FOUNDATIONS OF

INTERACTION DESIGN

ENTERTAINMENT IN THE SITTING ROOM

ASSIGNMENT 5

Chloe Higgings   15160068

Emma Jarvis   15175642

Carolyn O'Donoghue   15153924

Contents

Our final concept is "The Prick",the interactive, voice controlled, social media filled plant with a thorny personality. It is an artificial intelligence that adapts to the personality and feelings of the user.

The Prick was primarily designed for students with busy schedules. They may not have time to check social media or update themselves during the day. Our product offers a solution to this problem. The Prick will allow users to become social in a way that smart devices have never done before. It has been programmed to communicate the daily social media feeds as well as comment on key features that contribute to the life of the user. It communicates about friends, family, peers, news and daily gossip personally favoured by the user. The Prick is particularly liked for its sassy voice and attitude.

The Prick relates to our theme as it is intended to entertain the user with its witty remarks when providing its social media updates, as well as conversing with the user when they return home from college. It is a unique and quirky object designed for use in the sitting room.

 Our final video prototype can be viewed at the following link:

https://vimeo.com/166801487

There were a number of stages throughout our design process that proved extremely useful in propelling us towards our final design. Initially, we used IDEO method cards in order to help us obtain a better understanding of our assigned space. In particular, the cross- cultural comparison, behavioural mapping and affinity diagrams. All of these processes were essential to our design process, as it was crucial that we understood how and when the space was used as well as user attitudes towards the space.

Next,it was important to research existing products relating to our room and theme(sitting room and entertainment). Together we each came up with 5 relevant products that are on the market today that relates to both our theme and our room. For purposes of future developments of our assignment, we decided to chose 5 between us to focus on. These 5 products were Amazon Echo, Phillip's Hue Lighting, Wireless Control 4, the Harmony Remote and the Insight Switch, all of which can be seen below.

Figure 1.1 Amazon Echo
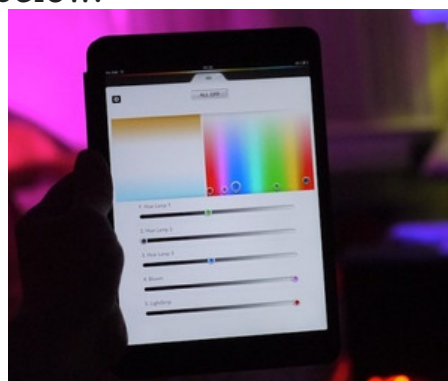
Figure 2.2 Phillip's Hue Lighting

Figure 1.3 Wireless Control 4

Figure 1.4 LogiTech Harmony Remote

Figure 1.5 Belkin Insight Switch

This market research allowed us to analyse our target audience as well as see where there was a gap in the market for new products. There are already a plethora of entertainment products available, so we needed to come up with something truly unique in order for it to be a successful idea. In order to ensure this happened, we each individually came up with 100 ideas. This allowed us to dig far deeper than the surface layer and eliminate those ideas which are too common and thus are no use to us.

We used affinity diagrams to sort our ideas. This was important as it enabled us to easily determine what works together, and make connections that may have previously gone unnoticed.

