

Final Project Presentation

Future Presentations

Client: Turner Whitted, Nvidia Research

Guided by: Ben Watson



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Overview

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 - Goal
 - Prototype Solution
- Sprint Stages
 - Stage 1 : Research and Goals
 - Stage 2 : Generate Solutions
 - Stage 3 : Choose a Solution
 - Stage 4 : Prototyping
 - Stage 5 : Evaluation
- Future Work

Problem



What tools could we create for those situations that are poorly served by PowerPoint, using not only today's technology, but tech we can expect soon?



Goal



To identify current limitations and outdated practices with existing form of communications and analyze as to why they are ineffective. Overcoming these limitations by proposing more collaborative, interactive and user adaptive solutions to make presentations a more fruitful experience for both the presenters and the audience.



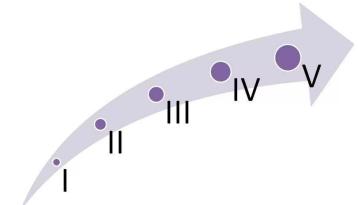
Prototype Solution

- Non-linear flow / Overview Layout
- Feedback buttons
- Chat-rooms for Discussions
- Annotation Tools





STAGES



Stage 1 : Research and Goals

Stage 2 : Generate Solutions

Stage 3 : Choose a Solution

Stage 4 : Prototyping

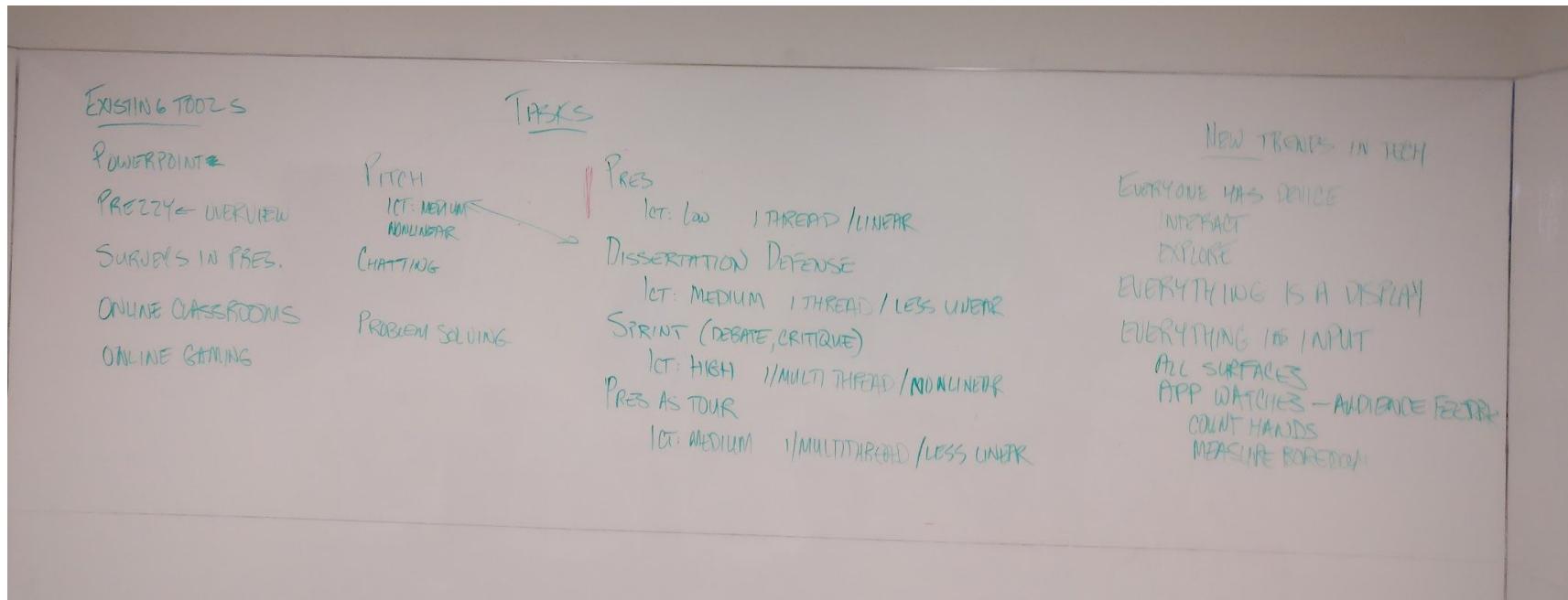
Stage 5 : Evaluation



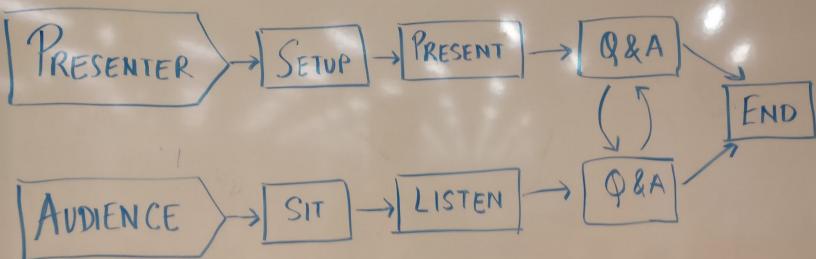
Stage 1

Research and Goals

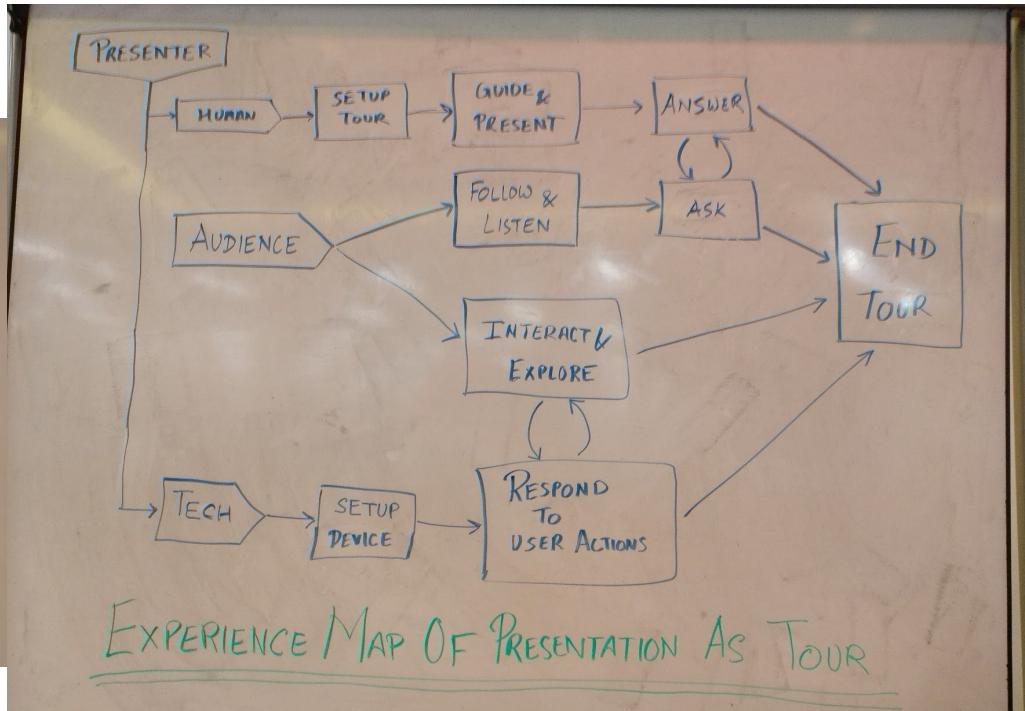
Brainstorming



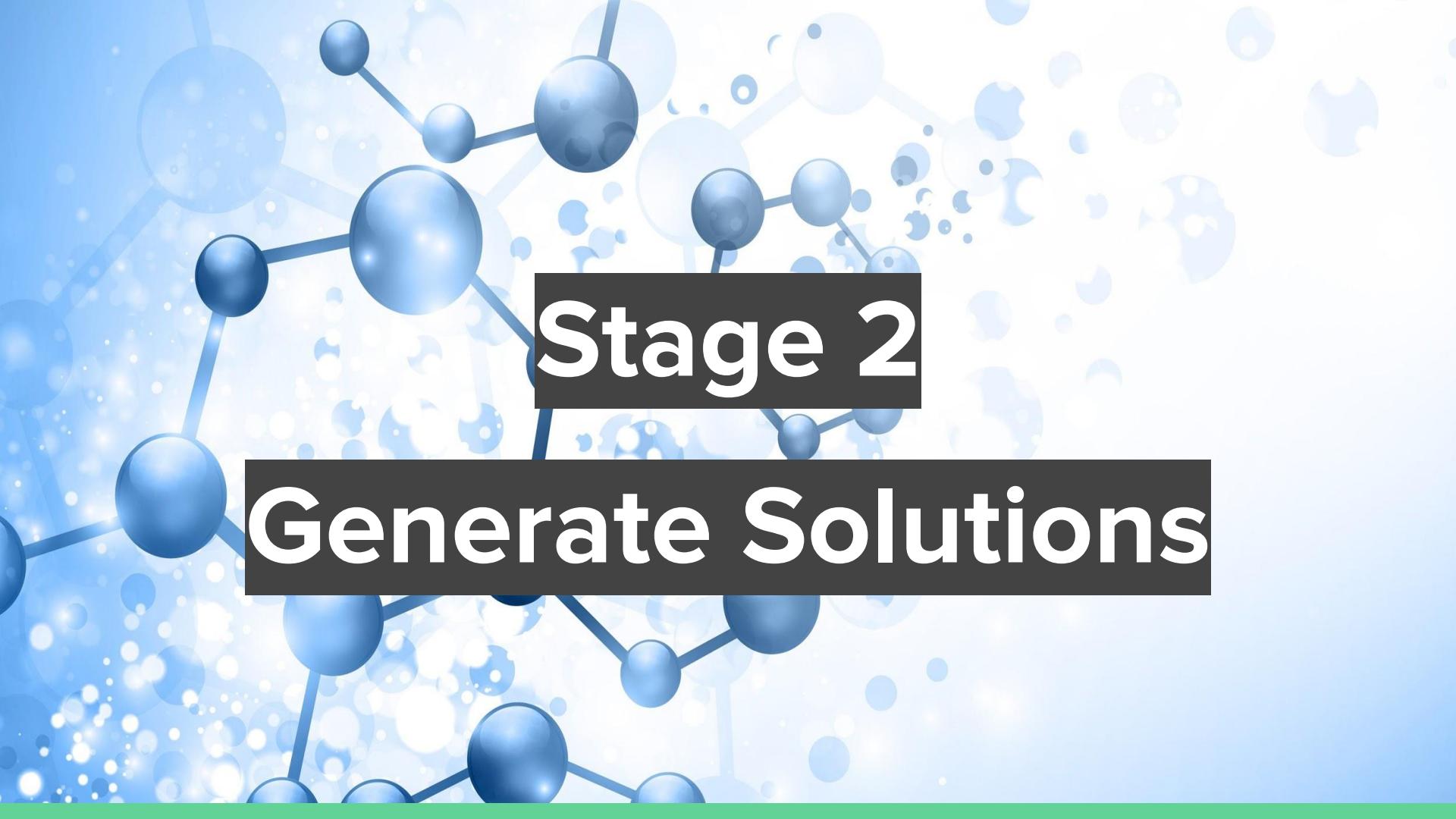
Experience Mapping



EXPERIENCE MAP OF PRESENTATION



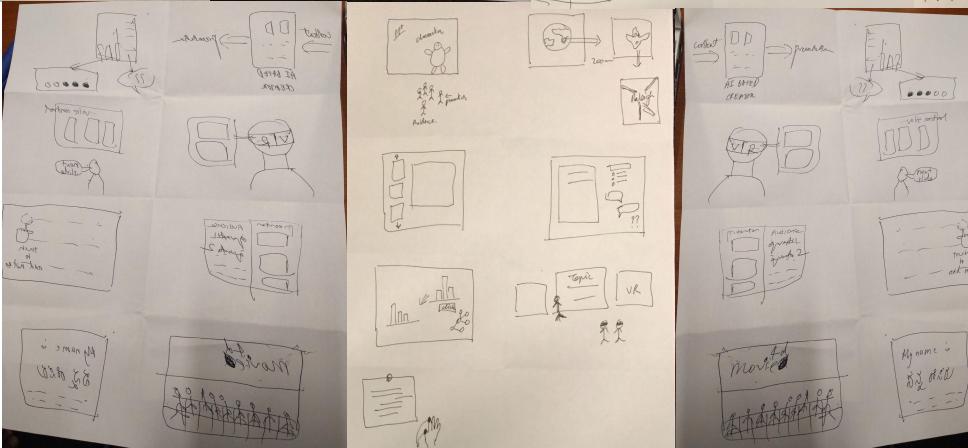
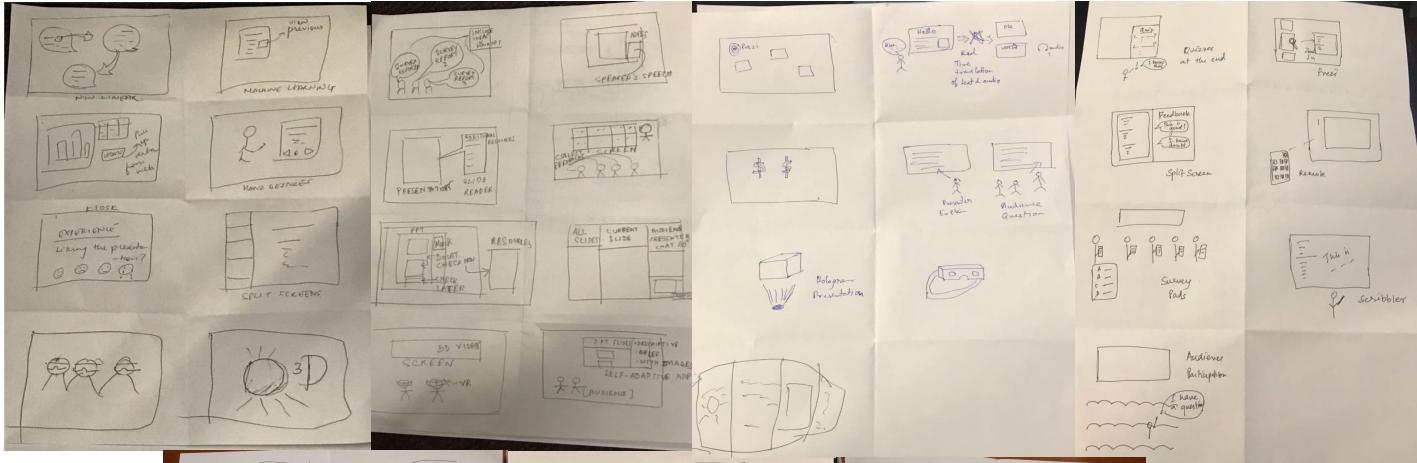
EXPERIENCE MAP OF PRESENTATION AS TOUR



