

00:19:02 Hanna Kunka: Hi from humid NYC
00:19:17 Rebecca Jackson: Reacted to "Share any questions ..." with 🙌
00:19:17 Alexandra Settles: Howdy y'all from Dallas, Tx!
00:19:48 Nick Ianetta: Hey from San Antonio! Wooooooo!
Adrienne!
00:20:00 Sarah (she/her): Hello Lisa!
00:20:06 Adrienne Dougherty: Reacted to "Hey from San Antonio..." with ❤️
00:20:11 Susan Oldham: Hi from Seattle!
00:20:38 Alexandra Settles: Reacted to "Hey from San Antonio..." with 👍
00:20:54 Sam: Replying to "Hi from Seattle!"
I want to move to Washington! It's beautiful there!
00:21:03 Kinsey K: LOVE the girl in the pearl earring w bubble gum!!
00:21:21 Lauren Singer - UXRS: Reminder to post any questions you have for our speaker here in the chat!
00:21:31 Susan Oldham: Replying to "Hi from Seattle!"

Agree 🌲

00:21:38 Jen Blatz - UXRS: Reacted to "Hey from San Antonio..." with ❤️
00:22:07 Sam: Replying to "Hi from Seattle!"
What's the UX scene like? I'm trying to find the right job in the area
00:22:11 Jen Blatz - UXRS: I love art history!
00:22:15 Jen Blatz - UXRS: Bring it!
00:22:41 Ala' Diab: Less forest fires
00:22:48 Alexandra Settles: Replying to "Bring it!"

Same! Im an art nerd!

00:22:49 Justin Menard: That was all painted
00:22:55 Rebecca Jackson: Reacted to "That was all painted" with 🙌
00:22:56 Susana Rojas: Hat auf "That was all paint..." mit 👍 reagiert
00:23:02 Susan Oldham: Replying to "Hi from Seattle!"

A little depressed right now, but seem like a busier time for agency contract UXers

00:23:20 Jeannelle Ramirez: I saw this at the Met!
00:23:40 Justin Menard: Dido for Egypt
00:23:44 Sam: Same with ancient Egypt
00:24:28 Annie Squarecircle: Met exhibit high five
00:25:31 Susan Oldham: Issue was that few pigments were lightfast, but think that ochres should have survived
00:26:11 Audra Congress: So how do I get into the business of making VR and AR Sims of ancient cultures? I love this!
00:26:26 Justin Menard: WoW factor like none other
00:26:34 Kinsey K: Reacted to "WoW factor like none..."

with 👍
00:26:40 Lauren Singer – UXRS: Post your questions for Lisa
in the chat
00:26:55 Devyn Curley: When was this developed?
00:27:13 Sam: This is awesome
00:27:23 Lynn Wang: Wow!!!
00:27:29 Kwame Lovell: What responsibilities did your UX
researchers have aside from stakeholder interviews?
00:27:43 Elizabeth Bentley: Reacted to "What
responsibilitie..." with 👍
00:28:13 Audra Congress: This was my dream type work when I
started in tech
00:28:32 Jennifer Harmon: Reacted to "This was my
dream ty..." with 👍
00:28:42 Antonia McGuire: Amazing – didn't catch the
name of the Canadian based collaborator?
00:28:43 Jeannelle Ramirez: Reacted to "Met exhibit high
fiv..." with 👍
00:28:54 Jeannelle Ramirez: Packet 39
00:28:54 Justin Menard: The romans got to them and recycled
a lot of them
00:28:58 Kinsey K: Replying to "Amazing – didn't
cat..."

Packet 39
00:29:04 Jen Blatz – UXRS: This is so cool
00:29:04 Antonia McGuire: Reacted to "Packet 39" with
❤️
00:29:10 Sam: How can accessibility considerations be
added to an AR program? Like description for the visually impaired?
00:29:26 Antonia McGuire: Merci @Jeannelle
00:29:30 Maggie T.: Reacted to "This was my dream ty..."
with 👍
00:29:33 Cathy Chan: Reacted to "How can accessibilit..."
with 👍
00:29:43 Antonia McGuire: Reacted to "How can
accessibilit..." with 🙌
00:29:48 Alexandra Settles: Reacted to "How can
accessibilit..." with 👍
00:30:14 Susan Oldham: Did a project on Downtown Seattle
buildings and how they appeared in early 20th century in 2020, but
made a proprietary app, wish we had used a common platform. Unity
makes it easy to release to multiple platforms.
00:30:23 Maggie T.: How does one get to work in
immersive tech if you do not have an arts background?
00:30:41 Marvyn Alvarado (UX/UI Designer): Can you
share the PDF please!
00:30:48 Jen Blatz – UXRS: [https://slks.dk/fileadmin/
user_upload/dokumenter/KS/institutioner/museer/Indsatsomraader/
Brugerundersogelse/Artikler/
John_Falk_Understanding_museum_visitors__motivations_and_learning.pdf](https://slks.dk/fileadmin/user_upload/dokumenter/KS/institutioner/museer/Indsatsomraader/Brugerundersogelse/Artikler/John_Falk_Understanding_museum_visitors__motivations_and_learning.pdf)

