

Dreamer, a smart product with APP designed for young people, it aims to consider young people sleep habits and help them cope with sleep deprivation.

Dreamer is defined as the creation of an emotional; interactive experience for young people. Through the project, young people could experience their dreams and reduce the impact of electronic devices on sleep deprivation.

rivation.

INSPIRATION

Sleep deprivation or poor sleep may be the consequence of a clinical sleep disorder, or this may be a contributory factor



SLEEP PROBLEM

"The serious impact of those health conditions which cause sleep-disrupting pain must be recognised by employers. If someone has a painful condition that affects their sleep, it then has a far greater impact on that person's health and their ability to perform in day to day life, including at work.

EMPHASIZE & DEFINE

BRAINSTORM & IDEATE

INTERACTION & INTERFACE

IMPLEMENT & PROGRAM

DEFINE

PROBLEM

Causes of sleep deprivation There are many reasons why people do not sleep enough or suffer from a broken night's sleep, which causes them to suffer tiredness



Work related stress

the following day.



Life style factors





Impact of blue light

DESIGN DIRECTION

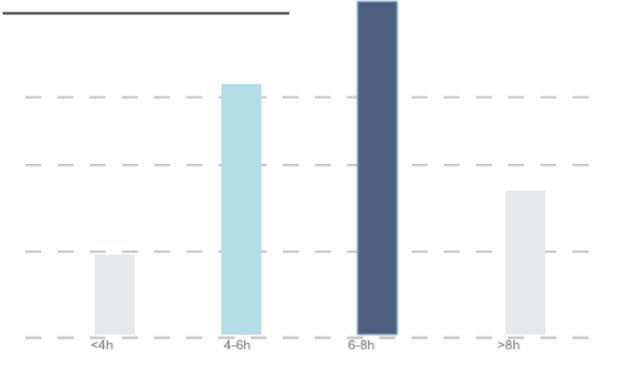
This design is focus on impact of blue light on sleep to future research.

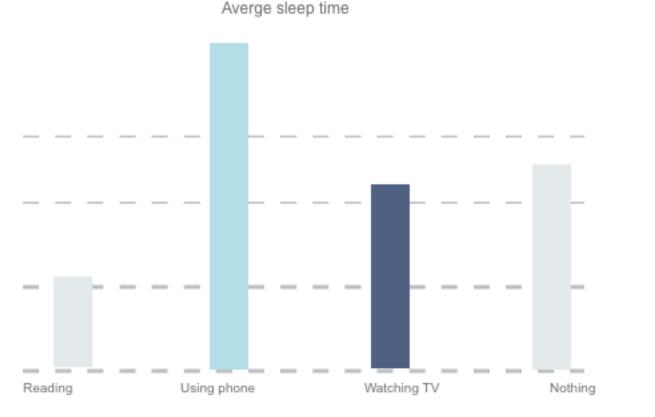
LITERATURE

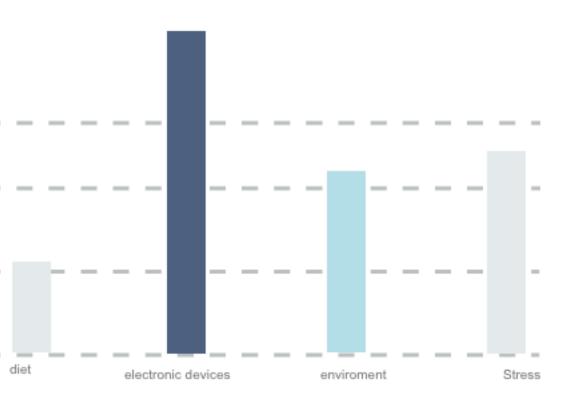
Although any type of light can stop people feeling sleepy, research has shown that light towards the 'blue' end of the spectrum is particularly likely to keep people awake because it suppresses the production of the sleep-inducing hormone melatonin.

- People who too focus on electronic devices will impact sleep quality, like decrease immunity. (world.people.com.cn, 2015.3.13)
- There are 43% American said they never have a good sleep quality in one week because of touch electronic devices before they sleep. (science American, 2016.8)
- Electronic devices emit short bursts of blue light can affect sleep.(xinhuanet.com, 2014.12)

INTERVIEW







Before sleep habits

HOW TO WORK



Lock the phone

User could stop using electronic devices at sleep time



Collect data

Collect user sleep data and sleep



Clock

Time to turn on or turn off dreamer and time to wake up and sleep









2 Put dreamer on the phone to turn on and lock the phone

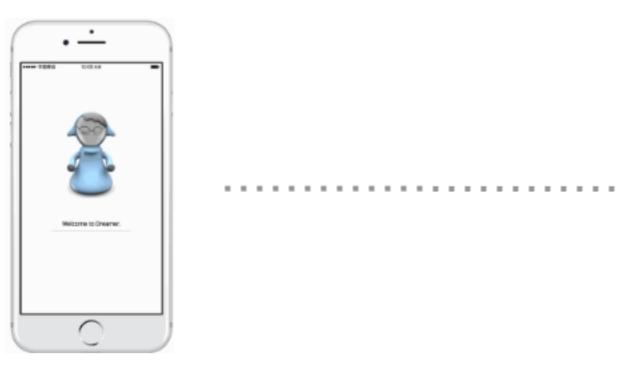


Go to bed and get up on time to form dreams successfully

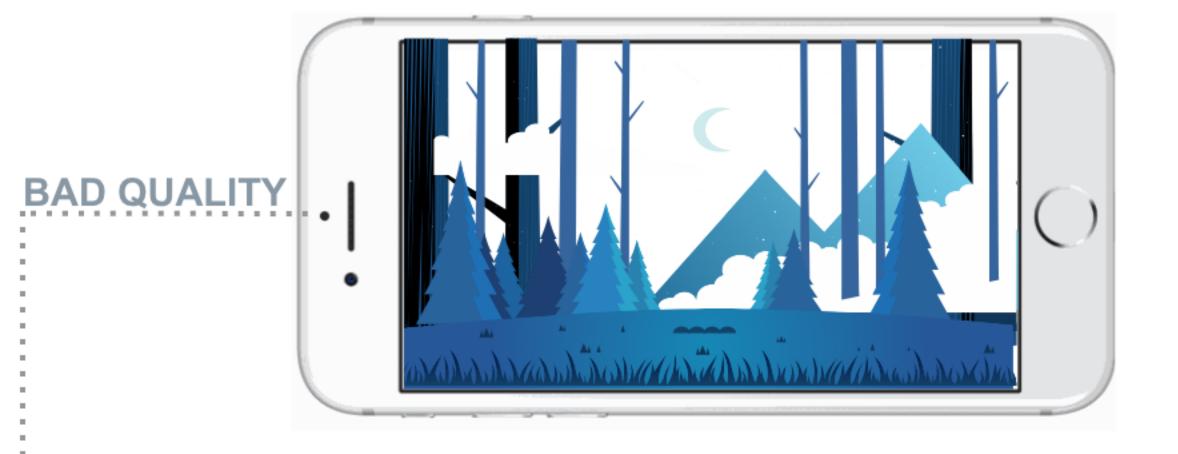


4 Keep it long enough to upgrade your dreams

APP FUNCTION







NORMAL



HIGH QUALITY

