**DOWNLOADS** http://bit.ly/armarkers http://bit.ly/arworkshops



## Interview someone: 10mins

Mini Design Challenge

Designing for Augmented Reality

The aim of this process is to quickly identify and understand problems to focus on. Begin by identifying their discipline/area and ask the questions below. Try to understand the student needs and academic expectations. Your job is to ask great questions, listen and learn.

Top tip: Don't be afraid to ask 'Why?'

What are three common questions asked by your students?

What are three important things you want your students to understand, achieve or be able to do?

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Step 2 Interpretation

## Interpret their needs: 10minutes

Now, search for meaning in what you just learned.

For at least one of the answers opposite choose the words that you most strongly associate with it.

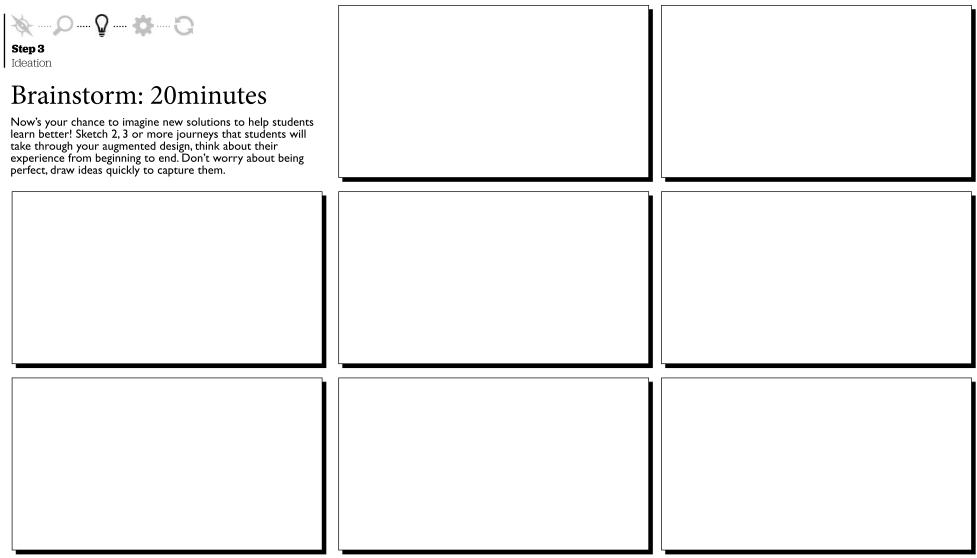
Analyze	Explain	Organise
Annotate	Extend	Promote
Apply	Hijack	Play
Collaborate	Identify	Question
Combine	Illustrate	Recommend
Compare	Imagine	Remember
Confront	Inform	Search
Create	Invent	Share
Critique	Judge	Solve
Differentiate	Juxtapose	Summarize
Educate	Locate	Understand
Engage	Match	other
Entertain	Reveal	
Evaluate	Review	

Are there any **objects** or real world **locations** associated with your selected answers? list below...





Designing for Augmented Reality



Have you considered different environments - personal / private / public / intimate?

