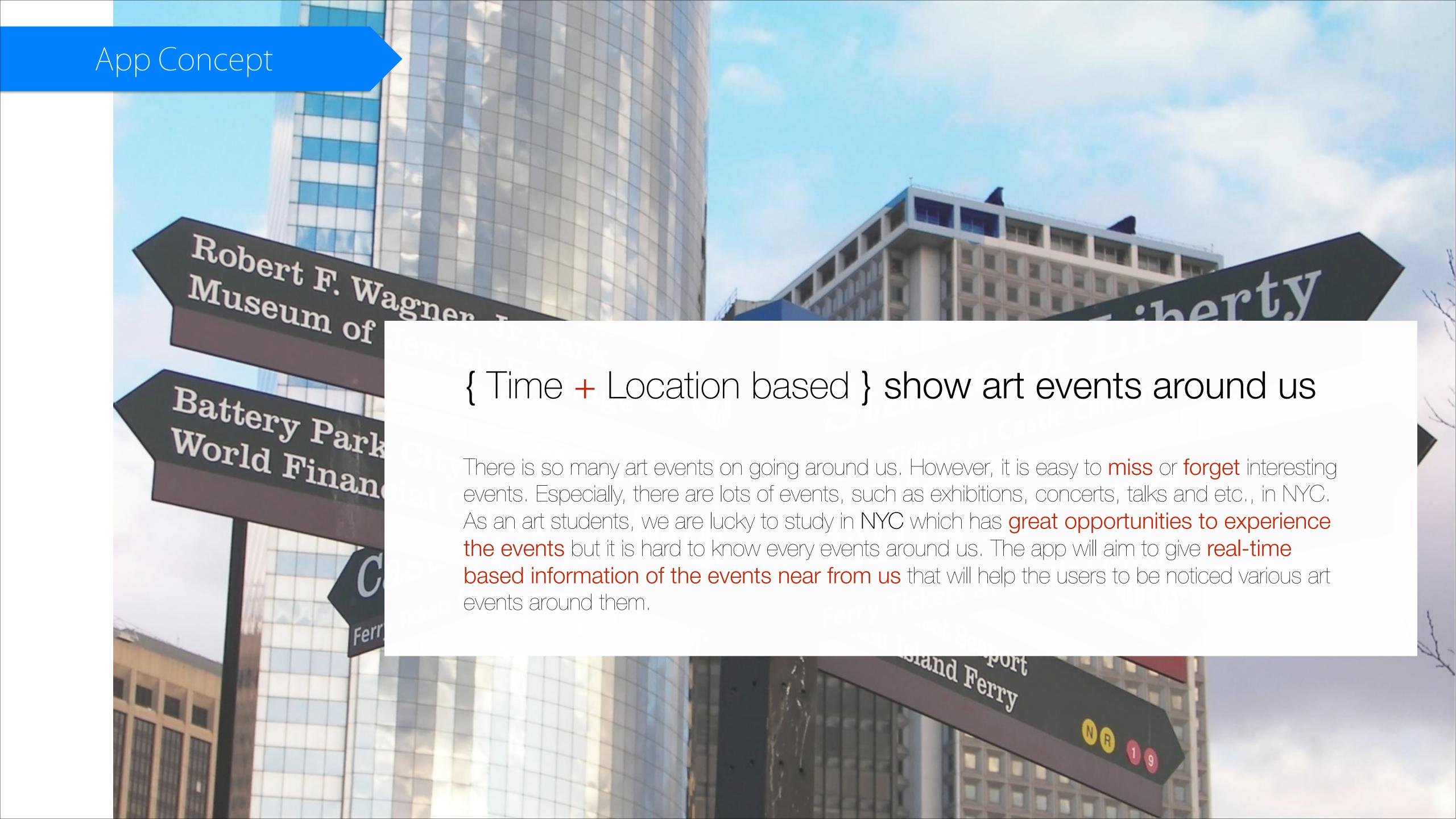


Shu Yu Lin + Soo Hyun Park





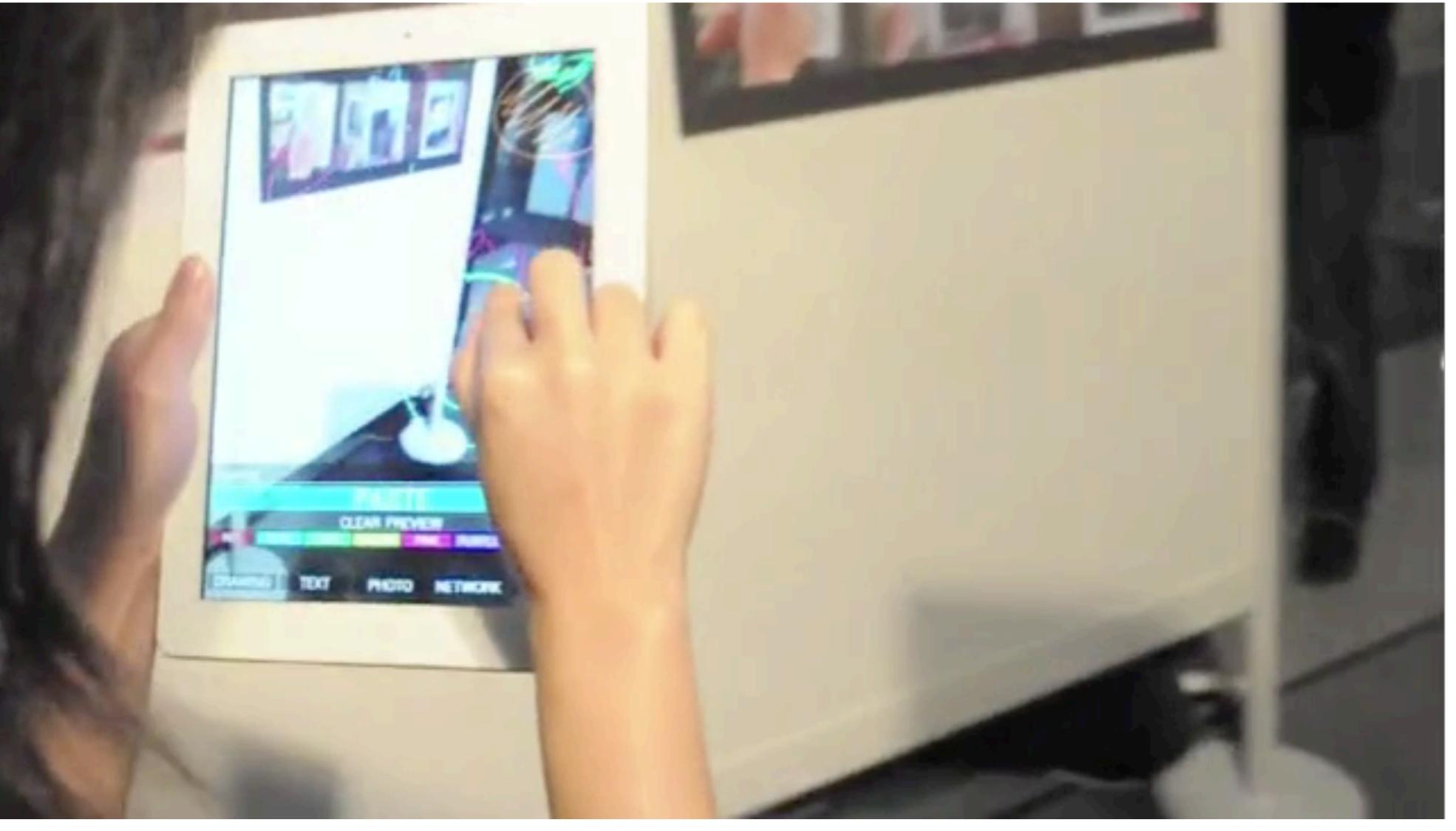
Art students;

