



Adaptive Design in MR: UX Problems & Solutions

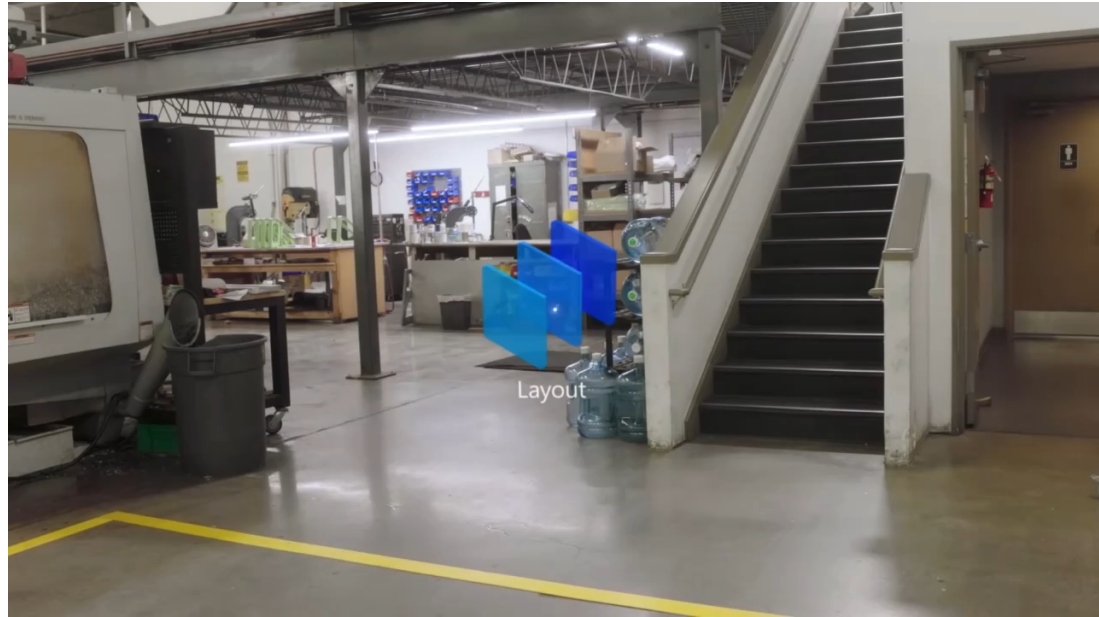
Jada Williams
Lead Designer @Microsoft

XR DEVELOPERS CONFERENCE 2018 | October 29-30, 2018 #XRDC18

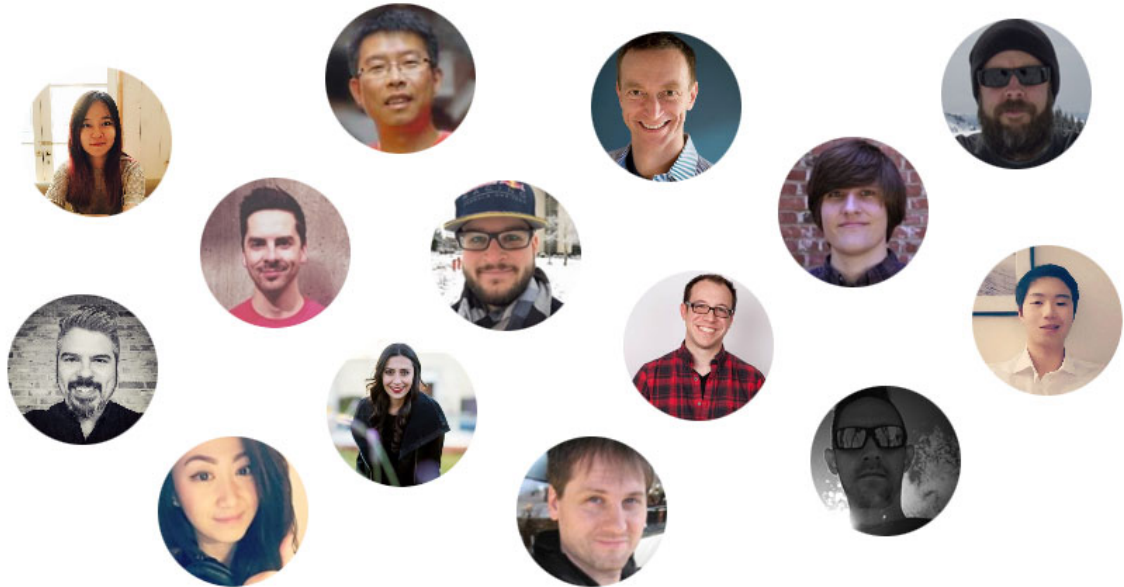


Microsoft Dynamics 365

Layout



my **team**



I came from
a **flat world**



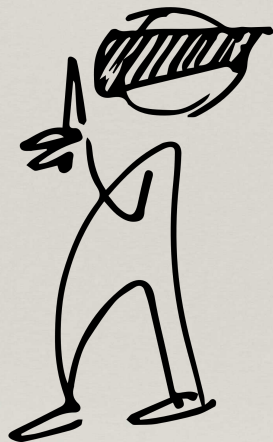
how we design

RESEARCH

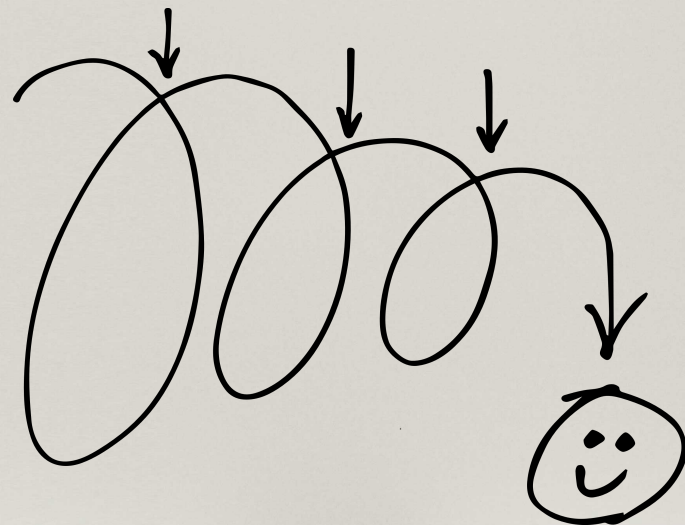
user needs →

contextual inquiry →

