

Stage B – GROUP TASK: Prototyping (Interactive)

Group 1

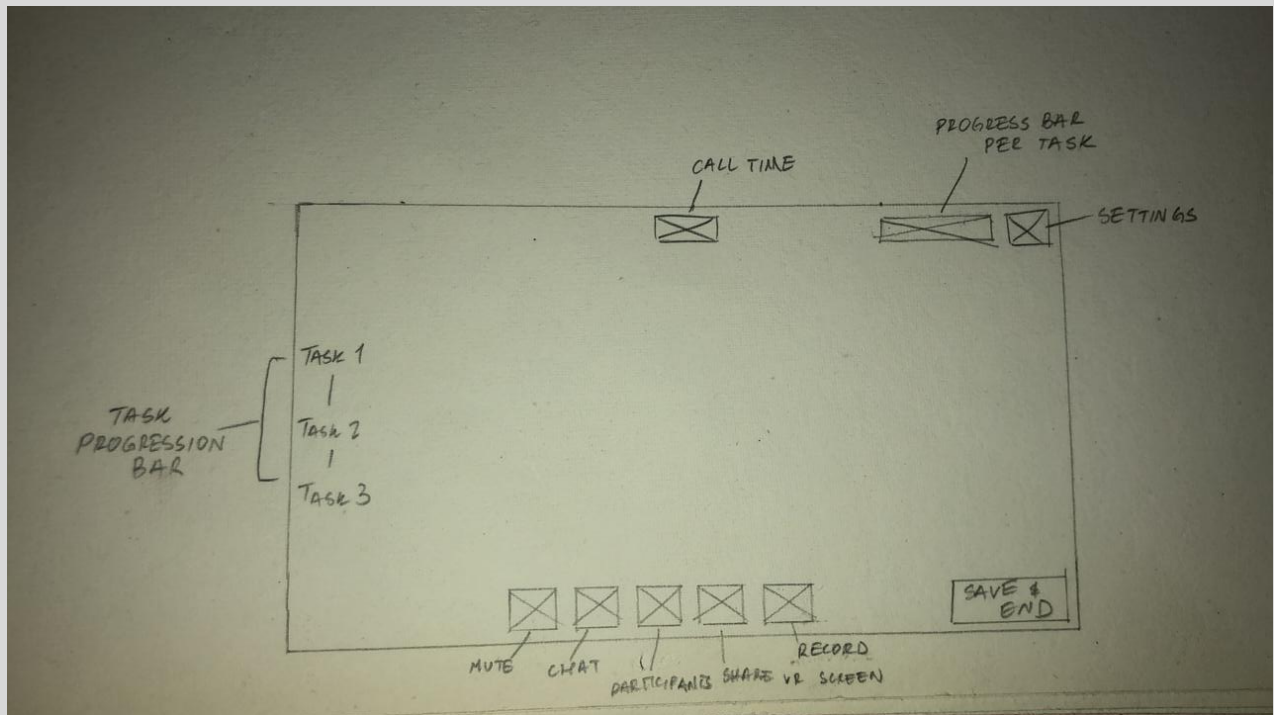
Group members: Fahad Ahmad (30685265)
Muhammad Faraz Amin (30163331)
Natasha De Almeida (30829836)
Poorna Perera (29889413)
Priasha Barua (31524540)
Utkarsh Srivastava (31204279)
Abdalla Abdullatif (30247500)

