

## SCENARIO 2:

The following images demonstrate the app during use. It shows the app's role in booking the tickets and how it helps the user when they arrive at the film.

### FLASH:

Adobe Flash was used to create an interactive animation representing the app design. This can be seen at:  
<http://homepages.lboro.ac.uk/~cdsy/O2%20Cinema.html?O=ND>



**Arrives at the cinema:** James arrives at the cinema and waits for his friends outside.



**Meets friends:** James' friends arrive but haven't yet got themselves a ticket.



**Bump phones:** Bumping phones allows James' friends to get tickets and a seat next to each other.



**Avoid large queue:** Bypassing the queues for buying and collecting pre booked tickets, they're glad they don't have to wait!



**Approach NFC check in:** James and his friends walk over to the scanner where there is no queue.



**Bump phone:** The group bump their phones to the terminal; it flashes green to indicate the tickets being validated.



**Go through:** James and his friends walk through the barrier and have plenty of time to find their seats.



**Sit back, relax & enjoy the film:** They find the seats, sit down together and watch the film.