Figure 2.1

Figure 2.2

Figure 2.3

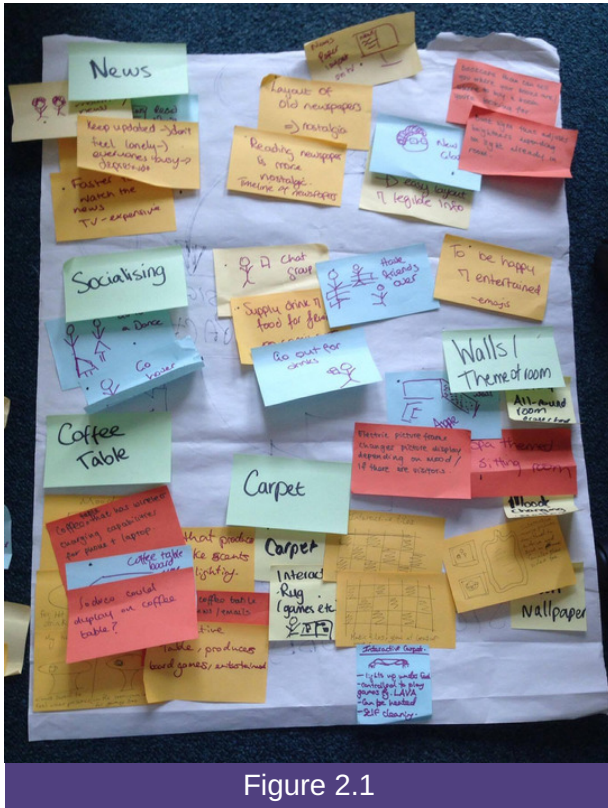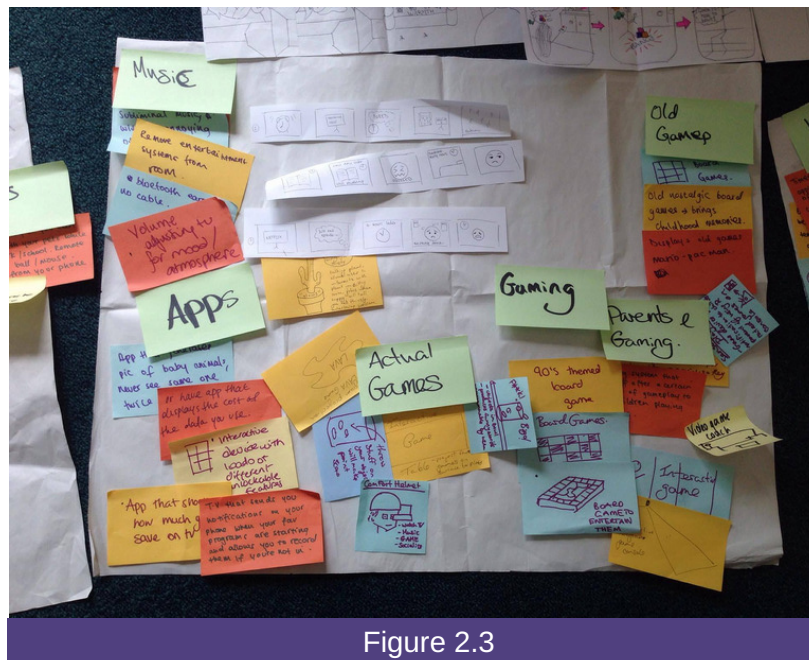From this, we were able to limit our ideas down to 3 main concept designs. These were "Melody Movements", "The Dome" and "The Talking Point". Once we had these concepts, we created scenarios, followed by scenario maps that highlighted the main features of our products. This proved useful in helping us identify issues and questions that may arise, and helped us to solve them. Our 3 scenario maps can be viewed below.
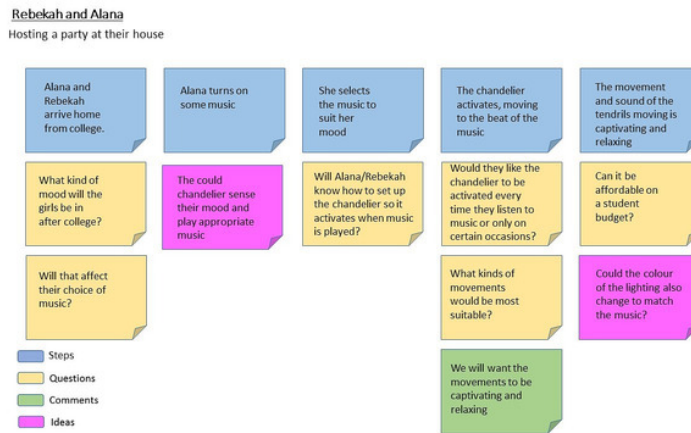
Rebekah and Alana
Hosting a party at their house

