



D5.2.2

USER STORIES REQUIREMENTS FROM WP2-4

Release 2

March 2014

ABSTRACT

This document details the process of the creation of new User Stories following the identification of new User Requirements from user feedback. It documents the liaison and relationship between the project and external developers, SMEs and vendors.

The purpose of feedback gathering and analysis is to identify new requirements, to enable technological and structural improvements, to identify opportunities for the involvement of SMEs and to provide on-going input into the development of the platforms. Using this feedback, the identification of new requirements may lead to the creation of new User Stories.

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EXECUTIVE SUMMARY

The purpose of feedback gathering and analysis is to identify new requirements, to enable technological and structural improvements, to identify opportunities for the involvement of SMEs and to provide on-going input into the development of the platforms.

This document documents feedback received from external developers, SMEs and vendors during the first project year. If feedback identifies new User Requirements, this feedback will lead to the creation of new User Stories.

A 'User Story' describes what a user wants to do with a particular application or system. New User Stories are created as a response to feedback from meetings with developers and SMEs. Feedback is gathered by FI-CONTENT 2 partners at Future Internet events, showcases at industry/developer conferences and specialist demonstrations and online.

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1 - INTRODUCTION

This Deliverable provides feedback collected by FI-CONTENT 2 partners. This feedback has been gathered at trade fairs, events and presentations, and thus is collected from potential professional users of the FI-CONTENT 2 platforms. The purpose of the collection of feedback is to help identify further development opportunities for content and features by incorporating feedback from professional, potential project partners and by supporting cooperation with developers through competitions and hackathons.

As part of activities conducted under Task T5.2 **Identifying content partners and developers' needs**, feedback is gathered by partners and transcribed into the feedback form template (created as part of D5.2.1 User Stories Requirements Release 1). The completed feedback form is then forwarded to the relevant platform WP leaders of WP2, WP3 or WP4.

Feedback details and initial analysis is recorded in the feedback template. A ticketing system to track progress of incoming feedback was proposed at the February 2014 Plenary, and is currently under development.

Following analysis of the collected feedback, WP leaders either (a) incorporate feedback into existing User Stories, (b) devise new User Stories to accommodate the feedback or (c) reject the feedback (see Figure 1 below). If feedback identifies new User Requirements which are not under development or addressed by FIC 2 partners, the feedback will lead to the creation of a new User Story. A 'User Story' describes what a user wants to do with a particular application or system.

Feedback which leads to the creation of new User Stories also delivers input to T5.3 Involvement Through Competitions.

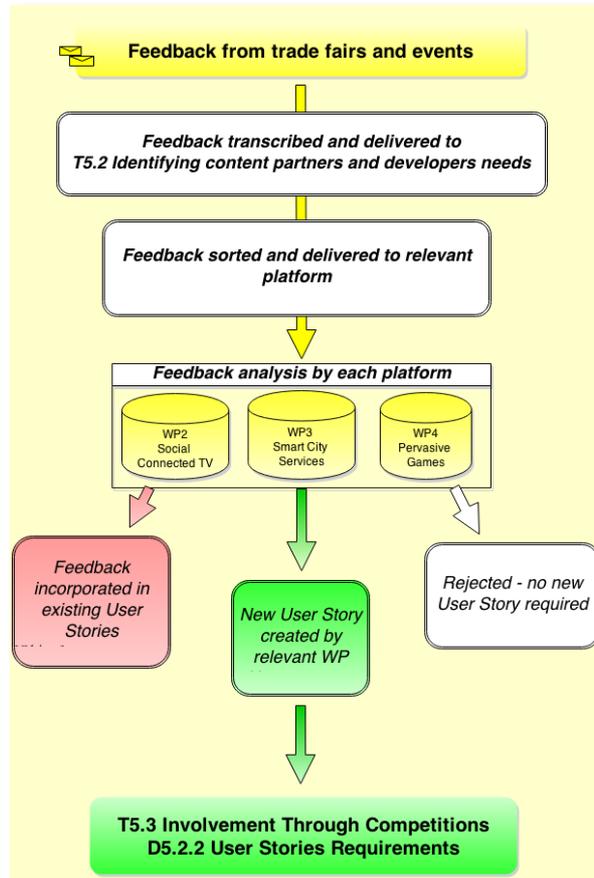


Figure 1 Creation of new user stories

Feedback gathered under task T5.2 also delivers input into Dx.3.1 Results and Feedback Analysis as indicated in the following Figure 2 – Overview of feedback gathering:

