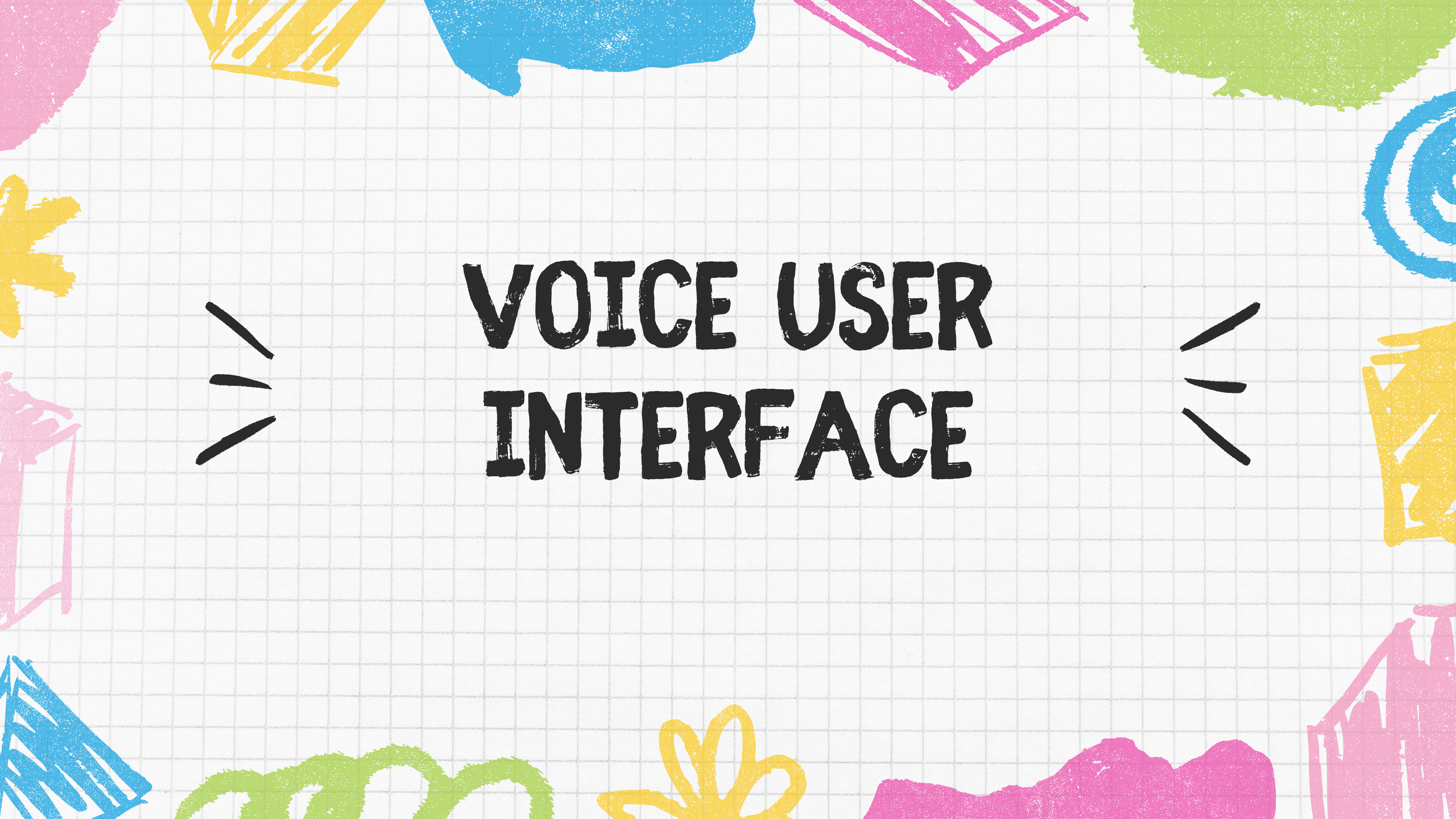
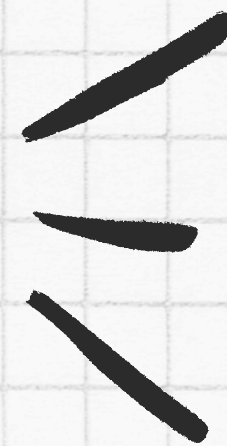
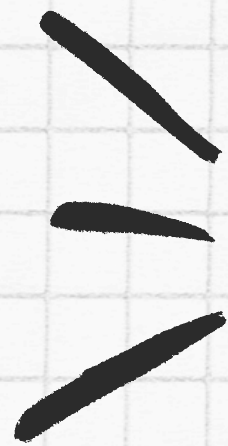


The background is a light gray grid. The title is centered in a bold, black, hand-drawn font. There are several colorful, hand-drawn shapes around the text: a pink shape in the top left, a yellow shape in the top left, a blue shape in the top center, a pink shape in the top right, a green shape in the top right, a blue spiral in the top right, a yellow shape in the middle right, a pink shape in the middle right, a blue shape in the bottom left, a green shape in the bottom left, a yellow shape in the bottom center, a pink shape in the bottom right, and a green shape in the bottom right.

