**Virtually Magic Application (Hogwarts)**

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Wii-Mote Buttons:

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| --- | --- |
| A | Walk or Fly |
| B | Draw |
| Plus | Toggle between Walk and Fly |
| Minus | Delete Drawing |
| Home | Reset App |
| 1 | Change Drawing Color |
| 2 | Help Menu/Maze Help |
| Left | Rotate |
| Right | Rotate |
| Up | Lumos |

Features of Application:

**Navigation:** This application is equipped with walking, flying, and rotation.

**Help:** At any time, you can click Button 2 on the Wii-mote to bring up a help menu which showcases the buttons and their functions.

**Dementor**- When you enter the room, the dementor appears in the wardrobe and moves towards you. The model stops moving just outside the front doors to the main room. The dementor also demonstrates a transparent model.

**Snitch**- There is a snitch flying randomly around the top of the scene in the first room.

**Drawing**- You can draw anywhere in the application and change the color of the drawing using the wii-mote. Have participants draw something and then walk around it to better visualize drawing in 3D.

**Mirror**- Participants can fly on top of the mirror in the main room and walk along it like a balance beam. It works best if the person walking has the tracked glasses, or if the person with the tracked glasses stands on the end of the mirror while other participants with 3D glasses walk along it. (A good time to talk about tracking and level of immersion)

**Bookshelf Disappears-** When you get close to the bookshelf in the main room, it disappears to reveal the entrance to the second room. Bookshelf reappears when you move away from it.

**Lumos** – Creates a flashlight in the scene. This feature works best when using it against bookshelf/trophy case/desk area in 2nd room.

**Rat under Armchair-** There is a model of a rat (Scabbers) under the British armchair. Having participants walk around the chair and look under it, helps emphasize the importance and usefulness of having tracked glasses and the ability to physically move around in the environment.

**Painting Slides-** The painting in the second room slides to the left when you get near it to reveal the entrance to the hedge maze. The painting will close again when you move away from it.

**Maze-** If you get stuck in the maze, click the help button and a set of white arrows will appear on the floor pointing you towards the exit. The maze exits through the wardrobe back into the main room. The wardrobe has a double textured panel, so from the maze, you can see into the room, but from inside the room, you cannot view the maze.