People who are interested in art event in NYC; Tourist who wants to experience NYC events

Precedents



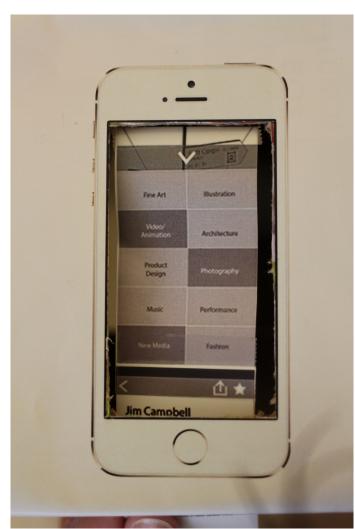
Second Surface
Multi-user spatial
collaboration system
by MIT lab

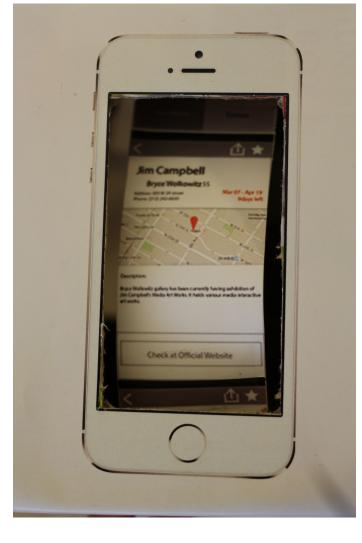


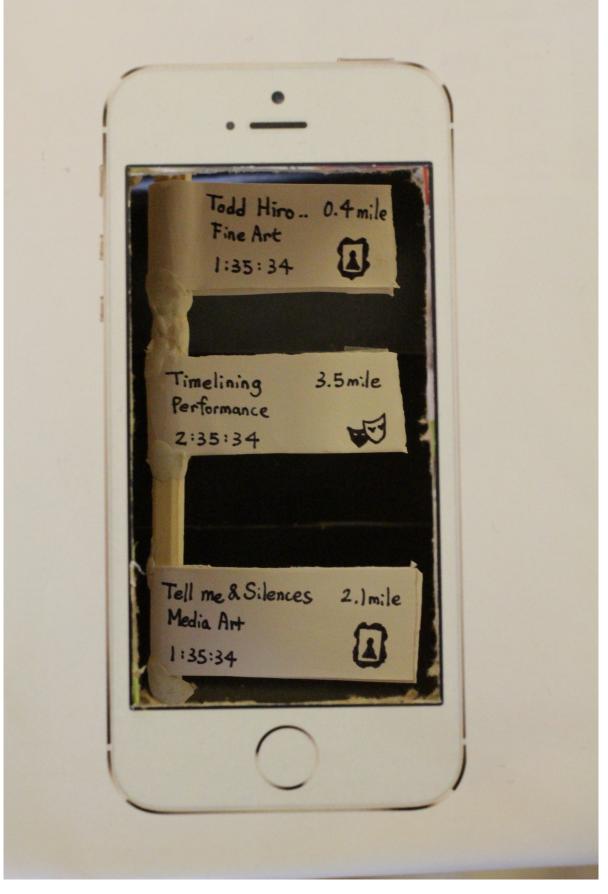
Paper prototype











+ what we've learned

- 1. 3D main view hard to see detail Info.
- 2. Want to see the whole events
- 3. Illogical 3D point display

+ what we've changed

- 1. 2 types of main view: 2D/3D
- 2. daily whole events **overview** view
- N. detail designs / the way of interaction