Interactive High-fidelity prototype

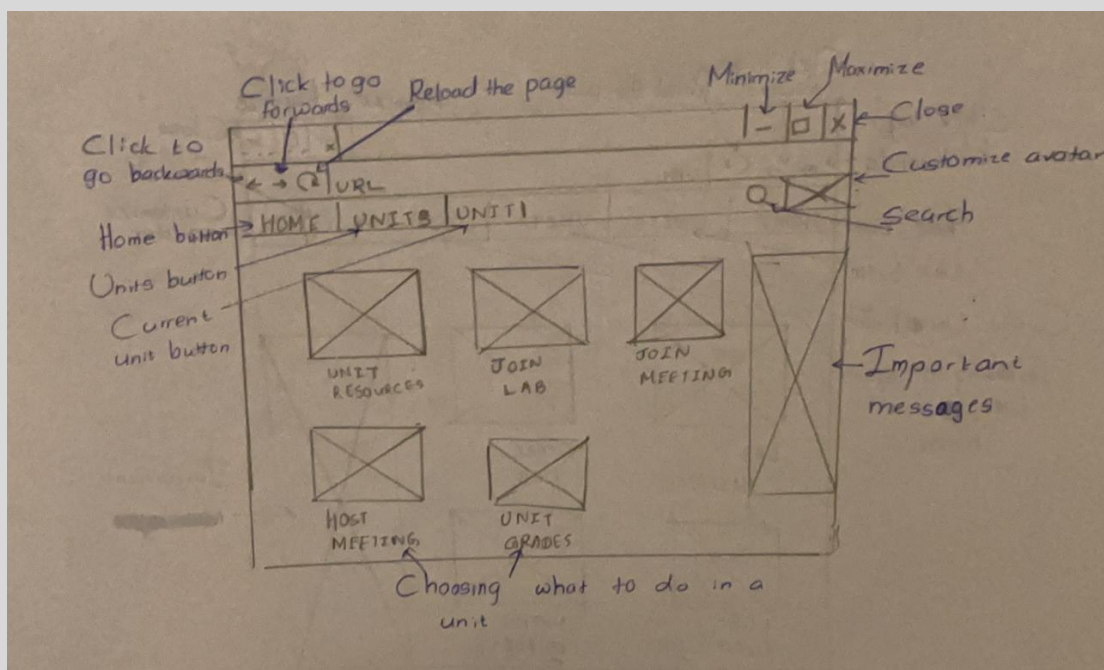
Link for the prototype - <https://app.moqups.com/h5aRxqjKD3/view/page/ac4dae7a1>