f
00:31:14 Sarah (she/her): this is so helpful for my
current project thank u
00:31:26 Cathy Chan: Reacted to "https://slks.dk/file..."
with ❤️
00:31:42 Natalie Roman: Reacted to "https://slks.dk/file..."
with ❤️
00:31:47 Justin Menard: Reacted to "https://slks.dk/file..."
with ❤️
00:32:07 Sam: I am trying to offer my services as a UX
Designer for museums given my museum studies degree and I am loving
every minute of this!!
00:32:17 Sam: Reacted to "https://slks.dk/file..." with ❤️
00:32:24 Maggie T.: Reacted to "https://slks.dk/file..."
with ❤️
00:32:37 Maggie T.: Replying to "https://slks.dk/
file..."

Thank you for providing the link. Looking forward to reading this.
00:32:51 Eric Oosenbrug: Reacted to "https://slks.dk/file..."
with ❤️
00:33:16 Lauren Singer – UXRS: Reacted to "I am trying to
offer..." with ❤️
00:33:51 Jen Blatz – UXRS: We are going to be sharing
images from this event (as well as others). Follow UXRS on social
media to see all the news from the group. Pick your favorite format:
<https://linktr.ee/uxrs>
00:33:55 Rebecca Jackson: Reacted to "I am trying to
offer..." with ❤️
00:34:03 Eric Oosenbrug: I love the inclusion of this other
category – very important for an accurate picture
00:34:07 Anika Bausom: Reacted to "I am trying to offer..."
with ❤️
00:34:15 Jeannelle Ramirez: Reacted to "I am trying to
offer..." with ❤️
00:34:49 Jen Blatz – UXRS: This testing is so cool!
00:35:40 Lauren Singer – UXRS: Keep those questions for
Lisa coming!
00:35:54 Justin Menard: Love it
00:35:59 Emily Carmody– UXRS: Sign up for the upcoming
UXRS workshop: <https://www.eventbrite.com/e/qqq-quantqualquant-ux-research-mixed-methods-workshop-tickets-645076961557?aff=oddtcreator>
00:36:09 abhinav: Question for Lisa,

How relevant is the use of Falk's personas in the Museums – when almost half of the people who visit the museums are in groups of 2 or more. A large part of a museum visit is social interactions.

Thanks,
Abhinav

(Currently a researcher at Northumbria Uni at Newcastle)

00:36:27 Maggie T.: Reacted to "Question for Lisa,
..." with +
00:36:44 Maggie T.: Reacted to "How can accessibilit..."
with +
00:37:34 Eric Oosenbrug: Reacted to "Question for Lisa,
..." with 👉
00:37:37 Eric Oosenbrug: Reacted to "Question for Lisa,
..." with +
00:38:58 Kinsey K: Replying to "Question for Lisa,
..."

Replying as a Museum specialist here: Very relevant, individuals
bring their individual styles whether visiting solo or with others
00:39:03 Sharon Rylander: Did you find an optimal
experience length?

00:39:08 Maggie T.: Reacted to "Did you find an opti..."
with +
00:39:28 abhinav: Reacted to "Replying as a Museum..."
with 👍

00:40:29 Lauren Singer – UXRS: Lots of great conversation
here today! Want to keep the convo going after the event? Sign up
for our Slack channel. Fill in this form. https://docs.google.com/forms/d/1xsqlGikC245zYnckSXxjLcNjQuq6jwd627-G40iUFso/viewform?chromeless=1&edit_requested=true

00:40:56 Ala' Diab: Are you overt or discrete about
gather data from visitors? Assessment data is critical to museums
ability to offer such experiences long term.

00:41:00 Marina Shumila: Was the AR experience the only way
for visitors to see the original statue colors? Or was there
anything additional (image cards next to statues, etc.) to make that
knowledge accessible for visitors with old phones, users with
limited tech knowledge, etc.?

00:41:04 Stephanie Statz: Reacted to "I am trying to
offer..." with ❤️

00:41:08 abhinav: Reacted to "Was the AR experienc..."
with 👍

00:41:12 Maggie T.: When designing this AR experience
were you familiar with the research around the possible colors of
ancient Greek sculptures/architecture?

00:41:24 M Bocklage: Reacted to "Was the AR experienc..."
with 👍

00:41:27 Sam: Reacted to "Was the AR experienc..." with 👍

00:41:29 Maggie T.: Replying to "When designing
this ..."