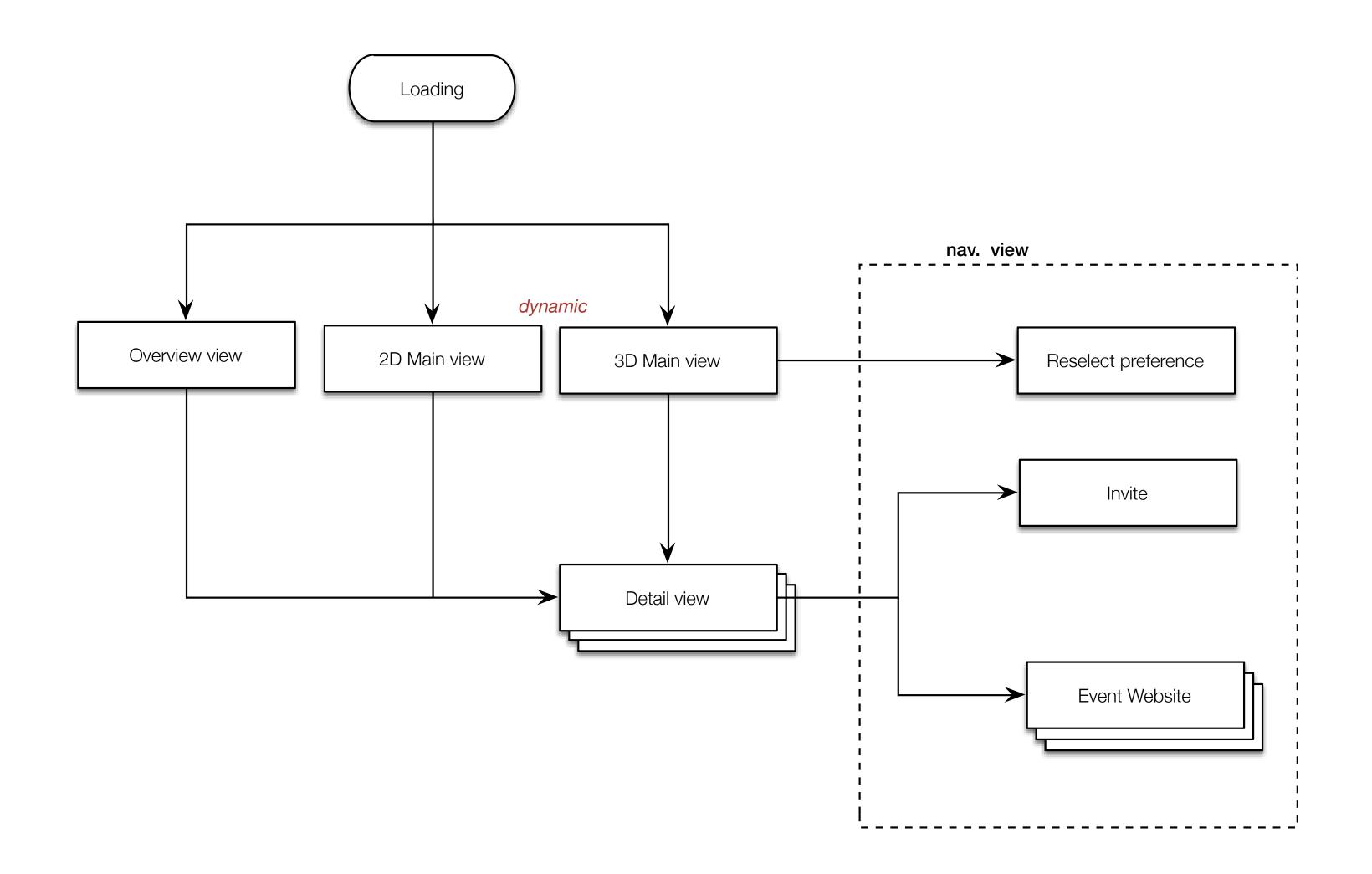
App map

User will get in to Main view. It can be 2D type of view if they hold the device horizontal way. Also, if they hold it vertical way, they will see 3D style of point. 3D display will be shown by AR technology.

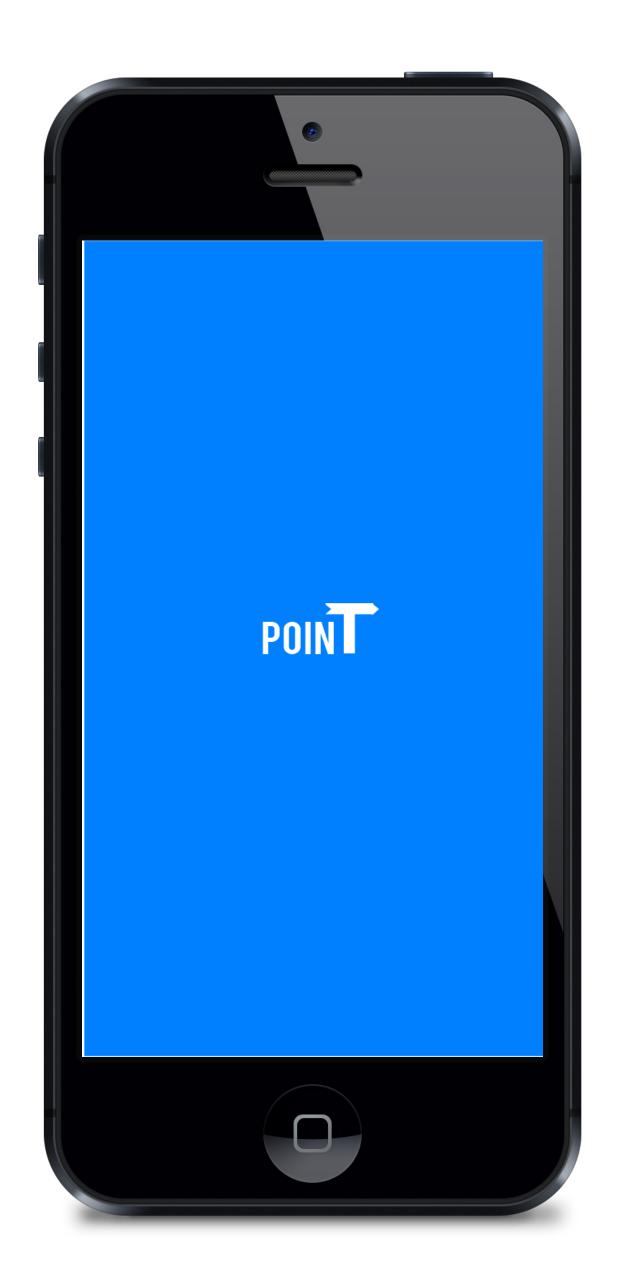
Overview view is for seeing all the events' information of the day you open the app.

Invite button will be at detail view and if you tab it, you will see selections, such as Facebook, message and email, to send the information to friends.

In detail view, you can go to the official event website to see more details of the event.

