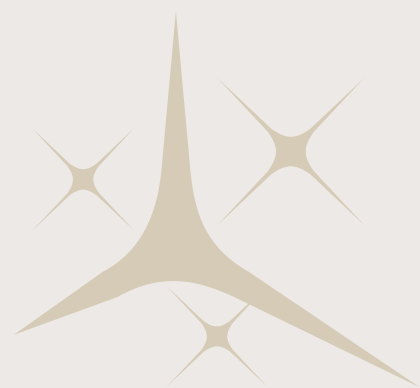




TRUE DREAM HOME

UX for XR
May 5 2023



Team: Lydia, Jamiez, Sissy

TEAM MEMBER



Sissy Tian

Project Manager



Lydia Lin

Developer



Jamiez Vo

Researcher

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PROBLEM STATEMENT



The one True Dream Home experience gives **middle-aged women (25-53 years old)** an opportunity to create and immerse in their dream home with their desired interior design and dream location **by introducing the use of virtual reality technology**



INTRODUCING USER PERSONA,
PRELIMINARY RESEARCH &
USER INTERVIEW



Maia Woluchem

35, Urban Planner, Georgia, United States

- Love **traveling** with her family, watching reality show, and go hiking
- Dream Home: **well-furnished** and **have a warm color palette for furniture and wallpaper**. An ideal place for her dream house is **somewhere near nature**
- Games: Sudoku and The crossword
- Familiar with instagram and twitter



Lauren Walsh

43, Photographer, New York City, United States

- Usually travel inside and outside United States for her work during summer. **Love traveling** alone and taking pictures of urban life
- Dream Home: **minimalistic home design** with warm tone
- Games: no experience
- Familiar with instagram, facebook, and twitter



Thanh Tran

52, Business Owner, California, United States

- Have **summer vacation outside the country**, especially around European countries with her family annually
- Dream Home: big mansion with a **seaside view**
- Games: no experience
- No experience with social media



Competitive analysis

Dream Holiday



Final fantasy



Home Design: Caribbean



Preliminary Research: Ideal locations

Near nature, seaside, city landscape. Sweden, Norway, and Finland are most favored



