

Majuli River Island and Kamalabari temple

Virtual tour – Prototype Document

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Introduction:

The purpose of this document is to give a detailed description of the vertical prototypes of medium to high fidelity, created for two user classes, tourists and students for the virtual tour of Majuli river island and Kamalabari temple. The prototypes describe how the virtual tour is expected to perform.

Scope:

The scope for the virtual tour of Majuli Island focuses on delivering an interactive and immersive experience for users. The virtual tour is designed to showcase the beauty and cultural heritage of the island, offering users a 360-degree view of the region and its landmarks, temples, and traditional dance performances. It aims to make users aware about the local traditions and culture. It is designed with user-friendly navigation and interaction features, including map-based navigation, teleportation, and tour information display. The virtual tour of Majuli Island aims to be a comprehensive and interactive representation of the region, offering a unique perspective on the island's history, culture, and beauty.

Prototype Functions:

The virtual tour of Majuli Island project includes several key functions aimed at providing a comprehensive and immersive experience for users. These functions include tour navigation, map-based interface design and layout, audio and video support, user interface and interaction, and user feedback and reporting. The virtual tour will also include features such as continuous navigation, teleportation, tour information display, tour-time location, and world in miniature. The virtual tour offers an entertaining and engaging experience through 360-degree images, audio and video integration, and traditional dance performances. These functions are designed to create an interactive experience for users.

User Classes and Characteristics:

The virtual tour of Majuli Island targets a wide range of user classes. We have made vertical prototypes for two user classes:

1. Tourists:

Tourists will be visiting the Kamalabari Temple, local food shops and hotels to stay. A tourist can be defined as an individual or group of individuals who visit the island of Majuli to experience its cultural and historical attractions. Overall, tourists in a virtual tour of Majuli are individuals who are interested in exploring and experiencing the island's rich culture.

Some characteristics of tourists in a virtual tour of Majuli may include:

- Curiosity: Tourists are curious about different cultures, traditions, and historical places, and a virtual tour of Majuli offers them an opportunity to learn more about the island's rich cultural heritage.
- Enthusiasm: Tourists may have an interest in experiencing and learning about local food, religious practices and Majuli offers a wealth of such experiences, including its art, music, and dance.

2. Students:

In the context of a virtual tour of Majuli, a student can be defined as an individual who is pursuing education and visits the island to learn about its cultural, historical, and natural significance. Students will explore flora and fauna in Majuli island, study the history of the Kamalabari Temple, understand the art of mask making, artefacts and exhibits through the virtual tour.

Some characteristics of students in a virtual tour of Majuli may include:

- Interest in Ecology: Majuli is known for its unique biodiversity and ecological significance, and students may be interested in learning about the island's flora, fauna, and environmental issues.
- Academic Pursuits: Students may be interested in expanding their knowledge and gaining insights that can benefit their academic pursuits. Majuli's cultural, historical, and natural significance offers ample opportunities for students to learn about various disciplines, including history, anthropology, ecology, and art.
- Cross-Cultural Learning: Students may be interested in exploring different cultures and learning about the diverse ways of life. Majuli's unique mix of cultures, including the Mishing, Deori, and Sonowal Kacharis, provides a unique cross-cultural learning experience.

These users are characterised by a common interest in exploring new destinations, learning about local cultures, and engaging in immersive experiences. The product is designed to cater to users with varying levels of technicality. It aims to provide a user-friendly experience, allowing users to navigate the tour with ease.

Prototypes:

Following is the link for vertical prototype for Tourists:

<https://www.figma.com/file/K0BRP3RZhANcAtCY8W1FUF/TOURSIT?node-id=0%3A1&t=CCFdSxkTmNi2afm-1>

Following is the link for vertical prototype for Students:

<https://www.figma.com/file/goSfEFEcl4x8gpJt3yg9bu/Student?node-id=0%3A1&t=uu365pri4Bq4voP0-1>

Following is the video link on how the prototypes work:

<https://youtu.be/rrd1WniWrm0>

Non-Trivial Frequent Use Cases in Prototype :

(1) Common User Class Use Cases

We have prepared two vertical prototypes, one for tourists and other for students. There are some common non-trivial frequent use cases in both the prototypes:

Non-trivial frequent use cases:

1. Navigation:

This use case allows for the continuous **navigation, teleportation and map interaction** for tourists as well as students, thus it will be frequently used throughout the virtual tour for travelling in the Majuli island.

2. Information Display:

This use case allows both the user classes to display heritage and cultural information of the user location. Through this use case, both the user classes get to know about the history, timelines and importance of various locations of Majuli island.

3. View Adjustment:

This use case allows both the user classes to zoom in and zoom out the view. Through this user case, both the user classes could get close zoomed glimpses of various locations.

4. Puja and Aarti in Kamalabari Temple:

This user case allows both the user class to view puja and aarti in the Kamalabari Temple. Through this use case, both the user classes get to see the religious practices of the Majuli island.

5. Local Dance Performance:

This use case allows tourists to start the local dance performance and control the use case by pausing or playing the dance performance. Through this use case, both the user classes get to see the traditional dance form of Majuli island.

Along with non-trivial use cases, there are some trivial use cases as well common for both user classes:

Trivial use cases:

1. User Account:

We have created this use case for user account creation and management. It is a trivial user case as it will be used only once by a user for user login, authentication and authorization.

2. User Feedback:

This user case allows both the users to provide the feedback of the virtual tour. It is a trivial user case as it will be filled only once by the user at the end of the tour.

(2) Tourist Use Cases

There are some user class specific non-trivial frequent use cases, following are the specific use cases for **tourists** :

1. Local Food Shops:

This use case allows tourists to explore the available food options in Majuli island, it gives tourists a glimpse of local food of the people of Majuli island. Through this user case, the tourists are exploring traditional food cuisines of Majuli island.

2. Om Ucharan:

This user case allows tourists to be part of om ucharan hall and control it by pausing or playing the om ucharan. It helps tourists witness the calm and soothing practices in Kamalabari temple.

3. Transportation Mode:

This use case helps tourists to view various modes of transportations available on Majuli island. This use case also helps the tourists to choose a transportation mode like bus, auto or scooty.

4. Hotel Stay:

This use case allows tourists to view various hotel stay options in Majuli island. The tourists through this user case can also choose a hotel for stay in Majuli island.

5. Donation:

This use case allows tourists to choose for donation in the Kamalabari temple daan-patra. Through this use case, tourists could contribute to help in maintenance of the heritage-rich Kamalabari Temple.

(3) Student Use Cases

Following are the specific non-trivial frequent use cases for **students** :

1. Flora and Fauna:

This user case allows students to explore the rich flora and fauna of Majuli island, get a glimpse of green scenery and fishing and get to listen to the chirping of birds and nearby water flowing through wind in ponds.

2. Artefacts and Exhibits:

This user case allows students to see the artefacts and exhibits in Majuli island. The students get to explore the art of mask making. Through this use case, students learn the rich and diverse art and crafts of Majuli island.

3. Communication with Local People:

This user case allows students to communicate with local people and get a glimpse of lives of local people in Majuli island. The students through this use case ask local people for the path to the Kamalabari temple and in response, one of the local people tells them the path to the temple.

4. Communication with Pandit:

This use case allows students to interact with the pandit, giving the students a communication opportunity. Through this use case, students greet the pandit and pandit greets them back.

5. Quiz:

This use case allows students to take up a quiz related to the virtual tour to help them test how well they remember about the places they visited throughout the tour. It is an exciting activity for students, present at the end of the tour.