**Web3D UX   
Bi-weekly meeting minutes   
April 5, 2021**

Attendances: Amela, Nicholas Polys, John Carlson, Don Brutzman and Feng Liu

Different goals for using the3D applications: [Refer to the table of user groups and their different needs on next page]

* Productivity and purpose- task-based analysis
* Some user only has exploratory tour and conduct end quizzes
* Users, Motivations – Scenarios
* Activities: Exploration, creation, spatial or concept Learning, productivity

Measurement and data collection:

* Map of the problems – Mapping to Devices, views, metaphors & user expectations
* measurement types [Quantitively/qualitatively; objective / subjective]
* Weblog is rich to select the data to be studied within the user experience domain.
* Easy turn on/off on the log recording - is that possible?
* Can we, UX group, build a sharable lib for usability study-related scripts so that programmers can embed them into their code to capture user behavior data?
* Authoring tool – Event sensor / what user look at and how long a user looks at an object that web3D primitive sensor can capture at the display level.
* Other groups, such as WebXR, also concern about user data privacy and try to be away from it. Will Avatar or persona can avoid those issues? A user agent is the one collecting all user data.

Examples to log or report from scenegraph:

* User Position & Orientation
* Proximity to objects, time
* Visibility of Objects, time
* User Selection & Manipulation (Touch & Drag sensors)

Issues:

* File requests / Logs from server
* Client-side logs
* Framerate included
* sampling rates adjustable

**Who are our users and what are their needs?**

* There are different categories of our individuals who could benefit from our work
* Different users will have different needs
* Currently we list 4 categories of users:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Category** | **Needs & responsibilities** | **Priority** |
| 1. | **Developers or X3D standard** | They fine-tune current elements of X3D standard or propose new elements directly related to the user experience. Need to understand how different aspects of user experience corelate to elements of X3D.  They need:   * (add text) |  |
| 2. | **UI designers and programmers** | They leverage X3D functionality to design and develop the best experience for the users and optimize usability of the interface.  They need:   * Principle of design web3D user interface * Usability check-list * (add text) |  |
| 3. | **Developers of 3D environments and user experiences (example: Spiders3D)** | They use functionality of applications to create 3D environment and user experience.  They need:   * Best practices in designing 3D environment to achieve effective experiences for the users. * Case studies * (add text) |  |
| 4. | **Naïve users** | They have no programming skills. They use functionality of the application through user interface; ideally they would like to invest minimal effort to learn how to use the interface.  They need:   * Manuals (video) * (add text) |  |
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