The Secret Story of The Apple Watch

https://www.youtube.com/watch?v=iJDoxOTyMdk

**Question 1**

1. **CH4-ASSIGNMENT**

The aim of this activity is to analyze how collaboration and communication are supported in a virtual world or multiplayer role-playing game.


Or massively multiplayer online role-playing game(MMORPG)- [http://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game](http://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game) for example: World of Warcraft- [https://us.battle.net/account/creation/wow/signup/](https://us.battle.net/account/creation/wow/signup/)

Or- [http://www.mmorpg.com/gamelist.cfm](http://www.mmorpg.com/gamelist.cfm)

And answer the following:

(a) General social issues

- What is the purpose of the VW/MMORPG?
- What kinds of conversations are supported?
- How is awareness of the others supported in the VW/MMORPG?
- What kinds of social protocols and conventions are used?
- What kinds of awareness information are provided?
- Does the mode of communication and interaction seem natural or awkward?

(b) Specific interaction design issues

- What form of interaction and communication is supported, e.g. text, audio, video?
- What other visualizations are included? What information do they convey?
- How do users switch between different modes of interaction, e.g. exploring and chatting? Is the switch seamless?
- Are there any social phenomena that occur specific to the context of the VW/MMORPG that would not happen in face to face settings?

(c) Design issues

- What other features might you include in the virtual world to improve communication and collaboration?

**GUIDELINES:**

This assignment asks you to evaluate how collaboration and communication is supported in a virtual world, such as Second Life or a MMORPG, such as World of Warcraft. Many of these have been around for a number of years now and so their interfaces have evolved through a
number of versions, with new social functions being added. For example, it is possible now to interact with others using speech, text or a combination of both. This expands the ways in which you can communicate, but also requires you understanding when best to use one or the other or both.

Similar to the assignment in Chapter 1, the aim is for you to develop and use a wider set of concepts, that go beyond saying, 'it was fun' or 'it was terrible because no-one talked to me'. It is also intended for you to analyze a number of social aspects, in relation to specific and general interaction design issues. It is important to see the connections between these three aspects, and not to answer them as separate sections. Your evaluation should also enable you to focus more deeply on some of the pertinent social issues that might be overlooked, if you were doing a straightforward usability evaluation.

You should also try to spend some time thinking about how the mode of interaction has been designed to support new forms of communication. Consider, too, the kind of conceptual model that underlies the virtual world.

**Deliverable:**
The completed assignment, covering all the requested material as a .pdf file