I know there's been some research around that in the past few years.
00:41:29 M Bocklage: Reacted to "Are you overt or dis..."
with 👍

00:41:31 Justin Menard: 👍

00:41:52 Cathy Chan: Reacted to "Was the AR experienc..."
with 👍
00:42:43 Susan Oldham: Reacted to "Are you overt or dis..."
with 👍
00:42:48 Susan Oldham: Reacted to "Was the AR experienc..."
with 👍
00:42:55 Sam: Any advice on becoming a UX Designer for
museums? Where are the jobs/how do I apply??
00:43:07 Stephanie Statz: Replying to "Any advice on
becomi..."

I would also love to know!
00:43:08 M Bocklage: Reacted to "Any advice on becomi..."
with 👍
00:43:16 Qin Shi(Aimee): Reacted to "I would also love to..."
with 👍
00:43:17 Rachel Hill: Reacted to "Any advice on becomi..."
with 👍
00:43:28 Maggie T.: Reacted to "Are you overt or dis..."
with 👍
00:43:58 Jen Blatz - UXRS: Replying to "Any advice on
becomi..."

Lisa owns an agency, and her client was the museum.
00:44:08 M Bocklage: Reacted to "Lisa owns an agency,..."
with 👍
00:44:12 Susana Rojas: Hat auf "Lisa owns an agenc..." mit
👍 reagiert
00:44:14 Catherine Hite: Reacted to "Lisa owns an agency,..."
with 👍
00:44:18 Kaori Becerril: Reacted to "Lisa owns an agency,..."
with 👍
00:44:18 Eric Oosenbrug: Reacted to "Lisa owns an agency,..."
with 👍
00:44:26 Ala' Diab: I'm curious about matching virtual
lighting and how it's being matched with the physical one for
immersion.
00:44:28 Stephanie Statz: Replying to "Any advice on
becomi..."

👍
00:44:33 Sam: Replying to "Any advice on becomi..."
Are there other agencies? How do I apply to those??
00:44:58 Susan Oldham: Reacted to "I'm curious about ma..."
with 👍
00:45:09 Kinsey K: Replying to "Was the AR
experienc..."

Conventional art museum practice usually frowns upon context images

on the label.

00:45:14 Nidhi Bhalodia: Reacted to "Any advice on becomi..."

with 👍

00:45:18 Nidhi Bhalodia: Reacted to "I would also love to..."

with 👍

00:45:54 Maggie T.: Replying to "Was the AR experienc..."

^ Interesting. I wonder why that's the case.

00:46:02 Kinsey K: Replying to "Was the AR experienc..."

This happens more often in the last 15 yrs or so in selected museums, but it's often a battle (speaking from experience).

00:46:04 Maki Isayama: Replying to "Was the AR experienc..."

Plus those labels are so small. Very hard to read

00:46:08 Eric Oosenbrug: Replying to "Any advice on becomi..."

Museums are often connected to gov – become a gov designer
00:46:48 Diane: How much information/ideas did art historians provide to reimagine the original condition of the statue, and how much did the UX team contribute (if at all)?

00:46:55 Stephanie Statz: Replying to "Was the AR experienc..."

It is so hard to balance label text with the rest of the exhibit. Having additional tools to tell the story is so helpful for providing more of the story

00:47:11 Kinsey K: Replying to "Was the AR experienc..."

Reason: Objects are presented to be appreciated for their formal qualities; context wasn't relevant.

00:47:32 Maggie T.: Reacted to "Reason: Objects are ..."

with 👍

00:47:32 Kinsey K: Replying to "Was the AR experienc..."

+ Don't want to distract from the viewer experience

00:47:35 Diane: Reacted to "Was the AR experienc..." with

👍

00:47:37 Maggie T.: Reacted to "+ Don't want to dist..."

with 👍

00:47:39 Stephanie Statz: Replying to "Was the AR experienc..."

This is also a problem in history and science museums

00:49:12 Rachel Hill: Replying to "Was the AR experienc..."

The idea of applying AR to a science museum would be awesome, particularly for the recreation of dinosaurs using bone exhibits or similar concepts!

00:49:29 Sam: Reacted to "The idea of applying..." with 👍
00:49:31 M Bocklage: Reacted to "The idea of applying..." with 👍
00:49:42 Stephanie Statz: This may be jumping ahead, but do you provide support for multiple languages?
00:49:52 Sam: Reacted to "This may be jumping ..." with 👍
00:49:55 Rebecca Jackson: Reacted to "The idea of applying..." with 👍
00:50:02 Rachel Hill: Reacted to "This may be jumping ..." with 👍
00:50:04 Cathy Chan: Reacted to "This may be jumping ..." with 👍
00:50:04 Maggie T.: How did you approach usability testing for this AR exhibit?
00:50:16 Audra Congress: What are other resources and papers worth around this subject?
00:50:37 Maggie T.: Reacted to "What are other resou..." with 👍
00:50:58 Alexandra Settles: Has testing been done with children, or is there a different "kid friendly" version?
00:51:05 Lauren Singer - UXRS: Or a... guARDian ;)
00:51:10 Kinsey K: I love that you don't try to gloss over the speculative aspect. That's a transparency that museum's don't always embrace.
00:51:15 Farilee Mintz: How did you deal with the variability in wi-fi signal strength that can occur in museums to ensure the software ran seamlessly and maintained user engagement with the AR experiences?
00:51:20 Maki Isayama: Replying to "Was the AR experienc..."

