

Mini Design Challenge

Designing for Augmented Reality

DOWNLOADS
<http://bit.ly/armarkers>
<http://bit.ly/arworkshops>

 **Time Needed**
80 minutes



Step 1
Discovery

Interview someone: 10mins

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?

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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..

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Step 3
Ideation

Brainstorm: 20minutes

Now's your chance to imagine new solutions to help students learn better! Sketch 2, 3 or more journeys that students will take through your augmented design, think about their experience from beginning to end. Don't worry about being perfect, draw ideas quickly to capture them.

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