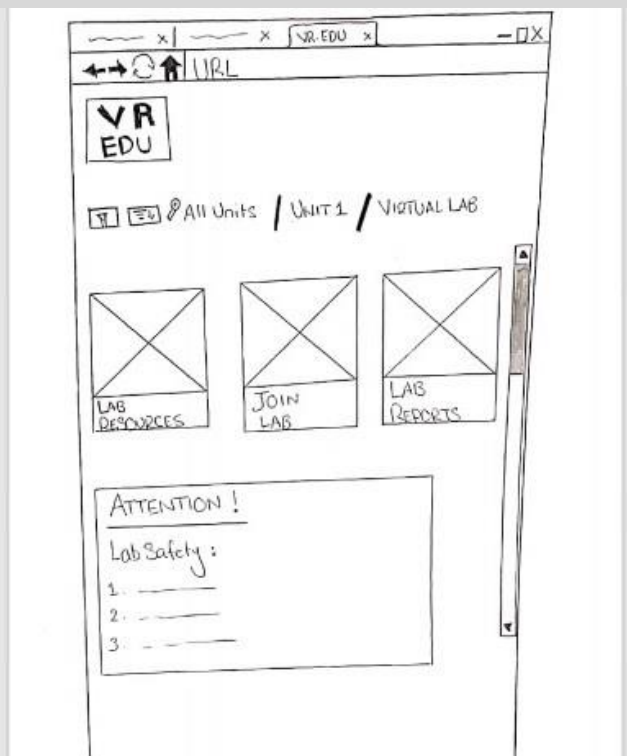
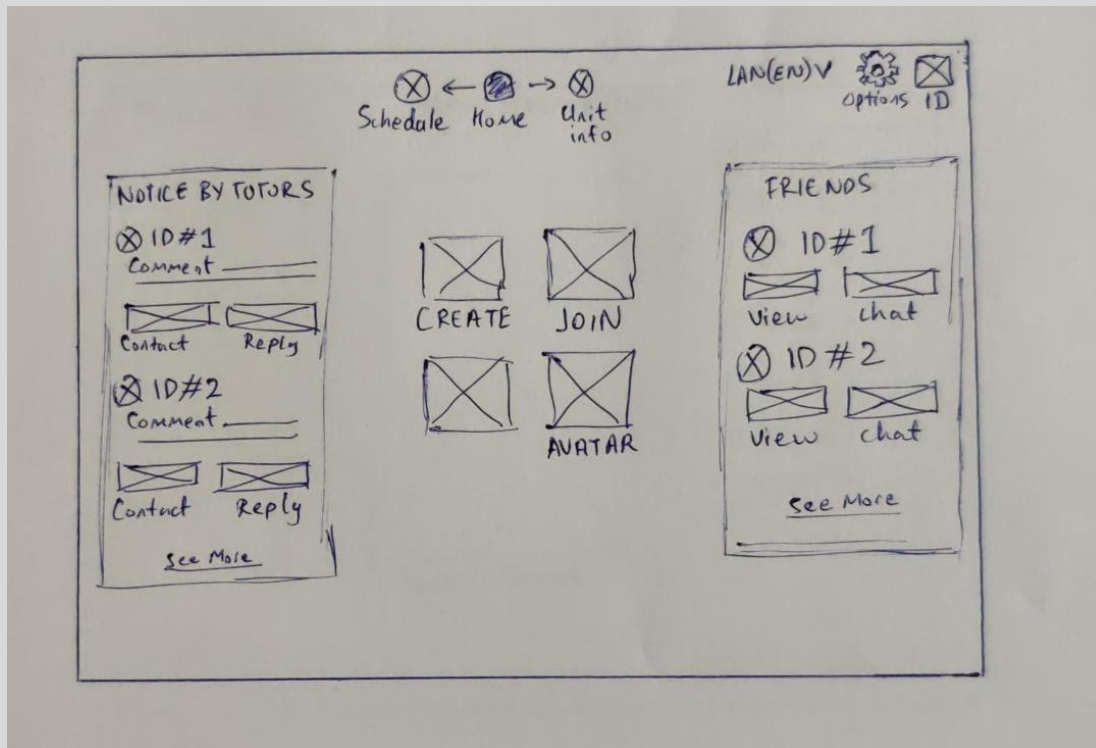
Main functionality - Home > Any unit > Create > Next > Join world > Proceed > End VR session

