Project Deliverable F: Prototype I and Consumer Feedback

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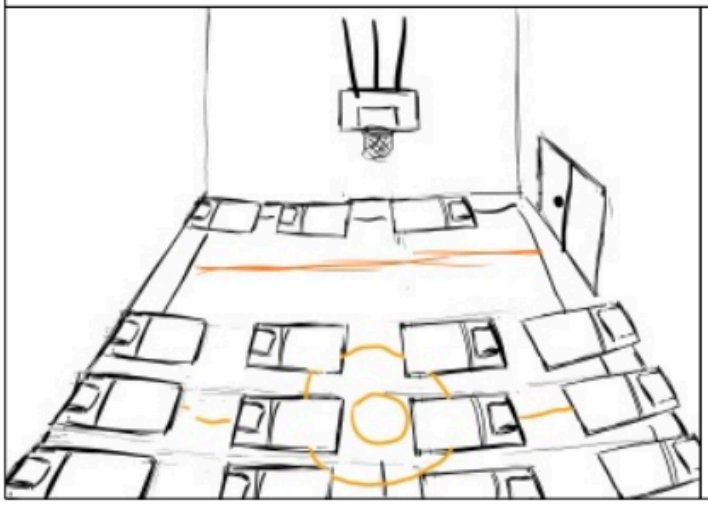
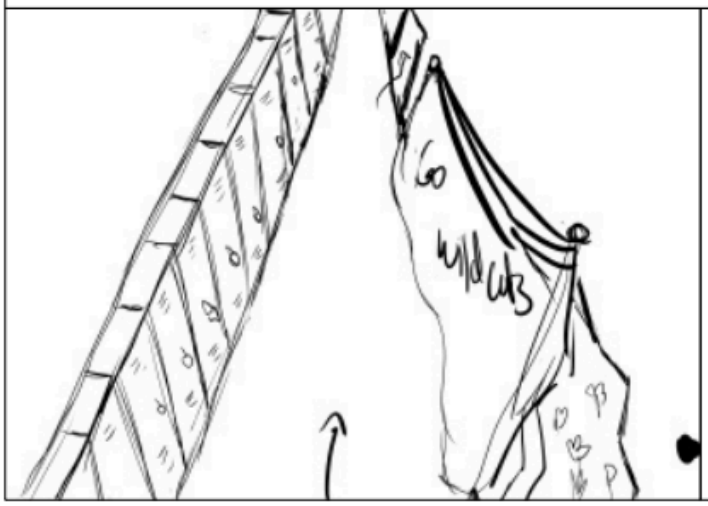
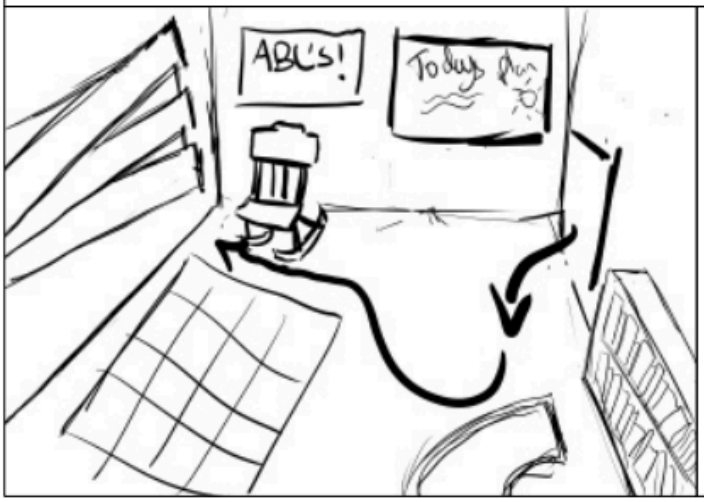
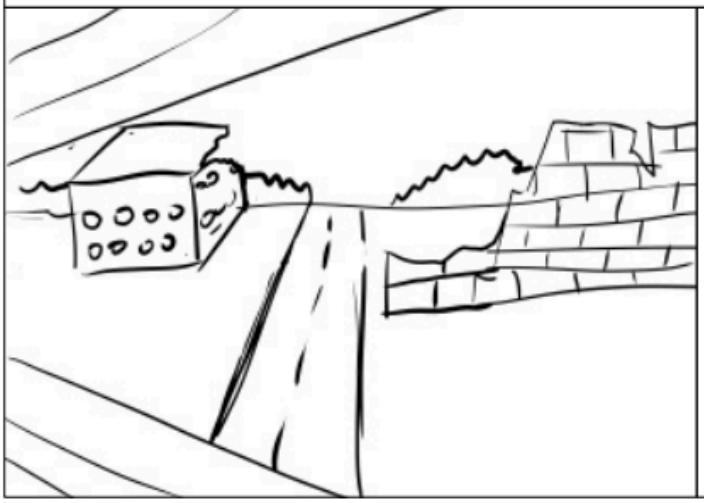
Prototype

