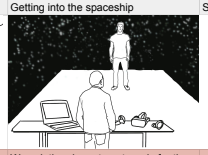
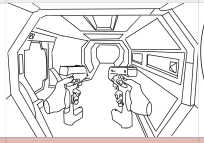
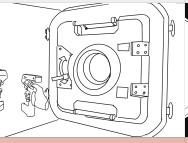
Phase/scene/subtitle	Pre-VR Experience		Transition into VR	VR Experience	VR Experience	VR Experience	VR Experience	Exit from VR Experience	Post-VR Experience
Subphase/Frame/order	Introduction to company	Getting into the spaceship	Shuttle ride over to space station	Introduce controls	Introduce world	Begin cleanup	Debris launched	Fade out	Feedback about experience
Sketch/Illustration									
Real world (what happens in the real world)?	Introduce the immersant to the team, show we are all working for "x" company and hand them the company brochure. Congratulate them for being selected for this mission.	We ask the player to get ready for the flight by getting onto the bench (or chair) and putting a thumbs up when they're ready for launch. Introduce them to their role as the cleanup crew.	Once player is seated, we set them up with the HMD and audio is played through the headset to simulate the spaceship taking off.	N/A	N/A	N/A	N/A	The player takes the HMD off at the end, concluding the experience.	Player takes off headset and receives feedback form that is styled like a company satisfaction survey.
Virtual Environment (what happenes in the virtual world)	N/A	N/A	Virtual world is dark, only audio is playing.	The VR experience fades in and the player is on the space station. They start in a corridor where the operator talks to them over radio and introduces them to the controls. The player sees the space station and their controls are replaced with the thruster and magnet.	Player floats through the space station and sees and hears the video playing on the sides. The video is a satirical, over-the-top brand video for the company that has hired you for your job talking about how they're sending humanity into the future and colonizing multiple planets.	Player reaches the airlock and heads out into space. They see the debris they have to collect and can start collecting it. During this time they hear the operator and someone else arguing on the comms about being behind schedule and needing to expedite the debris processing.	Once the player has collected all the debris the operator tells them they're ready to eject it into space. The player then sees all the debris they collected launched into space.	The player sees the title of the experience and the world fades out.	N/A
Non-visual Perception (apart from the visuals, what do I hear/touch/smell/taste/sense?)	Players can read the flyers about the company.	Make the player feel like they are getting ready for a space flight and set up their character in the virtual world.	Audio of space shuttle taking off and arriving to space station is played.	Hear the sounds of the station and the operator guiding them. They are also floating at this point which is strengthened by them being on the bench.	Hear the video, the sounds of the station, and the thrusters.	Ambient noise of the station, sounds from the player's thrusters and magnet, operator guiding the player and making comments about the player's tasks.	Hear the operator commenting about the state of the situation and the sound of the space station ejecting the debris collected.	Sound fades out and they take their HMD off.	Write on the feedback form.
Cognition (what goes through my head? why?)	I got accepted for a position at this company.	I'm a cleaner of some kind and about to take off into space.	I'm excited to see this space station.	The space station looks awesome, and i'm interested in learning how to navigate it.	I wonder what my objective is here now that I have the tools and the context.	It's fun to move all these objects around. There's so much desbris out here I guess I should start cleaning it up.	I just collected all that, why are they launching it into space.	That was exciting, and I'm ready to finish the experience.	What did I think about this company.
Emotion (what do I feel now? why?)	Wonder about what the company is about and what their values are.	Curious about what's going to happen, how will the space flight be.	Excited about arriving in space and seeing the station. Interested in finding out what we'll be doing there.	Intrigued by what I'll be doing with these new tools.	Excited about going out into space as they only see it through windows now.	Excited to play around with the debris using the magnet, shocked by how much debris is in space. Curious what the two people are talking about.	Anger at the company for just launching the debris out.	Curious about what happened at the end and implications.	Inquisitive about what the story meant. Thinking about why there was so much debris and why they got rid of it by sending it out into space.
WHY? How does this relate/contribute to core and overall goal and user experience? what's the purpose of this scene?	This is an introduction to the company that is portrayed in the experience. The player can see what the company is advertising themselves as, and can form expectations of what working for this company will be like.	We want the player to feel like an astronaut so the introduction is to put them in that mindset. They will be floating through space so this sets them up in a position to simulate floating. We also want to introduce the company that hired them for the narrative.	This shuttle sequence serves as a seamless method of transporting the player from the real world into the virtual world. They go through the act of getting on the shuttle and arriving in space, where getting on the shuttle is in the real world and they arrive in space which is the virtual world.	Setup the player with their controls and introduce the operator.	We want the player to start off by thinking they're working for a company that is doing good things but there are hints of conflict in what they're saying.	The player is able to see just how much debris is out in space and the overwhelming task of cleaning it all up. From the operator's comments and the act of cleaning up the debris, the player should recognize that space pollution is a major issue.	This is the critical moment where we show what kind of company this is. At the beginning we draw connections to existing private companies that are trying to expand space travel so that here we see what type of company they really are.	We want the player to finish the experience thinking about this company. This is obviously not a real company, but the parallels to existing private companies is there. We want them to ask why was there so much debris, why did I have to collect it and why did this company just launch it back into space.	They player should ask themselves if this is a possible reality in the future and why. Are these private companies worth billions of dollars investing in keeping space clean?
Meta: any concerns regarding this part ?	Players are not interested enough to try out the experience.	Having players get on a bench might be difficult for some. For this reason we should provide the chair as an option.	The inside of the shuttle and shuttle ride will not be conveyed visually, so this might not be enough to immerse every player.	Failure to understand the controls, or the controls being difficult to use.	Make sure the motion isn't too fast or jarring.	Ensure the player knows what their task is and how to complete it.	May be confusing to the player if not explained well.	Player could be a bit disoriented after taking off the headset.	The player could be unsure of their thoughts at this time.
Did it work? How could this be assessed?	After the experience, ask the player about what they thought about the company before joining the experience.	Can test this by seeing if the player immediately understands the virtual context when the experience starts or if there is any confusion there.	After the experience, we can ask the participant if they felt as if they were travelling into space.	If the player is able to navigate through the ship easily to get to the bay then this worked.	We can ask the participant afterwards how they felt about this company at this point in the experience, and if it differed from later on.	If the player starts cleaning up the debris and knows how to move it, as well as where to store it.	After the experience ask the player how they feel about the company now. Did they understand what they were doing?	Feedback about their thoughts on the debris and it being ejected.	From the feedback, and how their thoughts of the company changed.