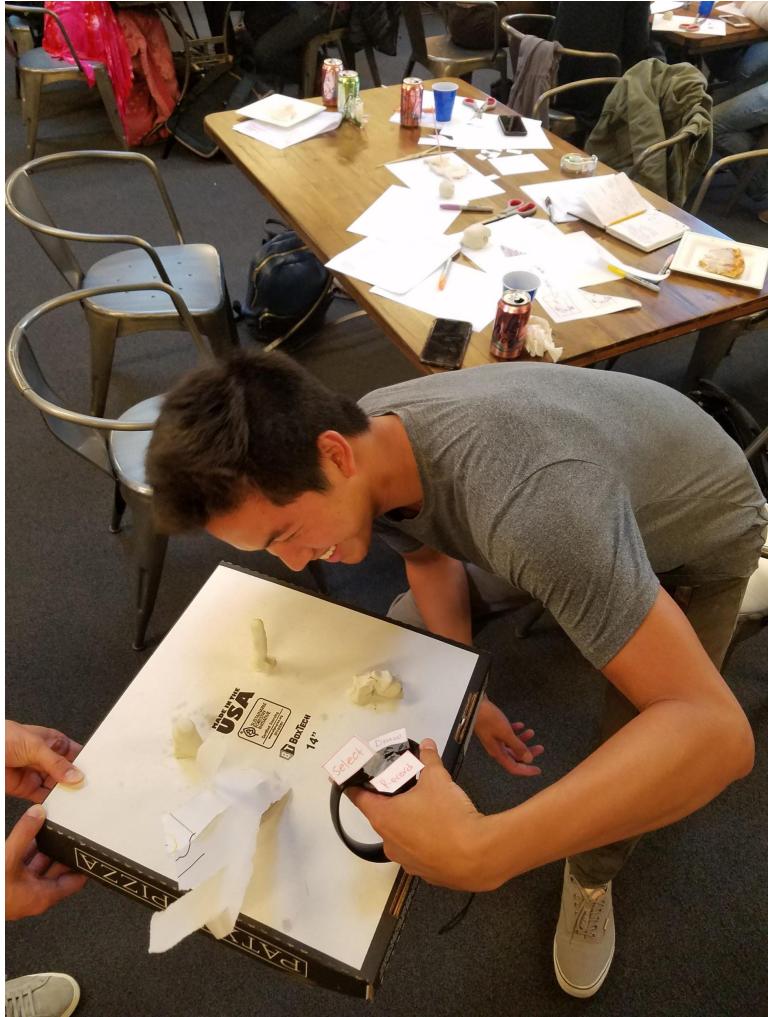


Design Challenge

