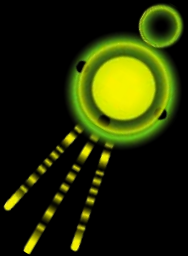
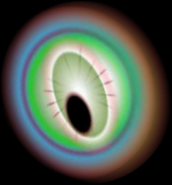
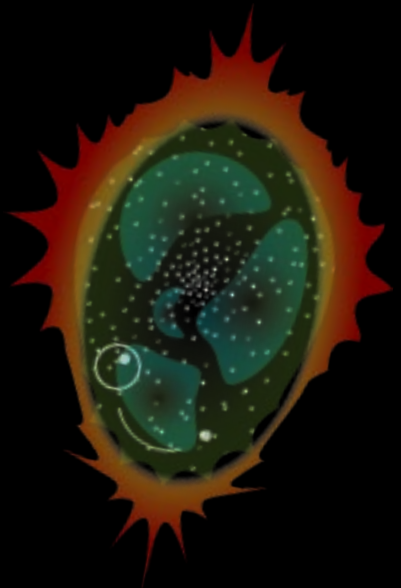


CONTENT

- Project goals
- Prototype
- First user study
- Final User experiment
- Conclusion



PROJECT GOALS

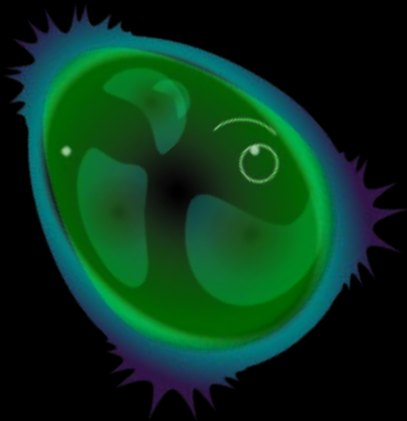
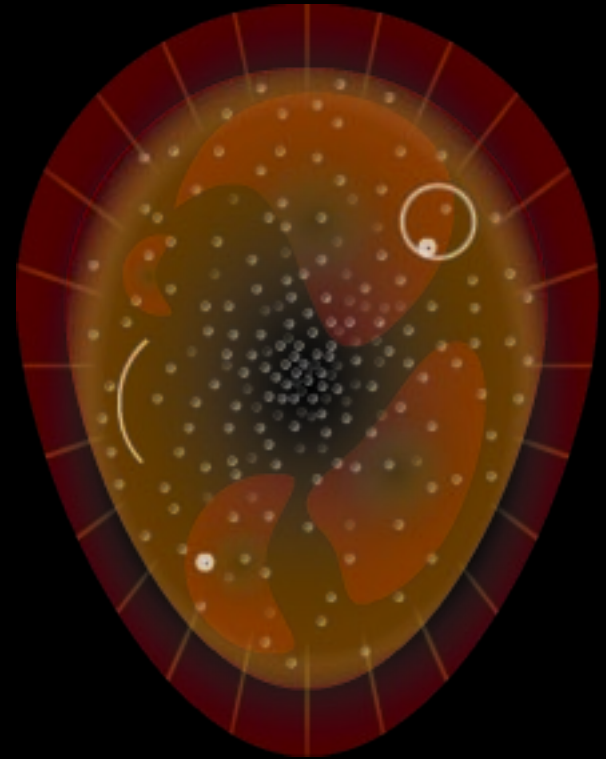
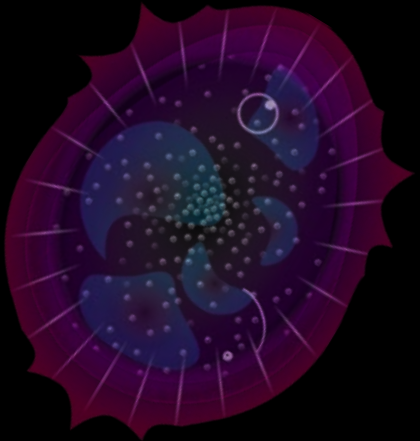
“Creating a prototype for an interactive ceiling, which entertains people during their walk through public areas”.

- Change the behaviour people.
- Generating Smiles.
- Determine a set of interactions.
- The system must be entertaining for people, whether they just walk underneath it or play actively with it.

