

Information Design for XR Immersive Environments: Challenges and Opportunities

Elaine M. Raybourn, SNL, emraybo@sandia.gov

William A. Stubblefield, Practical Tales, sfield@acm.org

Michael C. Trumbo, SNL, mctrumb@sandia.gov

Aaron P. Jones, SNL, ajones3@sandia.gov

Jon Whetzel, SNL, jhwhetz@sandia.gov

Nathan Fabian, ndfabia@sandia.gov

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Pop Culture Influences on Technology



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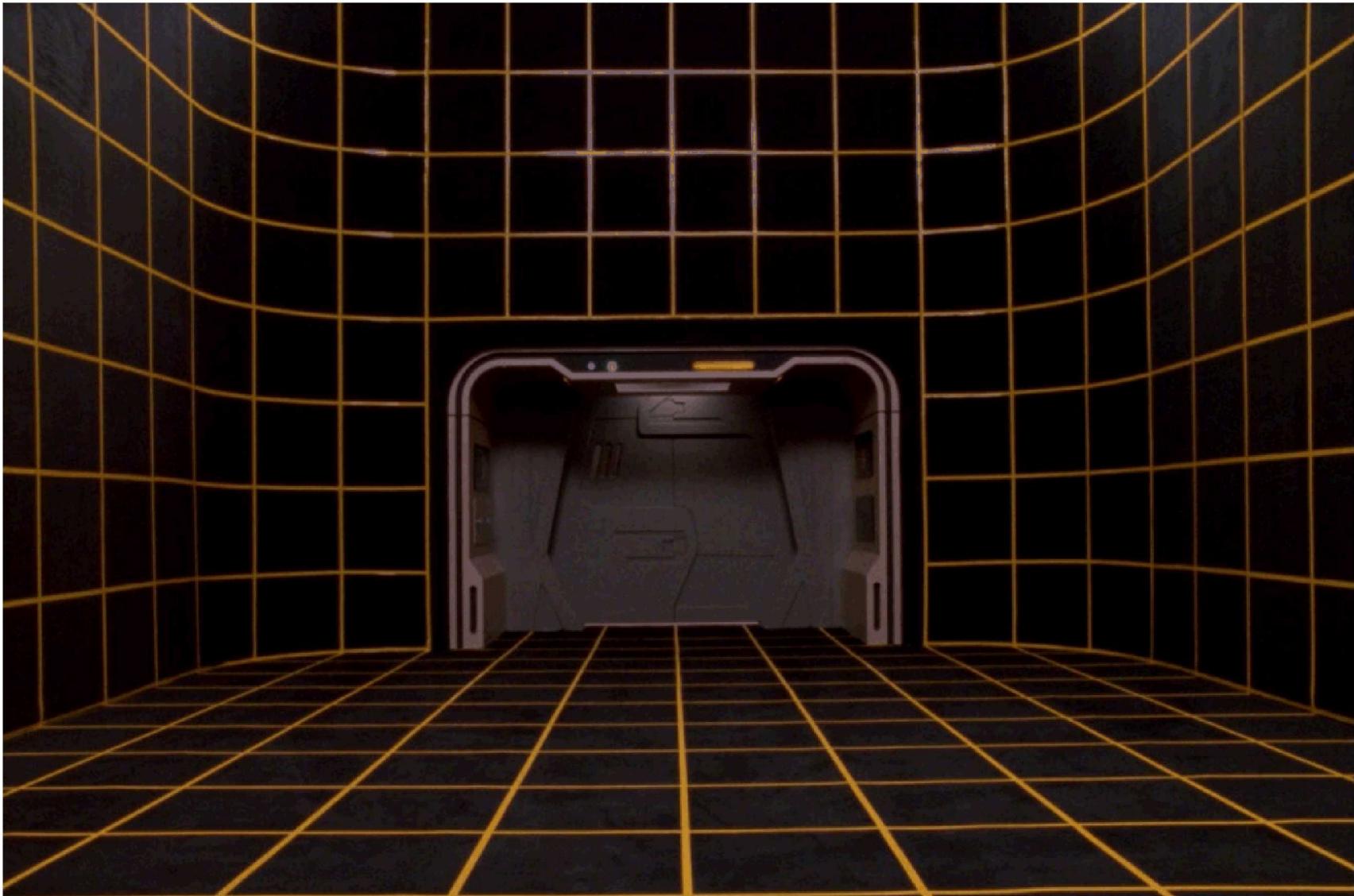


