

ARails Demo Plan

Sonja Khan, Nicholas Reiter, Riley Porter, Jenny Kang

1. Space requirements.

- 15 ft X 15ft

This is a minimum space requirement. Ideally, we would like people to have the freedom to build wherever they want to. This can be around the perimeter of where other groups are situated.

2. Furniture, props:

- 1 table
- 2 chairs

The table to hold a monitor (or two) and to serve as a resting or charging place for HoloLenses/portable chargers that are not in use. The chairs are for our team members to rest their legs during the demo.

3. Compute, networking, power requirements, number of hololenses needed.

- 1-2 monitors
- 4 HoloLens devices
- Power outlets

The monitors will show our demo video that users can watch before they try out our application, or while they are waiting their turn if there is a line. A second monitor would be nice to do a live screen capture of one of the HoloLenses for talking a user through the app if they are having issues, and for running the sharing service. We will only use screen capture as a last resort because it downgrades the quality of the render both in the HoloLens and on the mixed-reality capture. We would like to have 4 HoloLens devices so people can build different tracks, and also have the option to build collaboratively. We are thinking two of the HoloLens will be single-user, and the other two will be looking at the same track. We will need power outlets to power the monitors and also for charging the HoloLens and portable chargers.

4. Any equipment you need to buy for the demo.

- Portable Chargers

Having portable chargers will prevent the battery of the HoloLens from draining. Here are some examples of portable chargers:

- <http://www.amazon.com/AmazonBasics-Portable-Power-Bank-100/dp/B00ZQ4JQAA>
- <http://www.amazon.com/Anker-PowerCore-Lipstick-Sized-Generation-High-Quality/dp/B005X1Y7I2/>
- <http://www.amazon.com/Innogie-6000mAh-Portable-Charger-External/dp/B00WU3XWC8/>

5. Your demo experience.

Solo device experience

Each group member (Guide) pairs with a demo participant (Participant) for the purposes of this plan:

1. Guide gives general overview of application (purpose, capabilities, basic instructions on what to expect), shows the participant the demo video
2. Participant puts on HoloLens, and is presented with an empty scene, and the menu
3. Guide instructs user in adding a few basic track pieces, and switching to play mode
 - a. If the participant easily accomplishes this, instruction can be given regarding advanced track controls
 - b. Guide will encourage the Participant to explore different rendering options for the track
4. Participant is allowed to explore on their own for several minutes
5. Guide instructs participant to load a demo scene (either voice command or menu option)
6. Participant is allowed to play around for remaining time

If Participant is struggling, or gets into bad state, Guide will either reset the application, or will connect to the Live Preview Capture mode to enable viewing of the Participant perspective.

Shared device experience

For Participants using the two devices in a shared session, the experience will roughly follow the guidelines above except that the two devices will be pre-set to have a shared anchor point, so that the Participants can view each other's changes in real-time.