PROTOTYPE

Thingies

Avatars



FIRST USER STUDY

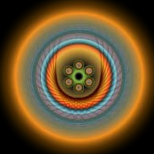
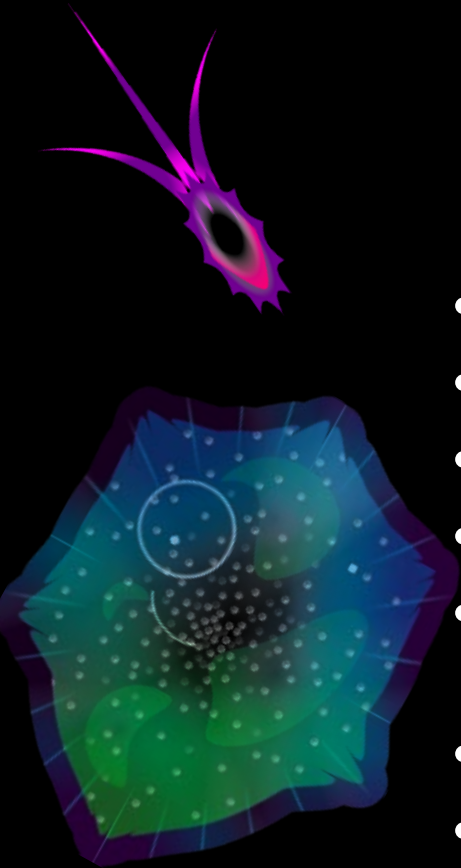
“What kind of interactions we can use in our installation?”

- Do they understand the possible interactions we offer them?
- Do they like the interactions we offer?
- And what are the interactions they want us to implement?

FIRST USER STUDY - RESULTS

Interactions:

- Eating thingies
- Merging and separating
- Changing shapes
- Thingies towards user if the avatar is large
- Thingies turn away from user if the avatar is small
- Avatar following user
- While ducking getting smaller
- Stealing someone else avatar
- Avatar goes to sleep (easter egg)



FINAL USER EXPERIMENT

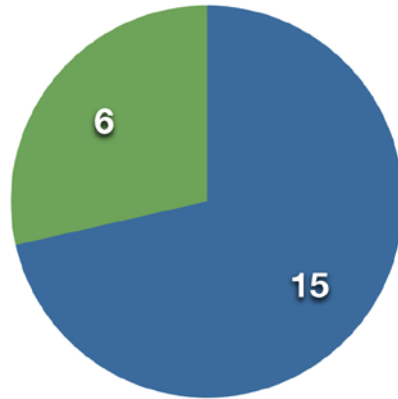
Does our system offer an user friendly and fun user experience?

- Does the user notice the ceiling?
- Does the user understand that the avatar follows the user?
- Does the user find all interactions?
- Does the user like the interactions?
- Does the user like the system?
- Is the system easy to use?
- Is the system fun to use by the user?
- Does our system produces smiles?

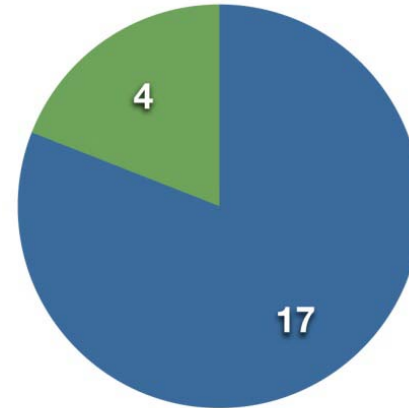
USER EXPERIMENT - DESIGN

- Discovering the System
- Questionnaire
 - General Information about the user
 - Questions about the discoveries that the user got during the experiment and if he/she liked interacting with the system
 - Adjectives that the user would apply to our system and that allow us to understand the quality of the experience that the user just got while taking part in the experiment.
(Based on AttrakDiff)