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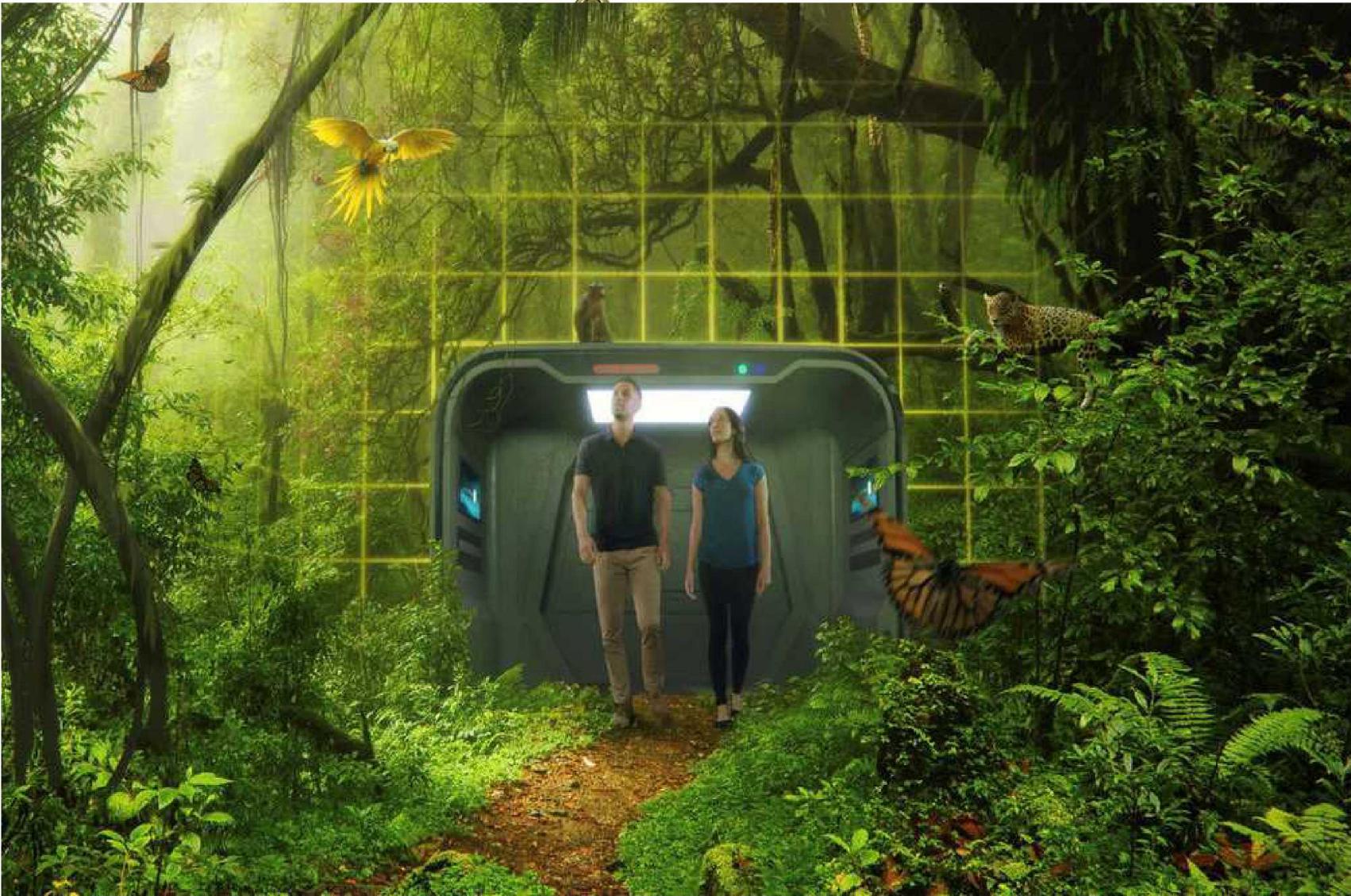


