Assignment: Design Fiction for Collaborative Interaction in Social VR in a Recent Future

Summary & Learning goals

SUMMARY:

In this exercise, the students are expected to work in both individually and groups (max. 4 people in one group) and envision a future case scenario for multiple people collaborating in a social Extended Reality platform, create personas, ideate possible requirements for plausible design features to be implemented in the technology.

LEARNING GOALS:
With this exercise students will be able to;

- Build a world and create ideas on possible requirements of collaborators interacting in a social XR platform in a recent future.

Preparation

- For this assignment, you are asked to work with an existing social VR platform: e.g. Spatial.io

1. Work individually and identify the features of the social VR platform that enables a collaborative interaction (e.g. communication, coordination, cooperation between collaborators)

2. Set groups (ca. 3-4 people) and discuss the features that you came up with.

3. Select, categorize and map out the features on a shared board.

Design Brief

- **It is 2030. We are a collaborative R&D team located in different cities.** We decide to continue working together to develop different products. Answer the following questions individually and discuss in groups (ca. 3-4 people).

1. Why would we use social VR platform?
   - Think about the purpose or the shared goal of the collaborators.
   - Do not use social and collaborative synonymously (e.g. Being present together in the VR space does not necessarily involve collaborative interaction).

2. Who are the actors in the collaborative interaction? (list down the potential actors and create four Personas for each actor)
   - Who are the stakeholders (actors)?
   - Are they interacting directly or indirectly with the other collaborators?
   - In what key roles will the actors interact with the user interface?
   - What might be a concern for this specific role?

3. Select and map out the relations between Personas on a shared board.

4. Name or illustrate the design features required for each of the key roles of the collaborators on the map.

Design Fiction Scenarios

- **Work individually and write down a detailed and specific interaction scenario that involves the key ideas you selected from the previous stages of the assignment**. The stories take place in the Social VR platform in 2030 and involves at least four Personas as stakeholders (collaborators) The stories should include but not limited to the following points. The order of these points may change (min. 300 – max. 500 words).

1. Personas / Stakeholders (Strengths / Weaknesses; Individual goals / roles / skills)

2. Shared Resources: Setting / Tools / Functionalities (You can use the items from the TEDCO Designer Tips & Check-list for inspiration)

3. Shared Goals / Complementary roles or inputs

4. Breakdown Situations / Conflicting interests

5. Desired State / Overarching goal

Reporting

- Read your and discuss each other's stories in the class

- Identify the key design features that you envision for implementation in each story.

- Provide constructive peer-feedback using the list to the right.

- Discuss results in class.

How to Formulate Good Design Fiction for Collaborative Interaction in Social VR:

- Consistency
  - Do not use social and collaborative synonymously (e.g. Being present together does not necessarily involve collaborative interacton).

- Roles - The requirement that makes the roles and skills of each stakeholder is inevitable for the collaborative interaction
  - What would happen to the collaborative interaction if you didn't include this role?

- What is the envisioned desired state and the obstacles to be fixed to reach to that state by involving all the stakeholders?

- Plausablity – The interaction is not necessarily verifiable or realistic but we can relate it with the social VR platforms in 2030.

- Complete
  - Contain all information and features for user interface design pertaining to the envisioned and the limited collaborative interaction in social VR in 2030.

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