

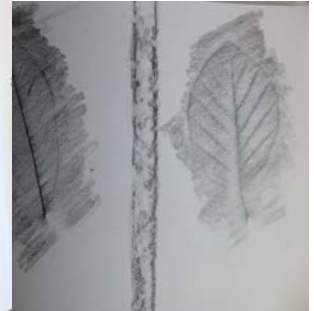
# Introduction

# Wayfinding situations

1<sup>st</sup> November – workshop with students from Plymouth University (GB) “Wayfinding orientation system”

Task:

1. Get lost in the city: orient only with your senses, documentate and never go on a same road.
2. Make a storyboard of the trail
3. Invent a wayfinding orientation tool, which will navigate people and make them go the same route as we did.





# Wayfinding situations



# Find a spot

Wayfinding application



# What does that mean?

“**Find a G spot**” is a context-aware game, based on a **wayfinding guidance system**. Main aim of this application – to get to know city better through senses, such as smell, tactile, vision, sound.

There are different routes with several “G” (Guide) spots on it. The task is to find this sign with no exact location parameters, and to get a hint of variable sensitive tasks.

Hint is being given only on appropriate combination of GPS location and special G engraved sign.

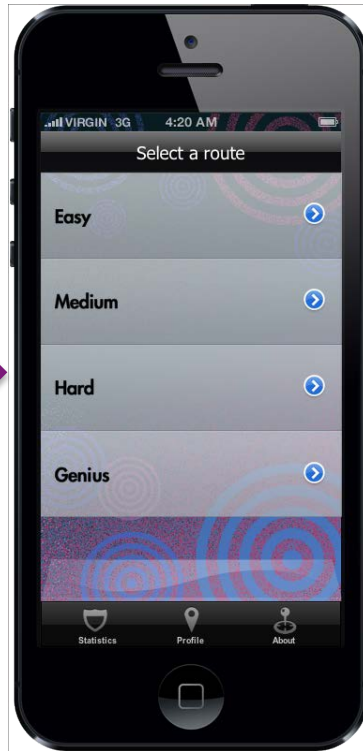
**Target group:** Any person, familiar with iOS and eager to explore city through non-standard wayfinding system.

**Operation system:** iOS6

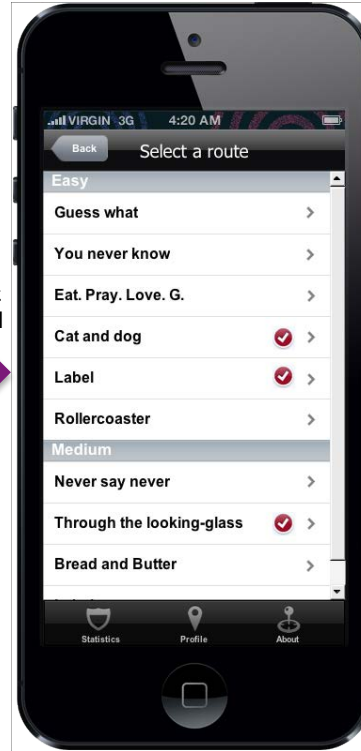
**Screen resolution:** 1136x640 (Retina iPhone5)