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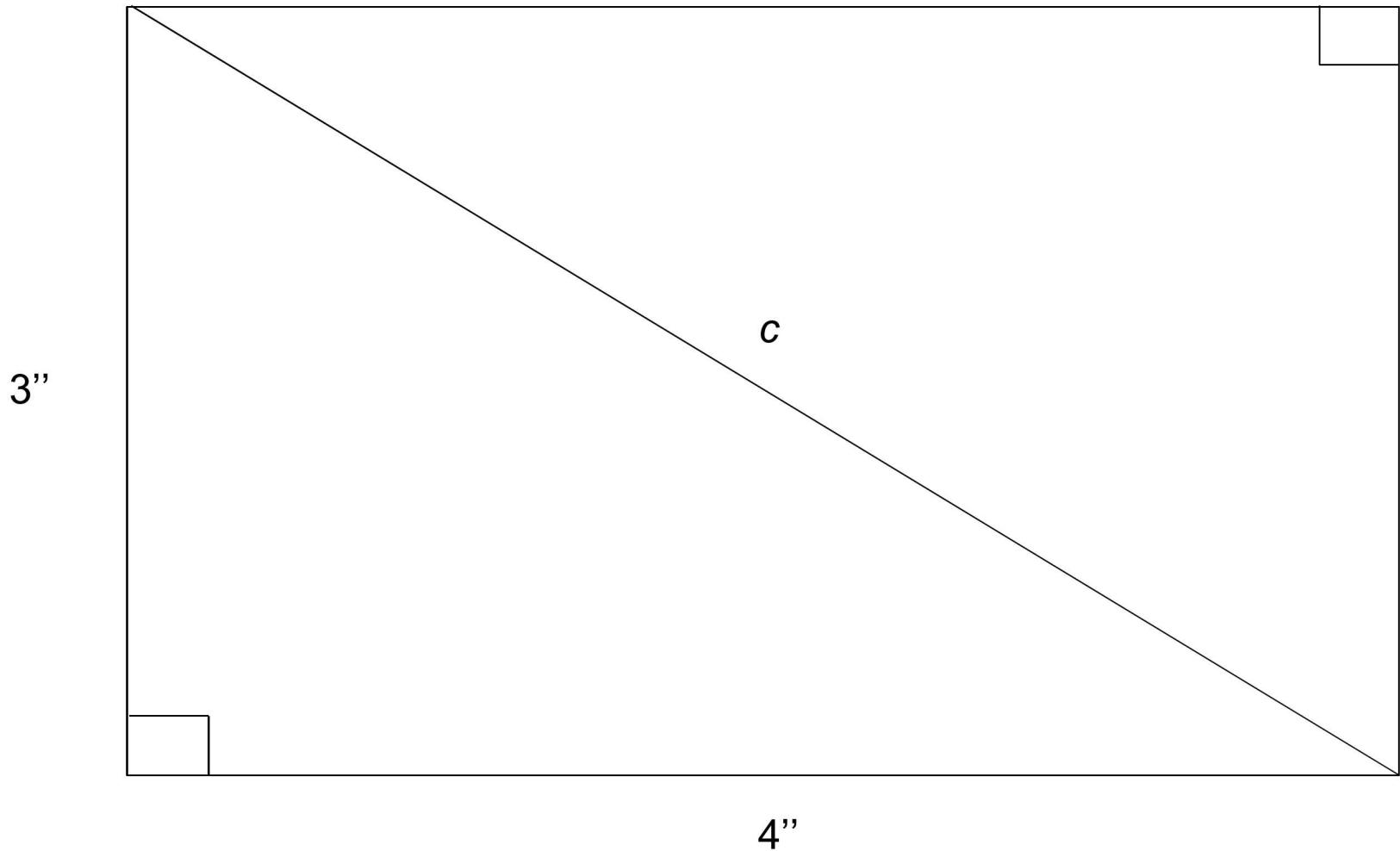


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Presentation matters.



