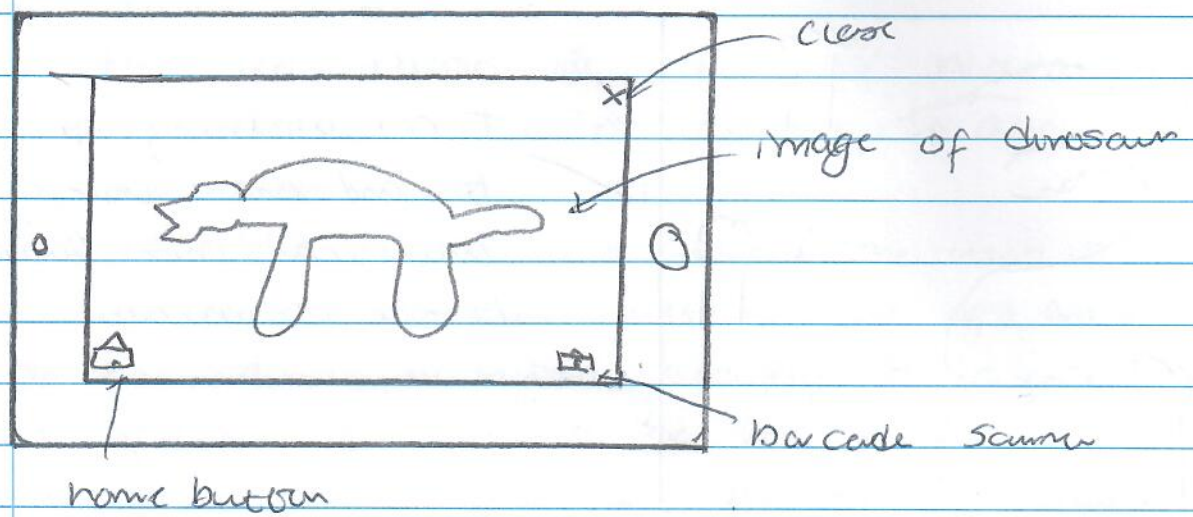




The first design rule used is predictability as one user will know that they have to use the app camera as there will be an icon. As well as this responsiveness as the app will allow one user to do many things and will respond to them.

These two designs will add appreciation as it will allow them to see the exhibit with a new eye and allow them to step into the world of the exhibit and virtually see what they would have learned like. As well as this it will add a new layer of the experience and will allow one to see the dinosaurs up close and interact with them as they cannot do this in the real world.

✓ 22/3