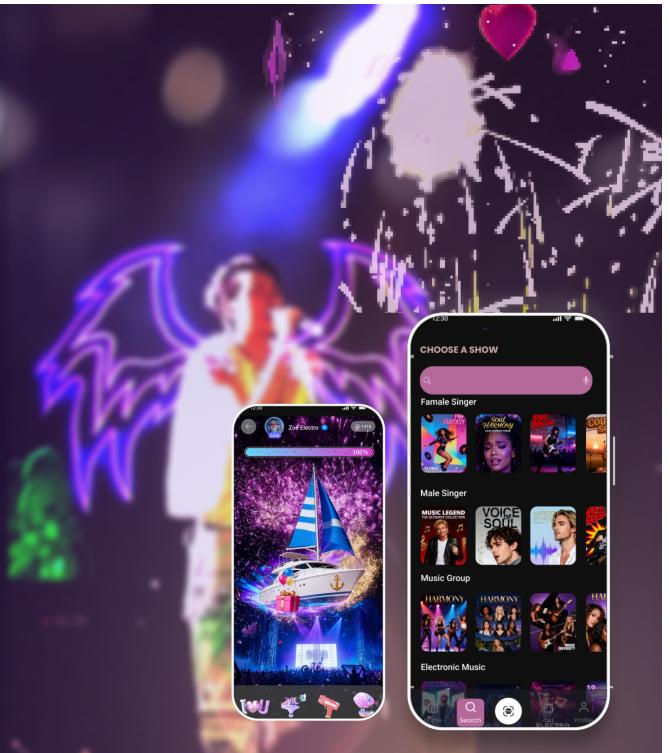


Beat Halo

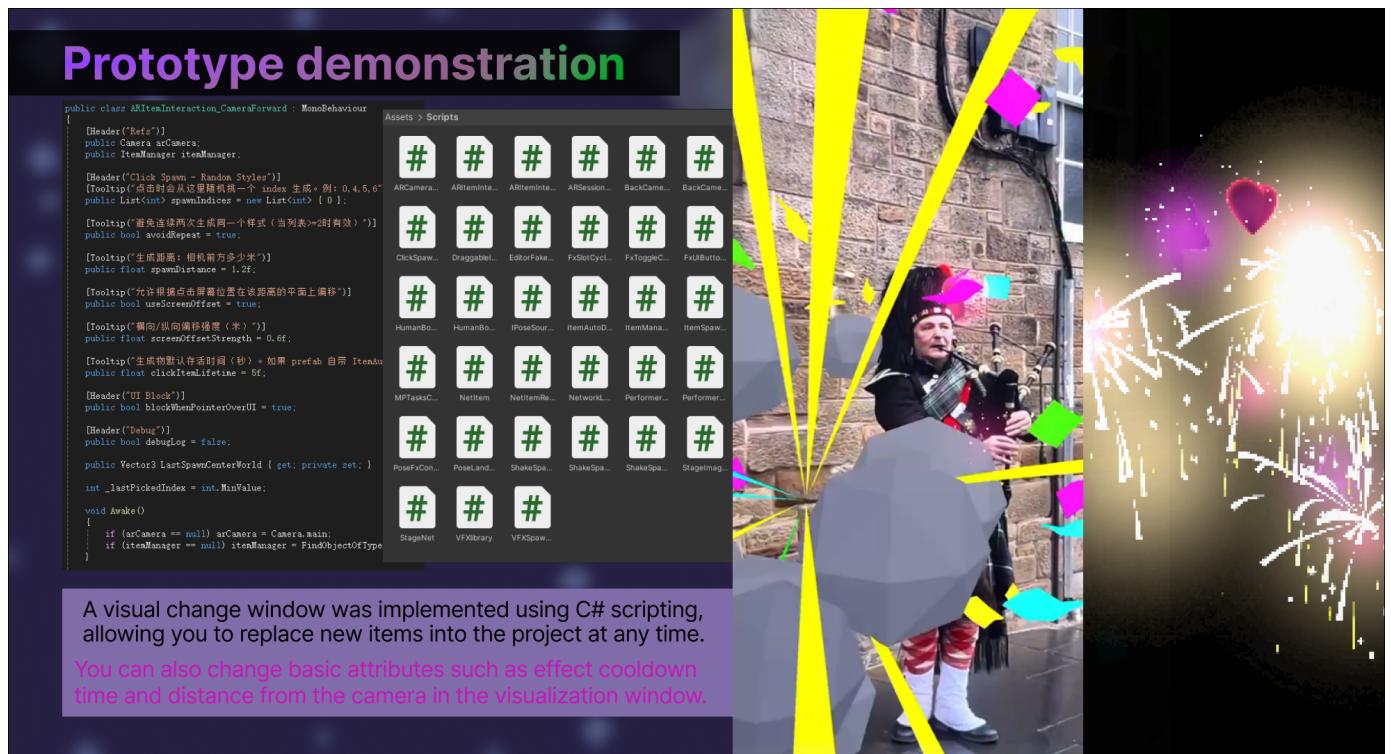
Let the emotions on stage and in the audience resonate in unison. Let mobile phones cease to be distractions and instead become conduits for connection.

