

Space Narration:
Interactive Content Design In Mixed Reality

“THE LITTLE PRINCE”

Group 3 | Zhirui Bian, Qian Xu, Fujian Zhao



[BACKGROUND]

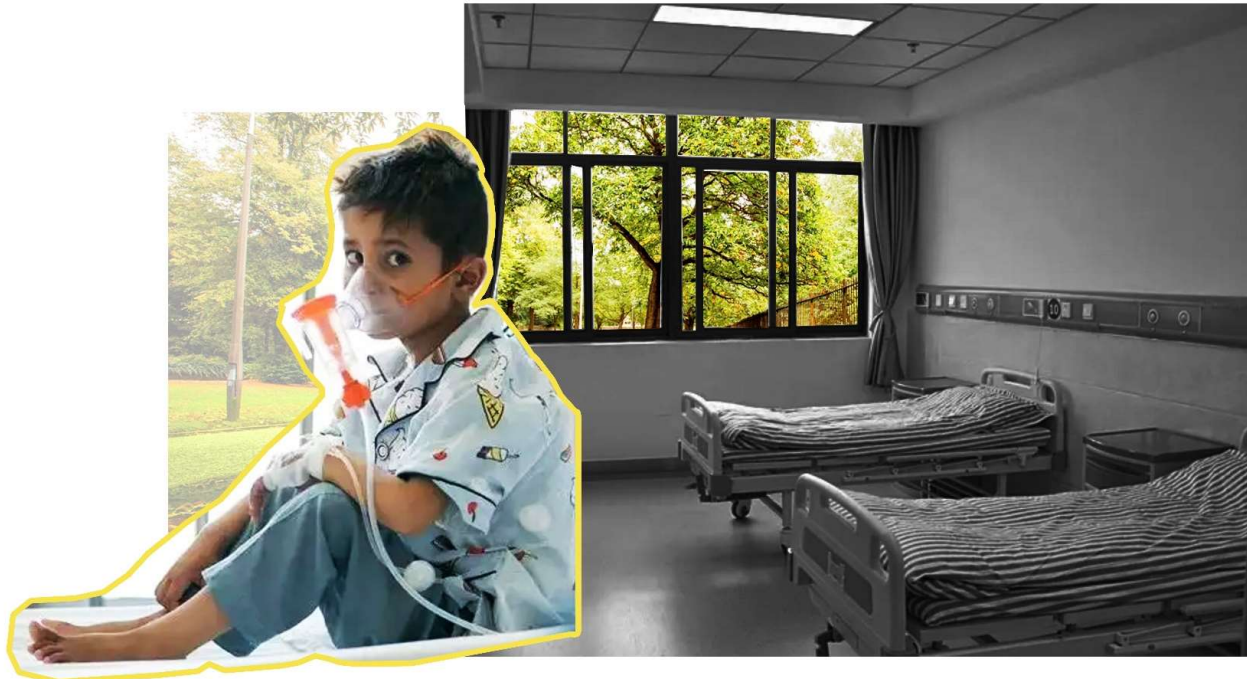
Children's outdoor healing garden is widely used in the accessory landscape of children's hospital. It is expected to play a good supporting role in the healing process of sick children.



But there are some children who have severe immune deficiency conditions or other diseases that prevent them from accessing outdoor gardens.



[PERSONA]



Profile

Age: 8

Occupation: pupil

Disease: pulmonary heart disease
(with prolonged hospitalization)

Current Feelings

isolated

bored

lonely

Personality

introvert

loving

inquisitive

Needs

- To connect with nature, especially plants
- Have more interesting activities to play inside the hospital
- To be accompanied

[INSPIRATION]



The Little Prince

Our inspiration comes from *The Little Prince* which is popular among children.

In this story, the little prince waters, protects and cultivates the rose. What he gives makes this rose special and strengthens the emotional bond between them.

[STORYBOARD]

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01 Encounter

When you walk, you will find a flower.

02 Cultivation

you can choose to grow her, and then the connection will grow as well.

03 Emotional Connection

While her blooms, she can feel your emotions and react to them.

[CONCEPT]

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In the children's hospital, cartoon patterns are painted around the corridors, rest areas and wards to reduce the tension of children when seeing a doctor.

Among all these areas, we chose the ward as the narrative space, because the ward is more private and convenient.

