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HYPERMEDIA COURSE PROJECT

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GitHub folder: https://github.com/FedericaBucchieri/Invation_2020_21_HYP

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Abstract

This document has been used as a report during the development of the website requested during the course "Hypermedia Applications" held by professor Franca Garzotto during the Academic Year 2020/2021. In particular, the reader can find information about the design process and everything that helped the authors before of the implementation and deployment phases. Everything about the requirements that the website described in this document should attain can be found in the GitHub folder mentioned on the cover page.

We authors would like to thank in advance the professor Franca Garzotto and the tutors Francesco Vona, Lukasz Moskwa and Pietro Crovari for helping us during the whole development process with precious advices.

1. Introduction

With the aim of facilitating the correction of our Design Document, here we provide a preliminary overview of the designed company, presenting all the terminology used inside the website.

1.1 INVATION

Invation is an invented ICT company with a special vision for the Future. The name of the company is related to the union of *Innovation* and *Invention*, two words that already communicate the value proposition of our company. We propose "Visions": a collection of thematic guided tours across different innovative digital products. Developed as an interactive itinerary, each Vision is a set of Invations, bringing the user to explore new solution related to the theme chosen.

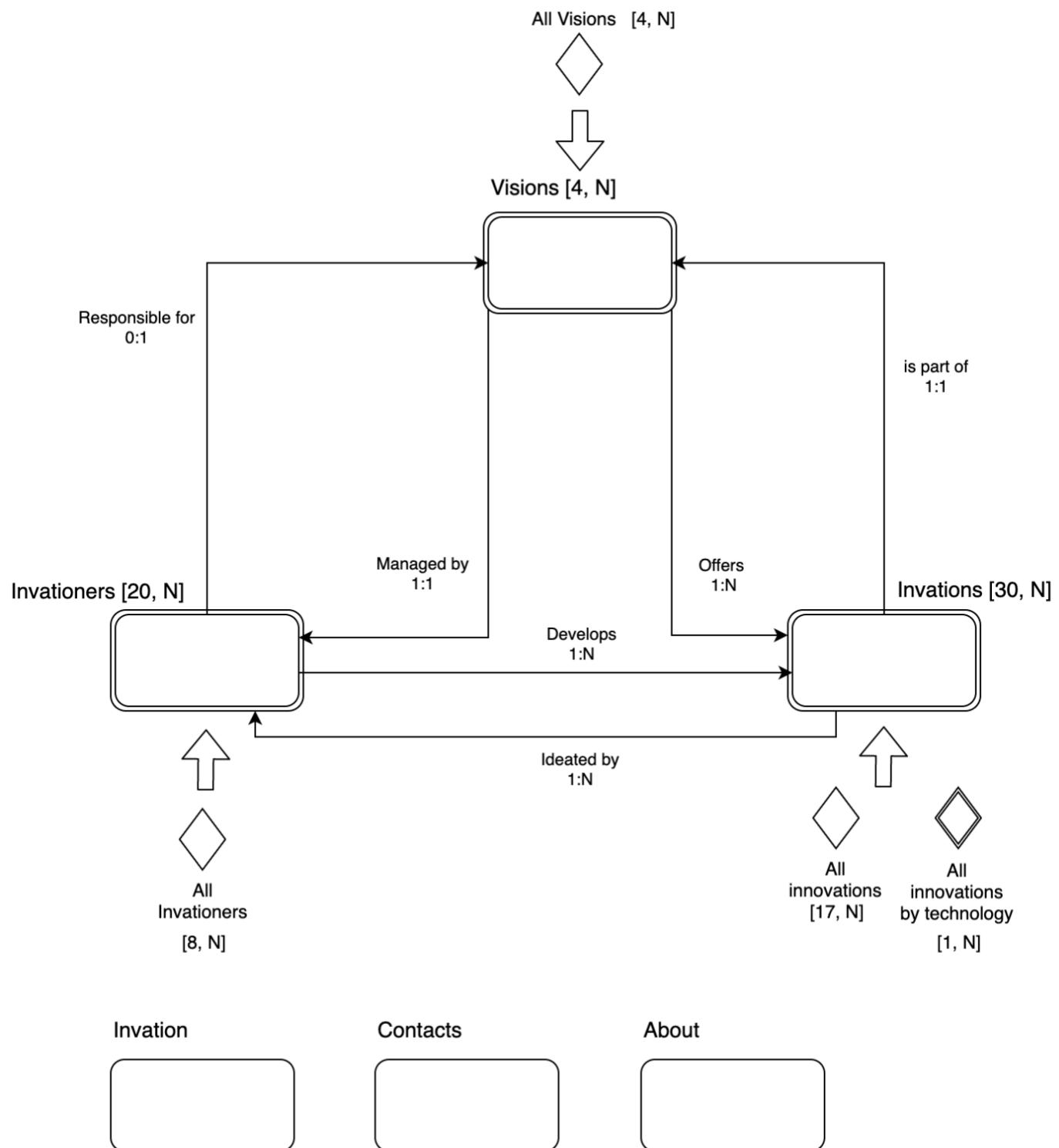
1.2 Terminology

Developing the Company concept, we played with the name of the three most important entities required by the project.

Original Term	Invation term	Definition
Area	Vision	Interactive itinerary based on a chosen theme, created as a set of innovative products
Product	Invation	Innovative inventions and ideas to shape a new concrete concept of future
People	Invationers	Employees of the company

2. Conceptual Design

2.1 C-IDM Diagram



C-IDM Textual Description

Topics:

- INVATION: the homepage of the company with an overview of the website elements
- ABOUT: general information about the company
- CONTACT US: general information about how to contact the company

Kinds of Topic:

- VISIONS: a set of innovative groups grouped by a theme to create a product area
- INVATIONERS: the profile of an employee of the company
- INVATIONS: description of a product ideated by the company

Relevant Relations:

- RESPONSIBLE FOR: Invationers → Visions; Each invationer can be the employee responsible for a specific vision.
- MANAGED BY: Visions → Invationers; Each vision has a supervisor among the invationers.
- DEVELOPS: Invationers → Invations; Each invationer works on at least one product
- IDEATED BY: Invations → Invationers; Each product is ideated by one or more invationers
- OFFERS: Visions → Invations; Each vision is a set of a theme specific invations
- IS PART OF: Invations → Visions; Each invation is part of a vision.

Groups of Topics:

- ALL VISIONS: the complete set of visions of the company
- ALL INVATIONERS: the complete set of profiles of the company employees
- ALL INVATIONS: set of all the invations ideated by the company

Multiple Group:

- INVATION OF THE SAME TECHNOLOGY T: set of invations made with technology T

2.2 C-IDM in the small – Content Tables

KIND OF TOPIC: INVATIONERS
Invationer's Name: Text
Invationer Image: Image
Invationer generic info: Text (max 50 words)
Personal Details: Text (max 10 words)
Invationer role: Text (max 5 words)
Skills: LIST OF [Skill name]
Contact: Text (Max 50 char)
Invationer's Quote: Text (max 20 words)
Invations related to the Invationer: LIST OF: [Image, Name, Description, Related Vision]

GROUP: "ALL INVATIONERS"
Group Title: "Our Team: The Invationers"
Team Introduction: Text (max 250 words)
The User's Opinions: LIST OF: [Image, Name, Description]
The Team presentation LIST OF: [Thumbnail, Name, Role, Quote, Skills]

KIND OF TOPIC: INVATIONS
Name of the invation: Text(max 10 words)
Invation in a glance: [Text (max 50 words) Video(max 30 sec)]
Invation descriptive image: Image
More details about the invation: [Text (max 200 words) Video(max 2 min)]
Invationers involved: INTERACTIVE LIST <Name, Surname, Profile Picture>
Review form: Form (Username, Review (Text))
Tags list: INTERACTIVE LIST<Tag>

GROUP OF TOPICS: ALL INVATIONS
Group title: «Our invations»
Group brief inspirational description: Text(max 100 words), attribute: «inspirational»

What we care about invations: LIST <Picture, Description: Text(50 words)>

The invations: LIST OF<Name, Image, Brief Description>

MULTIPLE GROUP OF TOPICS: ALL INVATIONS BY TECHNOLOGY T

Group title: Invations made with T

Invations preview: LIST<Image>

Visions made by the group: LIST<Vision name, Vision thumbnail icon, brief description>

TOPIC: INVATION

Title: "Join our vision of the future"

Logo of Invation: Image

Description of the basic concepts: LIST OF [Word, Explanation] for the words: [Visions, Invations, Invationers]

Last invations section: LIST OF [Name, Vision, Date, Overview]

TOPIC: CONTACTS

Title: "Contacts"

E-mails: Text (max 10 words)

Headquarter telephone number: Text (max 10 words)

Social networks: LIST OF [Icon, Text(max 3 words)]

Company information: Text (max 100 words)

Managers overview: LIST OF [Image, Text (max 20 words)]

TOPIC: ABOUT

Title: "About our company: Invation"

Textual explanation: Text (max 50 words)

Founders section image: Image

Founders section: LIST OF [Image, Overview(max 50 words)]

Position: Expandible Map highlighting the headquarter

Textual explanation on how to reach the headquarter: Text (max 50 words)

KIND OF TOPIC: VISIONS

Title of the Vision: Text (max 5 words)

Brief description: Text (max 50 words)

Responsible Invationer: Image, Text (max 10 words)

The building of the vision: LIST OF [Image, Text (max 10 words), LIST OF [Skills]]

GROUP OF TOPICS: ALL VISIONS

Group Title: A Look Into the Future: Our Visions

Brief overview: Text (max 20 words)

Visions list: LIST OF [Vision Thumbnail Image; Vision Name; brief vision description text (max 100 words)]

2.3 Mapping Content Tables into Pages

1 – Kind Of Topic: Invationers

KIND OF TOPIC: INVATIONERS
Invationer's Name: Text
Invationer Image: Image
Invationer generic info: Text (max 50 words)
Personal Details: Text (max 10 words)
Invationer role: Text (max 5 words)
Skills: LIST OF [Skill name]
Contact: Text (Max 50 char)
Invationer's Quote: Text (max 20 words)
Invations related to the Invationer: LIST OF: [Image, Name, Description, Related Vision]

PAGE: "INVATIONER X"

Invationer name: Text (max 50 char)
Invationer Image: Image
Invationer generic info: Text (max 50 words)

PAGE: "INVATIONER X" – PERSONAL CONTRIBUTION

Invationer role: Text (max 5 words)
Skills: LIST OF [Skill name]
Contact: Text (Max 50 char)
Invations related to the Invationer: LIST OF: [Image, Name, Description, Related Vision]

PAGE: "INVATIONER X" – COMMUNITY SECTION

Invationer's Quote: Text (max 20 words)
Invations related to the Invationer: LIST OF: [Image, Name, Description, Related Vision]

2- Group: All Invationers

GROUP: "ALL INVATIONERS"
Group Title: "Our Team: The Invationers"
Team Introduction: Text (max 250 words)
The User's Opinions: LIST OF: [Image, Name, Description]
The Team presentation LIST OF: [Thumbnail, Name, Role, Quote, Skills]

