

A decorative border with floral and scrollwork motifs surrounds the text. The border consists of four corner pieces and two horizontal pieces, all rendered in a light green color. The top and bottom horizontal pieces feature a central floral scroll design, while the left and right vertical pieces have a repeating diamond-shaped pattern.



# THE STORY SPACE

Eden Durbin, Georgie Otchy,  
Yiyi Liu, and Wenxi Zhu



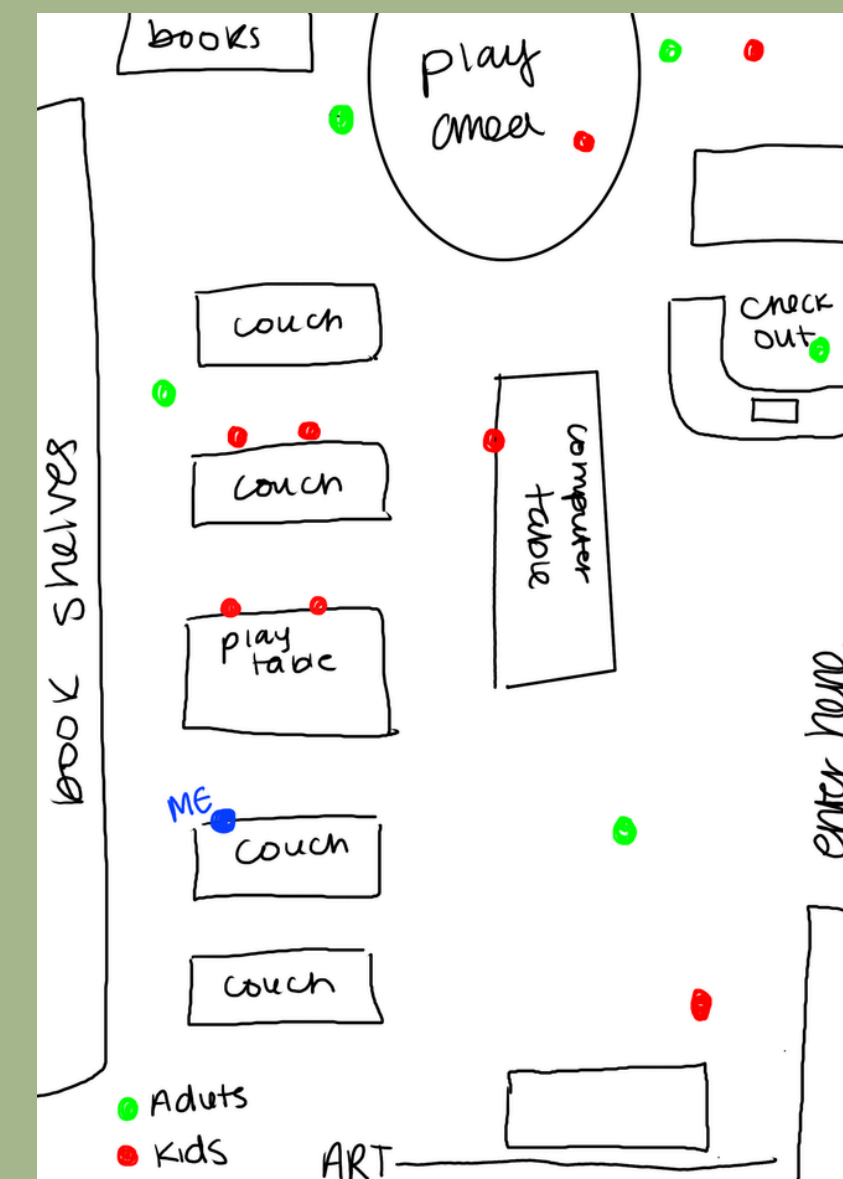
# OUR PROBLEM

Children often struggle with focusing while reading a book, their short attention span causes their minds to move from one thing to the next. This is especially common in a distracting environment filled with people, noises, and screens, such as a Library. How can we create an experience that allows children to focus on their reading and feel more immersed into a story?





# RESEARCH

- We went to the public library and spent time in the children's section to observe their behavior and how they interact with the books and tools around them
- We found that kids love to interact with the space around them and, easily get distracted and have a difficult time focusing on reading
- Many of the kids we observed jumped between technology, books, and toys.



