Great Writers Read

Week 2 - Day 1

Let's get into teams

TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
Andre T	Helen L	Gaby G	Jason M	Anna Y
Jessica C	Lisa R	Kendra D	Jocelyn K	Henry M
Kento P	Alex L	Erick F SV	Kevin H	And
Tracy L	Luke S	Euan Y	Chase L	Whoever didn't fill out the form LOL

Exchange contact info
Get your Go's
Make a shared folder (drive, box, stanford afs, whatever you want)
Team name

What does this class teach?

THEORY

APPLICATION

COMMUNICATION
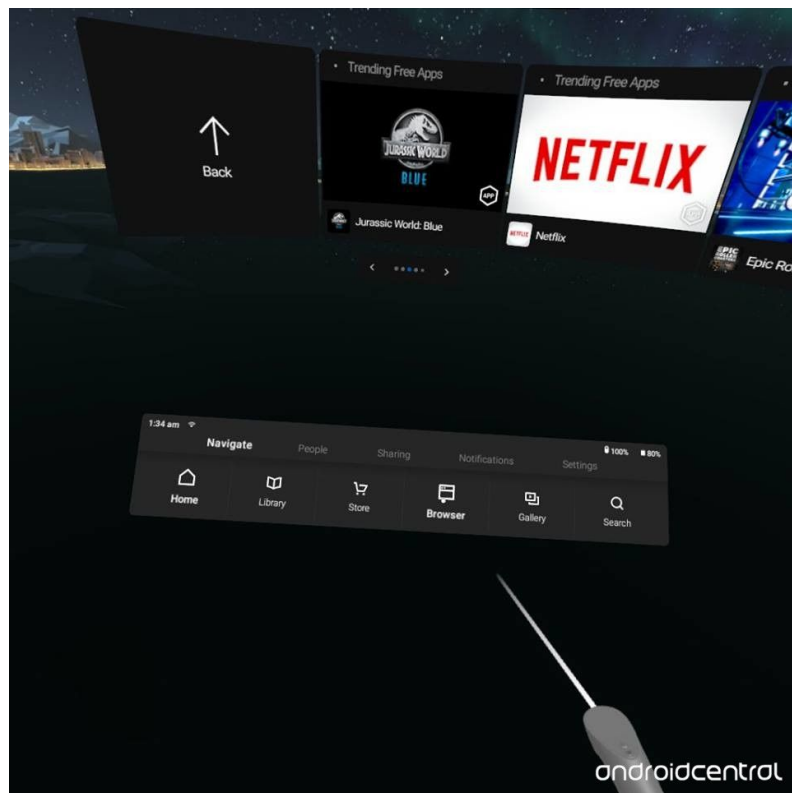
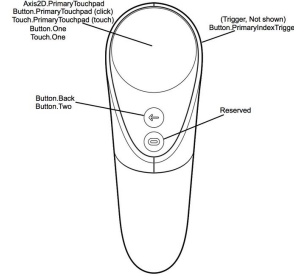# What does this class teach?

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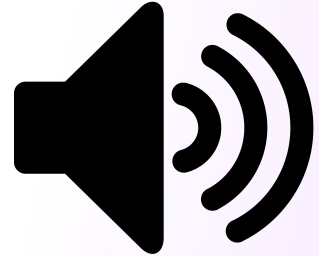
Let's analyze the Oculus Go menu

Elements to Notice

VISUAL

Axis2D.PrimaryTouchpad
Button.PrimaryTouchpad (click)
Touch.PrimaryTouchpad (touch)
Button.One
Touch.One

(Trigger, Not shown)
Button.PrimaryIndexTrigger

Button.Back
Button.Two

Reserved

INTERACTION

AUDIO

UX Review

What we learned:

1. **Fast onboarding**—Like all the apps we reviewed, 3DBrush doesn't require surface detection, so no need for the wax-on/wax-off motion we've become accustomed to when initializing AR apps. And no lengthy tutorials. You open the app and find yourself in the camera where you can begin drawing. Simple, straightforward.

2. **Creation Mechanics**—The mechanics of drawing are standard for the genre—you can either draw directly on the screen or touch the screen and move your device in space, leaving the drawing behind.

3. **Tubes, not lines**—Unlike the other apps, 3DBrush elects to add lighting and shadows to the drawing on the screen which, along with the variegated colors, provides visual cues more suggestive of a tube than a line. The app feels a little like you are squeezing hallucinogenic toothpaste onto the screen.

You will present:
- Overview of app
- What parts of VR it utilizes
- 3 - 5 goods
- 1 - 3 bads
- Focus on:
  - Visual
  - Audio
  - Interaction

TRY THESE – 12 min

TEAM 1 - Henry / Sketchfab VR

TEAM 2 - Virtual Virtual Reality / Virtual Speech

TEAM 3 - Wander / A Night Sky

TEAM 4 - Firefox Reality / Keep Talking and Nobody Explodes
(http://www.bombmanual.com/how-to-play-oculus-go.html)

TEAM 5 - MEL Chemistry VR / Sounds of the Woods

Other team members -- brainstorm ideas for your project or practice Unity
https://vr.berkeley.edu/decal/hw/1

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Points of interest

- "Reticle"
- Types of sounds? When?
- Trigger interactions?
- Touchpad interactions?
- Text input?
- What kinds of interactions?
- Movement?
- Text display?
- UI displays?

Watch for…

1. Understand visual cue best practices for VR:
   a. Reticle for pointer
   b. Reticle indicators
   c. Objects glowing / highlighting on hover
2. Understand audio cue best practices for VR:
   a. Spatial pings / cues
   b. Reinforcement sounds (dings and errs)
3. Understand input best practices for VR:
   a. Trigger vs. touchpad click
   b. Touchpad scrolling
   c. Touchpad directional click
   d. Touchpad swipe
   e. Text input?

1. Understand engagement best practices for VR:
   a. Quality of interactions
   b. Quantity of interactions
   c. Encouraging turning and exploration
2. Understand sickness management best practices for VR:
   a. No accelerational movement of camera
   b. Forms of locomotion
   c. Keeping text to a minimum
   d. UI far from face