I wondered about this

00:51:21 DIVYA OTURKAR: ar guardian is so amazing
00:51:36 Cathy Chan: Reacted to "Has testing been don..." with 👍
00:51:46 Diego Llaneza: Replying to "Was the AR experienc..."

That was really smart

00:51:47 Jen Blatz - UXRS: Love how the learnings through research informed the design. See how valuable observing real people can be? (ChatGPT can't do this... 😞)
00:51:49 Kinsey K: Reacted to "It is so hard to bal..." with 👍
00:52:06 Stephanie Statz: It seems like this is so much more attention than the statues normally would get
00:52:14 Nidhi Bhalodia: Reacted to "Love how the learnin..."

with 😊
00:52:20 Jen Blatz - UXRS: Reacted to "It seems like
this i..." with 👍
00:52:26 Nidhi Bhalodia: Reacted to "It seems like this i..."
with 👍
00:52:30 Sam: Replying to "I love that you don'..."
They're trying to do so more now, especially history museums and
historic places
00:52:38 Maggie T.: I would've loved an exhibit like
this when I was younger. I liked museums (still do) but this makes
the experience more active.
00:52:42 Eric Oosenbrug: Replying to "I love that you
don'..."

In some ways, they have to ... This is entirely speculative; which is
cool
00:52:43 Stephanie Statz: Replying to "It seems like
this i..."

based on my experience in museum work
00:52:44 Hilary Cooperman: Reacted to "I love that you
don'..." with 👍
00:52:48 Maggie T.: Replying to "I would've loved
an ..."

Instead of just passive observation.
00:52:53 Susan Oldham: Safety is important concern,
especially in outside environs, traffic/obstacles etc can injure
distracted users. Love the disconnect if too close to an object
00:53:01 Lauren Singer - UXRS: Reacted to "It seems like
this i..." with 👍
00:53:03 Stephanie Statz: Reacted to "Instead of just
pass..." with 👍
00:53:05 Kinsey K: Reacted to "Safety is important ..."
with 💕
00:53:12 Stephanie Statz: Reacted to "Safety is
important ..." with ❤️
00:53:39 Hilary Cooperman: Reacted to "Safety is
important ..." with ❤️
00:53:51 Rebecca Jackson: Reacted to "Safety is
important ..." with ❤️
00:54:09 Cathy Chan: Reacted to "Safety is important ..."
with ❤️
00:54:46 Eric Oosenbrug: Who is your client? The Museum? Who
runs the museum?
00:55:04 Antonia McGuire: Reacted to "Safety is
important ..." with ❤️
00:55:06 Jazmin Marcias: How scalable is a solution like
this?
00:55:37 M Bocklage: This has been so much fun! I really

enjoyed this presentation, thank you!
00:55:47 Lauren Singer – UXRS: Thanks for all your questions! If you have others, send 'em over 😊

00:55:53 Lynn Wang: Thank you Lisa, for such an amazing, motivating and inspiring presentation!

00:56:02 DIVYA OTURKAR: what are the books for ux researchers , plz suggest

00:56:02 Cathy Chan: Thank you Lisa!

00:56:05 Ala' Diab: 🙌

00:56:09 Lauren Singer – UXRS: Amazing Lisa!!!

00:56:12 Lauren Singer – UXRS: Keep the conversation going after the event! Sign up for the UXRS Slack & introduce yourself https://docs.google.com/forms/d/1xsqcGiKc245zYnckSXXjLcNJQuq6jwd627-G40iUFso/viewform?chromeless=1&edit_requested=true

00:56:12 Rebecca Jackson: 🙌

00:56:13 Audra Congress: I wish it was easier to find those opportunities as someone who does not own a business

00:56:15 Rebecca Rafferty: Thank you so much!

00:56:18 Mariana Keymolen: this was absolutely amazing

00:56:20 Maggie T.: Reacted to "I wish it was easier..." with +

00:56:21 omaralejandrosandovalsaldana: 🙌

00:56:21 Hilary Cooperman: Amazing work! Thank you for the inspiration.

00:56:22 Leandro Sanchez: 🙌

00:56:22 Sam: Reacted to "I wish it was easier..." with +

00:56:23 Annie Squarecircle: thank you Lisa

00:56:23 Antonia McGuire: Fantastic case study Lisa, thank you so much for sharing your learnings with us

00:56:24 Stephanie Statz: 🙌

00:56:24 Kwame Lovell: Thank you!