PAGE: "ALL INVATIONERS" – OVERVIEW

Group title: «Our Team: The Invationers»

Team Introduction: Text (max 250 words)

PAGE: "ALL INVATIONERS" – TEAM

The User's Opinions: LIST OF: [Image, Name, Description]

The Team presentation LIST OF: [Thumbnail, Name, Role, Quote, Skills]

5- Kind Of Topic : Invations

KIND OF TOPIC: INVATIONS

Name of the invation: Text(max 10 words)

Invation in a glance: [Text (max 50 words) | Video(max 30 sec)]

Invation descriptive image: Image

More details about the invation: [Text (max 200 words) | Video(max 2 min)]

Invationers involved: INTERACTIVE LIST <Name, Surname, Profile Picture>

Review form: Form (Username, Review (Text))

Tags list: INTERACTIVE LIST<Tag>

PAGE: "INVATION" – OVERVIEW

Name of the invation: Text(max 10 words)

Invation in a glance: [Text (max 50 words) | Video(max 30 sec)]

Invation descriptive image: Image

Tags list: INTERACTIVE LIST<Tag>

More details about the invation: [Text (max 200 words) | Video(max 2 min)]

PAGE: "INVATION" – FEEDBACK SECTION

Review form: Form (Username, Review (Text))

PAGE: "INVATION" – THE TEAM

Invationers involved:
INTERACTIVE LIST <Name,
Surname, Profile Picture>

6 – Group: All Invations

GROUP OF TOPICS: ALL INVATIONS

Group title: «Our invations»

Group brief inspirational description: Text(max 100 words), attribute: «inspirational»

What we care about invations: LIST <Picture, Description: Text(50 words)>

The invations: LIST OF<Name, Image, Brief Description>

PAGE: "ALL INVATIONS" – OVERVIEW

Group title: «Our invations»

Group brief inspirational description: Text(max 100 words), attribute: «inspirational»

PAGE: "ALL INVATIONS" – OPINIONS

What we care about invations:
LIST <Picture, Description: Text(50 words)>

PAGE: "ALL INVATIONS" – INVATIONS

The invations: LIST OF<Name, Image, Brief Description>

7 – Group: All Invations by Technology T

MULTIPLE GROUP OF TOPICS: ALL INVATIONS BY TECHNOLOGY T
Group title: Invations made with T
Invitations preview: LIST<Image>
Visions touched by the group: LIST<Vision name, Vision thumbnail icon>

PAGE: “ALL TECHNOLOGIES” – OVERVIEW

Name of the group: «Our technologies»
Group brief inspirational description: Text(max 100 words), attribute: «inspirational»
Technologies interactive list: LIST<Technology name: Text(max 5 words), Image, Brief description(max 50 words)

8 – Multiple Group: All invations by technology T

MULTIPLE GROUP OF TOPICS: ALL INVATIONS BY TECHNOLOGY T
Group title: Invations made with T
Invitations preview: LIST<Image>
Visions made by the group: LIST<Vision name, Vision thumbnail icon>

PAGE: “INVATIONS BY TECHNOLOGY” – OVERVIEW

Group title: Interactive section with the invations made with T
Invitations preview: INTERACTIVE LIST<Image>

Visions made by the group:
INTERACTIVE LIST<Vision name,
Vision thumbnail icon>

9 – Topic: Invation

TOPIC: INVATION
Title: "Join our vision of the future"
Logo of Invation: Image
Description of the basic concepts: LIST OF [Word Explanation] for the words: [Vision, Invations, Invationers]
Last invations section: LIST OF [Name, Vision, Date, Overview]

PAGE: "INVATION" – FIRST OVERVIEW

Title: "Join our vision of the future"

Logo of Invation: Image

PAGE: "INVATION" – COGNITIVE OVERVIEW

Description of the basic concepts: LIST OF [Word Explanation] for the words: [Vision, Invations, Invationers]

Last invations section: LIST OF [Name, Vision, Date, Overview]

10 – Topic: Contacts

TOPIC: CONTACTS
Title: "Contacts"
E-mails: Text (max 10 words)
Headquarter telephone number: Text (max 10 words)
Social networks: LIST OF [Icon, Text(max 3 words)]
Company information: Text (max 100 words)
Managers overview: LIST OF [Image, Text (max 20 words)]

PAGE: "CONTACTS" – CONTACTS

Title: "Contacts"
E-mails: Text (max 10 words)
Headquarter telephone number:
Text (max 10 words)
Social networks: LIST OF [Icon,
Text(max 3 words)]

PAGE: "CONTACTS" – FOUNDERS

Title: "Our founders"
Company information: Text (max
100 words)
Managers overview: LIST OF [Image,
Text (max 20 words)]

11 – Topic: About

TOPIC: ABOUT
Title: "How to get Here"
Textual explanation: Text (max 50 words)
Founders section image: Image
Founders section: LIST OF [Image, Overview (max 50 words)]
Position: Expandible Map highlighting the headquarter
Textual Explanation on how to reach the headquarter: Text (max 50 words)

PAGE: ABOUT
Title: "How to get Here"
Textual explanation: Text (max 50 words)

PAGE: FOUNDERS
Founders section image: Image
Founders section: LIST OF [Image, Overview (max 50 words)]

PAGE: REACH US
Position: Expandible Map highlighting the headquarter Textual Explanation on how to reach the headquarter: Text (max 50 words)

12 – Kind of Topic: Visions

KIND OF TOPIC: VISIONS
Title of the Vision: Text (max 5 words)
Brief description: Text (max 50 words)
Responsible Invationer: Image, Text (max 10 words)
The building of the vision: LIST OF [Image, Text (max 10 words), LIST OF [Skills]]

PAGE: VISION OVERVIEW
Title of the Vision: Text (max 5 words)
Brief description: Text (max 50 words)

PAGE: VISION - BUILDING
The building of the vision: LIST OF [Image, Text (max 10 words), Tag]

PAGE: VISION – THE TEAM
Title: "Invationers responsible for this vision"
Responsible Invationer: LIST OF [Image, Text (max 10 words)]

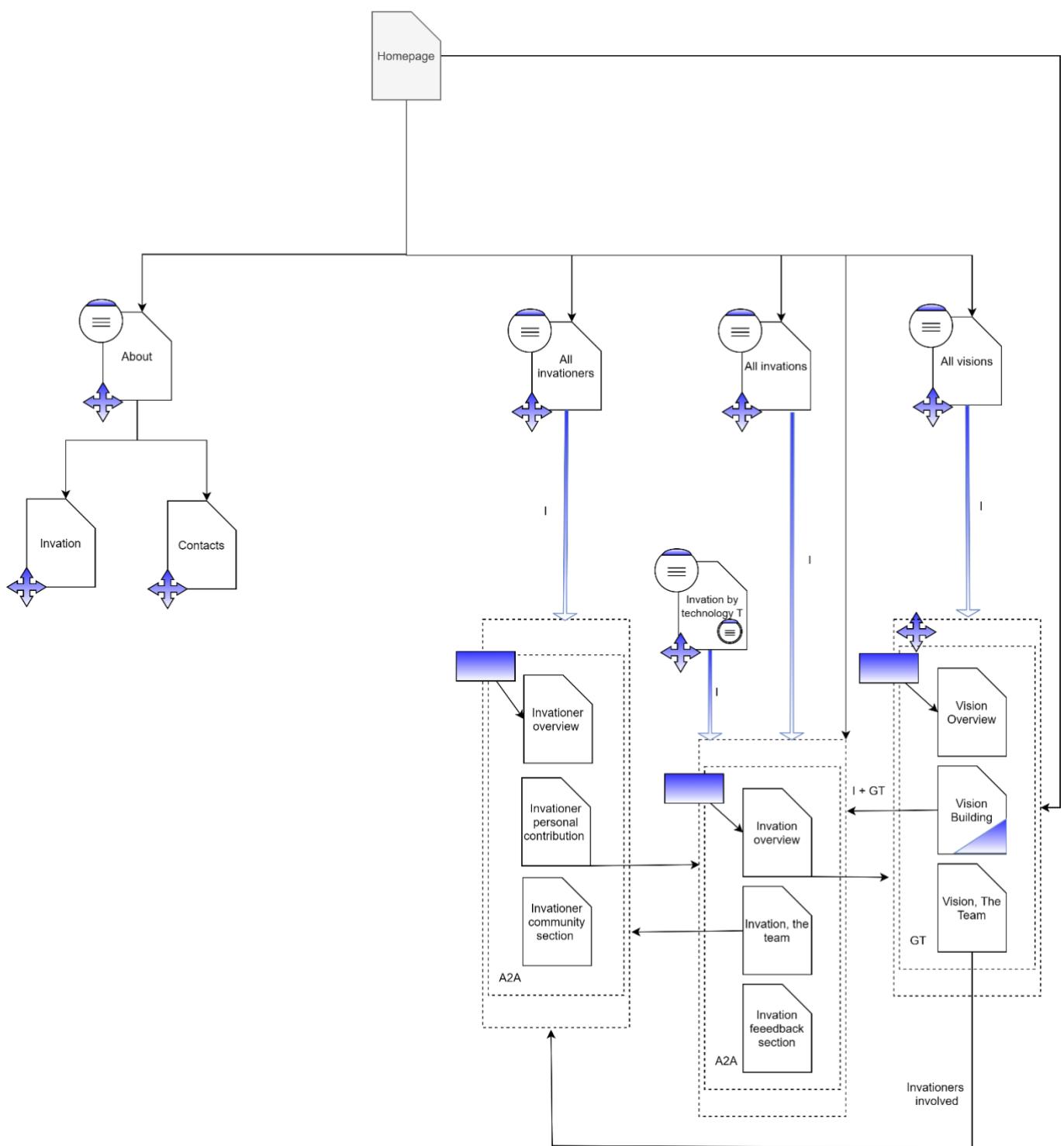
13 – Group: All Visions

GROUP OF TOPICS: ALL VISIONS
Group Title: "A Look Into the Future: Our Visions"
Brief overview: Text (max 20 words)
Visions list: LIST OF [Vision Thumbnail Image; Vision Name; brief vision description text (max 100 words)]

PAGE: ALL VISIONS – ABOUT
Group Title: "A Look Into the Future: Our Visions"
Brief overview: Text (max 20 words)

PAGE: ALL VISIONS – ABOUT
Visions list: LIST OF [Vision Thumbnail Image; Vision Name; brief vision description text (max 100 words)]

2.4 P-IDM Diagram



3. Visual Design

3.1 Low fidelity wireframes

In this section, we present low fidelity wireframes for the required main pages of the Invation website. The order of presentation is the following:

1. Home page
2. About page
3. All Invationers page
4. All Visions page
5. All invations page
6. Single invitationer page
7. Single vision page
8. Single invation page
9. Footer (common to all pages)