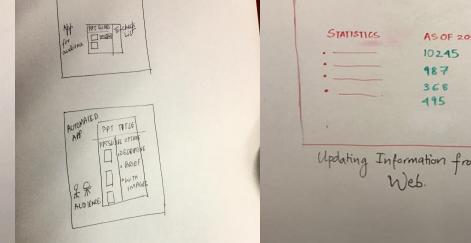
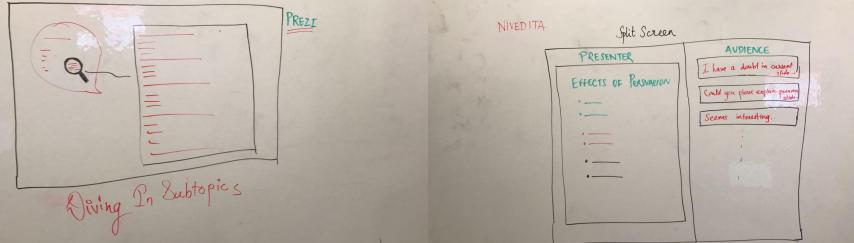
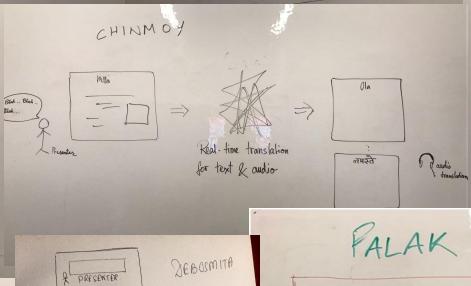
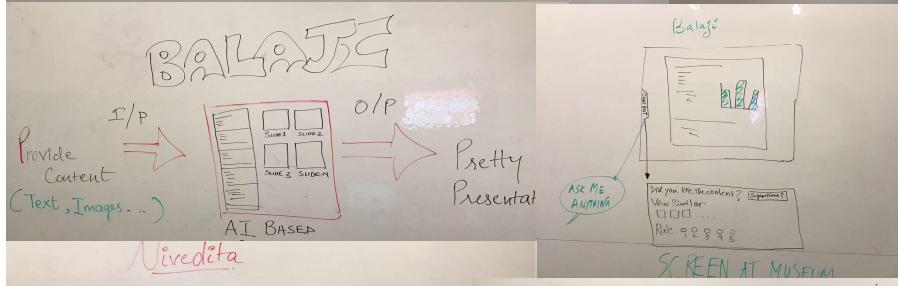
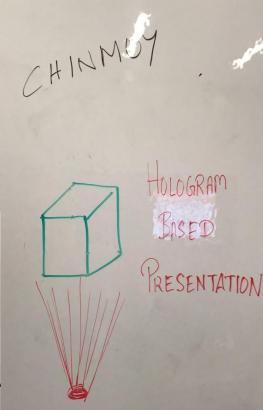
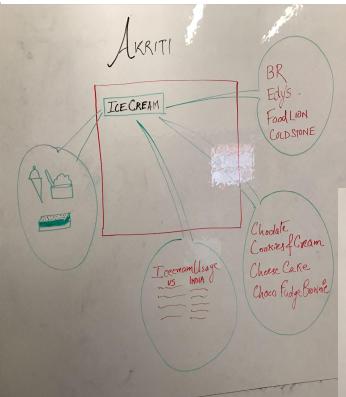
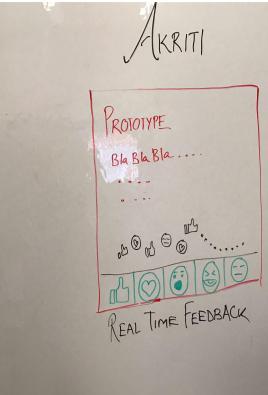
Stage 2

