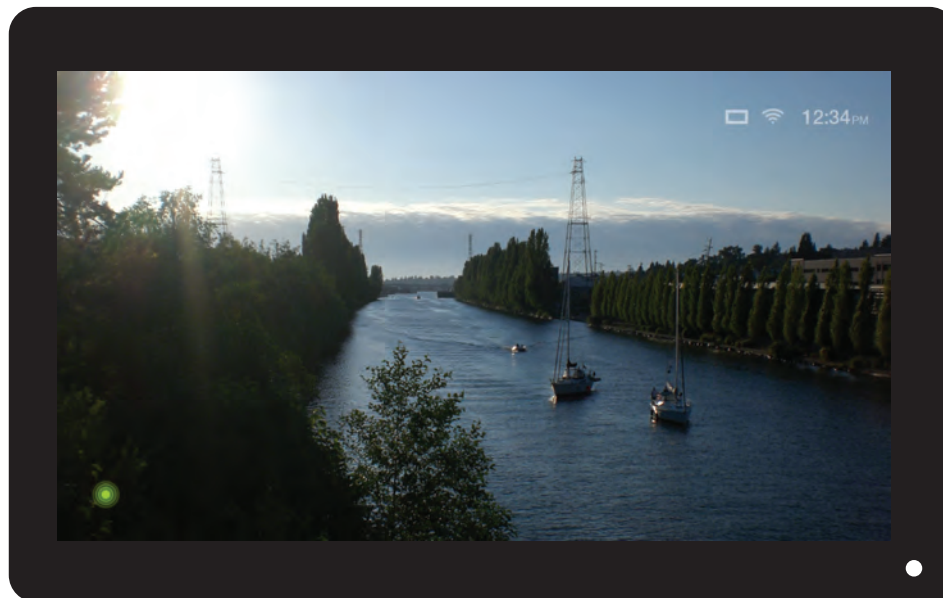
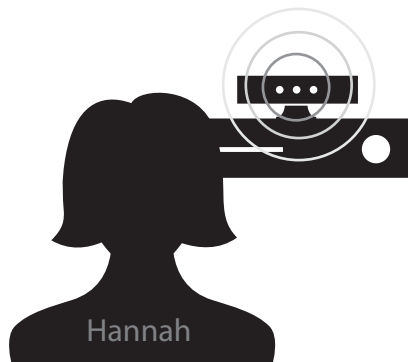
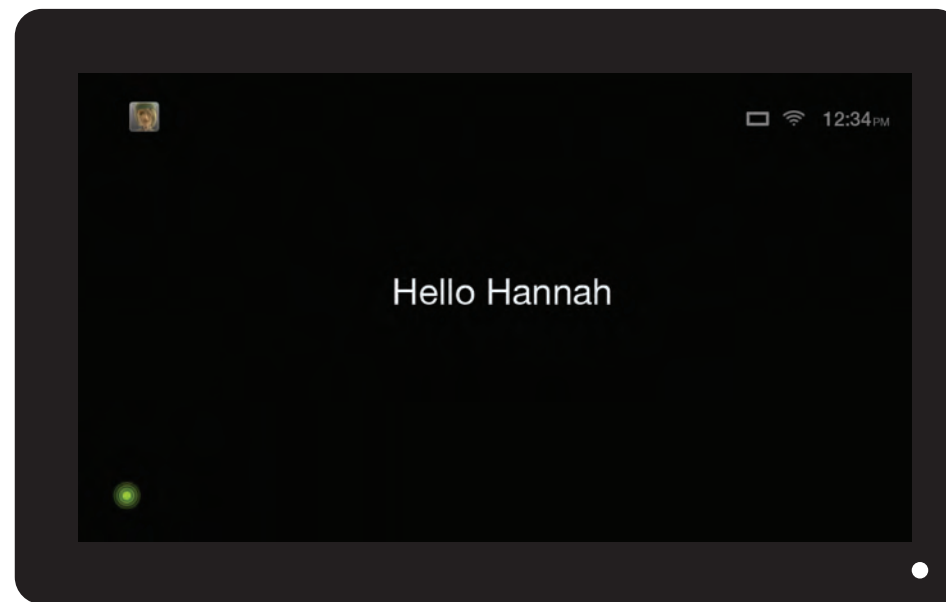


