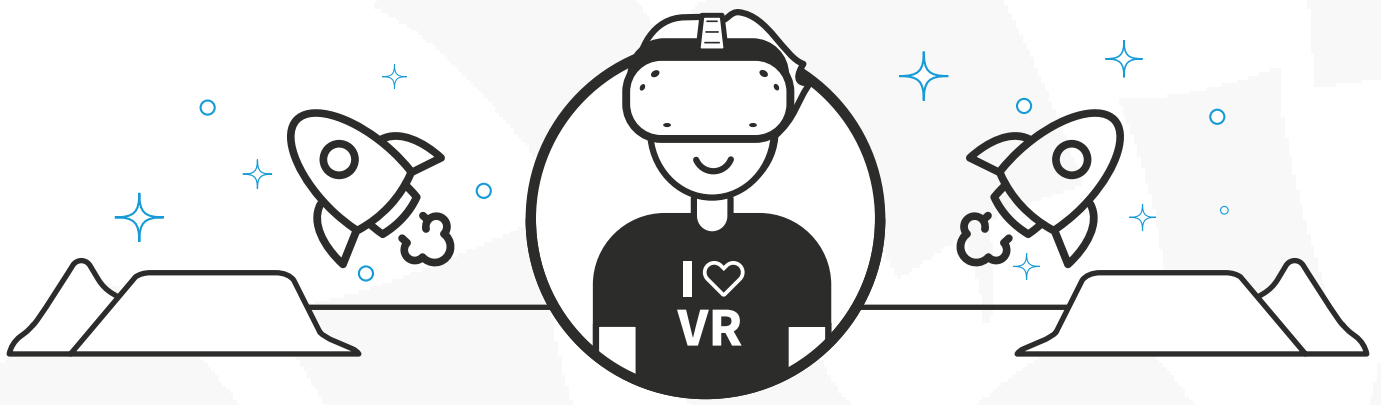




Interaction Model Template

Hello there!

This template can help kickstart your VR project. Feel free to customize it according to your specific needs. An efficient interaction model is crucial to ensure a seamless, engaging, and enjoyable experience for users in the virtual environment.

We've included a sample interaction model with step-by-step instructions to guide you through each section.

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Interaction Model Template

Objective Define the main purpose of the VR experience and the goals of interactions.	• What do you want users to achieve or feel? • Determine the desired level of interaction fidelity (realistic, non-realistic, magical). • Consider the application's purpose, target audience, and context of use.	The main purpose of “Galactic Explorer” is to immerse users in a visually stunning and educational journey through space. The goal is to evoke awe and curiosity by allowing users to explore planets, stars, and galaxies. The interaction fidelity aims for a balance between realism and a touch of magic, making the experience enchanting for a wide audience.
 User Flow Outline the sequence of steps users will follow to engage with the VR environment.	• Entry Point: How will users enter the VR world? Is there an introduction or starting point? • Navigation: Describe how users will move within the virtual space. Are there specific controls or gestures for movement? • Interaction: Detail how users will interact with objects, characters, or elements within the environment. • Transitions: How will users transition between different areas or scenarios?	• Entry Point: Users start in a virtual space station surrounded by futuristic technology and a large viewport showing the vastness of space. • Navigation: Users navigate by using handheld controllers. Pointing the controller in the direction they want to move and pressing a button propels them forward. • Interaction: Users interact with celestial bodies using direct manipulation. They can reach out and “grab” planets to examine them closely, rotate them, and even trigger informative overlays. • Transitions: How will users transition between different areas or scenarios?

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Types of Interaction

Define the types of interactions users will encounter.

- **Direct Interaction:** Specify how users can manipulate objects or elements directly using gestures or controllers.

- **Indirect Interaction:** Describe any voice commands, button inputs, or keyboard interactions.

- **Semi-Direct Interaction:** Explain any hybrid interactions that involve both direct manipulation and structured steps.

- **Direct Interaction:** Users can pick up and examine planets, toggle the display of additional information, and even simulate gravity effects by releasing planets.

- **Indirect Interaction:** Voice commands are used to trigger in-depth information about specific celestial objects.

- **Semi-Direct Interaction:** Users can combine direct manipulation with voice commands to toggle certain features, such as highlighting constellations.



Narrative Integration

If applicable, explain how narrative elements will be integrated into the interaction model.

- **Storytelling:** How will the narrative unfold during user interaction? Are there specific moments or cues?

