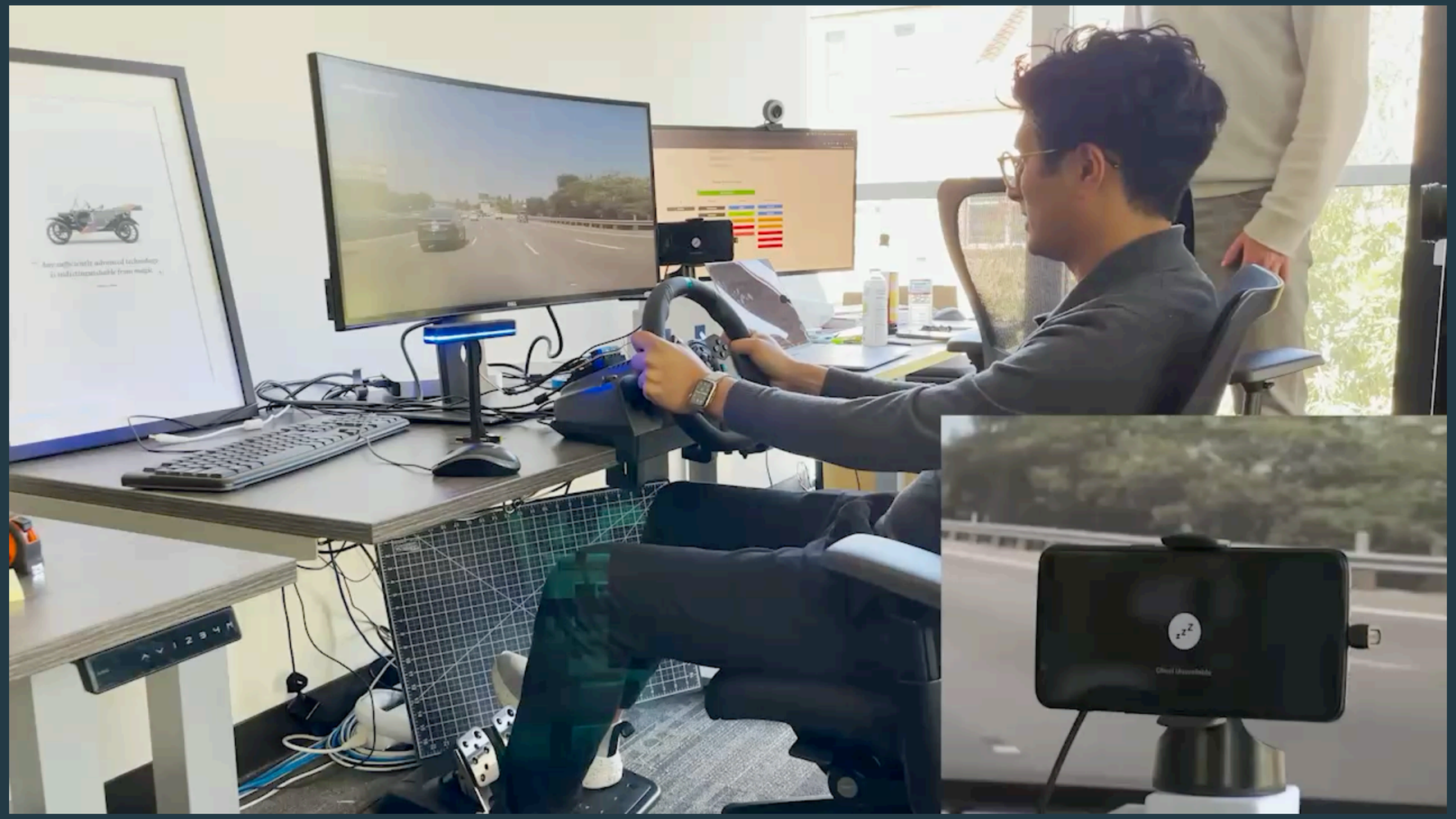
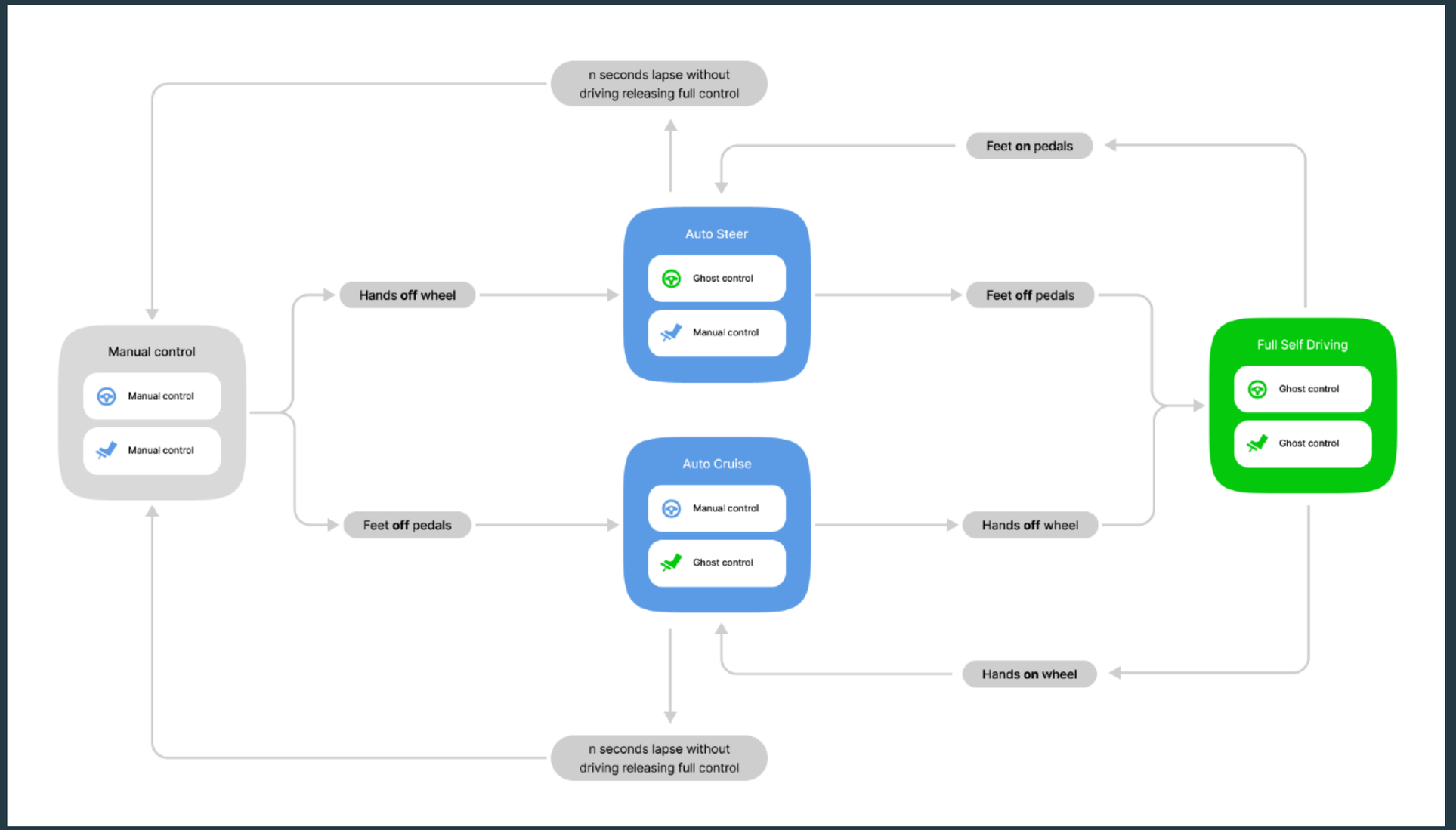


As the scope became clear, my team and I created user testing rigs to help validate and learn from integrating visual, audio and haptics.



These learnings continued to help refine our overall mental model of the interface, as well as be able to document use cases, process flows, and potential edge cases.