UX Flow

Scene 1: Search, Browse and Select Content

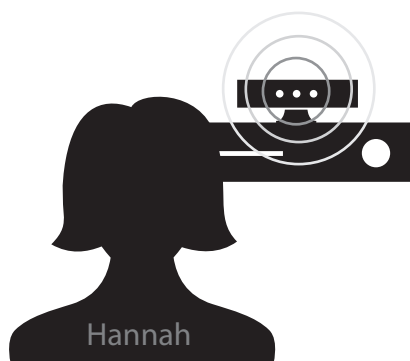


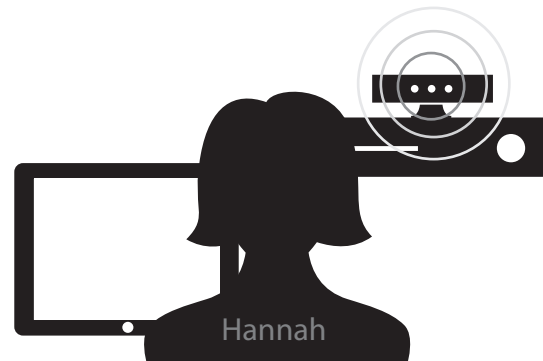
- TV asleep, displaying slideshow
- Natal 'listening' for motion
- Tablet is asleep
- No users in room



- 1) Hannah enters room
 - 2) Natal detects motion tells TV to wake up
 - 3) Natal begins listening for voice and looks for users - visual indication mic is active appears on screen
 - 4) Natal looks for users, recognizes Hannah
- Tablet asleep

UPDATE XBOX/FRIENDS
WIDGETS





NOTE: Users can designate apps as private so if other users come in the room, the app hides.



- 1) "Private" application moves offscreen because another user is detected
- 2) Hannah is given choice of actions
Exit/Move to tablet/Continue
- 3) Hannah chooses to move app to tablet



- Screen changes to 'explore' version of main menu (home) for multiple users



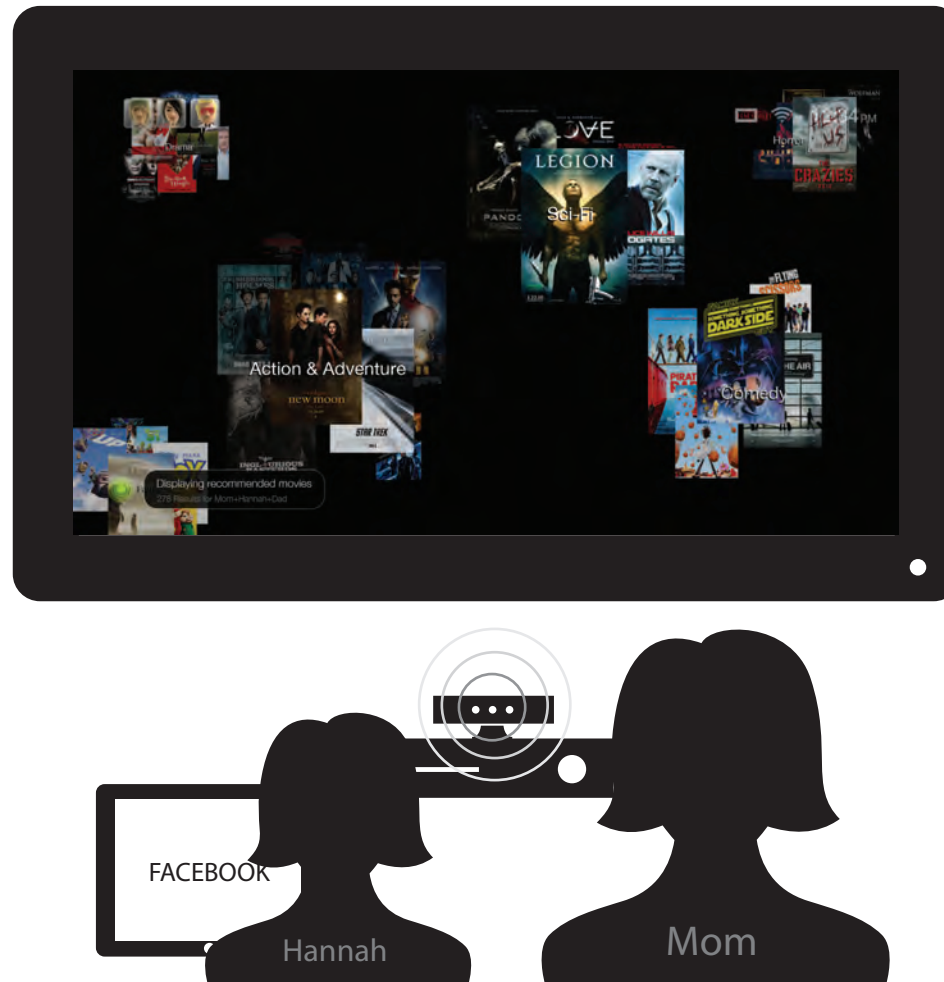
text



- Mom initiates switch of UI by saying 'explore'



