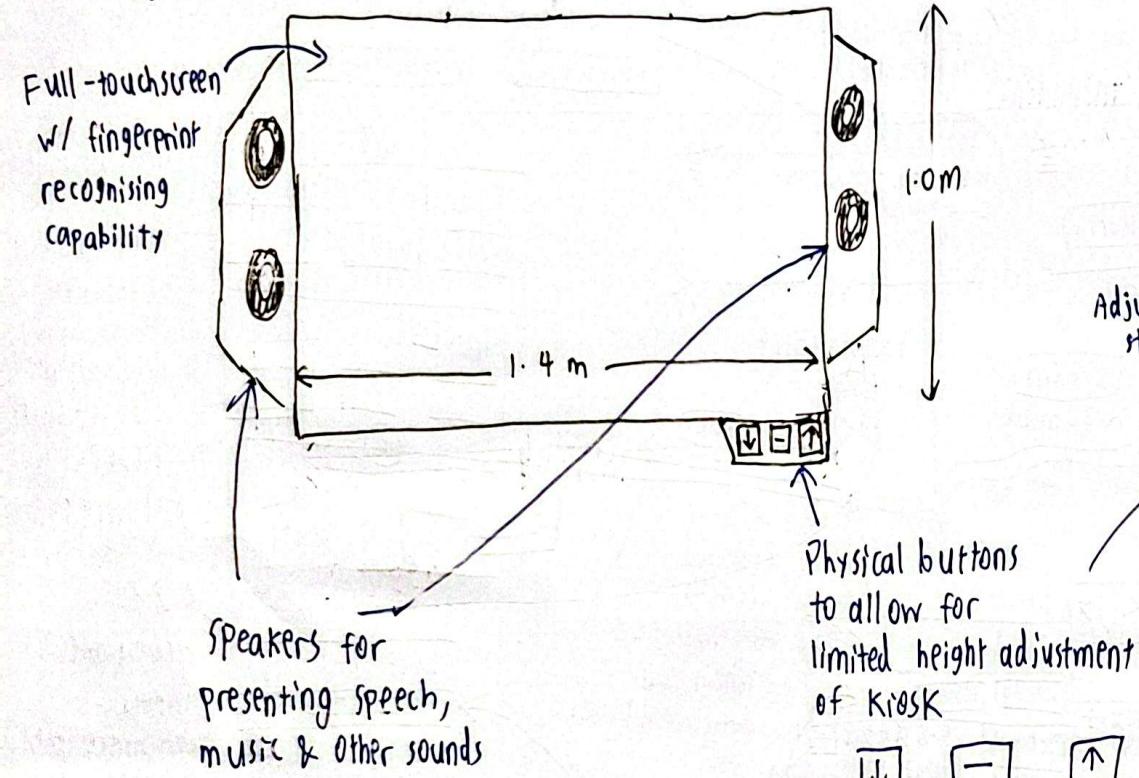
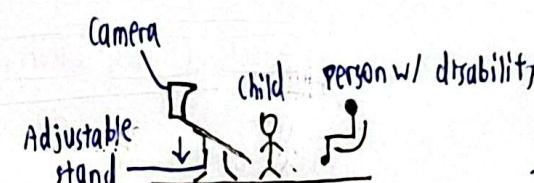