Preliminary Research: Home Design

Natural materials, neutral colors, quality materials and furnishing



User Interview

Love the idea of escaping reality and
living in their own dream home



Excited to immerse in
different environments



Willing to try VR
experience

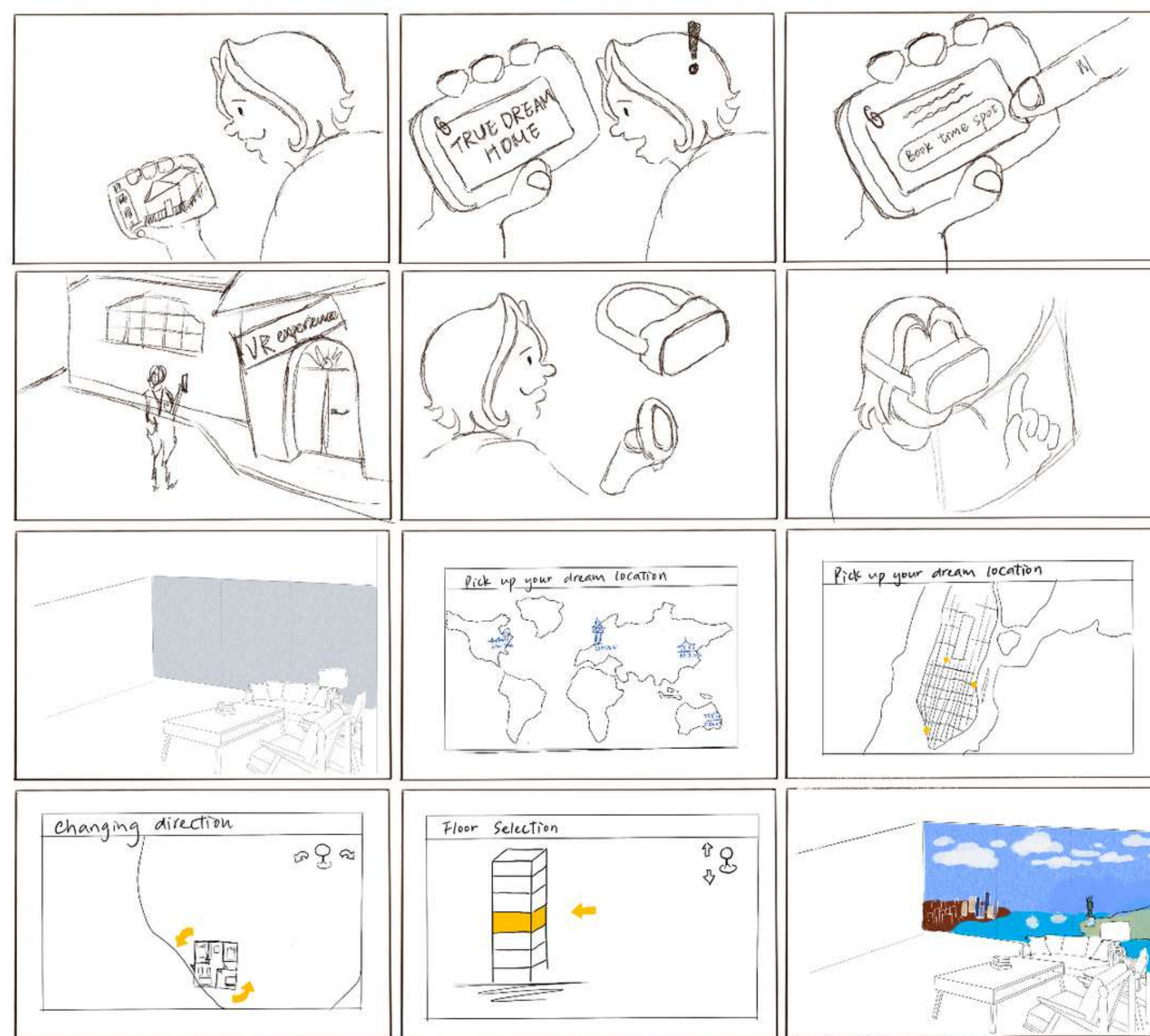




TRUE DREAM HOME
FROM CONCEPT TO EXECUTION



