(15 pts 30-45 minutes) Discuss how your project—not your interface—did well using, thinking about, or managing two topics from class. Then discuss how your project could have better used another topic from class. Avoid ideas we've used a lot in HFS (“our interface has great feedback” = not what we're looking for).

One prominent topic in our project is non-traditional input devices. This topic, which was brought up during the Siftables hot topic, was quite interesting. Also, on The Midterm, there was a question about the Sixth Sense device. This device explores how users are able to interact with digital environments projected into the real world. The topic revolves around finding natural and meaningful ways for users to send input to digital interfaces. These interfaces can be a computer program, video game, or something novel like Sixth sense. When our group decided on making a virtual reality interface for playing board games, we had to decide how player actions in the real world would be translated into actions in the virtual space. After discussing the virtues of augmented reality input, versus something tangible like Siftables, and coming up with our own device, our group decided that a custom board game piece would be most appropriate. Moving the board piece would have a one-to-one correspondence with moving the game piece in virtual reality. This design was chosen because it afforded the most natural way to play a game without having the game right in front of the player.

Another topic that was prevalent in our topic was ubiquitous computing. This topic is about how machines will provide computation or services when and where people want them to, without disrupting the daily activities of life. This is not the same as just immersing people in technology. Ubiquitous computing is when the machines are invisible and provide their services when necessary. This relates to our project, because we wanted players to feel like they were playing a board game with their friends, not that everyone was interacting with some shared machine. There were also subtle changes to the Clue (the board game we used for testing), to make it easier to play, such as having the computer move the accused player and weapon to the appropriate room.

One topic that our group could have implemented better was prototyping the interface. Before V3 of the V3 interface, which turned out quite well). The idea of prototyping is to get a general feel for the scope of the project as well as to model the specific details about a specific subsystem of the design. Prototyping allows designers to rapidly respond to problems that occur in the interface and quickly improve that part of the design. Our group struggled with this during V2 because we were unsure of how much fidelity and what exactly we were trying to model. Although our V2 was important, if we had thought about what we wanted to prototype and how to prototype that part of the design, the overall project might have turned out a little better. Specifically, for V2 we focused on the menu interface even though we had not actually tested the scope and feel of the virtual world and virtual interface itself.

3 topics

really good.