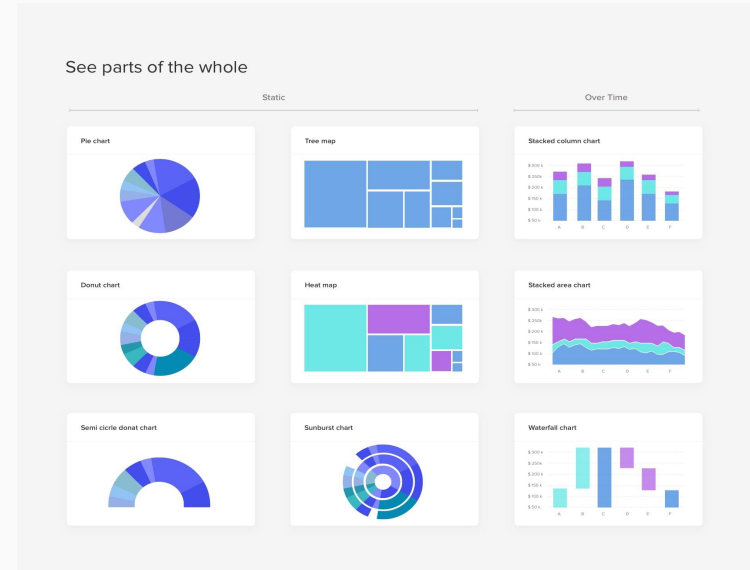


# **FLIGHT ATTENDANT *SIMULATOR***

## UI Presentation

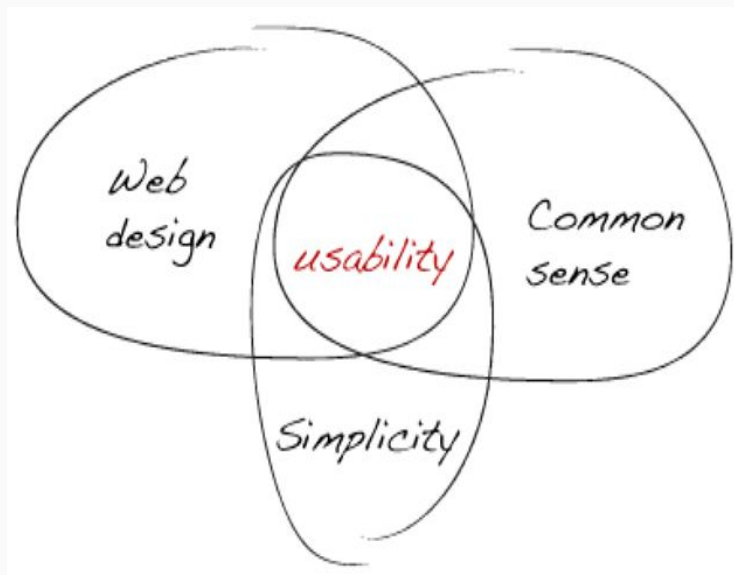
# Utility

- Relates to the functional aspect of the UI
- Heavy balance between **Utility** and **Usability**
- More **Utility** means more functionality
- Not enough **Utility** impacts **UX** negatively.
- Too much **Utility** *often* impacts **Usability** negatively by complicating UI systems
- Image showcases all the ways that data can be functionally shown to a user