00:56:28 Maggie T.: Thank You!

00:56:43 Megan Haupt: Wonderful, thank you!!

00:56:45 Carmen Keating: Do you have any workshop resources for spatial design? and are the UX Designers responsible for the 3D design part of the project?

00:56:45 Maggie T.: Reacted to "what are the books f..." with 👍

00:56:46 Rick Emberton: 🙌

00:56:47 Mariana Keymolen: How was a separate mobile app decided vs web or museum device?

00:56:52 Maggie T.: Reacted to "How scalable is a so..." with 👍

00:57:03 Kinsey K: In your user research, did you only work with people using the AR interface, or did you also include those 'users' who leveraged the content & technology (a step removed, if that makes sense...)

00:57:13 Fanny Ruiz: Great presentation, really a new way to engage with Museums!

00:57:19 Justin Menard: Have you worked on any projects with

contemporary art and if so how did that work and what was the goal?
00:57:24 Susan Oldham: Museums and museum-centric
experience creators have a tendency to use very complex and unusual
interfaces and could really use UX professionals to make their apps
more engaging. Wonderful presentation, Lisa!!

00:57:26 Kingsley Omokhuale: How do you validate user
needs in AR?

00:57:36 Stephanie Statz: Reacted to "How do you
validate ..." with 👍

00:57:53 Susan Oldham: Reacted to "How do you validate ..." with 👍

00:58:12 Maggie T.: Replying to "Do you have any
work..."

Some are. I have met XR designers who design the environments and
models.

00:58:13 Kinsey K: I hope you don't include the
marionette capability for users...that's a little too much latitude!

00:58:31 Sam: Reacted to "Do you have any work..." with 👍

00:58:46 Jennifer Harmon: Reacted to "Museums and
museum-c..." with 🙌

00:58:58 Lauren Singer - UXRS: Please fill out the post-
event survey and let us know what you thought about tonight's event!

<https://forms.gle/n588vgUqhxHmHmZH7>

00:59:12 omaralejandrosandovalsaldana: How was the
prototyping process? And what tools do you recommend for this step
to UX designers?

00:59:12 Sonya Ramsey: How long did it take to get the AR
project to it's current state?

00:59:13 Maggie T.: Reacted to "Replying as a Museum..."
with 👍

00:59:34 Sam: Reacted to "How was the prototyp..." with ❤️

00:59:48 Nidhi Bhalodia: Reacted to "How was the prototyp..."
with ❤️

00:59:49 M Bocklage: Reacted to "How was the prototyp..."
with 👍

00:59:53 M Bocklage: Reacted to "How long did it take..."
with 👍

00:59:59 Susan Oldham: Reacted to "How was the prototyp..."
with 👍

01:00:02 Teresa: What special software or tools did you need
to use that are different from tools most UX professionals would
know (for example, for spatial imaging)?

01:00:09 Kingsley Omokhuale: Reacted to "How was the
prototyp..." with 👍

01:00:23 Sharon Rylander: How large was your team that
worked on this?

01:00:33 Nancy Che: Reacted to "Do you have any work..."
with 👍

01:00:34 Maiyi Huang: Reacted to "How was the prototyp..."
with ❤️
01:00:45 Alexandra Settles: Replying to "What special
softwar..."

Blender is an oldie but goodie

01:00:53 Rachel Hill: How do you accommodate for exhibits
that may not have a known polychromatic form? How is the color
scheme determined?

01:01:30 Ala' Diab: Replying to "What special
softwar..."

I'm guessing they're using a game engine with an AR addon. Unity and
Unreal are good example.

01:01:39 Kinsey K: It wouldn't be necessary to have the
technology apply to every piece in the exhibition space, the concept
conveys from one to another. I think The technology and effect would
lose appeal if it was overused and it would detract from the actual
objects. Also, the safety factor, as already mentioned.

01:02:01 Stephanie Statz: Reacted to "It wouldn't be
neces..." with 👍

01:02:02 Lauren Singer - UXRS: Want to keep the
conversation going after the event? Sign up for our Slack channel.
Fill in this form. [https://docs.google.com/forms/d/
1xsqcGiKc245zYnckSXxjLcNJQuq6jwd627-G40iUFso/viewform?
chromeless=1&edit_requested=true](https://docs.google.com/forms/d/1xsqcGiKc245zYnckSXxjLcNJQuq6jwd627-G40iUFso/viewform?chromeless=1&edit_requested=true)

01:02:05 Paul Quinones: Replying to "What special
softwar..."

Yea unity has a ton of great AR tools built for the engine

01:02:24 Marvyn Alvarado (UX/UI Designer): For new UX
Designers looking to design AR/VR experiences, what tools did you
use to prototype your product? Figma can only go so far!

01:03:26 omaralejandrosandovalsaldana: Reacted to "How was
the prototyp..." with 👍

01:03:34 Teresa: Sme (subject matter expert)?