Figure 1- Home page low fidelity wireframe

LANDMARKS

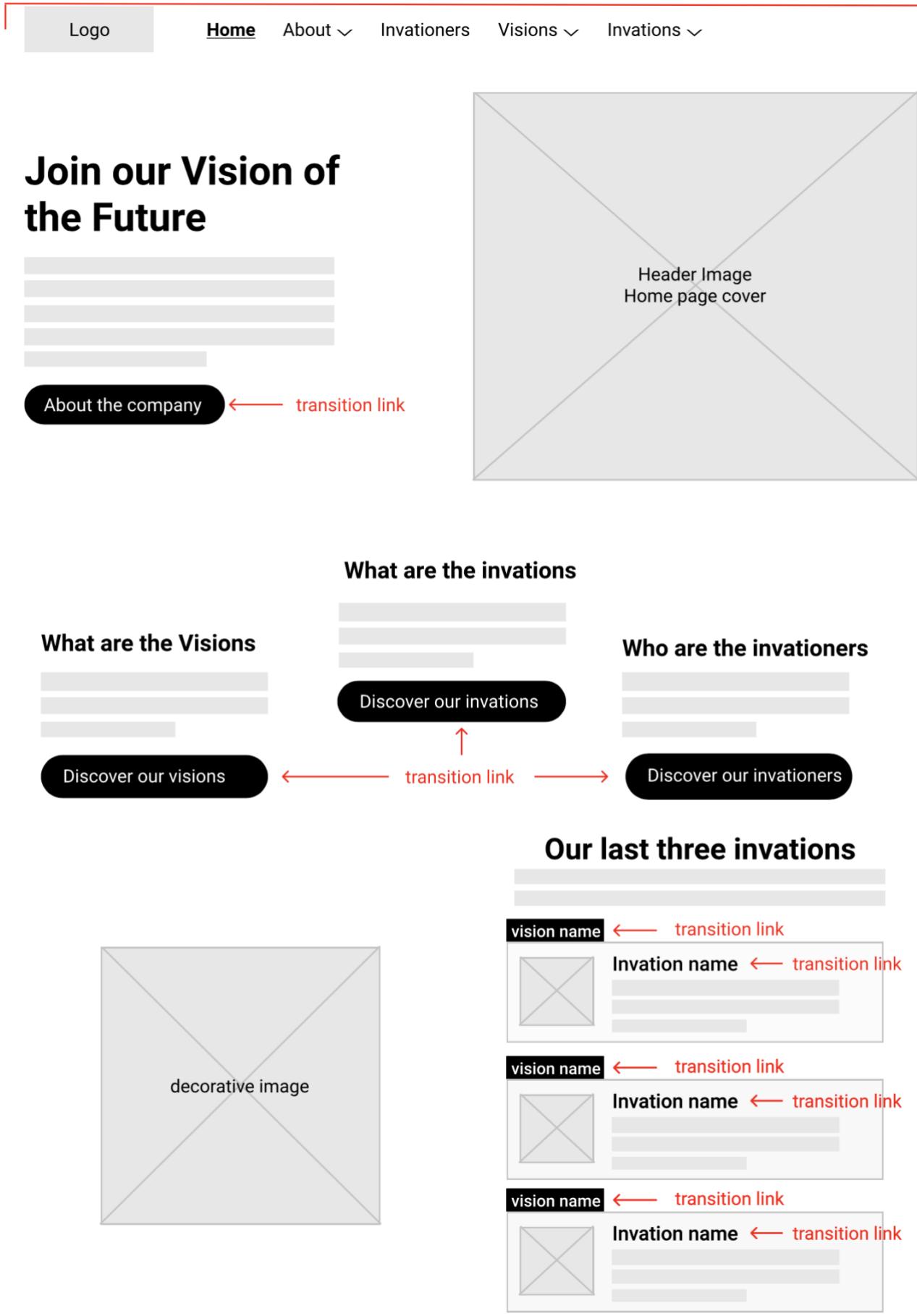
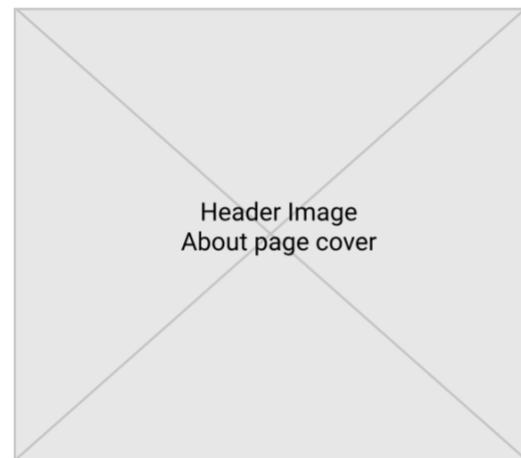
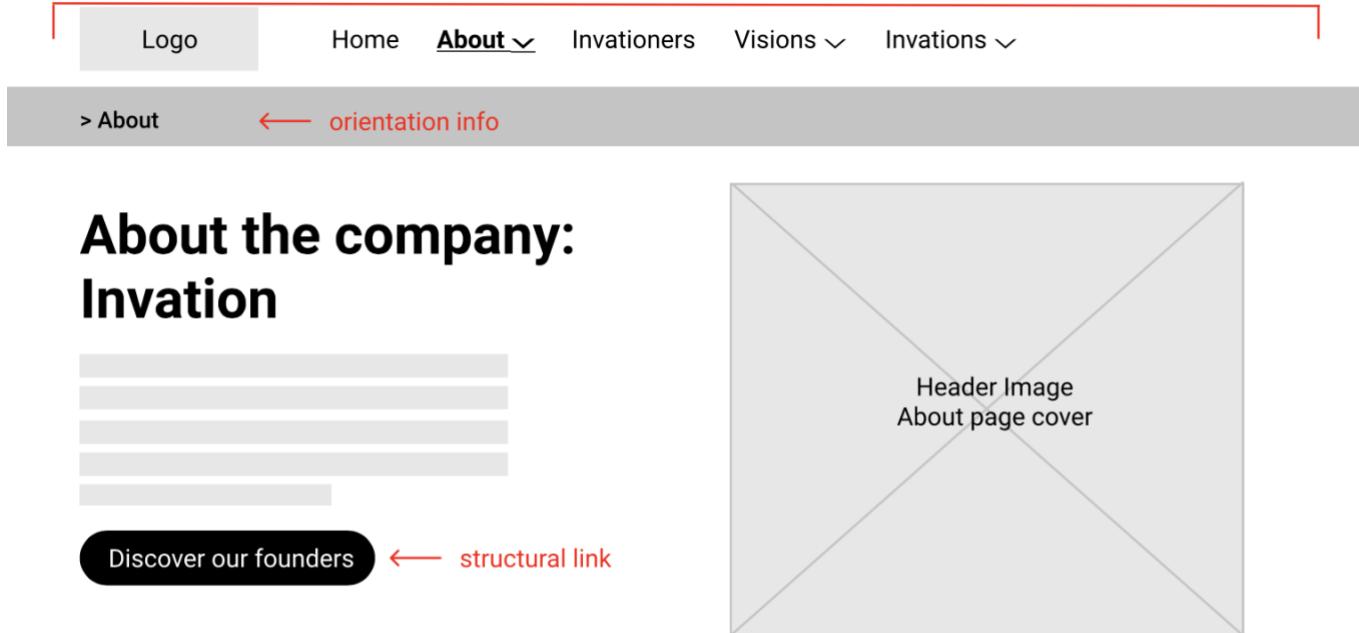
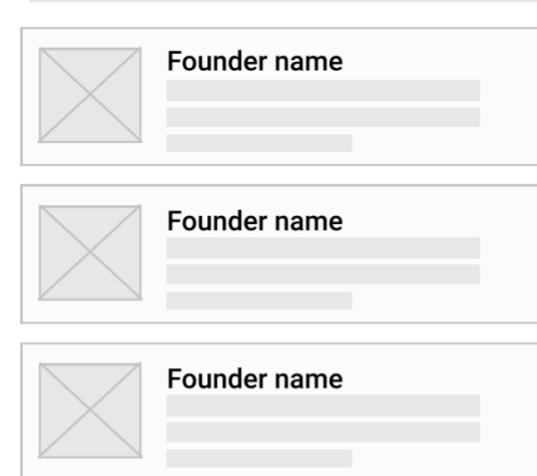


Figure 2 – About page low fidelity wireframe

LANDMARKS



About the company: Invation



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Figure 3 – All invationers page low fidelity wireframe

