

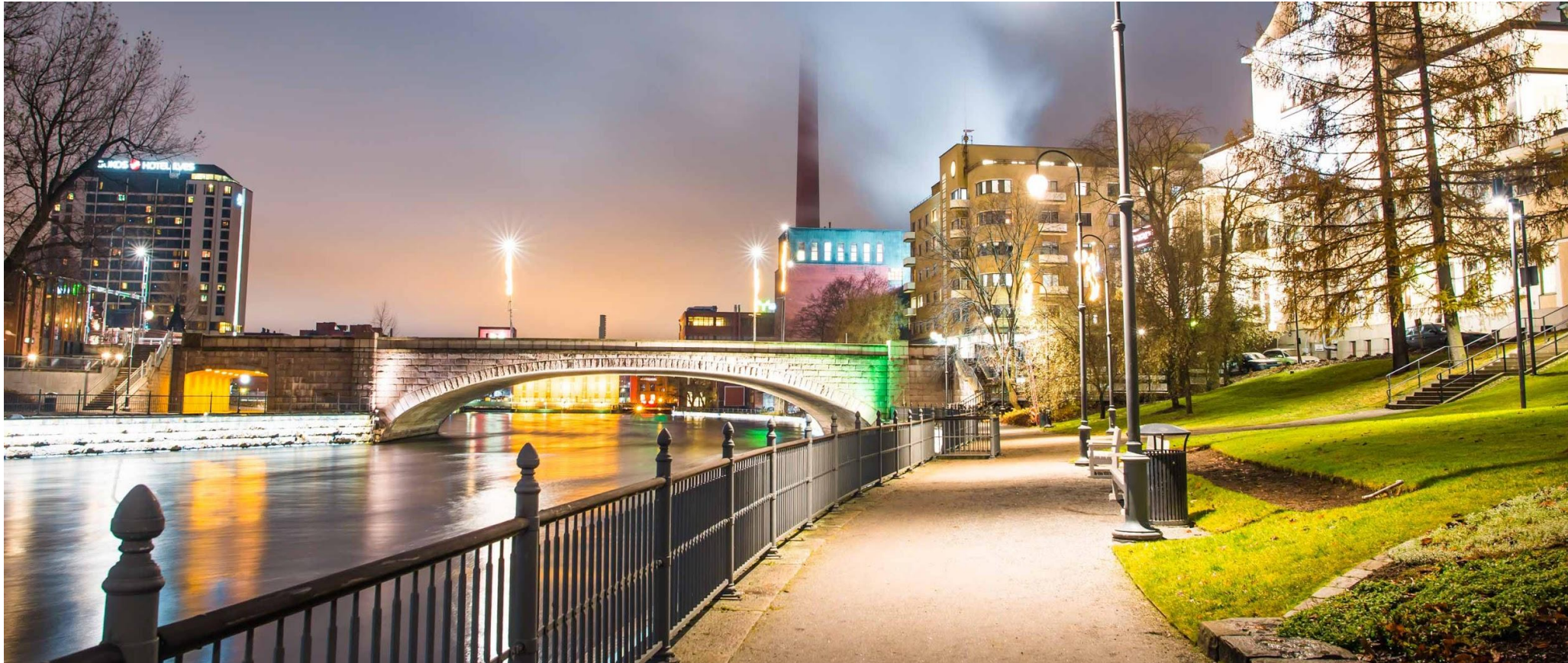
# Main idea



- Location-based storytelling - Civil War in Tampere 1918.
- A mobile app that uses GPS to locate the users and provide them with location-based content related to the civil war in Tampere.
- Input modalities are walking (location) and the touchscreen of a smartphone.
- The app uses speech modality as an output for the storytelling, and audio output for notifications and to provide an immersive experience via sound design.

