

Logistics

- 30 people - 6 groups of 5 people!
- Science Center
- **Tentative Date** - 5/7
 - 2 hours: all groups do all 6 activities
 - 1 hour: randomly assign 3 activities to each group

TODO

- ~~Should get the required approvals for user study soon!~~
- ~~Look at VR Media doc~~
 - ~~Obtain Google Cardboards~~
- ~~Book Science Center~~
- ~~Ask for volunteers for this workshop/setup~~
- ~~We should get foood!~~
- ~~Start putting together comprehensive surveys for each activity~~
 - ~~Put them in a place that people can access~~
- ~~Sign up sheet:~~
 - ~~Concentration~~
 - ~~Can you attend TBD date~~
 - ~~School~~
 - ~~Year~~
 - ~~Experience with VR~~
 - ~~Allergies~~
 - ~~Email~~
- ~~People should know what groups they are in before they come to the workshop~~
- Schedule a dry run -- make sure this is a feasible workshop in terms of time!!!
 - ~~Confirm locations for each activity~~
 - We should do each activity and come up with final documentation/instructions for each activity
 - ~~Make sure people have enough time to do the survey after each activity well~~
- Sort questions in **Questions** section of [VR Notes](#) document between before and after activities.
- Have separate document just for questions (so we can declutter some mess!)
- Might have to also settle whether we should be collecting objective data (e.g. time that it took participants to complete a certain task during activity) for metrics!
- Multimedia labs or CIT first floor - borrow Macs. Make sure to make participants bring their own cell phones!!! + rooms
- Add details about: orally take notes (recording their voices; video camera to capture their thoughts) & observational data
- Dividing sections up amongst ourselves
- Have a consolidated goal timeline for both workshop and user study with dates - publish this to Findings page later

- Mosaic - Friday 5pm general body meeting (if we can make it, we'll make an announcement)

	Ankita	Linda
2/27	Resources & materials ready for workshop (do the highlighted parts)	Resources & materials ready for workshop (do the highlighted parts)
2/29	Settle dry run, logistics (e.g. rooms, borrowing hardware, etc.) + emailing and marketing	Settle dry run, logistics (e.g. rooms, borrowing hardware, etc.) + design for fb banner; logo; posters
3/6		
3/8		
3/13		
3/15		

Available Tutorials

- Hack@Brown A-Frame
- Hello World Google Cardboard in Unity
- Blender (might be too much time)

Advertising

- ~~Facebook Event~~
 - ~~Hack@Brown + Mosaic collaboration?~~
 - ~~Need a fun facebook banner~~
- ~~Today@Brown~~

Activities

- [Surveys for volunteers/ observers]
 - How long it took
 - What were common frustrations
 - Observational data
- Nasa TLX(usability) + (SUS)
- ~~Understand the people we are studying: 15 min + Fun Music :) + Food!!!~~
 - ~~Time where they fill out a quick survey telling us about themselves~~
- **Software:** 30 min - 3 volunteers + 2 instructors for each
 - Hello World Google Cardboard in Unity (Ruiqi)
 - VR scene in web browser using A-Frame - Hello World (Brett)

- Template for documentation (there's one on class website, but could add more)
- In class on Tuesday
- ~~Hardware: 50 min~~ each person would get 10 min ~~2 volunteers (or hopefully 30 min if 2 people can go at a time/ we use more than one vive)~~
 - ~~Play a game without any instruction~~
 - ~~Vive Graphics Room! + Robotics Room!~~
 - ~~Would be awesome if we could have two people go at a time!~~
- ~~Troubleshooting: 15 min~~ 3 min for each problem!
 - ~~Identify a few (5) common problems~~
 - ~~We can crowdsource for this~~
- ~~What are these applications used for?: 15 min~~ 5 min for each application
 - ~Debatable~
 - ~~Unity~~
 - ~~Blender~~
 - ~~Vive~~
- ~~Media Lab Experiment: 15 min~~ 5 min for setup, 10 min to watch the film
 - ~~<https://drive.google.com/file/d/1D1f9Yl-7sihmy9qL-ww1aB4HAM4nSiHf/view?usp=sharing>~~
 - ~~We should try to have all of this set up for them to just pick up and use!~~
 - ~~logistics~~

Format

- Hardware + Activity below it can be paired together

<u>Time</u>	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
	Intro	Intro	Intro	Intro	Intro	Intro
	Software (30 min)	Media	What are these used for?	Hardware	Tell us about yourself	Troubleshooting
	Troubleshooting (15 min)	Software	Media	What are these used for?	Hardware	Tell us about yourself
	Tell us about yourself (15 min)	Troubleshooting	Software	Media	What are these used for?	Hardware
	Hardware	Tell us	Troubleshooting	Software	Media	What are

	(*30 min)	about yourself	oting			these used for?
	What are these used for? (15 min)	Hardware	Tell us about yourself	Troublesho oting	Software	Media
	Media (15 min)	What are these used for?	Hardware	Tell us about yourself	Troublesho oting	Software
7:10-7:15	Fill out reflection	Fill out reflection	Fill out reflection	Fill out reflection	Fill out reflection	Fill out reflection

Maybe “tell us about yourself” should be done right after introductions for all groups? Because participants might be biased to think they are more experienced in VR if they fill out the form after they have completed all activities! :))