VOICE USER INTERFACE



WONDER WORKS

The ROM is one of the Canada's largest extra-curricular educators and engages 400,000 students annually with educational programming, experiential learning activities, and virtual and outreach programs.





GOALS AND OBJECTIVES

MAKING THE EXPERIENCE AT WONDER WORKS EVEN MORE MEMORABLE

The goal of the Voice User Interface (VUI) project for WonderWorks at the Royal Ontario Museum (ROM) is to transform the traditional museum experience for our little visitors ie. children into an engaging, interactive, and fun learning adventure.

01.

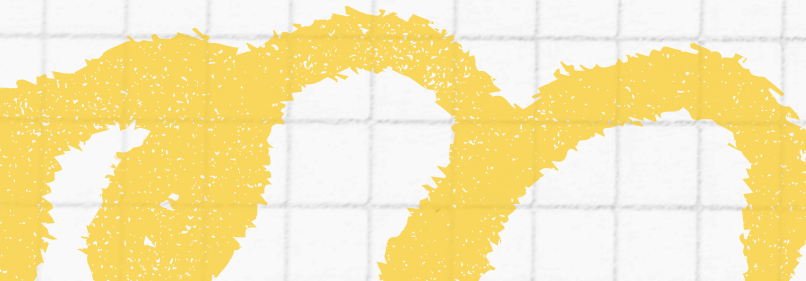
Utilize voice technology to make educational content more accessible and engaging for young learners.

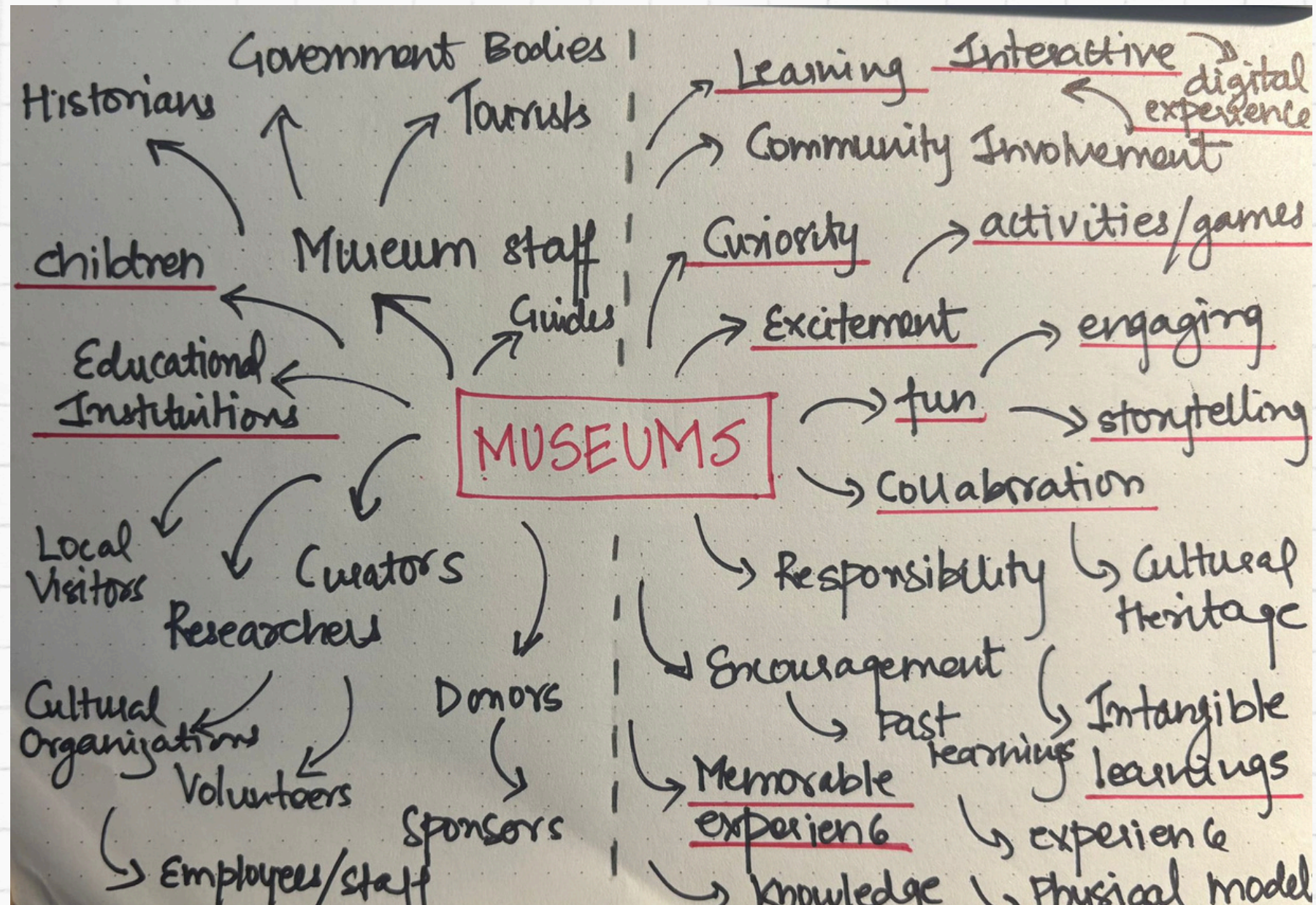
02.

