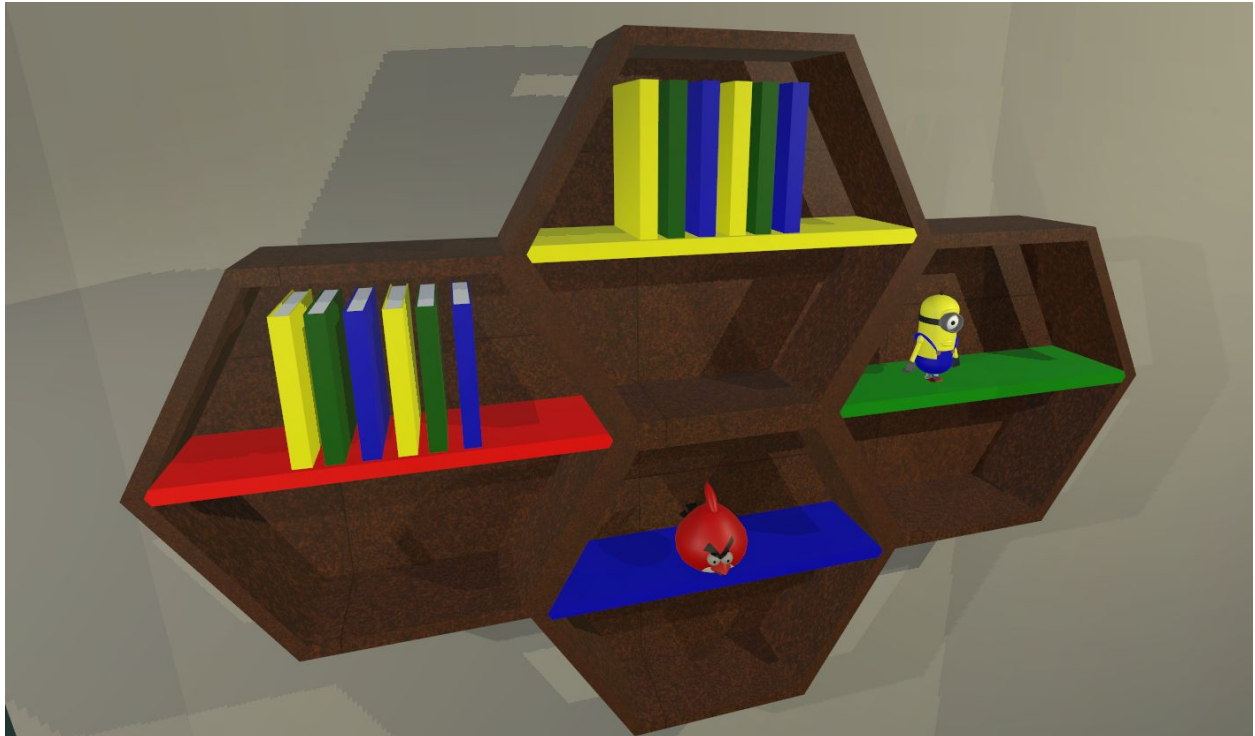


Project Tested: <http://aalvar76.people.uic.edu/mainproject1.html>

Interaction in this project is playful, which kept me engaged when exploring the space. Exploration is further enhanced by the fact that there is a diverse range of objects that you can interact with, often leading to fun surprises. The first example is this bookshelf and the items it holds.

