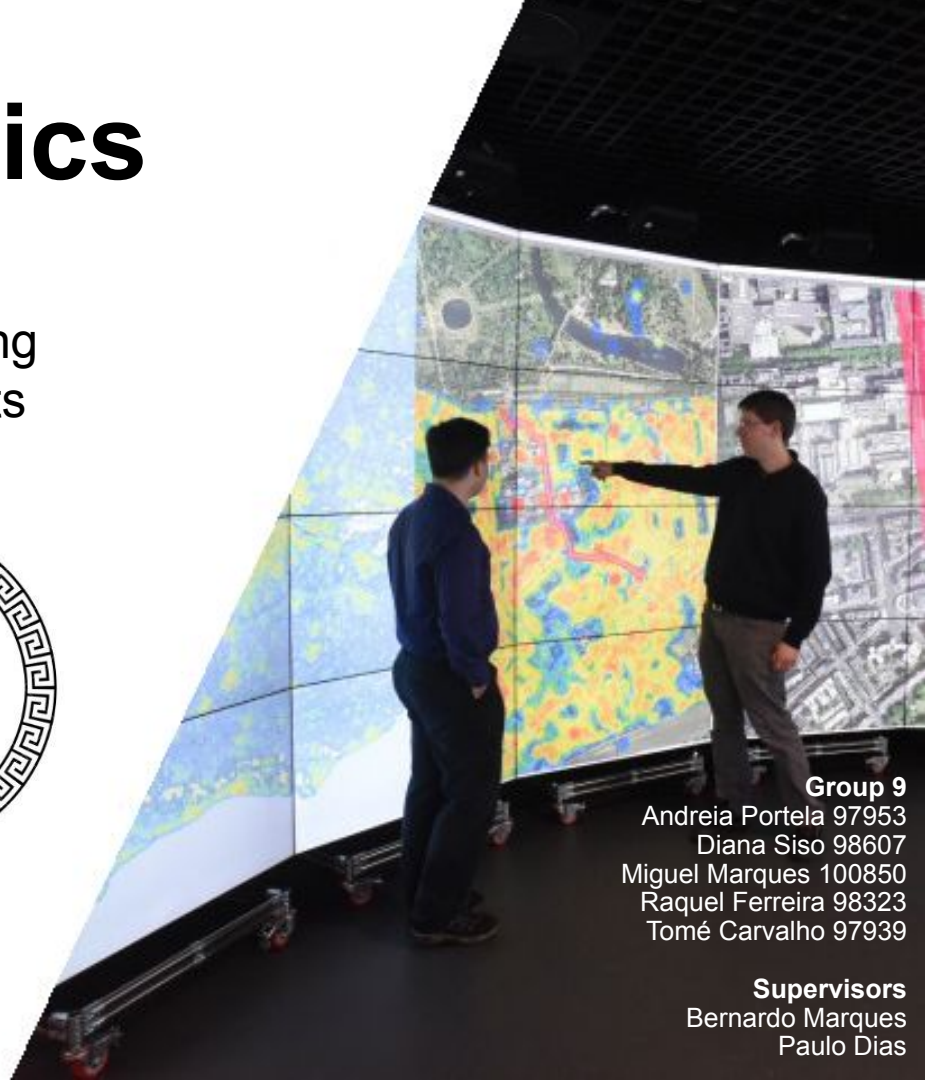
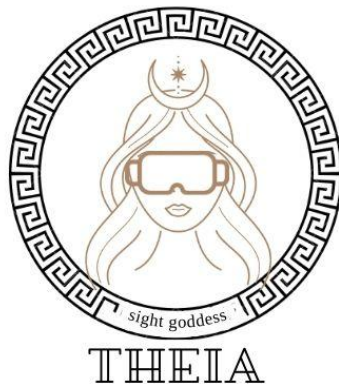