DESIGN



ITERATION



user-centered design

originally just in
HoloLens





the challenge

not everyone has
access to the space





this reminds me...

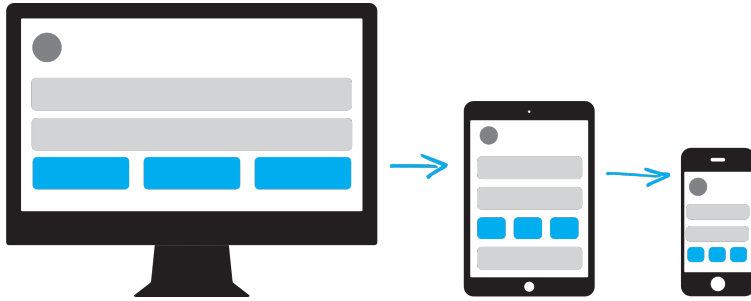
my 2D world of
web & mobile design



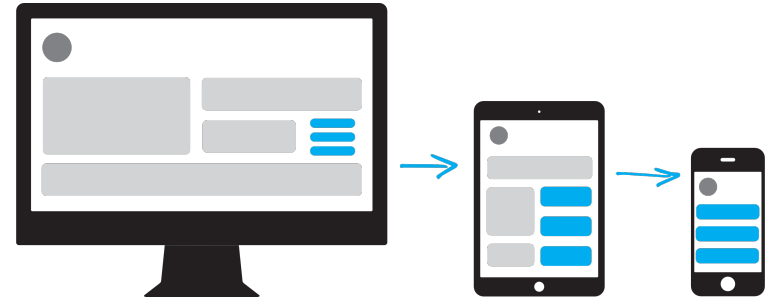
m.website.com



website.com

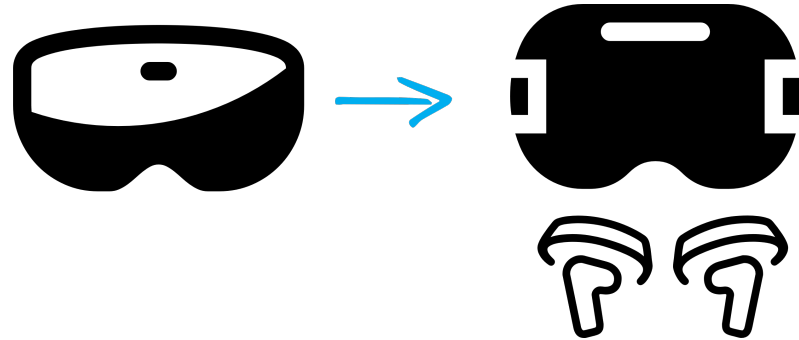


responsive design



adaptive design

mobile first =
HoloLens first



design for consistency or platform?