XR creates opportunities



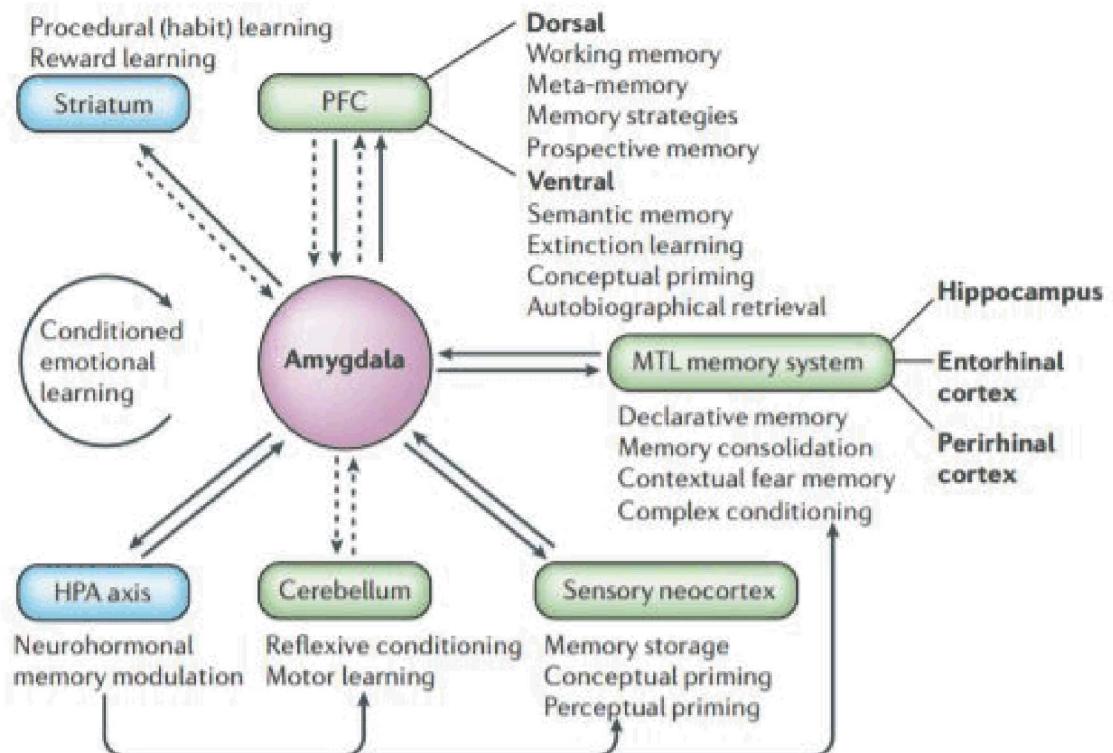
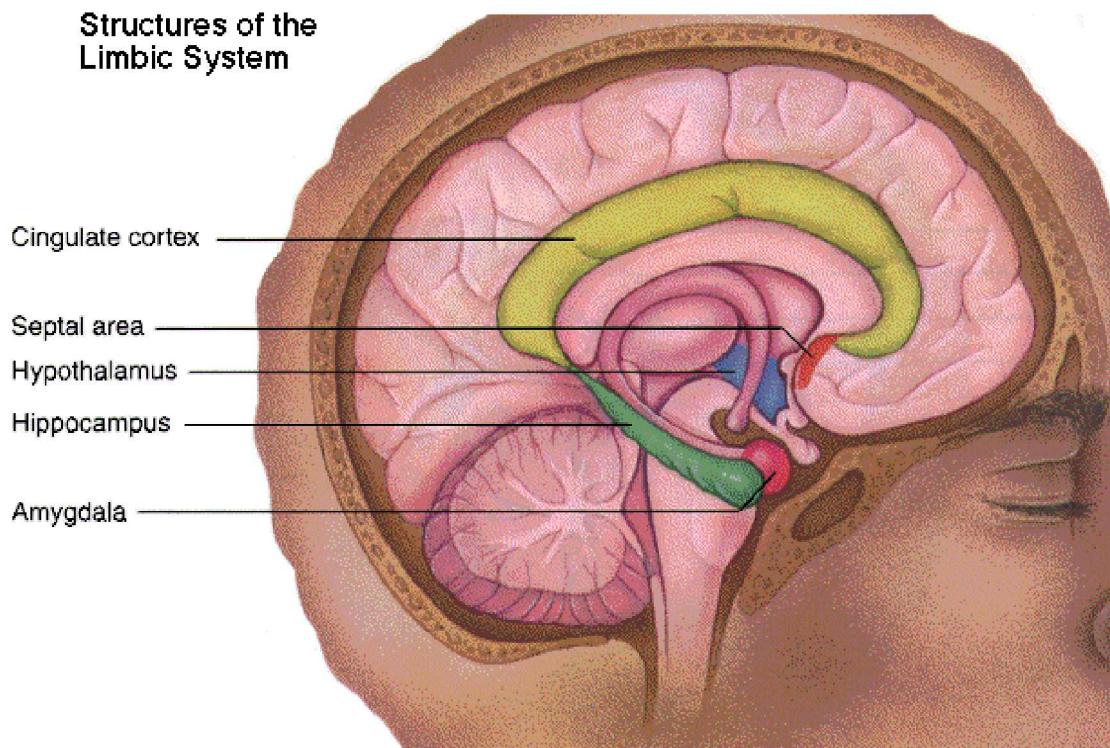
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**It was not just the pointer to
futuristic technologies of the
holodeck that inspired
audiences around the globe,
but rather the narratives,
or stories, *created in it*.**