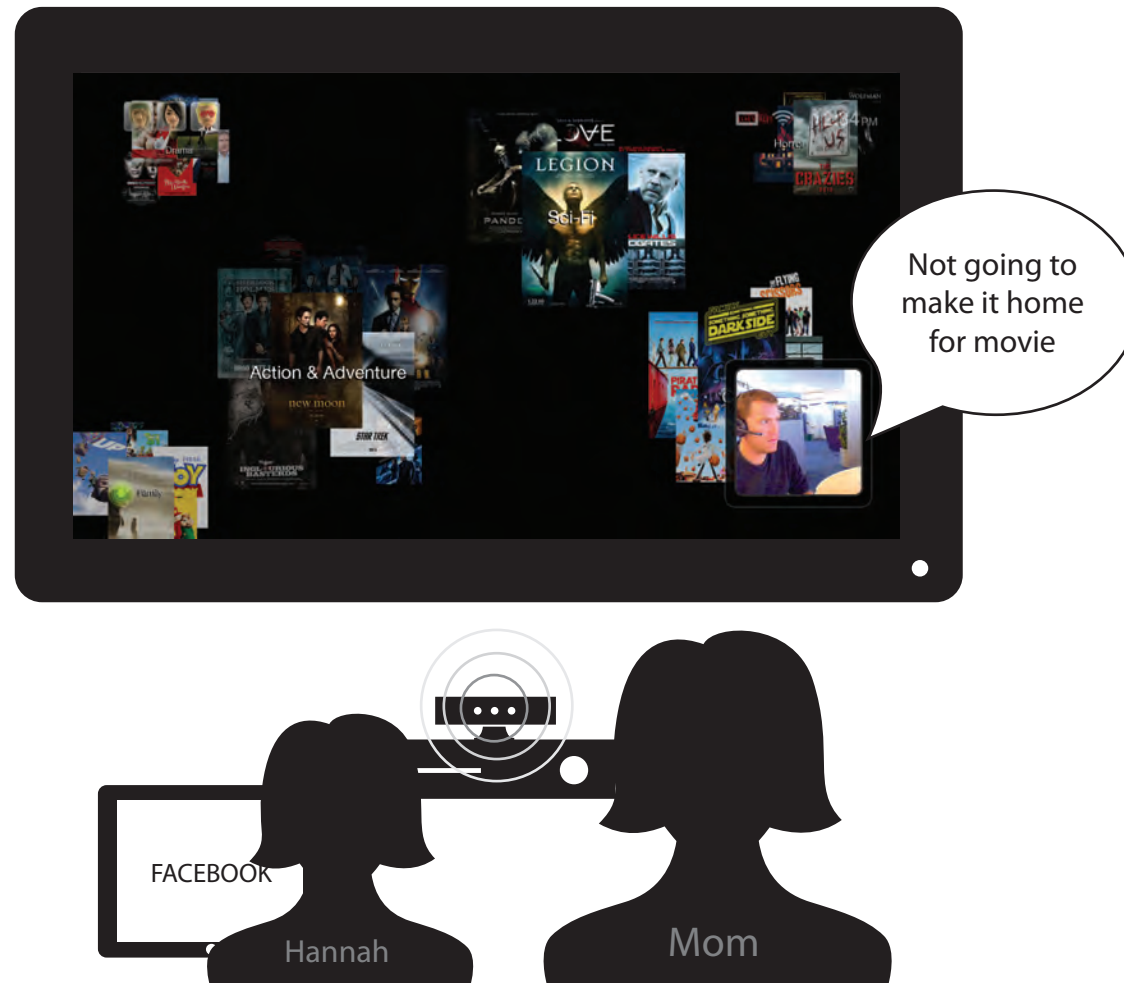
- Mom adds Dad to search criteria by saying 'Add Dad'.



- Content rearranges based on adding Dad's profile (movie preferences)
- Users browse movies