01:03:37 Eric Oosenbrug: Subject Matter Expert (SME)

01:04:08 Ala' Diab: Replying to "For new UX
Designers..."

I haven't played with it but this seem to be Figma for 3D: [https://
spline.design/](https://spline.design/)

01:04:47 Maggie T.: Replying to "For new UX
Designers..."

there's also Bezel, ShapesXR, and Gravity Sketch

01:05:05 Audra Congress: Is it worth it to play around with
programs like Unity to get familiar with ar and VR?

01:05:12 Alexandra Settles: Replying to "For new UX
Designers..."

Bezel is really cool!

01:05:15 Paul Quinones: ah so its unity

01:05:33 Julie Dawson: Reacted to "Bezel is really cool..." with 👍
01:05:42 Anne Park: what was the tool name?
01:05:58 Kinsey K: I'm a longtime museum curator shifting into UX research—It's great to be in a group of other people who nerd out on this. Would love to connect! <https://www.linkedin.com/in/kinsey-katchka/>
01:06:02 Lynn Wang: I do have a question about how Lisa's career path was that led her to this project. Because this kind of project is what we all really want to do one day in our careers.
01:06:11 Catherine Hite: Replying to "what was the tool na..."

I believe it was Unity

01:06:18 Sam: Reacted to "I'm a longtime museu..." with ❤️
01:06:20 Jeannelle Ramirez: Reacted to "I'm a longtime museu..." with ❤️
01:06:23 Tiffany Wang: Reacted to "I'm a longtime museu..." with ❤️
01:06:32 M Bocklage: Reacted to "I'm a longtime museu..." with ❤️
01:06:37 Anne Park: Replying to "what was the tool na..."

@Catherine Hite wasn't it hunt something?

01:06:55 Alexandra Settles: Replying to "what was the tool na..."

@Anne Park GitHub ?

01:07:06 Patrick Hatfield: I had some major connection issues getting into Zoom. I see someone is recording. Will that be shared so I can see what I missed? me@patrickhatfield.com
01:07:07 Sam: Replying to "I'm a longtime museu..."
Just sent you a connection invite! :)
01:07:10 Anne Park: Replying to "what was the tool na..."

@Alexandra Settles ohhh ok

01:07:27 Stephanie Statz: Reacted to "I do have a question..." with 👍
01:08:27 Elizabeth Bentley: Reacted to "I'm a longtime museu..." with ❤️
01:08:39 Audra Congress: How helpful would getting into 3d printing be?
01:08:47 Sam: Reacted to "How helpful would ge..." with 👍
01:08:48 Lauren Singer – UXRS: Replying to "I had some major con..."

This session will be recorded and posted on our Youtube channel after the event

[https://www.youtube.com/channel/UCbhHzt5UfetbARUebUaJgvQ?
view_as=subscriber](https://www.youtube.com/channel/UCbhHzt5UfetbARUebUaJgvQ?view_as=subscriber)

Make sure to subscribe so you get notifications of when we have a new recording up!

01:08:52 Nidhi Bhalodia: Reacted to "I'm a longtime museu..." with ❤️

01:09:30 M Bocklage: Reacted to "This session will be..." with ❤️

01:09:45 Lauren Singer – UXRS: This session will be recorded and posted on our Youtube channel after the event
[https://www.youtube.com/channel/UCbhHzt5UfetbARUebUaJgvQ?
view_as=subscriber](https://www.youtube.com/channel/UCbhHzt5UfetbARUebUaJgvQ?view_as=subscriber)

Make sure to subscribe so you get notifications of when we have a new recording up!

01:10:06 Lynn Wang: Even ancient ruins. It would be so cool

01:10:06 Lauren Singer – UXRS: Also—Check out the UXRS website for links to past events—including videos, slides, chat transcript, and more!

<https://www.uxresearchandstrategy.com/past-events.html>

01:10:11 Sam: Reacted to "This session will be..." with 👍

01:10:16 Jeannelle Ramirez: Reacted to "This session will be..." with 👍

01:10:32 Audra Congress: Are there any project it's around recreating lost sights and art?

01:10:43 Lauren Singer – UXRS: Please fill out the post-event survey and let us know what you thought about tonight's event!
<https://forms.gle/n588vgUqhXHmHmZH7>

01:10:48 Sam: Reacted to "Are there any projec..." with 👍

01:10:51 Lauren Singer – UXRS: Thank you Lisa!!!

01:11:01 Paul Quinones: Thanks so much this was great!

01:11:01 Diane: Thank you!

01:11:03 Ala' Diab: 🙌

01:11:03 Susan Oldham: Awesome work Lisa!!

01:11:07 Sony: 🙌

01:11:08 Jen Blatz – UXRS: So great. Thank you Lisa!

01:11:09 Nancy Che: Thank you!!!