USER EXPERIMENT - RESULTS

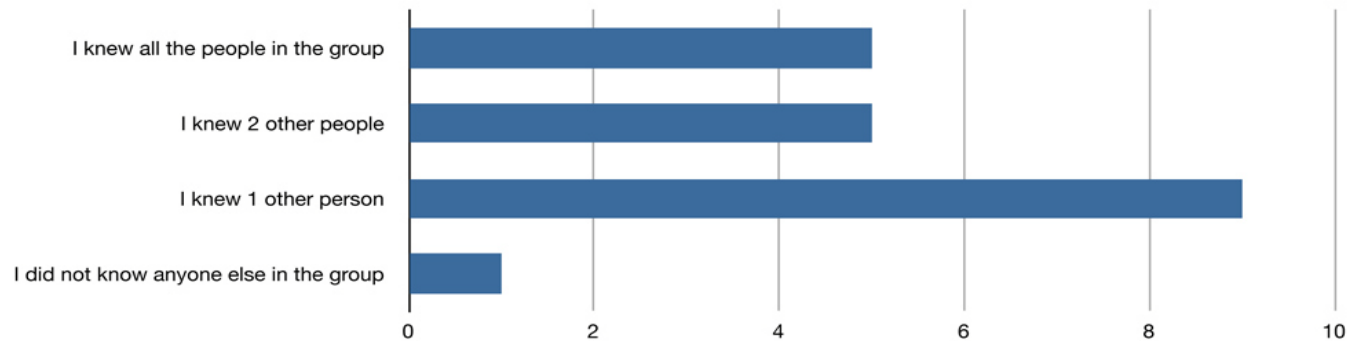


● 18-21 ● 22-25

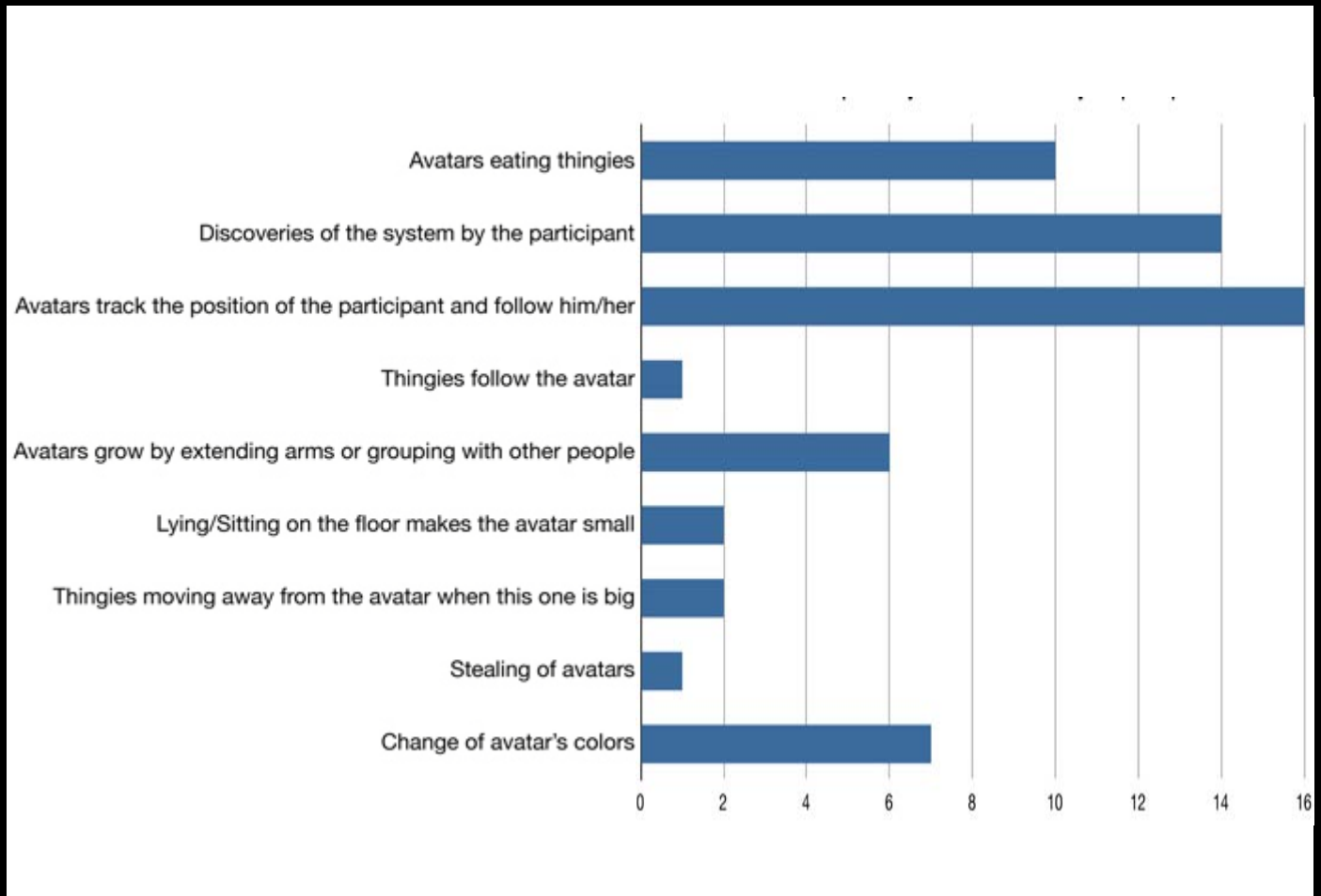