- different inputs

different ergonomics

adaptive menu

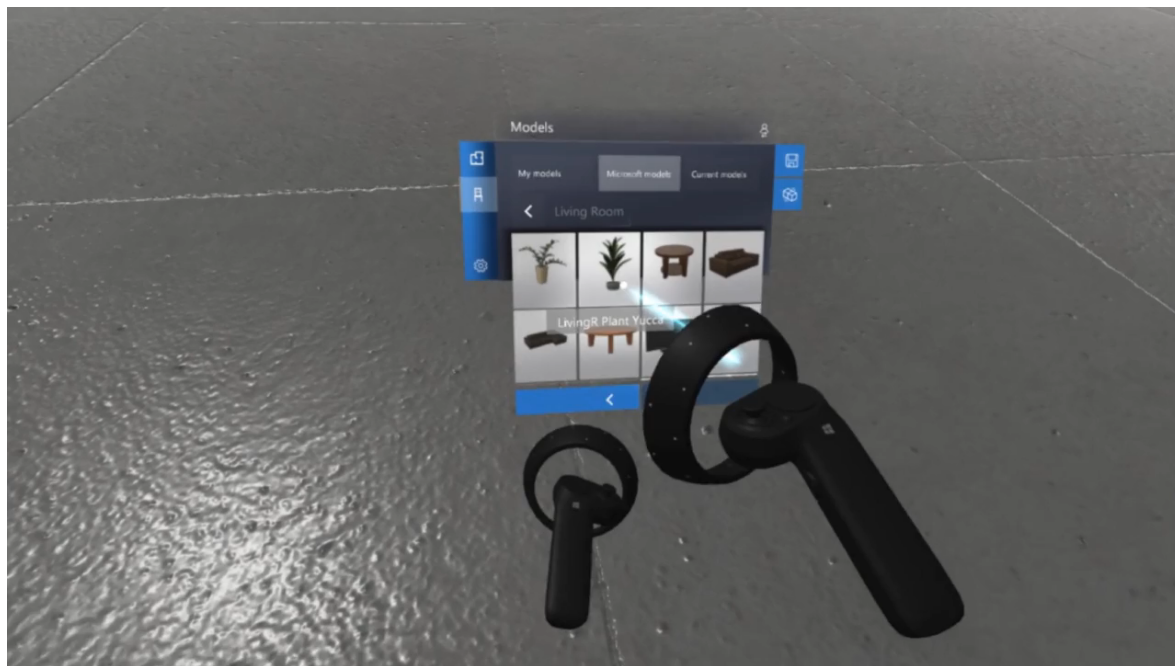
just as mobile, desktop
have **touch & cursor**