VR Experience Concept

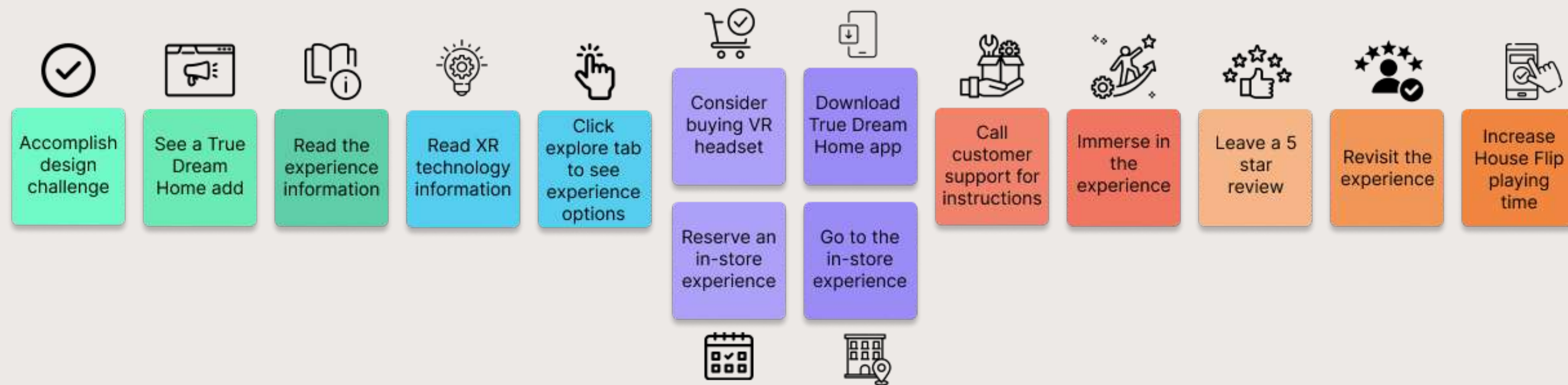


User Journey

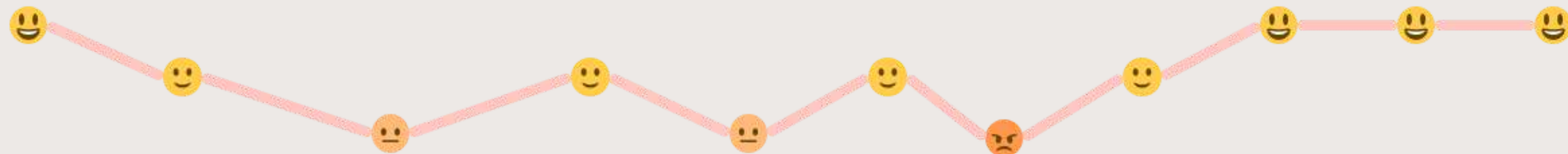
Stages



Actions



Emotions



Let's go through the True Dream Home
experience with Maia!



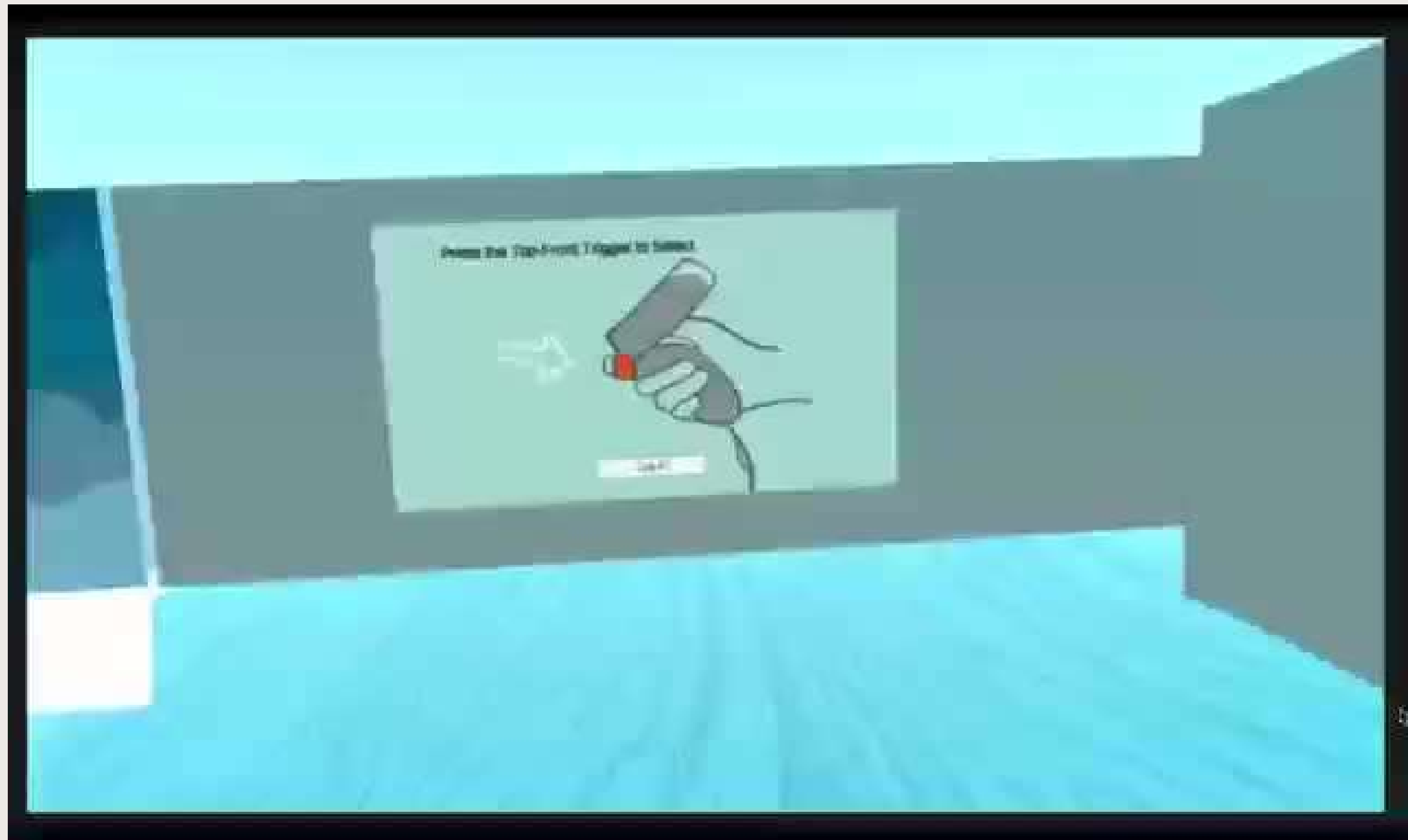








VR Demo



"The experience is quite pleasant! Powerful to see the change in my living environment!"





