

FOUNDATIONS OF

INTERACTION DESIGN

ENTERTAINMENT IN THE SITTING ROOM

ASSIGNMENT 3

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Scenario 1 - Melody Movements:

Alana and Rebekah are college students. They are in their second year of studying voice and dance in the University of Limerick. Alana and Rebekah are both 20 and are living in student accommodation off campus. They share the house with 3 other people. They have just returned home from a long day at college and want to relax. They both had 9am lectures and it's 6pm now. Alana turns on some music, activating the mood chandelier. Rebekah is also a member of the music society which usually takes place in the evenings when everyone is done college. However, it was cancelled today, and Rebekah is missing meeting her friends. The music and moving tendrils of the chandelier have got her in the mood for a party. She asks Alana if she's up for it. Luckily she is and they ring a few of their friends. The sitting room soon fills up. As the night progresses the music gets louder, and the chandelier adjusts its movements to the beat of the music. It is captivating to watch and adds a whole new atmosphere to the party. Everyone comments on how cool it looks, and that they must invite their other friends over to see it too.

Rebekah and Alana

Hosting a party at their house

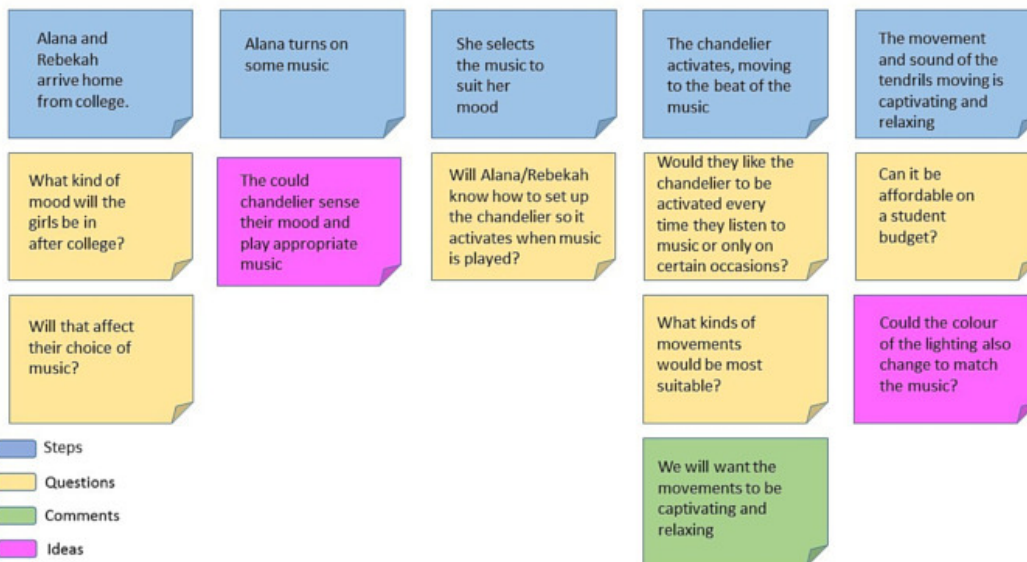


Figure 1 "Melody Movements" scenario

Scenario 2 - Dome TV:

Alana and Rebekah are college students. They are in their second year of studying voice and dance in the University of Limerick. Alana and Rebekah are both 20 and are living in student accommodation off campus. They share the house with 3 other people. They have just returned home from a long day at college and want to relax. They both had 9am lectures and its 6pm now. Alana turns on some music, activating the mood chandelier. Rebekah is also a member of the music society which usually takes take place in the evenings when everyone is done college. However, it was cancelled today, and Rebekah is missing meeting her friends. The music and moving tendrils of the chandelier have got her in the mood for a party. She asks Alana is she's up for it. Luckily she is and they ring a few of their friends. The sitting room soon fills up. As the night progresses the music gets louder, and the chandelier adjusts its movements to the beat of the music. It is captivating to watch and adds a whole new atmosphere to the party. Everyone comments on how cool it looks, and that they must invite their other friends over to see it too.

Cian and Allana – students

Playing an interactive game to cheer up a housemate



Figure 2 "The Dome" scenario

Scenario 3 - The Talking Point:

Rebekah comes home from a long day of college. She has been in college since 9 am. It's now 5 in the afternoon. She returns to her student accommodation that she shares with three other girls and one boy. The house is approximately a 15 minute walk from campus. As she has been in college all day and walked home in the rain Rebekah hasn't had a chance to check her social media yet that day. As a second year student in Voice and Dance in the University of Limerick she has a heavy workload and doesn't get much time to check her phone throughout the day. She's also a member of UL's dance committee and the Music Society which take place usually in the evenings when everyone is done college.

