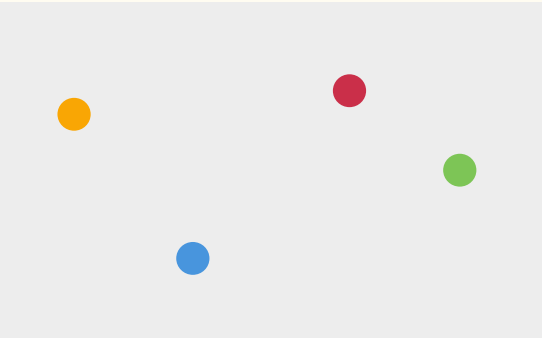


TOGETHERNESS

Where can everyone see each other and what they do?



PHYSICAL

A stage

A football pitch

ADD MORE

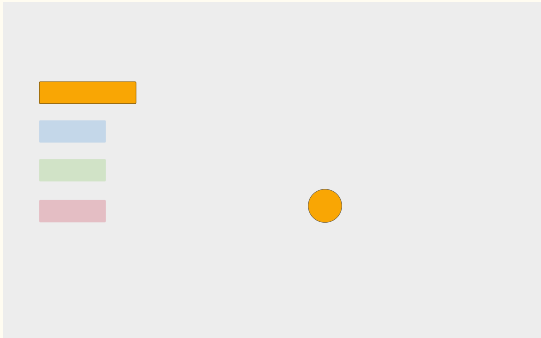
DIGITAL

Comment thread

Zoom Facegrid

ADD MORE

How do I know someone is doing something?



PHYSICAL

Conductor's baton

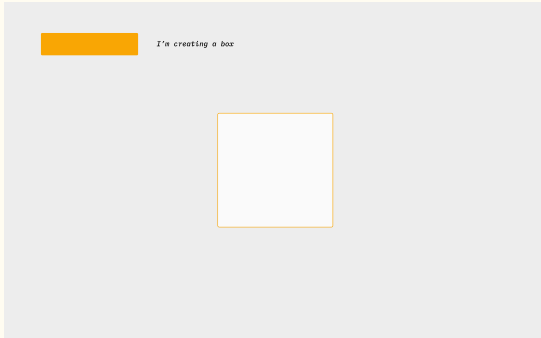
Hearing movement/action

DIGITAL

In messages 'X is typing...'

A visual notification

How am I aware of what is someone is doing, intends to do or has done?



PHYSICAL

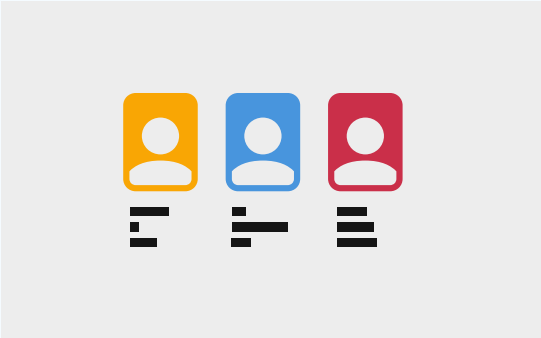
Turning signals

They hold a particular tool

DIGITAL

Load bar showing progress

Who has different and complimentary roles?



PHYSICAL

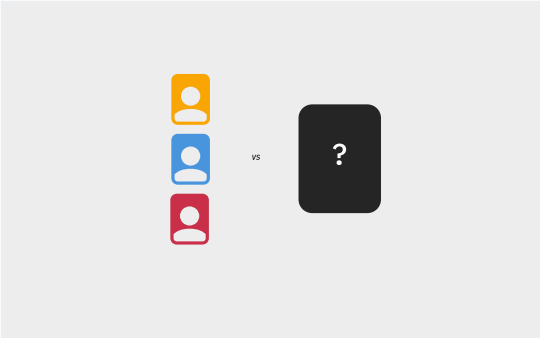
Striker, defender, goalkeeper

Farmer, sheep, cows

DIGITAL

Tank, scouts, healer

When do you rely on each other to get to a common goal?



PHYSICAL

A band

A union

DIGITAL

Raiding on twitch

How and when can you choose to work independently?



PHYSICAL

Put headphones in

Shut the office door

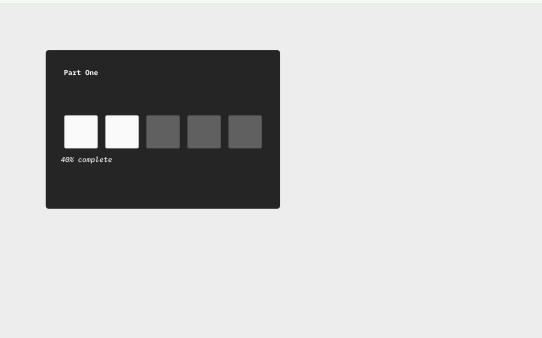
DIGITAL

Disable notifications

Logging out of social media

ENGAGEMENT

When do I have milestones towards a goal?



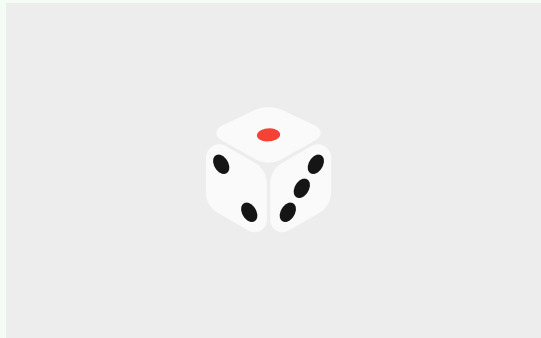
Chapters in a book

Build a lego model

DIGITAL

Online learning/MOOC

When is success uncertain?



PHYSICAL

Bird watching

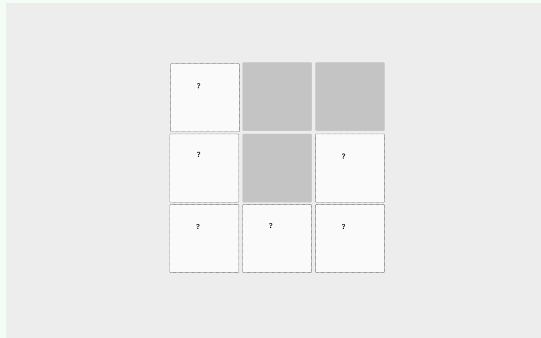
Asking someone out

DIGITAL

Playlist shuffle

eBay auction

When can a space change and reveal new information?



PHYSICAL

Using a torch to run at night

Taking up the floorboards

DIGITAL

Wikipedia rabbit hole

Looking at track changes

When do you have to complete a task under pressure?



PHYSICAL

Get off the beach before the tide comes in

Take a picture before the bird flies away

DIGITAL

Watch a series before it gets taken off iPlayer

The Remote Interaction Guidelines are a set of design recommendations any team can use to create multiplayer applications promoting togetherness, social connection and engagement. They're designed to work for groups of 2 to 60 people collaborating synchronously or not.

We developed a short creative exercise that teams can do together to understand how the guidelines can be applied to their work.

There are two steps:

- For each guideline, find as many physical and digital examples of its application as you can (there tends to be fewer digital examples)
- Then, pick an example (or find another one) for each column and combine them all into a cohesive idea

This technique is particularly useful to generate lots of ideas and get a more tangible understanding of the guidelines and what it feels like when they're in use. After this, depending on your needs, you can design wireframes based on the concept or write a few paragraphs about how it all comes together.