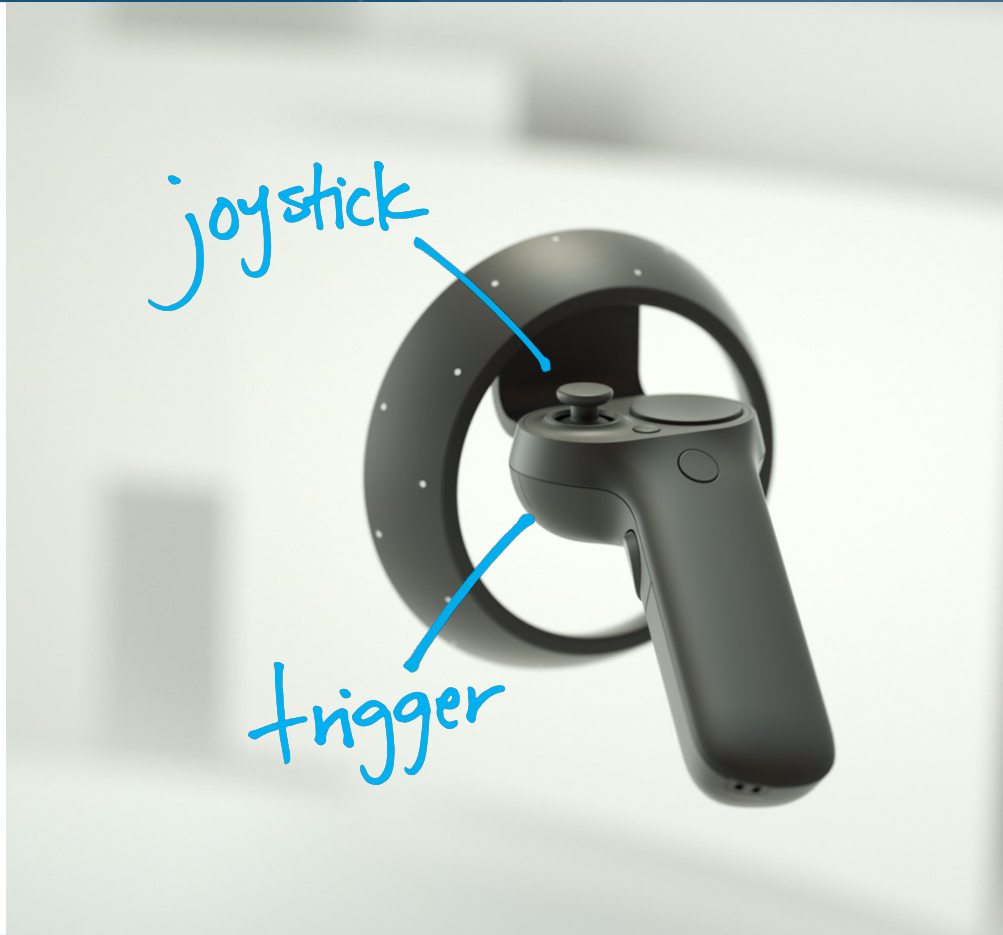
we have
airtap & controllers



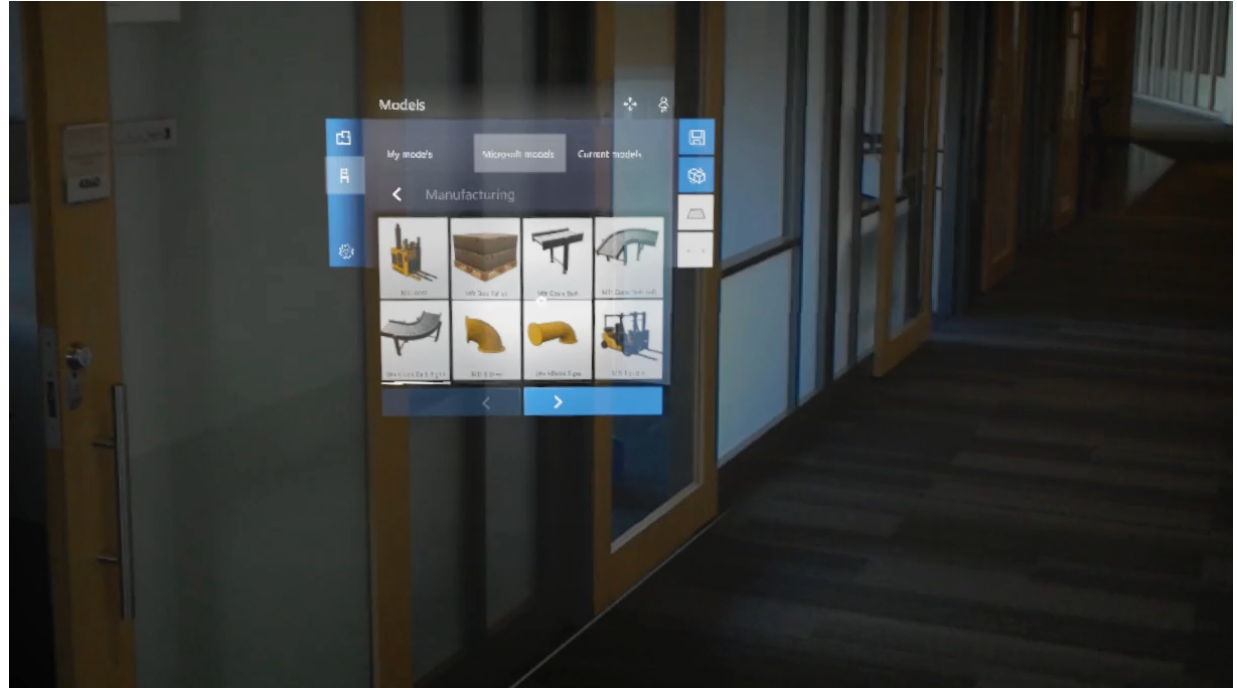
different
inputs



minimal **inputs**



not an
exact 1:1



*while you can plan for a 1:1 input,
some interactions may need to be adjusted*