LANDMARKS

Logo

Home About ▾

Invationers

Visions ▾

Invations ▾

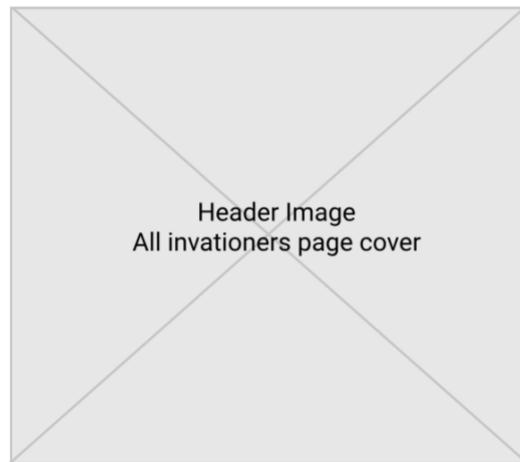
> Invationers ← orientation info

Our people: The invationers

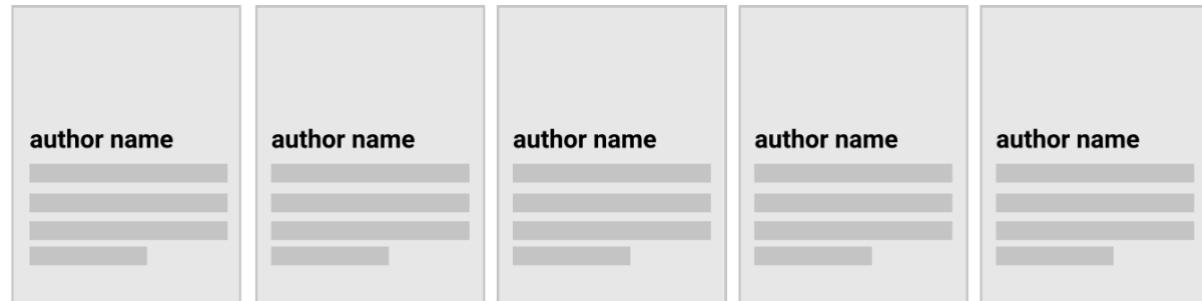


Discover Invationers

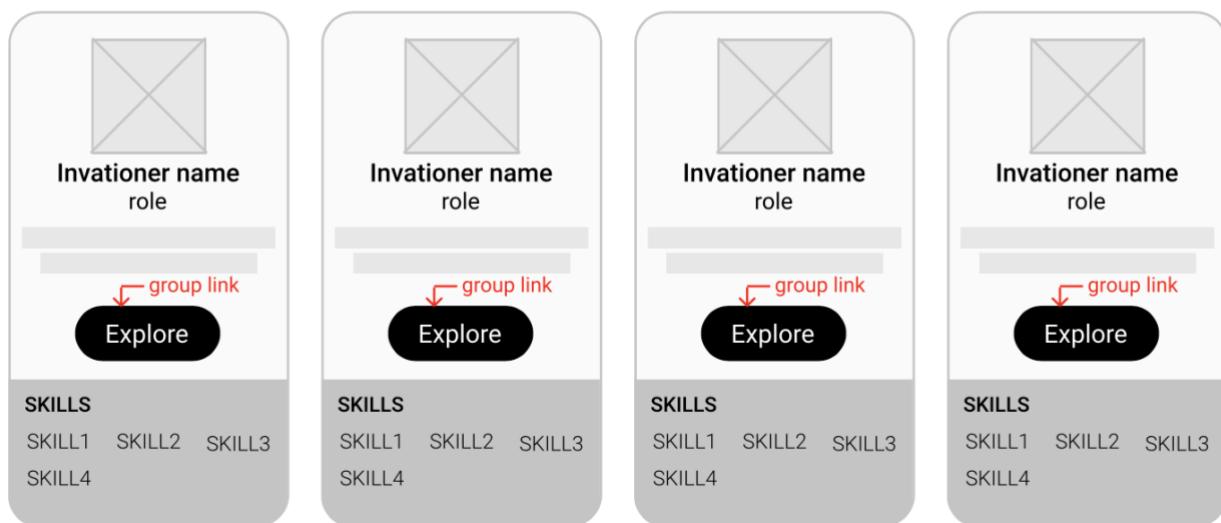
← structural link



What people say about us



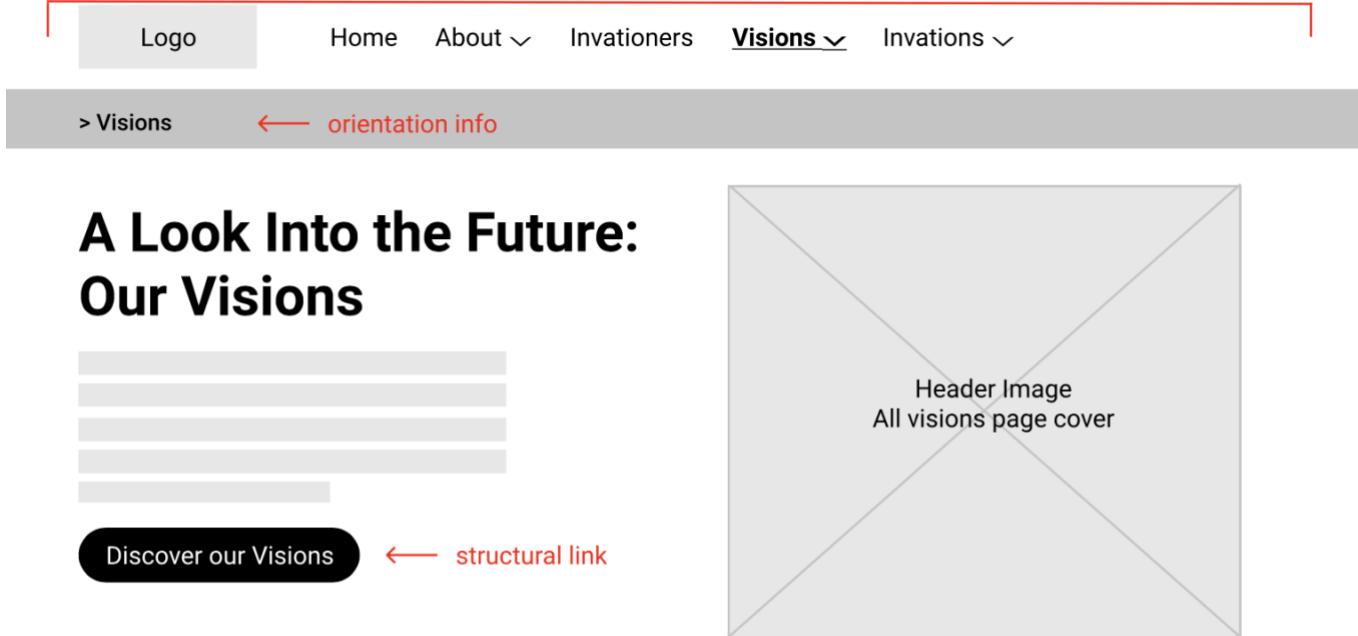
The invationers



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Figure 4 – All visions page low fidelity wireframe

LANDMARKS



Our Visions

Discover our four product area

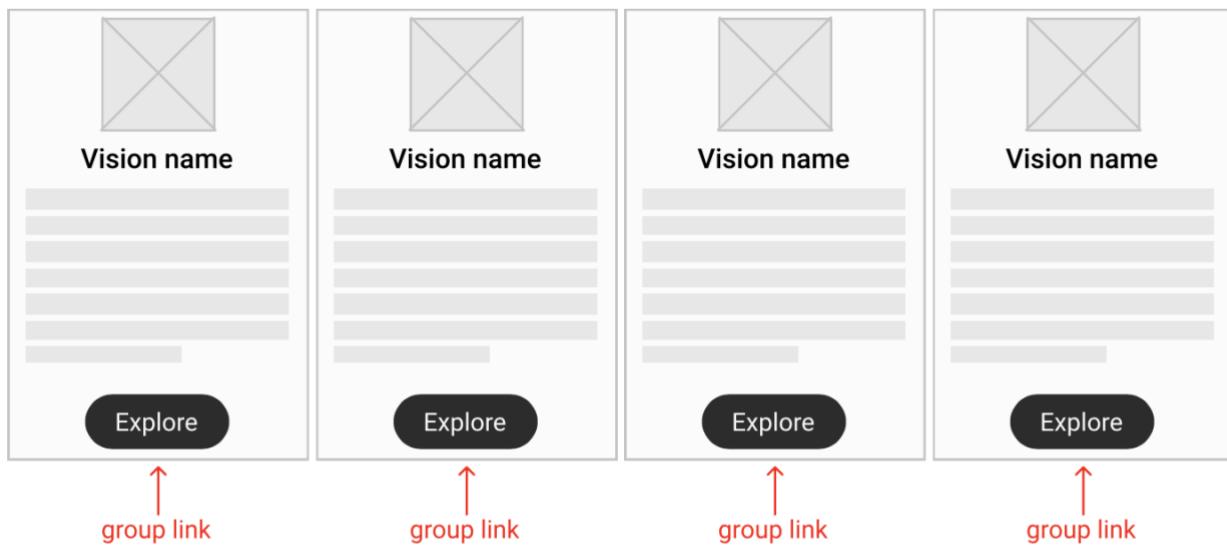


Figure 5 – All invations page low fidelity wireframe

LANDMARKS

Logo

Home About ▾

Invationers

Visions ▾

Invations ▾

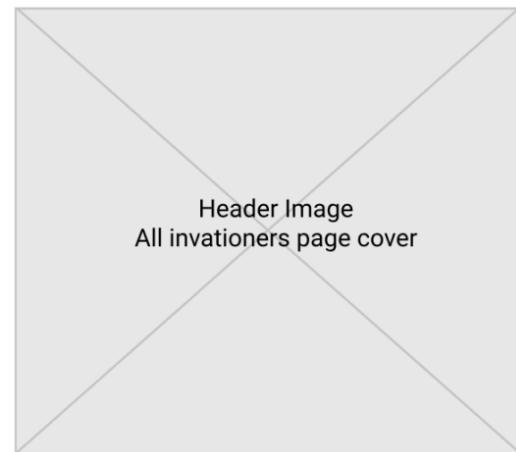
> Invationers ← orientation info

Our people: The invationers



Discover Invationers

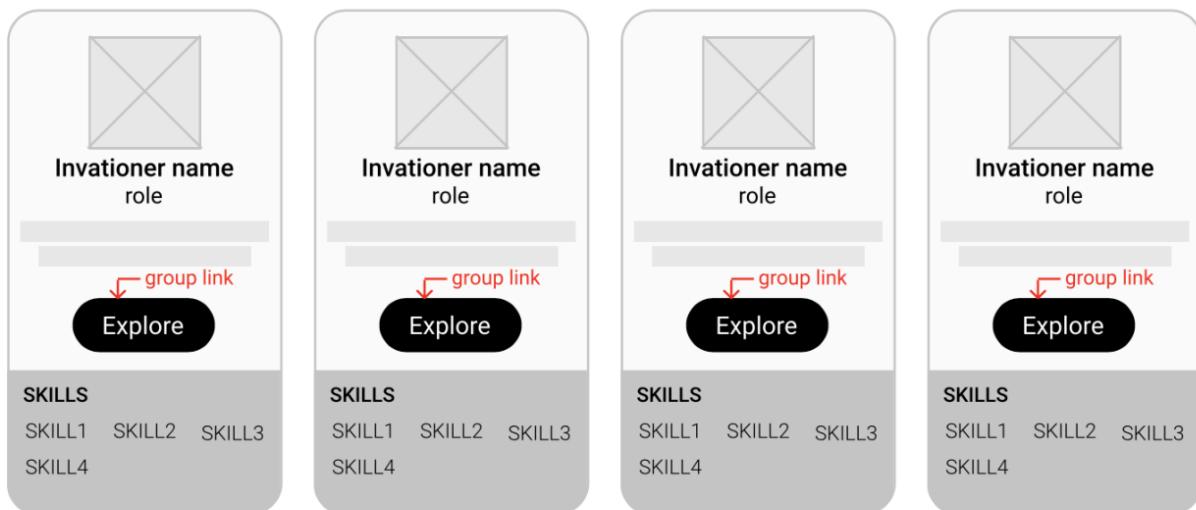
← structural link



What people say about us



The invationers



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Figure 6 – single invitationer page low fidelity wireframe

LANDMARKS

Logo Home About ↘ Invationers Visions ↘ Invations ↘

> Invationers > Invationer name ← orientation info

Invationer representative image

Responsible for the vision: vision name
transition link

Invationer name

Personal details

AGE: [] GENDER: [] NATIONALITY: [] SPORT: [] HOBBY: []

BACKGROUND	SKILLS	CONTACT ME
	 skill name skill name skill name	
BACKGROUND SPECIFICS		

"personal quote"

The Invations this Invationer worked on

Invation name

transition link

Explore

related Vision: Vision name

Invation name

transition link

Explore

related Vision: Vision name

Invation name

transition link

Explore

related Vision: Vision name

Invation name

transition link

Explore

related Vision: Vision name

Other Invationers

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Figure 7 – Single vision page low fidelity wireframe

LANDMARKS

Logo

Home

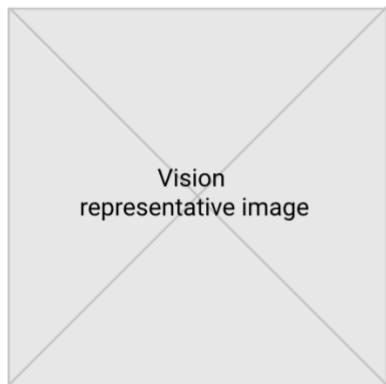
About ▾

Invationers

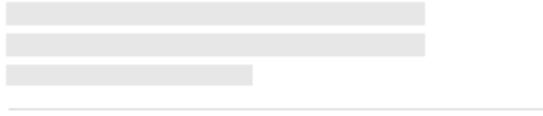
Visions ▾

Invations ▾

> Visions > Vision name ← orientation info



Vision name



Inside this vision: the invations

transition link → **invation name**
subtitle

01



02

invation name ← transition link
subtitle



cut for space reasons

Responsible of the Vision “name”