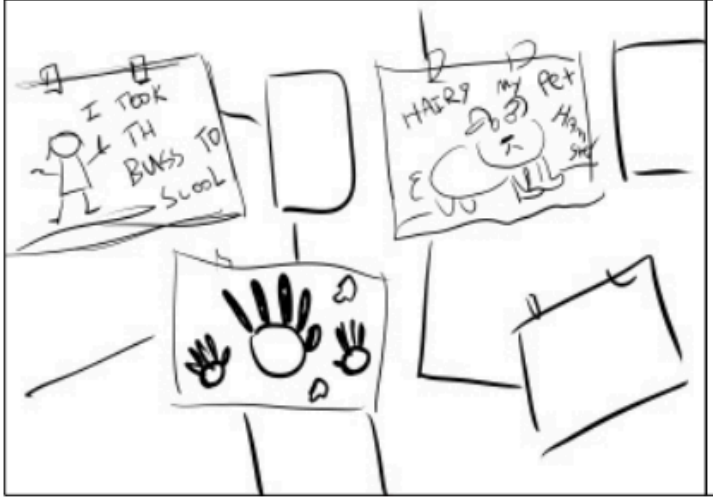
The Storyboard:

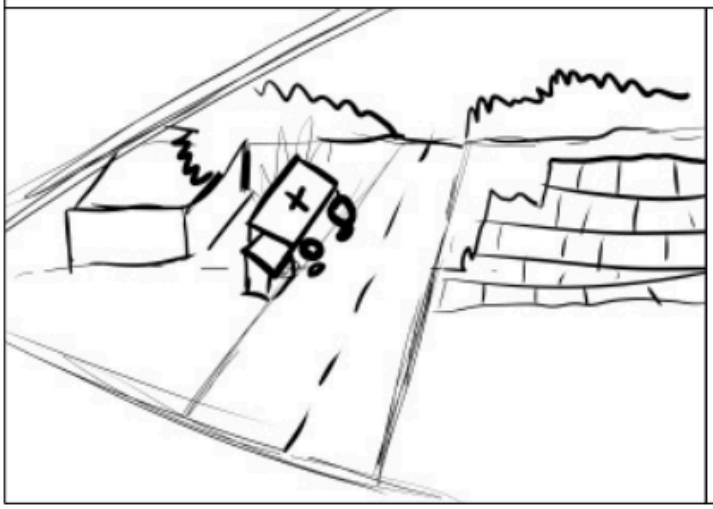
scene 1	0s+1f
	**Comment1** -Get into hostpital -talk to nurse -walk around in the gym

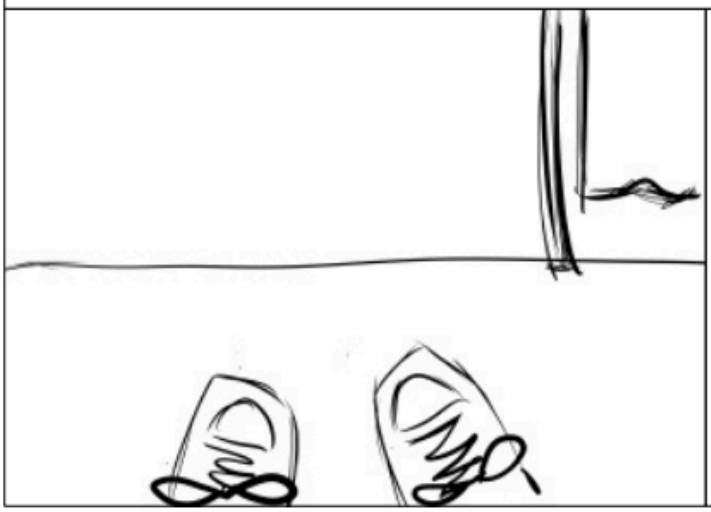
scene 2	0s+1f
	**Comment1** -walk down the hallway -hole in wall partially covered by old school banner

scene 3	0s+1f
	**Comment1** -in first grade class -walk to boarded up window -(bottom right is rainbow table)

scene 4	0s+1f
	**Comment1** -View with broken buildings

scene 5	0s+1f
	**Comment1** -back wall with old drawings of the life they had before

scene 6	0s+1f
	**Comment1** -You hear a bang - The medicine truck got blown up

scene 7	0s+1f
	**Comment1** -Go back to gym -Nurse tells you that the medicine you need was in that truck - Person just stares at the floor in disbelief