Generate Solutions

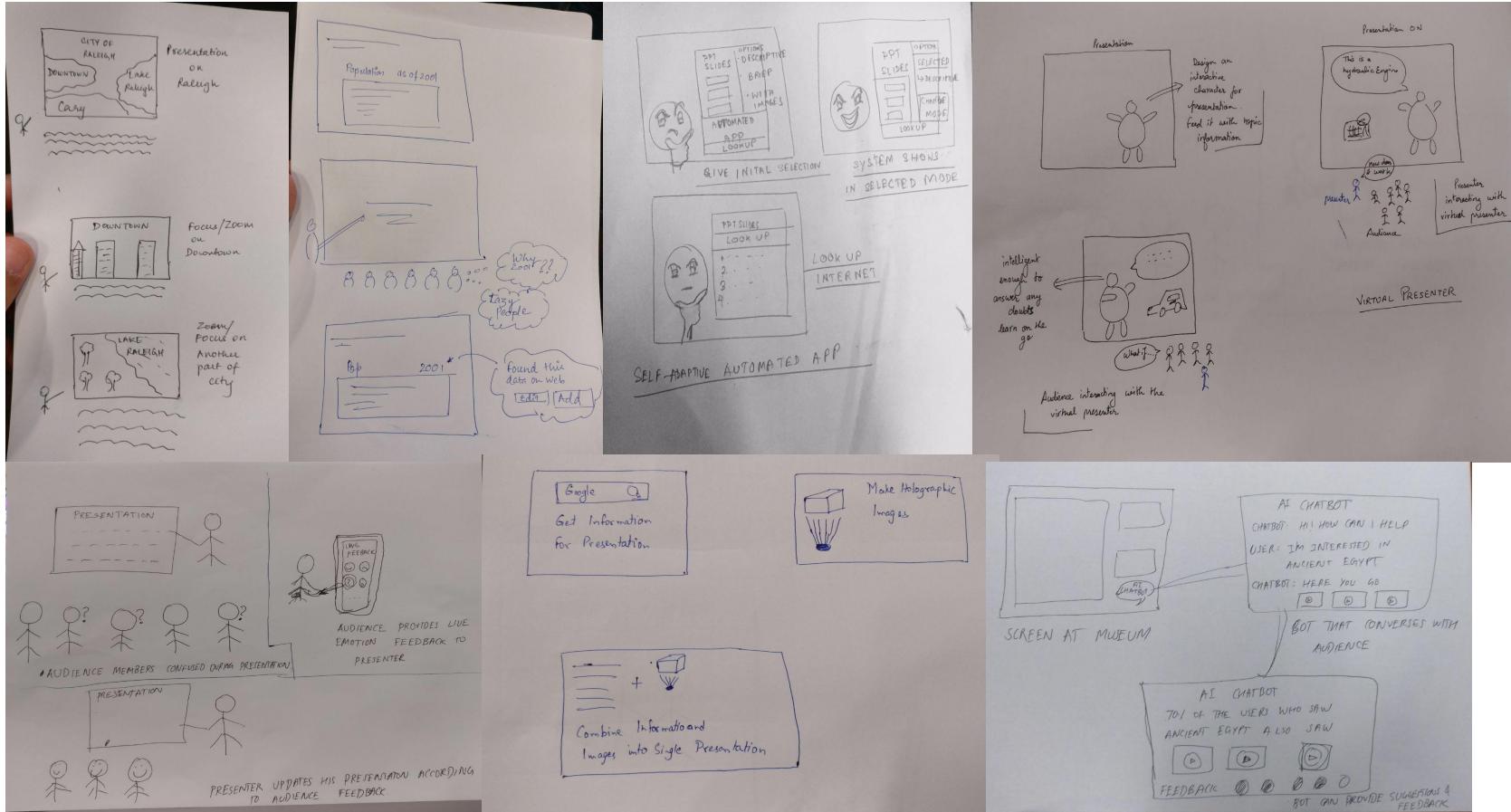
Crazy 8s

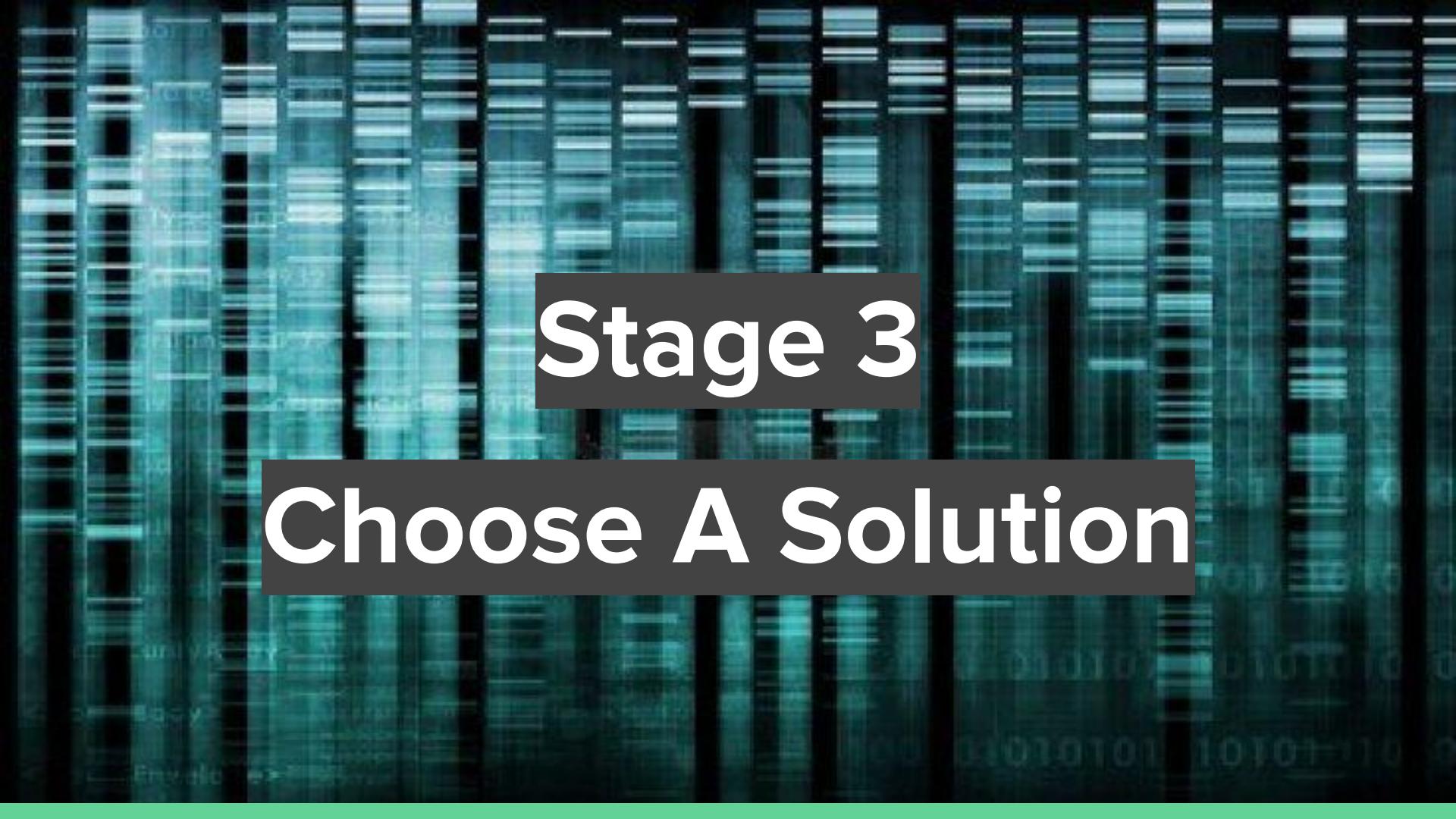


