The magic garden

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Introduction

- Purpose
  - Our idea is to immerse the users into the process of creating a garden and see how it evolves.
- Users
  - We think that this experience could be useful for kids, so that they can learn the process of growing and taking care of plants together.
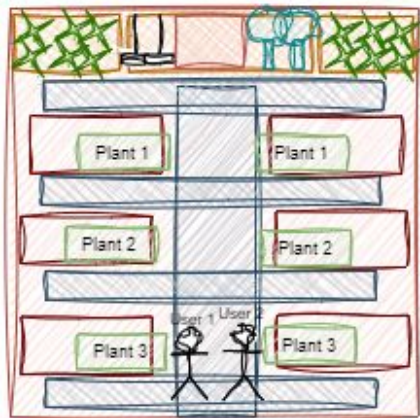- Environment
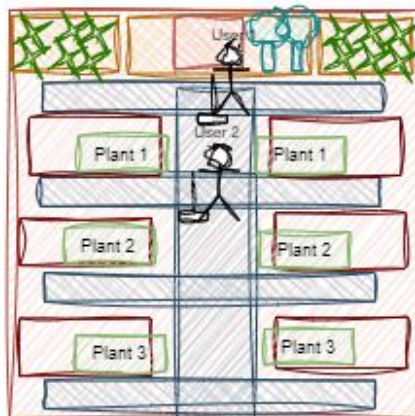 - The users will be in an empty garden.Then, as they play together, different plants will grow in it.

Figure 1:Example of kids planting flowers.Ref:By Terry Ahnertahner@tnonline.com. (n.d.). *Kids for the community plants flowers in Palmerton Park | Times News Online*. Times News Online -. https://www.tnonline.com/20210512/kids-for-the-community-plants-flowers-in-palmerton-park/
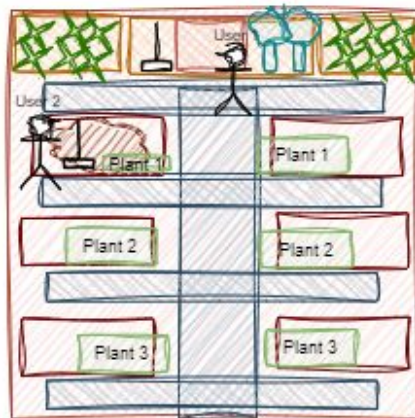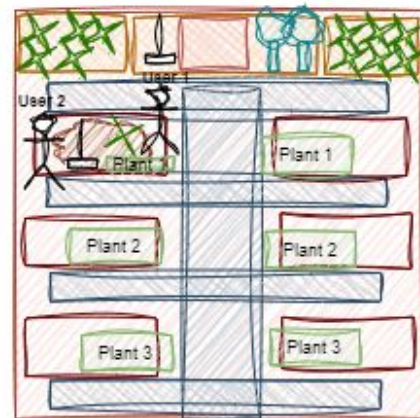
Interaction

The users will initially step into the area.

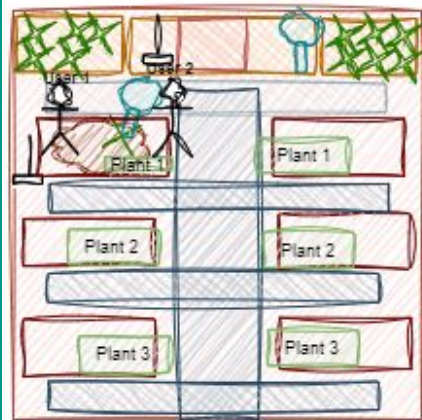Then, the users have to grab the shovel and go to one of the parcels.

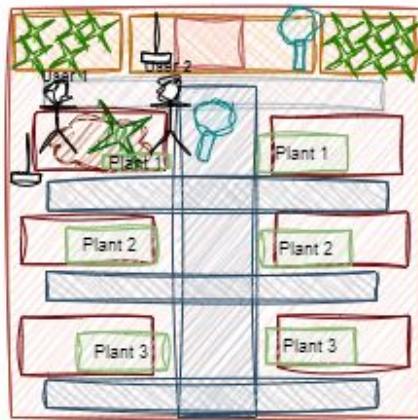When the users select a spot they will be able to till the land with the trackers.

One of the users can grab a plant and plant it on the desired parcel.
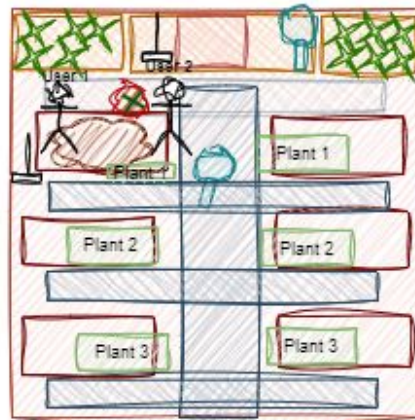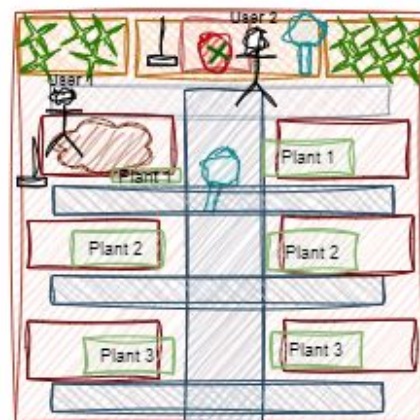
3

Interaction

Then, one of them can use the watering can to grow the plants.

Once the plant has grown enough, it can be harvested.

In this case the user has planted a tomato.

The tomato has to be stored in the box of the center to keep the garden tidy.
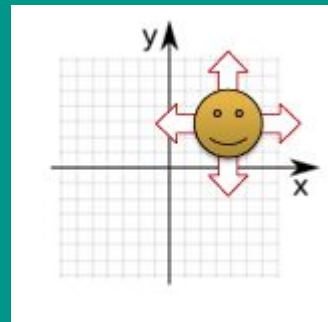
Mappings

Vive trackers (Physical interface) → Unity (Digital interface)

Input/output mapping →The type of mapping is one-to-one.

2- Degrees of freedom → x,z translation in Unity

Trackers are used for:

- capturing the position of the player.
- detecting collisions to grab objects and other actions that depend on the objects.
- detecting when the player is in the same position for some seconds to drop the objects.

Full-body interaction properties

- Users can interact with the space:
  - tilling the land.
  - watering the plants.
  - harvesting the vegetables.
- They can organize the space collaboratively.
- They will see the evolution of the plants during their experience.
- They will be able to learn the process of harvesting while having fun.

THANKS

Do you have any questions?