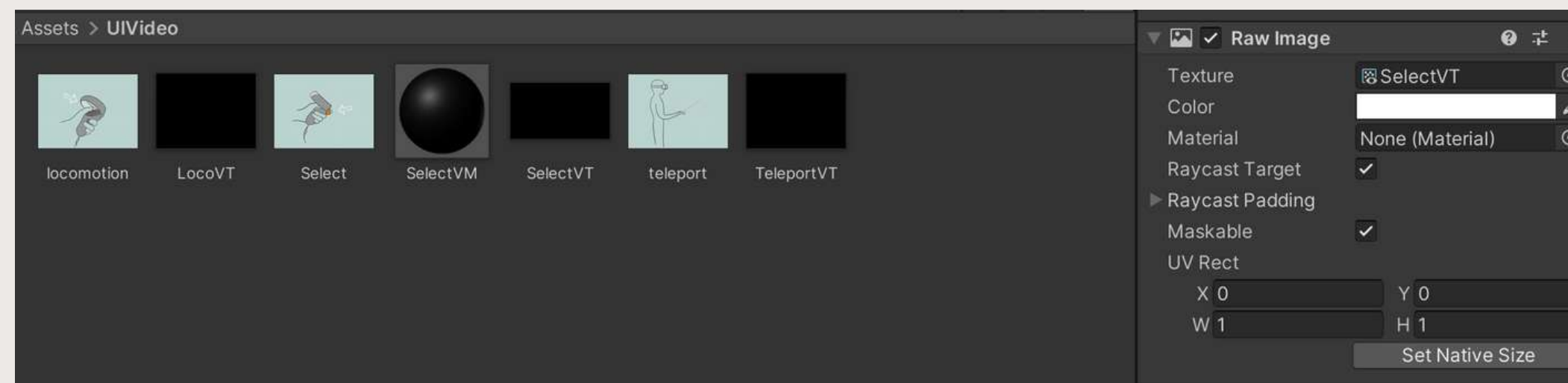
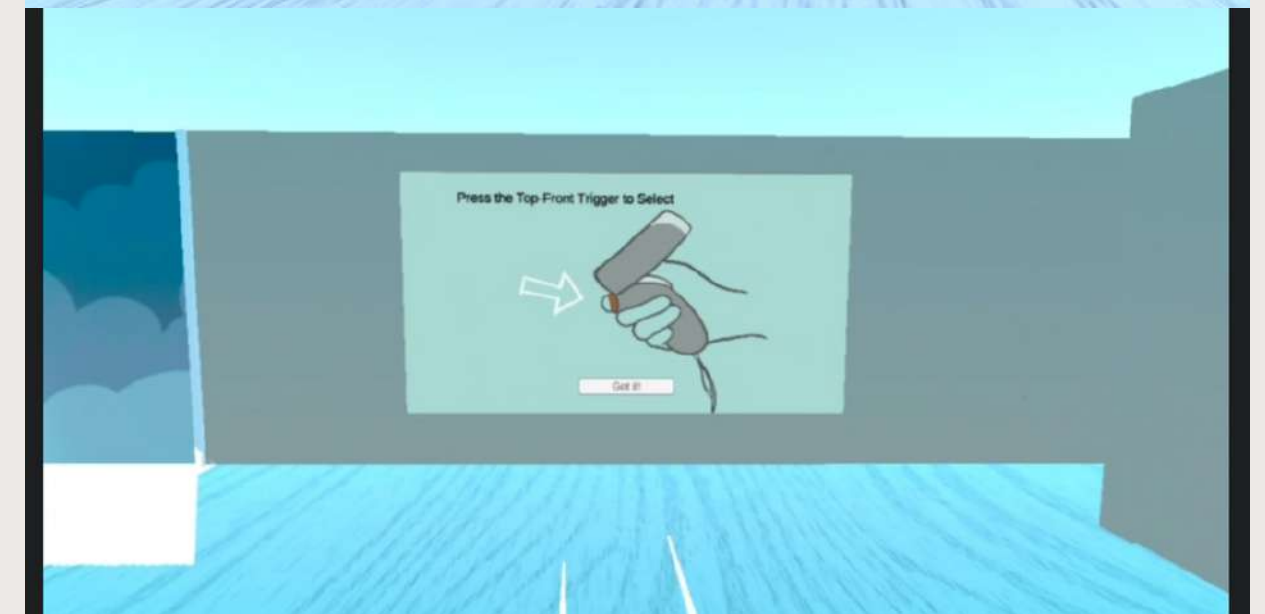