Screen

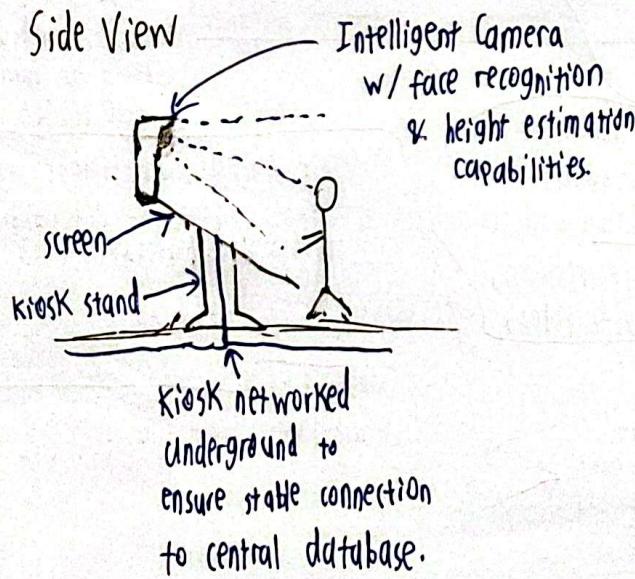


Height adjustment



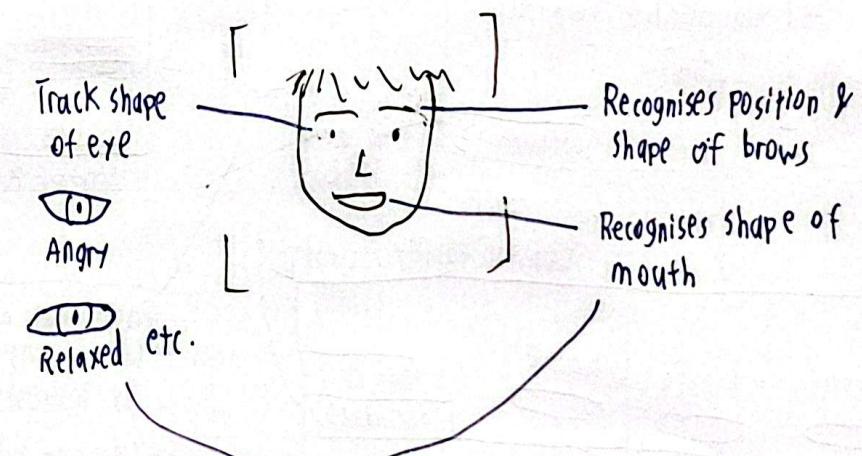
taller person

Side View



Face & Emotional recognition

Camera view:



Based on combination of