Demos



Storyboards

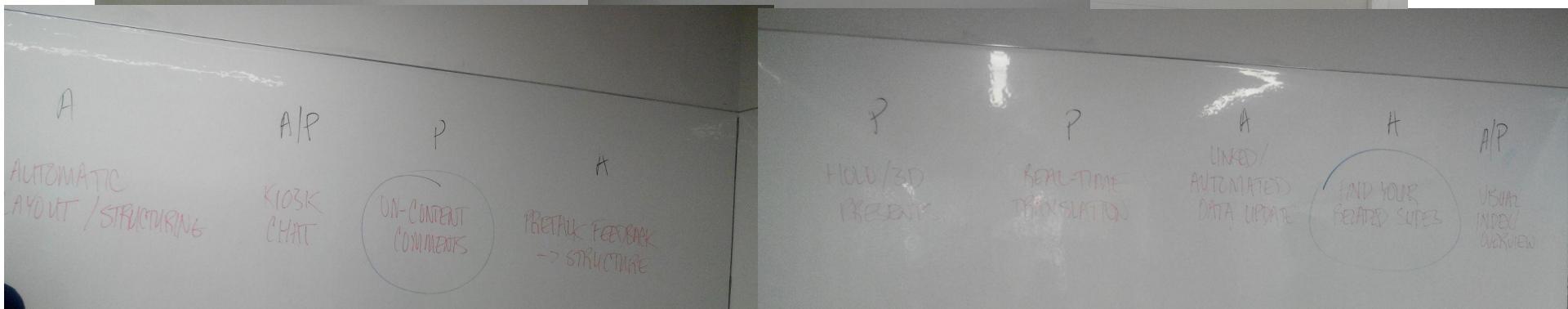
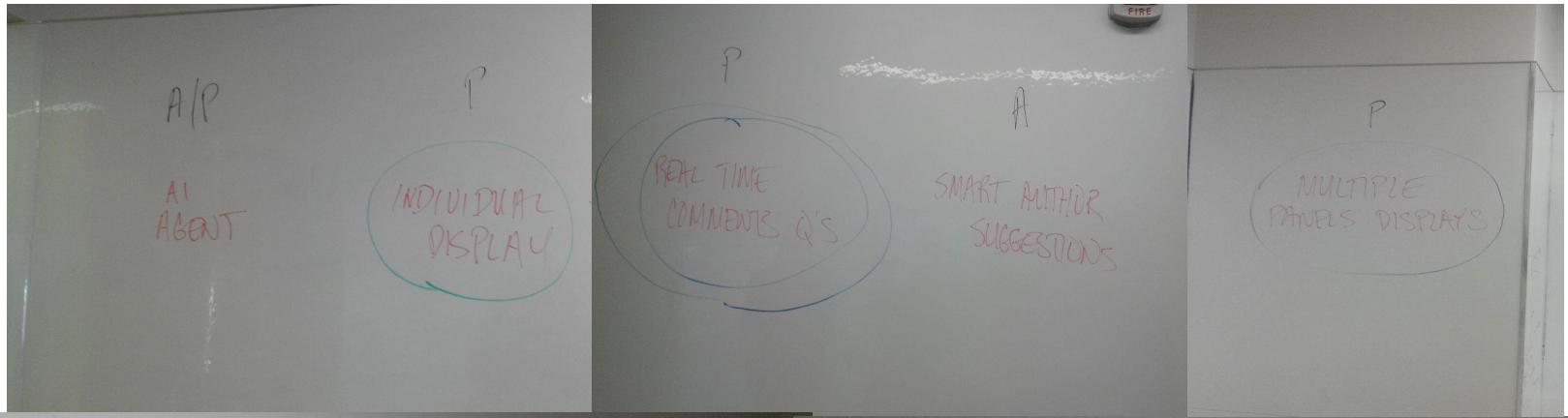