Project in Informatics

Project 5

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

Milestone 3:
Prototype
Peer Evaluation



Group 9

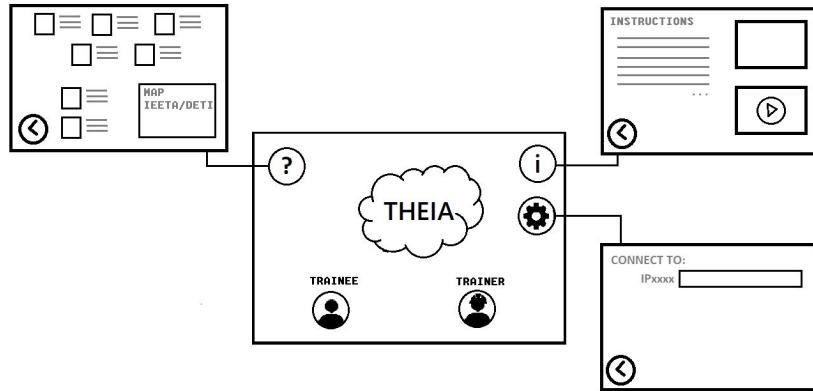
Andreia Portela 97953
Diana Siso 98607
Miguel Marques 100850
Raquel Ferreira 98323
Tomé Carvalho 97939

Supervisors

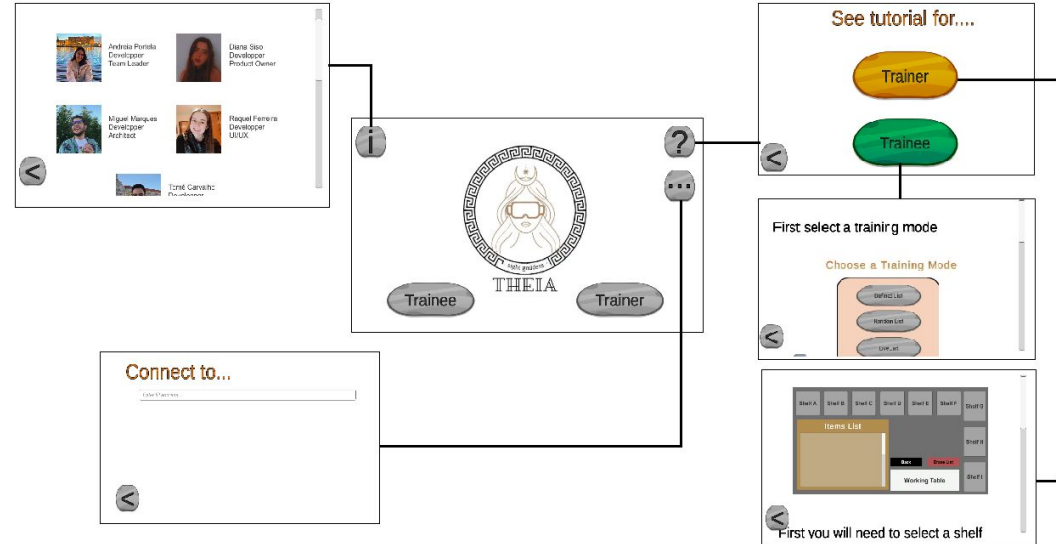
Bernardo Marques
Paulo Dias

Comparison between mockups and prototype

THEN



NOW



Comparison between mockups and prototype

THEN

The top mockup screen shows a grid of shelves labeled SHELF A through SHELF F. Below SHELF A is a 'LIST ITEMS' section with a bulleted list: 'PACK IDU FROM SHELF D BOX 2 x2', 'PACK DUCT TAPE FROM SHELF C BOX 4 x3', and 'PACK INSTRUCTIONS MANUAL FORM SHELF F BOX 2 x1'. To the right of the list is a 'MOUNTING TABLE' button. A back arrow icon is in the bottom left corner. The bottom mockup screen shows the 'LIST ITEMS' section on the left and a 'SHELF F' section on the right. The 'SHELF F' section contains four 'BOX 1' through 'BOX 4' buttons and a 'GO BACK' button at the bottom.