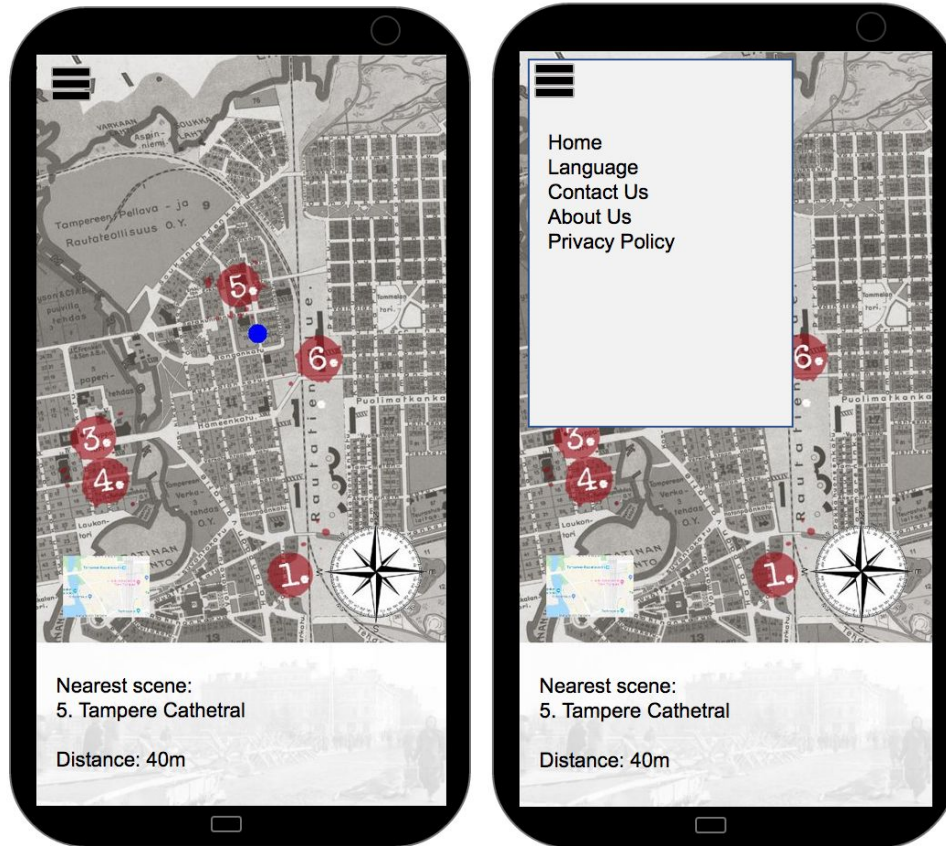


# Usage environment



- Public outdoor areas in the city of Tampere.