Prototype Testing Plan

ID	Test Objective (Why)	Description of Prototype used and of Basic Test Method (What)	Description of Results to be Recorded and how these results will be used (How)	Estimated Test duration and planned start date (When)
1	Ensuring that the video is colour blind-friendly to make it accessible to all.	Visual prototype: making a list of accessible colours and making sure they are 60% of our prototype.	A screenshot every 10 seconds will be analysed by our team members. We will estimate the percentage of accessible colours in the frame. This will be noted.	1 hour 2024-03-10
2	Ensuring that the video has subtitles to make it accessible to all.	Visual prototype: every subtitle must stay on screen for 2-3 seconds.	Our team members will watch the video without sound and give a qualitative assessment of the subtitle speed. We will note the feedback and adjust accordingly.	1 hour 2024-03-10
3	Budget creation to ensure we stay within the project budget.	Analytical prototype: creating a B.O.M. with our expenses and materials.	We will make sure that the materials of the B.O.M. add up to 50$ at most.	Updated weekly 2024-03-10
4	Ensuring that the video is within time constraints.	Analytical prototype: video must be 1 min at most.	Team shall evaluate the duration of the video following editing and adjust accordingly.	5 min 2024-03-10
5	Ensuring that the video elicits an emotional response .	Analytical prototype: the viewer must feel an emotion.	Viewer will answer a collection of feedback questions, and the team will keep it in mind.	2 hours 2024-03-10
6	Ensuring that the message of the video comes across.	Analytical prototype: the viewer must understand our message.	Viewer will answer a collection of feedback questions, and the team will keep it in mind.	1 hour 2024-03-10
7	Ensuring that the materials of the VR environment are adequate.	Physical prototype: team members will compare materials.	Team members will compare materials to find the least costly and most aesthetic one.	Weekly 2024-03-10
8	Ensuring that the VR environment’s tone is suitable.	Physical prototype: VR environment’s tone must correspond to our message.	Tone of the environment (lighting, dialogue, etc.) must be serious, dramatic, and gloomy. Members will evaluate this.	Weekly 2024-03-10
9	Ensuring that the video’s soundtrack is suitable.	Physical prototype: music and soundtrack must correspond to our message.	Soundtrack must be serious, dramatic, and gloomy. Members will evaluate this.	Weekly 2024-03-10
10	Ensuring that the Unity scripts function.	Physical prototype: the Unity scripts must work as expected.	Members will run the VR environment through Unity to see how the scripts run and assess it.	Weekly 2024-03-10

Detailed B.O.M.
Link

Trello link
Link

Prototype Analysis

1. Colour-blind friendly

The most colour-blind friendly colours are usually blue with either orange, red or brown. It can be hard for people with colour blindness to distinguish shades of one same colour, so we will try to use contrasting colours whenever possible in our VR environment. We have not begun an in depth creation of our environment yet, but for now the assets that we have found have contrasting colours or easily recognizable shapes. Our storyboard which is our first complete prototype at this time is in black and white to make it easier to visualise.

2. Subtitles

We have not created a soundtrack yet, so there is not yet a narration either. Since there is no narration, we have not yet created the subtitles and tested the reading speed. This will come most likely at Prototype III. For now, we will begin writing a script which can later be edited into the video as subtitles.

3. Budget creation (B.O.M.)

In this document, we have linked our updated B.O.M., we have not yet used any assets or materials that would put a strain on our budget. We have found an interesting asset that costs 9.90$ which would be within our budget. It is for a school gym. This is in line with our VR environment idea that involves a school transformed into a hospital. We are also going to use a hospital bed asset that is free. For the time being, we are under our budget of 50$ for this project.

4. Time constraints

We do not have a video yet, so we cannot measure the time of it. However, the storyboard has been shortened to allow us to fit under our 1 minute time limit while allowing the viewer to immerse themselves in our VR environment.

5. Emotional response feedback

Our questions for the viewer were as such:

a) What did this VR environment make you feel?
b) What message does this VR environment communicate to you?
c) Did you feel immersed in the VR environment?
d) What elements did you appreciate in the VR environment?
e) What elements do you think could be improved in the VR environment?
f) Did the pacing of the environment feel rushed?
g) Do you think the people you know in your life would understand and appreciate this?

Our viewers stated that our environment made them feel emotional, saddened, and frustrated. They did not feel very immersed since all that was shown was a storyboard, but they saw the potential. They felt like the children's drawings in the school classrooms were a good personal touch in the story. They believe more mentions of autonomous weapons should be added for clarity. The pacing did not feel rushed for them, although the explosion of the truck carrying the protagonist's medicine was unexpected.

6. Video message response

Our viewers stated that they didn't quite understand what the story was warning them against as there was no mention of autonomous weapons. They believe that it will be hard to understand the message of our video for the time being since it is not being adequately conveyed. We will work to include narrative points that hint to them and use our narration to support this.

7. Materials of VR environment

We have not created enough of our VR environment to comment on this test at this time. More feedback will come during prototype II and III.

8. VR environment tone

We have not created enough of our VR environment to comment on this test at this time. More feedback will come during prototype II and III.

9. Soundtrack

We do not have a soundtrack yet, but we will begin our search for copyright-free music that we can use in the upcoming week to have music for our prototype II or III.

10. Unity scripts

We have not created enough of our VR environment to comment on this test at this time. More feedback will come during prototype II and III.