● Male ● Female

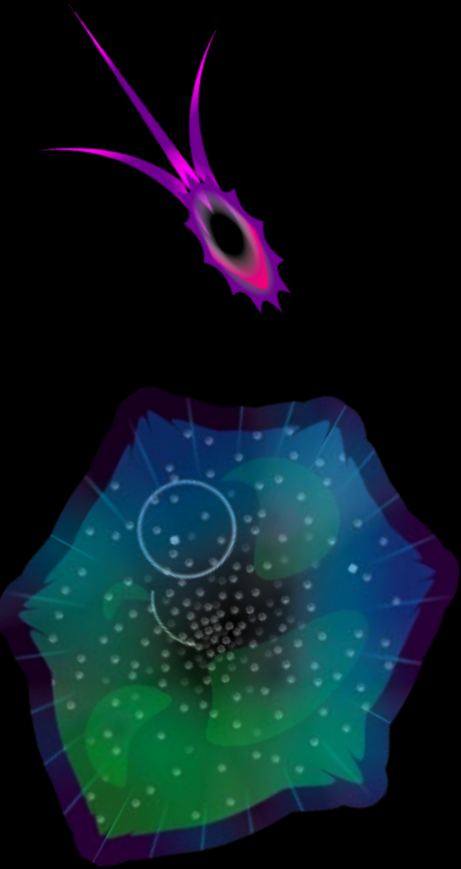
If you took the experiment with a group; Did you know anyone in the group?