Why narrative? We are wired for it.

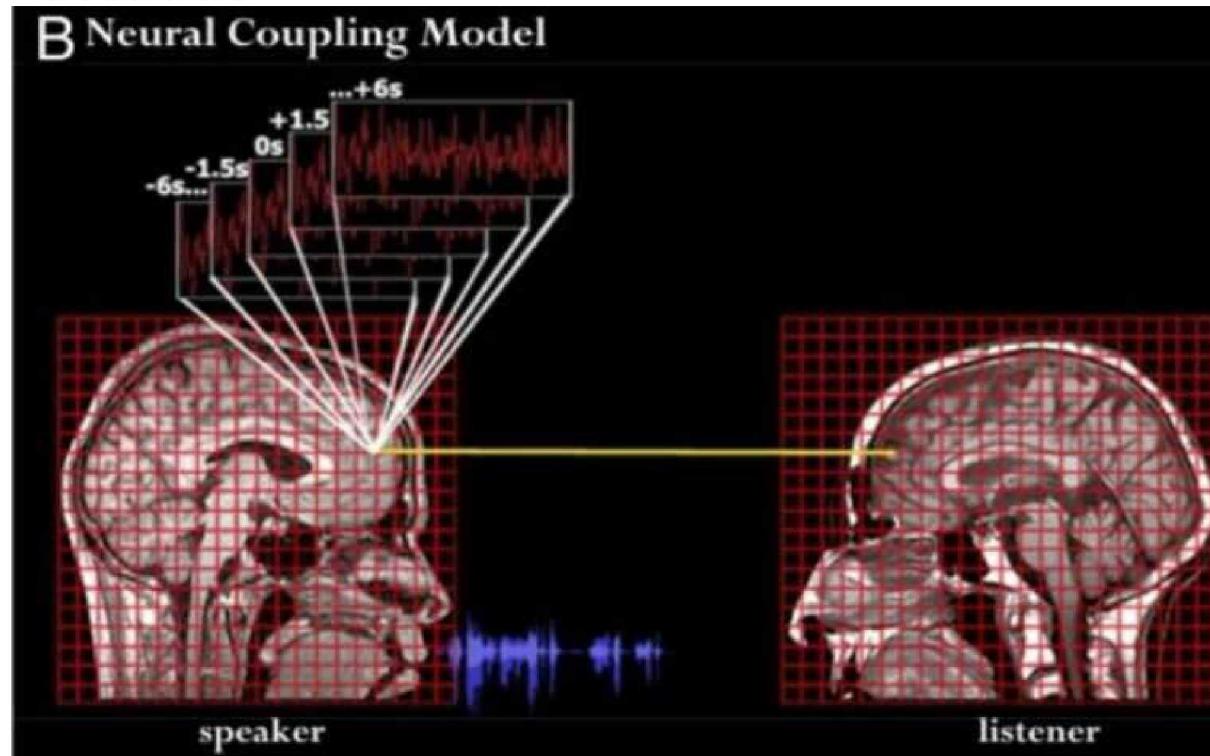
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LaBar & Cabeza (2006)