NOW

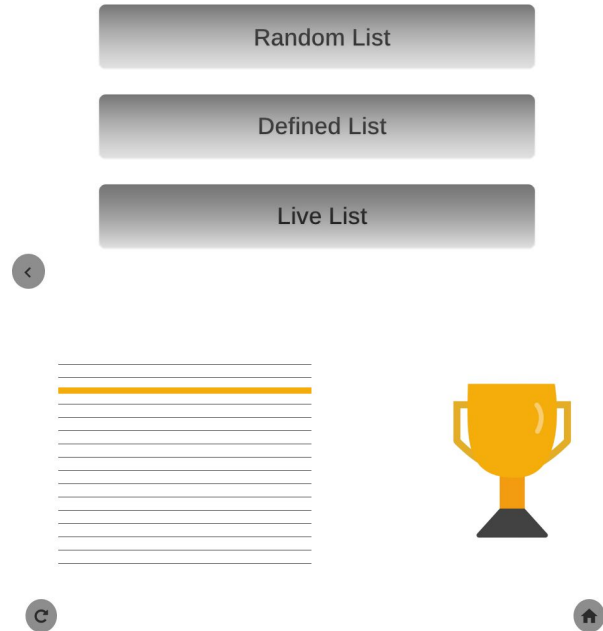
The top prototype screen shows a grid of shelves labeled Shelf A through Shelf G. Below Shelf A is an 'Items List' section with a table:

Item	Shelf	Qty	+	-
Item 1	Shelf D	x2	+	-
Item 3	Shelf D	x2	+	-
Item 2	Shelf E	x3	+	-
Item 3	Shelf E	x1	+	-

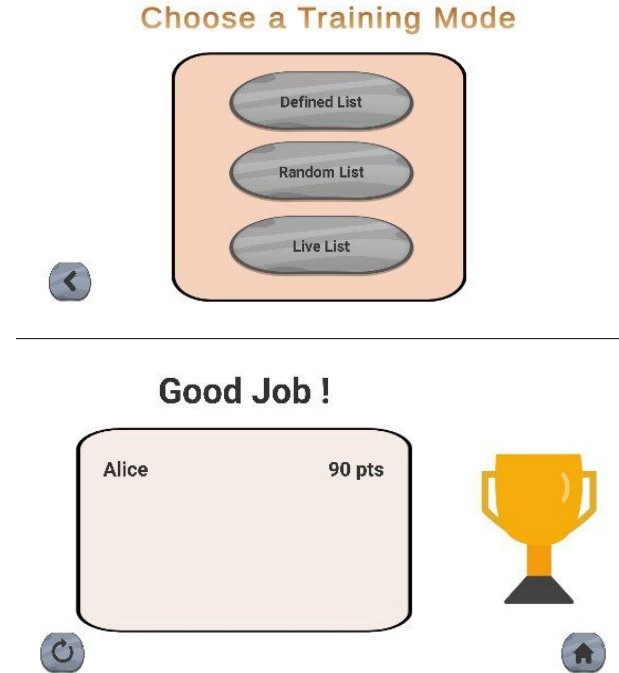
Below the table are 'Back' and 'Erase List' buttons. A 'Working Table' button is at the bottom. The bottom prototype screen shows the 'Items List' section on the left and a 'Shelf D' section on the right. The 'Shelf D' section contains four buttons labeled 'Item 1', 'Item 2', 'Item 3', and 'Item 4', and a 'Go Back' button at the bottom.