- Dad calls from skype
- Rings on tablet and TV



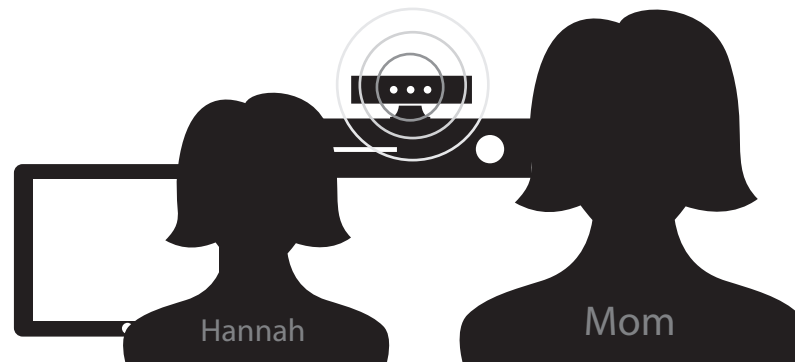
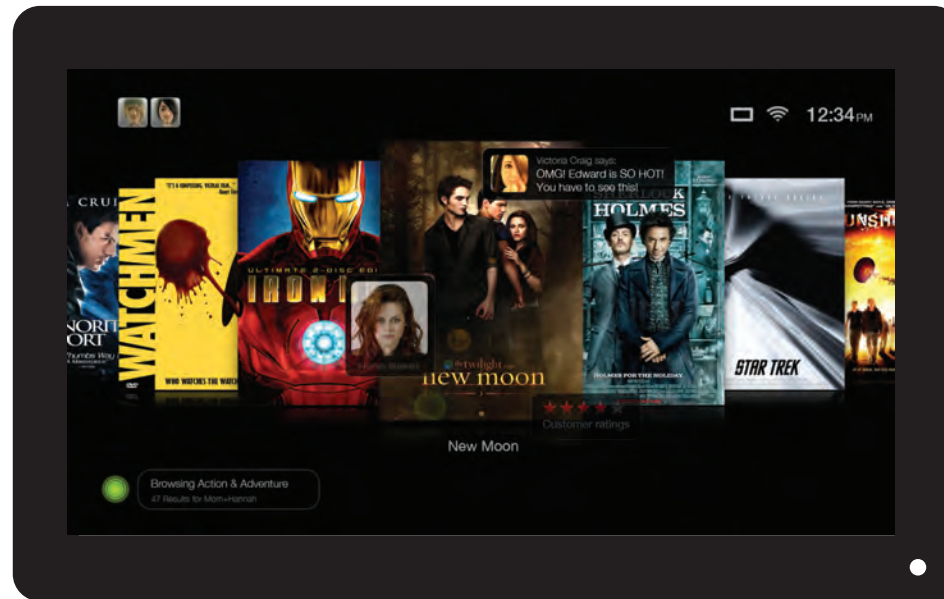
- Call answered on the tv



- Mom removes Dad from search criteria



- Content changes - user 3 removed
- User switches to 'browse'