Sketches from the individual task

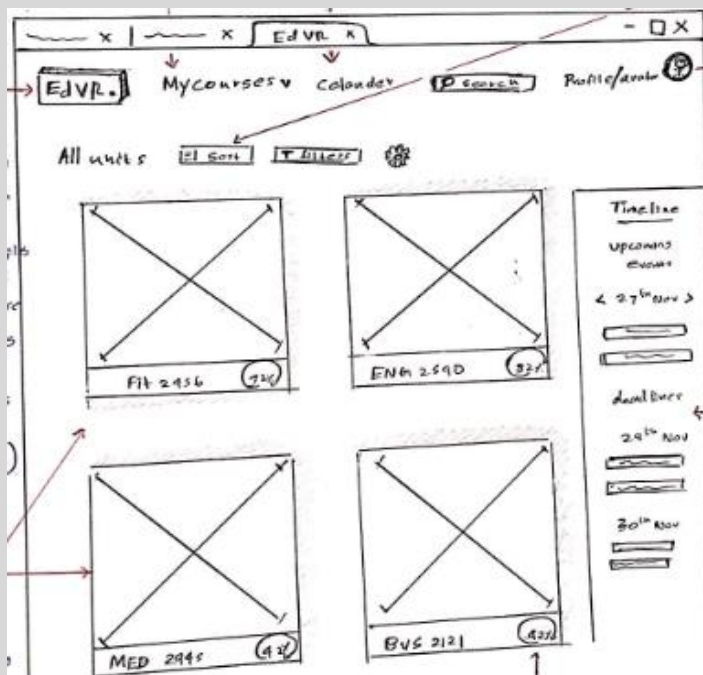
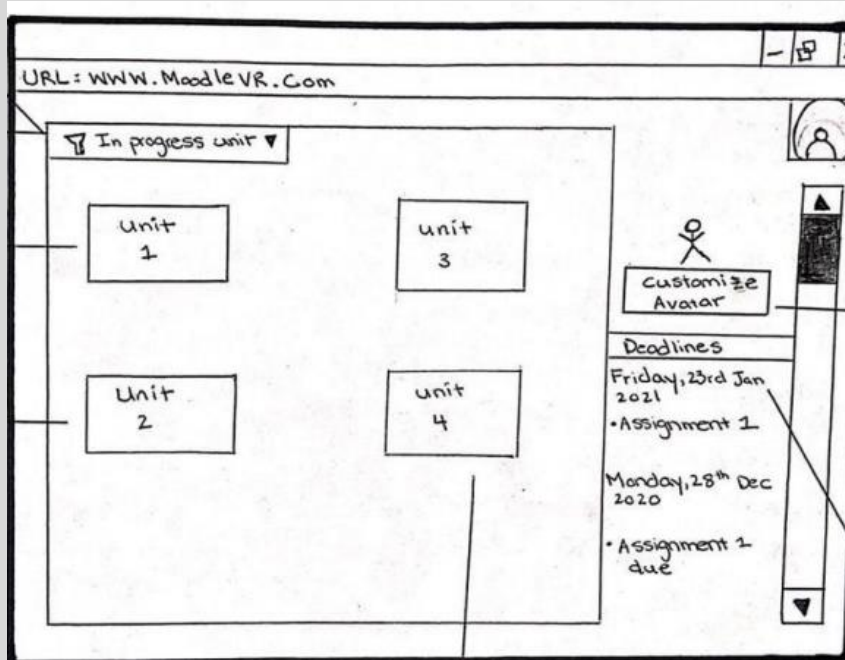


- Can take elements to design VR interface preview page

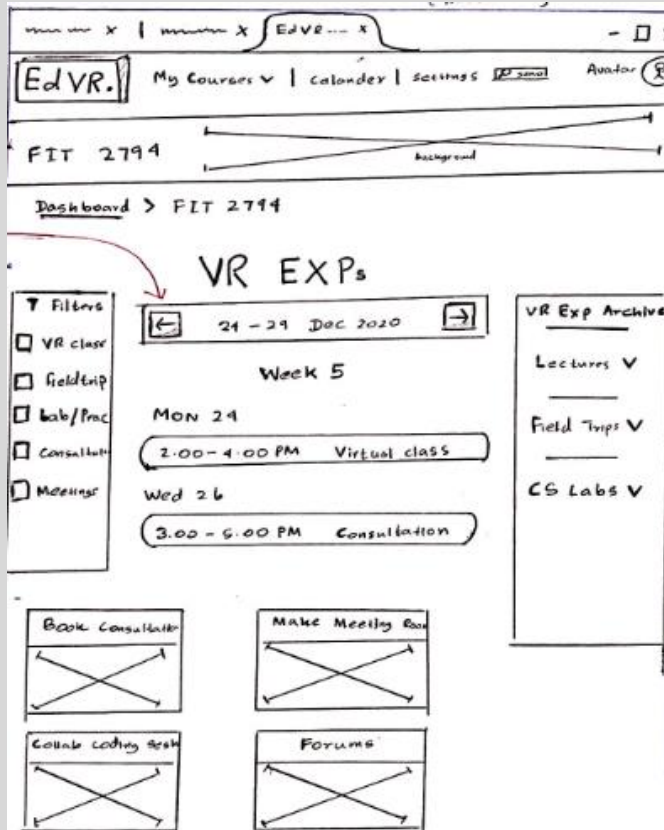




- Can take design features for the unit page.