Explore

← transition link

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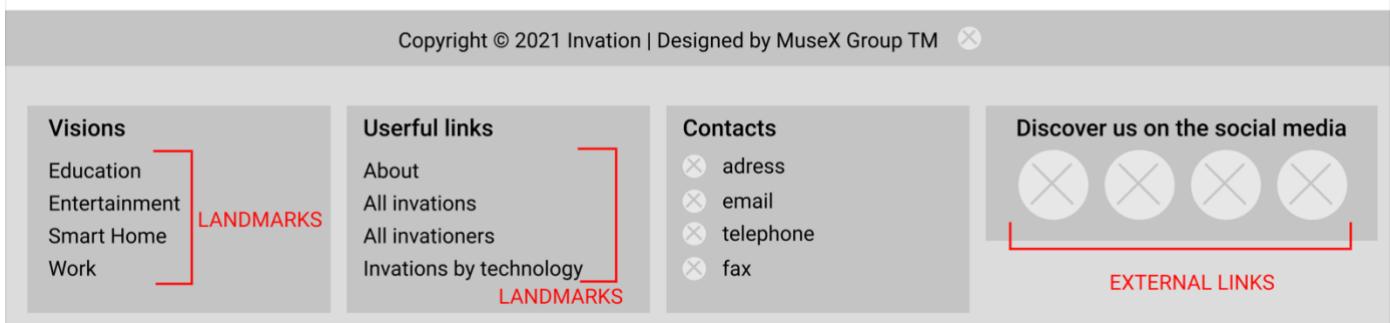
Figure 8 – Single invitation page low fidelity wireframe

LANDMARKS

The wireframe illustrates a single invitation page with the following structure:

- Header:** Contains a "Logo" button and a navigation bar with "Home", "About", "Invationers", "Visions", and "Invations".
- Breadcrumbs:** Shows the path "Invitations > Invation name" with a red arrow pointing left labeled "orientation info".
- Content Area:**
 - Left Column:** Features a large square placeholder for "Invitation representative image" with a "group link" arrow pointing up from its top-left corner.
 - Center:** A section titled "Related vision: vision name" with a "transition link" arrow pointing up from its top-right corner.
 - Right Column:** A section titled "Invitation name" with a "group link" arrow pointing up from its top-right corner.
 - Technology Tags:** Two "technology tag" boxes with "transition link" arrows pointing up from their top-left corners.
 - Show more:** A button with a "structural link" arrow pointing left from its right side.
 - Invitation reviews:** A section with two "author name" input fields.
 - Review Form:** A section titled "Leave your review here" with "author" and "textarea" input fields.
 - Send:** An "interactive form button" with a "Send" label and a "structural link" arrow pointing left from its right side.
 - Invationers:** A section titled "Invationers that worked on this innovation" featuring four cards, each with an "Invationer name" and "role", and an "Explore" button with a "transition link" arrow pointing down from its bottom.
- Footer:** Copyright information: "Copyright © 2021 Invation | Designed by MuseX Group TM" with a close button.

Figure 9 – Footer low fidelity wireframe



3.2 High fidelity wireframes

The order of presentation of the screenshots follows the order of the low fidelity wireframes.

For presentation reasons, each screenshot is presented in a single page together with all the relevant comments. Some pages are sliced because of the excessive length of the pages: however no relevant content is omitted.

Figure 10 – Home page high fidelity wireframe

LANDMARKS **INVATION** HOME ABOUT V INVATIONERS VISIONS V INVATIONS V

Join our **Vision** of the Future

Our company was born in **2001** at the early stages of the **new millennium**. with a special look at the future, **Invation** immediately started to impose itself as an **innovative** company. Inside the company there are **three pillars**: Innovation, Invention and Teamwork.

ABOUT THE COMPANY ← transition link

What are the **Invations**

Invations are innovative inventions and ideas to shape a new concrete concept of future. Do you want to know more?

DISCOVER OUR INVATIONS

Who are the **Invationers**

Did you really not figure it out already? Our employees will present them. They are the Invationers! Our great team.

DISCOVER OUR INVATIONERS

What are the **Visions**

Visions are interactive itinerary based on a chosen theme, created as a set of innovative products. Go and explore our 4 Visions!

DISCOVER OUR VISIONS

← transition link

Our last three invasions

Invation is proud to show you the last three products or - as we call them - **invations**, that our fanstastic team developed. Those invations are part of different visions, come and enjoy all our guided tours in the "Visions" section.

EDUCATION ← transition link

MuseX ← transition link July 14, 2021
MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experience inside a Natural History Museum.

ENTERTAINMENT ← transition link

Beat Saber ← transition link June 3, 2021
Beat Saber is a music and rhythm game with an active twist. Feed your creativity through this game! You will create rhythms with your arms, this game is freaking cool! Post your tracks on Instagram or TikTok and become the ner Beat Sabaer star.

EDUCATION ← transition link

Puffy ← transition link May 8, 2021
Puffy is meant to support educational and therapeutic interventions for children with NDD, particularly those with perceptual and sensory processing impairments and deficits in the cognitive, social and behavioral spheres.

Figure 11 – About page high fidelity wireframe

LANDMARKS **INVATION** HOME ABOUT V INVATIONERS VISIONS V INVATIONS V

> About

Orientation info

About the company: Invation

Our company was born in 2001 at the early stages of the *new millennium*. with a special look at the future, Invation immediately started to imposes itself as an *innovative* company. Inside the company there are *three pillars*: Innovation, Invention and Teamwork.

DISCOVER OUR FOUNDERS

← structural link

THE FOUNDERS

Thanks to the *ambition* and the work of our founder, Invation rocked in the market at full speed! Federica, Lorenzo and Alessandro are three students from *PoliTecnico di Milano*, currently pursuing the 'once in a life time' dream of running a company together with precious *friends*.

Federica Buccieri
Born in Palermo, Federica graduated in Computer Science. She is passionate about programming, graphic design and videogames

Lorenzo Cocchia
Born in Siena, Lorenzo graduated in Computer Science. He is passionate about documentations, Virtual Reality and backend development

Alessandro Corsini
Born in Caprarica di Lecce, Alessandro graduated in Computer Science. He is passionate about algorithms, videogames and storytelling

INVATION HEADQUARTER

Our brand new headquarter is placed in *Via Dante*, at the center of *Milan*, next to the Castello Sforzesco. Its modern and futuristic design is unique and its part of our *brand*. Following the *red dot*, like a lighthouse in the dark, you will always find the way to innovation and new inventions.

How to reach us
You can easily reach us using the green line of the underground getting off at the stop of Cairoli. From there it is just 3 minutes walking.
Don't forget, just follow the red dot!

← interactive element

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Figure 12 – All invationers page high fidelity wireframe

The wireframe illustrates the high-fidelity design of the 'All invationers' page. At the top, a header bar features 'LANDMARKS' and 'INVATION' with dropdown menus for 'HOME', 'ABOUT', 'INVATIONERS', 'VISIONS', and 'INVATIONS'. A red arrow labeled 'Orientation info' points upwards from the main content area towards the header. The main title 'Our people: The invationers' is displayed prominently. Below it is a paragraph about the team's diversity and mission. A large image of astronauts in space serves as the background for the section. A red button labeled 'DISCOVER OUR INVATIONERS' is positioned below the text, with a red arrow labeled 'structural link' pointing to its right. The next section, 'What people say about Us', contains five testimonies from team members: Olivia Purple, Stella White, Jacob Green, Scarlet Red, and Missy Blue, each with a small profile picture and a quote. A horizontal navigation bar with five dots is located below these testimonials. The final section, 'The invationers', displays profiles for four team members: Clarke Griffin (Software Engineer), Marco Bianchi (Graphic Designer), Lorenzo Verdi (Software Engineer), and Nathalie Dubois (Project Manager). Each profile includes a photo, name, title, a quote, and an 'EXPLORE' button. A red arrow labeled 'group links' points to the 'EXPLORE' buttons. Below this row, there are four more profiles: Massimiliano Allegri (Marketing Coordinator), Carlo Rovelli (Software Engineer), Zac Efron (Graphic Designer), and Vanessa Hudgens (Human Resources). The footer contains a copyright notice: 'Copyright © 2021 Invation | Designed by MuseX Group™' and a small circular icon.

Figure 13 – All visions page high fidelity wireframe

LANDMARKS **INVATION** HOME ABOUT V INVATIONERS VISIONS V INVATIONS V

> Visions

Orientation info

Our Areas: The Visions

Having a **Vision** means offering a look into the future. A **tour** through our invations, a **journey** lead by our imagination, an **experience** generated by our passions. Our Visions are not just the way we look at the world, but rather the ways the world suggest us to take.

DISCOVER OUR VISIONS ← structural link

Our Visions

Discover our four product areas



Education

A new way of learning in a more effective way. Discover our proposals about a new experience in the world of education.

EXPLORE

↑ group link



Entertainment

The world of entertainment is ready to embrace the new technologies about VR and AR where Reality merges with imagination.

EXPLORE

↑ group link



Smart Home

Your home is part of your life, leaving in an intelligent and smart environment is essential for your quality of life.

EXPLORE

↑ group link



Work

The Covid-19 pandemic has accelerated an inevitable trend in which giving new opportunities for an efficient work independently from where you are is fundamental.

EXPLORE

↑ group link

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Figure 14 – All invations page high fidelity wireframe

LANDMARKS **INVATION** HOME ABOUT INVATIONERS VISIONS INVATIONS

> invations

Orientation info

Our products: The invations

Here you can find the complete [list of all our invations](#): innovative inventions and *products* to shape a new concrete concept of future

DISCOVER OUR INVATIONS

← structural link

The invations

Discover all our products

PLET PLET has been designed and developed by Politecnico di Milano to: "smartify" physical toys and transform them into "e-toys" (i.e., digitally controlled interactive)	MuseX MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experien...	Leggo Facile Leggo Facile gives you the chance to stimulate the lexical way, so the direct visible access to the word. The first results arise in few weeks of treatment	Puffy Puffy is meant to support educational and therapeutic interventions for children with NDD, particularly those with perceptual and sensory processing impairmen
EXPLORE	EXPLORE	EXPLORE	EXPLORE
RELATED VISION: Education transition link 	RELATED VISION: Education transition link 	RELATED VISION: Education transition link 	RELATED VISION: Education transition link
Emoty This research project aims at exploiting the advances in conversational technology to support people with Neurodevelopmental Disorder (NDD). NDD is	Ludomi Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, ...sound	Half-Life: Alyx It's not Half-Life 3 or Half-Life 2: Episode Three, but Half-Life: Alyx is the first full-fledged Half Life game that Valve has released in a long time. VR here is brought to the next lev	Everybody's Golf VR If you can't get to a real golf course, the next best thing is a virtual golf game. You can become the new Tiger Woods but from your living room! Be the next king of the green! A good...q
EXPLORE	EXPLORE	EXPLORE	EXPLORE
RELATED VISION: Education transition link 	RELATED VISION: Education transition link 	RELATED VISION: Entertainment transition link 	RELATED VISION: Entertainment transition link
Danger Goat The life of a goat has never been easy, do you think?	Budget Cuts Will you let robots take your all important... space	Beat Saber Beat Saber is a music and rhythm game with...	Astro Bot Rescue Mission In this action platformer, you must rescue the...
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Figure 15 – Single invitationer page high fidelity wireframe

LANDMARKS

INVATION

HOME ABOUT V INVATIONERS VISIONS V INVATIONS V

> INVATIONERS > Clarke Griffin

Orientation info

Responsible for the vision: Education

transition link

Clarke Griffin

Hi everyone! My name is Clarke Griffin and I am an Invationer since 2018. I try to innovate leveraging on my Computer Science background, working for Invation as a Software Engineer. Wanna know more? Scroll down!