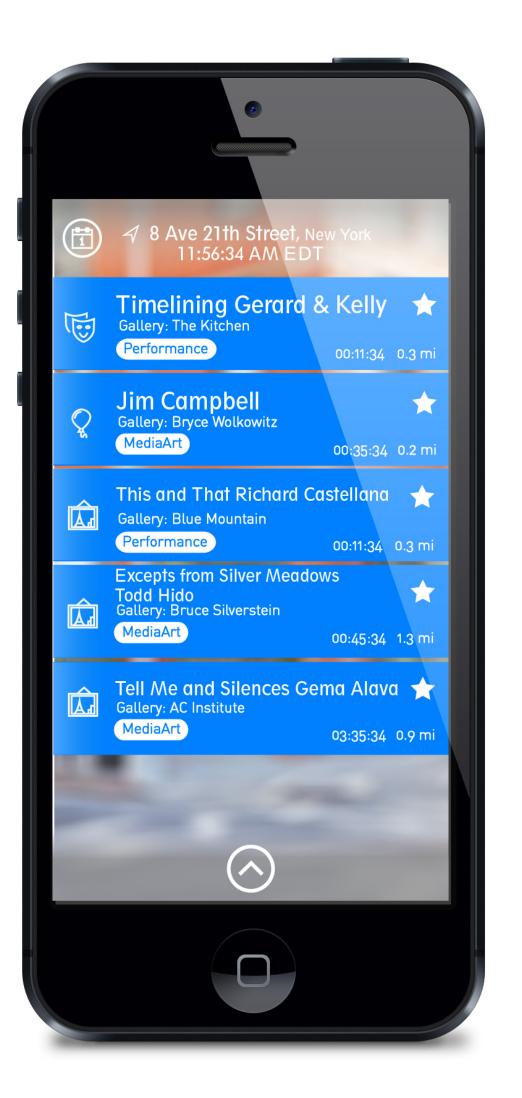


Loading



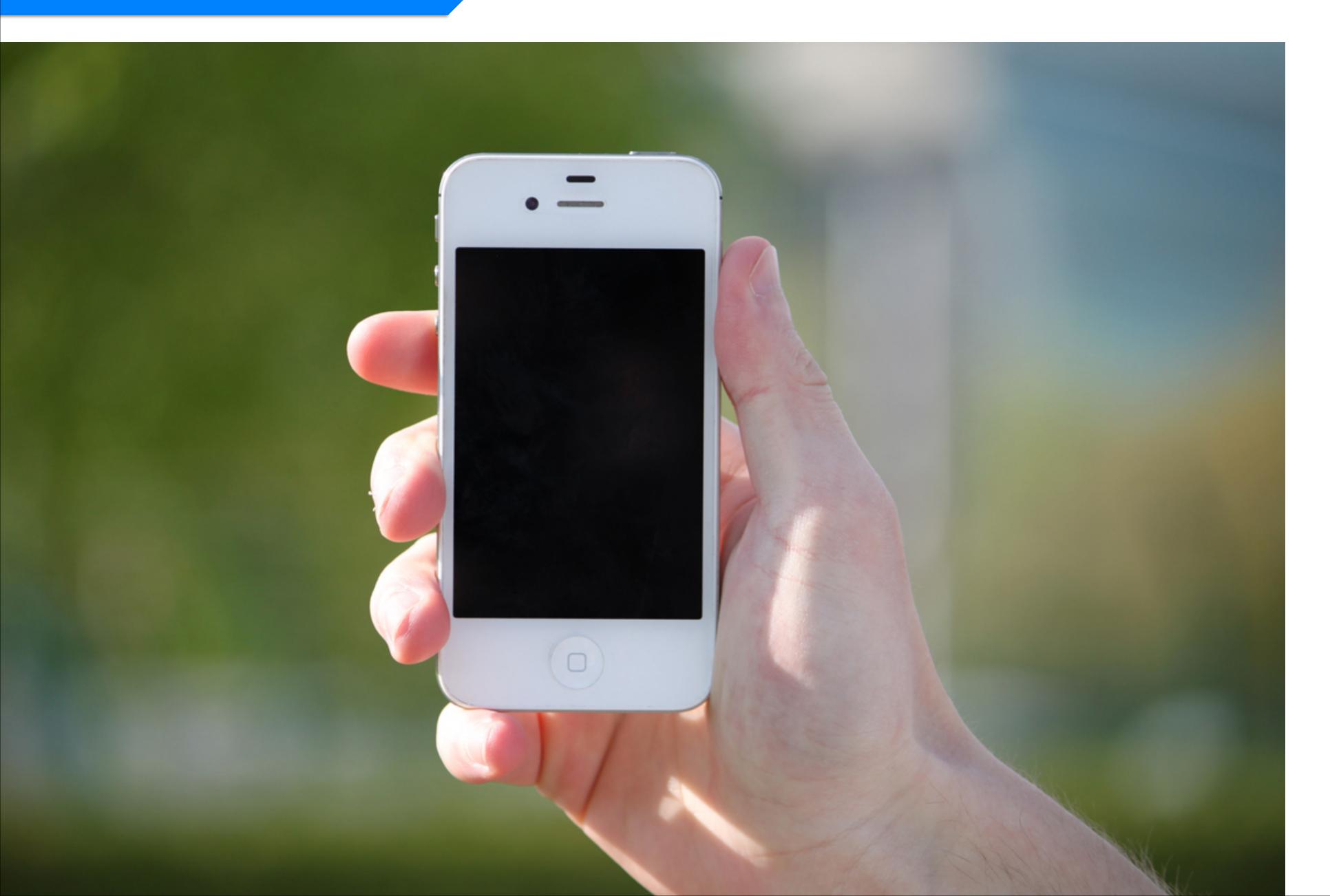
Main view





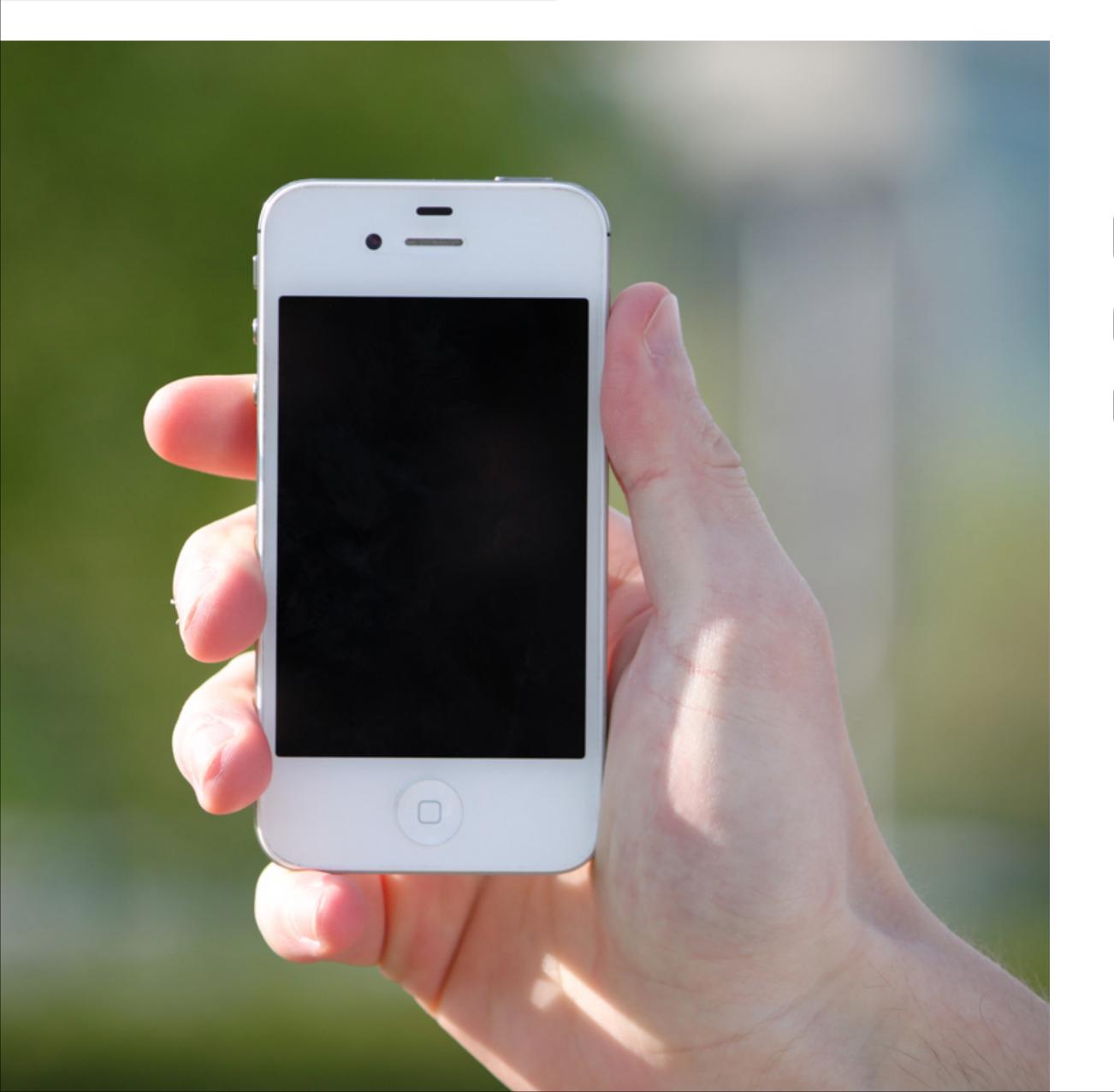
3D 2D

Dynamic Interaction