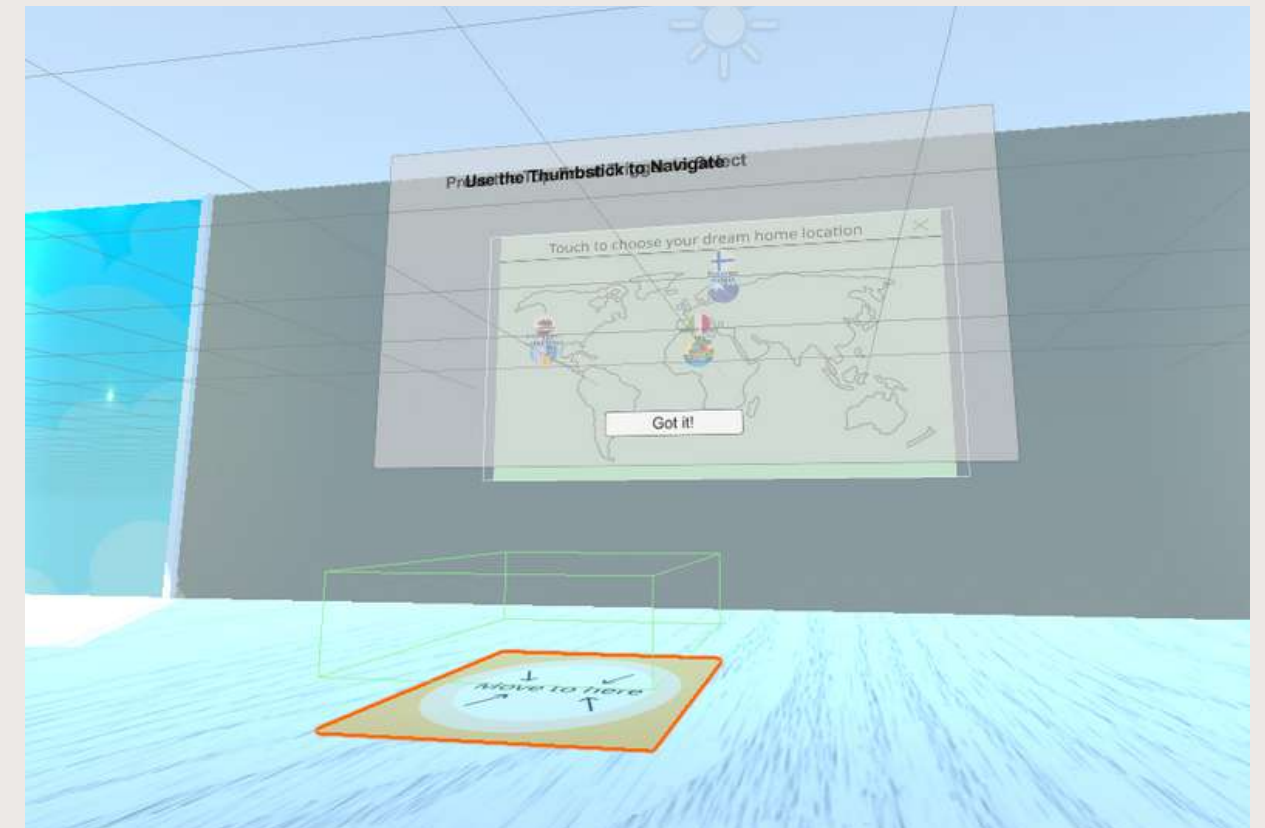
TRUE DREAM HOME THE MAKING PROCESS