Stage 3

Choose A Solution

Displays and Votes

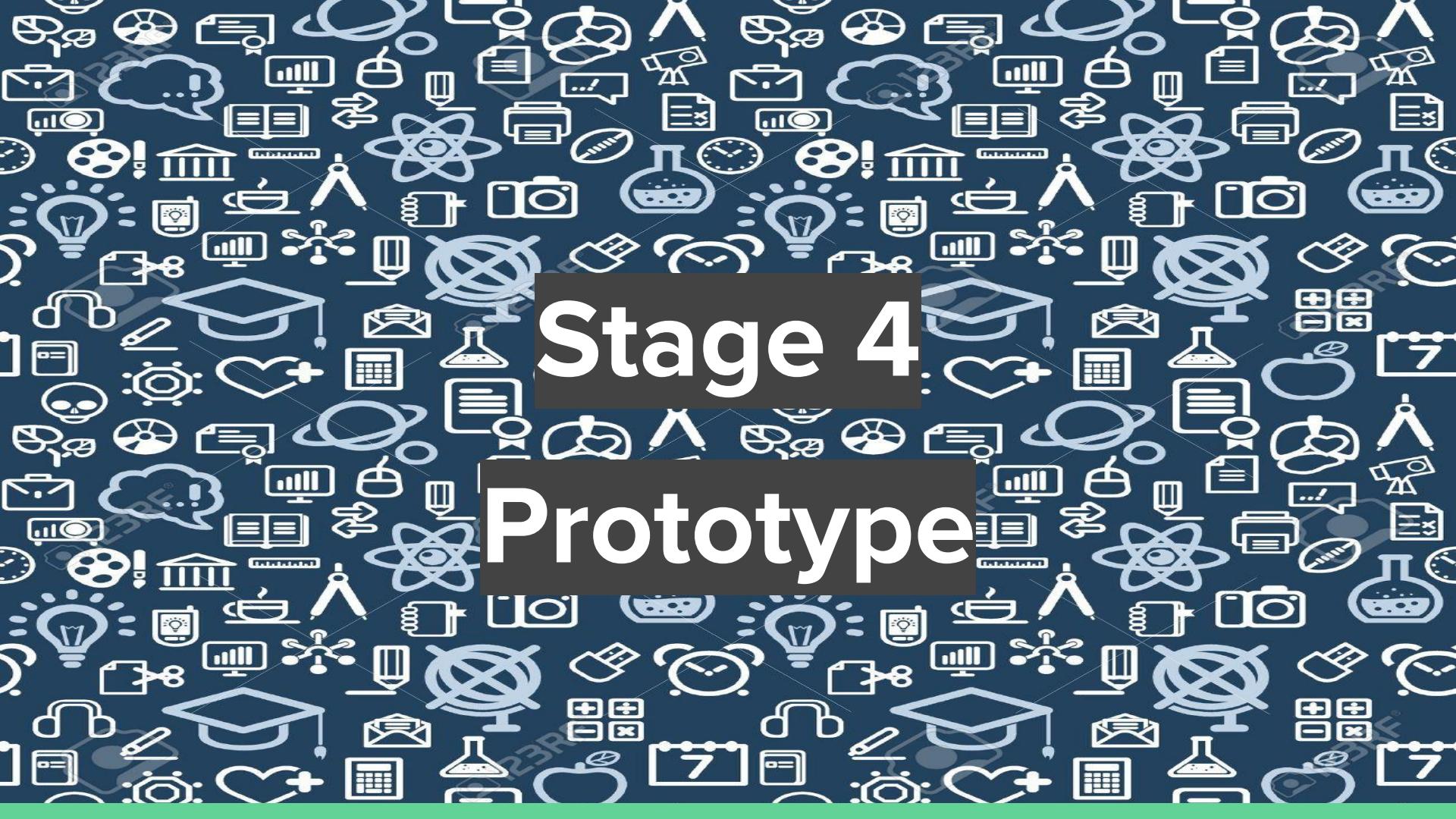


Final Votes and Decisions

The decider was interested in two scenarios for presentations, one was authoring a presentation and the other being making the presentations more interactive. For the scope of this project he chose these ideas which would help presentation be more interactive:

1. Individual Displays
2. Live Feedback
3. Comments and Annotation on the content
4. Multi-screen presentation





Stage 4

Prototype

Tools Used

HTML



JavaScript



Prezi

Proposed Mockup

The image shows a wireframe of a mobile application interface. On the left, a vertical sidebar displays seven numbered cards representing different screens or prototypes. Card 1 shows a search bar with placeholder text 'Find Kiley Krome using Google Maps Prototype'. Cards 2 through 6 show various stages of a map-based search for 'Kiley Krome' in Raleigh, North Carolina. Card 7 shows a map of a route. The main content area displays a Google search results page for 'doughnuts'. The search bar shows 'doughnuts' and the results page indicates about 6,200,000 results. The top navigation bar of the app includes icons for back, forward, search, and other functions, along with tabs for 'Background...', 'Layout...', 'Theme...', and 'Transition...'. Below the search bar, the Google search results are shown, featuring a map of Raleigh with pins for 'Dunkin' Donuts' and 'Kiley Krome Raleigh', several images of doughnuts, and a detailed card for 'Dunkin' Donuts' which includes a rating of 3.0 stars and reviews. At the bottom of the screen are six large, colorful emoji-style buttons labeled 'Like', 'Love', 'Haha', 'Wow', 'Sad', and 'Angry'.