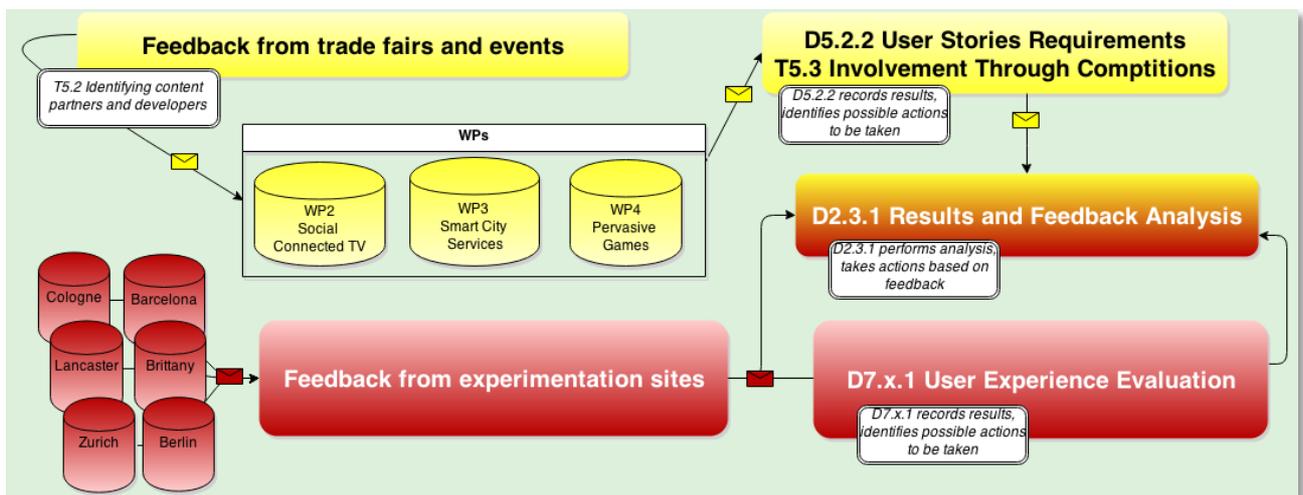


Figure 2 Overview of feedback gathering

2 - COLLECTION, EVALUATION AND ANALYSIS OF FEEDBACK

The various methodologies used for evaluating and analysing feedback are described in D5.2.1 User Stories Requirements WP2-4 Release 1. All partners are responsible for the gathering of feedback at events, meetings and other suitable occasions. It is the responsibility of the collecting partners to transform feedback into a digital document format before transmitting to the task leader RBB.

Submitted feedback is reviewed by the partners involved in Task 5.2 and distributed to the relevant platform/WP leader (WP2, WP3 and WP4) for evaluation. Feedback is then analysed and evaluated by WP participants. The subsequent evaluation and analysis of feedback will lead either to the incorporation of the feedback into the existing workflow as a refinement, to the creation of new technical requirements based on the user story, or to the rejection of feedback upon specified grounds. This process is illustrated in Figure 1 Creation of new user stories. After evaluation, a detailed protocol will be produced. Where new User Stories are required, the protocol will be categorised into various test areas.

Feedback was produced at the below events:

Date	Event	Location
Sept. 2013	IFA 2013	Berlin, Germany
Oct. 2013	NEM Summit/Hackathon 2013	Nantes, France
Nov. 2013	ICT 2013	Vilnius, Lithuania
Feb. 2014	Hackathon Zurich	Zurich, Switzerland
Feb. 2014	AR-xperiment	Barcelona, Spain

The gathering of feedback at these events followed methodologies defined in Deliverable D5.2.1 User Stories Requirements. The primary source of feedback was one-on-one interaction between users/visitors and staff. Staff recorded their impressions following the interaction or directly enquired of visitors/users as to their impressions following the demonstration of/interaction with the service or functionality.

The feedback received by February 2014 is detailed in Annex A of this document and is summarised here:

2.1 - Relevant to WP2 Social Connected TV

1: Request to use Second-Screen Device as remote control

Status: This issue has been solved, the Second Screen Framework has been integrated in Rich Content Scenario allowing the user to receive additional content on the mobile device or use it as a remote control for mirrored apps.