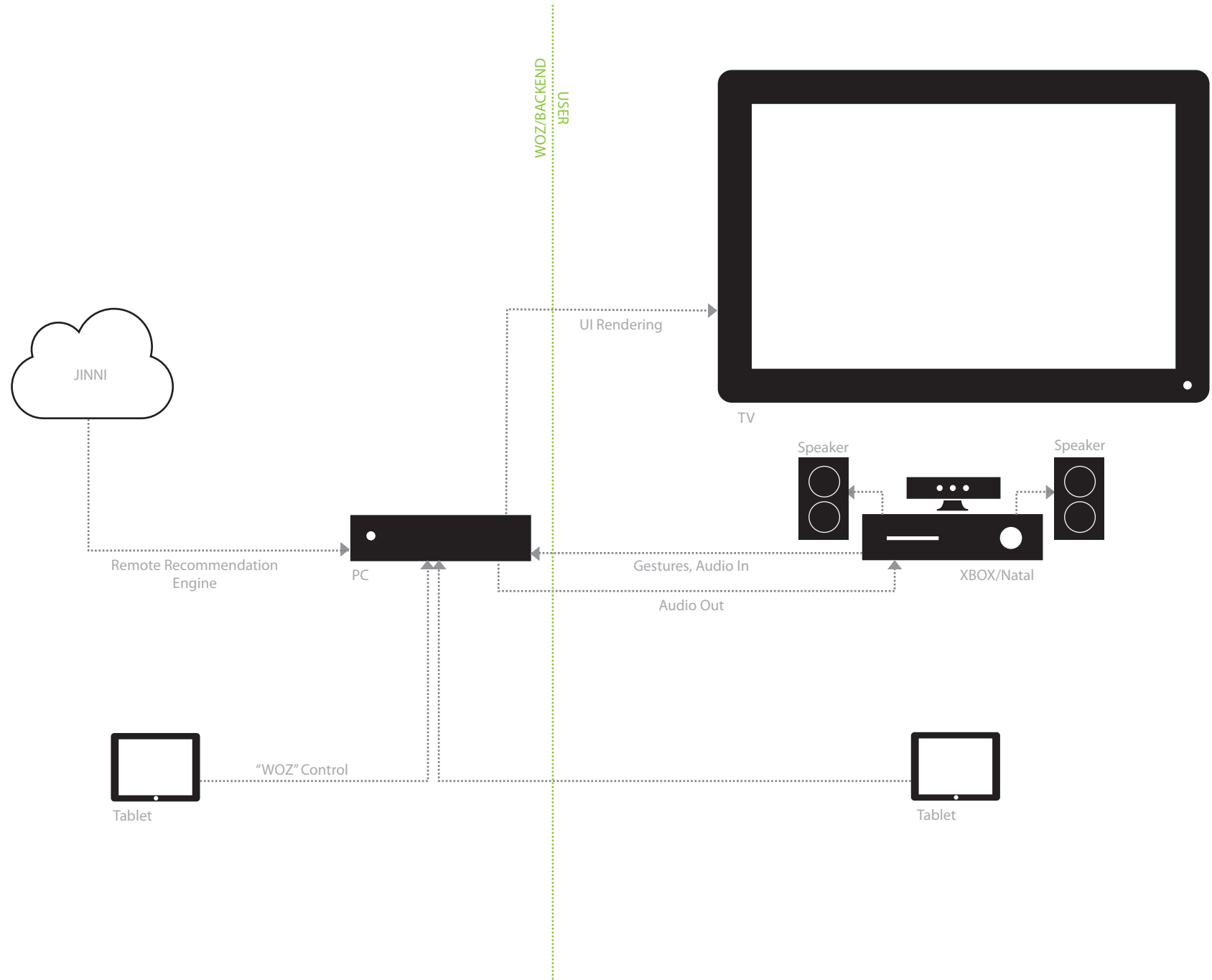


Architecture

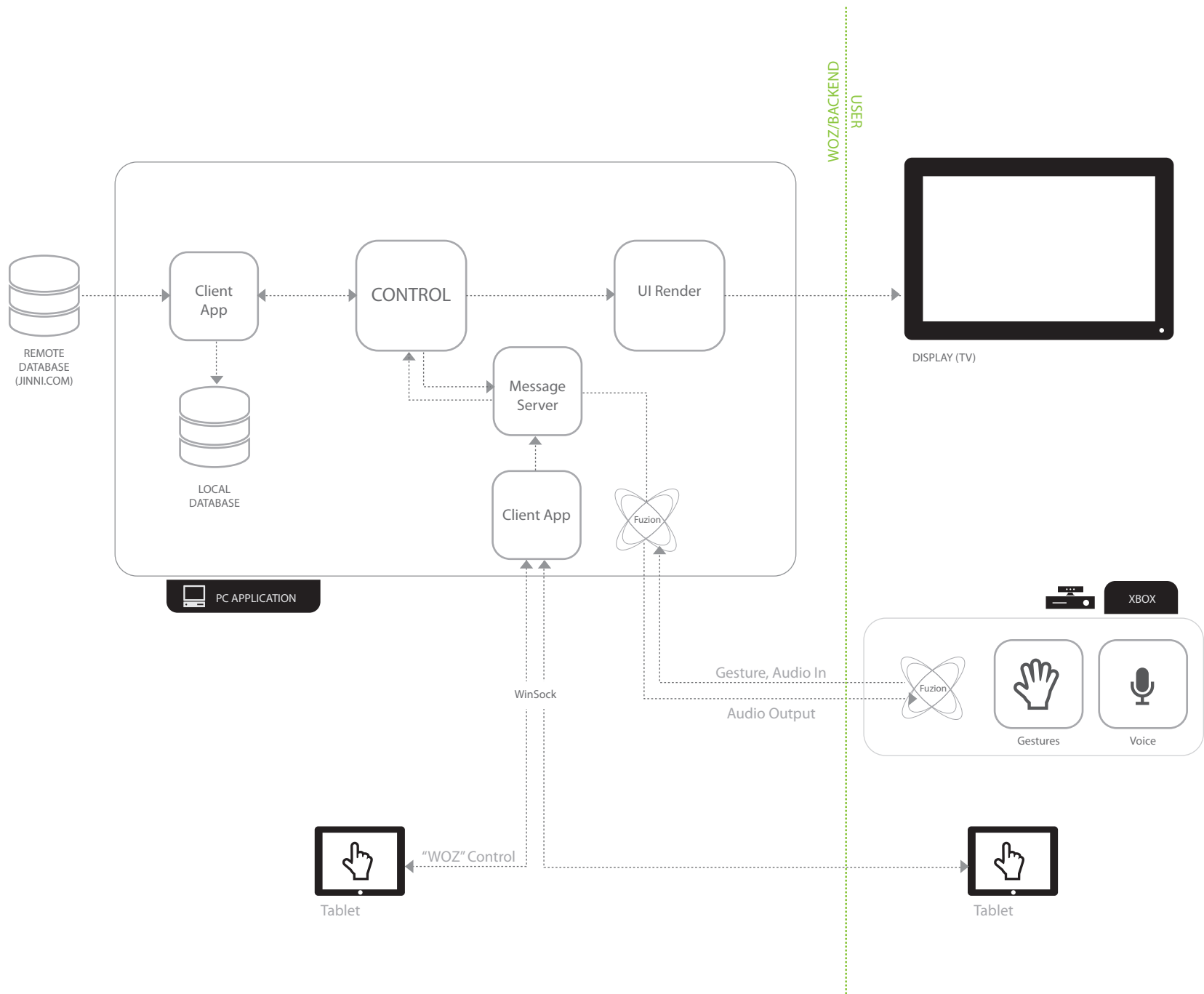


Project: Macbeth

Connectivity



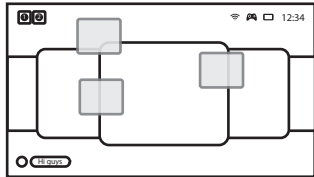
Inter-Device Architecture



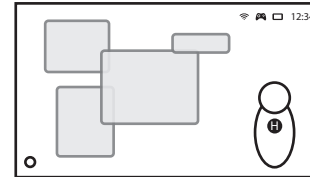
UI/Interaction Philosophy

The UI is set up with an 'active' vs. 'passive' user role philosophy where the interaction is presented in two different formats or styles depending on what the user feels like - how they want to interact. The active approach is called 'explore' where the user is involved in an exploration of content. The passive approach is referred to as 'browse' where the user is letting the system do a lot of the 'work' for them and taking a more 'sit back and enjoy' approach

Browse



Explore



Gestures

From our experimentation and the knowledge imparted by Microsoft we have learned that the success of gesture interaction is based on a few things:

- 1) Distinction - using gestures that are distinctly different so the system does not confuse the user
- 2) Context, visual cues, sound - making the visuals on the screen translate seamlessly with the gesture. For example, if a user is making something come toward them, make the gesture feel like the user is pulling the object toward them. Use visual cues on the screen to indicate what can be done. For example, if a user can navigate in 3d space, position objects in a way that implies this is possible.
- 3) Simplicity - limit the number of gestures that can be used

The gestures are divided into the different types of interaction, to be supported and enhanced understanding provided by visual cues, animation and sound.

Swipe Left
Swipe Right
Swipe and hold
Speed control
Pull forward
Push away
Flip over

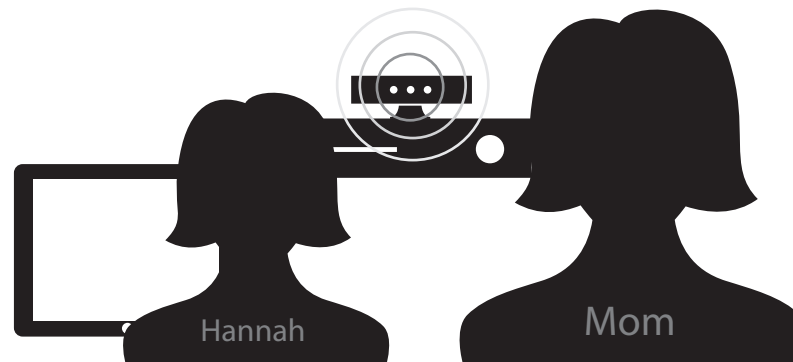
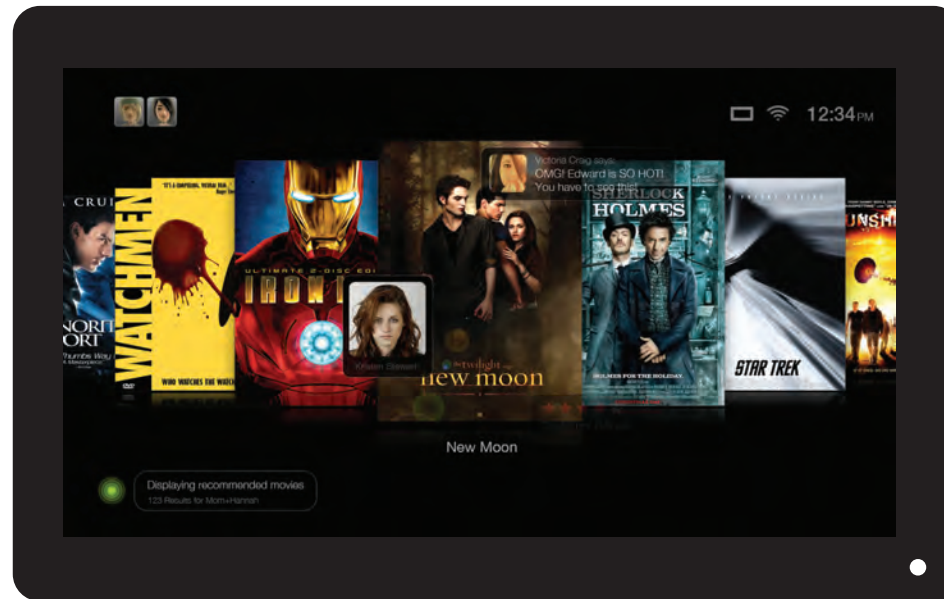
Hover
Highlight
Zoom in
Zoom out
Push away 2 hand (Back)
Push away 1 hand

