

Project 2: DESIGNING AUGMENTED REALITY TO SOLVE AN INFORMATION PROBLEM

INFO 300 Intellectual Foundations of Informatics

Due: Tuesday, November 26 at the beginning of class.

If you wish to work in a group on this project you must inform me in writing (email is fine) no later than Tuesday, November 19. All other general project guidelines apply.

Reminder: Final project topics are also due by Tuesday, November 26.

PROJECT 2: DESIGNING AUGMENTED REALITY TO SOLVE AN INFORMATION PROBLEM

Imagine that you are an “interactive designer” in a cutting edge R&D lab. Your group is working in the area of *augmented reality*. [Note: Another group works in the area of virtual reality; be sure that your design fits unambiguously in the area of augmented reality.] Your Group Manager has asked you (and the other members of your group) to design an innovative, believable and useful augmented reality artifact for a population and context of your choosing (e.g., for parents with young children in a preschool; for elderly living alone; for office workers). There must be a clear information problem that your design helps to solve. The top three designs put forth by the group will be presented to the company president and potentially developed into products.

To develop your design, you will need to: (a) identify an information problem that could be solved (at least partially) by the introduction of an innovative augmented reality artifact; (b) identify a context of use and population of users; (c) create a “mock-up” of your design, and (d) develop 2-3 scenarios of use that illustrate how someone might actually use your design (you may convey your scenarios through writing, through some combination of drawing and writing such as a storyboard or “comic” strip, through a video demonstration or other media).

Some ideas for developing your design: As in Lab 6 when you designed a voice interface, be clear about the context of use and the characteristics of your potential users. Brainstorm qualities of your potential users and how a new design might help them with a designated information goal or task. In addition, as in Lab 3 when you designed icons, brainstorm at least three different solutions to the design problem. Then evaluate your multiple solutions, incorporate the best elements from each, and arrive at a final solution.

When your design is complete, write a 3-5 page brief for your Group Manager that [i] describes the information problem to be solved, [ii] sets the broader context for augmented reality, [iii] outlines the population your design will serve, [iv] provides a flavor of your design’s use through 2-3 scenarios – you can point your Group Manager to any relevant storyboards or videos you have developed here (be sure to turn in copies of any of these), and [v] highlights the innovative aspects of your design.

What to Turn In: On Tuesday, November 26, turn in (1) the “mock-up” of your interface or augmented reality artifact, (2) a copy of your 3-5 page brief written for your Group Manager, and (3) any accompanying story boards or video demonstrations. If you have electronic materials, please save those to the ‘PROJECT 2’ directory under ‘INFO300’ in the ‘Temporary Folders’ drive on the iSchool network ([\\fileserv.ischool.washington.edu\data\INFO300\PROJECT 2](http://fileserv.ischool.washington.edu/data/INFO300/PROJECT2)). You can access this folder by SFTPing into the students.ischool.washington.edu as well. You will be graded on how well your design helps to solve the information problem as well as on the degree of innovation.

Class Presentation: Also, for Tuesday, November 26 (we may carry over to Tuesday, December 3), please prepare a brief (3-minute) presentation of your project for the class. You may demonstrate your “mock-up”, show storyboards, or use other means to help us understand what information problem your design helps to solve and how your design works.