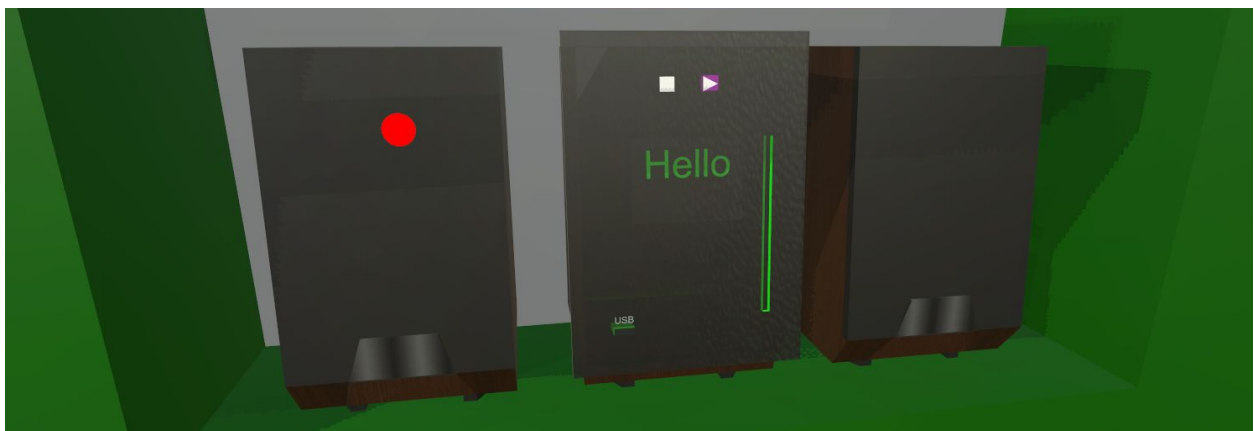


The bookshelf and the items on it contain physics properties, allowing the user to pick up and rearrange items. This simple, everyday task makes interaction in the virtual office feel more natural. Some items on the bookshelf took it a step further by offering sound; It was fun picking up items and finding out what sound they made. Here, perfect examples include the angry bird and minion. Make sure to keep an eye out for the cute Charmander in the office. Across the bookshelf there is a desk with many items on it.

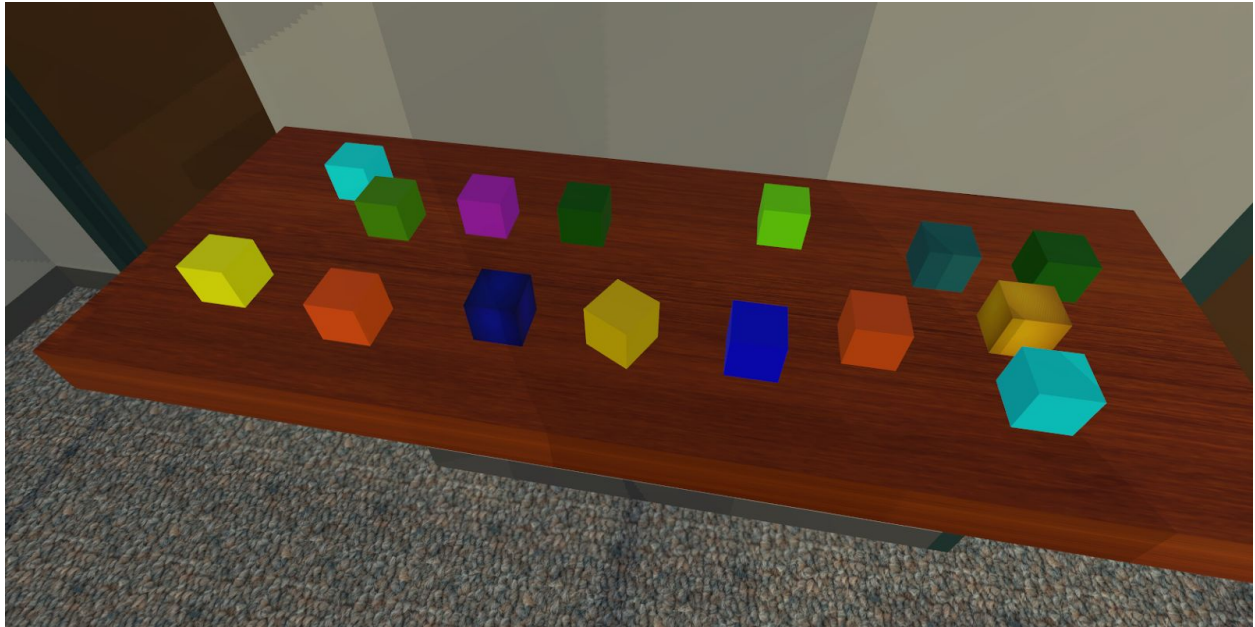


There is a phone, with the app Spotify open, and it is playing music! I find that pretty neat! Here, as well as all throughout the office, almost every single relatively small object is grabable and has some physics involved. Although it wasn't required, it definitely enhanced the experience. If I could go back to my project, I would add physics to more items. It's simple and fast, but effective.

