



Applied Interaction Design

LocalLens AR

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Topic

The topic we chose for our initial assignment was:

“Community Planning & Development”

We chose this due to:

- Increase in emigration
- Housing crisis in our country
- Lack of development in some rural areas



Design Game

Our design game was called “Community Builder”, which aimed to provoke thought amongst the players as to what would be prioritised in their communities.

Players:

- Tiered their services in order of priority, which in turn priced them
- Bought services/amenities
- Placed on map provided
- Drew scenario cards
- Discussed at the end



Collaborative Sessions

Our game sessions saw us get groups of 3 people to play the game

- We ran 6 groups of 3 people
- Each player was given \$50k
- With a \$50k pot to share also
- This shared pot is impacted
- Score given at the end off this



Analysis of Results

Points we took from the different collaborative sessions we ran were:

- People had different opinions in regard to the pricing of services
- They also had debates as to where services and amenities should be located
- As the scenarios started to play out, players started to second-guess their initial decisions and purchases
- At the end of the game, when discussing their mistakes, players had a lot of feedback to give each other as to how they could improve
- Players had plenty to deliberate throughout



Design Concept - LocalLens

So, for our design concept, we thought it was important to create a product that would allow people:

- To work together effectively
- To give each other feedback
- To maximise ideas
- To use visuals to help with development

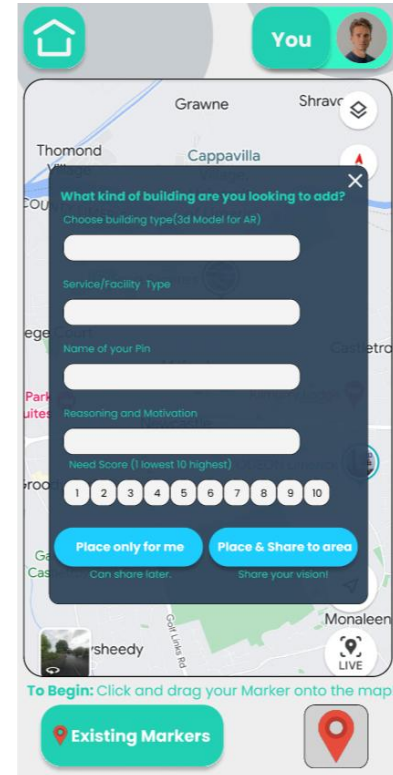
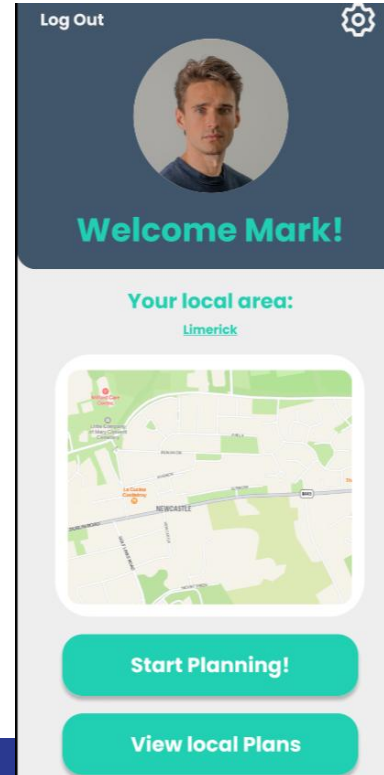
And we felt we did this, with our concept for **LocalLens**, a community planning & development app

LocalLens 

Description of LocalLens

LocalLens is designed with the aim of members of a certain locality, in our example Castletroy, being able to communicate ideas for their local councils as to what their community needs. This allows for:

- community feedback on certain ideas
- users to specify areas of development on the map
- the use Augmented Reality technology to show visual concepts to the apps users



Reflection on our design

Our attractive and clean design makes it user friendly and easy to use, whilst also including AR which would prove to be a crucial and exciting feature in our application.

Overall, we were delighted with our design concept, and felt that we created a product that would appeal to communities on a local level, and beyond that.