- Design elements for the home page



- Elements for the unit page

- After going through and situating our work we started designing the 5 layers through a UI designing software (Moqups).

Agreed upon user stories and personas. (From stage A)

1. As a medical student I want VR Technology which provides me details of organs and tools as I am carrying out my **practical tasks** on the patient to gain live understanding.
2. As a medicine student I want **educational tasks** so that I can learn course material kinesthetically.
3. As a medicine student I want the interaction to be more natural so that I can understand the concepts
4. As a medicine student I want better motivation so that there will be **more engagement** and focus.
5. As a medicine student, I want a platform to be easy to use so that I can **manage my work** better.
6. As an engineering student, I want to **go to different places virtually** for my major, so that my education is not restricted.
7. As an engineering student I want **better collaboration** so that I can efficiently communicate with my peers.
8. As an engineering student I want a more **engaging platform** so that I can understand better and improve my performance.
9. As an engineering student I want the online education delivery to be more **efficient** so that my performance increases.
10. As an engineering student I want features like motion sensors so that the **virtually developed skills** are closer to the real ones.
11. As a Psychology student, I want encrypted private virtual meeting features so that I can do consultations and therapy with my patients.
12. As a business student, I would like access to **virtual classrooms** where I can interact with people as well as carry out group tasks/presentations seamlessly.
13. As a Business student I want a call feature so that I can **effortlessly communicate with my peers and lecturers**.
14. As a Business student I want to have classroom and office simulations so that I can **virtually attend meetings** and interviews.
15. As an IT student I want a better platform interface so that I can **manage my work** better and easily.

Natalie Evans



"Everyday is a new opportunity to save a life."

Age: 23

Gender: Female

Field of Study: Bachelor of Biomedical Sciences

Goals

- She is in search of an Immersive learning platform which can give her an interactive and realistic practical experience.
- She wants to have interactions with her peers and feel connected to the real world.
- Have a way to practice surgeries on avatars in an interactive virtual space.

Frustrations

- Struggling to do activity-based learning through video streaming platforms.
- Lack of focus and motivation due to being stuck in her room without human interaction.
- Missing out on a real-world medical experience that is required to be a good doctor.

Technical Capability

- Competent in using phones and laptops.
- Currently uses applications like Zoom, Skype etc.
- Fairly unfamiliar with VR technology but willing to learn about it.

Expectations

- A mobile or desktop application that can provide a lab-like environment where she can conduct virtual experiments.
- She wishes for features such as sensory feedback and good design and aesthetics so that she can have the best learning experience.
- She thinks this will help her learn her course material much better.

Bio

Natalie is a 3rd-year medical student at McGill University in Montreal, Canada. Being used to studying on campus, she is struggling to adapt to online learning and wishes for a better method to learn the course material. She is very interested in using VR and hopes it can help her.

Jonathan Ma



"Scientist think about doing things, engineers do them"

Age: 22

Gender: Male

Field of study: Bachelor of Engineering

Goals

- To use a VR platform to do walkthroughs in engineering project sites to get a hands on experience to learn concepts in a practical way.
- Use a interactive VR space to collaborate with his peers to do group practical

Frustrations

- Hard to connect with peers and frustrated about not being able to explore real world engineering projects.
- Declined academic performance due to the lack of practical work done through online-learning.
- Less motivation when listening to pre recorded lecture videos and tutorials.

Bio

Jonathan is a 2nd year civil engineer in the university of Sydney. Due to the pandemic situation, he decided to fly back to his home country and continue with the degree using online platforms.

Technical capability

- Competent in using phones and laptops.
- Currently uses applications like Zoom, Skype etc.
- Familiar with VR technology.