Steps				
Alana and Rebekah arrive home from college.	Alana turns on some music	She selects the music to suit her mood	The chandelier activates, moving to the beat of the music	The movement and sound of the tendrils moving is captivating and relaxing
What kind of mood will the girls be in after college?	The could chandelier sense their mood and play appropriate music	Will Alana/Rebekah know how to set up the chandelier so it activates when music is played?	Would they like the chandelier to be activated every time they listen to music or only on certain occasions?	Can it be affordable on a student budget?
Will that affect their choice of music?			What kinds of movements would be most suitable?	Could the colour of the lighting also change to match the music?
			We will want the movements to be captivating and relaxing	

Steps
Questions
Comments
Ideas

Figure 3.1 "Melody Movements" scenario map

Cian and Allana – students
Playing an interactive game to cheer up a housemate

Cian connects each player to a smart device to start the game	Cian connects all users to the game by finding the website "Dome.TV"	Each player picks a category to play which is kept a secret from other players	The game begins with all users connected, all trying to pick the right answer	The game helps cheer up the house mate and everyone has fun together
Will Cian know the rules from playing previously?	Will Cian know the URL or use a search engine?	How many categories can a person pick in the game?	Will there be a sound effect if someone picks the right answer?	Can jokes be as outrageous as the user wants or is it censored?
	We will want to make sure that the games rules and instructions are stated clearly	We will show a suggestive category if people are stuck in making the decision	We could provide a guide to each level for the user, which they can disable if needs be.	We will allow the game to make joke suggestions for people who are stuck
	We could provide a winning for the person with most points at the end	We will make sure that two people can't pick the same category		People could earn points by people picking their joke as the funniest

Steps
Questions
Comments
Ideas

Figure 3.2 "The Dome" scenario map

Rebekah – College Student
Updating herself on news and social media through the device

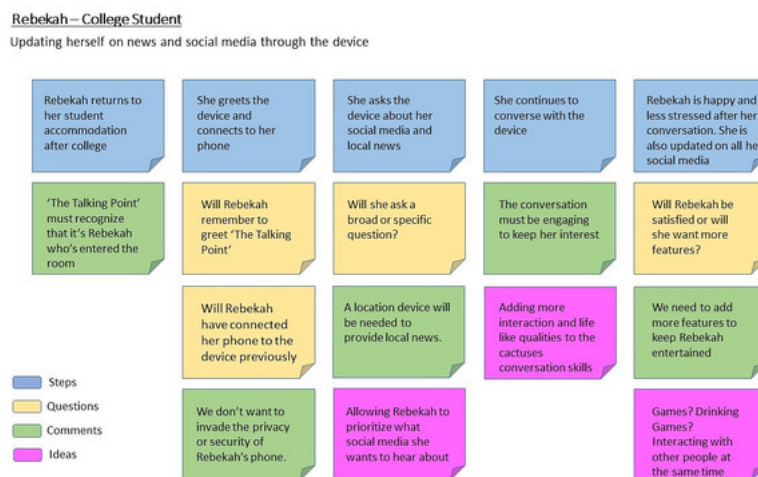|				
Rebekah returns to her student accommodation after college	She greets the device and connects to her phone	She asks the device about her social media and local news	She continues to converse with the device	Rebekah is happy and less stressed after her conversation. She is also updated on all her social media
'The Talking Point' must recognize that it's Rebekah who's entered the room	Will Rebekah remember to greet 'The Talking Point'	Will she ask a broad or specific question?	The conversation must be engaging to keep her interest	Will Rebekah be satisfied or will she want more features?
	Will Rebekah have connected her phone to the device previously	A location device will be needed to provide local news.	Adding more interaction and life like qualities to the cactuses conversation skills	We need to add more features to keep Rebekah entertained
	We don't want to invade the privacy or security of Rebekah's phone.	Allowing Rebekah to prioritize what social media she wants to hear about		Games? Drinking Games? Interacting with other people at the same time

Steps
Questions
Comments
Ideas

Figure 3.3 "The Talking Point" scenario map

Having fully analysed all our designs, we decided upon bringing forward "The talking Point" to fully develop. We came to this decision as it is the most unique, and there is nothing like it already on the market. It is attention grabbing and was the most favoured among fellow classmates and teachers.