Comparison between mockups and prototype

THEN

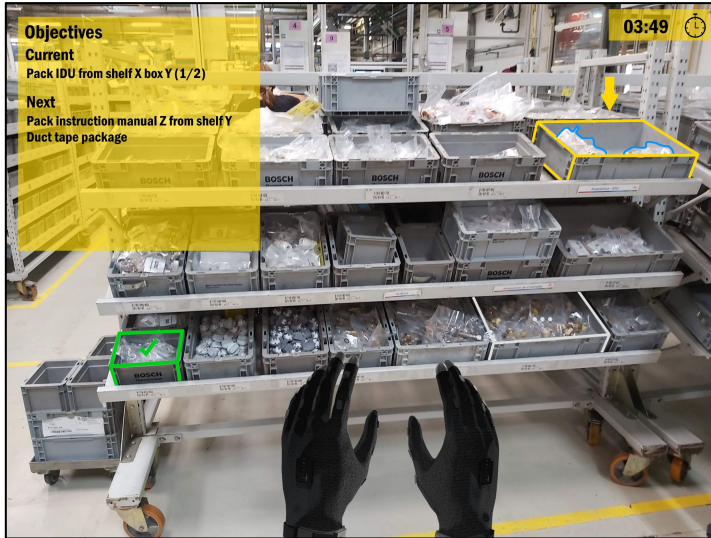


NOW



Comparison between mockups and prototype

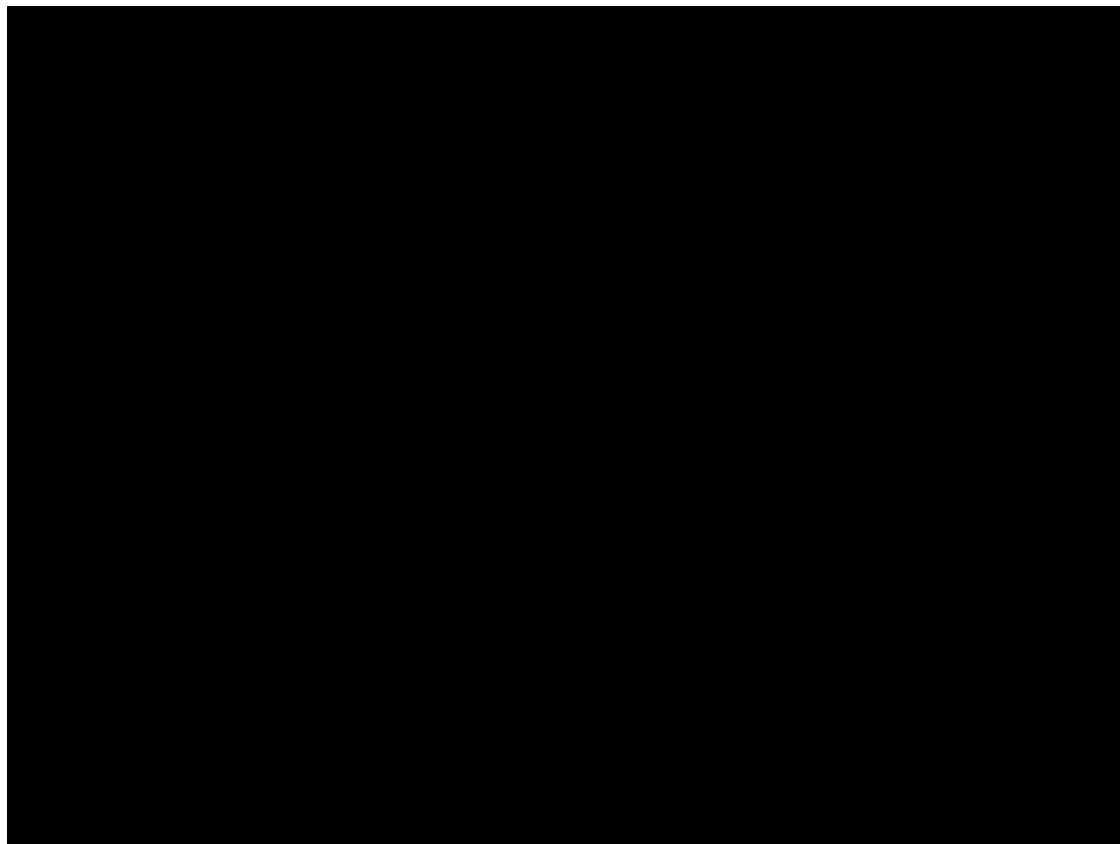
THEN



NOW



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.