01:11:10 Lauren Singer – UXRS: SO inspring 😊

01:11:10 Maki Isayama: Try a local one: the Hamilton Grange

01:11:10 Rebecca Rafferty: This was amazing! Thank you!

01:11:11 Kim Miredin: Thanks a lot Lisa!! Very fun talk!

01:11:11 Teresa: Thank you, Lisa, this is fabulous work!

01:11:13 Iris Cheung: 🙌

01:11:14 Stephanie Statz: Thank you again! This was really interesting and helpful 🙌

01:11:14 Sam: 🙌

01:11:15 Leandro Sanchez: Thank you Lisa! 🙌

01:11:18 Sarah (she/her): thank you this was incredibly informative

01:11:19 Bhuvana Shankar: Thank you Lisa! Loved your

work!
01:11:21 Sharon Rylander: Reacted to "Thank you!!!"
with 🙌
01:11:22 Kenneth Saintonge: Thank you!
01:11:23 Jeannelle Ramirez: 🙌
01:11:23 Sara Loup: Thank you LIsa!!!
01:11:26 Maggie T.: Excellent talk! Thank you lisa!
01:11:27 Rick Emberton: 🙌
01:11:30 Sharon Rylander: Thank you!!
01:11:32 Annie Squarecircle: thank you!!
01:11:32 Lauren Singer – UXRS: Please fill out the post-
event survey and let us know what you thought about tonight's event!
<https://forms.gle/n588vgUqhXHmHmZH7>
01:11:32 Catherine Hite: Thank you!! Very cool!!
01:11:34 Tarannum .: Thank you Lisa!!
01:11:38 Marcin Przepiorka: 👍
01:11:42 Patrick Hatfield: 🙌
01:11:49 Jorge Raphael: Thank you Lisa!
01:11:51 Fanny Ruiz: Thank you!
01:12:01 jb h: Thank you
01:12:08 Jen Blatz – UXRS: Email: lisa@l3astudio.com

Social Media

Linkedin: <https://www.linkedin.com/in/lisalokshina/>
Instagram: <https://www.instagram.com/lisalokshina/?hl=en>
Sketchfab: <https://sketchfab.com/lokshina.lisa>
01:12:08 Diego Llana: Many thanks! Great stuff
01:12:09 Lauren Singer – UXRS: Please fill out the post-
event survey and let us know what you thought about tonight's event!
<https://forms.gle/n588vgUqhXHmHmZH7>
01:12:44 Jazmin Marcias: Thanks you everyone. Won't be able
to stay for networking today, but enjoyed the case study shared
tonight.
01:12:59 Kingsley Omokhuale: Thanks Lisa, good job
01:13:04 Antonia McGuire: I'm on the road so need to
drop off but thank you thank you again for a great talk!
01:13:16 Lynn Wang: Thank you Lisa! Truly inspiring
work!
01:13:30 Jennifer Harmon: Have to go make dinner but
thank you for the session tonight! Super Exciting! Have a good night
everyone!
01:13:31 Audra Congress: Thank you!
01:13:41 Sarvesh Nayak: just a request can add me with the
people who are from uk because I am currently finding jobs in uk
01:13:56 Justin Menard: By Lisa Thanks
01:43:53 Lynn Wang: [https://www.linkedin.com/in/lynn-
wang-uiux/](https://www.linkedin.com/in/lynn-wang-uiux/)
01:44:21 Jen Blatz – UXRS: Please fill out the post-
event survey and let us know what you thought about tonight's event!
<https://forms.gle/n588vgUqhXHmHmZH7>
01:44:30 Jen Blatz – UXRS: Connect with us! Use this
link to join all of our social media channels:


<https://linktr.ee/uxrs>

01:44:37 Jen Blatz - UXRS: Sign up for the UXRS Slack & introduce yourself: <https://forms.gle/rJWFYnyB6Ms3wp2m8>

01:44:47 Nancy Che: <https://www.linkedin.com/in/nancy-xiaonan-che/>

01:44:52 Paul Quinones: <https://www.linkedin.com/in/pauldquinones-software-engineer/>

01:44:57 Sam: Gonna hop off for this bit, but this was awesome! Have a great night everyone!! :)


01:45:05 Jen Blatz - UXRS: Reacted to "Gonna hop off for th..." with 

01:45:16 Sarah (she/her): Thank you this was fun have a great night

01:45:18 Sam: [linkedin.com/in/samantha-silverberg](https://www.linkedin.com/in/samantha-silverberg)

01:45:26 Bitu Sheibani: Thank you for the meeting tonight!

01:45:31 Khiara Las: Thank you everyone I gotta head out now

01:45:40 M Bocklage: Reacted to "Thank you everyone I..." with 

01:46:00 Jen Blatz - UXRS: This session will be recorded and posted on our Youtube channel after the event https://www.youtube.com/channel/UCbhHzt5UfetbARUebUaJgvQ?view_as=subscriber

Make sure to subscribe so you get notifications of when we have a new recording up!

