Domus Academy

MEET AND WORK IN VR

Scenarios for Virtual Reality collaborative experiences

Cisco Webex Teams is an app-centric cloud-based service that provides a complete collaboration suite for teams to create, meet, message, call, care, whiteboard, share, regardless of whether they're together or apart; in one continuous workstream before, during, and after meetings. It is built to make teams work seamlessly. It is a simple, secure, complete, and open service that enables people to work better.

At the same time, Virtual Reality offers new ways for people to be present and interact within the same room even though they are thousands of miles apart. With certain work streams moving into VR, such as design & content creation, the Cisco Webex Teams in VR concept is the latest example of how Cisco is experimenting with collaboration tools that naturally support the workflow within a team. People are now able to interact, collaborate and be together in ways never seen before.

MASTER IN INTERACTION DESIGN, JANUARY 2019 INTAKE

BRIEF

Collected data increases exponentially every year and it is becoming ever harder to make sense out of it in order to take informed decisions. VR and mixed reality give us the possibility to see information in a new way, transforming data into immersive virtual spaces that help us navigate knowledge in a more intuitive and useful way. Furthermore, they allow us to collaborate in real time with people in different parts of the world, letting them be hands-on within the virtual environment.

Candidates are requested to design an immersive environment that transforms data and metrics collected in a large company like Cisco (number of employees, their ages, professional skills, location, network within the company and others) into visual elements that facilitate information navigation, analysis and insights discussion through VR and/or mixed reality. This virtual space should work as a storytelling tool that enhances the exploration of data and communication among team members.

The solution should also take into considerations Cisco Webex Teams' main features (such as calling, messaging, whiteboard, file sharing) and it should expand the possibilities already offered by traditional work spaces in order to make the analysis and sharing of information as simple as possible across devices.

AUDIENCE

The competition is open to candidates with an educational background and/or professional experience in product design, visual and graphic design, media and web design, architecture, computer science, engineering, communication science, psychology and sociology.

JURY

Projects will be selected and evaluated by the Faculty of the Domus Academy Master in Interaction Design, by Cisco and the Domus Academy Admissions Jury.

REQUIRED MATERIALS

The candidate is asked to deliver a digital presentation in PDF format, A4 landscape orientation, composed of maximum 10 slides, structured according to the following guidelines (you can include videos to present your concept):

- · Framework and Problem Setting (3 slides max): How are information and insights currently represented? Which are their limitations? What kind of analysis should this tool support for the presented information?
- · Research and Analysis (2 slides max): Which are your supporting references? Which are the best practices and solutions already available on the market?
- · Solution. Present the proposal with 3 to 4 slides max
- · Overview text: max 300 words
- · Scenario: visuals and/or storyboard
- · Details: sketches, illustrations and user journeys that show the proposed interfaces
- · Portfolio of projects
- · Detailed curriculum vitae
- · Motivation statement
- · Copy of Bachelor Degree / Academic Diploma translated into English
- · Academic Transcript / Marksheet of previous studies translated into English
- · Copy of passport
- · Domus Academy Application Form*

The candidates are asked to send their materials in one single file in .PDF format. Any further attached material will be considered a plus and will be evaluated by the jury.

* Application fee is waived for competition participants.

PRIZES

- · One scholarship covering 60% of the total tuition fee of the Master's Program
- · One scholarship covering 50% of the total tuition fee of the Master's Program
- · One scholarship covering 40% of the total tuition fee of the Master's Program
- · Two special mentions covering 20% of the total tuition fee of the Master's Program

Prizes will be calculated on the standard tuition fee amounting to €28.600 (for non-EU passport holders - diploma fee is not included) and €16.990 (for EU passport holders - diploma fee is not included).

SCHEDULE

The works must be delivered to Domus Academy by and no later than **October 5th 2018.**

Candidates will be informed about the results of the competition by e-mail on **October 22nd 2018.**

ENTRY DELIVERY

Projects in digital format must be uploaded to the following address: **www.competition.domusacademy.com**

or sent by e-mail to:
competitions@domusacademy.it
Subject: MEET AND WORK IN VR COMPETITION

When you submit your project, you will receive a confirmation that your submission was received within 48 hours. If you do not receive a confirmation, let us know at:
competitions@domusacademy.it

MASTER'S PROGRAM DESCRIPTION

Interaction design is about creating a product, service, or space that interacts with the body or the mind through innovative technology. It is about the intersection of digital elements and everyday life; the creation of more intuitive user interfaces; the adoption of digital technology for enriched service experiences; the transformation of design visions into market opportunities. In the Master in Interaction Design program, you will gain the theoretical knowledge and professional skills you need to define problems and solutions in interaction and user design. You will analyze and experiment with software and hardware technology in order to develop confidence with the palette of tools and platforms that form the foundation for designing interactive solutions. Domus Academy's "learning by designing" approach is based on the tradition of Italian mentorship in design. You will work directly with companies to develop concepts, scenarios, and strategies based on the use of interactive and digital technology in everyday life.

ELIGIBILITY

Candidates holding a first-level academic diploma or BA degree, or about to graduate within the academic year 2017/18 and with a knowledge of the English language (IELTS 5.0 academic or equivalent certificate).

GENERAL TERMS AND CONDITIONS

- · Every moral or authorship right as to the project remains property of the author.
- · The projects sent to Domus Academy will not be returned.
- · All the material must be the result of an unpublished work developed by the candidate, not used in other previous occasions.
- · Domus Academy is entitled not to award the scholarship if the projects are deemed not to meet the suitable standards defined by the jury. The jury will judge at its own discretion and its decision is final.
- · The scholarship presented in this public announcement cannot be combined with other economic reductions offered by Domus Academy.
- · The scholarship will be deducted from the balance of the tuition fee.
- · If an assigned scholarship is not confirmed it can transferred to the next candidate in the ranking list.
- · Selected participants accept that part of their work will be published on Websites and/or Social Media channels of the institutions involved.