I really like the sounds used throughout the office, especially when they were used to give the user an extra layer of feedback, making interaction user-friendly. An example of this is the light switch. In addition to the lights turning on and off, the switch also produced a clicking sound that we are all very familiar with. This is also true for the light dimmer and the beep sound that it makes. The sounds were appropriate for each item, making the environment feel more realistic. Another example is the stereo that plays a song.

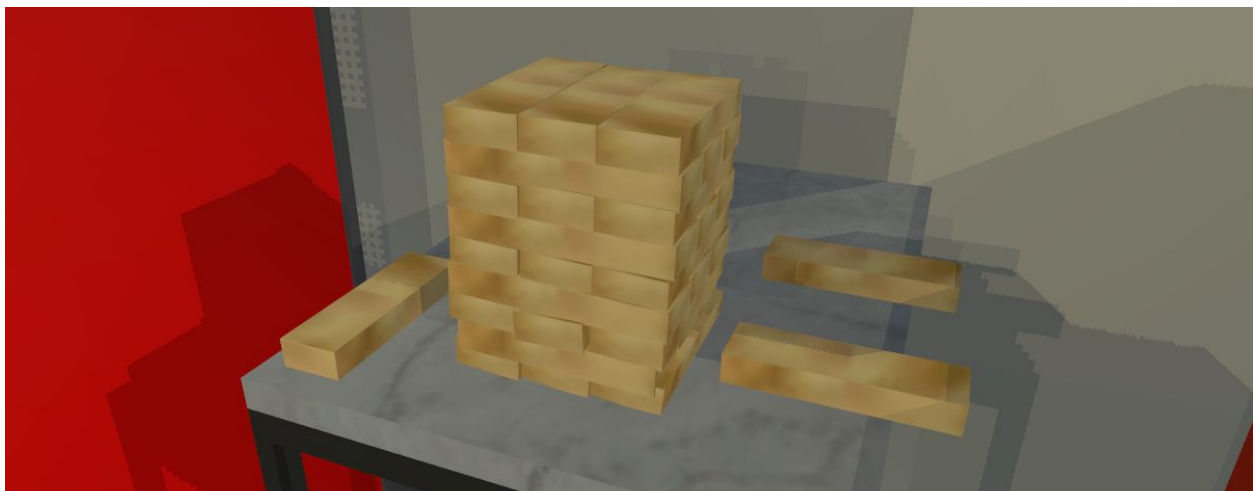


One of my favorite aspects of the office was the piano blocks, which is a wonderful combination of interaction, movement, and sound.



Alvarez explained the difficulties of playing a regular piano in virtual reality, and this was his amusing solution. When you touch one of the colorful blocks, it slightly moves up and down (simulating a keypress) while playing a particular note. Furthermore, the blocks are grabble and you can rearrange them or stack them, allowing the user to explore the endless possibilities for generating music. These piano blocks can also really help disabled humans that have a hard time playing a regular piano with its small keys.

The objects that included interaction were scaled well. It was easy picking up items because of their size, interaction made sense. An example of this is giant jenga.



I can actually attempt to play a game of jenga because the blocks are big enough for the wands to grab one block at a time. This simple technique of scaling objects appropriately really makes a difference. Another example is the piano blocks, as mentioned above.