01:46:00 Sarah (she/her): <https://www.linkedin.com/in/sarah-g-alfonso-8b359069/>

01:46:46 Audra Congress: Is there any opportunity to volunteer?

01:48:34 M Bocklage: Hi - It was nice to meet you all! This was great, thank you so much Adrienne and UXRS!

01:48:54 Jeannelle Ramirez: <https://www.linkedin.com/in/jeannelleramirez/>

01:49:14 Rashmi Gajare: Thank you for a great event. It was very helpful

01:49:41 Sarvesh Nayak: Hey Guys I am Sarvesh Nayak, Masters student in User experience design, Living in UK and finding jobs in UI/UX field in UK.

<https://www.linkedin.com/in/sarvesh-nayak22/>

01:50:05 Rashmi Gajare: I am not from UK - but good luck Sarvesh!

01:50:15 Audra Congress: Happy to connect with people. I'm in the US working in the UX Research field <https://www.linkedin.com/in/audra-congress>

01:51:41 Anilla Stephannie: Virtual Graffiti

01:51:49 Anilla Stephannie: That is an interesting concept

01:51:51 Anilla Stephannie: omg

01:52:11 Paul Quinones: seriously specially for those that wanna do something unique when vacationing

01:52:17 Kinsey K: Reacted to "Virtual Graffiti" with



01:52:21 Jeannelle Ramirez: Reacted to "Virtual Graffiti" with 👍

01:53:11 Lynn Wang: For education, I think it will help so much! I taught piano online during the pandemic. If in the future the devices are getting better. Maybe it would be something doable

01:53:29 M Bocklage: Reacted to "For education, I thi..." with ❤️

01:53:34 Rashmi Gajare: less tourists visiting would be great fro Venice for sure

01:53:43 Jen Blatz - UXRS: Try this link for Slack: <https://forms.gle/rJWFYnyB6Ms3wp2m8>

01:55:56 Rashmi Gajare: I have to go. Thanks guys See you at the next event maybe

01:56:58 Jen Blatz - UXRS: From the event in the folder.

01:57:08 Jeannelle Ramirez: It wouldn't be creepy at all to just hold the camera up to other people's food

01:57:20 Alexandra Settles: Reacted to "It wouldn't be creep..." with 😏

01:57:25 M Bocklage: Reacted to "It wouldn't be creep..." with 😏

01:57:40 Rebecca Rafferty: Reacted to "It wouldn't be creep..." with 😏

01:57:51 Jeannelle Ramirez: Reacted to "For education, I thi..." with ❤️

01:58:47 Alexandra Settles: I wonder how XR and AI can be used to not exclude people with disabilities but rather make their lives better and allow them to have experiences and participate in ways they couldn't before.

01:59:00 Lynn Wang: Reacted to "I wonder how XR and ..." with ❤️

01:59:26 M Bocklage: Reacted to "I wonder how XR and ..." with ❤️

01:59:59 Nancy Che: Thank you all! This has been so awesome, wish I could stay to hear everyone's cool ideas. Excited for the next event!!

02:00:10 M Bocklage: Reacted to "Thank you all! This ..." with ❤️

02:02:47 Kim Miredin: <https://linkedin.com/in/kimmiredin> -> mental health * XR

02:02:54 Lynn Wang: Love your cat

02:02:59 Domi UXRS: Reacted to "Love your cat" with ❤️

02:03:00 M Bocklage: Reacted to "https://linkedin.com..." with ❤️

02:03:03 M Bocklage: Reacted to "Love your cat" with ❤️

02:03:16 Ala' Diab: Replying to "I wonder how XR and ..."

I love this thought. Maybe remote presence could help place people with mobility challenges with loved ones.

02:03:51 Kim Miredin: Reacted to "I love this thought...."
with ❤️

02:09:48 Carmen Keating: can you say that again?

02:10:14 Jen Blatz - UXRS: 3d audio is new to me.
Wonder how that works...

02:11:14 Ala' Diab: A lot can still be done on the meta
data to make it more accessible. Screen readers still struggle with
non-standard websites. What is the W3C response to AR and VR meta
tags?

02:11:36 M Bocklage: Reacted to "A lot can still be d..."
with 👍

02:12:33 Ala' Diab: 🙌

02:12:35 Julie Dawson: Thank you I really enjoyed this!

02:12:43 Jeannelle Ramirez: Thank you!

02:12:49 Rebecca Rafferty: Thank you!

02:13:16 Jen Blatz - UXRS: <https://ux-research-and-strategy.eventbrite.com/>

02:13:46 Lynn Wang: Thank you guys so much for such a
great event!

02:14:04 Meredith Thompson: Thank you!!

02:14:14 Ala' Diab: 🍻