Expectation

- Expects it to be a desktop application.
- They want good aesthetics, better interface, easy to use and navigate

Marcus Lyles



"Be the change you wish to see in the world."

Age: 22

Gender : Male

Field of study : Bachelor in information technology majoring in business

Goals

- Have virtual collaboration spaces to do group work.
- Have virtual classrooms that you can interact with your fellow peers and lectures.
- Experience presentation in an immersive way.

Frustrations

- Frustrated not being able to do collaborative work with fellow peers.
- Too much hassle with the current online education platforms.
- Unable to focus and concentrate when listening to online lectures.

Bio

Marcus is a student at Monash University who double majors in Business and Information technology. He is now residing in an apartment near the university. Because the universities are closed due to the pandemic, he is stuck in the apartment doing e-learning on his own.

Technical capability

- Competent in using phones, desktops, etc.
- Very familiar with VR, already uses devices like the oculus rift.

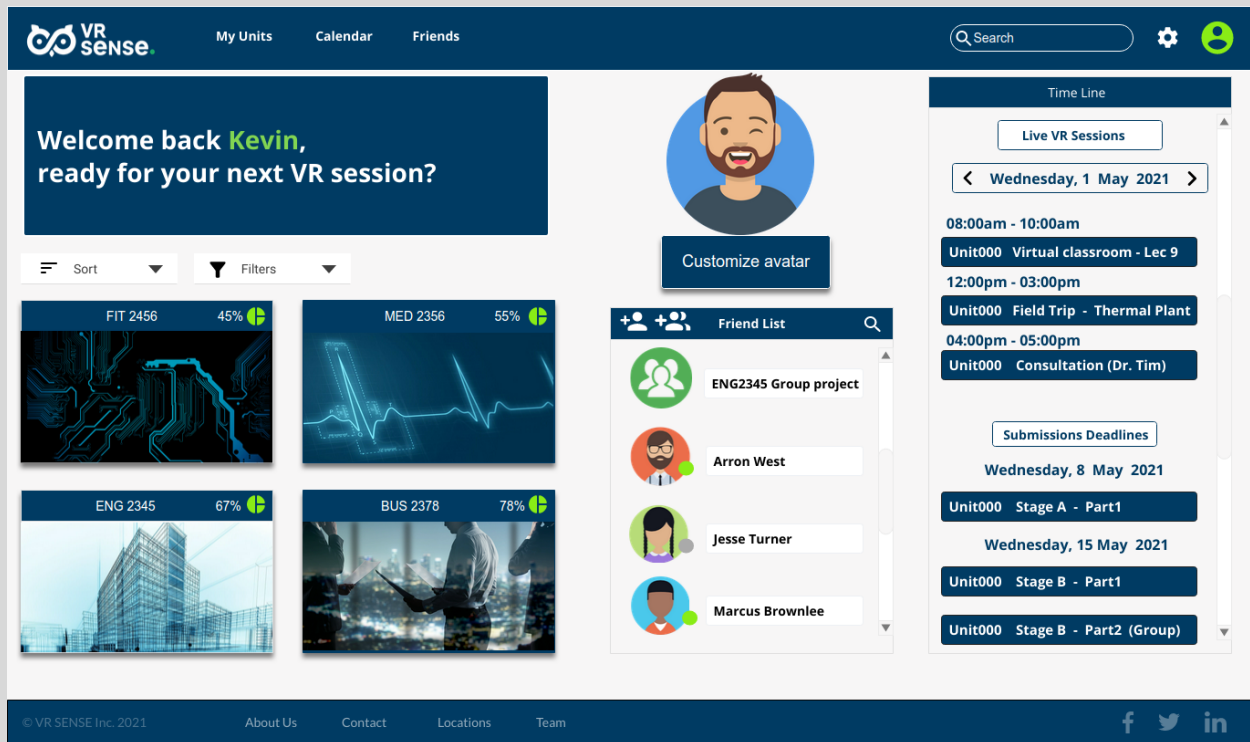
Expectations

- Expect it to be a mobile VR app to be portable
- Basic VR hardware will be adequate to use the app