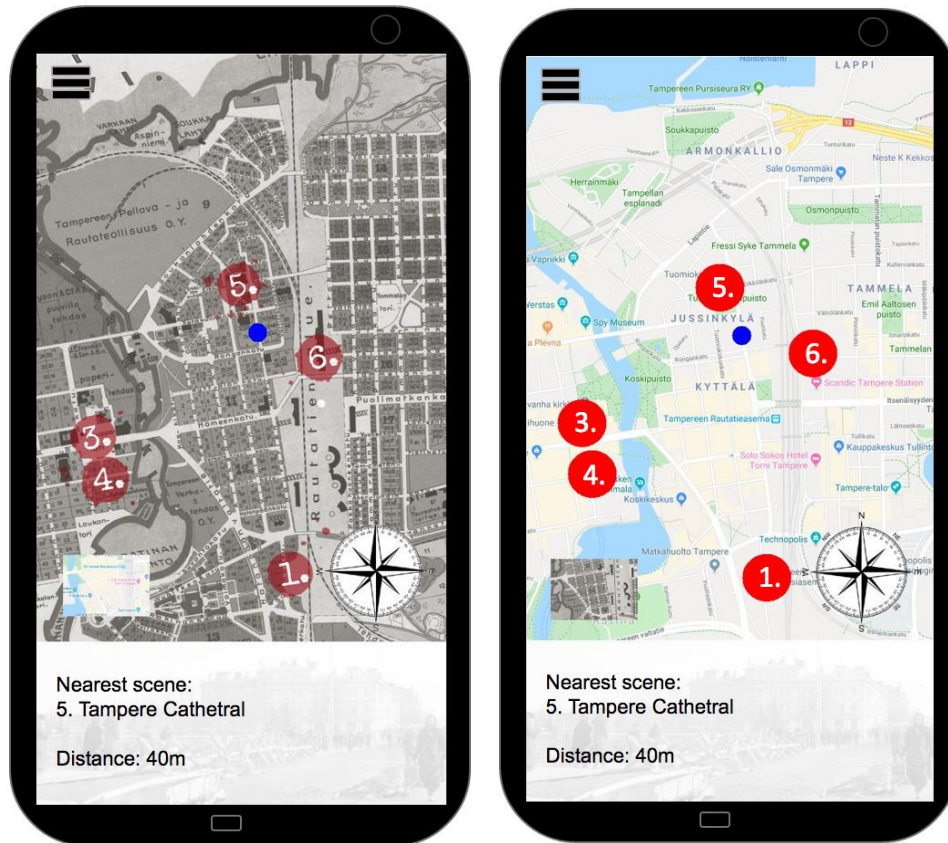
# Interface and Usage scenarios 1/6



- Uses GPS to track the user, user presented with the blue circle.
- Red circles with numbers are locations that include an audio story scene
- Scenes are numbered, but user can play the scenes in any order.
- Menu can be accessed from the top left corner, and it can be used to change the language (for both the application text and audio).
- Audio output in map view is ambient soundscapes from the year 1918.
- The application view is locked to vertical.