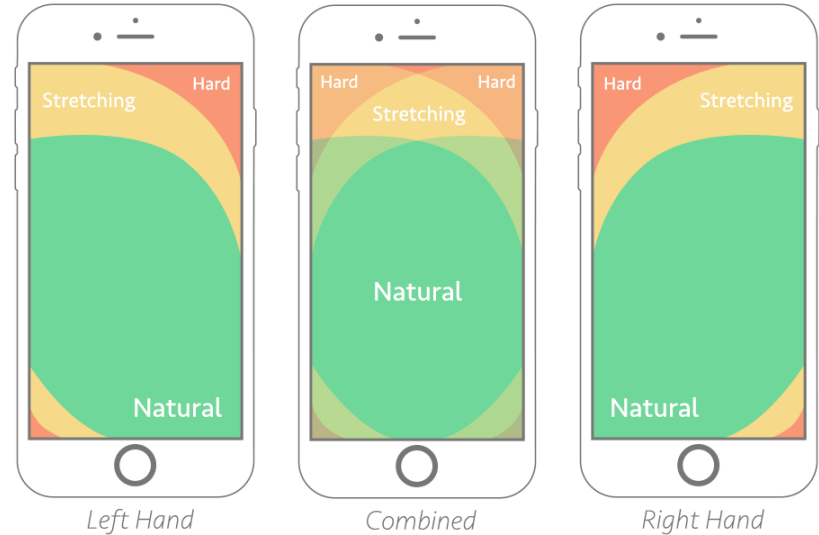
design for consistency or platform?

different inputs

- different ergonomics

adaptive menu

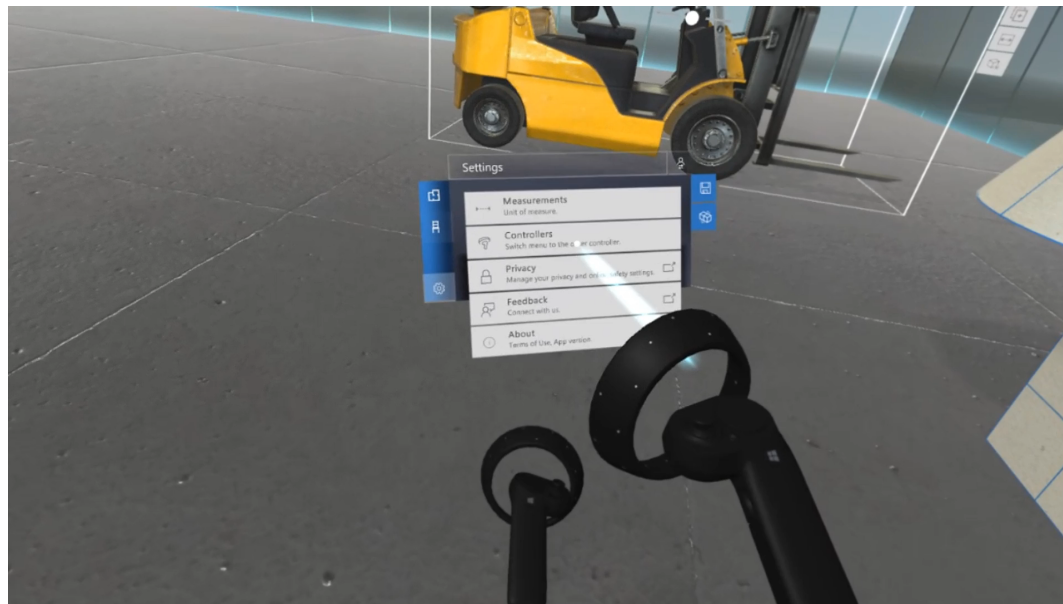
mobile must
consider “thumbzone”
for both hands



