Project in Informatics

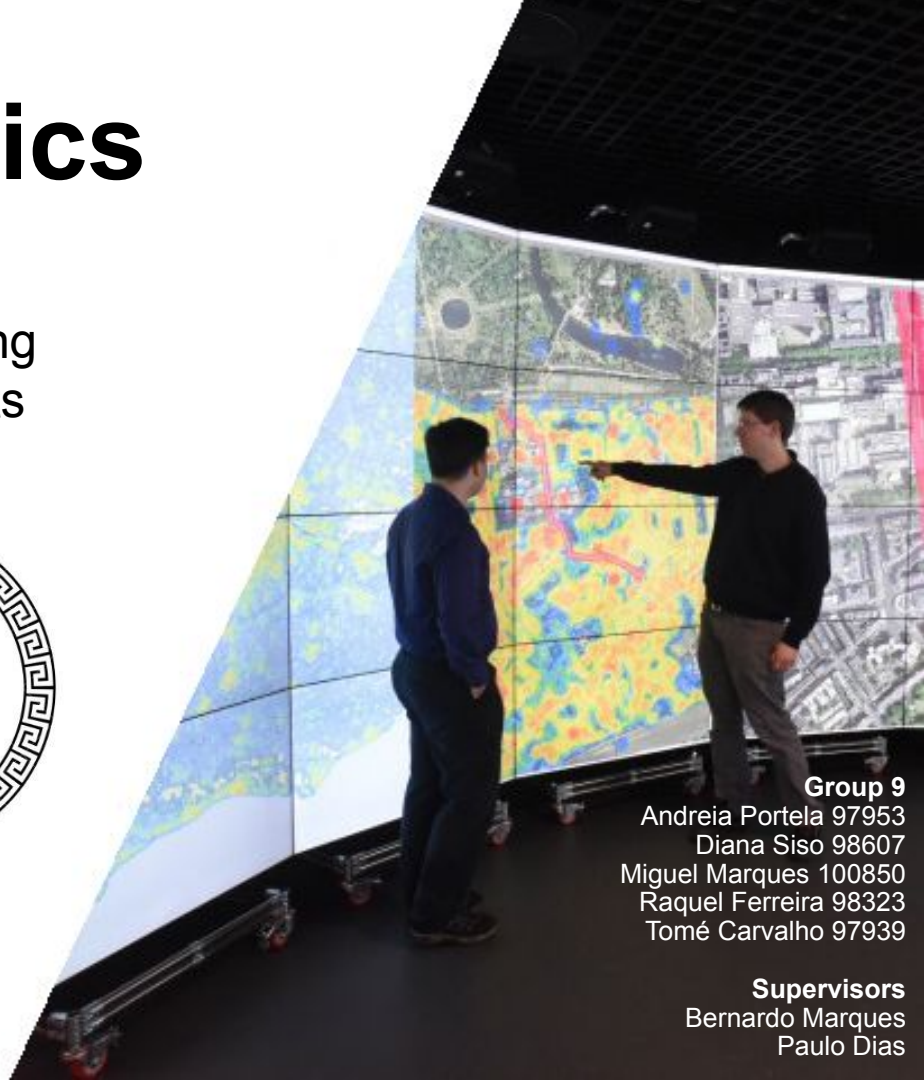
Project 5

Shop Floor Co-located Collaborative Training
using Large Displays & Virtual Environments