As Rebekah enters her sitting room 'The Talking Point' recognises her and greets her. Upon her coming into the room the device has already connected to her phone and updated itself on her social media and calendars etc.

"How was college today?" it asks.

"Same as usual, long and stressful! One of my lecturer's just decided to add in another assignment due for next week as a 'surprise'" she replied unenthusiastically.

To lighten the mood 'The Talking Point' fills her in on the latest gossip from her Facebook, Instagram and Twitter Feeds.

"Julie posted another Insta selfie 5 minutes ago!" it informs her.

"Does an hour go by where she doesn't post a picture of herself somewhere?" Rebekah jokes. "Would you reckon she got her lips done?"

"Well if that ain't lip fillers I don't know what is!"

"That ain't the worst of it honey! Wait till you here this!...."

Rebekah continues to converse with 'The Talking Point' for a further 20 minutes about local news and her social media feeds.

"I'm just gonna go make something to eat now. I'll talk to you later!" Rebekah says as she leaves the room.

After her meal Rebekah returns to the room. 'The Talking Point's' pot is glowing in the middle of the table.

"Do you have some news for me?"

"You have a new message on Facebook. It's from Lisa, she wants to know are you free later to come round for drinks?"

"Yeah sure, tell her I'll be over at 8! I'll bring cans with me as well!" Rebekah replies. "Don't forget to put an 'x' at the end!"

"Don't forget about your presentation in the morning!" 'The Talking Point' says seriously. "Just kidding! Go wild!"

Rebekah – College Student

Updating herself on news and social media through the device



Figure 3 "Talking Point" scenario

The final idea we chose is "The Talking Point".



Figure 4 Storyboard

Melody Movements: We chose this scenario for the idea Melody Movements as we thought it displayed the emotions of the personas involved. This scenario shows the impact of college work on these characters and the need to relieve these stresses with some relaxation and down-time with their peers. The scenario portrays how the products acts as a solution to a problem for these personas. Without going to in depth into the technicalities of the product it displays briefly how it works and most importantly how it affects the user.

Dome TV: We chose this scenario as we feel it portrays clearly the problem we were trying to address with this product. Living in student accommodation with people you've never met before is inevitably going to be difficult and often personalities will clash. This scenario suggests a solution with the product "The Dome TV", which is designed to calm down the 'hot-headed' housemate and keep the peace in the house temporarily.

The Talking Point: In the scenario for "The Talking Point" the reasons for choosing this particular scene is quite similar to the reasons we chose the scenario of "Melody Movements". We wanted to display the emotions behind the scene and how the product interacts with the emotions of the persona. Once again this product deals with combatting the stress of everyday college life and we wanted to illustrate this in a very simple and short manner. This scenario displays the loneliness that can sometimes be found in student accommodation and also suggests a solution for this problem by introducing an interactive 'friend' to talk to.

After choosing "The Talking Point" as our final product we developed our concept further. We wanted the cactus to be more interactive and more like a form of artificial evidence. We also wanted the cactus to focus more on the emotions of the user and less on irrelevant information that wouldn't balance their emotions, such as, the news or weather. We then decided to change the name of the product from "The Talking Point" to "The Prick". We chose the name "The Prick" as we found it suited the comedic nature of the product more and also made it more intriguing to potential users. Reflecting on the storyboard we found that the story needed to be elaborated on a bit more and also we needed to show the 'sassy' attitude of the cactus a lot more. The effect that the product has on the users emotions also needed to be conveyed more clearly.

From this phase of the process we learned that we need to think more about the smaller details of the product, not so much on how it works but what effect it has and how different situations affect the product. We also learned that it is important to think about what happens when more than one user is involved and how the product adapts to that. It is important to have explored all aspects of your theme at this stage to really develop your concepts and ensure that they are the most fitting for your brief. Another thing we learned during this phase is that the emotions of the user and the experience they have with the product is a necessity as interaction design focusses on the user experience.

From this phase we will carry on our concept of "The Prick" and develop it further, both functionally and physically. We will play with the aesthetics of the product and also explore other options for extra functions of the product.