01 Encounter

Physical



Virtual



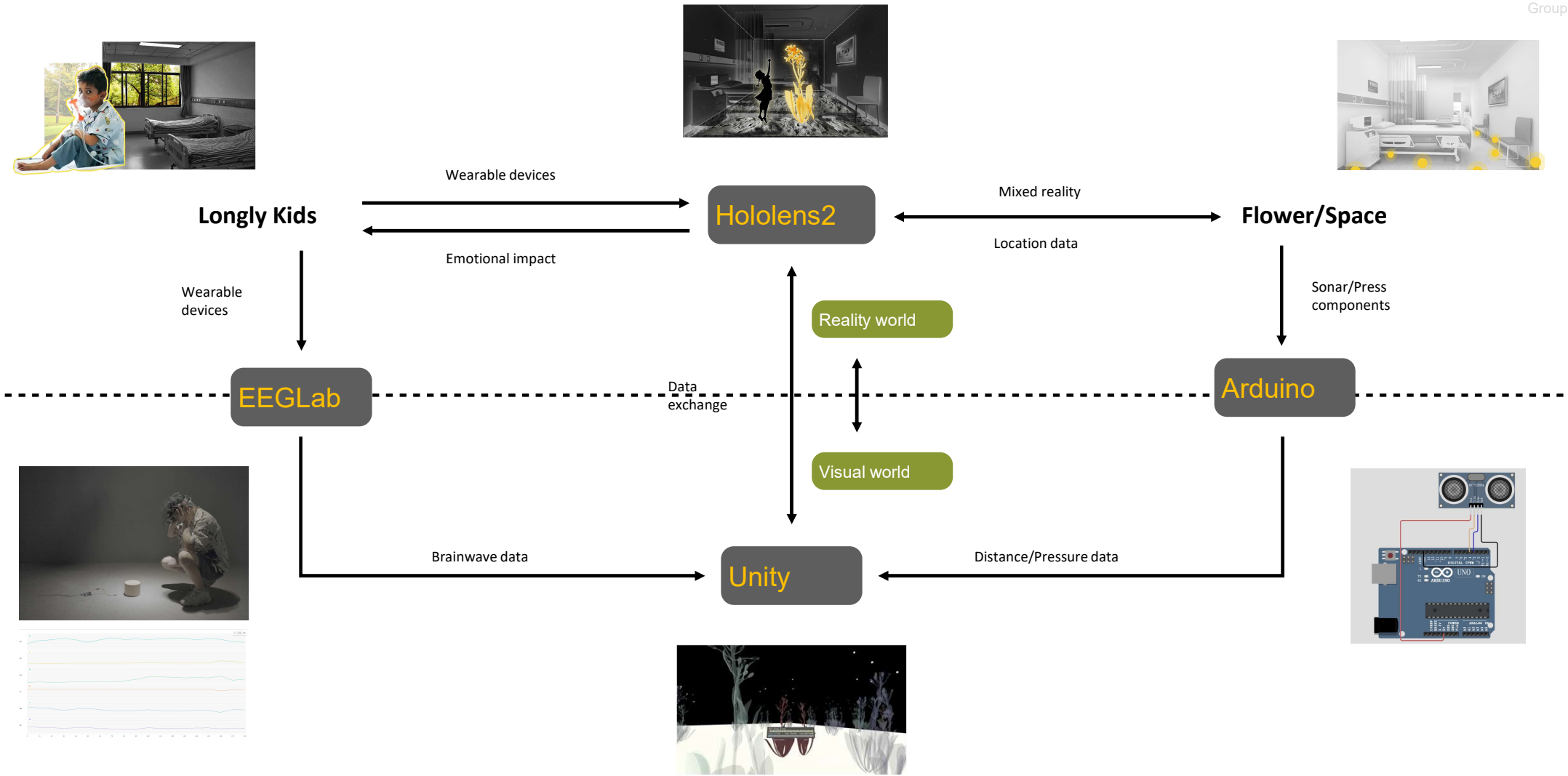
INPUT
location

OUTPUT
virtual
flower

Put some sonic range finders under the ground. When children approach, they can see virtual flowers wearing Hololens.

[INTERACTION FLOW]

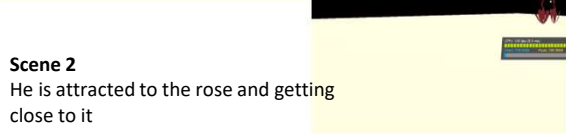
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[TYPICAL SCENE]



