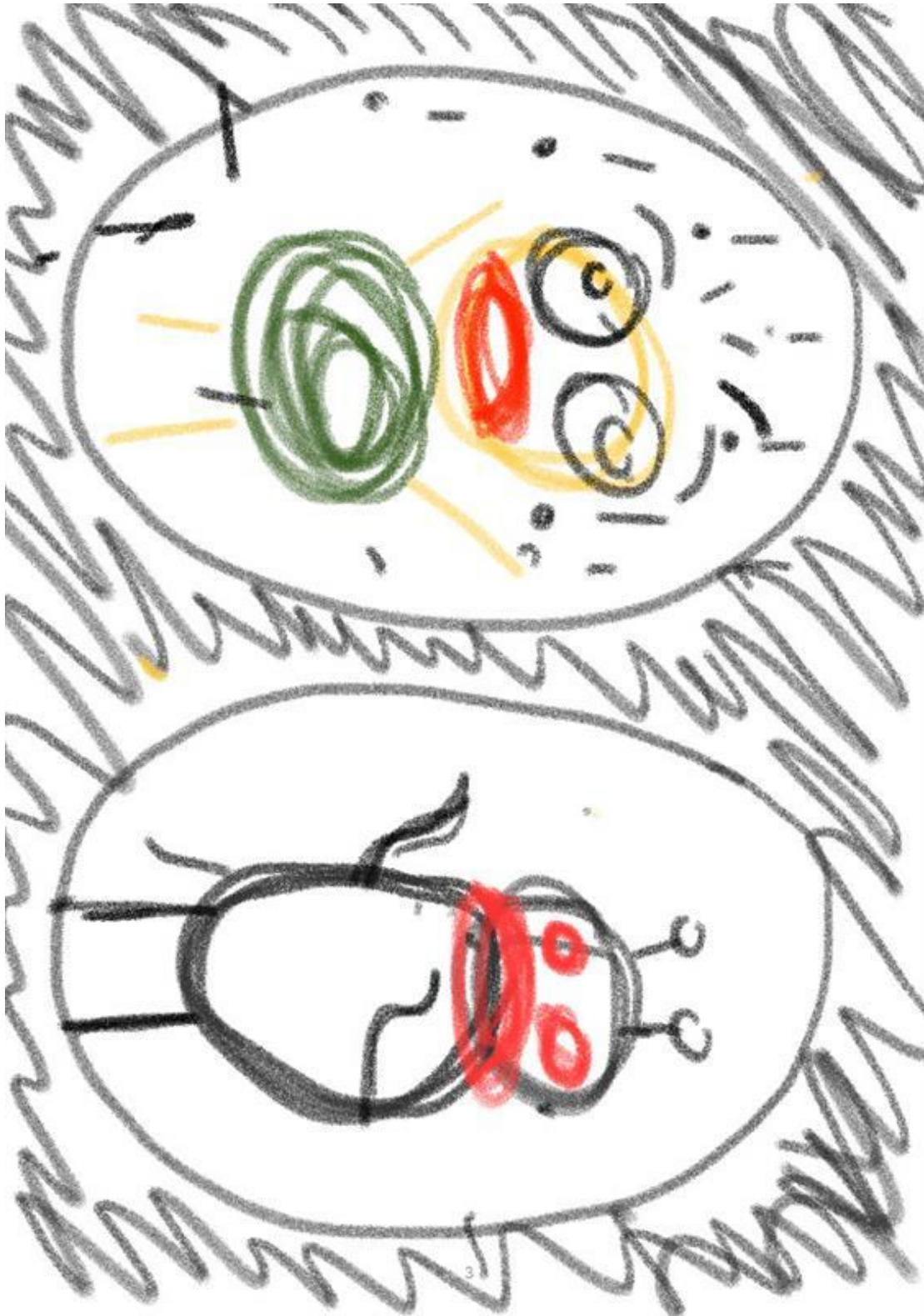


Pictures of the prototype :
Kids drawings :



Mommy

Kate

Rob

Me

Daddy



Posters :

 **Robo number rhymes** 

 **One Two**  **Five Six**

 **Don't let**  **Hit them with**
them see you! **bricks**

 **Three Four**  **Hide before it's**
 **Close the door...**  **too late.**

 **robot**
hide and
seek 

Don't let them find you

 **Hide under desks**  **Masks on**  **Doors locked** 

Windows boarded



DON'T FORGET YOUR MASK!