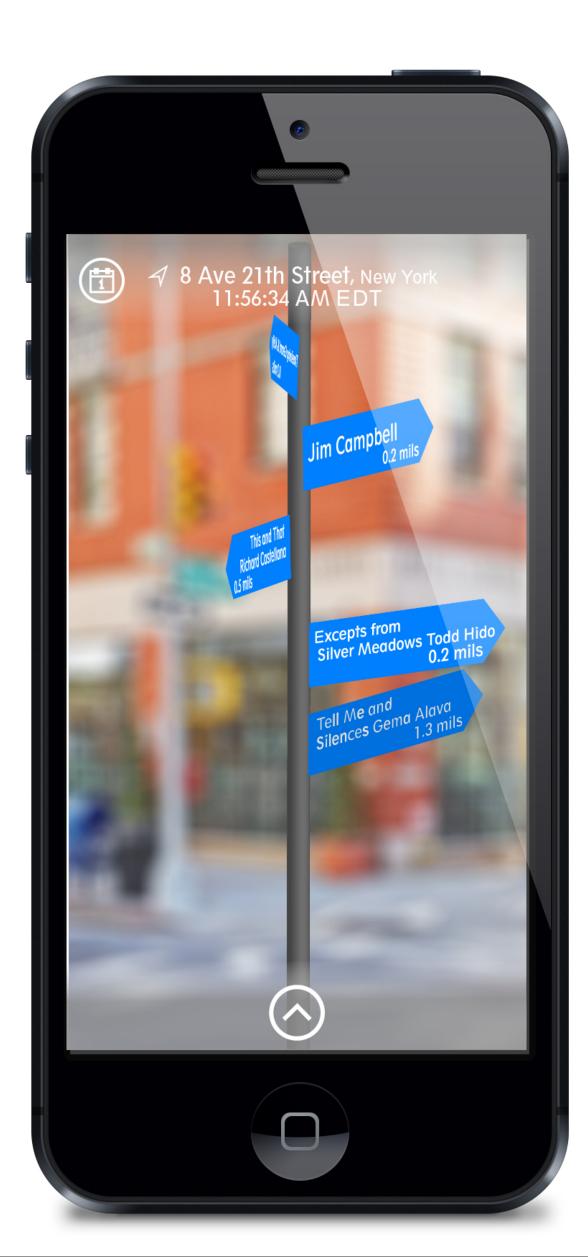




Dynamic Interaction

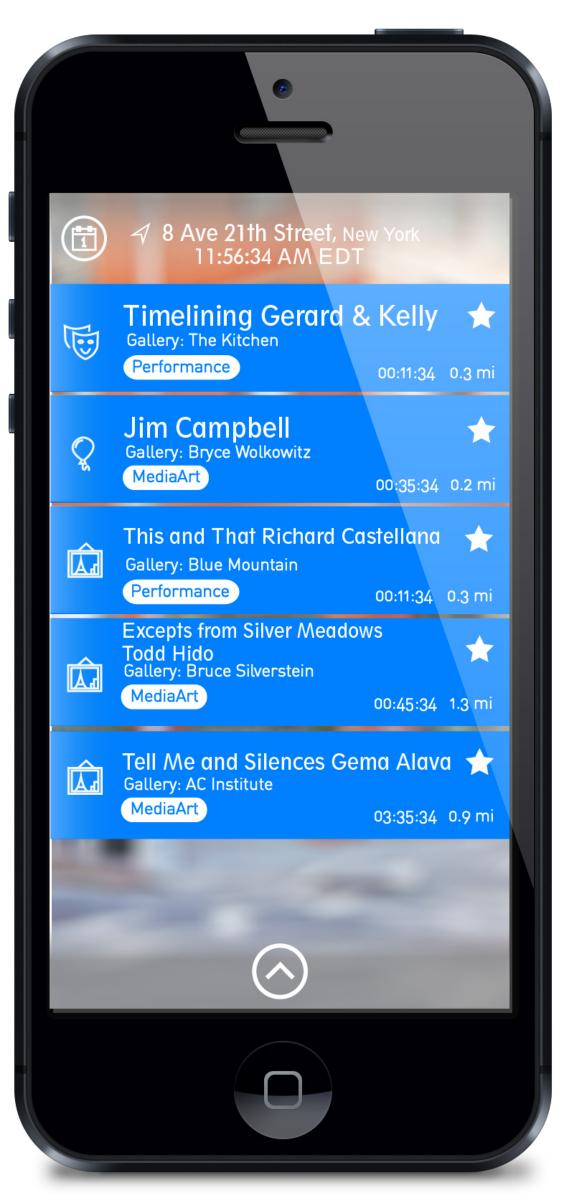






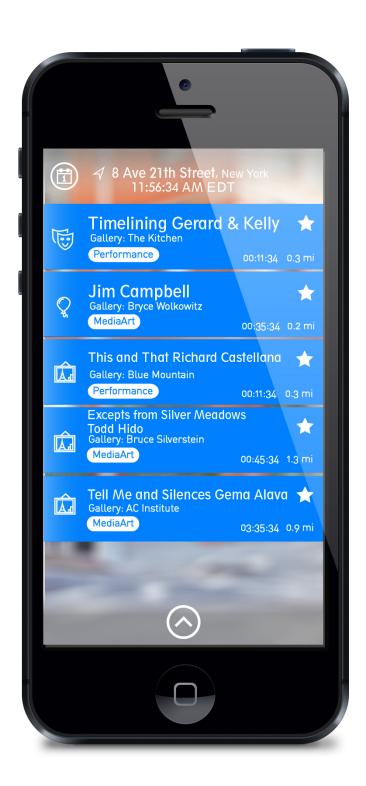
Dynamic Interaction