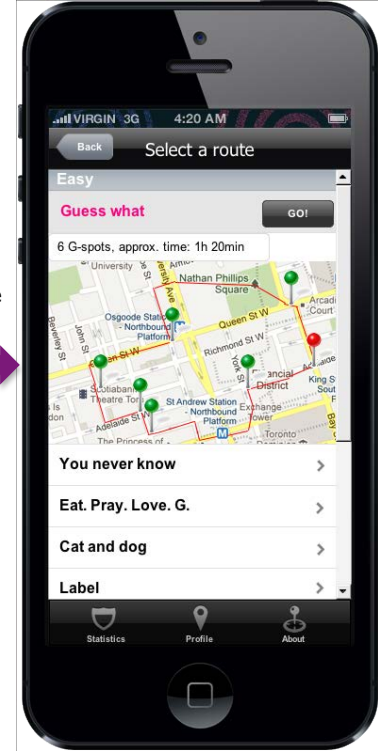
# Screenshots



Select  
a level



Choose  
a route



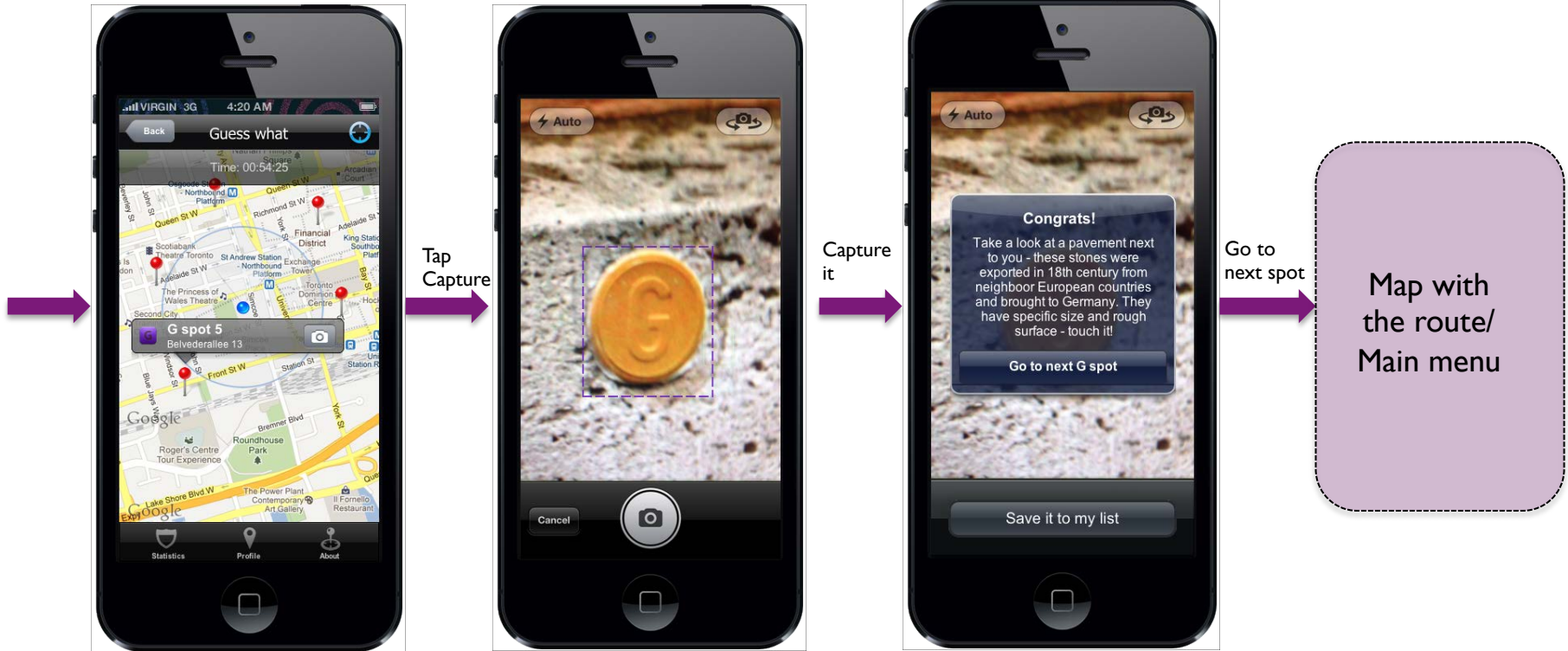
Tap GO!





