1. Heritage research

Getting familiar with your topic and its historical context.

Methods

Desk research

Interviews

Field research

- ○ 1.1 Heritage focused desk research
- ○ 1.2 Interviewing heritage experts
- ○ 1.3 Auto-ethnographic museum research

Process

Results

This is the topic that I will focus on...

2. Technical tutorials

Learning how to prototype with your Connected
Interaction Kit and Extended Reality in Unreal Engine.

Methods

Electronics prototyping

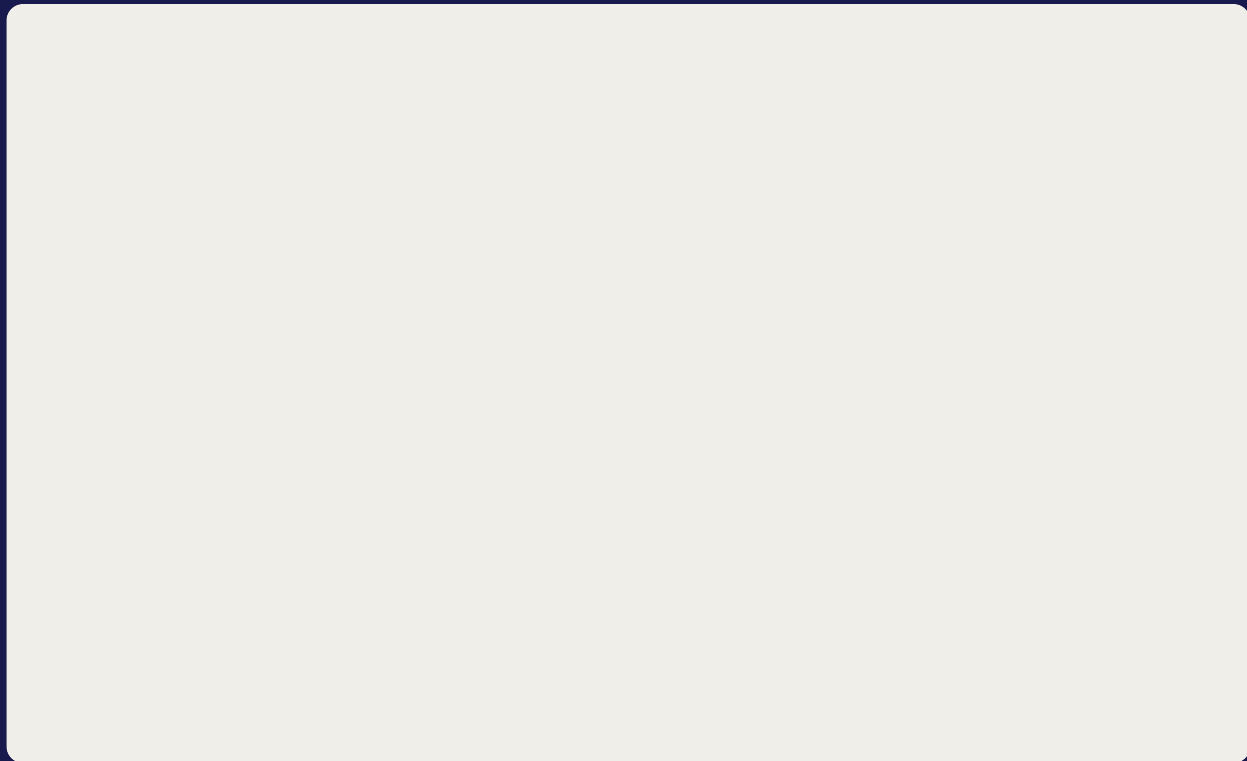**XR prototyping**

Activities

- 2.1 Designing Virtual Reality Experiences with Unreal Engine
- 2.2 Connected Interaction Kit tutorials

Process

3. Design vision & scope

Defining your design project and what you aim to create.

Methods

Design synthesis

Activities

- ⬡ 3.1 Defining a design vision
- ⬡ 3.2 Design criteria

Process

Results

My design goal...

My design criteria...

4. First round of ideation

Coming up with your first ideas and design directions.

Methods

Ideation

Activities

○ **4.1 Brainstorm techniques**

○ **4.2 Ideation with the Immersive Heritage Design Deck**

○ **4.3 Design directions**

Process

Results

My design clusters...

The design direction I will explore...

