

# Holodeck Enquiry

Here are some choices we have to make before we continue.

\* Indicates required question

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1. Email \*

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2. 1. Which type of software we are developing? \*

*Check all that apply.*

- Monolithic Application
- Mobile App
- REST/GraphQL API and server-based resources
- Toolkit for building VR data implementations
- Other ...
- Other: \_\_\_\_\_

3. 2. Where is our virtual world located? \*

*Mark only one oval.*

- Indoor
- Outdoor
- Both

4. 3. If a scene is indoor which of the following virtual platform we want to take use of?

*Check all that apply.*

- Table
- Room
- Floor
- Walls
- Ceilling
- Air
- Other: \_\_\_\_\_

5. 4. If the scene is outdoor, in which geographical scale would it be?

*Mark only one oval.*

- Back yard
- City
- World
- Other: \_\_\_\_\_

6. 5. Max number of dimensions we can visualize is? \*

*Check all that apply.*

- x, y, z
- time
- transition in space
- colors - darker/lighter
- colors - individual
- shapes
- measurement scales
- Other: \_\_\_\_\_

7. 6. Which visual metaphors we can use? \*

*Check all that apply.*

- dot/sphere - for data items
- table/round table - for placing the basic 3D charts
- computer/tablet/mobile screen for touch pad
- paper - for drawing and taking notes
- floor - for directions of moving (arrows like in Ikea)
- floor - staging big data, which can give a virtual visuals of real size
- floor, 4 walls + ceiling - for showing 6 different 2D projections of our data
- walls - for dashboards and story-telling
- pen/pencil - for drawing/writing on paper, tablet, walls
- telescopic pointer/laser pointer - to point to remote objects
- finger - to point and touch
- hand/s - to grab and move
- hands - to reshape and rescale
- control panel - for menu options
- in control panel - check boxes - for settings
- in control panel - sliders - for settings
- diskettes - for file input
- printer - for file output
- intelligent white board - for shared writing with controls for copy/paste/delete/print
- control panel for setting search/filtering options
- Other: \_\_\_\_\_

8. 7. Animated metaphors / Interaction techniques \*

*Check all that apply.*

- throwing data to the whiteboard
- translation, rotation, and scaling of an object
- whitening/drawing + deleting
- pointing, touching, grabbing
- pushing/pulling, dragging/dropping
- drilling-down - a touch for refinement and revealing details
- rolling-up - a touch for rounding up details into aggregations
- grouping
- finger-painting - touching a color palette on the table and then an object, which gets colored
- lightning/shadowing objects at selection and filtering
- voice control
- lselecting with lasso
- Other: \_\_\_\_\_