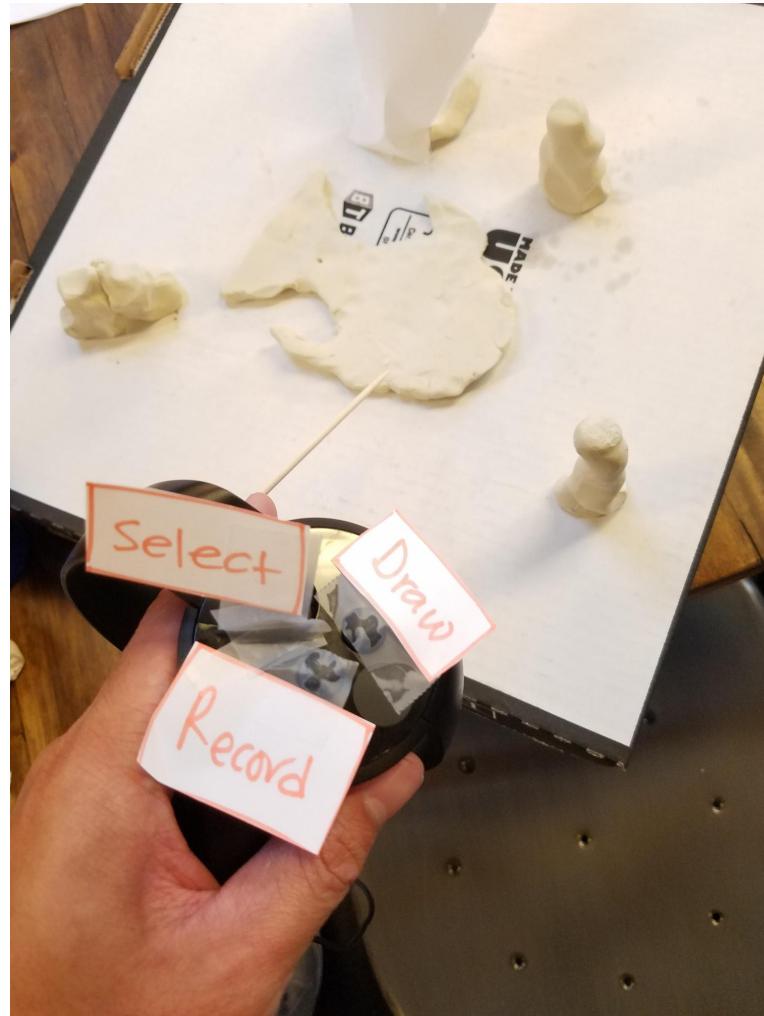
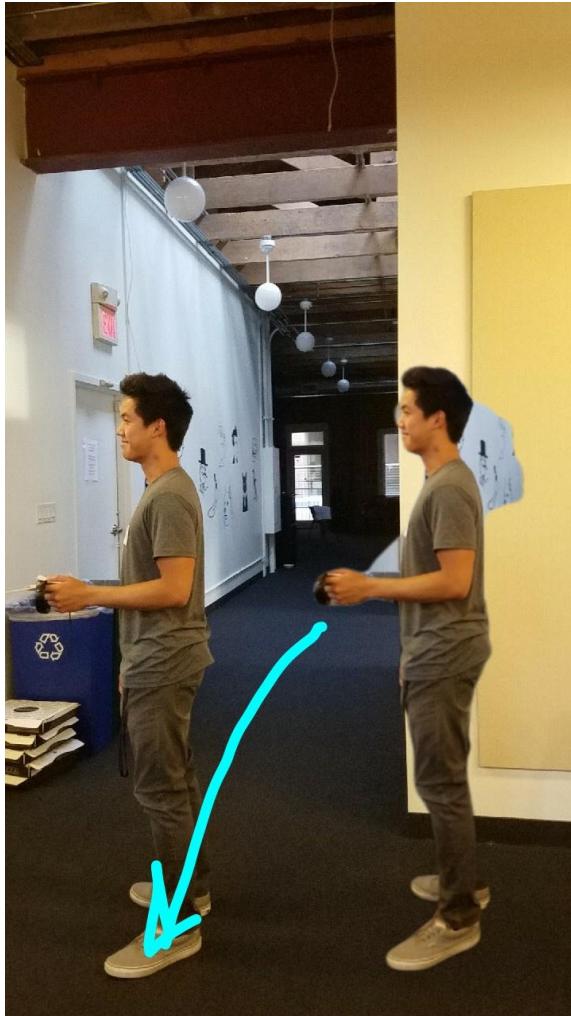
Week 3 - Day 1

