VR Scenario

Level 1.

~ Walk to the person with a mark above their head, initialize interaction with them ~

NPC "Oh. "
"Hey, What's up?"

Player   option 1 "Uh. never mind It's not important"
         option 2 "I wanted to mention something
                   about the onboarding issue
                   I'm not completely sure yet, but
                   maybe we could simplify the first
                   step so it's clearer for new users"

NPC   option 1 "okay! Let me know if you need anything"
      option 2 "yeah —that makes sense"
               "keeping that first step simple
                could really help"
               "We're actually having a team meeting
                again tomorrow at 11 a m It will be
                a real hep if you'll pitch an idea
                about some relevant modificati-
                ons Everyone will be there, so it's
                a good chance to align"

x FAILED~ you avoided the conversation

✓ LEVEL COMPLETED

Level 2

~ Next Day Go into the meeting room
  and sit on the only empty chair ~

(NPC T1) "Alright, thanks everyone for
          joining 'We're continuing the
          discussion about the onboarding
          issues. Before we move on,
          [Player H] had an idea they wanted
          to share"

(Player) option 1: "Uh.. actually, I am not ready yet
           option 2: Maybe someone else can go first"
                     "So it is just a rough idea, but
                     I was thinking about the first
                     step of the process If we simpli-
                     fy it quite a bit and add a short
                     explanation, users might feel less
                     confused at the start"

(NPC T1): option 1: "Okay let's continue for now"
          option 2: "That's a good point Clarity
                    early on usually helps a lot"

(NPC TC) option 2: "Yeah, that actually makes
                    sense"

(NPC T1) option 2: "Thanks for sharing that Let's
                   keep that in mind as we review
                   more options"

   x FAILED ~ you avoided presenting your idea

   ✓ LEVEL COMPLETE

LEVEL 3.

~ In the evening, you go out for
   dinner with the team ~

(Server). "Alright. Here you go "(make plate
                                    appear on
                                    table)

            "Enjoy!"

(Player)   option 1 ~ Just. stare ~

(NPC TC)   option 1   "Everything fine?"

(Player)   option 1   "yeah yeah It's fine"
                      (It's not FINE)

           option 2   "Excuse me, sorry
                      I think this might not be what
                      I ordered
                      I actually asked for grilled
                      chicken". ✓

(Server)   option 2. "Oh! I am so sorry 'bout that
                      I'll fix it right away".
                              ~plate dissapears~

(Player)   option 2   " No worries - It happens"

    ✗ FAIL ~ You ignored your own needs to
              avoid discomfort

    ✓· LEVEL COMPLETED.