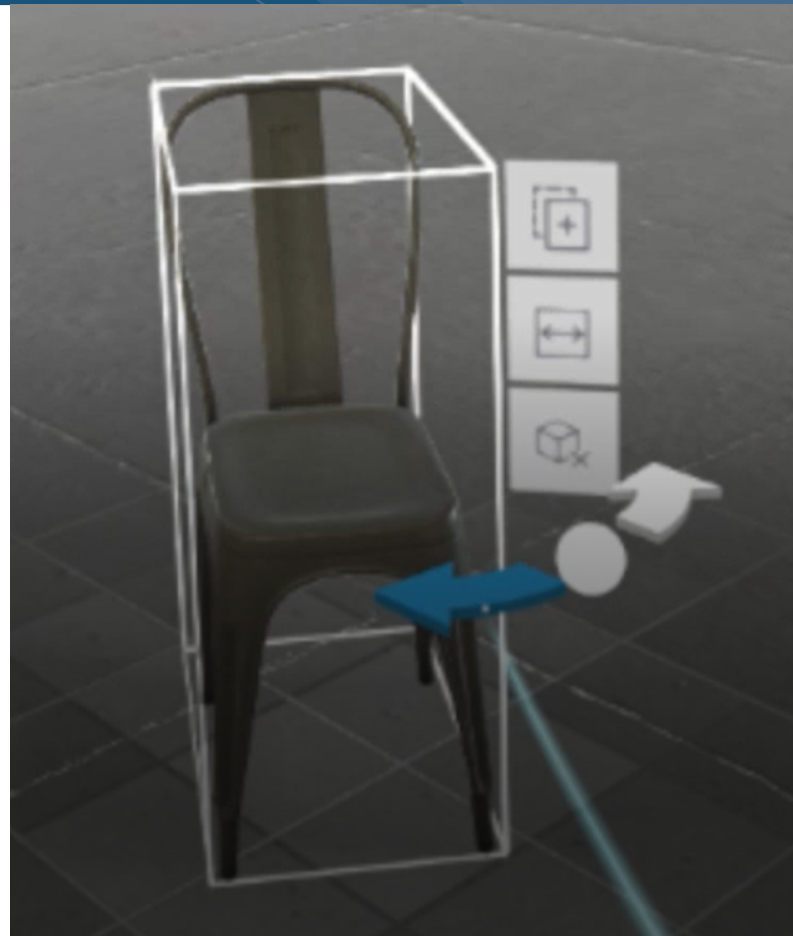
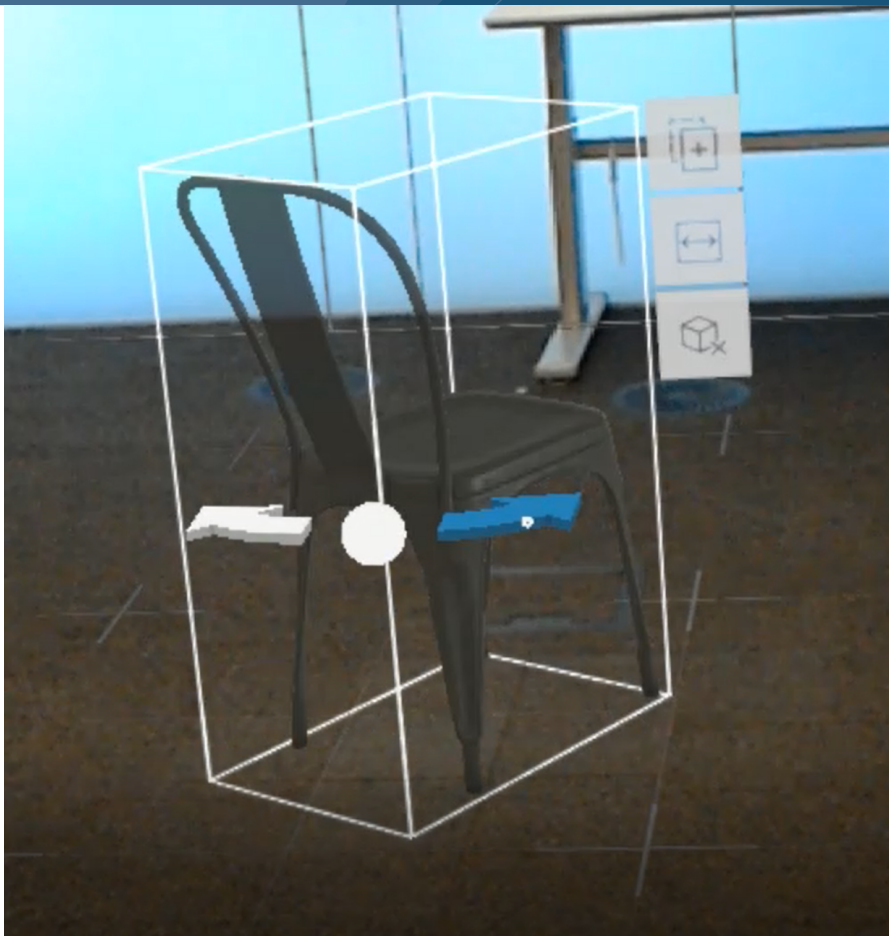
we must consider
dominate hands
on controllers



how do we
switch menus?



