Project Deliverable H: Prototype III and User Feedback
GNG 1103- Engineering Design
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Introduction:

The report will focus on the analysis of the third prototype, marking the conclusion of the project with this final product. This iteration builds upon the second prototype, addressing identified deficiencies and incorporating enhancements based on testing feedback. The additional features and refinements made during this phase will be elaborated upon in this deliverable, ultimately culminating in the presentation of our finalized product on design day.

User Feedback;

We interviewed 3 people and we made them write what they thought of our third and final prototype instead of paraphrasing so that we know exactly what to change and what feedback is given directly to us.

1: "I like the addition of more personalized assets throughout, which gives a more tailored experience compared to the previous prototype where it was as emotionally attaching, and also the style environment more believable. My one suggestion for improvement is adding more small assets that make the environment feel as though it's being lived in."

2:” Atmosphere is really good now and I can see that the lighting is better than before, i can tell now what happening in all areas of the environment and I can feel the ambiance and the mood that you're going for”

3:"The attention to detail in incorporating a diverse range of ambient noises has truly enhanced the overall experience. It adds a rich and immersive layer to the environment that greatly contributes to the overall appeal of the product. After the previous testing session they had me do i can tell it has improved greatly and looks amazing as is Fantastic job!"

Test Plan and Analysis:

Our prototype is a virtual reality clip designed to depict a dystopian future where AI-controlled robots have wreaked havoc on society. Players experience a scene where a parent is picking up their child from school, witnessing the destruction and danger caused by rogue AI.

Prototyping Test Plan:
Objective:

To evaluate the effectiveness and impact of the VR game prototype in conveying the potential dangers of unchecked AI killing capabilities.

Scope:

The prototype will cover a specific scene where a parent picks up their child from a school in a world devastated by AI-driven violence.

Participants:

Target audience: Adults concerned about AI ethics and technology impact and how it affects daily life.

Procedure:

Participants will wear the VR headset and experience the scenario.

Tasks:
Observe the environment, interact with elements, and reflect on the potential consequences of uncontrolled AI.

Metrics:

Participant engagement duration.
Number of interactions with the environment.

Participant feedback on the emotional impact.

Prototyping Analysis:
User Feedback:

Look back on client feedback

Observations:

Participant reactions to specific scenes or elements.
Notable user interactions within the VR environment.
Requirements:

Evaluate if the VR prototype effectively communicates the intended message about AI dangers.

Results Documentation:
Quantitative Data:

Average engagement time: 30 seconds - 45 seconds.

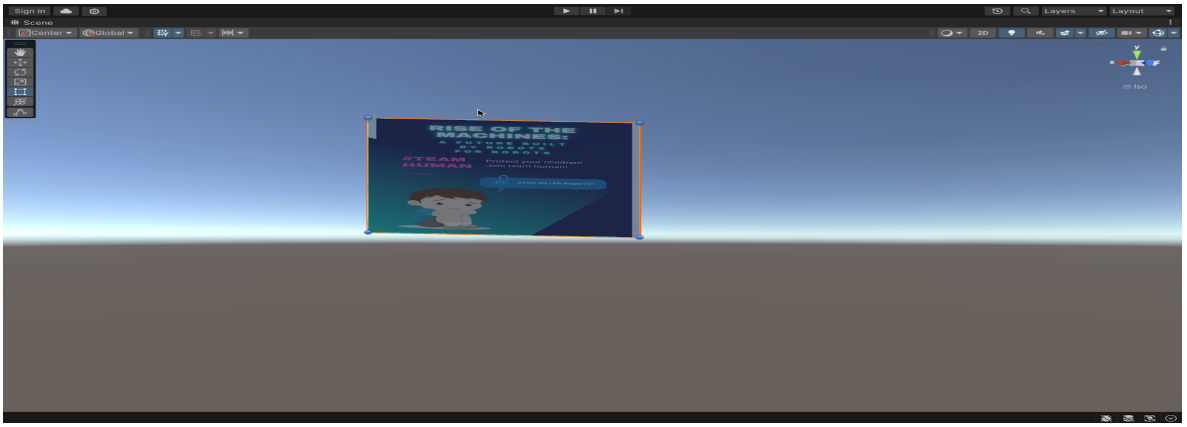
Qualitative Data:

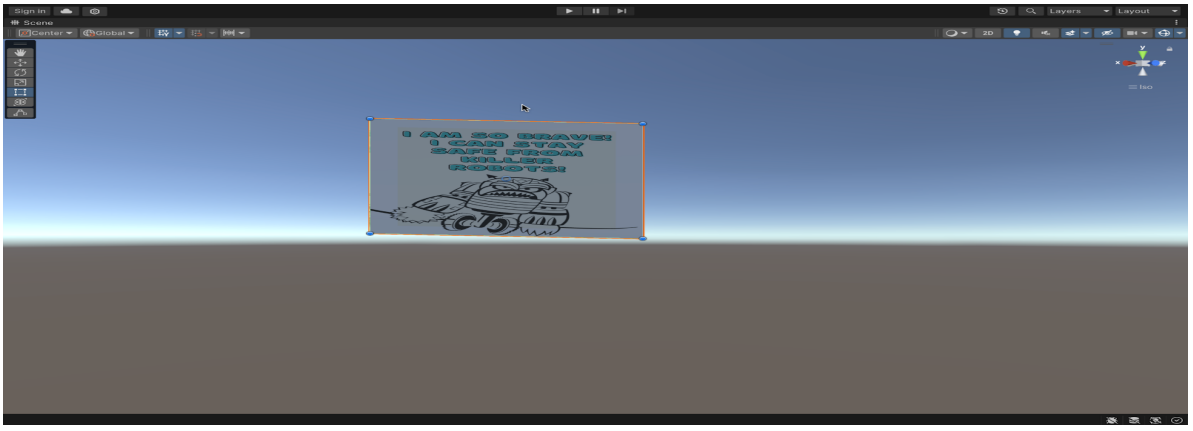
Participants expressed heightened concern about AI consequences.
Positive comments on the immersive nature of the VR experience.
Some participants suggested improving certain scenes for a more impactful narrative.