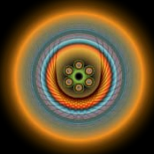
USER EXPERIMENT - RESULTS



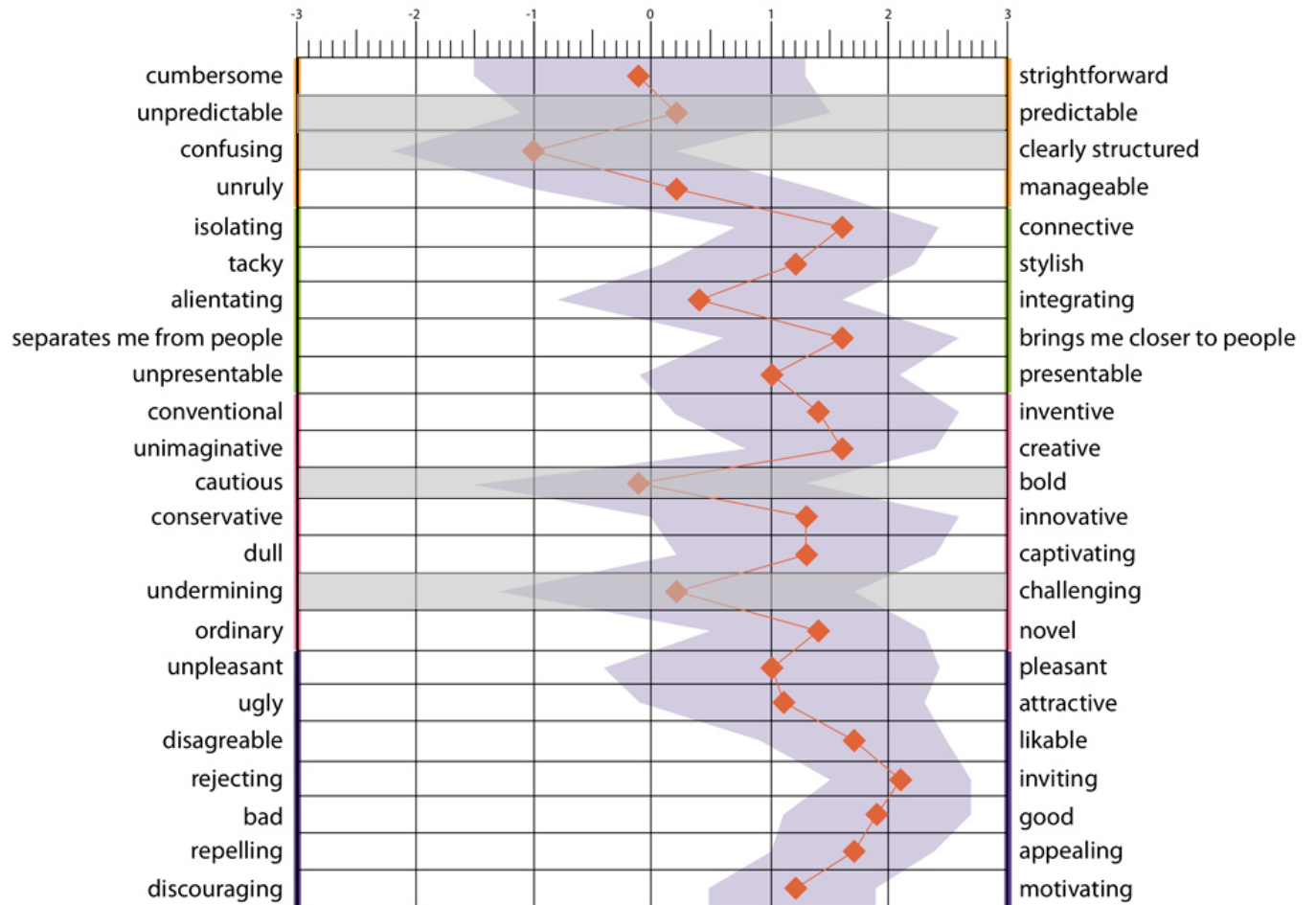
USER EXPERIMENT - RESULTS



# Groups	Interaction found
All	Avatars follow users
All	Avatars can merge and split
7	Avatars can eat thingies
3	Avatars can grow and shrink

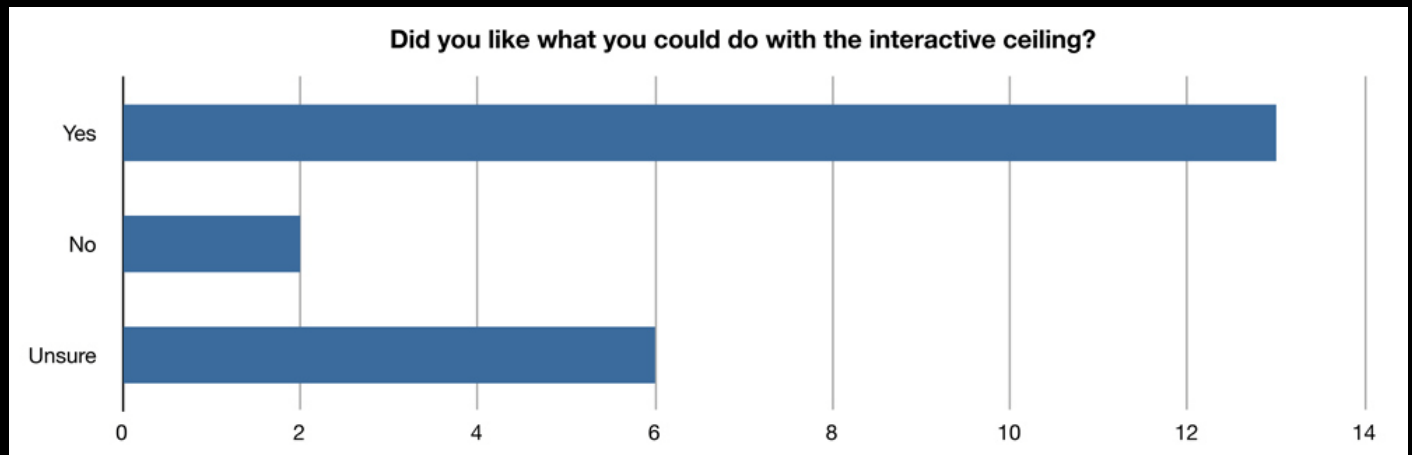


USER EXPERIMENT - RESULTS



USER EXPERIMENT - ANALYSIS

- Positive reactions
- Participants liked the interactions
- Made people smile



CONCLUSION

“Creating a prototype for an interactive ceiling, which entertains people during their walk through public areas”.

- ✓ Change the behavior people.
- ✓ Generating Smiles.
- ✓ Determine a set of interactions.
- ? The system must be entertaining for people, whether they just walk underneath it or play actively with it.