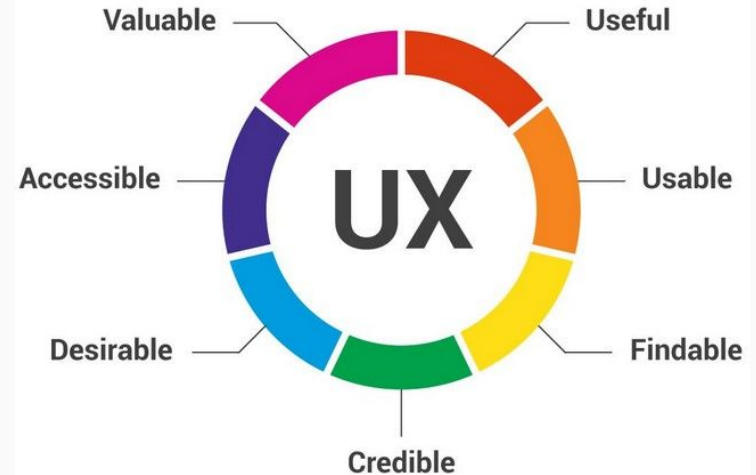
# Usability

- **Usability** is about how easy a UI system is to use
- Relates to its simplicity
- A UI system should use common sense to navigate
- Relates to the flow of a UI system
- Provides most of the **UX**
- Image showcases the link between **Usability**, Common Sense and Simplicity



# UX

- UX means **User Experience**
- How the user finds a UI system to use
- Relates to the visual information of the UI
- Less clutter means better **UX**
- Better **Usability** means better **UX**
- Image shows the main components of a good **User Experience**



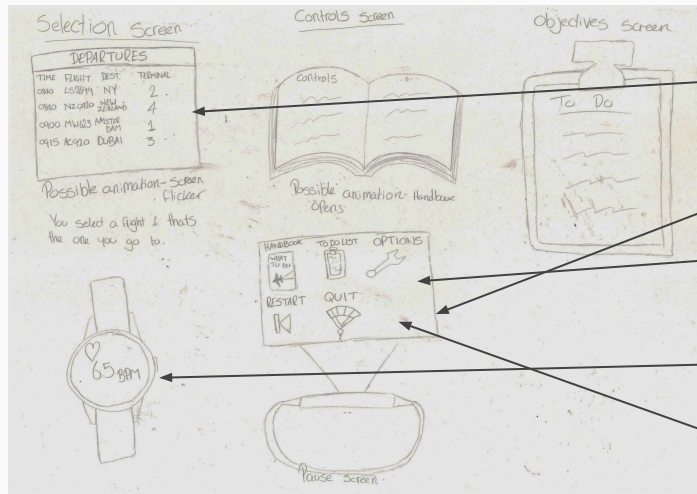


# Client Specification

- Our **client brief** consisted of two **limitations**;
  - Repeating patterns, remembering and increasing number of things; and
  - PC **Virtual Reality platform**
- Our UI must follow the principles of **Usability/Utility/UX**
- With this in mind, we must make sure our UI fits within the **VR ecosystem** which gives us a lot to play with