Combat the perception that museums can sometimes be boring, fostering a love for history and knowledge among kids

03.

Support ROM's objective to be a leading extracurricular educator.





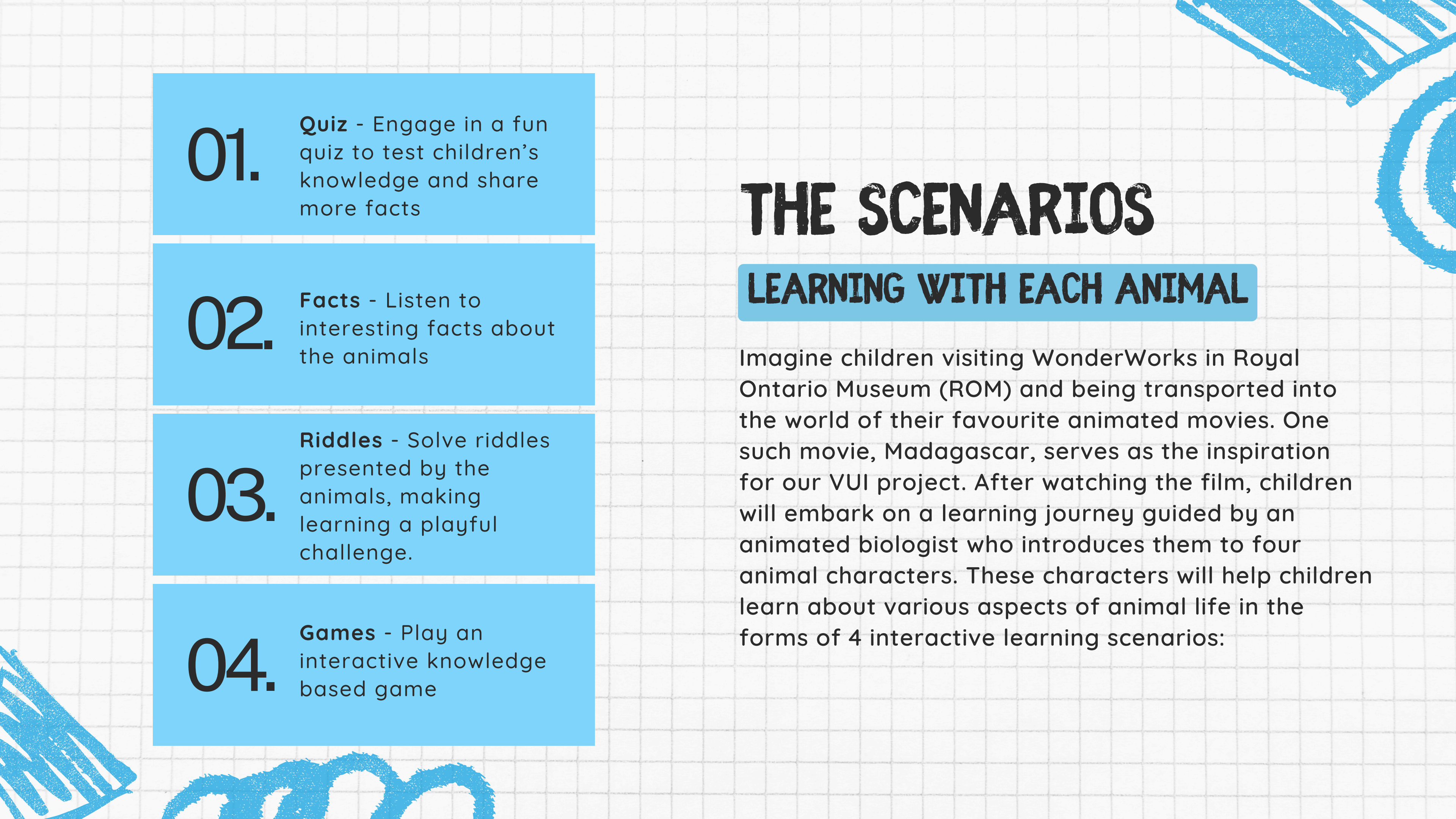
MIND MAP

CONCEPT

CURATE AN INTERACTIVE VUI PROJECT FOR CHILDREN/ GROUPS FROM EDUCATIONAL INSTITUTIONS.