M - MOBILE
A - AUTONOMOUS
S - STEALTH
K - KIT

Canada 

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INCASE OF ROBOT LOCKDOWN

1. GRAB "MASK" AND PUT ON IMMEDIATELY
2. PROVIDE TEACHER SUPPORT TO BOARD WINDOWS
3. HIDE UNDER DESK

IF THERE IS NO TIME TO BOARD WINDOWS

1. ESCAPE CLASSROOM AND RUN TO EMERGENCY BUNKER
2. HIDE UNDER ALUMINUM FOIL BLANKETS UNTIL FURTHER NOTIFIED



REMEMBER

**THEY CAN SOUND AND
TALK LIKE US SO DO
NOT MAKE A NOISE
UNTIL THE AUTHORITIES
OPEN THE DOOR**

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THE SENSES



Watch for robots! Don't let them see you!

Don't touch the robots!



Taste your rations! Make sure it's not moldy!



Listen for drones flying! Avoid gunshot noises!

If you smell a weird scent, put on your gas masks!





Tests :

Test ID	Test Objective (Why)	Description of Prototype used and of Basic Test Method	Description of Results to be Recorded and how these results will be used (How)	Estimated Test duration and planned start date (When)
		<p>The classroom and some posters on the wall.</p> <ul style="list-style-type: none"> ● full classroom (with desks and chairs) ● Shelves with masks on the wall <ul style="list-style-type: none"> ● the posters will be blank ● the dimensions will be as high fidelity as possible ● Sound effects (ringing and message from the director) ● Posters with drawings on them <ul style="list-style-type: none"> ● ABC's on the walls ● Camera that shifts with the arrow keys 		

1	Time duration of product	We will be testing this by roughly timing the time that it takes the camera to move throughout the scenarios. This should take us between 30 and 40 seconds since there will be no interactions for this prototype.	We will do 5 trials, which use different combinations of pathways in order to find the most convenient and efficient one. This will be recorded by using a table, writing down the pathways used for each test and recording the amount of time elapsed.	The test duration should be about an hour. We will be satisfied when the time reaches 20 seconds or when 5 trials are done.
2	Precision of message/ focus on message: Narrative effectiveness for the posters	This will be tested by showing people that we have identified in different user personas, our posters and asking them 3 questions each : How concerned does this make you feel? Do you understand each of the steps? How much does this motivate you into taking action? Their response will be on a scale of 1 to 10. (1 being the lowest and 10 being the highest) And their suggestions will be noted. This can be done by either showing them the prototype or sending them a recording of it.	We will have at least 10 feedback samples from this test. Each answer to the questions will be recorded using a table. We will make a mean of each column of the table to determine how successful or unsuccessful our product is.	The test duration will be from when the prototype is finished to when the deliverable is due (time constraint). However, we do want a minimum of 10 feedback samples.
3	Immersion of the user in their environment	This will be tested by showing people that we have identified in different user personas, our prototypes and asking them 3 questions each : How much do you feel immersed? Is this realistic to you? What could be improved? Their response will be on a scale of 1 to 10. (1 being the lowest and 10 being the highest) And their suggestions will be noted. This can be done by either showing them the prototype or sending them a recording of it.	We will have at least 10 feedback samples from this test. Each answer to the questions will be recorded using a table. We will make a mean of each column of the table to determine how successful or unsuccessful our product is.	The test duration will be when the prototype is finished to when the deliverable is due (time constraint). However, we do want a minimum of 10 feedback samples.

4	Readability	This will be useful for determining the user experience of reading each poster. Our project is intended for everyone therefore it should take no longer than 30 seconds for one person to read every poster and article that we created for the class.	This will be tested by asking random feedback givers to read all the posters and not down any comments about the text size, readability and contrast with other colors. We will also time them while they perform this task. All results will be recorded in a table containing the amount of time taken to read the posters and the comments on them.	The test duration should be about 2 hours. We will ask at least 5 feedback givers for this.
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Test analysis :

Test 1 :

Time duration of product :

The reason this test has been repeated is so that we can optimize the time duration in the new environment. This is because even if the dimensions are quasi-similar to the other prototype, there still are elements that make this prototype different and that can make the time duration faster or slower. An example of this could be the placement of the chairs in the environment. It is true to say that the placement is now diversified (not in rows like the previous prototype) to make it look more like a kindergarten classroom.

Trial index	Duration (s)	Combinations of paths taken
1	1:00.36	1 2 3 4
2	59.80	2 4 3 1
3	1:18.98	4 3 2 1
4	1:09:54	2 3 4 1
5	57.92	3 4 2 1

Test 2 :

The reading time is a vital element of our prototype. This is because the faster and easier the elements are to read, the more the client and users will understand the concept of our product. We have set a maximum

time for our prototype as 1 minute and we want the user to be able to read all posters easily. Therefore, if the reading time of all of our contestants is more than that, it should be apparent the text is not very readable. While testing, we have gotten several elements of feedback. To begin, the ABC poster letters are too small to read. This is something that we can change by making them larger on the poster. To continue, the yellow wording was not legible. Therefore, we will darken the outline of the word. Also, some feedback givers have mentioned that the newspaper was too small to read. This meant that There would also be a feedback column for people who wanted to give more feedback on the subject. Finally, one feedback giver mentioned that the orange poster's letters were too small to read, so we decided to change the side of the poster and the letters to make them bigger.