# UI Designs



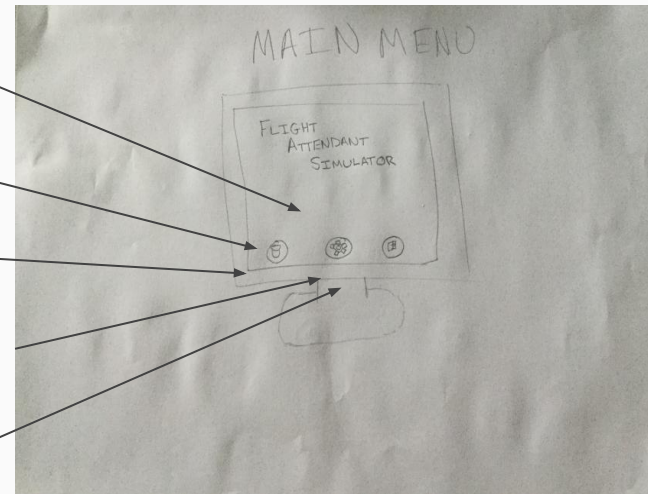
Functional Layout

Usable

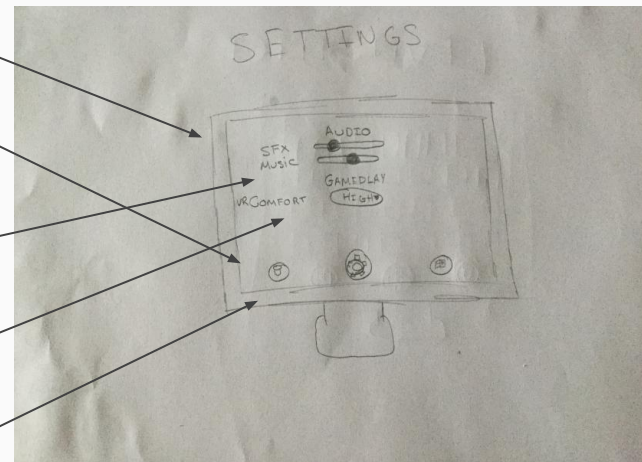
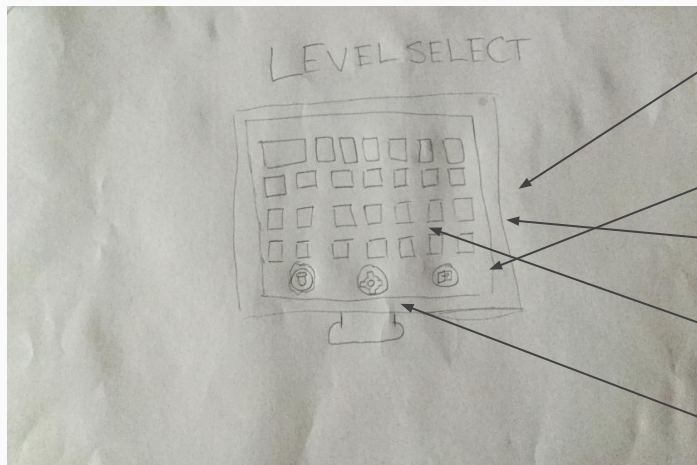
Lots of Utility

Lots of information

Common sense navigation



# UI Designs



Functional Layout

Usable

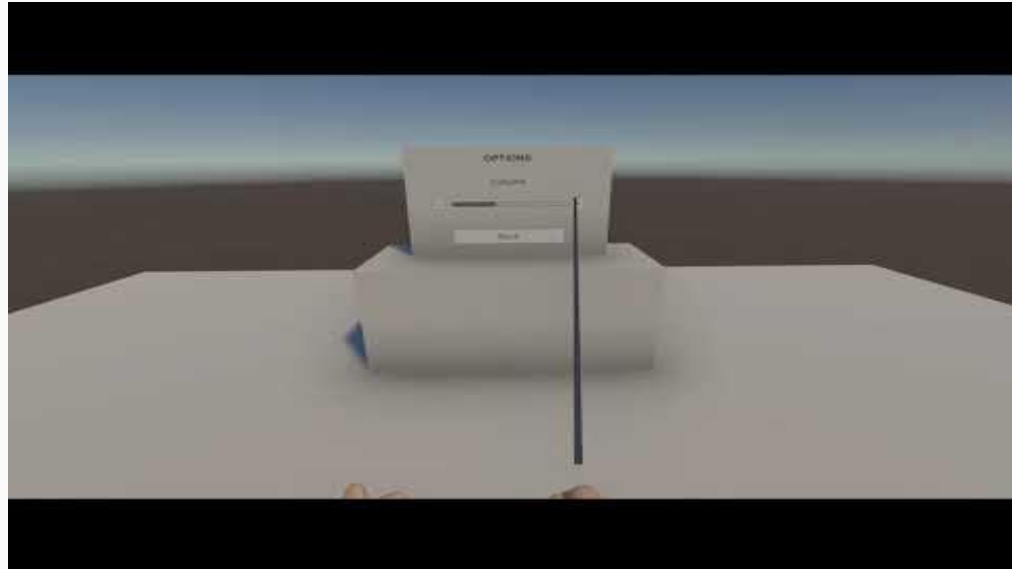
Lots of Utility

Lots of information

Common sense navigation



# UI Prototype



<https://youtu.be/c1TuCkIApx4>