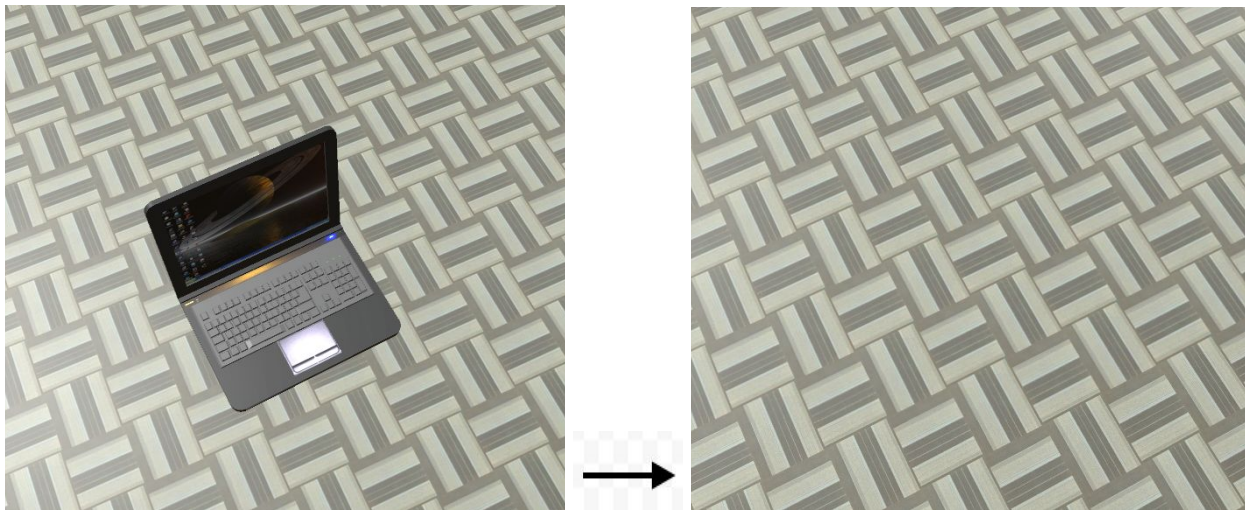
By adding dividers, there are five unique spaces. Furthermore, because of the orientation and position of some of the bigger items, there are more “subspaces” throughout the office. This offers private and common areas in the office, and makes the space feel cozy. This space provides many amenities a modern office would offer, it’s functional!



This gives a nice flow and effective use of the space. The consistent color choices add to the flow. No matter where you are in the office, it feels familiar and connected. This is executed quite simply by incorporating blue, green, red, and yellow throughout the furniture and other objects. It is definitely interesting to walk through this office space.

Project Tested: <https://snjoshi.wordpress.com/2017/09/25/in-your-room/>

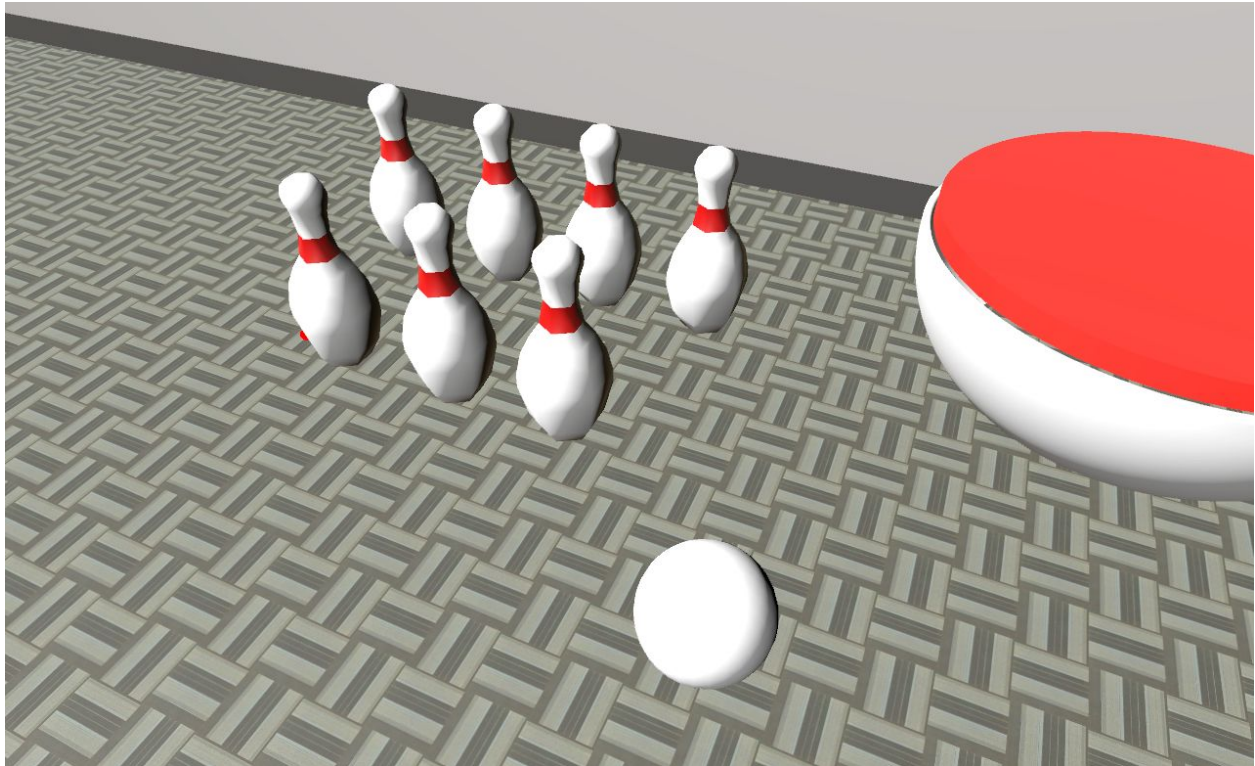
The interaction techniques in this office space were taken up a level, and really made the project memorable. In the real world, when you drop a somewhat fragile object, it gets damaged or completely breaks. That behavior was nicely transferred to this virtual office. It's quite simple, if an object was dropped three times, it would disappear, simulating that it was broken. This interaction technique was only implemented in this project.



