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| Team Member | Domain Summary |
| Otis | My research was focused on helping commuters to engage more with their journey, as social interaction and engaging environments would create a more meaningful travel experience for them. The possible solutions included features where users would be prompted to connect with their contacts if they were in the same vicinity or if they were both travelling to or from a similar destination, which was supported by research into the technical possibility of this. |
| Gloria | My research was on using VR to help students or tourist learn History in an interesting way, where a similar project shows how they can view the landscape or scenes from the past and therefore compare landscapes side by side. I explored existing VR technology as well as specific modes of interaction with VR, both with the tech as well as with others via VR, as well as directly comparing modes of controlling the virtual landscape and their pros and cons. |
| Kelsey | My research was on the push to move learning online, and difficulties students face in directing their own learning and staying engaged. Most research agreed that having opportunities to connect and collaborate with other students greatly increased results. The platforms I looked at were mostly text-based discussion boards, so it might be interesting to look at developing something more interactive and responsive. Another area that came up was students not engaging in the first place, and the longer they put off posting on the discussion board the worse their results were. So we could also look at something that pushes students to engage early on. |
| Kendy | My pitch was how to improve customer satisfaction for on demand food delivery platforms (like uber eats). My domain was food/online shopping and my research was focused on what affects customer satisfaction when using apps like uber eats and I found that for platforms like uber eats, customer satisfaction is linked to food quality, e-service quality (the app) and delivery times. |

Early Ideas

Potentially building off a maps API with social features connecting people. Can also include educational aspects of learning and connect this social navigation to food delivery.

Transport idea modified to be for UQ students, ie going to classes or studying at a certain location. Using pressure sensor idea for prototyping, sensors could be assigned to different buildings in UQ. Target audience to interview would be UQ students.

Domain—what is the area of human activity

The domain of human activity that our team is working in is that of student engagement with their physical surroundings whilst on campus, as positive meaningful engagement results in a more enjoyable University experience.

* We changed domain from travelling to this due to further research into the domain and our proposed installation

Target Audience

First and second year undergraduates who are interested in engaging with the campus with their friends.

Problem, issue AND/OR opportunity—what can be improved with respect to the experience?

The problem in this domain is that the campus is not engaging for students and often does not provide meaningful experiences

Concept—what is the idea you have?

The concept is an adaptable projection that can be easily moved around campus, projecting onto the ground from the drone that it is mounted upon. This projection can be engaged with as if it was a touch screen, by sensing where the shadows of your feet are. The designs implemented for these projections will include competitive games, for example our prototype, in which games will be scored with points going to the winners faculty.

Experience Requirements-- describe a clear set of experience requirements for your design opportunity

* We plan on creating the higher fidelity prototypes using either web dev technologies or Unity so experience in those are needed. We also plan on implementing a leaderboard for the game to promote competition and interactivity so a database will be needed to store this information.
* We will need to design the aesthetics for the concept which will require a graphic designer.

Prototype—how will it work? what will users do?

This concept is adaptable to support numerous features, however the prototype experience is that of a pong-inspired football game. Users will engage with this by standing on opposing sides of the projection with their friend and selecting the options by standing on them.

Research

The initial domain was peoples experience whilst travelling and found that this experience could be made more meaningful when people wanted to engage with their environment and had social engagement.

Interviewing Jack Mason, who is designing the new UQMaps app, he mentioned that students are very excited by hidden areas within their environments, such as the small icons in Pokemon GO. This meant that our design should be something that only someone paying attention to their environment would notice, thus motivating students to engage with their environment more.

Our initial idea was for a game that could be played whilst walking around campus, due to research demonstrating that students often were not engaged with their surroundings on campus, whilst also demonstrating that interactive elements even like kicking seed pods on the ground could be very engaging for students. This inspired the concept of a game projected on the ground, for two players to engage with. This would regularly be moved around campus to create interest in trying to find its location, whilst the social aspects of it would result in a meaningful experience for the students.

Our final delivery only needs to simulate interactive elements, i.e. bluetooth pressure sensor can help to simulate one’s location data.