5. Exploring narratives

Exploring your story: what makes the artifact meaningful, what historical context is important, and how the story can resonate with users.
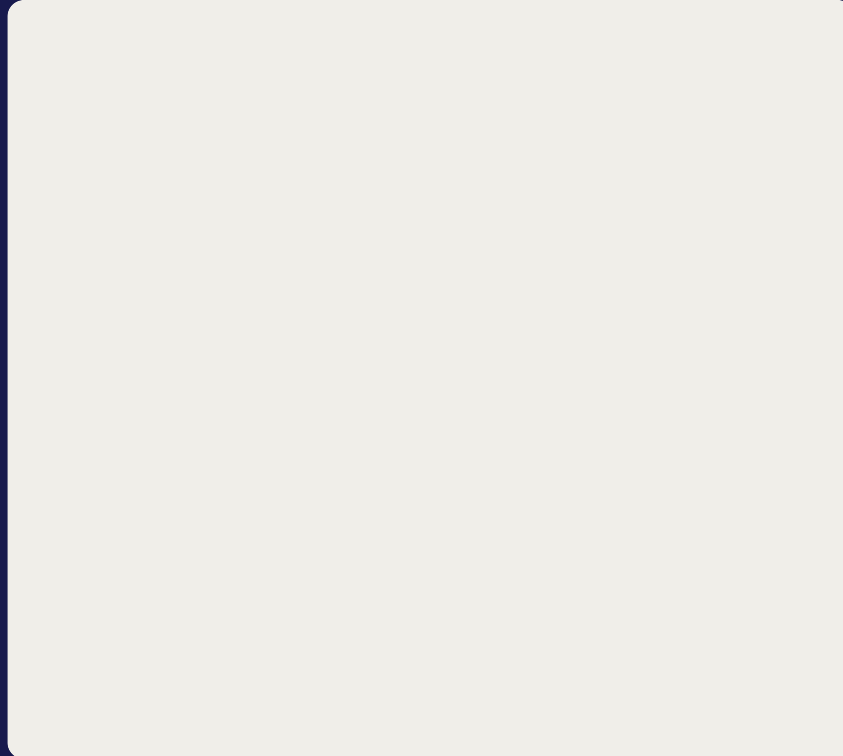
Methods

Desk research

◯ 5.1 Historical timeline

◯ 5.2 Establishing narratives

Process

Results

6. Exploring technology

Exploring how your experience can be built: what technical components are needed,
what types of interactions are possible, and what constraints must be considered.

Methods

XR prototyping

Activities

6.1 Technological experiments

Results

The techniques I want to use in my design...

7. Exploring interactions

Exploring how users engage with your artifacts: how they interact with the them, what makes these interactions intuitive or memorable, and how the tangible aspects support this.
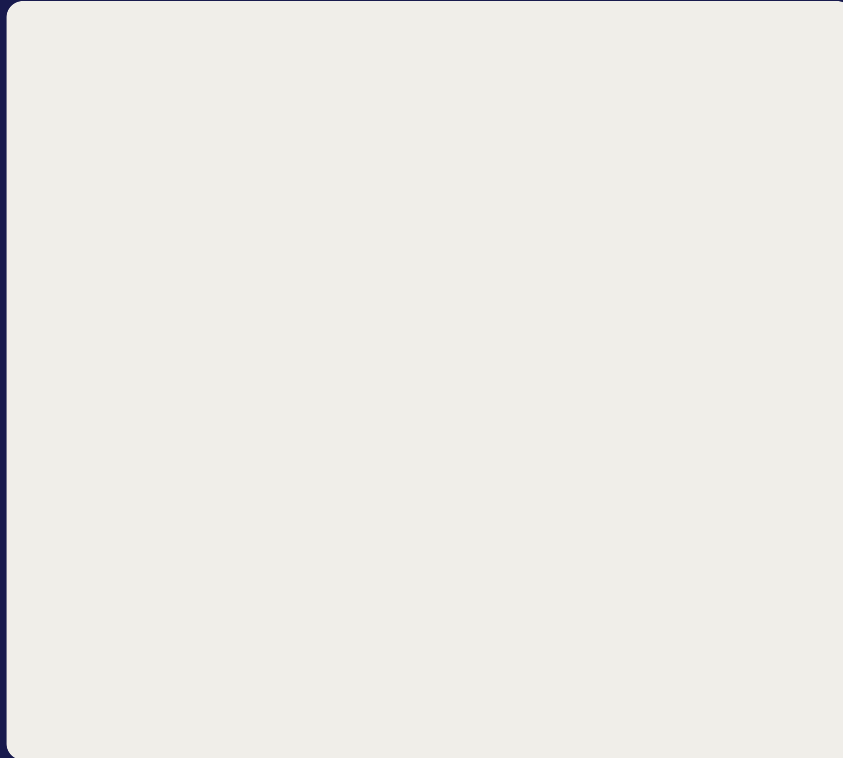
Methods

User testing

Activities

○ **7.1 Experiential Characterization**

Process

Results

The interaction qualities that I want to use in my design...

8. Second round of ideation

Use the insights from your exploration to come up with concepts.

Methods

Ideation

Design synthesis

Activities

- 8.1 Brainstorm techniques
- 8.2 Ideation with the Immersive Heritage Design Deck
- 8.3 Concept selection

Results

My concepts...

The concept that I will develop...