

Paper Prototype (1 point)

- Because my partner who used my prototype had never seen or used a google cardboard, it was difficult to convey what needed to be done. If you had ever used a cardboard, you know that it is more of a viewing system, and there is a magnetic 'button' on the side that you can pull down to activate actions within the scene. That point was difficult to get across, as was the fact that it was more of a viewer. I tried to combat this by making the prototype more 3D and stand up, but it was still perceived as more of a touch screen app. I created several pages to represent the different states of the moving screen, but that was also taken as a "touch to move to new slide" sort of interaction.

SOUNDSCAPE

SPEAK

TO BEGIN



