



LEARNING THE HEJLSKOV/UHRSKOV STRESSMODEL THROUGH XR DESIGN

MODULE 2 GRADED ASSIGNMENT: PUTTING IT TOGETHER: UNDERSTANDING THE BIG PICTURE OF VR DESIGN

Quick overview of a human centered design process

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Module 2: Putting It Together:

Understanding the Big Picture of VR Design



xPRO



ELICITING USER NEEDS

This design proces will focus on developing the best possible way to introduce the diverse group of students aswell as new employees to the Uhrskov/Hejlskov stressmodel, which is a key reference in understanding our school/company values and ethics.

In this initial process, I would like the design team to start out with an introspection exercise. I want them to freely contemplate on what they THINK the users will need and value most, when learning about the stressmodel.

After this, I would like them to perform some open ended interviews, and to focus specifically on the answers that diverge from the designers own introspection.

Step three would involve ethnographical research, where the designteam would carefully watch and study the interaction between teachers and studets working with the stress model.

With these three different approaches to eliciting user needs, I believe we would have a good start, for our further user oriented design proces.





QUESTIONS TO ASK OURSELVES

The following are questions that I would like the design team to focus on, especially in the introspection and ethnographical phase.

The goal is to consider user values from three perspectives:

A: what works well in our current approach?

B: what expectations do we have for an XR approach?

C: what values do our users prioritize from a learning environment?

The questions are:

- How can we best describe our current training methods?
- How well do these methods reflect our physical world reality?
- What are our expectations from an XR approach to this training?
- How significant is feedback in this learning process?
- What are your thoughts on navigating an XR environment for learning purposes, especially considering different levels of tech-savviness among users?
- How do we make sure that our training process accommodates the multi diverse cognitive capabilities of our students?

CHOISE OF ORGANISATIONAL SCHEME

Even though the training itself relates to one specific task, I believe that an audience specific organizational scheme will be the right approach for this process.

First of all, we are addressing two very different user groups, namely students and new teachers. These two groups of users alone might have very different values and needs, and a specific interface for each of these groups should therefore be accessible.

On top of that, our students have very different and specific cognitive needs, and a lot of means for adjustment directly in the design would therefore be of great significance.





THE VR SOLUTION

This design process can hopefully result in an idea for an immersive training app, that exemplifies not only the graphical appearance of the stressmodel, but also some of the challenges that the model addresses i.e noise, visual noise, lack of sleep etc.

Through my own introspection on the subject, I would imagine that one of the problems of our current training method could be that it does not exemplify the challenges that a person with a high level of stress meets.

The word stress can have a lot of different meanings to different users, but through examples experienced in VR, we can have a more common understanding on some parts of the model.

Matters like this is what I hope to be able to address more accurately through a thorough design process.