There were a number of final changes made to the design of "The Talking Point" in the final stages of the design process. One of these changes was a revised design for the plant pot. Initially, we had designed it as just a regular shaped pot. However, we later decided we needed to have a more interesting shaped pot in order to illustrate that it was different from any ordinary pot. We made it more geometric shape and used a striking orange colour.

We also changed the name from " The Talking Point" to "The Prick", as we wanted to convey that the plant had a prickly personality and attitude. He is meant to be "sassy" and give witty remarks when talking to the user.
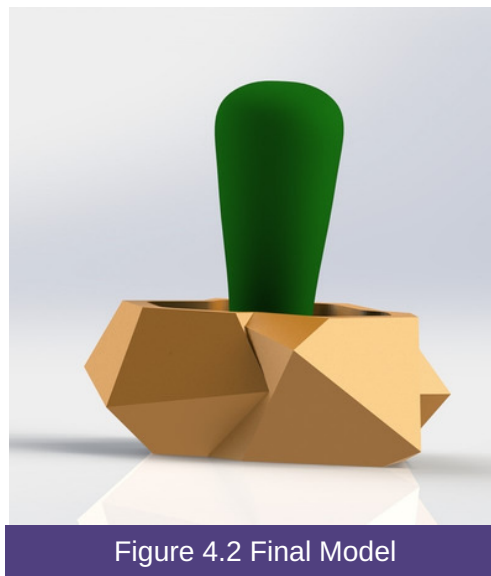

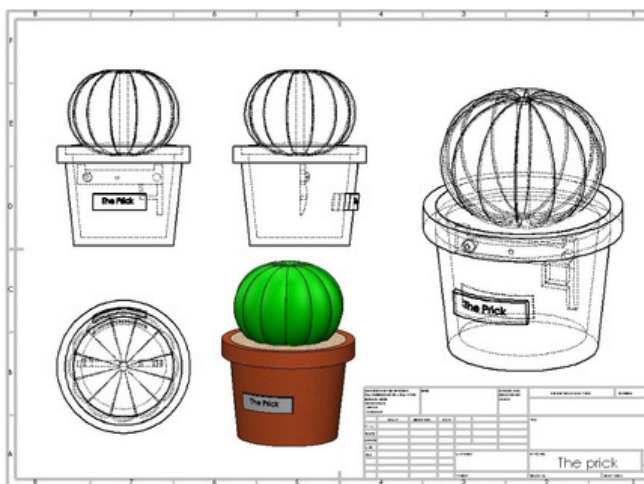Figure 4.1 Initial Model

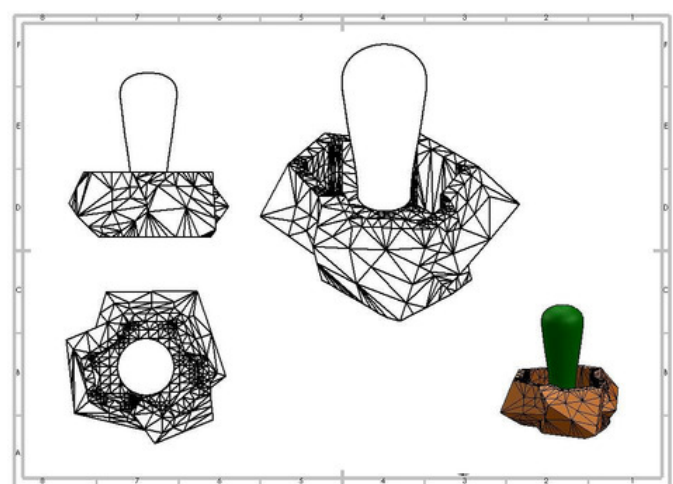Figure 4.2 Final Model

Figure 5.1 Initial Technical drawings

Figure 5.1 FinalTechnical drawings