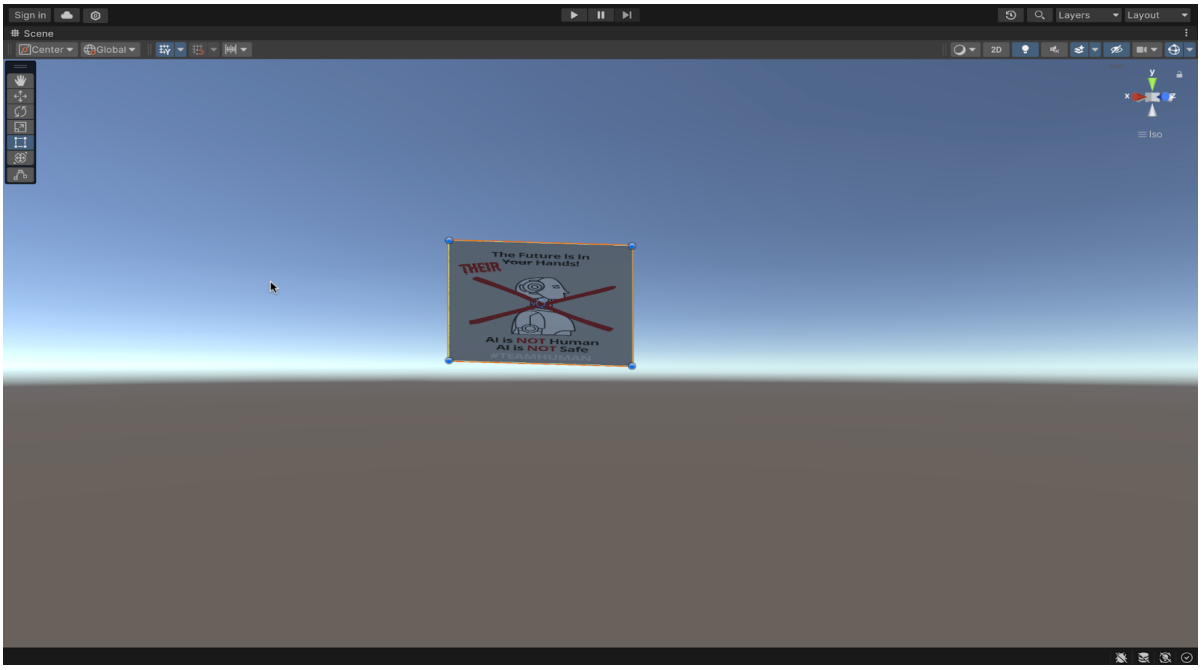
Recommendations:

Look back at client feedback

Some posters we are going to include in our environment



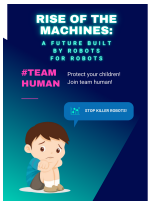
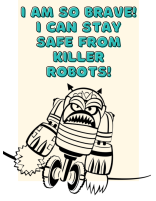




Final Environment with incorporated custom assets

Prototype 3 EDS:

Item	Link	Cost
HTC Vive	VR headset from university	NA
Unity	3D game engine, student edition	NA
Personal Computer/Laptop	From team members	NA
Old/ Rundown Classroom asset	https://assetstore.unity.com/packages/3d/environments/hq-modular-old-japanese-classroom-149818	$14.99
Wood texture	https://assetstore.unity.com/packages/2d/textures-materi	0$

	als/wood/hand-painted-seamless-wood-texture-vol-6-162145	
Wood barricade	https://assetstore.unity.com/packages/3d/environments/wooden-barricade-6734	$4.99
SciFi Sound Effects	https://assetstore.unity.com/packages/audio/sound-fx/sci-fi-sound-effects-36652	$7
Hallway	https://assetstore.unity.com/packages/3d/props/interior/hallway-of-the-japanese-school-model-71393	$10
Custom Poster #1		$0
Custom Poster #2		$0
Custom Poster #3		$0
	Total:	$36.98

Conclusion:

The final version of this prototype will undergo development and finalization for the conclusive presentation on Design Day. Before users and judges engage with the product, we will deliver a pitch to provide them with an overview of our product and its objectives. The program is designed to offer an immersive experience that raises awareness about autonomous weapons. Our primary aim is to shift the perspective of decision-makers and generate a positive impact.