- **Sensory Elements:** Will sensory cues like sound, scent, or visual cues enhance the experience? Describe how they'll be used.

- **Storytelling:** The narrative unfolds through guided voiceovers that provide context and interesting facts about each celestial object.

- **Sensory Elements:** Soothing ambient space sounds and gentle vibrations upon touching a planet enhance the immersive experience, creating a multi-sensory journey.

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 Physical Movement Consider the physical actions users might perform.	• Body Gestures: How can users use their body to interact? Are there specific gestures for actions? • Comfort: Ensure that physical movements are comfortable and won't strain the user.	• Body Gestures: Users can use body gestures, such as raising their hand to activate a holographic map, enhancing immersion and engagement. • Comfort: Physical movements are designed to be intuitive and comfortable, preventing strain during extended exploration.
 Viewpoint Design Plan how users will experience changes in their viewpoint.	• Transitions: Describe how users will transition between different viewpoints or areas. • Avoid Discomfort: Detail strategies to prevent motion sickness or disorientation during viewpoint changes.	• Transitions: Users can transition viewpoints by stepping onto the teleportation pad and selecting a new area. Smooth transitions and a brief fade-in reduce discomfort. • Avoid Discomfort: Transition effects are designed to minimize motion sickness, ensuring a comfortable experience.
 Embodiment Describe how users will feel connected to the virtual world.	• Physical Presence: Explain how users will experience embodiment, such as using hand gestures or full-body interactions.	• Physical Presence: Users experience embodiment through hand gestures to interact with celestial bodies. Their actions influence the environment, reinforcing the connection.

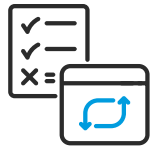


User Training

Think about how you will guide your users to understand and master selected interaction techniques.

Outline how you will ensure your users are comfortable and confident with the chosen VR interactions.

- Users are introduced to navigation and interactions through a brief tutorial presented upon entering the VR environment.
- Interactive tooltips provide guidance during early exploration, ensuring users are comfortable with the interaction techniques.

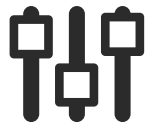


Testing and Iteration

Emphasize the importance of continuous testing and refining the interaction model.

- **Feedback Loop:** How will user feedback be collected and incorporated into improvements?
- **Iteration:** Explain how the model will evolve based on testing results.

- **Feedback Loop:** User feedback is collected through in-app surveys and user testing sessions.
- **Iteration:** The interaction model will evolve based on feedback and analytics, refining navigation, interaction, and comfort aspects.



Additional Features

List any unique or innovative features that enhance user engagement.

- **Wayfinding Aids:** Explain how users will be guided through the environment.
- **Multimodal Inputs:** Describe if users can engage using various methods like voice, gestures, and controllers.

- **Wayfinding Aids:** Users are guided by subtle trails of light that lead to points of interest, aiding navigation without breaking immersion.
- **Multimodal Inputs:** Users can choose their preferred interaction method, whether it's voice commands, gestures, or controller inputs, offering flexibility.

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Working Title:

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- **Direct Interaction:**

- **Indirect Interaction:**

- **Semi-Direct Interaction:**



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- **Storytelling:**

- **Sensory Elements:**

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Physical Movement

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- **Body Gestures:** How can users use their body to interact? Are there specific gestures for actions?
- **Comfort:** Ensure that physical movements are comfortable and won't strain the user.

- **Body Gestures:**
- **Comfort:**



Viewpoint Design

Plan how users will experience changes in their viewpoint.

- **Transitions:** Describe how users will transition between different viewpoints or areas.
- **Avoid Discomfort:** Detail strategies to prevent motion sickness or disorientation during viewpoint changes.

- **Transitions:**
- **Avoid Discomfort:**



Embodiment

Describe how users will feel connected to the virtual world.

- **Physical Presence:** Explain how users will experience embodiment, such as using hand gestures or full-body interactions.

- **Physical Presence:**

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- **Wayfinding Aids:**
- **Multimodal Inputs:**

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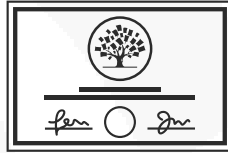
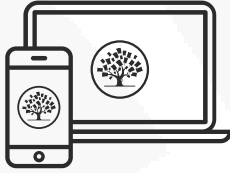
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