Virtual Venues

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Overview

- Problem & Solution
- Heuristic Evaluation
- Design revisions
- High-fidelity Prototype
- Demo
Problem

- Complicated software
- No venue access
- Rearranging lights
- No preview or rehearsal of lights
Solution

- Enter Virtual Venues
- Software
  - Straight forward
  - Integrated into visualizer
- Preview and easy modification of lights
Heuristic Evaluation

● No system status/progress bar
● Back button
● Fixture selection “front” and “back”
● No units of time
● Text size
● Design and visualize screens
Heuristic Evaluation

- Too few icons
- Poor instructions
- Fixture differentiation
- Light groupings
- Unnecessary visualization instructions
Design Revisions

- Streamline venue selection
- Bread crumbs
- Back button functionality
- Design screen
High-fi Status

● **Tools**
  ○ Oculus Rift
  ○ Leap Motion
  ○ Unity

● **Implemented**
  ○ Hand tracking
  ○ Button interactions
High-fi Status

- Unimplemented
  - Venue
  - Venue selection
  - Lighting design
  - Visualization
High-fi Status

- Wizard of Oz
  - Light show
  - Fixture list
  - Venue List
  - Venue creation
Demo

- Oculus Rift
- Leap Motion
- Enjoy