DECO1800: Contact Session

6 Thinking Hats

* Blue Hat: Concept
* White Hat: What do you know?

That there are articles about Australian wildlife in Trove -> zoo information

High interest in Australian animals especially for tourists, younger generation

* Red Hat: Negative too complicated, pretty good -> rather than scrolling down have a quick look option, Initial reaction was if it wasn’t developed it would be too simple -> not related to Trove that much, uniqueness lacking
* Yellow Hat (Positives): Easy to find information about the animals, visually appealing,
* Black hat (Negative): Too complex, how to make it stand out from other elements, how to attract young children, does it focus on and highlight the Trove information,
* Green (what can we do better): Quick look menu, implementing sound (with mute button), how to improve our interactive elements -> quiz,
* Blue (What do we do next): Complete concept doc

Tutor Feedback: Sounds of animals, Limit down to iconic animals, changing the animals set of animals will change for separate visits, exploration of habitats,

Purpose – More detail

Interactivity – Hide and Seek, Interchanging animals for each visit

Content – More detail

Background – More detail – how the idea was thought of, experience with Trove, what we discovered, difficulties how to filter and search the information for easy use to appeal for users

Research – More detail

Audience – Primary school children

Storyboard – Start

Mock Up – Start

Interaction Map – Once mock up and storyboard is complete