facial features, infers users' emotional state
according to Valence - Arousal Circumplex

Screen UI interfaces.

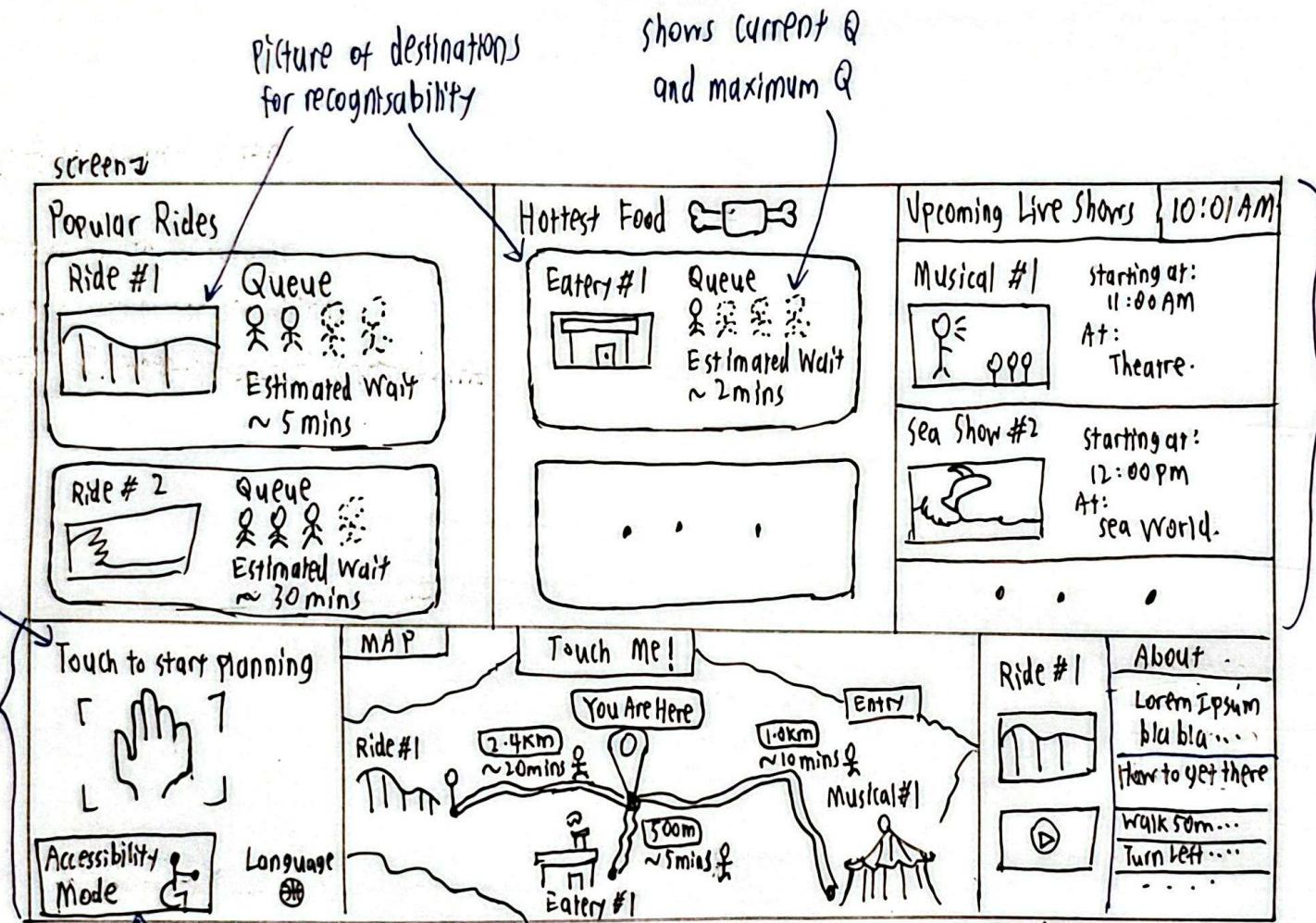
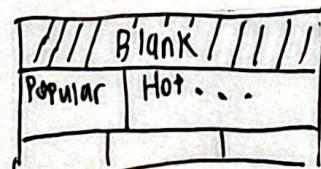
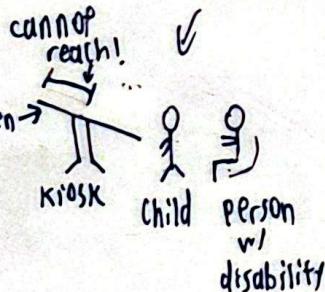
① Main Interface.