PERSONAL DETAILS

AGE: 32 GENDER: Female NATIONALITY: Irish SPORT: No please! HOBBY: Gaming, Cooking, Reading

BACKGROUND

SKILLS

CONTACT ME

Telephone Number: +39 389932321
Email: clarke.griffin@invation.com
Fax: 88776 5432325
Linkedin: clarke.griffin
Instagram: #clarkeGriffin

"Never say never because limits, like fears, are often just an illusion"

The Invations this Invationer worked on

MuseX

MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experien...

Puffy

Puffy is meant to support educational and therapeutic interventions for children with NDD, particularly those with perceptual and sensory processing impairment

Ludomi

Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, sound

Astro Bot Rescue Mission

In this action platformer, you must rescue the various members of your crew, which is scattered across space. Are you a good friend? Will the others count on you, will yo...

transition links → EXPLORE EXPLORE EXPLORE EXPLORE

RELATED VISION: Education RELATED VISION: Education RELATED VISION: Education RELATED VISION: Entertainment

Other Invationers

Marco Bianchi
GRAPHIC DESIGNER

There is nothing so stable as change

Lorenzo Verdi
SOFTWARE ENGINEER

Concentrate all your thoughts upon the work in hand

Nathalie Dubois
PROJECT MANAGER

I'm tough, I'm ambitious, and I know exactly what I want

Massimiliano Allegri
MARKETING COORDINATOR

The only thing we have to fear is fear itself.

group links → EXPLORE EXPLORE EXPLORE EXPLORE

SKILLS SKILLS SKILLS SKILLS

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Figure 16 – Single vision page high fidelity wireframe

LANDMARKS **INVATION** HOME ABOUT VISIONERS VISIONS INVATIONS

> Visions > Education

Orientation info

Education

A new way of learning in a more effective way. Discover our proposals about a new experience in the world of education.

Inside this vision: the invations

Dive in into this **Area of products** with the *list of our invations*: a set of **innovative products** that better express the vision the Invation has over the chosen theme. In this case it is all related to Education so in this section you will find a *list of products* related only to this topic.

01 **Product: MuseX** transition link → **Smart space experience**

MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experience inside a Natural History Museum.

02 **Product: Ludomi** ← transition link **Learning through play**

Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, sounds, aromas, and physical materials are digitally controllable, programmable, and interactive.

Responsible of the Vision Education

Clarke Griffin
SOFTWARE ENGINEER

Never say never because limits, like fears, are often just an illusion

EXPLORE ← transition link

SKILLS SQL Javascript HTML

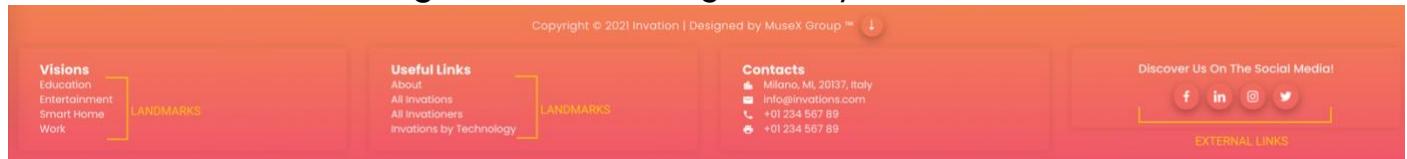
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Figure 17 – Single invitation high fidelity wireframe

The wireframe illustrates a single invitation page with the following components and annotations:

- Header:** LANDMARKS, INVATION, HOME, ABOUT, INVATIONERS, VISIONS, INVITATIONS.
- Breadcrumbs:** > Invitations > Ludomi (Orientation info).
- Navigation:** < Previous invitation of the vision, Next invitation of the vision, group link.
- Title:** Related Vision: Education, Ludomi.
- Image:** A vibrant illustration of a "Magic Room" where children interact with physical materials and digital projections.
- Text:** Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, sounds, aromas, and physical materials are digitally controllable, programmable, and interactive.
- Tags:** #VIRTUAL & AUGMENTED REALITY, #INTERNET OF THINGS.
- Section:** CONCEPT.
- Text:** The result is a "Magic Room" where children are exposed to multisensory stimuli and can interact with physical materials and multimedia contents through movements, gestures, and manipulation of objects. Magika allows to perform playful and educational activities (individual or collective) that stimulate all senses and are engaging. Compared to traditional multi-sensor rooms like Snoezelen, the playful-educational experiences in the Magic Room have greater potential for children with cognitive disabilities because they are more customizable, stimulating and engaging.
- Buttons:** SHOW MORE, structural link.
- Section:** Invitation Reviews.
- Reviews:**
 - User 3: Never tried Smart Space before but now I am super interested
 - User 1: Amazing for children! Really recommended
 - User 6: Magic Room is a really representative name of the amazing and fantasious journey that my child had while playing inside with his friends
- Form:** Leave your review here, Your username, Write your review here, SEND button, interactive form button.
- Section:** Invationers that worked on this invitation.
- Profiles:** Clarke Griffin (Software Engineer) and Marco Bianchi (Graphic Designer).
- Text:** Never say never because limits like fears are often just an illusion, There is nothing so stable as change.
- Buttons:** EXPLORE, transition links.
- Skills:** SQL, Javascript, HTML.
- Footer:** Copyright © 2021 Invation | Designed by MuseX Group™, a small robot icon.

Figure 18 – Footer high fidelity wireframe

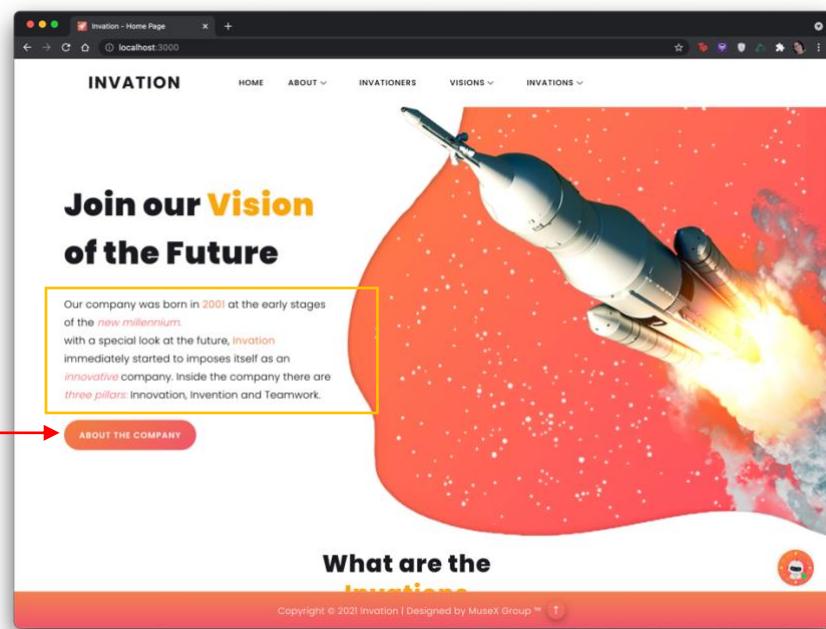


4. Interaction Scenarios

4.1 Scenario 1

Profile	A management engineer studying at Politecnico di Milano
Goal	Is currently looking for a job and want to know more about the company and its employees.
Context	During a normal afternoon in his house, the student reaches the Invation Home Page.
Tasks	After reading the introduction of the company in the Home page, he wants to know more and clicks to reach the about page. There he discovers more about invation in general. Now the student is ready to discover more about roles and employees so reaches the Invationers page through the header landmarks. Once in the introductory page, after reading the overall description of the Invation team and reading some of the reviews left from customers, he starts searching for some invationers with similar skill as him-self. The student is particularly interested in an invationer profile, Nathalie Dubois and so he reaches her page thanks to the group link. There he can discover more about the invationer profile and relate if he can be a good employee of the company.

Visual Screenshots



About the company:
Invation

Our company was born in **2001** at the early stages of the **new millennium**. With a special look at the future, **Invation** immediately started to imposes itself as an **innovative** company. Inside the company there are **three pillars**: Innovation, Invention and Teamwork.

[DISCOVER OUR FOUNDERS](#)

Our people:
The invationers

A Multicultural, dynamic team that we use to call family. The **Invationers** are Software Engineers, Designer, Managers, Communications experts and more. Inside the **team**; we exploit synergies among different backgrounds. Learning by doing is part of the job, growing together is our mission.

[DISCOVER OUR INVATIONERS](#)

What people say about Us

Your opinions are important to us. That is why you can leave a review to all our invations and our team will careful read all of them. Those are some of the favourite comments fans lefted to us.

Olivia Purple
"The team is amazing, so professional, so kind, I am a true fan!"

Stella White
"The team is amazing, so professional, so kind, I am a true fan!"

Jacob Green
"It's incredible how much effort this invationers put in their job, well done!"

Scarlet Red
"Graphics, responsiveness and colors match perfectly the dynamics of the company"

Blue
"The team is amazing, so professional, so kind, I am a true fan!"

Invation - All invationers

localhost:3000/inventioners

INVATION

HOME ABOUT INVATIONERS VISIONS INVATIONS

> Invationers

The invationers

Clarke Griffin
SOFTWARE ENGINEER

Never say never because limits, like fears, are often just an illusion.

EXPLORE

SKILLS
SQL, Javascript, HTML

Marco Bianchi
GRAPHIC DESIGNER

There is nothing so stable as change.

EXPLORE

SKILLS
SQL, Javascript, HTML

Lorenzo Verdi
SOFTWARE ENGINEER

Concentrate all your thoughts upon the work in hand.