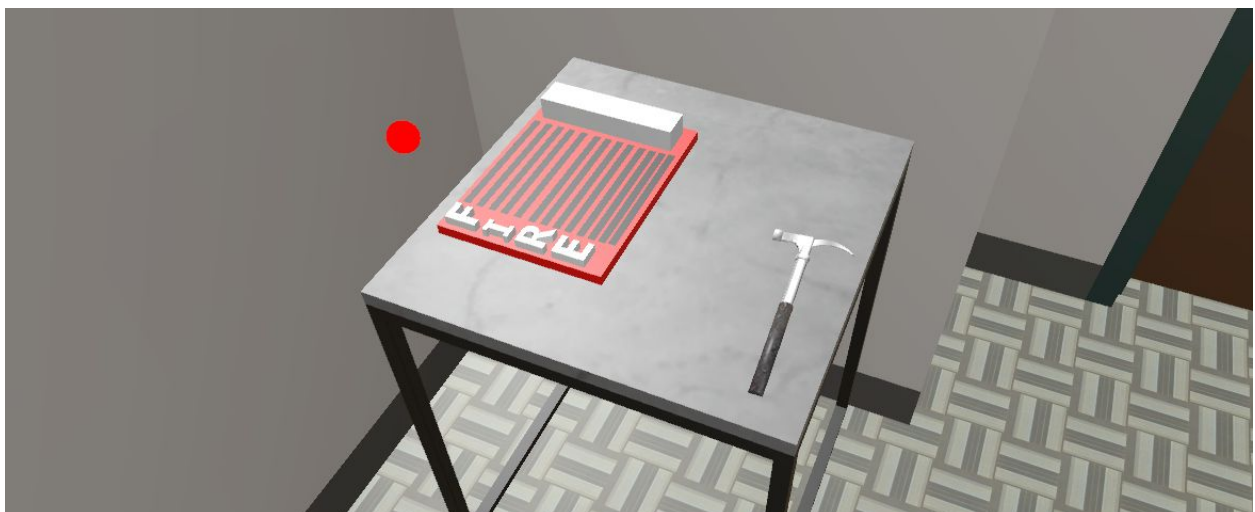
Another distinct interaction technique was the wastebasket. Bring any object to the wastebasket, drop it in, and it disappears, simulating the real world. I really liked seeing these simple interaction techniques when exploring the space.



In both projects I reviewed, the offices offered mini-games for the user to try. It made both experiences more enjoyable. In this project, the mini-game was bowling. Yeah, it's tricky to toss the bowling ball and not that functional, but it's a nice touch and adds dynamics to the space.



In most of the projects presented, interaction was achieved through colliders...move a wand through the object, sometimes with an additional trigger action, and it will react in some way. The fire alarm added an extra component which I really liked. Instead of moving your hand through the alarm itself, you had to pick up the hammer adjacent to the alarm, and hit the alarm to trigger it.



I liked the behavior certain objects accomplished with sound. Instead of triggering a sound when getting too close to an object or picking it up, the sound was generated when you dropped the object and it collided with another entity. Perfect examples of this are the water bottle and clock. When the water bottle was thrown, it made the expected water swishing sound, and when the clock was thrown, an alarm sound went off.