- Landing page that greets Passer-bys / visitors.
- Show popular destinations/ choices for new visitors
- Show wait & queue times
- Allow for interaction mode only when interacted with.

Fingerprint recognised for next page features

②

Most touchable/ interactive elements at bottom of panel for easier reach.



- Shifts UI down for easier view
- Increases font size
- Some cards in top panels hidden from view to save space

Interactive map

- Shows popular destinations - corresponds w/ top panels
- shows distance and path to destination from current position
- shows estimated time to walk
- tapping on a destination shows details on next panel

path on map is highlighted.

Panel that shows picture, videos related to destination as well as brief description. When a card in top panel is clicked on. Also shows walking directions to reach there.

Top panels periodically auto-scroll down the list to show queue times at popular places.

User can also manual scroll to over-ride auto scroll.

② Interface for detailed destinations AND subset of destination selections.

After touching [] in ① :

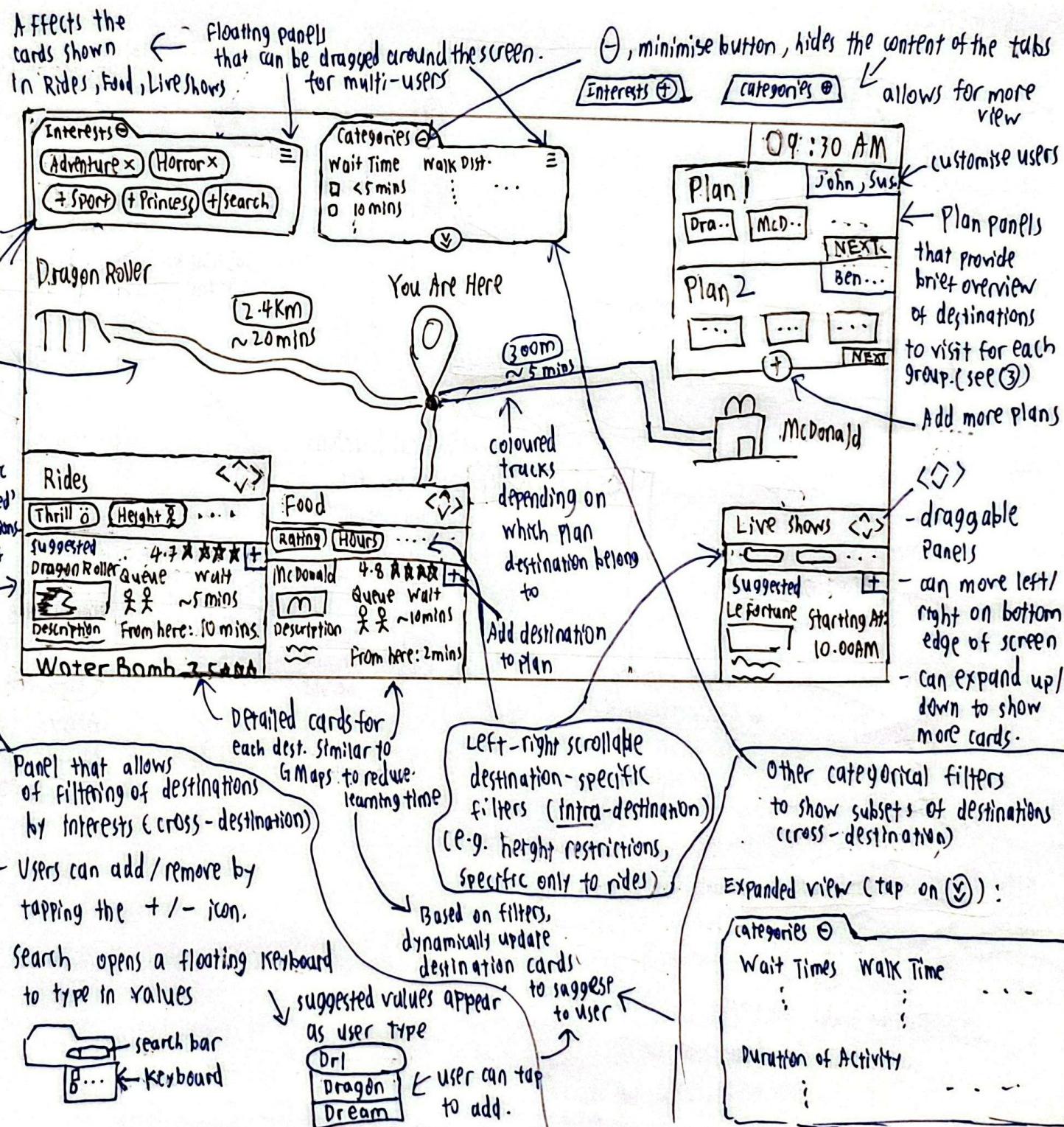
Allow user to return to previous page

User registration screen

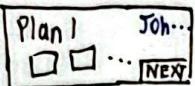
<input type="button" value="Return"/>	What is your name?
<input type="text"/>	
<input type="button" value="Keyboard"/>	...

Welcome, John		
Add your friends & family too!		
<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
<input type="button" value="Continue >>"/>		
if have others together		
Register family / friend		

Name	Name	Name
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="button" value="..."/>	<input type="button" value="..."/>	<input type="button" value="..."/>
<input type="button" value="Add more"/>		
<input type="button" value="Continue >>"/>		