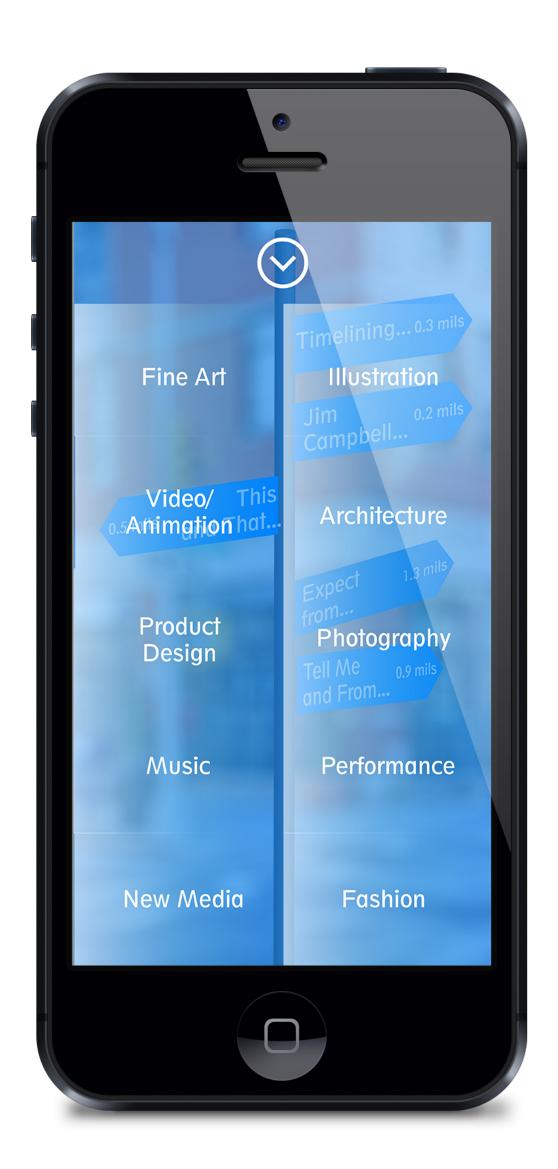


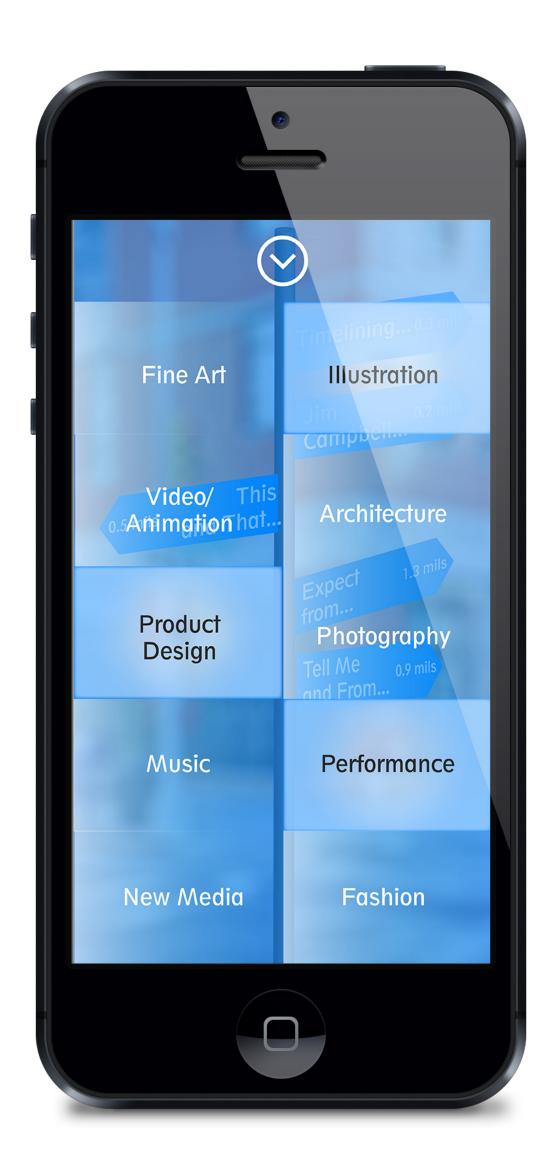


design iteration





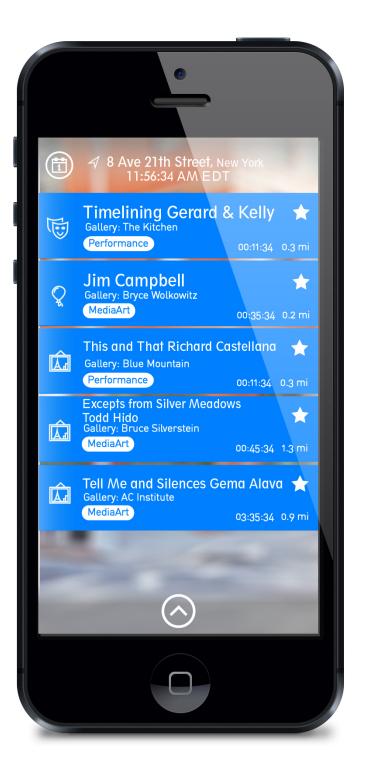