EXPLORE

SKILLS
Javascript, SQL, HTML

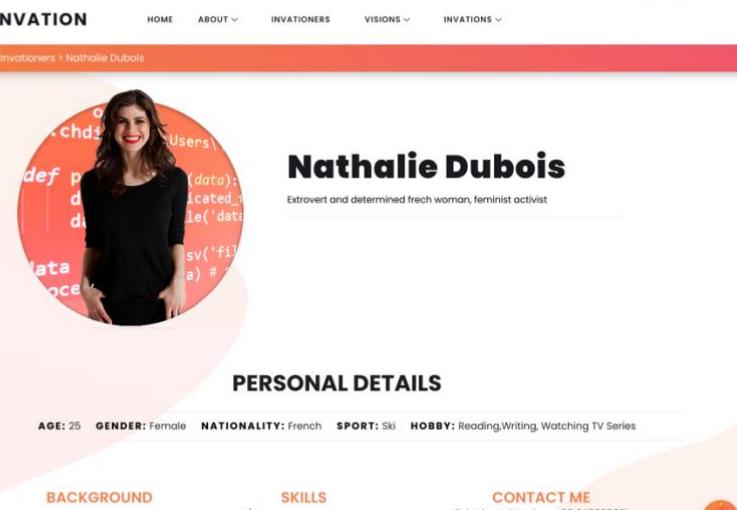
Nathalie Dubois
PROJECT MANAGER

I'm tough, I'm ambitious, and I know exactly what I want.

EXPLORE

SKILLS
Problem Solving
Critical Thinking
Team Management

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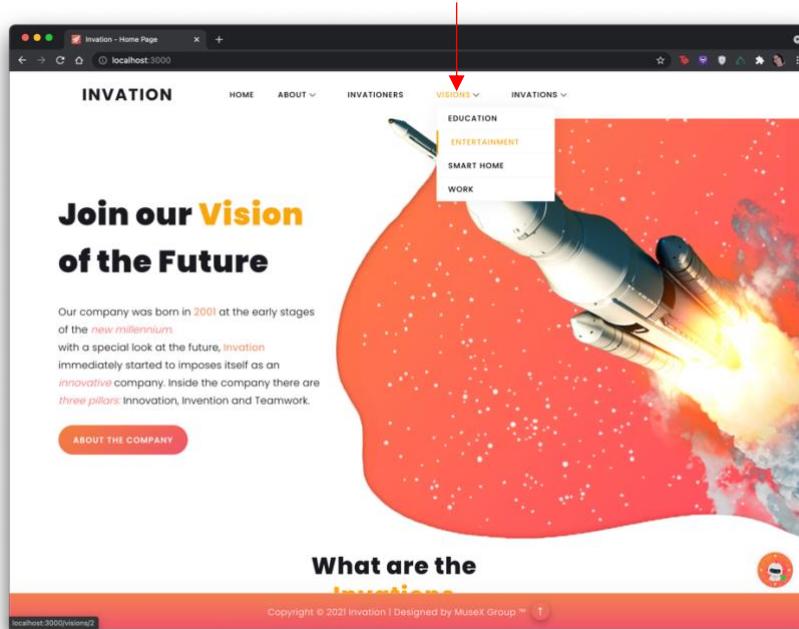


The screenshot shows a web browser window for 'Invation - Nathalie' at 'localhost:3000/invationers/4'. The header includes a navigation bar with 'HOME', 'ABOUT', 'INVATIONERS', 'VISIONS', and 'INVATIONS'. Below the header, a breadcrumb trail shows 'Invationers > Nathalie Dubois'. The main content features a circular profile picture of Nathalie Dubois, a woman with dark hair, smiling, wearing a black top. Behind her is a red background with white text and code snippets related to data and CSV files. To the right of the profile is her name, 'Nathalie Dubois', followed by the description 'Extrovert and determined french woman, feminist activist'. Below this section is a heading 'PERSONAL DETAILS' with fields for age (25), gender (Female), nationality (French), sport (Ski), and hobby (Reading, Writing, Watching TV Series). At the bottom, there are sections for 'BACKGROUND' (with a small icon of a person), 'SKILLS' (with a 'Problem Solving' icon), and 'CONTACT ME' (with contact information: Telephone Number +39 345825621, Email nathalie.dubois@invation.com, Fax 8889585428560). A footer at the bottom reads 'Copyright © 2021 Invation | Designed by MuseX Group™'.

4.2 Scenario 2

Profile	A 24-years old videogame passionate girl
Goal	is searching for new innovative and interesting games to play with, trying to learn more about virtual reality games.
Context	She is comfortably sitting in her couch navigation via her phone.
Tasks	Landing on the Home page, the girl immediately searches for a topic related to games or virtual reality. Subsequently she explores the header nav bar and finds out the vision section and opens it. After reading what is a vision, the gamer starts reading the different vision description and of course, her attention is caught by the Entertainment Vision. She chooses it and lands on the relative page where she can explore all the products related to the Entertainment vision. Scrolling down the list, the girl clicks on the invitation "Beat Saber", to know more about the VR game. After reading something about the product, the gamer finds out that is not the right game for her, so she chooses to switch to the next product in the vision via the available link and discover more about what the company can offer.

Visual Screenshots



Our Areas:
The Visions

Having a *Vision* means offering a look into the future.

A *tour* through our invations, a *journey* lead by our imagination, an *experience* generated by our passions. Our Visions are not just the way we look at the world, but rather the ways the world suggest us to take.

[DISCOVER OUR VISIONS](#)

Our Visions

Discover our four product areas

01 Education
A new way of learning in a more effective way. Discover our proposals about a new experience in the world of education.
[EXPLORE](#)

02 Entertainment
The world of entertainment is ready to embrace the new technologies about VR and AR where Reality merges with imagination.
[EXPLORE](#)

03 Smart Home
Your home is part of your life, leaving in an intelligent and smart environment is essential for your quality of life.
[EXPLORE](#)

04 Work
The Covid-19 pandemic has accelerated an inevitable trend in which giving new opportunities for an efficient work independently from where you are is fundamental.
[EXPLORE](#)

Entertainment

The world of entertainment is ready to embrace the new technologies about VR and AR where Reality merges with imagination.

Inside this vision: the invations

Dive in into this *Area of products* with the *list of our invations*: a set of *innovative* products that better express the vision the Invation has over the chosen theme. In this case it is all related to Entertainment so in this section you will find a *list of products* related only to this topic.

INVATION

HOME ABOUT VISIONERS VISIONS INVATIONS

> Visions > Entertainment

Product: Astro Bot Rescue Mission

Rescue your mates!

In this action platformer, you must rescue the various members of your crew, which is scattered across space. Are you a good friend? Will the others count on you, will you count on the others? Find it through this game.



02 Product: Beat Saber ←

Create music with laser swords!



Beat Saber is a music and rhythm game with an active twist. Feed your creativity through this game! You will create rhythms with your arms, this game is freaking cool! Post your tracks on Instagram or TikTok and become the ner Beat Saber star.

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INVATION

HOME ABOUT VISIONERS VISIONS INVATIONS

> Invations > Beat Saber

< Previous invasion of the vision Related Vision: Entertainment Next invasion of the vision >



Beat Saber

Beat Saber is a music and rhythm game with an active twist. Feed your creativity through this game! You will create rhythms with your arms, this game is freaking cool! Post your tracks on Instagram or TikTok and become the ner Beat Saber star.

PORTRAIT & AUGMENTED REALITY

CONCEPT

The setup is similar to other music games, such as Audiosurf, Guitar Hero, and Rock Band, but instead of controlling a virtual ship or using fake instruments, you slash your way through a song with virtual laser swords. Beat Saber replaces the classic notes of a music track with a steady stream of floating cubes that fly towards your screen. You need to cut them, usually in a specific direction indicated by an arrow, to score points. To facilitate this, your VR controllers become red and blue neon sabers, which you must swing at the corresponding coloured boxes. Though there's no official Star Wars licensing, you can't help but feel like a Jedi Knight brandishing two lightsabers. Even if you don't care for Star Wars, the furies of sparks and light effects as you carve through each cube is sure to impress and entice you. To have an idea, watch the video below on the 'Show More' section!

SHOW MORE

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INVATION

HOME ABOUT VISIONERS VISIONS INVATIONS

> Invitations > Budget Cuts

< Previous invasion of the vision Related Vision: Entertainment Next invasion of the vision >



Budget Cuts

Will you let robots take your all-important paper-stamping and document-filing job? In this game, cost-cutting robots try to terminate your employment by any means necessary. Do you want to save the human race or are you a robot snitch?

PORTRAIT & AUGMENTED REALITY

CONCEPT

You must fight your way through an office environment to save your job (and your life) using stealth tactics or by resorting to aggressive violence. From the time of ancient civilization, there have been many accounts of user-configurable automated devices and even automata resembling humans and other animals, designed primarily as entertainment. As mechanical techniques developed through the industrial age, there appeared more practical applications such as automated machines, remote-control and wireless remote-control. How much do you believe in your human skills? Are you sure that you are necessary in this planet? Then show us on "Budget Costs".

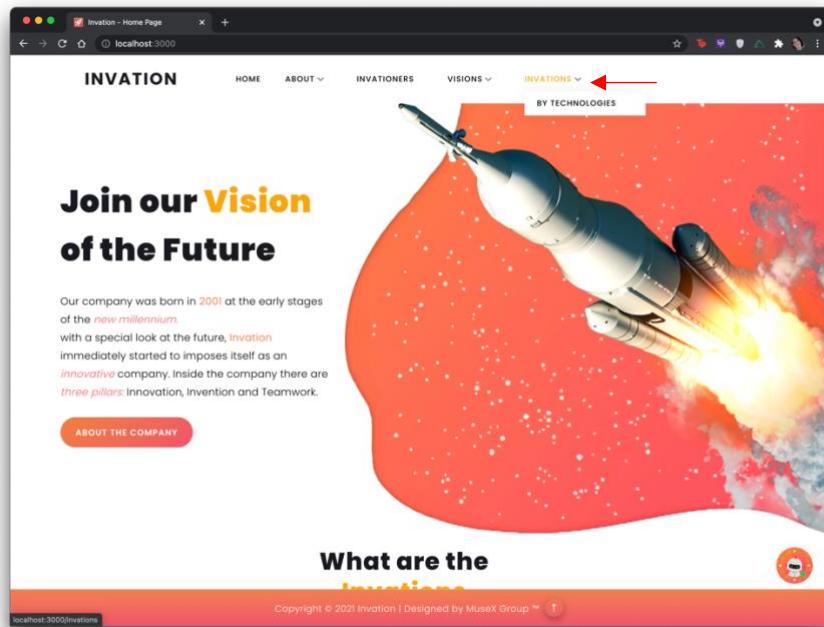
SHOW MORE

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4.3 Scenario 3

Profile	An elementary school teacher, Luisa
Goal	wants to enlarge her school offering with more innovative proposals.
Context	During a school council reunion, the teacher brings out the Invation website that she previously visited on her own, to show it to her colleagues.
Tasks	Following a quick look to the home page, the teacher clicks directly on the Invations tab to reach the list of products of the company. She already knows which invation she is searching for so, scrolling down, she clicks on the invation called "Ludomi". Further, on the Ludomi page, she and her colleagues can read together the product concept and find out if it would be feasible to insert the smart space product inside their school. She clicks on the "Show more" button and they watch all together the video about the product. Convinced by it, they decide to contact the company to get an appointment and install the software in their school. To do so, the teacher clicks on "contact us" in the header menu so that they can land on the Contact page and discover the telephone number of Invation.

