Project 2 - Follow Up

Information Guideline:

1. **Launch ACEspace (Mozilla Hubs) and ensure they understand the controls**
2. **Introduce the ACEspace: "** This is a digital prototype of a physical space for the Association of Computer Engineers club, with that information, interact with it and answer these questions"
    a. What you're trying to do?
    b. What you're thinking?
    c. What you're looking at?
3. **Give them the explanation of each subsection**
4. **Thank them and end recording**

Observations and Analysis/Rationale:

As a continuation of our second project in which we created a virtual prototype for the Computer Engineers club, we asked two subjects to evaluate the design critically using the *think-aloud process* to get a better understanding of what users would think upon entering the environment we created. Though we created a virtual environment, the goal was to simulate a real physical space. We encouraged free, unrestricted expression of thought as the subjects navigated through the environment by asking general questions

Video 1:

Cameron Keene is an ACE officer, he understands the requirements of ACE, but was not given any context to the area apart from what was specified in the Information Guideline. Once in the model, first place Cameron went to was the "hardware" space. He reasoned it to be an area where users could work, but did not fully understand that it was intended for hardware design. He seemed to completely ignore the gray section in the floor and when specifically prompted for his thoughts on it, he had no idea what it could be used for, proposing that it could be a nap area. He understood the value of the "hangout" area, even adding that the area could be used to hold their movie night on the projector screen. He was unsure as to whether the white box on the wall was a projector or a whiteboard, adding that they'd both be useful. Some aspects of the area were confusing and could use more detail to give a better

idea of their purpose, like a workshop table in the hardware area, but overall Cameron seemed to understand the general purpose of each area and even thought of more ways they could be used given his experience managing the club.

Video 2:

Overall, Bernardo Garciarvas seemed to be able to scope out the intention behind each area fairly well, even presenting some interesting potential that areas we designed may have to be used outside of their original intended use. For example, the presentation area, as Garciarvas mentioned, also could very easily be used with each separate table as a smaller, more intimate meetup space than the general work area. There were some things we could do a better job at communicating with design. Garciarvas thought our hardware test site may be a dance floor, and did not understand that the main purpose of our computer section was software development, though it could be used as a general workspace. The communication with users that the Mozilla Hubs space is meant to represent a physical workspace would likely be helpful towards users being able to comprehend the purpose of certain spaces. It may be worthwhile in the meantime replacing said spaces meant for real-world purposes with tools specific to an online environment. Like another screen or a chat room.

Conclusion

The majority of the design held up to what the intentions were. However, there were a few significant flaws that need to be addressed. Neither of the two participants were able to accurately guess the function of the “demo” area, which is the lowered area with the grey colored floor. This value of this area is negligible in a virtual environment, since demoing hardware is exclusive to a physical environment. Therefore, the emphasis that is is a real environment could have been detailed further through proper signage and design. Additionally, Cameron pointed out the use of the whiteboard/projection screen. There are tools in Hubs to allow users to “glue” a shared screen onto specific spots, and this could be added to that object, this could also be done for the TV in the “hangout” area. The primary bstacle that prevents the expansion of this model into a highly realistic space is file size limitation. This was a leading reason in our lack of detail, which could be optimized in future iterations through less memory intensive objects.