2: Request for app-to-app communication

Status: As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in the second experimentation cycle, following results of the Open Call and integration of new partners.

3: Request for device connection and discovery

Status: As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners

4: Request for automatic application launch

Status: As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners

5: Request for data editing capability

Status: to be addressed in second experimentation cycle.

2.2 - Relevant to WP3 Smart City Services

6: Request for improved design of mobile apps

Status: this feedback concerns design issues rather than enabler development, it was incorporated into existing workflow and the design has been improved

7: Request for uniform format of Open City database

Status: As a result of the feedback the structure of the open city database was changed. Entries must contain certain pre-defined data parameters and the security has been improved.

2.3 - Relevant to WP4 Pervasive Games

8: Request for Leaderboard enhancements

Status: Added in TODO list for 2nd experimentation cycle.

9: Request for Augmented Reality - Simpler Deployment

Status: Added in TODO list for 2nd experimentation cycle.

10: Request for Game Synchronization SE

Status: Added in TODO list for 2nd experimentation cycle.

11: Request to add more game objects

Status: To be considered for 2nd experimentation cycle

12: Request re: visibility

Status: To be considered for 2nd experimentation cycle

13: Request to add haptic feedback

Status: To be considered for 2nd experimentation cycle

14: Request to consider strategising

Status: To be considered for 2nd experimentation cycle

15: Request to consider pervasive spider behaviour

Status: To be considered for 2nd experimentation cycle

16: Request to consider 'killer beam' game

Status: To be considered for 2nd experimentation cycle

3 - CONCLUSION / STATUS

Feedback is being collected and delivered by partners.

Feedback was produced at 5 of the 11 events attended by FI-CONTENT 2 partners as documented in the FI-CONTENT 2 Events overview. Reminders about the need for ongoing collection of feedback at all opportunities are sent to partners, with specific requests to those partners attending specific events.

A decision was taken at the Cologne Plenary in Feb 2014 to introduce a ticketing system to track progress of incoming feedback, and this is currently under development.

The Feedback Collection template was revised in January and is included here as Annex B.

Feedback will continue to be collected by partners at upcoming events.

Annex A FEEDBACK DOCUMENTATION

A.1 Scenario: Rich Content/ Second Screen device as remote control for Content Enrichment

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	Second Screen device as remote control for Content Enrichment	
Scenario:	Rich Content	
Application:	Enrichment of Video Content	
Scenario owner:	FOK	
Description of proposed functionality	The user should be able to control the HbbTV Enrichment of Video Content app from the Second Screen device	
Audience and cultural criteria/justification	Typical TV viewer / customer of HbbTV service	
Academic criteria/justification	User interaction in multi-device environments	
Commercial criteria/justification	Provisioning of additional content and/or content-related services	
Technical criteria/justification		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Feasible	Although it is feasible to address the scenario without second screen, it is not very user friendly. We therefore plan to use a second screen (e.g. mobile device) to control Content Enrichment on a HbbTV. This will be realised by integrating the Second Screen Framework
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	The HbbTV app will be more user-friendly, additional information will be presented on the second screen. The second screen can also be used for more complex interaction.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Yes	Needs integration of second screen framework / multi-device communication solution
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	The initial implementation has been completed

Aggregation and alignment of new requirements to milestones:	The requirement will be completed for the second phase of testing in FIcontent.
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no Essential/high
Feedback collected by	Annette Wilson WP2 FOK Ziegler, IRT
Event	NEM Summit Nantes, France Oct 28 th – 30 th 2013
Event URL :	http://nem-summit.eu/
Topic/Theme of event	Implementing Future Media Internet towards New Horizons, maximizing the global value of Content, Media and Networks
Format of feedback	Verbal feedback collected during Content Enrichment demo
Forwarded to :	Martin Gordon RBB
Forwarded by:	Miggi Zwicklbauer FOK
Action taken:	Second Screen Framework has been integrated in Rich Content Scenario