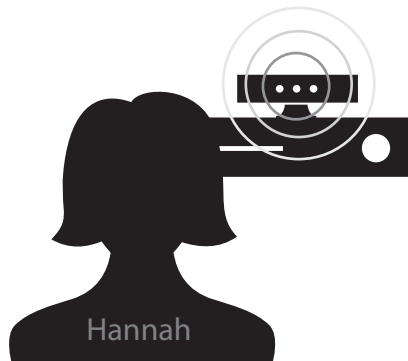
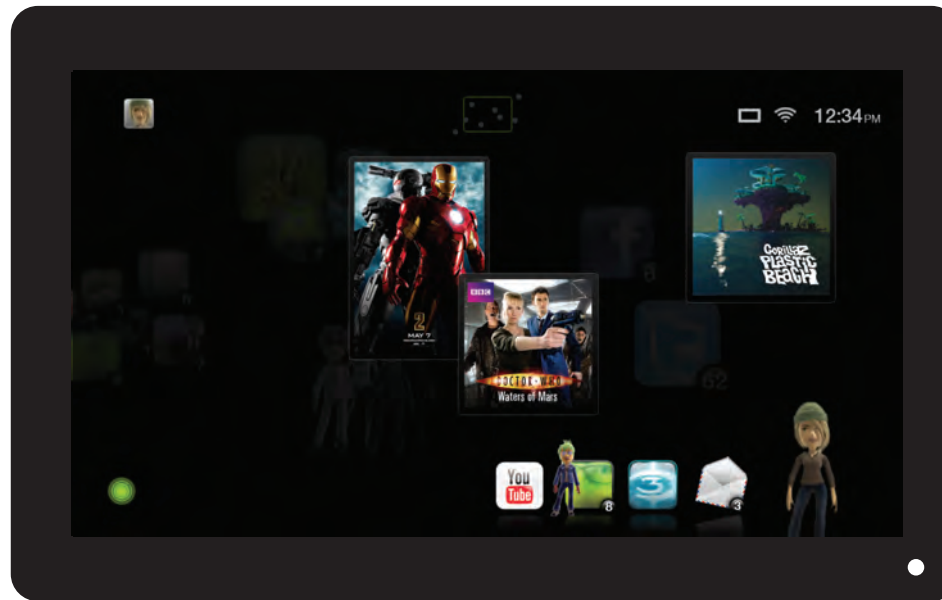
Voice

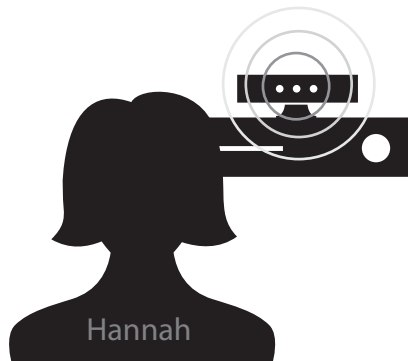
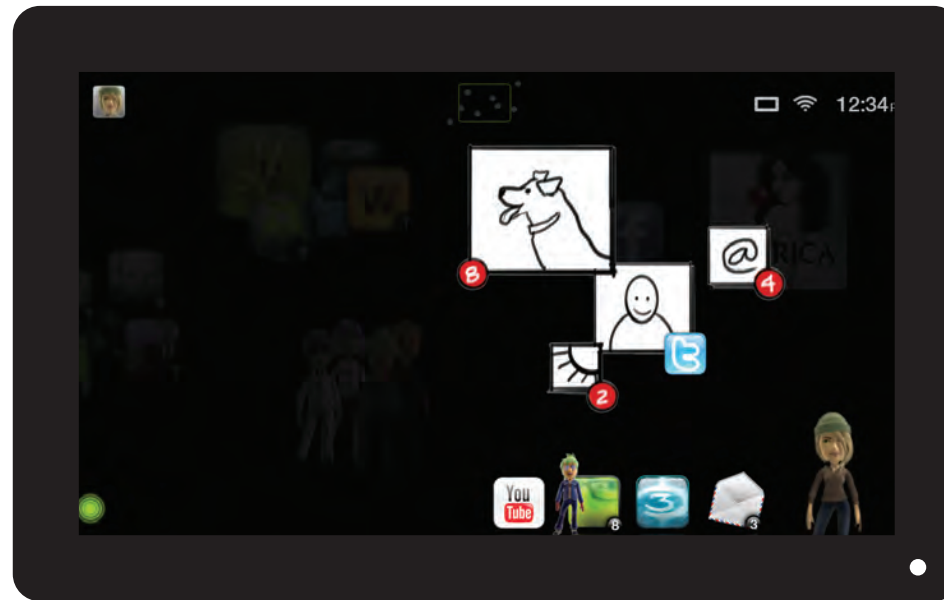
Voice is a powerful tool that can be used to make massive leaps in a UI and can be more powerful in certain situations than any other type of navigation. For example, speaking 'Facebook' is much easier than navigating to a menu, navigating to Facebook and selecting it.