Scene 1
Little Prince notices a red rose in the
desert far away



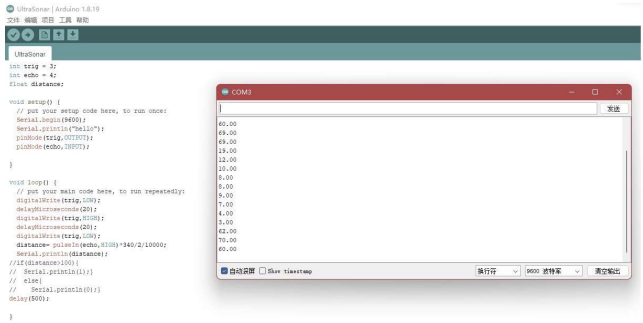
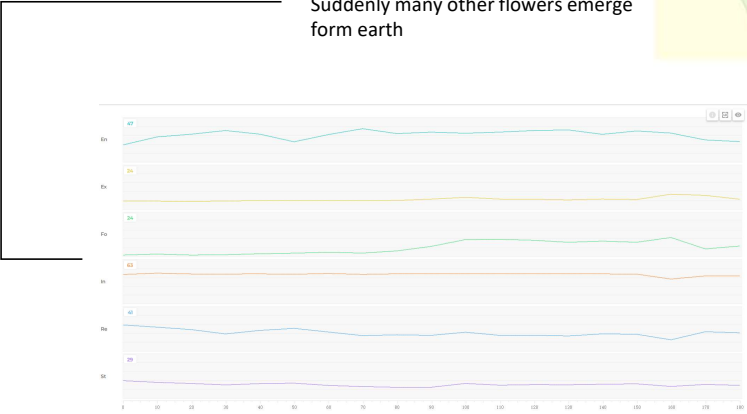
Scene 2
He is attracted to the rose and getting
close to it



Scene 3
He touches the rose carefully

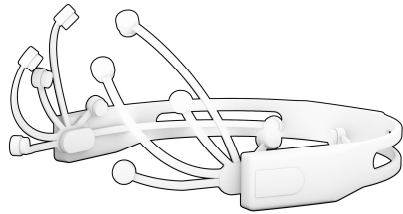


Scene 4
Suddenly many other flowers emerge
form earth



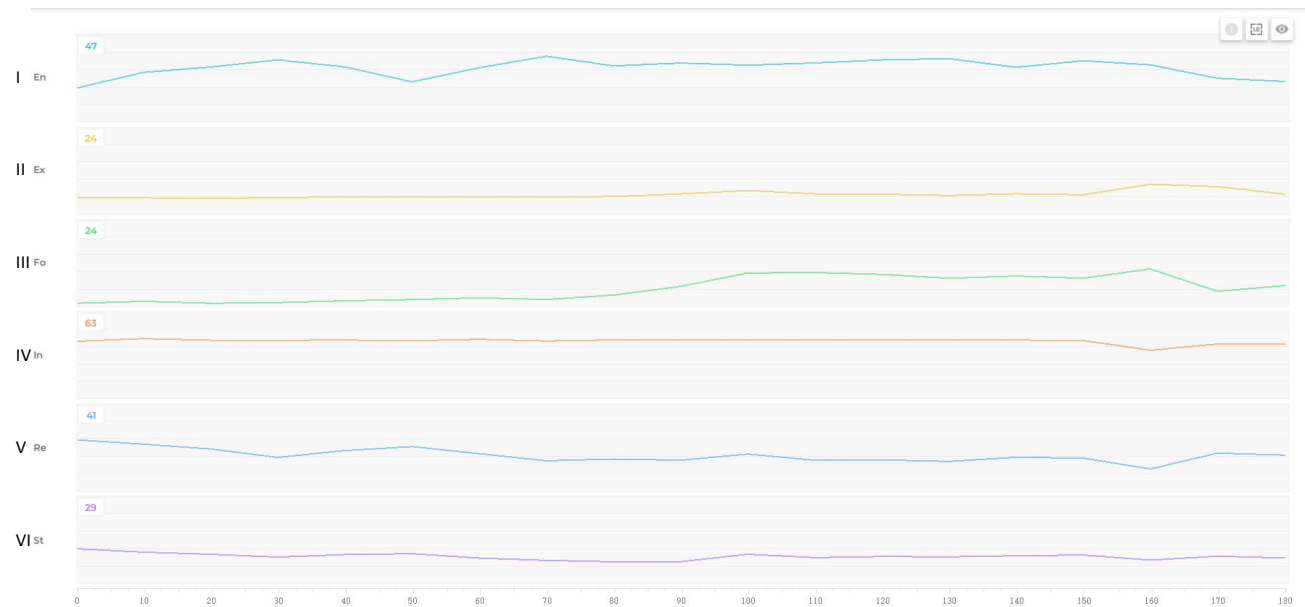
Scene 5
Fireflies dance among the flowers

[Physical Work]



EEG Emotiv is used as a tool to measure human emotions. When visitors look at flowers, emotional changes are used as input and the judgment conditions for flower changes. EEG will output **Engagement, Excitement, Stress, Relaxation, Interest, Focus**.

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I Engagement

II Excitement

III Focus

IV Interest

V Relaxation

VI Stress

[Physical Work]

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