

University of Washington

Design Specification / Requirements
Z.O.O.A Wearbles

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HCDE 518

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Design Goals

1. The design should enhance the play watching experience of our users.
2. The design should allow the users to easily interact with the product without disrupting their play experience.
3. The design should allow users to personalize and make choices that can enhance their experience.
4. The design should be comfortable for users to wear.
5. The design should be intuitive.
6. The design should be consistent across languages and plays.

Scenario Storyboards

1. This storyboard shows our user, Diego, requiring additional context to understand the significance of clothing being worn by the character as he is not familiar with the culture.

Discovery Looking for Inspiration User is unaware of the significance of a clothing being worn by a character, because he is not familiar with the culture.	Journey Step Action User indicates that they they need additional context in the scene.	Journey Step Action User reads the additional context that is provided.	Conclusion Happy End User understands the significant of this symbol and uses it to better understand the themes of the play.
Who Diego Where At a theater What Watching a play of a culture he is not familiar with	Who Diego Where At a theater What Diego uses the interface to indicate that he does not understand this significance of the costume	Who Diego Where At a theater What Diego reads the additional context in his preferred language	Who Diego Where At a theater What Diego understands the significant of this symbol and uses it to better understand the themes of the play and the significance it has for the character wearing it.

2. This storyboard shows our user, Diego, requiring additional support to understand a phrase stated in the play. He uses the translation feature to back up to the section he missed to understand the meaning of the phrase.

Trigger Action Diego hears a phrase he doesn't understand	Discovery Looking for Inspiration He wants to go back and catch what he missed	Journey Step Action He pulls up subtitles in his preferred language, Spanish	Journey Step Action He scrolls back to the previous dialogue	Conclusion Happy End He reads the dialogue and understands the scene
Who Diego (language/culture barrier) Where At the theater What Diego hears a phrase that he doesn't understand	Who Diego Where At the theater What Diego interacts with a button on the side of the AR glasses to indicate that he needs translation support	Who Diego Where At the theater What Diego picks his preferred language in the settings section	Who Diego Where At the theater What Diego uses the hand-based scrolling feature to return to the area that he struggled with	Who Diego Where At the theater What Diego is able to understand the phrase he did not understand previously, and understand the full context of the play

behavior ideas:

- tap right to toggle subtitles (scrollbars)
- tap left to toggle scenes/character descriptions (floating tags with eye tracking)
- tap the bridge to select language
- pinch to increase/decrease text size

3. This storyboard shows our user, Diego, feeling frustrated as he does not understand a pop culture reference said during an important scene during the play. He uses the icon located within the subtitles beside the said line to better understand the reference.



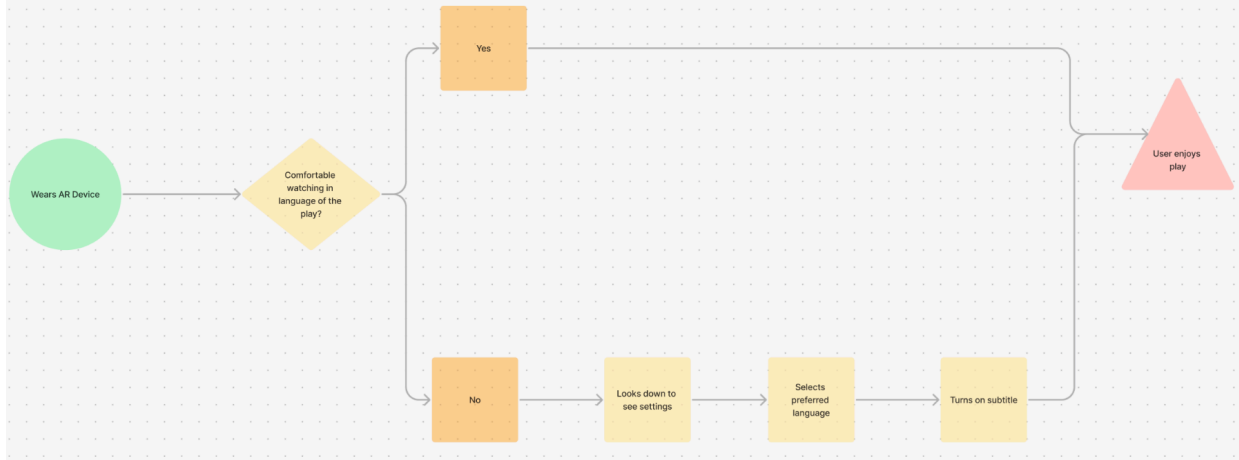
Link to Final Storyboards in Miro:

https://miro.com/app/board/uXjVLJlvDUE=?share_link_id=370901810486

User Flows

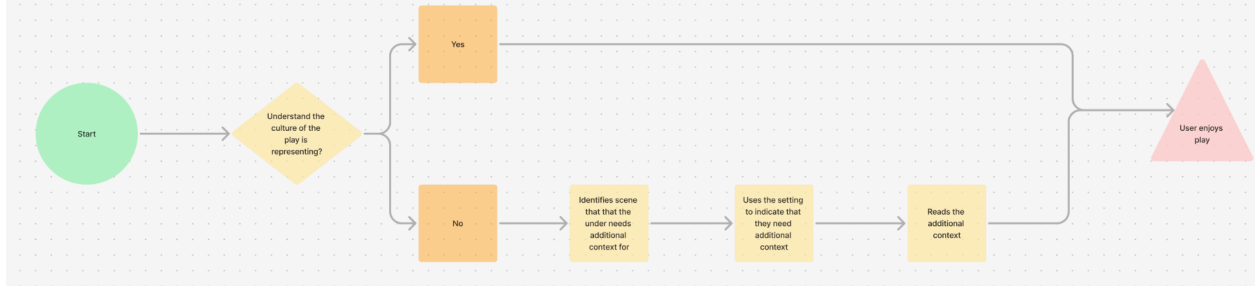
User Flow 1

Subtitle/translation



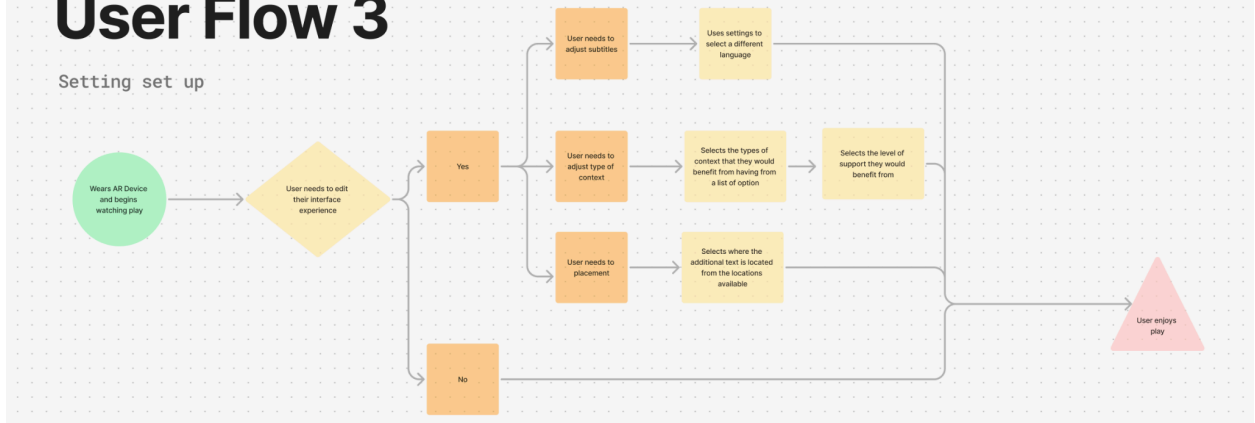
User Flow 2

Cultural Reference/Alt Text



User Flow 3

Setting set up



Link to Final User Flows in Figma:

<https://www.figma.com/board/UlwT3KrmRw30sY0s6t8HVj/HCDE-518-User-Flow?node-id=0-1&node-type=canvas&t=DRoul7uiIj0o6AIr-0>