Milestone 3:
Prototype
Peer Evaluation

THEIA
sight goddess

universidade de aveiro
deti
ieeta



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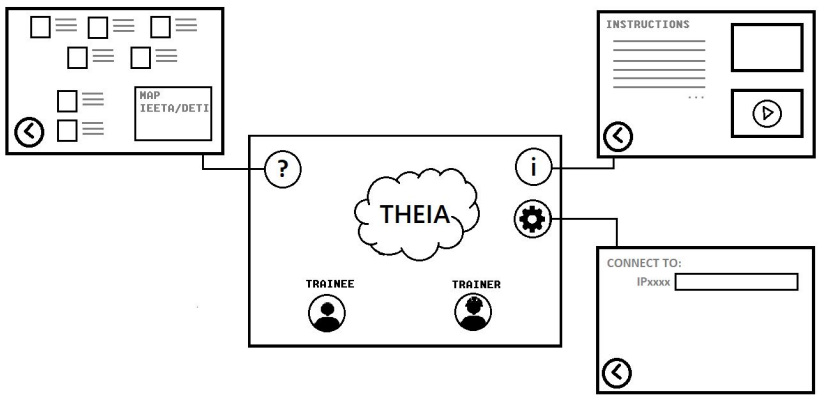
Raquel Ferreira 98323
Tomé Carvalho 97939

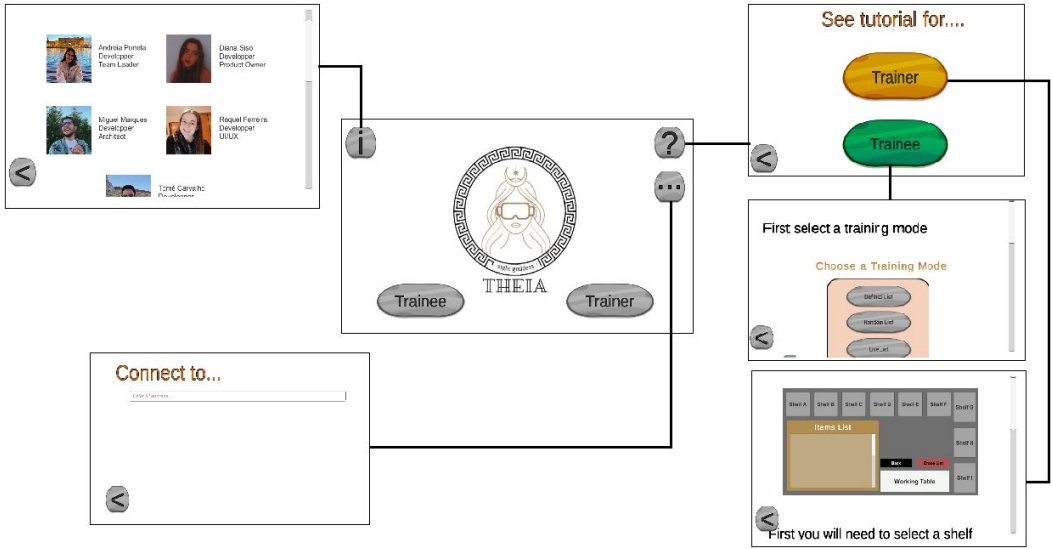
Supervisors
Bernardo Marques
Paulo Dias

Comparison between mockups and prototype

THEN

NOW





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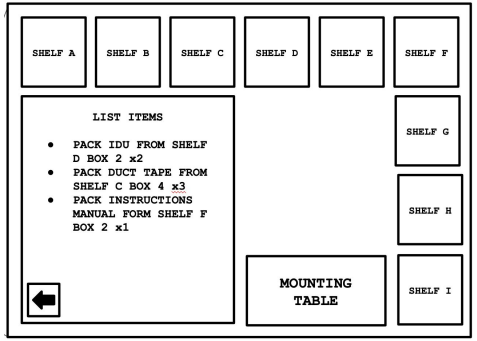

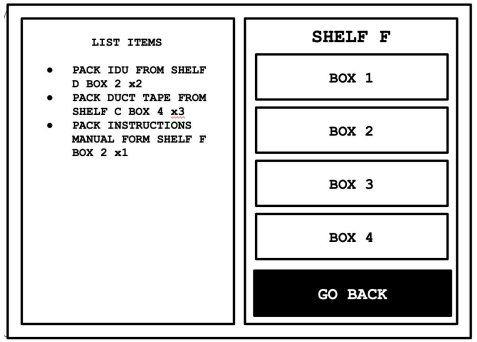

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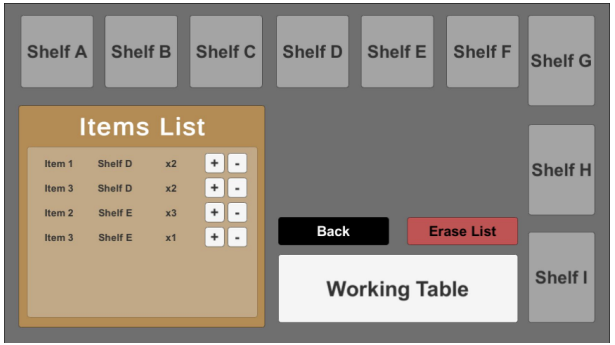