VR Experience Explained - Technically!

1# Instructions

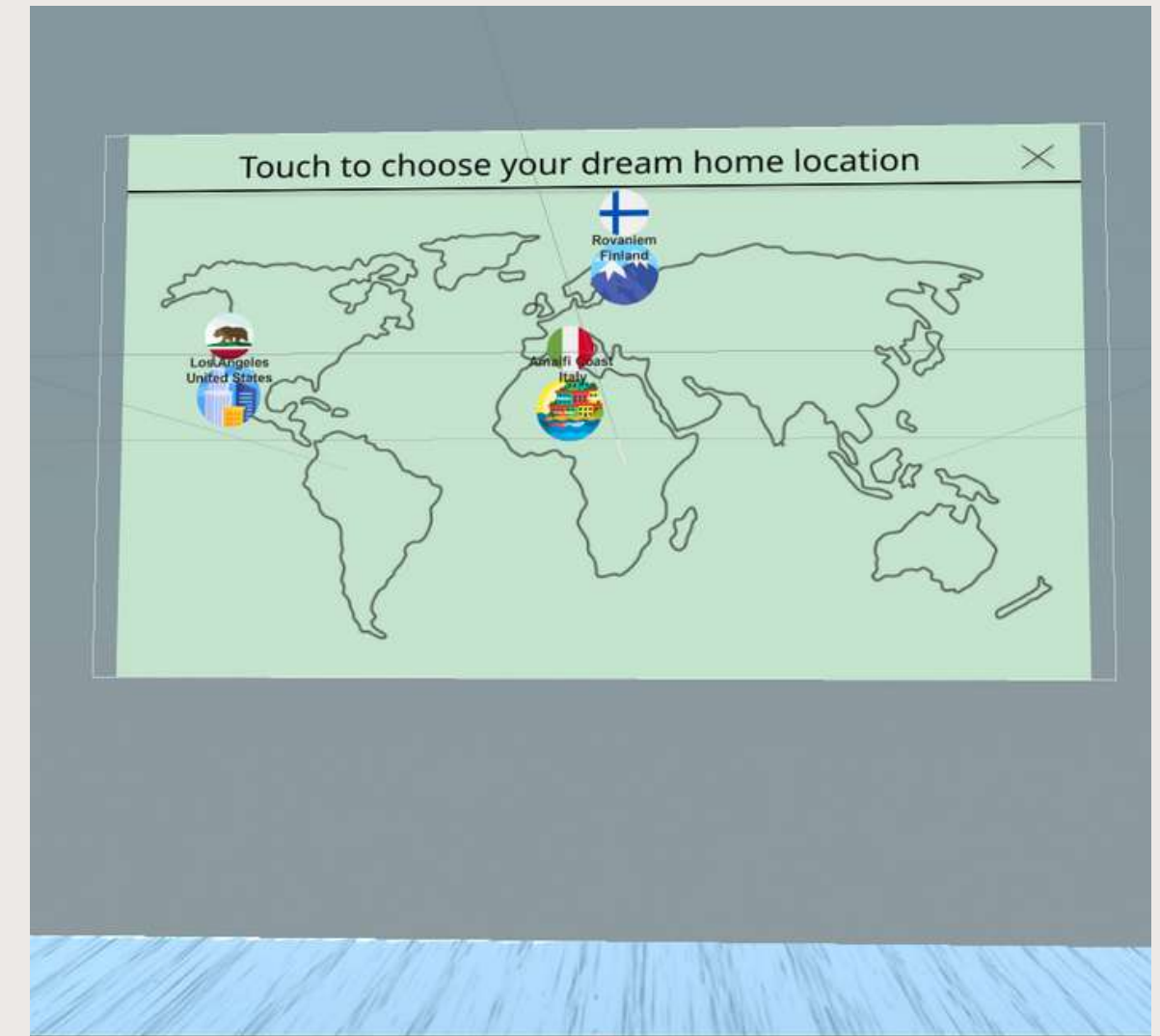
- video instructions to a 3d plane
- switching buttons
- "move to here" - collider detection



VR Experience Explained - Technically!

2# Map

- clickable buttons activate
 - corresponding skybox
 - city soundscapes



VR Experience Explained - Technically!