*again it's important to understand not only
what's parity with existing tools,
but what your customers expect from that
experience*



design for consistency or platform?

different inputs

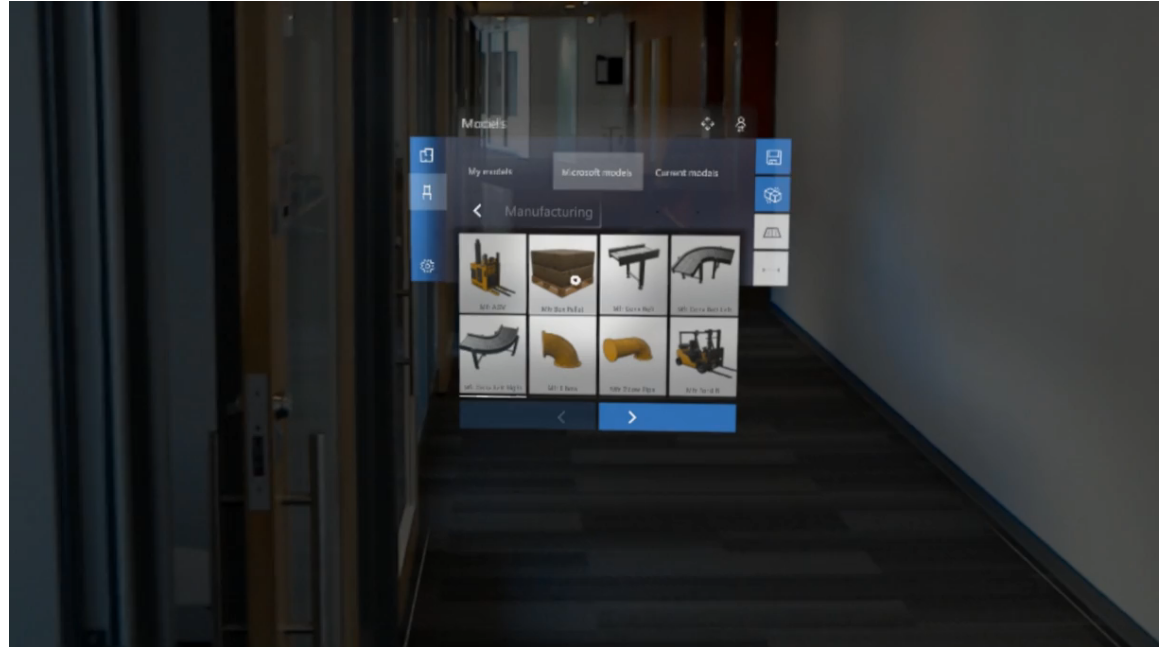
different ergonomics

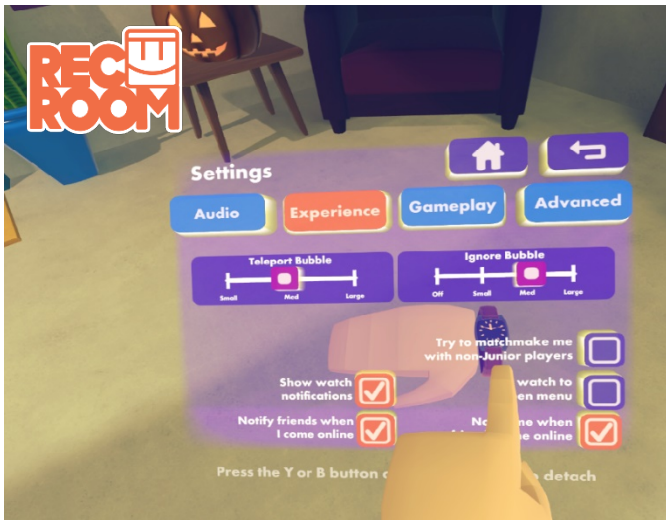
- adaptive menu

responsive has the
“hamburger” menu

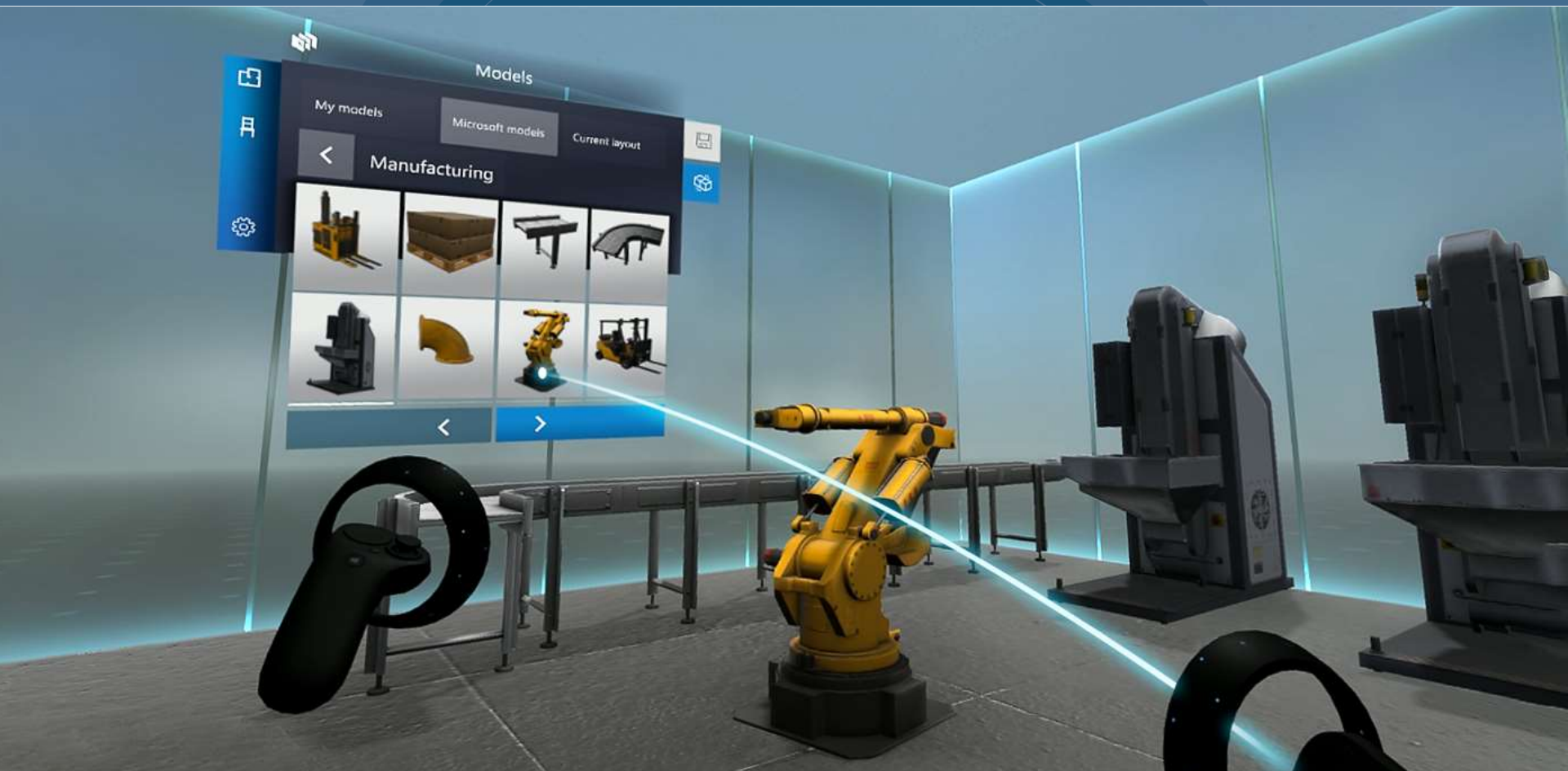


we have a
world-locked
menu





body-locked menus



*we found world-locked works for HoloLens,
and body-locked worked better for VR*

what did I learn...

big takeaway

*the device overlap maybe isn't as significant
as we thought it might be, so in the future
we're going to explore pushing the platform*

... so how is this relevant to me?

don't reinvent the wheel,
improve it



Questions?

Connect, or ask additional questions @jada_tweet