Ask a question...

Akriti Bilala 6:50 PM Hello

Anonymous 6:51 PM hi

Anonymous 6:51 PM What's up

Like 0 Love 0 Haha 0 Wow 0 Sad 0 Angry 0

Live Tool Screenshot

Screenshot of a web browser showing a presentation slide and a chat interface.

The browser address bar shows: www4.ncsu.edu/~rshriva/ux/

The slide content is as follows:

PLACES TO VISIT BEFORE YOU TURN 30



The slide has a dark background with a large image of a person standing on a rocky beach at sunset, looking out over the ocean. Overlaid text reads:

Places to visit before you turn 30

The slide is presented in Google Slides, as indicated by the navigation icons and the "Google Slides" watermark.

Below the slide, there is a live poll interface:

- Icon: Cloud (chat)
- Text: chat-ux
- Icon: Chat input field (placeholder: Rachit...)
- Icon: Chat message count (2)
- Icon: Chat settings

Below the poll interface, there are five interactive icons with labels:

- A green turtle icon labeled **SLOW**
- A blue sign icon labeled **MORE DETAILS**
- A yellow emoji face icon labeled **Confused**
- A blue rabbit icon labeled **fast**
- A blue thumbs-up icon labeled **Like**

Below each icon is a small text box indicating the count of responses:

Category	Count
Too slow	0
More detail required	0
Confused	0
Too fast	0
Like	0



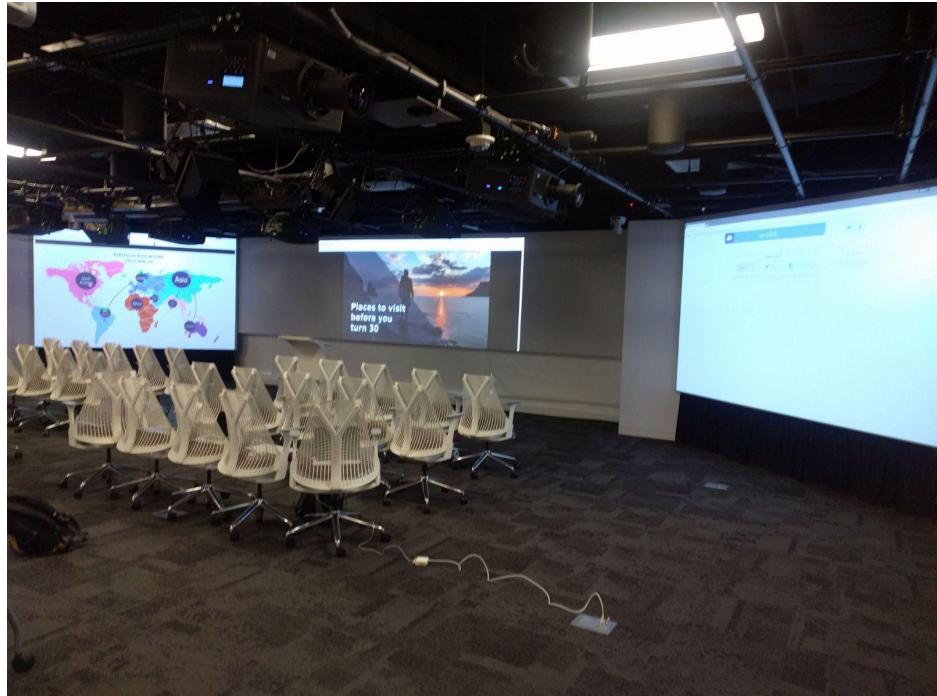
Stage 5

Evaluate

Interviews

Lab Setup

- Interviewer, Interviewee, Observers
- Teaching and Visualization Lab
- 5 Interviews \leftrightarrow 5 Participants



Results

The Good?

- The Chat Forum: Universally loved feature
- Live Feedback: Incredibly useful to have without interrupting the lecture
- Multi Panel View: New and novel approach and would like to see this more

The Bad?

- The Overview Utility: Audience had a difficult time getting used to this
- Multi Panel Confusion: Quite a few complained of being distracted

Future Work

- Add ability to add detailed notes because just drawing on top is not always sufficient
- Allow audience members to save a copy of slides along with annotations and notes for future reference
- Impose limitations on how often live feedback should be given for maximum effectiveness
- At the end of the presentation, allow audience members to view live feedback statistics of the entire presentation.

Thank You

Questions?