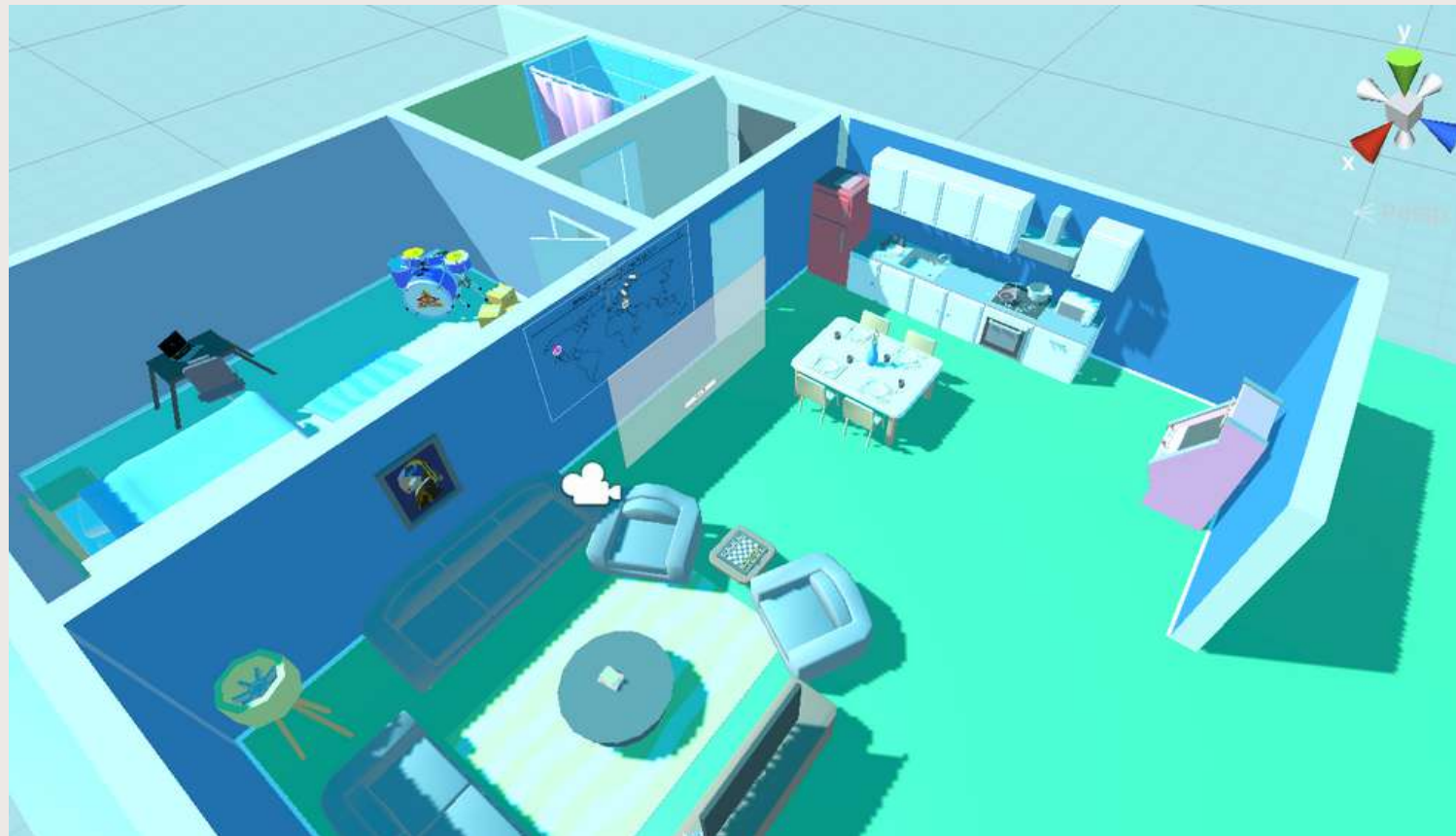
3# VR Player & Interaction

- XRTK - XR origin
 - UI ray interaction
 - Locomotion
 - (teleportation)
 - colliders



