

Rolestorming

Task #1: Intensity Adjustment

What task did the user perform?

Scene #1: Cyclops blasts off a steal door.

Scene #2: Cyclops destroys Todd's sticky mask from Jean's face.

How did they complete this task?

Scene #1: Cyclops rotates the knob to adjust the intensity of the optic blast and shoots the door. Door gets dent on first sight and immediately blows off from the strong hinges and get thrown off across the corridor.

Scene #2: Jean's breathless and trying to get rid of Todd's sticky mask over her face. Cyclops rotates the knob to adjust intensity of the optic blast and shoots sticky mask on Jean's face which was block her breath. Mask gets destroyed and Jean was able to breathe.

What information did the device give your user?

Scene #1: Feedback of intensity level he was trying to select. (not visible)

Scene #2: Feedback of intensity level he was trying to select. (not visible)

How did the device give feedback?

Scene #1: a translucent Energy-bar info-graphic on the visor (just in front of eyes) & voice feedback.

Scene #2: a translucent Energy-bar info-graphic on the visor (just in front of eyes) & Voice feedback.

What parts of their body were used to interact with device?

Scene #1: Fingers & Eyes.

Scene #2: Fingers & Eyes.

Where was the UI / screen placed on the device?

Scene #1: Inner ruby-crystal glass of visor (just in front of eyes).

Scene #2: Inner ruby-crystal glass of visor (just in front of eyes).

What size is the screen?

Scene #1: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

Scene #2: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

Task #2: Adjusting the height of blast

What task did the user perform?

Scene #1: Blew off group of Sentinel (3 story tall).

Scene #2: Helicopter take-down.

How did they complete this task?

Scene #1: Asks team to fall back, steps forward and shoot a thicker (wide-spread) optic black from distance to blow-off the Sentinels, partially destruct them and make them fall on ground.

Scene #2: magneto tries to escape in his fast-moving helicopter. In order to cover larger area cyclops widens his blast coverage (height) and shoots down the helicopter to stop magneto and his team for escaping.

What information did the device give your user?

Scene #1: Angle measure of optic blast's burst out.

Scene #2: Angle measure of optic blast's burst out.



How did the device give feedback?

Scene #1: Estimated height of blast at particular distance & voice feedback.

Scene #2: Estimated height of blast at particular distance & voice feedback.

What parts of their body were used to interact with device?

Scene #1: Fingers, Eyes & Ears.

Scene #2: Fingers, Eyes & Ears.

Where was the UI / screen placed on the device?

Scene #1: Inner ruby-crystal glass of visor (just in front of eyes).

Scene #2: Inner ruby-crystal glass of visor (just in front of eyes).

What size is the screen?

Scene #1: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

Scene #2: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

Task #3: Switching modes of optic-blast

What task did the user perform?

Scene #1: Outdoor aiming/shooting practice in Xavier's school for gifted youngsters.

Scene #2: Indoor aiming practice in Xavier's school for gifted youngsters.

How did they complete this task?

Scene #1: Cyclops is in back yard to train himself on aiming at tiny quickly flying objects. He switches blast to shots. And quickly shoots all the flying freebies being shouted towards him by a practice machine.

Scene #2: Cyclops is in training arena and is surrounded by a lot of objects and he's trying to hit the target who's not in line-of-sight. He uses is environment observation skill and switched visor to Reflective mode to shoot the target. Optic blast rather than piercing or pushing things off, reflects off couple of objects to hit the target.

What information did the device give your user?

Scene #1: Interface opened up option of mode-selection menu on visor's inner screen to choose one from.

Scene #2: Interface opened up option of mode-selection menu on visor's inner screen to choose one from.

How did the device give feedback?

Scene #1: On-screen options & voice feedback.

Scene #2: On-screen options & voice feedback.

What parts of their body were used to interact with device?

Scene #1: Finger, Eyes & Ears.

Scene #2: Finger, Eyes & Ears.

Where was the UI / screen placed on the device?

Scene #1: Inner ruby-crystal glass of visor (just in front of eyes).

Scene #2: Inner ruby-crystal glass of visor (just in front of eyes).

What size is the screen?

Scene #1: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

Scene #2: Viewable as big as eye-sight (Physical Dimension 5.7" x 1" Curved).