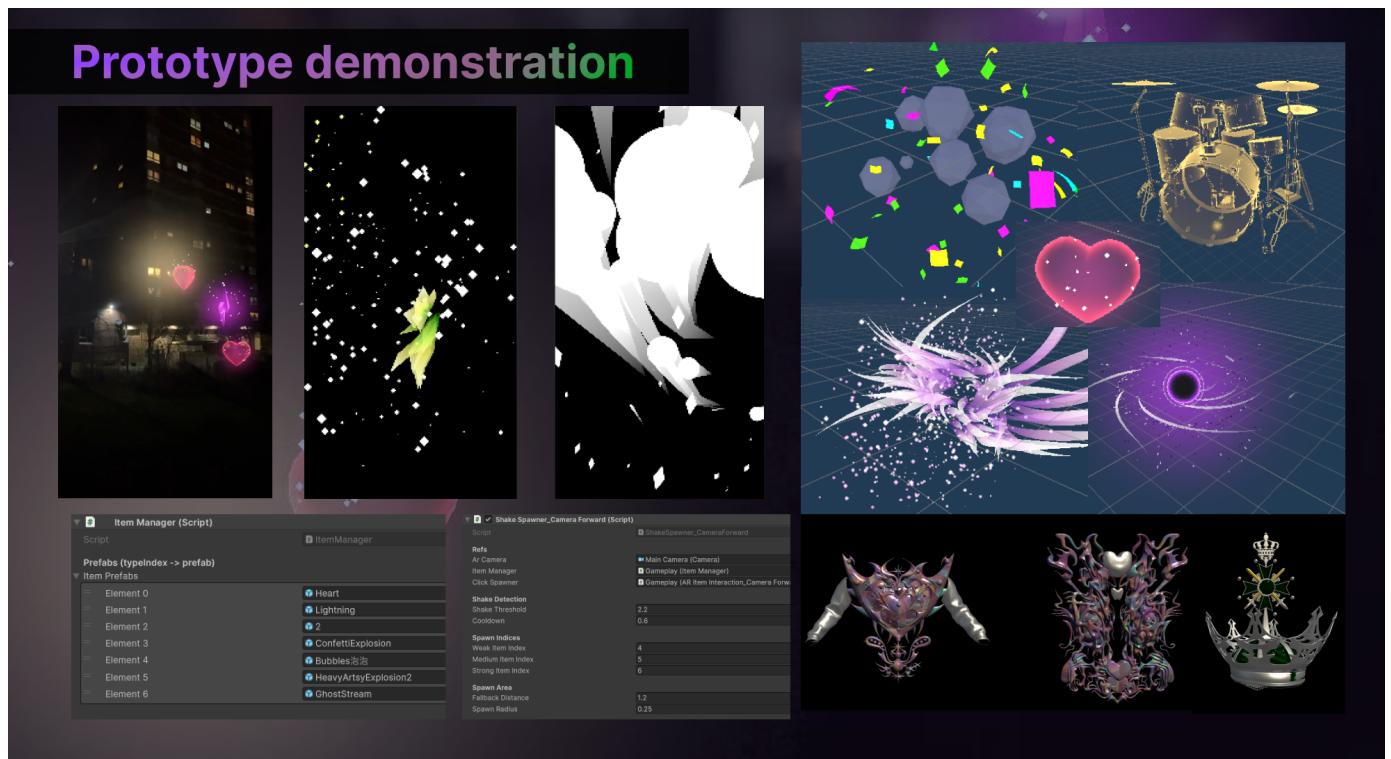
This design aims to enhance interaction between the audience and the stage, increasing participation and immersion. It transforms the phone from a recording tool into a means of engaging in the performance, fostering emotional connection within a narrative setting that doesn't disrupt the stage.



User Interaction Flow

Stage	User goals	Main Interactions	System behavior	Core Experience
Enter the App to prepare for participation		Open the App to access the AR scanning entry point.		
Scan the stage		Align with the stage and scan	Create a shared stage AR	Enter shared interactive space
Rhythm-based interaction lets you express yourself			Shake to generate special effects	Free your hands
Supplementary interactive methods			You can also click and drag to generate special effects.	
Group collaboration	Participation in collectives	When the continuous interaction progress reaches 100%, a grand special effect will be triggered.		Group perception, emotional release
Experience continues	you can record and share	Share to the App		The experience never ends.

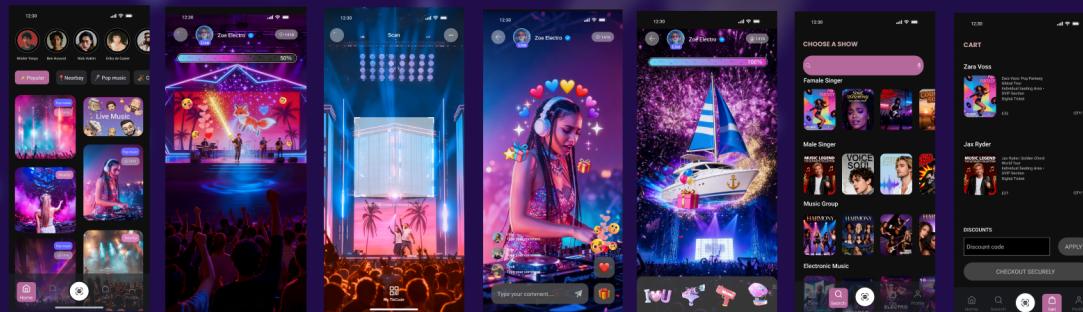




Interface Design



There are two modes: 1. The app first identifies the platform (stage), and all subsequent interactions occur on the stage. 2. The app directly generates items in front of the camera.



For ease of testing and demonstration, mode 2 was ultimately chosen in the final test, but mode 1 has also been fully implemented.