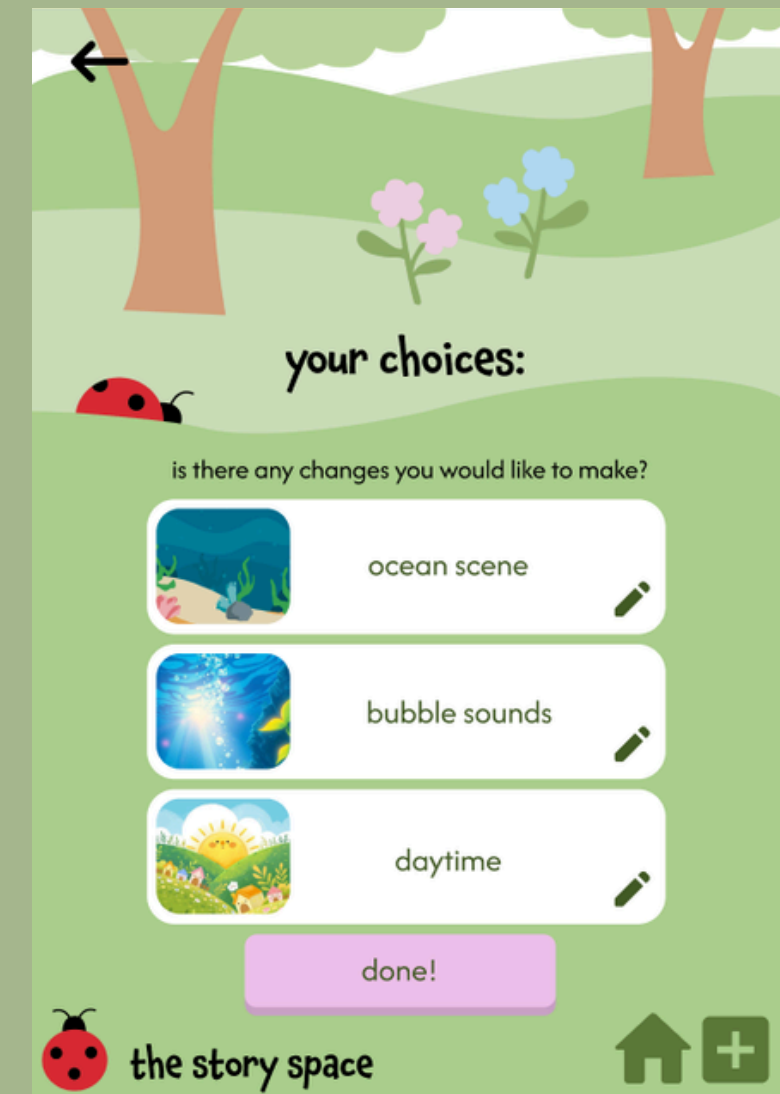


# INSIGHTS

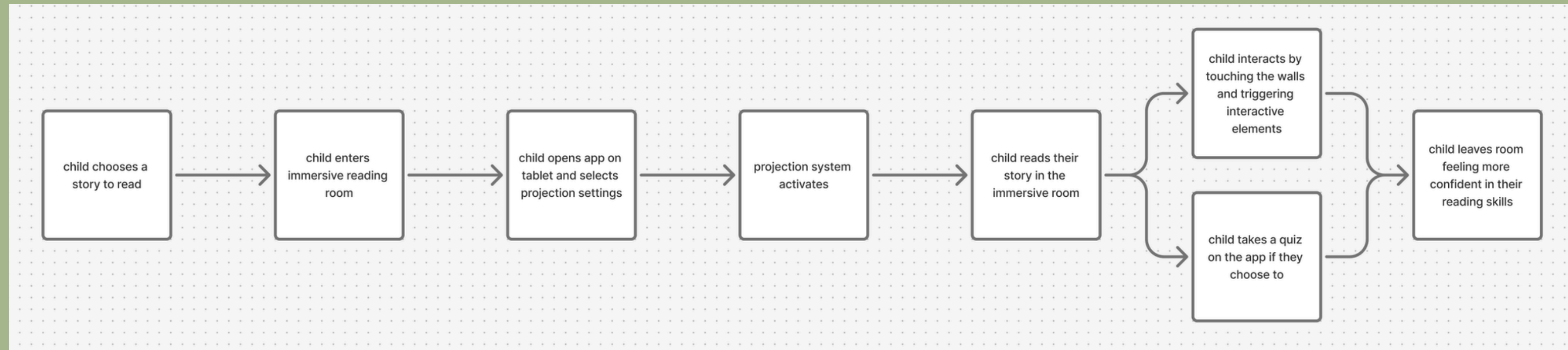
- The interaction between the 2D interface and the projection runs smoothly
  - The style feels cohesive and playful for children and fits into a library environment
  - We were challenged with learning how to work with constraints such as the projection setup and room display
  - Another challenge was understanding the consistency and flow of wireframes
- 
- 

# OUR SYSTEM

Our system is intended to utilize both a 2D app and a room of projection screens. Children enter the projection room and use the app to select settings for their immersive environment. The projection allows them to touch the walls to trigger various interactions with the scenery. Children can choose whether to be read to or to just read to themselves in their built environment, and afterwards they are given the option to take a short quiz in order to test their knowledge of their chosen story.



# USER FLOW



# OUR SYSTEM EXPERIENCE

- A child enters a the space that is intended to feel calm and distraction-less.
- The child interacts with the 2D screen and the room transforms based on the child's selections.

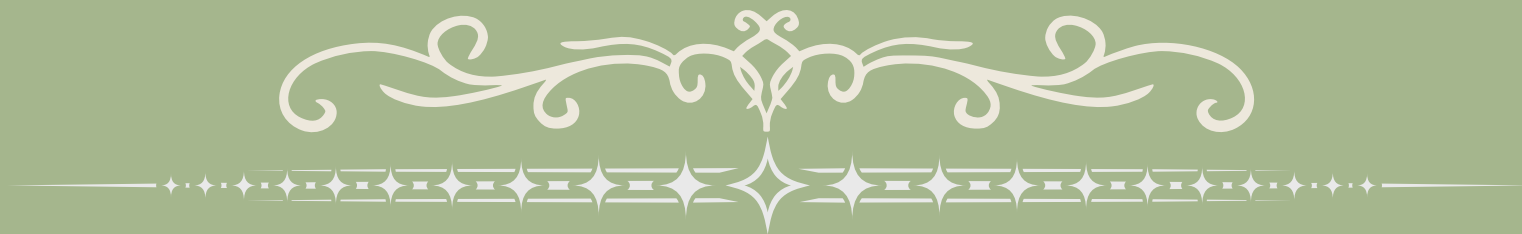


# SYSTEM EXPERIENCE + INTERACTIVE ELEMENTS

The child can interact with both the room and the 2D screen

- the child can experience physical interactions with the projections through touch
- they can choose to take a short and fun quiz at the end of their immersive experience to test their reading knowledge





THANK YOU