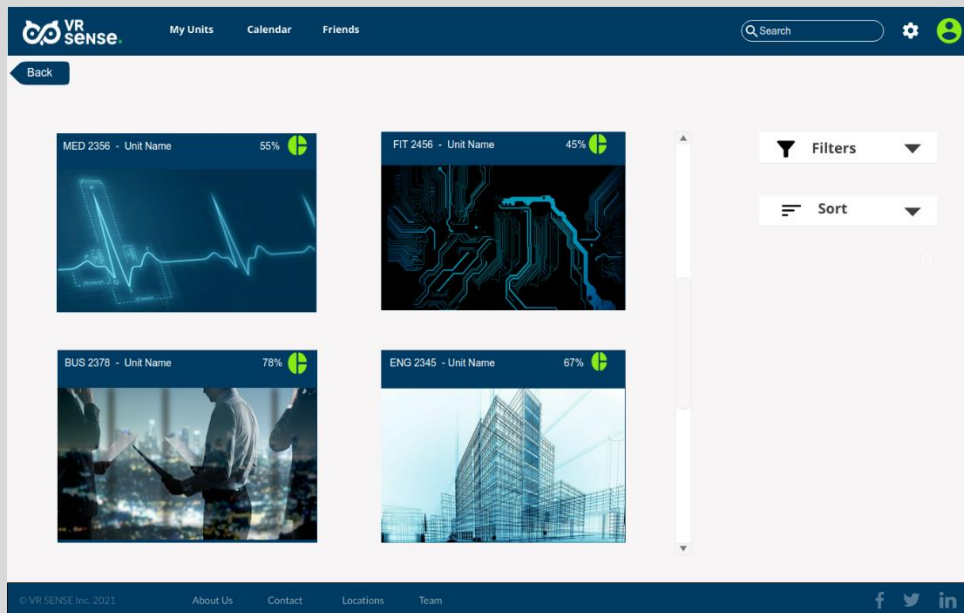
Final Design

Layer 1

Home page



Sub pages



[My Units](#)
[Calendar](#)
[Friends](#)

Back

Calendar

Wed 1st May

▼

2021

◀

March

April

May

June

July

▶

| Mon | Tue | Wed | Thu | Fri | Sat | Sun |
|-----|-----|-----|-----|-----|-----|-----|
| 31 | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 1 | 2 | 3 | 4 |

Activity List

08:00am - 10:00am

Unit000 Virtual classroom - Lec 9

12:00pm - 03:00pm

Unit000 Field Trip - Thermal Plant

04:00pm - 05:00pm

Unit000 Consultation (Dr. Tim)

[My Units](#)
[Calendar](#)
[Friends](#)

Back

Friends

Arron West

Jesse turner

Alola Davis

Marcus Brownlee

ENG 2345 Group project

Kelly Wong

Add Friend

Create Group

Chat

VR call

[My Units](#)
[Calendar](#)
[Friends](#)

Back

Add VR Goggle

Restore Defaults

☒

Change resolution

Audio

General Settings

Profile Settings

▶

Recording

≡

Background and Filters

Keyboard shortcuts

Statistics

Summary description

☒




Accessibility

Chat settings

Two factor authentication


ON


Layer 2 (Unit page)


My UnitsCalendarFriends


[Dashboard](#) / [UNIT000](#)

UNIT000
SEMESTER 1
2021


Create


Join


Consultations


Class Projects

Time Line

Upcoming Activities

< Wednesday, 1 May 2021 >

08:00am - 10:00am
Unit000 Virtual classroom - Lec 9



12:00pm - 03:00pm
Unit000 Field Trip - Thermal Plant

04:00pm - 05:00pm
Unit000 Consultation (Dr. West)