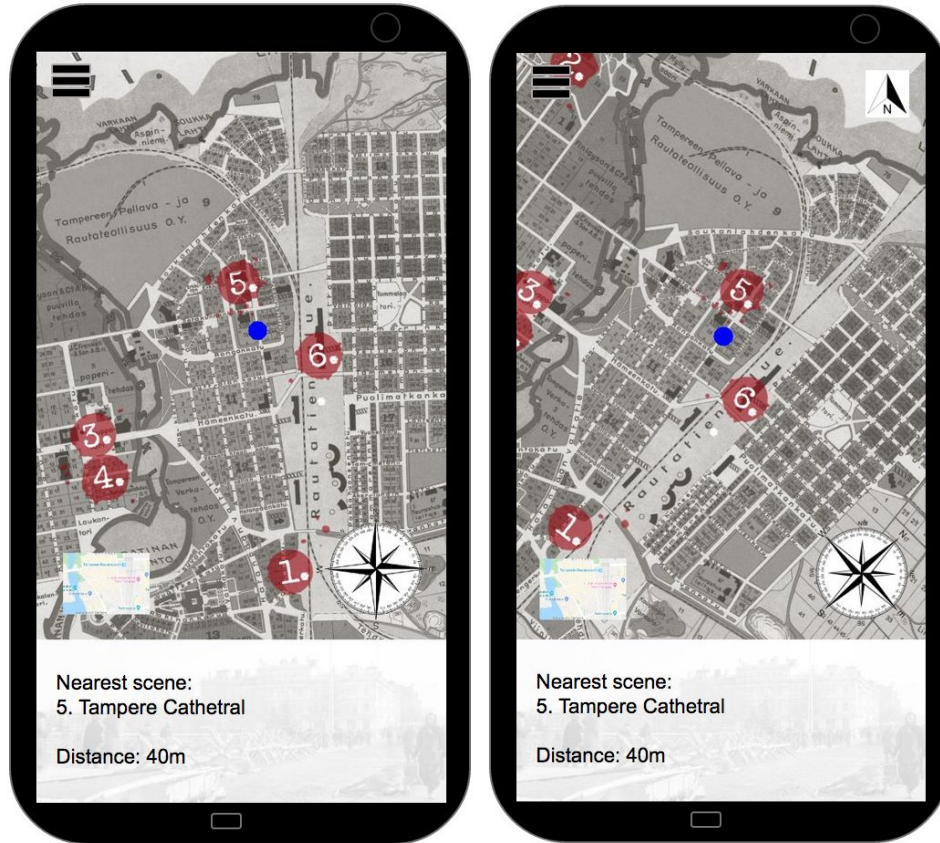


# Interface and Usage scenarios 2/6

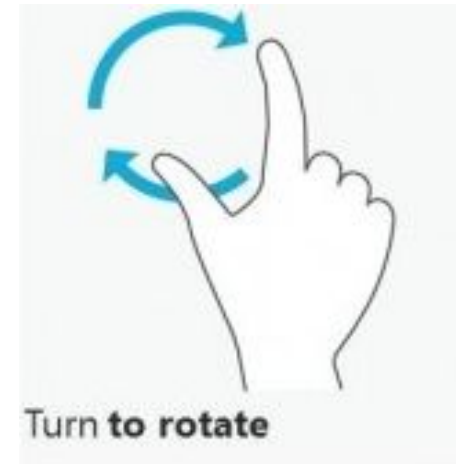


- User can change map graphics between historical map and modern map from the map icon in bottom left corner.
- Both maps offer the same functionalities, and user change can change the map graphics at any point without affecting the interaction otherwise.
- Bottom text box gives details about the nearest scene, as well as portrays any other significant information if needed.

# Interface and Usage scenarios 3/6

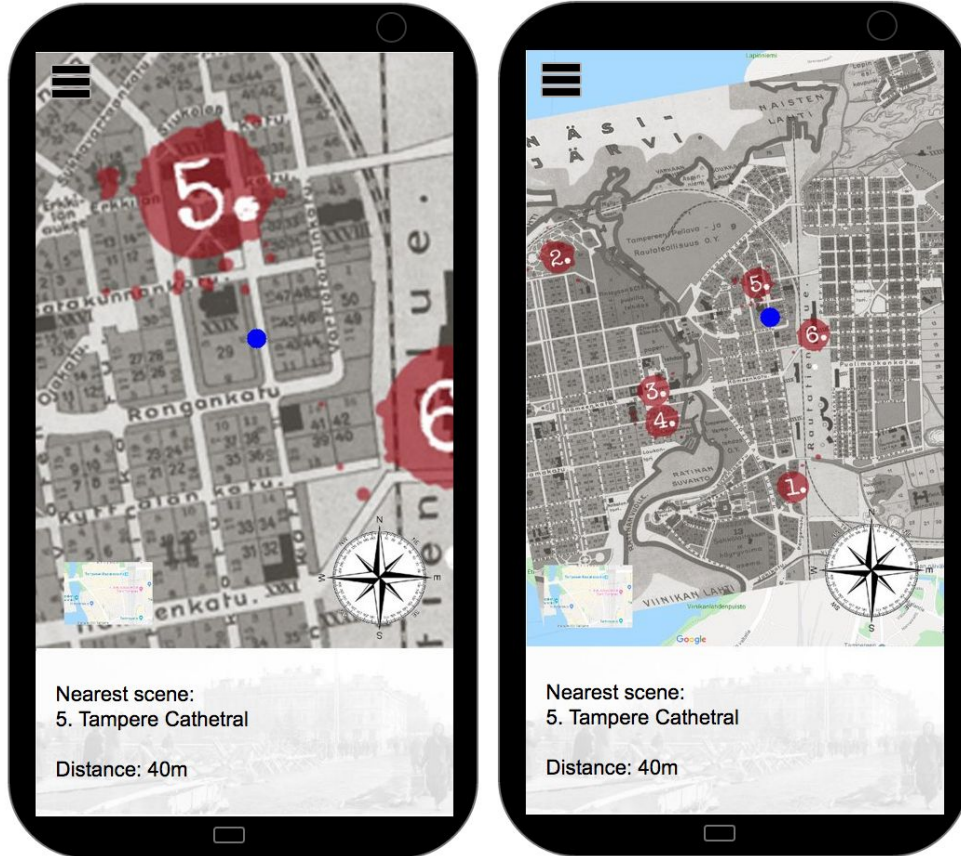


Map can be rotated with a two-finger gesture.