Trial index	Duration (s)	Readability feedback
1	1:07.16	For the ABCs, the letters are quite small. Making them bigger would be helpful to read better. The posters are very child-friendly
2	1:23.09	The yellow wording on one of the posters was not legible in the situation. I love the colours on the ABCs posters
3	1:34:10	The newspaper was too small to read.
4	54:32.32	The words on the MASK poster were very difficult to read.
5	59:51.11	The orange poster's letters were too small.

Feedback from Users (tests 3 and 4)

- The judges, professor and class

What they want to see:

- Decision makers: representation of a hypothetical free use of automated robots around the world. Show the destruction and consequences.
- Class, Regular person: interesting VR about automated robots
- Innovative and well-structured VR that shows the consequences of automated robots (message).

User Personas	Goals	Personality	Activities	Sensibility
Lola (peace)	-Helping communities -spreading awareness about suffering	-Very involved -leader -concerned for others	-volunteering -spreading awareness about violence -advocating for world peace	-high
Edward (decision makers)	-working in the government -earn money -managing a country	-fast paced environment -concerned for himself		-low
Regis (regular person)	-earn money - live peacefully	-Wants things done fast - Not much concern for others - Dislikes change in environment	-regular person activities	-moderate
Amy (army)	-learn about new weaponry in the army -help technological advances	- is intrigued by technological advances -is an engineer -Concerned about money	-researching tech -developing weaponry	-low

Questions :

1. How concerned does this make you feel?

2. Do you understand each of the steps?

3. How much does this motivate you to take action?

The feedback that we have gotten has helped us prove that our product has improved greatly. This is because the average in all sections is much higher than that of the first prototype. However, some feedback givers mentioned that they were slightly confused in the first few minutes of the simulations and that they did not know where to start. It is for this reason that we have decided to add an audio recording to our sound to put the users in a situation and explain the environment as they go. This would also ensure that no one would be confused and that they would know exactly what to do. Finally, this decision also helps us add some realism to the environment, by helping shift the atmosphere.

Feedback giver number	User persona	Question 1 Grade (/10)	Question 2 Grade (/10)	Question 3 Grade (/10)
1	Regis	8/10	7/10	6/10
2	lola	7/10	9/10	6/10
3	Edward	9/10	7/10	8/10
4	Amy	7/10	9/10	4/10
5	Lola	9/10	6/10	9/10

Questions :

4. How much do you feel immersed?
5. Is this realistic to you?
6. What could be improved?

This test also helped us determine if our prototype was becoming more convincing and realistic. This is the case because the average grade for each section was much higher than that of the previous prototype. Many users mentioned that the posters on the wall were very clear and helped show that it was a kindergarten classroom. The details such as the cubbies, the rocket painted on the wall and the other accessories also helped us display a kindergarten classroom. We had received feedback saying that adding a message describing what events are taking place could help us tell a story.

Feedback giver number	User persona	Question 1 Grade (/10)	Question 2 Grade (/10)	Question 3
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1	Regis	9/10	8/10	Adding a message that would guide the person or at least explain what is happening.
2	Lola	7/10	8/10	Some of the posters were tough to read
3	Edward	6/10	6/10	Yellow text is hard to read
4	Amy	8/10	7/10	Not sure if I love the FNAF music
5	Lola	10/10	9/10	More detail couldn't hurt

BOM update :

Printing paper was added because we wanted to make flyers that we could give to judges and anyone who desired. This would help us highlight the most important parts of our prototypes and show some aspects of our design that the judges might not have had time to see during the testing phase. The double-sided printed paper costs \$0.48 per paper and we had decided to print 23 papers, giving us a total of \$11.04.

Bill of Materials

Item Name	Description	Unit Cost	Link	Total Cost	Status
Classroom Props		\$5	https://assetstore.unity.com/packages/3d/props/interior/classroom-props-22141	\$5	
Wooden Plank	For boarding up windows	\$0	https://www.turbosquid.com/3d-models/free-3ds-mode-woodern-plank/1082125		
Mixamo	3-D Animation Software	\$0	https://www.mixamo.com/#/		
Blender	3-D Computer Software	\$0	https://www.blender.org/		
School Assets	School Asset Pack	\$0	https://assetstore.unity.com/packages/3d/environments/school-assets-146253	\$32	Bought
Kindergarten Interior	Kindergarten Classroom	\$20	https://assetstore.unity.com/packages/3d/props/interior/kindergarten-interior-111197		
Printed paper	Flyers that we will print in colour	\$0.48	https://www.uottawa.ca/library/services/print-copy-scan	\$11.04	