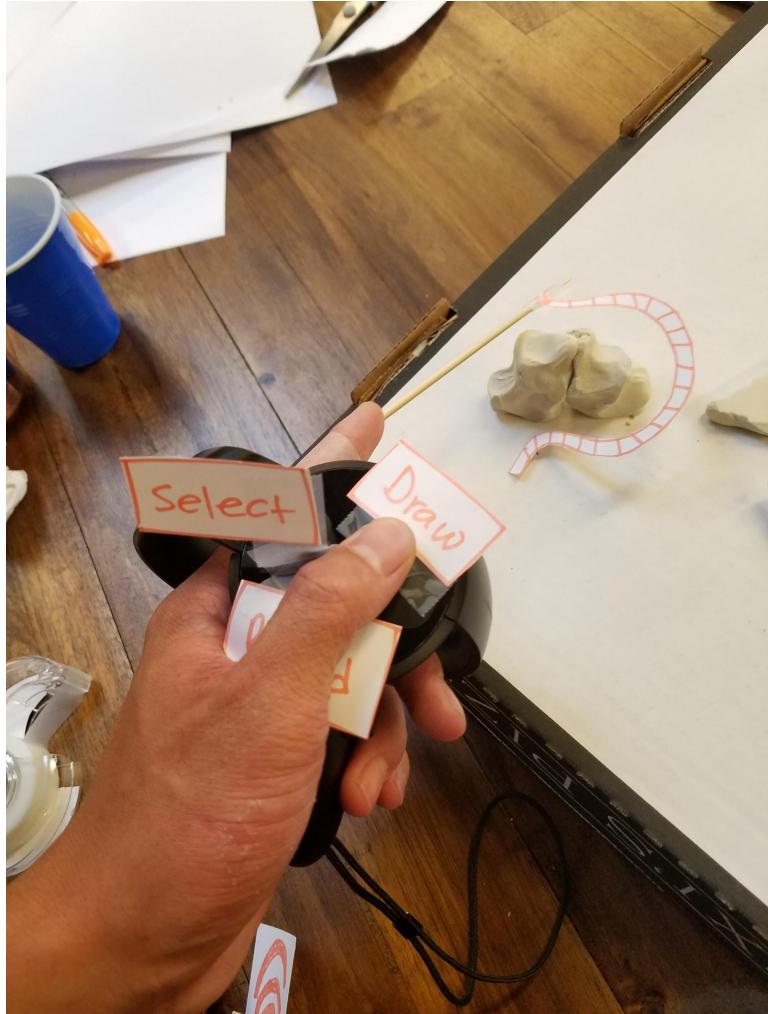
think / SPATIALLY /

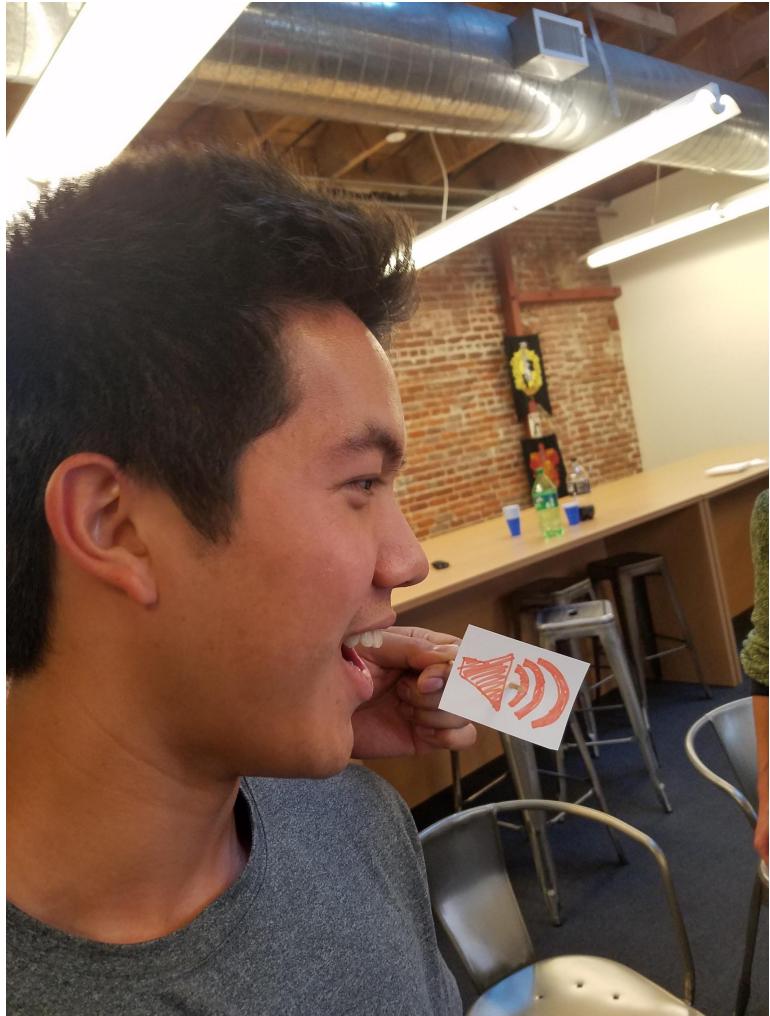




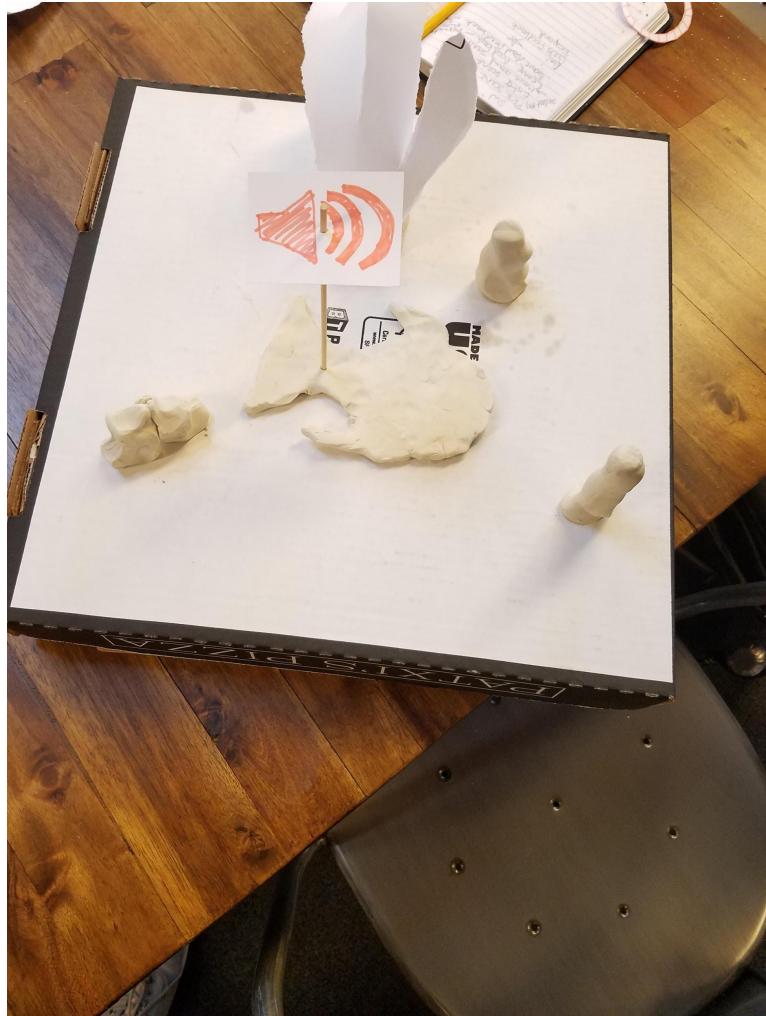
Rabbit hole: CS11



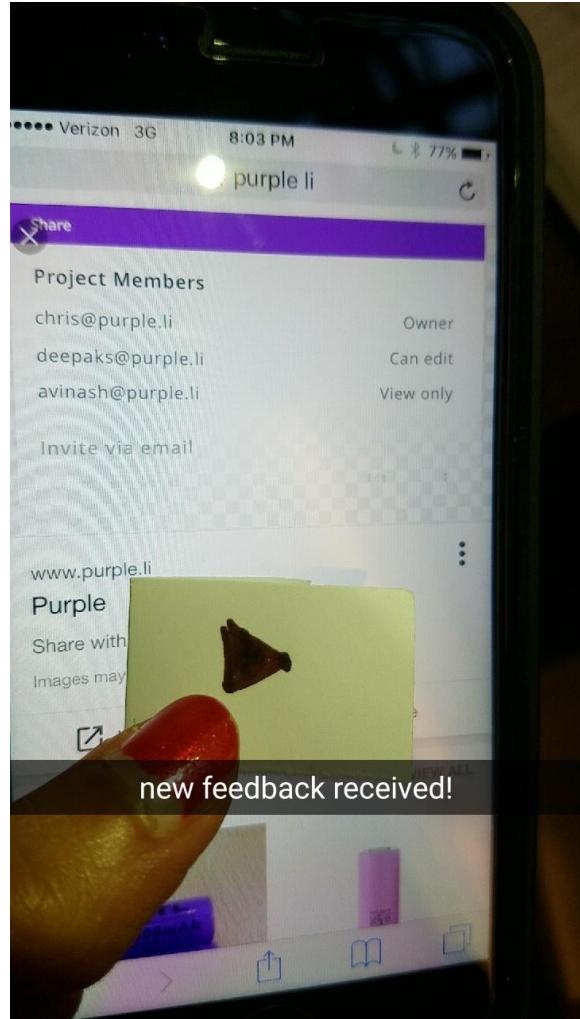




Rabbit Hole: CS111









ApplePay for the AppleVR SDK

Facebook 360 Upload Feature

Credit: Chris Gallelo and Katie Hughes

Structure

- Research - talk about existing apps and interactions
- Brainstorm - a few minutes for individual ideas
- User Flow - Define task and steps for user
- Storyboard / Wireframe - Make a visual sequence
- Prototype - Create a low-fi representation
- Capture - Make a user journey through pictures

ApplePay for the AppleVR SDK

You just joined a design team at Apple that focuses on platform development for their SUPER-SECRET VR headset project. The design team has been tasked with incorporating an Apple Pay SDK into this platform so that consumers can make purchases within the VR apps that they access in their headset.

Your first project is to figure out what the experience would look like for the user. And be quick! The hardware team needs your direction on any physical features that may need to be implemented on the headset in order to address security concerns.

Some things to consider:

- How can you make the user feel reassured that all transactions are secure?
- What will the payment process look like in-app?
- How will users be notified that transactions are complete?
- BONUS: How can users cancel a payment?

Target User: Emerging technology early adopters aged 18-34 who want to buy battle objects & accessories within their favorite game, World of VRCraft. This user is familiar with Apple Pay.

Facebook 360 Upload Feature

Facebook 360 is a VR app that lets consumers browse their social timelines in their Oculus GO VR device, and view 360 photos and videos that have been shared by their network. For their next iteration, they want to build a feature that lets consumers upload their own 360 video content while in-app (versus doing so externally from their standalone desktop, mobile or tablet devices), and they need YOU to design the experience!

Some things to keep in mind when designing:

- How will the user find the video on their phone while using the Oculus GO?
- How will the user give the video a title and/or description?
- How will the user apply privacy settings to their post?
- BONUS: How will upload errors be handled?

Target Users: Social media-savvy users aged 18-24 who primarily use Snapchat and Instagram