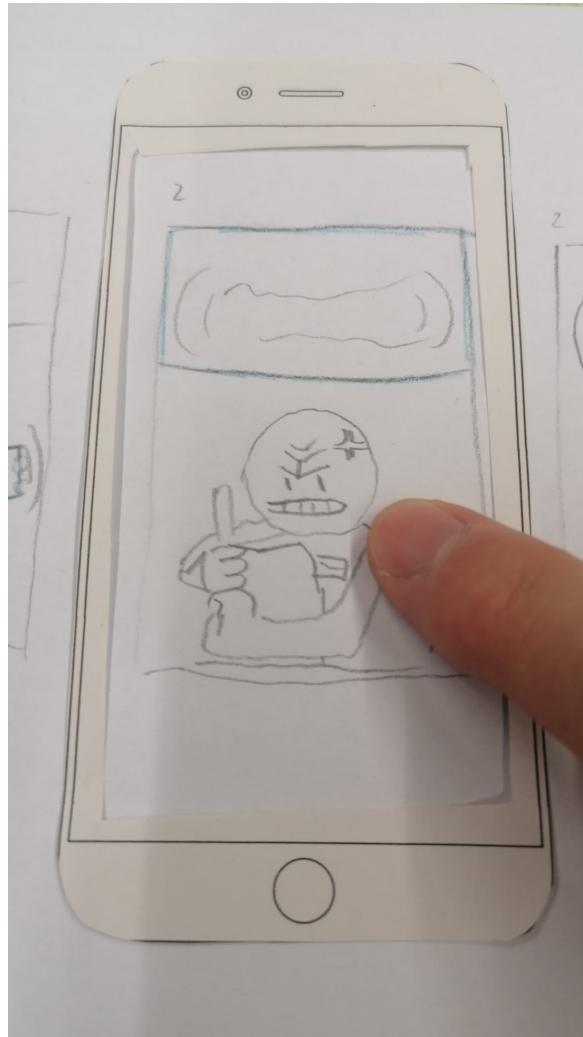
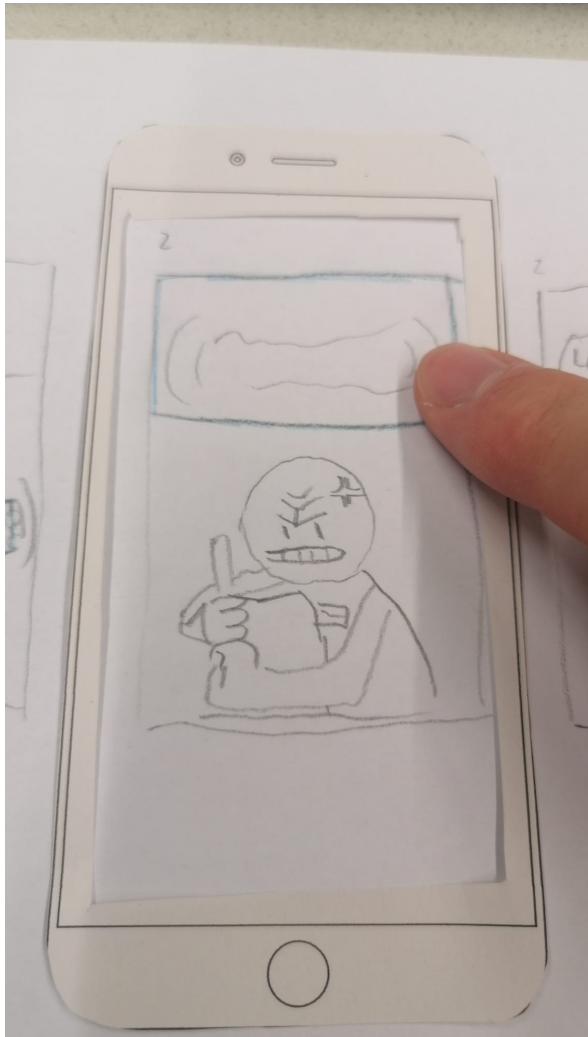
...will give additional acoustic feedback.



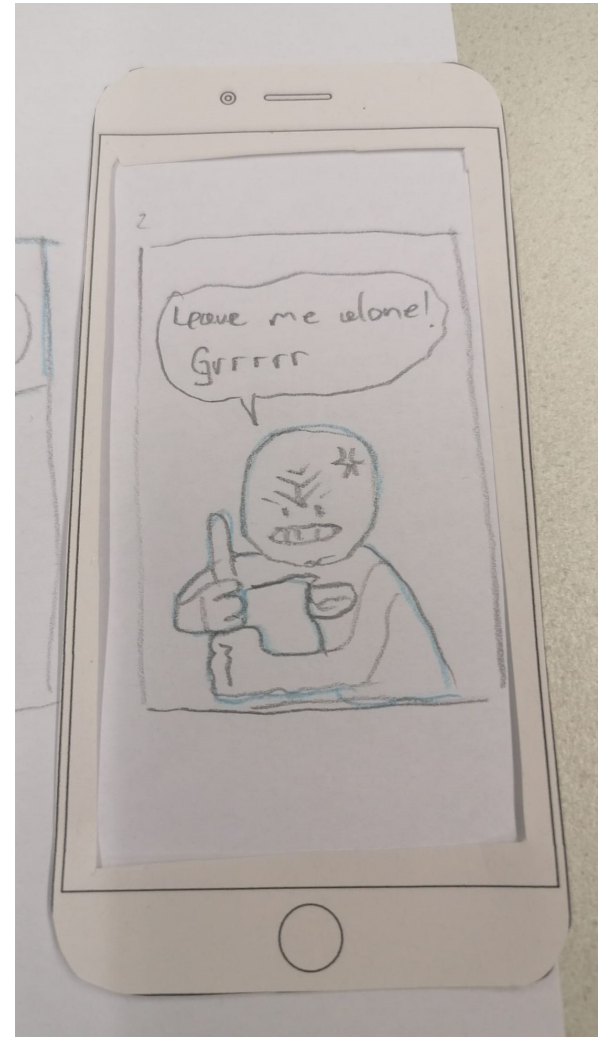
Swiping in upward direction will show the navigation bar.



Clicking the arrows moves to the next/previous panel.



By clicking different areas...



...hidden elements & features  
may be revealed.