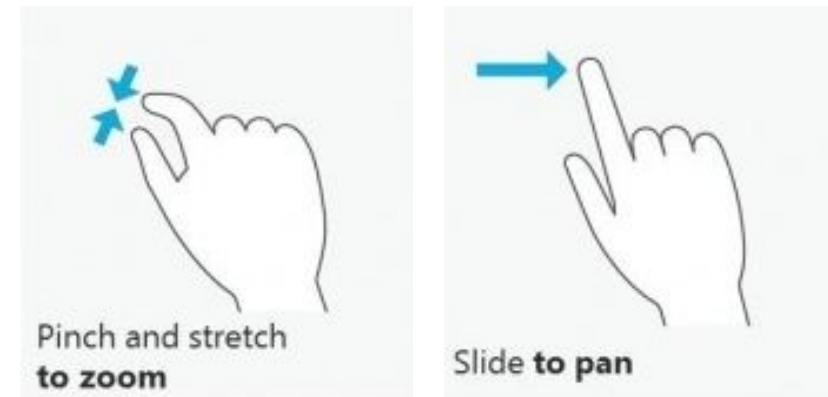


- When the map is not facing north [N]-button appears in the top right corner. Pressing it will result in map returning to face north.
- Compass in bottom right corner will rotate according to the alignment of the map.

# Interface and Usage scenarios 4/6



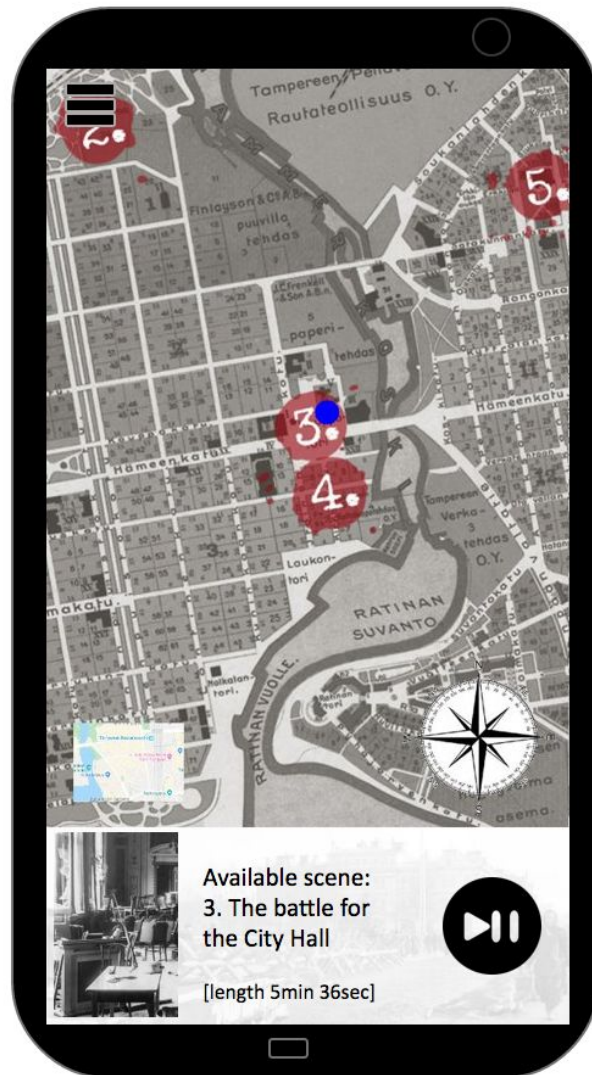
Map can be zoomed with a two-finger gesture and moved with a finger gesture.