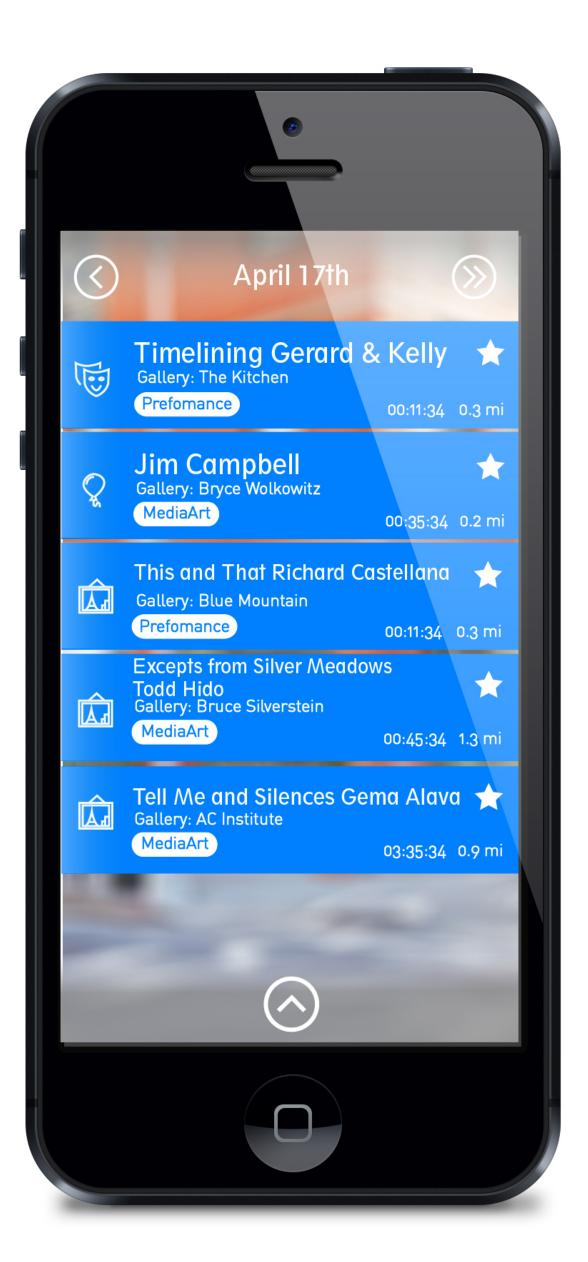


Filter

Main view



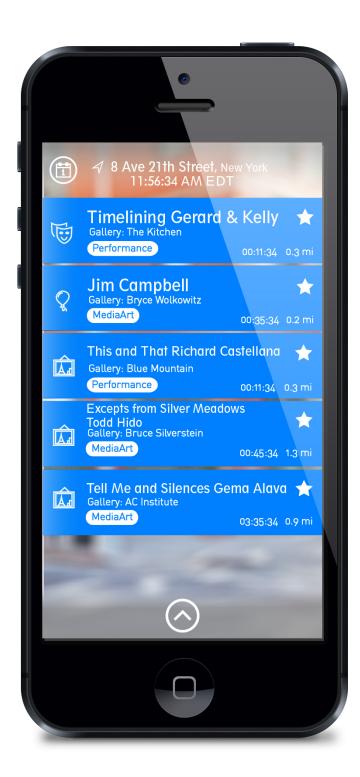


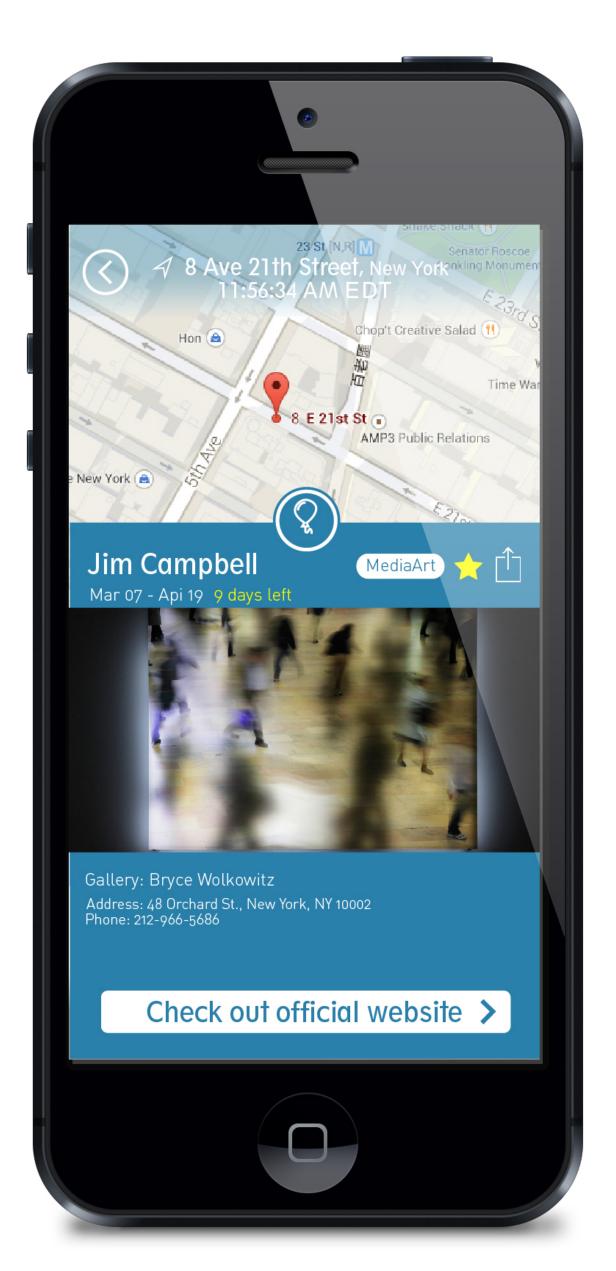


Overview

design iteration









