**Description of the Selected Space and User Observations**

**\*\*Selected Space: Office Interior\*\***

An internal 360-degree view of an office was chosen as the location for the interactive display. Employee workstations and the senior manager's office are included in this setting.

I imported four 3D photos of the senior manager and employees at their desks to show the pressure of work in this office atmosphere. These pictures depict varying degrees of stress, with the senior manager frequently looking more overburdened because of the several computer screens and piles of papers. Different employees have different workplaces; some have tidy, well-organized desks.

The senior manager's office is usually disorganized with work-related stuff, as I noticed throughout my observations, suggesting a high-stress atmosphere. Employee workstations, on the other hand, show differing workloads, indicating differing levels of organization and work pressure.

I made the installation interactive by duplicating the workspace and resizing the pictures to more accurately depict each person's task. To improve user engagement, I also included navigation buttons that let visitors go to the previous and next pages. Users can better grasp how job pressure varies depending on the situation and time of day by using these buttons.

I utilized DraftXR to make a new draft after making the digital prototype in Figma, which I then published. In order to improve awareness of office dynamics, this interactive piece seeks to shed light on the work pressure faced by both the senior manager and the staff.

The interactive installation's overall goal is to raise awareness of the pressures that come with working in an office setting and encourage dialogue.

**Concept Development Document**

The idea behind this interactive installation in the interior of the office is to use 3D pictures to visualise the work strain that the senior manager and staff are under. The installation includes four 3D pictures that depict varying degrees of stress and workload, together with a 360-degree representation of the interior of the workplace.  
  
Using interactive buttons, users may move about the workplace environment to explore various settings and times of day. These exchanges shed light on how varying work pressure affects wellbeing and productivity. The installation attempts to provide a thorough understanding of the dynamics of the office and the allocation of workload by varying the sizes and placements of the images.

Multiple screens and an overstuffed desk are displayed in the senior manager's office to emphasise the high-stress atmosphere. Employee workstations, on the other hand, show differing degrees of clutter, which represents various workloads and stress levels. Users can easily go about the workplace area by using the navigation buttons to view the previous and next images.

By improving knowledge of job pressure and its effects on workers, this interactive feature seeks to promote a more sympathetic and ergonomic workplace. The installation's straightforward and captivating design invites viewers to investigate the office area and develop a greater understanding of the dynamics at work. The intention is to raise awareness of stress at work and to stimulate conversations about workplace ergonomics and mental health.

**Wireframes of the Interactive Installation Created Using Figma**

Here are the wireframes that outline the user flow and key interactions of the installation:

Wireframe 1:

A cartoon characters in a room

Description automatically generated

Wireframe 2:

**A group of cartoon characters in a room

Description automatically generated**

**Digital Prototype of the Interactive Installation**

You can access the digital prototype of the interactive installation through the following Figma link:

<https://www.figma.com/proto/rcLBxV9fVU0kTMoSq5yeOs/Untitled?node-id=3-20&t=OP9THsTchqvaSwjn-1&scaling=contain&page-id=0%3A1&starting-point-node-id=1%3A162>

Figma link:

<https://www.figma.com/design/rcLBxV9fVU0kTMoSq5yeOs/Untitled?node-id=0-1&t=CxfwRz5rcHsGfIvQ-0>

Draftxr link:

<https://app.draftxr.com/vr/R26LTO>

**Testing and Iteration Report**

Users considered the work pressure visualization to be instructive during testing, however they recommended a more distinct separation of the different levels of workload. I improved the 3D pictures by changing their sizes in response to this feedback so that the various stress levels were more readily visible. To guarantee seamless user engagement, the navigation buttons were also made more noticeable and understandable. Following these modifications, the prototype was well-received for its effectiveness and clarity in illustrating the dynamics of job pressure.

The 360-degree immersive view and the accurate portrayal of the working setting were well-received by users. The prototype was enhanced overall by the iterative process, becoming more compelling and useful in depicting the various degrees of work pressure in an office setting.

**Written Documentation of Design Decisions**

**Design Decisions**

**Feedback:**

In order to guarantee prompt feedback to users, navigation buttons undergo colour changes upon hovering over and clicking. In order to give consumers a responsive and interesting user experience, this visual cue is essential in assisting them in understanding how to engage with the installation. To keep users engaged and avoid confusion, the visual change also gives them confidence that their actions have been recorded.

**Mapping:**

The positioning of navigation buttons adheres to the principles of intuitive design. The "Next" and "Previous" buttons are positioned at the margins of the screen to conform to standard online and mobile application navigation patterns. Users may quickly move among the many 3D images without needless confusion thanks to this clever positioning. To improve usability and enable users to switch between scenes with ease, these buttons are also clearly labelled. The goal of this mapping method is to make the user's trip through the interactive office environment as simple and intuitive as possible.

**Constraints:**

In order to avoid overwhelming users and retain focus, the interface has been purposefully kept basic with few distractions. Every panel has a single 3D image with distinct annotations so that consumers may comprehend the work pressure levels that are shown. Size adjustments in the graphics aid in distinguishing between different stress levels, improving the information's accessibility and readability. The design reduces cognitive load by keeping the amount of interactive features on each screen to a minimum, enabling visitors to focus on the installation's main message. This method guarantees that consumers' focus is on comprehending the demands and work dynamics portrayed in the workplace setting.

**Engagement:**

Users are encouraged to explore and comprehend the work environment through the immersive experience created by combining 3D visuals with a 360-degree office perspective. The goal of this immersive setup is to entice viewers into the interactive installation and give them the impression that they are a part of the workplace. The experience is interesting and educational thanks to the interactive features, which raise knowledge of workplace ergonomics and mental health. These features include navigation buttons and 3D visualizations. The installation facilitates a more profound comprehension of the difficulties encountered by managers and staff by letting users move through various scenarios. The purpose of this engagement method is to start a conversation about raising productivity and bettering working conditions.

**Enhancements**:

Future improvements might include more thorough annotations to further improve the interactive experience, depending on user input. These comments may offer more in-depth understanding of particular areas of the workplace, such as the significance of ergonomic practices or the effect of workload on mental health. Adding audio components to provide a multisensory experience—such as recorded explanations or background office noises—is another possible improvement. By adding these elements, the installation should become even more educational and captivating, allowing viewers to engage with the material on a deeper level.

In order to provide a user-friendly and engaging experience, the design decisions made for this interactive installation are based on interaction design principles. Through its emphasis on mapping, feedback, participation, and restrictions, the piece successfully conveys the dynamics of job pressure in an office setting, encouraging a more compassionate and encouraging work atmosphere. This method promotes proactive conversations on enhancing workplace ergonomics and mental health in addition to boosting user understanding of job stresses.