Voice Commands

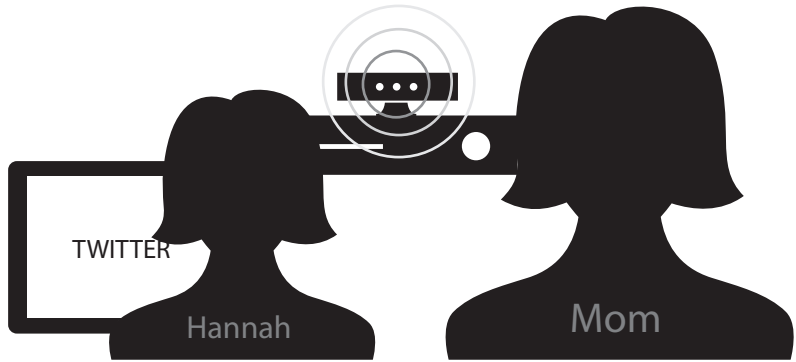
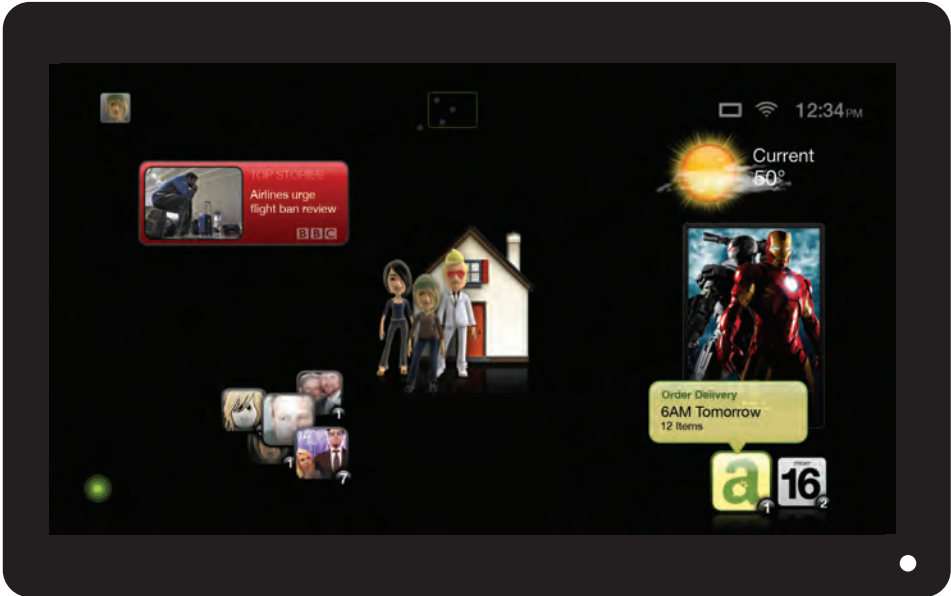
Home
[Application Name]
Explore
Browse
Pick up
Drop
Pin
Unpin "AppName"
We want to watch a movie
Add [Dad]



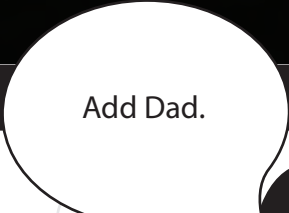




- User explores personal menu by hovering
- Widgets display based on relevance



- Mom checks Amazon Fresh notification



- Mom adds Dad to search criteria by saying 'Add Dad'.