A.2 Scenario: Multi-Screen Experience/App-to-app communication

Platform/WP:	Social Connected TV / WP2	
Name of new requirement:	App-to-app communication	
Scenario:	Multi-Screen Experience	
Application:	Using Second-Screen Devices	
Scenario owner:	IRT/RBB	
Technical criteria/justification		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible.	Communication is a crucial feature for the realization of the Multi-Screen Experience scenario.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	All visitors at our booth at the fair were impressed by being able to remotely control an application on the TV from a tablet PC. This was realized with the help of the communication feature.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Christoph Ziegler and Janina Renz, IRT	
Event	IFA Berlin Germany, September 4 th – 8 th 2013	
Event URL :	http://b2b.ifa-berlin.com/en/Home.html	
Topic/Theme of event	Consumer electronics fair	
Format of feedback	Exchange with fairgoers	
Forwarded to :	Martin Gordon RBB	

Forwarded by :	Christoph Ziegler, IRT
Action taken:	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners.

A.3 Scenario: Multi-Screen Experience/Device connection and discovery

Platform/WP:	Social Connected TV / WP2	
Name of new requirement:	Device connection and discovery	
Scenario:	Multi-Screen Experience	
Application:	Using Second-Screen Devices	
Scenario owner:	IRT/RBB	
Technical criteria/justification		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible.	Discovery and connection are crucial to realize a communication link between devices.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
Feedback collected by	Essential/high	
	Christoph Ziegler and Janina Renz, IRT	
Event	IFA Berlin Germany, September 4 th – 8 th 2013	
Event URL :	http://b2b.ifa-berlin.com/en/Home.html	
Topic/Theme of event	Consumer electronics fair	
Format of feedback	Exchange with fairgoers	
Forwarded to :	Martin Gordon RBB	
Forwarded by :	Christoph Ziegler, IRT	

Action taken:	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners
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A.4 Scenario: Multi-Screen Experience/Automatic application launch

Platform/WP:	Social Connected TV / WP2	
Name of new requirement:	Automatic application launch	
Scenario:	Multi-Screen Experience	
Application:	Using Second-Screen Devices	
Scenario owner:	IRT/RBB	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Not feasible.	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Christoph Ziegler and Janina Renz, IRT	
Event	IFA Berlin Germany, September 4 th – 8 th 2013	
Event URL :	http://b2b.ifa-berlin.com/en/Home.html	
Topic/Theme of event	Consumer electronics fair	
Format of feedback	Exchange with fairgoers	
Forwarded to :	Martin Gordon RBB	
Forwarded by :	Christoph Ziegler, IRT	
Action taken:	As this was similar to an objective in the FI-CONTENT 2 open call, it will be addressed in second experimentation cycle, following results of the open call and integration of new partners.	

A.5 Scenario: Search and Discovery/Data Editing

Platform/WP:	Social Connected TV – WP2	
Name of new requirement:	The possibility of editing data produced by automatic indexing and linking for editorial purposes in content management / production systems	
Application:	Audio/Video SEO	
Scenario owner:	TRDF	
Commercial criteria/justification	Efficient workflows in multimedia production	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Yes, it is feasible to address the particular scenario without this additional requirement.	Editors would like to be able to edit data
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	Depends on scenario
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	More relevant and curated content on second screen
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No	APIs of SEs offer the possibility to integrate functionalities into CMS
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	API is part of the development roadmap already as well as its documentation
Aggregation and alignment of new requirements to milestones:	A simple interface for manual editing will be implemented and tested in the second experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential/high	
Feedback collected by	Angelika Pauer, Thomas Winkler, Joachim Köhler WP2 IAIS	
Event	dmexco Cologne, Germany Sep 18 th – 19 th 2013	
Event URL :	http://dmexco.de/	
Topic/Theme of event	"Turning visions into reality" - conference and exposition on digital marketing	
Format of feedback	protocols of verbal reports	

Forwarded to:	Martin Gordon, RBB
Forwarded by:	Michael Eble, IAIS
Action taken:	To be addressed in second experimentation cycle.