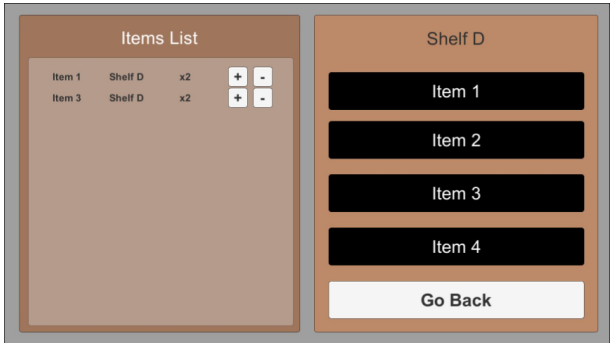

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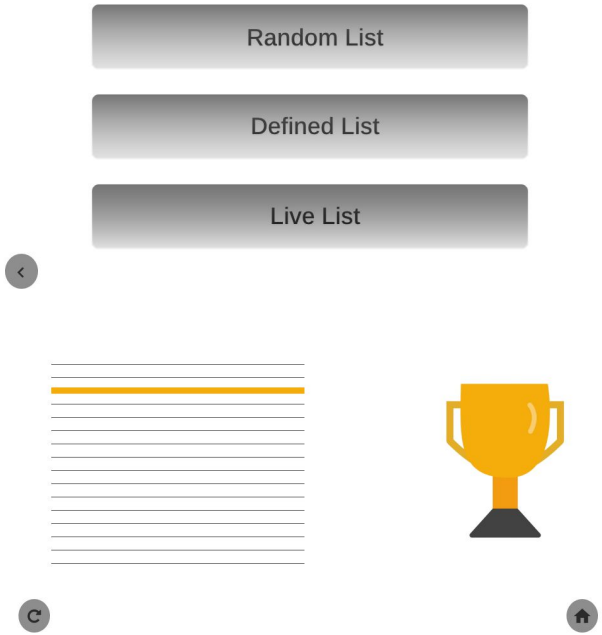

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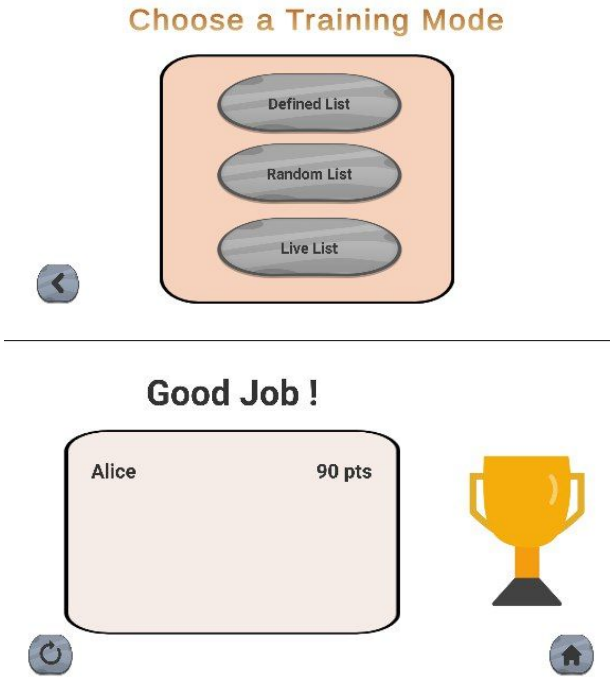

