Virtual Venues:
Medium-fi prototype

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Overview

● What we learned from low-fi and wanted to change
  ○ Simpler interface
  ○ Option to select lighting fixtures
  ○ Option to time cues
  ○ Clearer visualization screen

● We chose to use proto.io to prototype our touch screen even though we have a VR application
Task 1: Lighting Placement

● Functions
  ○ Unique drag-and-drop functionality
  ○ Top view and side view in 2D
  ○ Ability to adjust lights in groups

● Changes
  ○ Fixture placement versus lighting position
Task 2: Lighting Adjustments

● Functions
  ○ Light and group selection
  ○ Vantage point of light
  ○ Custom “drawn” movement
  ○ Tabs

● Changes
  ○ Preset options
  ○ Timing cues
Task 3: Visualization

- Functions
  - Play, pause, rewind, or fast forward
  - Position adjustment
In the low-fi prototype, users could tap to create a hanging position in the 2D light plot and could group lights, but had no option to select a type of lighting fixture.
Revised UI: Tools and Presets

In the low-fi prototype, the editing panels were placed differently and were more difficult to distinguish from the cue list. We lacked delay cue options and a timeline.
Revised UI: Screen Purpose

In the low-fi prototype, the UI for the visualization screen, though simple, was not immediately intuitive and made it difficult for the user to understand how to navigate in the venue.
3 Tasks Demo

Medium-fi Prototype
Prototyping Tool - Positives

- Proto.io
- Great for creating feel of real application
- Great for layout design and fine-tuning dimensions
Prototyping Tool - Negatives

- Did not let us visualize lights at all
- Difficult to sync 2D maps
- Couldn’t collaborate on same project simultaneously
- Too many buttons and links/possible paths to practically implement
Summary

- We designed a lighting adjustments screen that we found cleaner and more intuitive
- Added lighting fixture options
- We weren’t able to add a lot of links and features due to prototyping tool
- Still very different from VR -- only the touch screen UI