Class Project Deadlines


Wednesday, 8 May 2021
Unit000 Stage A - Part1


Wednesday, 3 May 2021
Unit000 Stage B - Part1
Unit000 Stage B - Part2 (Group)




73%


**Create Group**


**Chat**


**VR Call**

Unit Peers

**UNIT000 Group project**




**Dr West (Lecturer)**

**Kelly Wong**


**Alola Davis**

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Layer 3 (Create / Join page)



My UnitsCalendarFriends

Search

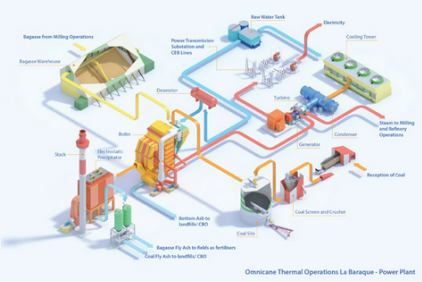


[Dashboard](#) / [UNIT000](#) / Create

UNIT000


Create VR Activity

Meeting Room




Map Preview


Fieldtrips




Thermal plant




Data Center




Medical Camp



Construction Site



Convention




Concentration Camp

Map Selection


Laboratory practicals

Participant waiting room




Arron West

Admit



Aiola Davis

Admit



Jesse Turner

Admit




Share Activity Link


Next >

Chat Box

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My UnitsCalendarFriends

Search



[Dashboard](#) / [UNIT000](#) / Join

UNIT000

Join VR Activity

Paste VR activity link here

Enter Meeting ID

Enter Password

Wed 1st

2021

May

| | | | | | | |
|----|-----|----|----|-----|-----|-----|
| Mo | Tue | We | Th | Fri | Sat | Sun |
| 3 | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 2 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 2 | 2 | 3 | 1 | 2 | 3 | 4 |

Live VR sessions

Wednesday, 1 May 2021

08:00am - 10:00am

Unit000 Virtual classroom - Lec 9

12:00pm - 03:00pm

Unit000 Field Trip - Thermal Plant

04:00pm - 05:00pm




Unit000 Consultation (Dr. Tim)

Continue




Chat Box

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Layer 4 (VR functions and Loading screen)

My UnitsCalendarFriends

[Dashboard](#) / [UNIT000](#) / [Create](#) / [Fieldtrips](#)




Customize Avatar's Safety equipment




Safety Regulations


☐ Safety Glasses (goggles)
☐ Hand Protection
☒ Traffic Vests
☐ Hearing Protection
☒ Hard Hats
☐ Foot Protection



Pair Devices



Audio Settings



Mic Settings

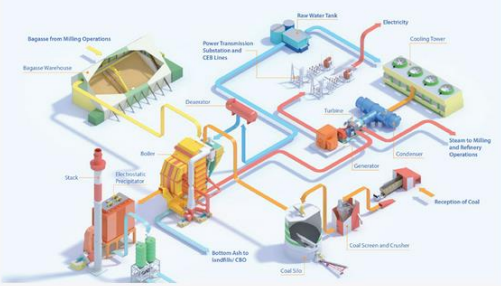
4K

HD


HD

Resolution


JOIN WORLD




Participants



Arron West






Alola Davis






Jesse Turner


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Cancel






Please wait, VR session is loading...

Proceed

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Layer 5 (VR interface preview and end screen)

Back

Saving progress...

00:04:20

Friends

Task 1

Task 2

Task 3

4K HD HQ

End VR session

VR SENSE

My UnitsCalendarFriends

Dashboard / UNIT000 / Create / Fieldtrips / VRInterface / Session End

UNIT000

Session End

Progress Report

Task 1

Task 2

Task 3

33.3%

Friends Progress

| | | | |
|--|--------------|--|-----|
| | Arron West | | 43% |
| | Aiola Davis | | 56% |
| | Jesse Turner | | 21% |

Save And Exit

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