Key elements to include:

- Learning
- Interaction
- Sense of curiosity
- Collaboration
- Storytelling
- Physical Experience
- Digital Experience
- Activities/Games
- Tangible/Intangible past
- Memorable experience



01.

Quiz - Engage in a fun quiz to test children's knowledge and share more facts

02.

Facts - Listen to interesting facts about the animals

03.

Riddles - Solve riddles presented by the animals, making learning a playful challenge.

04.

Games - Play an interactive knowledge based game

THE SCENARIOS

LEARNING WITH EACH ANIMAL

Imagine children visiting WonderWorks in Royal Ontario Museum (ROM) and being transported into the world of their favourite animated movies. One such movie, Madagascar, serves as the inspiration for our VUI project. After watching the film, children will embark on a learning journey guided by an animated biologist who introduces them to four animal characters. These characters will help children learn about various aspects of animal life in the forms of 4 interactive learning scenarios:

MEET OUR CHARACTERS



HARRY



PERCY



DANNY



BARRY



AMY

MOODBOARD



Giving Kids a playground of Learning Opportunities



PLAY meets Learning at Royal Ontario Museum

Rathbun Club SATURDAY CLUB More Info	ROMKIDS PA Day Camp ROMKIDS DAY CAMP More Info	March Break Camp MARCH BREAK CAMP More Info
Summer Club 2024 SUMMER CLUB 2024 More Info	Indigenous Voices INDIGENOUS VOICES More Info	Member/Patrons Events MEMBER/PATRONS EVENTS More Info



ANIMATION VIDEO (PROTOTYPE + VUI)



https://drive.google.com/file/d/17bnU7By3kS-5nSqASdi86GG1X6sM_3oj/view?usp=sharing

DESIGN RATIONALE

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graph TD; A[DESIGN RATIONALE] --> B[Transforming perceptions]; A --> C[Interactive and personalized learning scenarios]; A --> D[Enhanced accessibility and engagement]; A --> E[THEMATIC INTEGRATION]; A --> F[Selection of voices for different scenarios];
```

Transforming
perceptions:

Interactive and
personalized learning
scenarios:

Enhanced
accessibility and
engagement:

THEMATIC
INTEGRATION:

Selection of voices for
different scenarios:

STRUCTURE

1

INTRODUCTION

Introduction by the animated character - Amy, the Biologist.

2

SCENARIO SELECTION

Scenario selection by the kids during the conversation between kids and Amy, the biologist : 4 scenarios.

3

CHARACTER SELECTION

Character selection by the kids during the conversation between kids and Amy, the biologist.

4

CONVERSATION (VUI)

Interactive learning conversation between the character and kids.

VOICE USER INTERFACE

VISUAL FEEDBACK

CHILDREN-CENTRIC

The visual feedback process for the WonderWorks VUI project was designed with a strong focus on creating children-centric and user-friendly design experiences.

Our goal was to make the interactions and animations relatable and engaging for children by considering both the voice selection and the visual elements.



VISUAL FEEDBACK SYSTEM

Welcoming Introduction: Amy the Biologist is designed to be a welcoming and friendly guide for the children, with a background featuring the ROM museum at the beginning of the interaction.



VISUAL FEEDBACK SYSTEM

Responsive Animations: The visual feedback system is designed to be responsive, making it feel like the animations are actually communicating with the children directly. This includes synchronized mouth movements, relatable hand gestures, and changing facial expressions.



VISUAL FEEDBACK SYSTEM

Dynamic Backgrounds: Each animal character is placed against a personalized background that reflects their natural habitat



The background is a light gray grid. The text "THANK YOU" is centered in a bold, black, hand-drawn font. It is flanked by two sets of three short, black, diagonal lines radiating outwards. The entire composition is surrounded by various colorful, hand-drawn shapes: a pink cloud-like shape at the top left, a yellow star-like shape at the top left, a blue cloud-like shape at the top center, a pink cloud-like shape at the top right, a green cloud-like shape at the top right, a blue spiral at the top right, a yellow star-like shape at the bottom left, a pink cloud-like shape at the bottom left, a green cloud-like shape at the bottom center, a yellow star-like shape at the bottom center, a pink cloud-like shape at the bottom right, and a blue cloud-like shape at the bottom right.

THANK YOU