A.6 Scenario: On-Site Visit (Smart City Guide Web APP)/Design Improvement

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Design improvement - attractive and intuitive design for mobile apps	
Scenario:	On-Site Visit	
Application:	Smart City Guide Web App	
Scenario owner:	FOK	
Commercial criteria/justification	Use of open standards as HTML5 to be platform- and device-independent	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	Yes, it is feasible to address the particular scenario without this additional requirement.	To make the web app touch screen interaction even better we decided to use a JavaScript framework as it allows user interface and interaction design.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	No	This feedback was relevant for the design of the web app
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Improved design ensures the users are more likely to adopt and test the app and in doing so validate the enablers it relies on.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Dependency	Building the web app with new framework to implement the design
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The new design was implemented within the first test phase and will be tested by the end of this phase (March 2014)	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Miggi Zwicklbauer, WP3 FOK	
Event	IFA Berlin, Germany September 6 th – 11 th 2013	
Event URL:	http://www.ifa-berlin.com/	
Topic/Theme of event	Consumer electronics unlimited	
Format of feedback	Verbal reports: Developer of native apps (iOS)	

Forwarded to :	Martin Gordon RBB
Forwarded by :	Miggi Zwicklbauer FOK
Action taken:	This feedback concerns design issues rather than enabler development, and was incorporated into existing work flows.

A.7 Scenario: On Site Visit/Uniform format for Open City Database content

Platform/WP:	Smart City Services – WP3	
Name of new requirement:	Uniform format for Open City Database content	
Scenario:	On Site Visit	
Application:	Smart City Guide Web App	
Scenario owner:	FOK	
Commercial criteria/justification	API for 3rd party use is essential	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Yes/no	Comments
	Yes	Data in the OCD should have a uniform format – this is necessary for the representation of the data in the app. Particularly the opening hours in a POI are important for the planning and recommendation part of the web app.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	The database will be a more qualitative and quantitative. There are more possibilities to use the Open City Database.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	The Smart City Guide web app will show more Cities and POIs.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	Dependency	Open City Database grows with qualitative content
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The requirement has been implemented during the first testing phase. This will be tested during the first test cycle (March 2014)	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Essential / high	
Feedback collected by	Miggi Zwicklbauer, WP3 FOK	
Event	NEM Summit Nantes, France Oct 28 th – 30 th 2013	
Event URL :	http://nem-summit.eu/	
Topic/Theme of event	Implementing Future Media Internet towards New Horizons Maximizing the global value of Content, Media and Networks	

Format of feedback	Verbal reports: Participants of the Art & Tech hackathon used the Open City Database to build an Edutainment app. Needed more POIs.
Forwarded to :	Martin Gordon RBB
Forwarded by :	Miggi Zwicklbauer FOK
Action taken:	As a result of the feedback the structure of the open city database was changed. Entries must contain certain pre-defined data parameters and the security has been improved.

A.8 Scenario: Tabletop Augmented Reality Games/Leaderboard enhancements

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Enhanced features and configuration for Leaderboard	
Scenario:	Tabletop Augmented Reality Games	
Application:	AR block stacking game	
Scenario owner:	ETHZ/DRZ	
Commercial criteria/justification	Enlarging number of possible use cases	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Yes/no	Comments
	No	In some applications, only the maximum score per user should be saved, e.g. lower existing entries should be overwritten. In addition, a configurable maximum number of entries was suggested.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	For small games without a definitive end, the leaderboard can be updated. Now they manually have to choose when to submit a new score.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Yes, for some games, see above.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The requirement is planned to be addressed before the 2 nd experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Possible/low	
Feedback collected by	Marcel Lancelle, ETHZ	
Event	Hackathon Zurich Feb 22 nd 2014	
Event URL :	http://graphics.ethz.ch/hackathon	

Topic/Theme of event	Augmented Reality Games hackathon
Format of feedback	Verbal reports: Participants of the hackathon were asking for this option during the development and used the workaround with a manual button to post the score.
Forwarded to :	Marcel Lancelle, ETHZ
Forwarded by :	Marcel Lancelle, ETHZ
Action taken:	Added in TODO list for 2 nd experimentation cycle

A.9 Scenario: Tabletop Augmented Reality Games/Simpler Deployment

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Simpler deployment for AR - Camera Artifact Rendering SE	
Scenario:	Tabletop Augmented Reality Games	
Application:	AR tower destruction game	
Scenario owner:	ETHZ/DRZ	
Commercial criteria/justification	Quicker deployment / with simpler usage more users are likely to employ this SE.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Yes/no	Comments
	Yes	However, better packaging for Unity 3D will make the SE easier to use.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	More potential users.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	No	No, just for the developers.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Yes	
Aggregation and alignment of new requirements to milestones:	The requirement is planned to be addressed before the 2 nd experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Possible/low	
Feedback collected by	Fabio Zünd, ETHZ	
Event	Hackathon Zurich Feb 22 nd 2014	
Event URL :	http://graphics.ethz.ch/hackathon	
Topic/Theme of event	Augmented Reality Games hackathon	
Format of feedback	Verbal reports: Multiple participants of the hackathon were asking for this improvement during the development.	