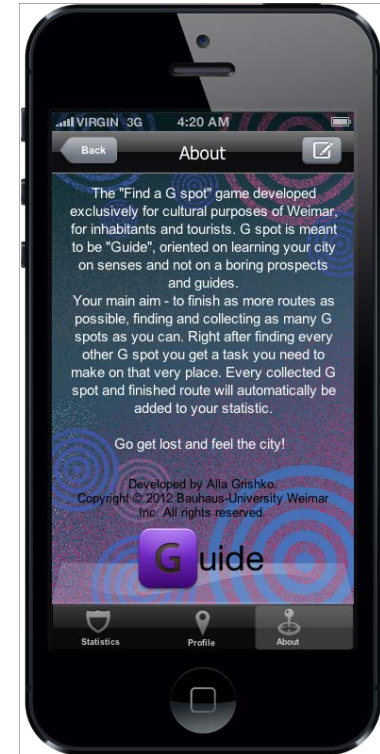
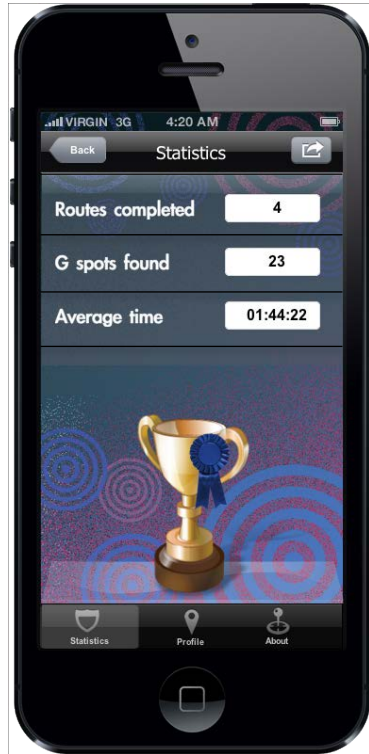


# Screenshots





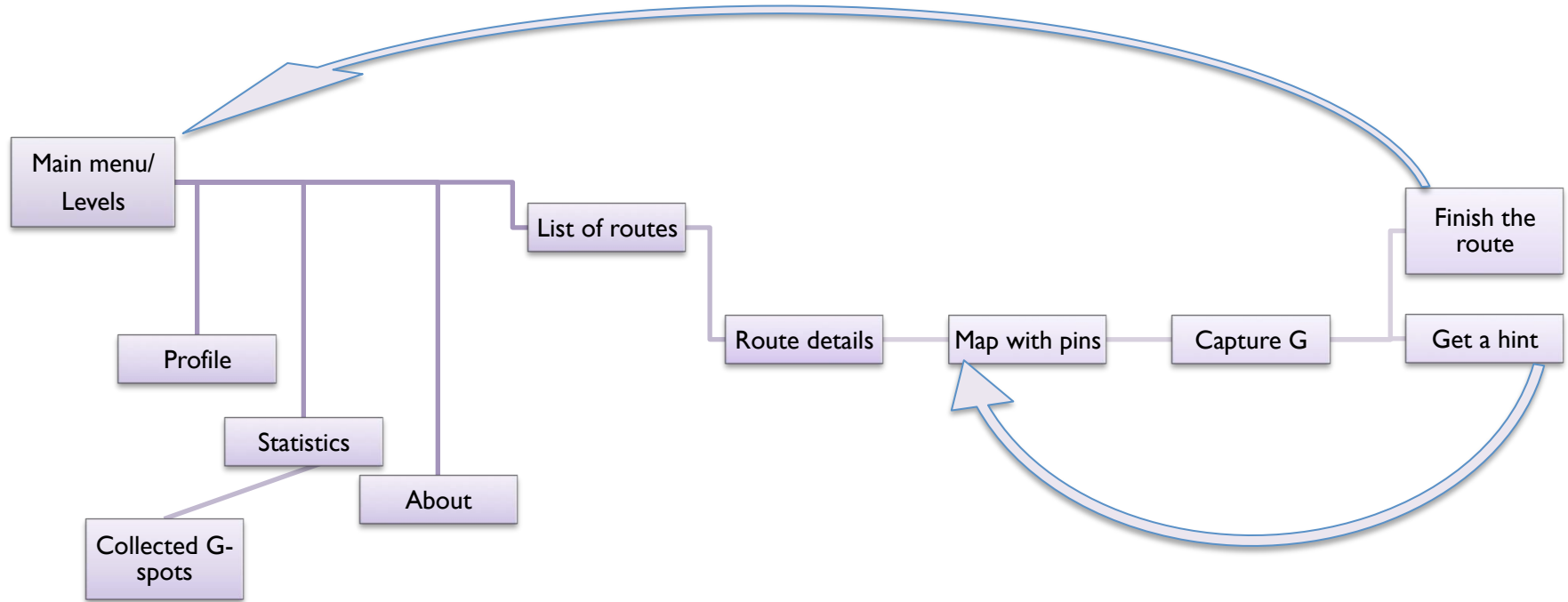
# Screenshots







# Navigation





Thank you!