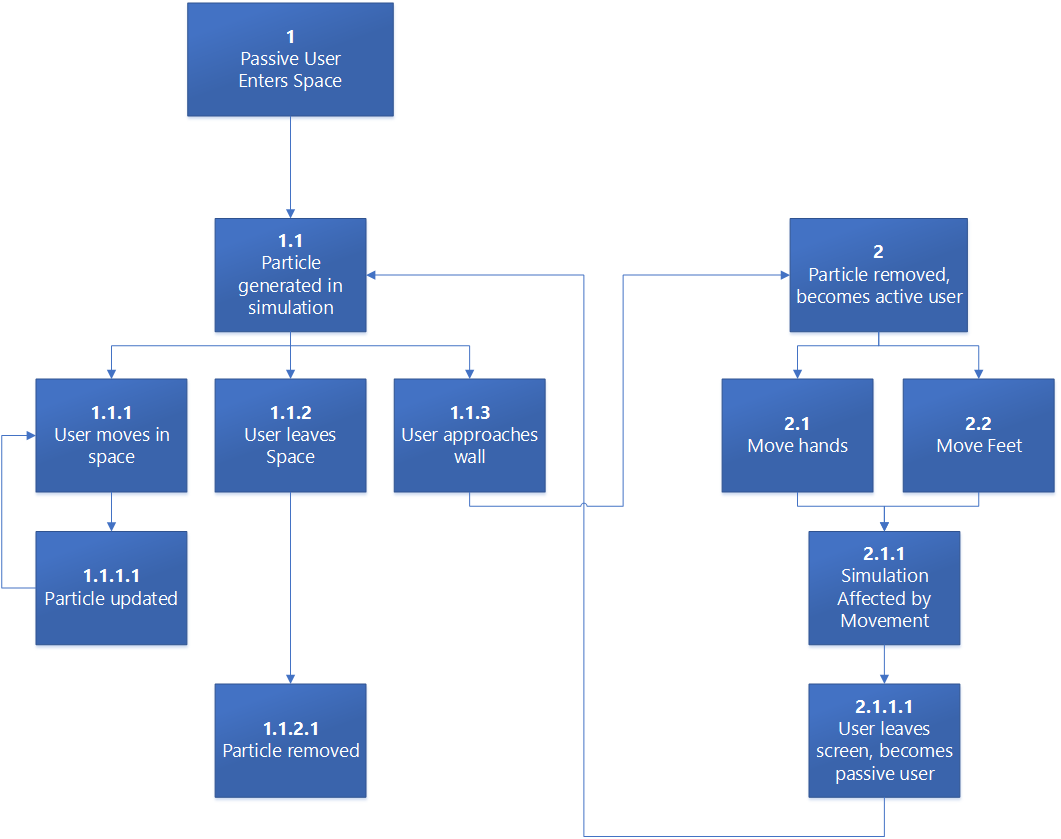
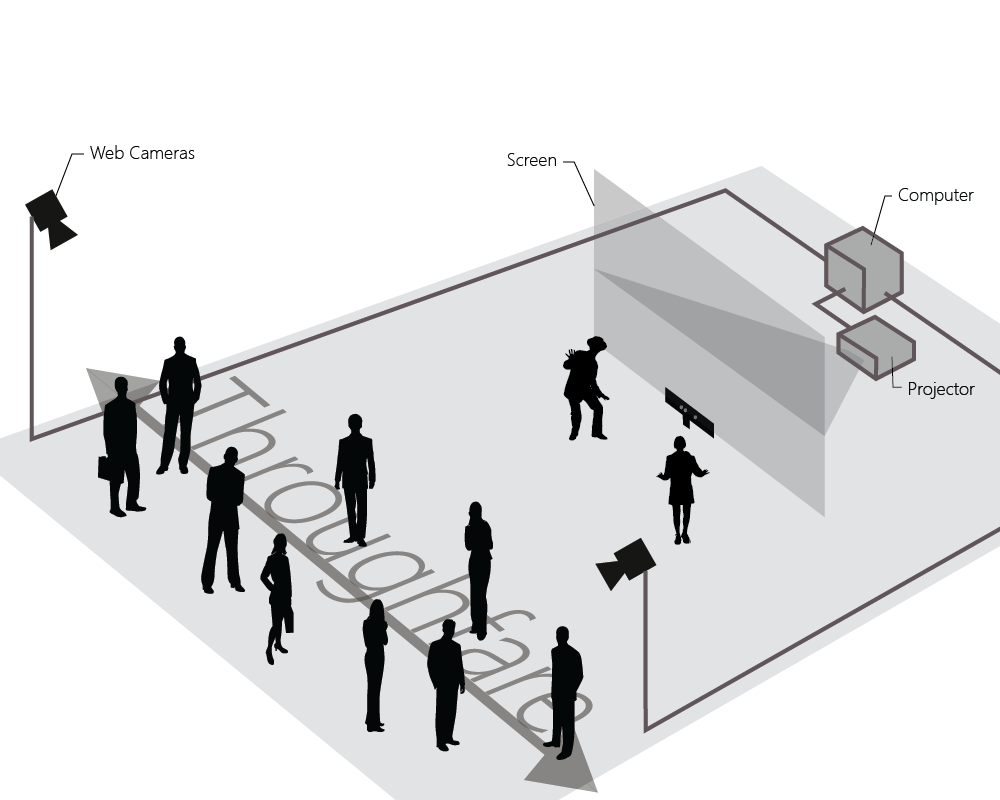
1. Architecture
   1. Flow chart of usability

\*groups

1. Wire Frames
   1. Mockup 2-4 different layouts
   2. \*physical layout
2. Diagrams & Physical Layout
   1. Diagram of installation setup

\*speakers

1. Design Comp
   1. Two complete mockups of visual
   2. Two different scenes / scenarios
   3. When a passive user enters the space a white particle is created and moves according to their position in the space. There is a grid of system-generated particles in the background. They turn blue and act “happy” when the white particle moves passed. When the active user moves their hands the background particles get “angry” and fly away. After a certain amount of time these particles try to return to their previous position.
   4. When a passive user enters the space a geometric shape is created. When an active user puts their hands over the screen, a “dial” appears. The use can hold the dial over the geometric shape to trap it. The dial then starts to turn red and then the shape explodes.
   5. When a passive user enters the space a small white hexagon is created. When they pass over the lights in the back ground the lights turn on. When an active user moves their hands across the screen the hexagons connect to the hands and the user can move them around as a group. The hexagons also grow larger and change colour when the active user moves their hands over them.