Forwarded to :	Marcel Lancelle, ETHZ
Forwarded by :	Fabio Zünd, ETHZ
Action taken:	Added in TODO list for 2 nd experimentation cycle

A.10 Scenario: Tabletop Augmented Reality Games/Availability of Game Synchronization SE

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Availability of Game Synchronization SE for Unity 3D free on mobile devices	
Scenario:	Tabletop Augmented Reality Games	
Application:	AR multi player soccer game	
Scenario owner:	ETHZ/DRZ	
Commercial criteria/justification	More developers could use this SE if it is not just working with a Unity 3D pro licence.	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Yes/no	Comments
	Yes	However, it requires a pro licence when using this SE.
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	More potential users.
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	No	No, just for the developers.
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	No dependency	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	Unclear	
Aggregation and alignment of new requirements to milestones:	The requirement is planned to be discussed by the partners before the 2 nd experimentation cycle.	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	Useful/medium	
Feedback collected by	Fabio Zünd, ETHZ	
Event	Hackathon Zurich Feb 22 nd 2014	
Event URL :	http://graphics.ethz.ch/hackathon	
Topic/Theme of event	Augmented Reality Games hackathon	

Format of feedback	Verbal reports: Multiple participants of the hackathon were asking for this improvement during the development.
Forwarded to :	Mattia Ryffel, DRZ
Forwarded by :	Fabio Zünd, ETHZ
Action taken:	Added in TODO list for 2 nd experimentation cycle

A.11 Scenario: Tabletop Augmented Reality Games/ Add more game objects

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Add more game objects and integrate them in the gameplay (rivers can slow down attackers momentarily, trees provide them with some cover, and so on)	
Scenario:	Tabletop Augmented Reality Games	
Application:	Augmented Resistance	
Scenario owner:	DRZ - Mattia	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	TBD by WP4	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Increased realism will lead to higher game attractiveness
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-xperiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	
Format of feedback:	Written answer to open-ended question in feedback questionnaire	
Forwarded to:	Marcel Lancelle, ETHZ	
Forwarded by:	Marc Aguilar, I2CAT	

Action taken:	To be considered for 2 nd experimentation cycle
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A.12 Scenario: Tabletop Augmented Reality Games/ Visibility

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Make enemies more or less visible depending on light level (so if there is little light you cannot see them as well), and, in general, make light more important for gameplay (i.e. you must use an extra light source, like a handheld lamp, to detect some kind of stealth attackers)	
Scenario:	Tabletop Augmented Reality Games	
Application:	Augmented Resistance	
Scenario owner:	DRZ - Mattia	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Innovative ways to integrate light effects into gameplay will demonstrate the Reality mixer enablers and showcase their qualities
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Innovative ways to integrate light effects into gameplay will lead to higher game attractiveness
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-xperiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	
Format of feedback:	Written answer to open-ended question in feedback questionnaire	

Forwarded to:	Marcel Lancelle, ETHZ
Forwarded by:	Marc Aguilar, I2CAT
Action taken:	To be considered for 2 nd experimentation cycle

A.13 Scenario: Tabletop Augmented Reality Games/ Haptic Feedback

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Add haptic feedback on user (feeling of blast effects) and sound effects (the louder the closer you are to battlefield)	
Scenario:	Tabletop Augmented Reality Games	
Application:	Augmented Resistance	
Scenario owner:	DRZ - Mattia	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	TBD by WP4	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Increased realism will lead to higher game attractiveness
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-xperiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	
Format of feedback:	Written answer to open-ended question in feedback questionnaire	
Forwarded to:	Marcel Lancelle, ETHZ	
Forwarded by:	Marc Aguilar, I2CAT	

Action taken:	To be considered for 2 nd experimentation cycle
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A.14 Scenario: Tabletop Augmented Reality Games/ Strategising