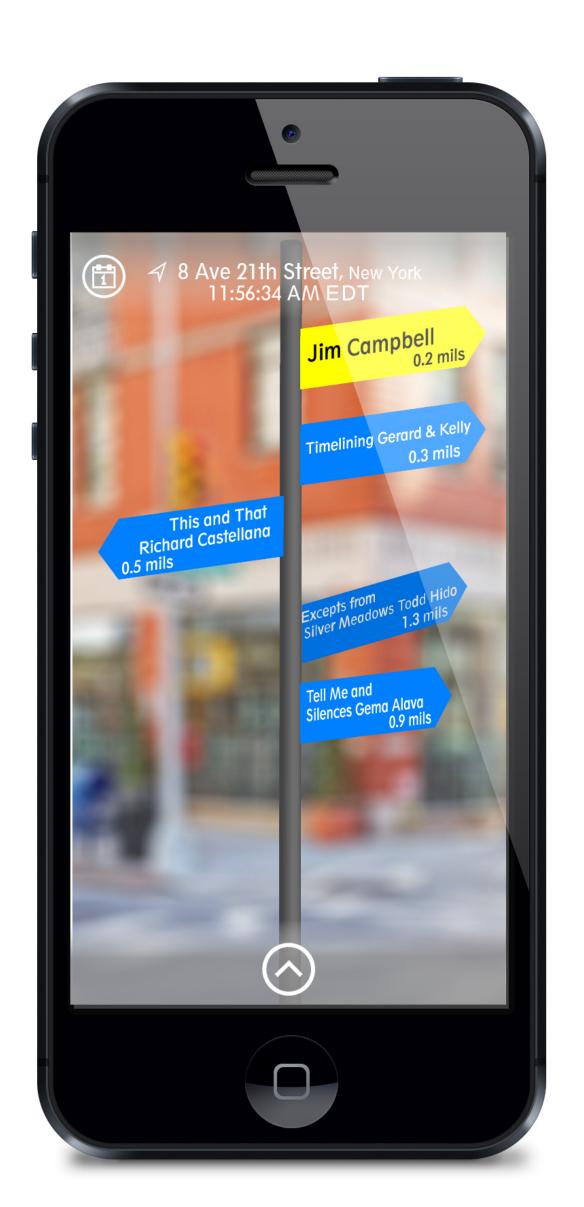
Detail View

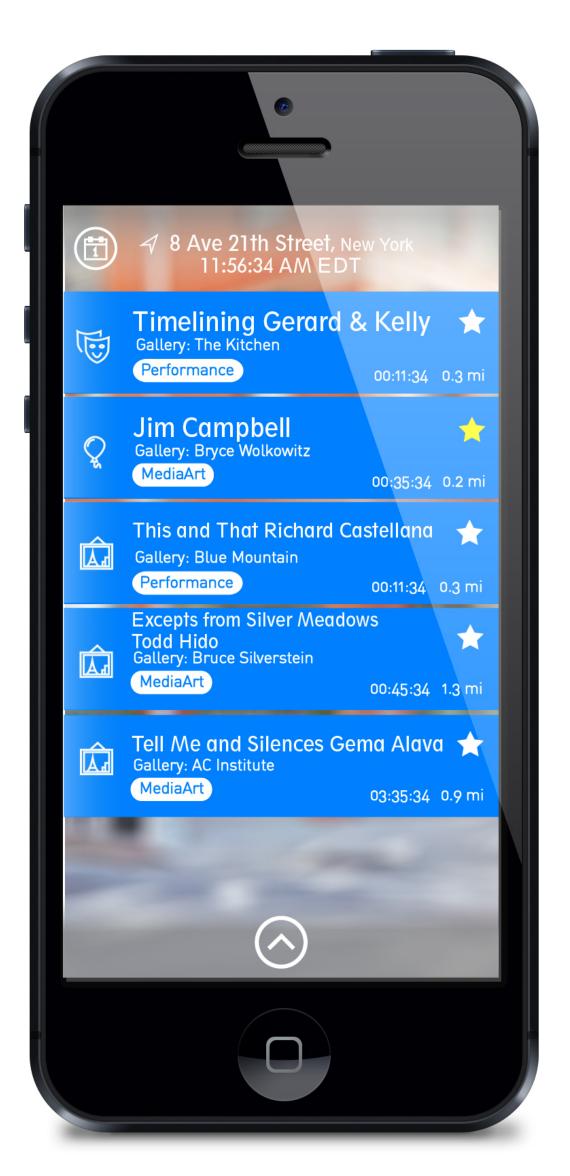
Share

Dynamic Interacton



Likes





THANK YOU!

Any Questions? Comments? Concerns?