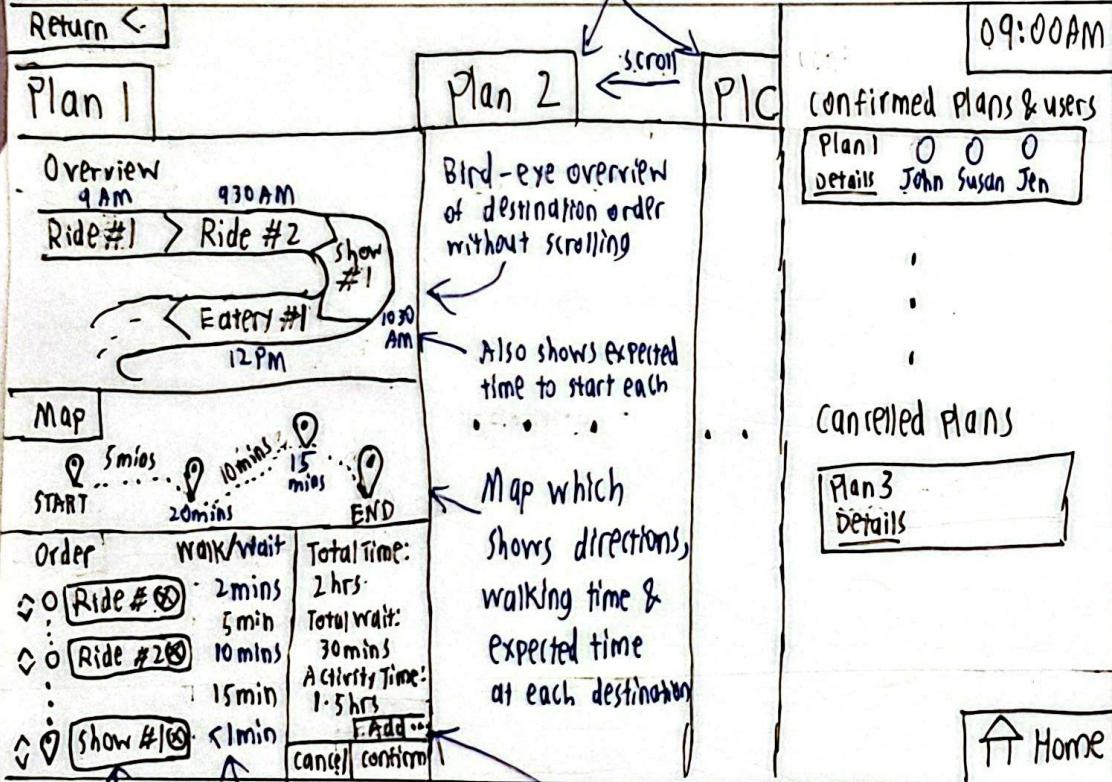


③ Refining and ordering destinations in plans.

- Accessed by tapping NEXT in ②: 

- Destinations are first auto-arranged by algorithm to minimise waiting and walking times.

↳ Allows users to return to previous page



- Users can tap-hold drag & drop to reorder destinations (scrollable list)

shows expected walk & wait times at destinations

allow user to cancel/confirm plans

Add more destinations to this plan
(returns to ②)

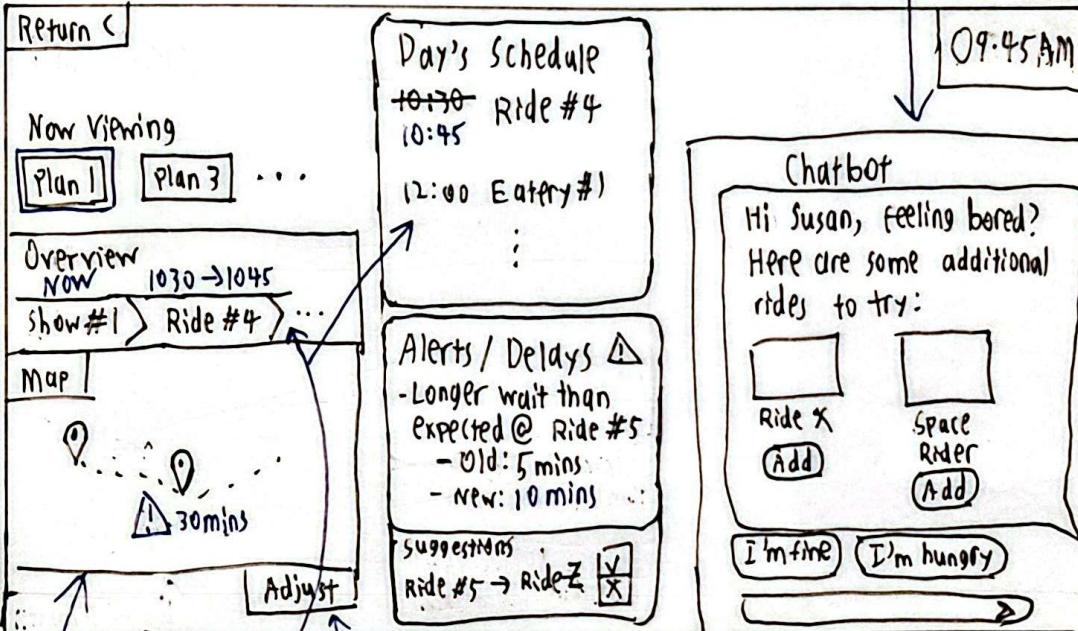
④ System recall past interactions, dynamically adjust plans.

System recall past interactions, dynamically adjust plans.

User Approaches kiosk.



emotion recognition



- Recalculating after each stop

- Pushes back subsequent activities automatically

- Map warns of delays @ certain spots

(longer queuing times etc.)

- tapping on it also

scrolls the Alert/Delay box to it.

Takes user to ④ to make major changes

- It system sees longer wait times/ delays/cancellation, it will provide suggestion in scrollable box.

- Always give user agency and control

- Make use of emotion recognizer to recommend changes to plan

- Always seek user confirmation to avoid errors in recognition

- User can ask for recommendation/feedback