- Limited zoom range in order to improve usability.
- Map area is limited only to the area of interest.
- If the user GPS location is not found within the map area, error message is presented (No user GPS location found, or User not in the target area).
  - Possible to use the application but not to access the scenes.

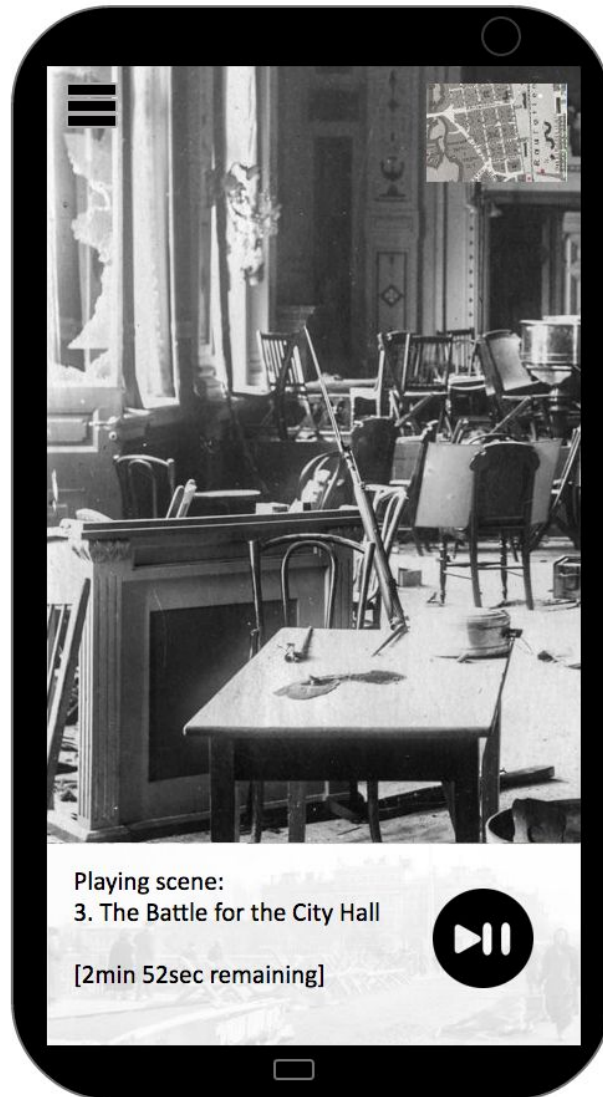


# Interface and Usage scenarios 5/6



- When the user reaches activity area of a scene, the interface alarms the user via vibration and sound effect.
- While in the area of a scene, the textbox in the bottom gives information about the scene and a play button for entering the scene.
- Scenes can only be played when in the target area.

# Interface and Usage scenarios 6/6



- All scenes have dialog in the selected language. The background ambience is the same, but the dialog is changed accordingly.
- When playing a scene, a relevant photo or a slideshow of photos is presented.
- Textbox in the bottom gives information about the scene, the remaining time, and a possibility to pause the scene.
- Top right map icon can be used to exit a scene.
- After the scene is played, the application returns to the map view automatically.
- Audio example (in Finnish):





# Hardware



- Modern smartphone with headphones.
- The application can be used without headphones, but the experience will not be as immersive.

# Interaction

- Application Output:
  - Sound (via smartphone speakers or headphones)
  - Visual (via smartphone screen)
  - Vibration (haptic)
- User Input:
  - Only the touchscreen of the smartphone (gestural/haptic)
- Interaction paradigms:
  - Mobile interaction
  - Location-based interaction
  - Walking as a modality

# Demo/mockup/further audio examples

A demo mockup of the application:

<https://xd.adobe.com/view/59dff253-37e8-48ac-5823-0181c597ca1a-2fee/>