Visual Screenshots



Our products:
The invasions

Here you can find the complete [list of all our invasions](#): innovative inventions and [products](#) to shape a new concrete concept of future.

[DISCOVER OUR INVATIONS](#)

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INVATION

[HOME](#) [ABOUT](#) [INVATIONERS](#) [VISIONS](#) [INVATIONS](#)

[Emoty](#) [Ludomi](#) [Half-Life: Alyx](#) [Everybody's Golf VR](#)

Emoty
This research project aims at exploiting the advances in conversational technology to support people with Neurodevelopmental Disorder (NDD). NDD is ...

Ludomi
Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, sound...

Half-Life: Alyx
It's not Half-Life 3 or Half-Life 2: Episode Three, but Half-Life Alyx is the first full-fledged Half Life game that Valve has released in a long time. VR here is brought to the next lev...

Everybody's Golf VR
If you can't get to a real golf course, the next best thing is a virtual golf game. You can become the new Tiger Woods but from your living room! Be the next king of the green! A good q...

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INVATION

[HOME](#) [ABOUT](#) [INVATIONERS](#) [VISIONS](#) [INVATIONS](#)

[Previous invasion of the vision](#) **Related Vision: Education** [Next invasion of the vision](#)

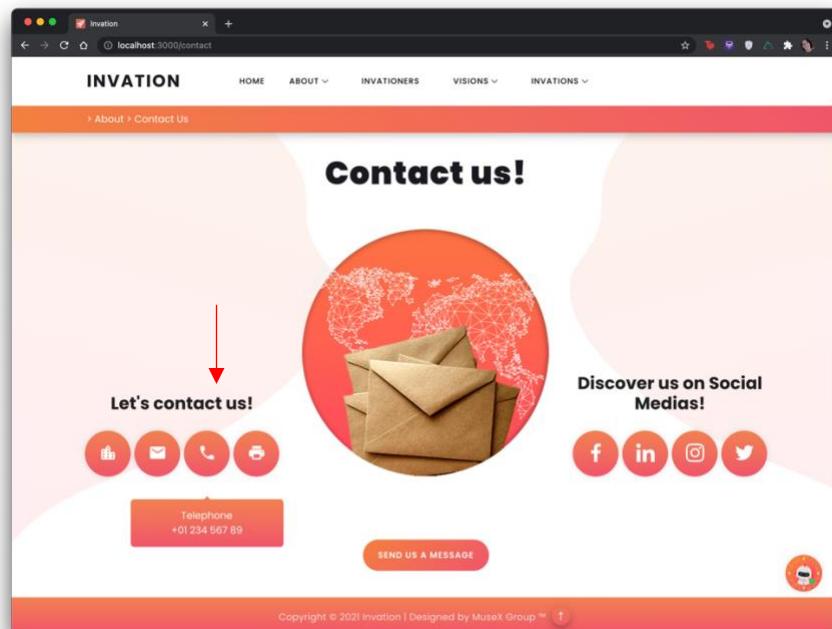
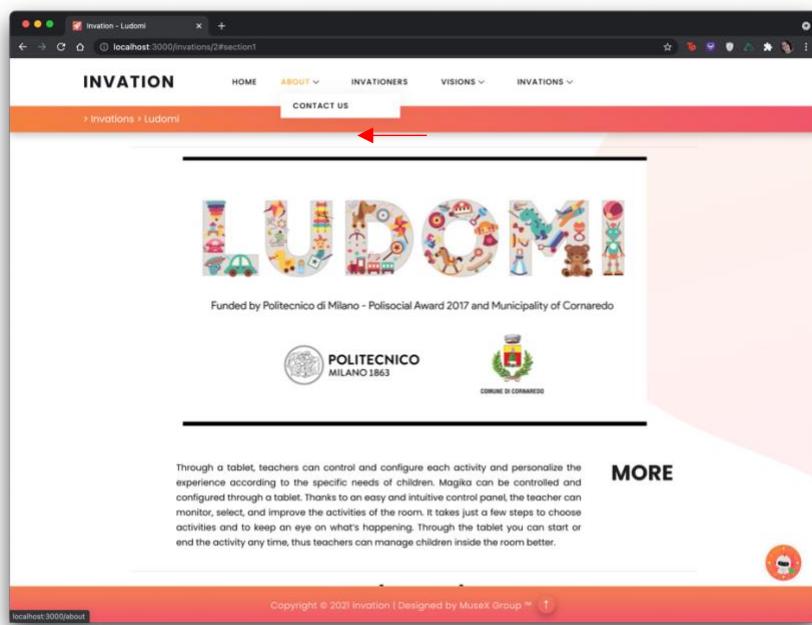
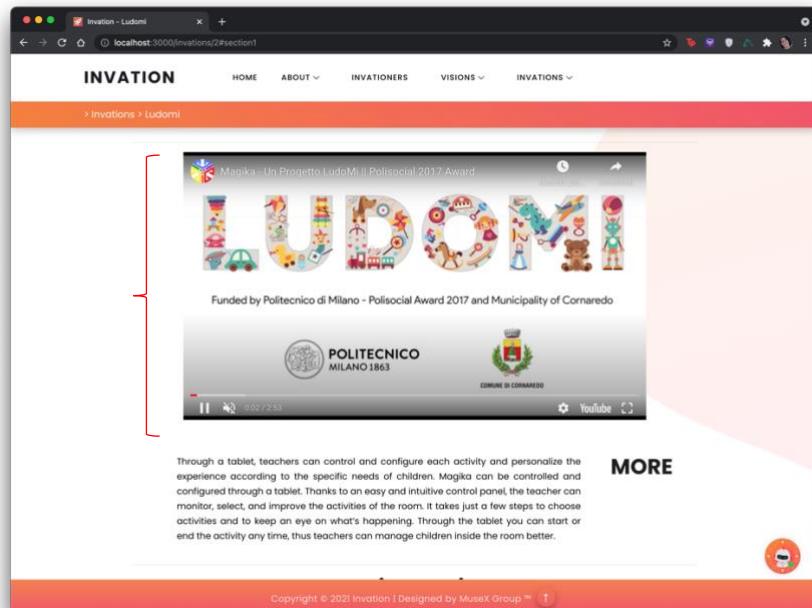
Ludomi
Magika is the innovative technological solution that allows to transform any room into a "smart" space in which lights, immersive projections on walls and floors, music, sounds, aromas, and physical materials are digitally controllable, programmable, and interactive.

[PORTAL AUGMENTED REALITY](#) [PROJECT OF DESIGN](#)

CONCEPT
The result is a "Magic Room" where children are exposed to multisensory stimuli and can interact with physical materials and multimedia contents through movements, gestures, and manipulation of objects. Magika allows to perform playful and educational activities (individual or collective) that stimulate all senses and are engaging. Compared to traditional multi-sensory rooms like Snoezelen, the playful-educational experiences in the Magic Room have greater potential for children with cognitive disabilities because they are more customizable, stimulating and engaging.

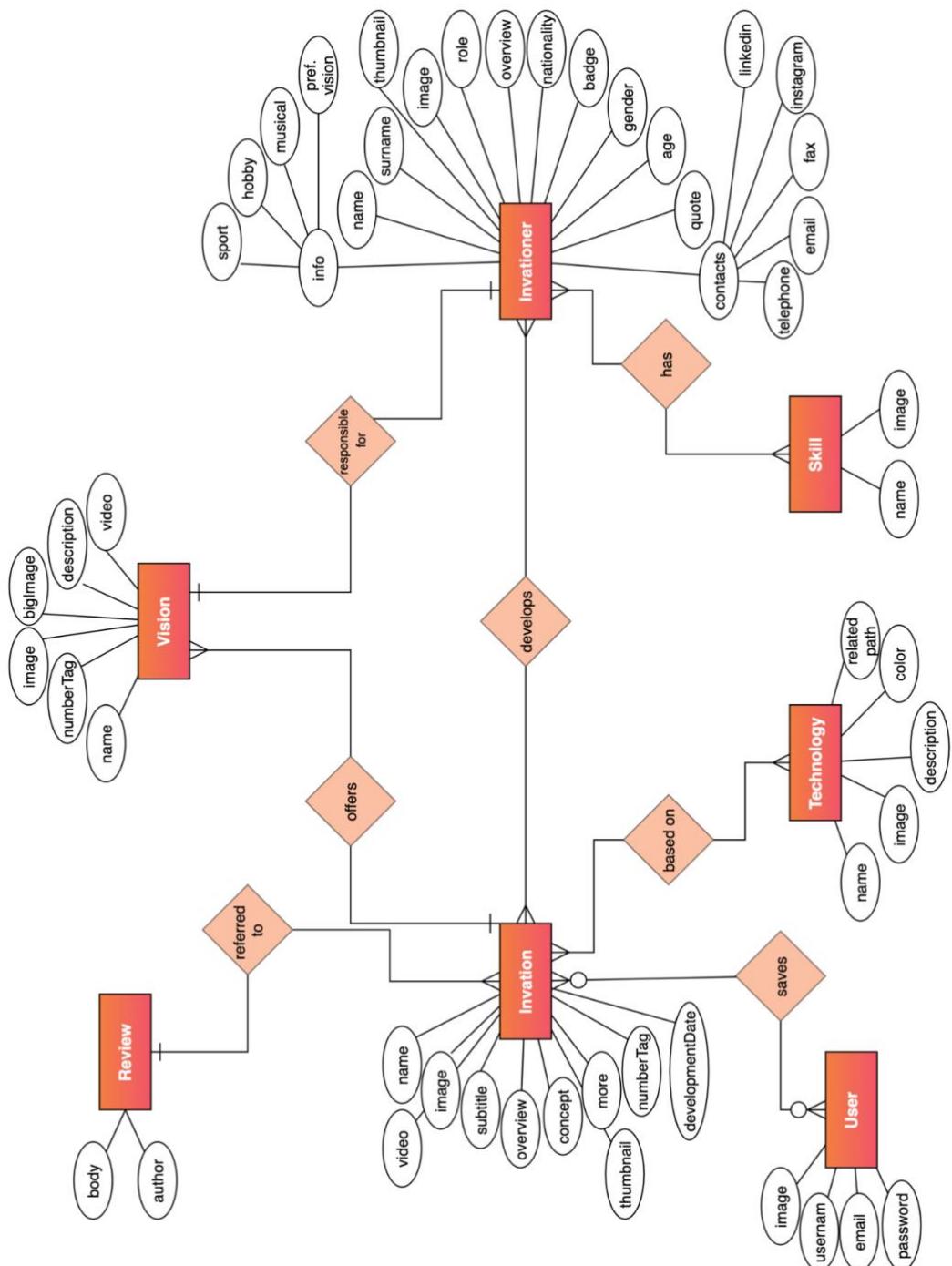
[SHOW MORE](#)

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5. DB Design

5.1 E-R Diagram



5.2 Relational Tables