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Add more strategising to gameplay, such as multiplayer mode, (several teams of players cooperating among them and against each other), combo hits (so that users must use cooperative strategies to increase their chances to kill the spider, but in the end whoever defects at the optimal moment gets more points for the kill), and more enemies of different kill values instead of just one large spider (so players can focus on few high-value, high-profile values or many easier low-value targets).	
Scenario:	Virtual Character Synchronization on the Web	
Application:	Spider Game Demo	
Scenario owner:	DFKI – Stefan Lemme	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	Yes	Enabling more strategizing behavior provides opportunities to demonstrate game synchronisation enablers
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Increased realism will lead to higher game attractiveness
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-xperiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	

Format of feedback:	Written answer to open-ended question in feedback questionnaire
Forwarded to:	Marcel Lancelle, ETHZ
Forwarded by:	Marc Aguilar, I2CAT
Action taken:	To be considered for 2 nd experimentation cycle

A.15
Scenario: Tabletop Augmented Reality Games/ Enhanced spider behaviour

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	Enhanced spider behaviour, with shoot-back functionalities (spider shots back taking into account position of the players, always trying to shoot at the one which is closer, and never shooting lower than the plane of the ground, so that players must move to avoid damage) and auto-adjustable difficulty level (make spider movement faster and more unpredictable depending on % of last missiles hitting the spider (and the opposite), so if you're hitting it often the game gets more difficult))	
Scenario:	Virtual Character Synchronization on the Web	
Application:	Spider Game Demo	
Scenario owner:	DFKI – Stefan Lemme	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	TBD by WP4	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	Yes	Increased realism will lead to higher game attractiveness
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-Experiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	
Format of feedback:	Written answer to open-ended question in feedback questionnaire	

Forwarded to:	Marcel Lancelle, ETHZ
Forwarded by:	Marc Aguilar, I2CAT
Action taken:	To be considered for 2 nd experimentation cycle

A.16 Scenario: Tabletop Augmented Reality Games/ 'Killer Beam' Game

Platform/WP:	Pervasive Games – WP4	
Name of new requirement:	“Killer beam” game: detect hidden monsters in shadows with different light colours and intensities, then kill the monster following it with a 'killer' light beam	
Scenario:	Tier 3	
Application:	New application	
Scenario owner:	TBD – new scenario	
Commercial criteria/justification	Enlarging number of possible use cases	
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
	TBD by WP4	
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
	TBD by WP4	
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
	TBD by WP4	
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
	TBD by WP4	
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
	TBD by WP4	
Aggregation and alignment of new requirements to milestones:	TBD by WP4	
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
	TBD by WP4	
Feedback collected by:	Marc Aguilar, I2CAT	
Event:	AR-xperiment 24 th & 25 th February, 2014	
Event URL:	http://www.eventbrite.es/o/event-organised-by-i2cat-foundation-in-the-framework-of-the-ficontent-2-5875165275	
Topic/theme of event:	Experiment in BCN site	
Format of feedback:	Written answer to open-ended question in feedback questionnaire	
Forwarded to:	Marcel Lancelle, ETHZ	
Forwarded by:	Marc Aguilar, I2CAT	
Action taken:	To be considered for 2 nd experimentation cycle	

Annex B FEEDBACK DOCUMENTATION TEMPLATE V2.0

Platform/WP:		
Name of new requirement:		
Scenario:		
Application:		
Scenario owner:		
Technical criteria/justification:		
Technical necessity - is it feasible to address the particular scenario without this additional requirement?	Feasible/not feasible	Comments
Relevance for developers - does the fulfilment of the additional requirement offer additional opportunities regarding the reuse of the API/Enabler?	Yes/no	Comments
Relevance for the end users - does the additional requirement add value from the user's perspective?	Yes/no	Comments
Are there dependencies among the requirements concerning their implementation?	Dependency/no dependency	Comments
Can the new requirement be implemented within given time and resources?	Yes/no	Comments
Aggregation and alignment of new requirements to milestones:		
Assessment of priority:	Essential/high, useful/medium, possible/low, other/no	
Feedback collected by:		
Event:		
Event URL:		
Topic/theme of event:		
Format of feedback:		
Forwarded to:		

Forwarded by:	
Action taken:	

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