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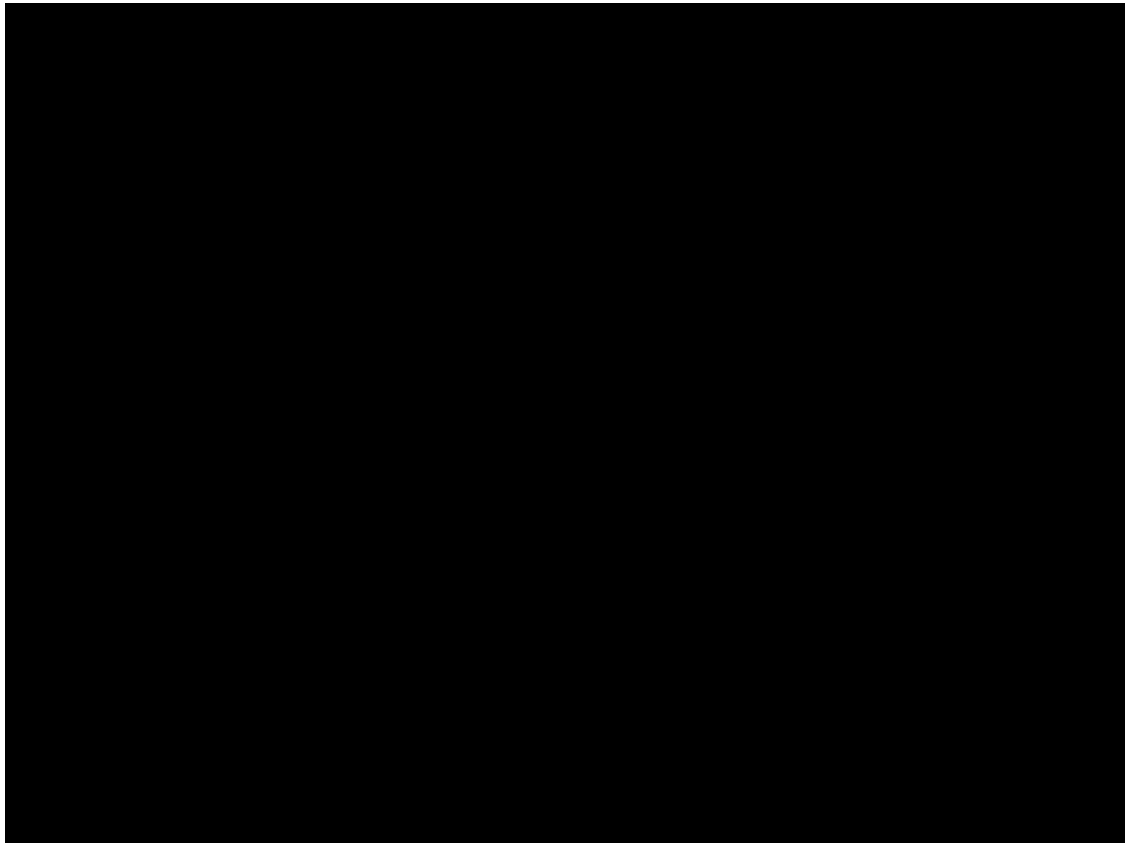
Videos and screenshots



Next steps

- Trainer side:
  - Save multiple lists of items.
  - Page with the lists previously done.
  - Being able to edit old lists.
- Menu:
  - Connect to device through IP
  - Refactor tutorials
- Scores:
  - Define how the scores are calculated
- VR integrations:
  - Implement objectives (pieces to pick up and timer)
- General:
  - Work on the design and interaction
  - Work on extending the interaction method to VR
  - Start the support for collaboration with the set up of the server

Next steps

- Trainer side:
  - Save, visualize and edit multiple lists of items.
  - Support a large-scale display and a wireless pointer for the VE.
- Trainee:
  - Enable having a timer and a list of pieces to be picked up.
  - Integrate manipulation, navigation and interaction through a VR headset and controllers.
- General:
  - Enable connecting to other devices - client-server approach (support collaborative features).
  - Refactor tutorials for improving user understanding.