First Usability Testing

Original model

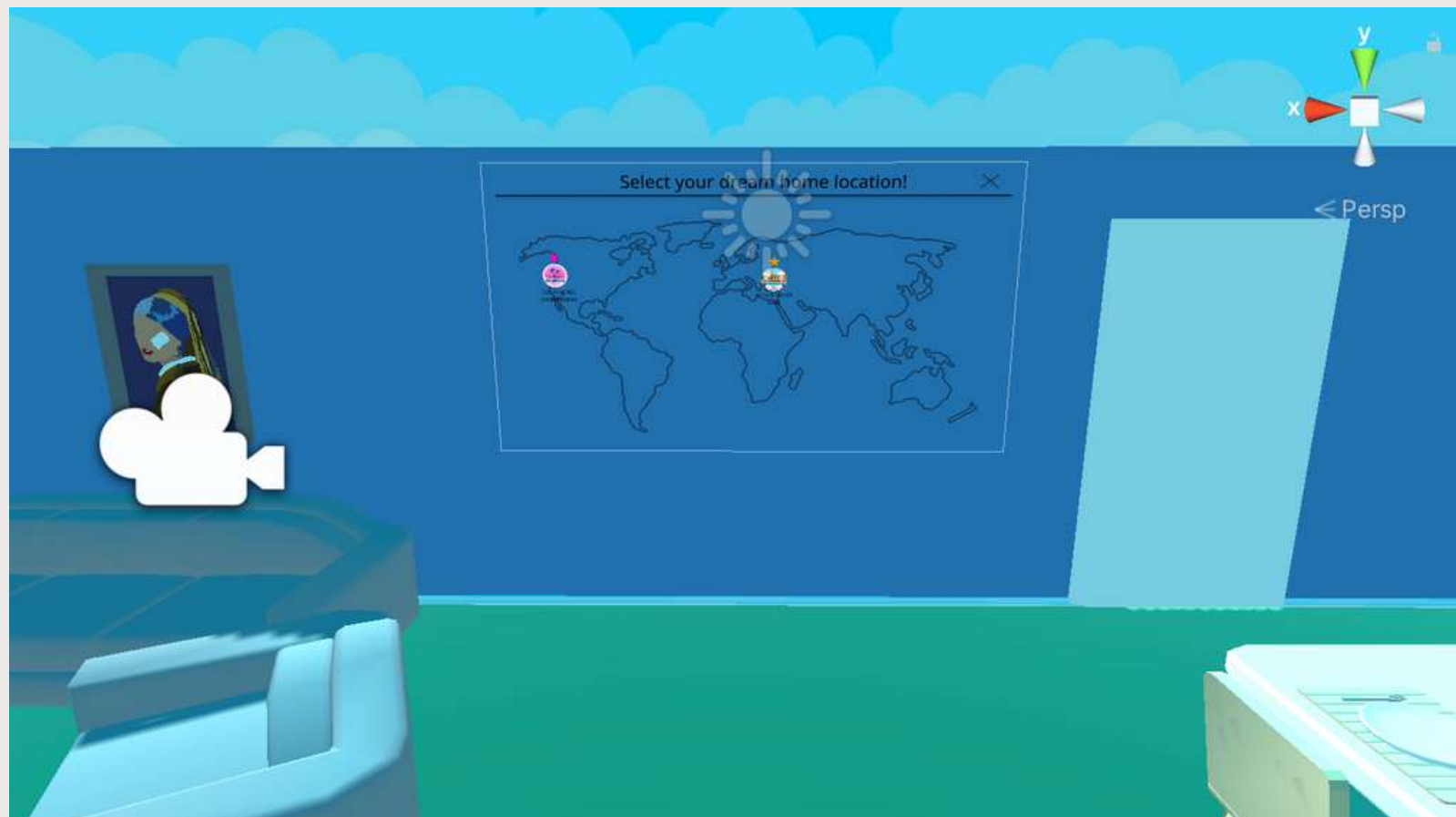


Testing with two users

- Users should face the screen first
- buttons could be bigger
- more interactivity

Second Usability Testing

Original model



Testing with four users



- more windows;
- screen: from transparent background to the colored one for visibility;
- add the soundscape;
- wider space for movement

Third Usability Testing

Evaluated model



Testing with two users



- More interactions: interact with the interior
- More available locations

Future Development

Enrich the experience
with more interaction



Create a diverse list of
dream home locations



Improve teleportation
to lessen motion sickness





THANK YOU

Q&A SECTION