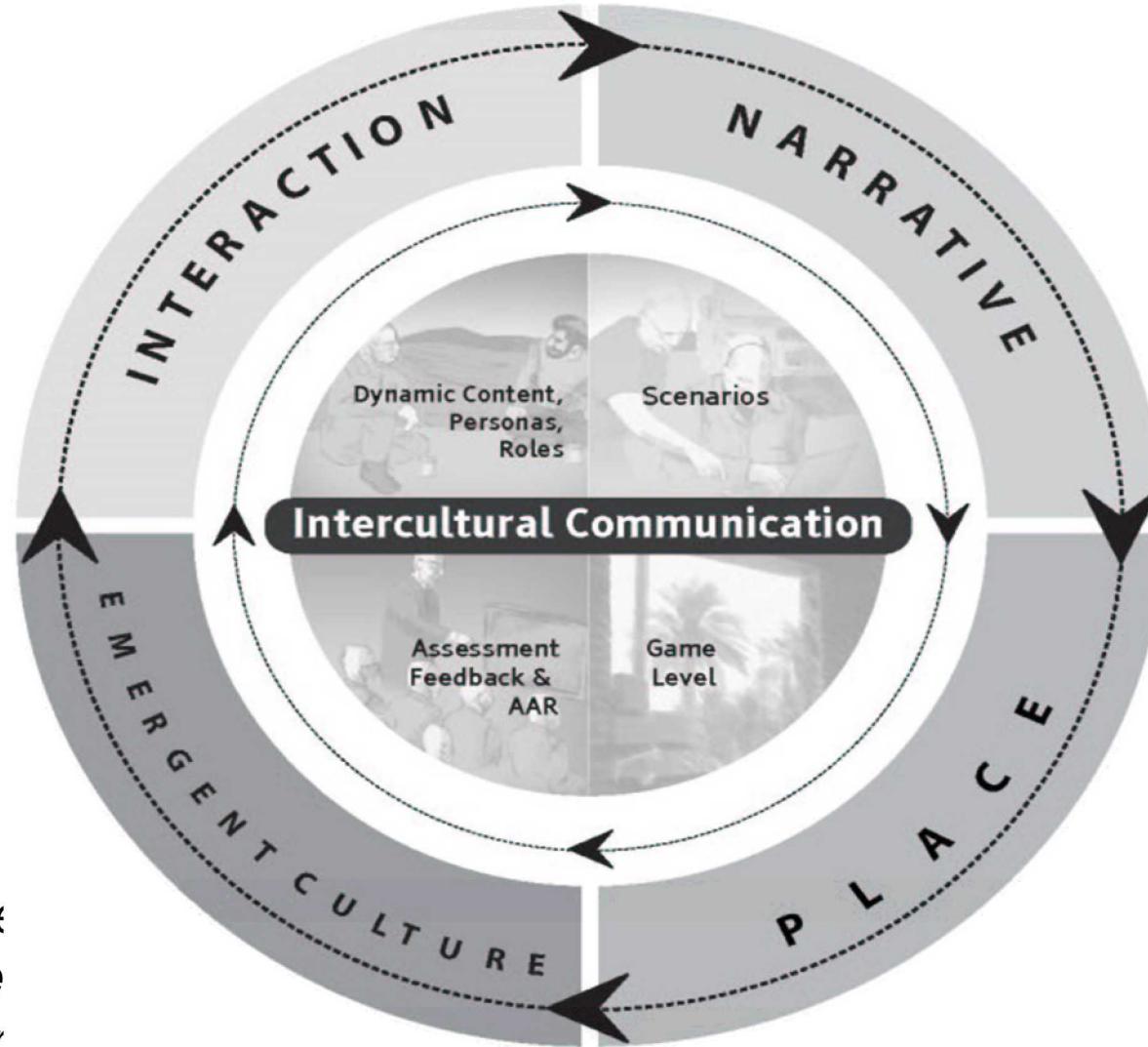
Why narrative? We are wired for it.

- “When the woman spoke English, the volunteers understood her story, and their brains synchronized. When she had activity in her insula, an emotional brain region, the listeners did too. When her frontal cortex lit up, so did theirs. **By simply telling a story, the woman could plant ideas, thoughts and emotions into the listeners’ brains.**”



Stephens, Silbert, & Hasson (2010).

What is the learner analysis?



What co-cre of conte reinforce lear

What is the core experience or story?

What's the context, or experience?

Simulation Experience Design Framework, Raybourn (2007)

Interaction

The communication space: Support quiet reflection and active immersion

Narrative

The storytelling space: Achieve co-created immersion *with* and *through* interactivity

Place

The space isn't a place – but it should be a place where people *act*. Achieve immersion with contextual cues

Emergent Culture

The space for diversity: Support multiple points of view and perceptions in multiple spaces



Citation and acknowledgements

Citation

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Thank you for your participation!

@elaineraybourn