

Team 3, Monna, Giovanni , Marcantoni, Francesco, and Mantovani, Francesco

Link to project: <https://gmonna.github.io/InYourRoom/>

Interaction

In this teams project, they made good use of objects you can interact with, those items being the Darth Vader statue that speaks to you, the Pikachu, the golf game, the floating drone, as well as the ability to play around with objects. I also like the fact that I was able to throw objects at these items and they would also produce a sound, specifically throwing items from the table at Darth Vader, bottom left picture. I played around with the golf, and even though it is quite tricky it was enjoyable, and I was able to get very close to the hole. Also there was a ball next to the golf area that you can throw around.



Lighting

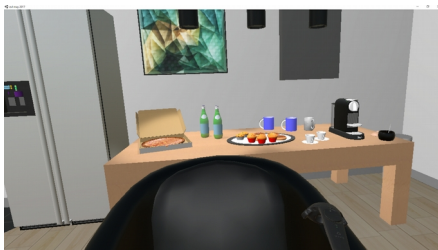
There are multiple light switches in the room, including the light switch in the bathroom, the positing of these buttons makes sense and it's clear when the light switch is hit due to the sound cue it produces. The lightning in the room is good, not over saturated, everything is clear and lit up properly.



Sound

There is a bit of ambiance that makes the room feel as it should, the intractable toys (Pikachu and Darth Vader) produce sounds that are what I would expect to hear from them.

Effect use of different scales of objects



All objects in the room had spot on scaling, the desk, and the kitchen are are prime examples of this. All the food and drinks were proportional respectively. The center area with desks/computers were also well scaled where all the desk items were properly sized, and picking up any of these objects seemed natural. The Darth Vader statue was also close to my height, so it made sense if the team was going for a real life replica. The bathroom also made good use of making objects seem life like.

Effective use of space

The layout of the room was very thought out, with an area for dining, an area for games/play, a conference area, the bathroom, and most importantly the three combined desks in the middle. The addition of the bathroom in a closed off side room was also a very nice touch which made sense.

Interesting to walk through

The overall area was easy to navigate, with the most interesting parts scattered around the room to not over concentrate any of the areas with too many objects.

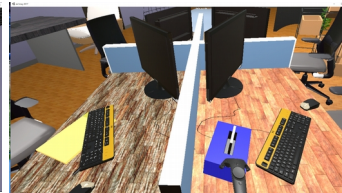
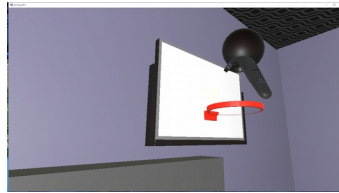
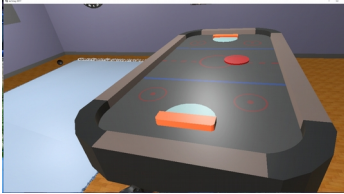
Other

Overall the room was very nice and clean, all the little details (posters, clock, coat rack, etc.) really made the room feel realistic and inhabitable.

Team 18 Hopp, Jonathan

Link to project: <https://sites.google.com/a/uic.edu/jhopp3/home/project-1>**Interaction**

The room itself had a nice variety of objects to move and play with, specifically the play area with the basketball and air hockey table. The desk area also had a nice amount of interactive objects, where most of them you could pick up and manipulate.

**Lighting**

To explain this room's magnificent lighting would not do it justice.

The room is beautifully lit up by the light bulbs that clearly hang from the ceiling, and when you turn the lights on and off, it's very clear that they are on/off. The dark room is especially dark with little light

coming in from the outside (so it's not completely black when inside the headset). The lighting was very even, as the light bulbs were spaced out evenly to make the room well lit when the lights were on.

Sound

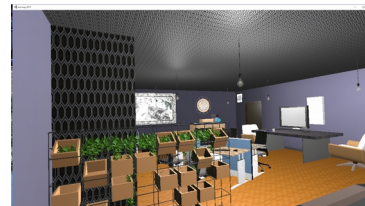
The ambient noises of the AC, the sound of the broken hard drive (which was a scary noise to anyone who works with computers) made the room feel more natural. I think there could have been more sounds added to make the room more atmospheric/livelier.

Effect use of different scales of objects

All the desk items were to human scale, as well as the objects around the office all seem to relate that. The basketball/hoop were somewhat small but I think it was intentional. The fact that the clock was so large made it visible even from across the room.

Effective use of space

The area was naturally sectioned off for the work area, collaborative area, lounge, and play areas. The use of plants to semi-separate the room was a very nice touch.

**Other**

The paintings, along with the clock on the wall, were very pretty to look at due to their complex and interesting design, where I have found myself spending time carefully inspecting and looking over them. The overall room felt well made and key to detail was good. For a project that was completed by one person I think they did an excellent job.

