**# Design Process**

Low- Fidelity Mock-up

**Landing page**

A picture containing diagram

Description automatically generated

This is the landing page for the user when they login to their account. The personal course timetable will be shown in the left side bar once the user sign-up an account and fill out their information. User can enter their class sections and join the discussion table (‘2D visual café space’) at any time after class.

**‘2D Virtual café space’ Discussion table**

Diagram

Description automatically generated with medium confidence

**Gaming section**

Diagram

Description automatically generated

The ‘2D virtual space’ and the Gaming section are the two main areas that we have designed for improving social interaction of user with others.

**Teaching Space**

Graphical user interface, text

Description automatically generated

Diagram

Description automatically generated

**Reward System**

Graphical user interface, text, application, chat or text message

Description automatically generated

**Low-fidelity Mock-up updated**

Chart, bubble chart

Description automatically generated

The hamburger menu in favour of showing all courses from the hub screen and the Activities (games, social spaces) on the left, tables that you can join/create in the middle (for chatting), teaching spaces for tutorials/classes to the right. Ability to change courses, view friends, and access the reward store at the top. ***AR facial expressions will be visible from the Landing page, but audio can only be heard on the tables.***