INTERACTIVE PRODUCT DESIGN STUDIO

Project passionfruit

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INTRODUCTION

This design report will cover the initial prototyping and testing phase of our project. This report intends to provide the reasoning and evidence behind the methods we used to test and evaluate our concepts. Part of this report will showcase the key insights and findings we gained and how they justified our choice to proceed with our selected concept.

PROBLEM STATEMENT

Environmental impact is a broadly used and expansive term that covers a range of areas. Understanding and visualising one's own impact on the environment, especially within a specified locality, is a challenging issue that is rarely addressed. While there is extensive socially commentary about environmental impact and concern, people often find it difficult to gauge the reality of this impact due to a lack of accurate data visualisation. Our team, Project Passionfruit, seek to devise a way of visualising data about environmental impacts that relate to a specific area through an interactive product.

APPROACH

In order to develop effective designs that address core user needs and desires we have to follow a defined human centred design process. Part of this involves undertaking primary research in order to ascertain insights about the functionality, desirability and usability of a concept. Our group planned to test on user subjects located within the university of Sydney campus. This was because it was easier to get a proportional user group in this environment, and also because this user group was more likely to engage without the promise of incentives. While we understand this does limit us a little bit in gaining realistic insights, we will undertake further research in expanded environments as we move into high fidelity prototypes.

CONCEPTS

CONCEPT 1

The Dogital

Dogital is a digitised bin designated for dog walkers to be able to see which bins are full and be able to locate where there are bins within the area. This concept is designed to encourage dog owners and walkers to pick up their dogs waste and also have a more pleasant experience.

CONCEPT 2

The Issue Wall

The Issue Wall is an interactive projection based artwork. With the digitalisation of the majority of today's knowledge, the wall aims to be a modern take on a centralised network of information. Utilising the medium of web articles to encapsulate pressing environmental issues.

CONCEPT 3

The Breathing Tree

The breathing tree is a dynamic lighting installation on public trees. The lights change colour in response to the level of air pollution immediately surrounding the tree. The pollution is measured via a sensor mounted to the side of the tree. The goal is to improve awareness around the dangers of air pollution and prompt people to take action.

METHODS

THINK ALOUD

Think aloud is an effective way of generating immediate feedback from users when testing. Audible feedback occurs as the user is interacting with the prototype, which allows us to gain real time insights about what the user is experience. This is extremely helpful when trying to evaluate the validity of interactions and necessity of certain visualisations.

INTERVIEW/SURVEY

Surveys and interviews are a highly effective way to gather defined data. This methods allows for simple application to all our tested users. There is little difficulty when getting users to undertake this task. As a result feedback can be delivered quickly to generate insights. Interviews, in a way similar to think aloud, let users voice their opinions.

DECISION MATRIX

The decision matrix is an effective way to eliminate choices by defining a quantitative value to set criteria. Doing this allows us to get an understanding of how much certain design features are valued as opposed to others. Because it uses defined numerical values it is hard to argue with the outcomes of this evaluation method, which results in a faster selection process.

ITERATION 1

THE DOGITAL

Iteration 1

SET UP

We used the paper prototyping method for the Dogital by setting up at a big block which is roughly the size of what the bin would be like. We have used two green pieces of A4 paper as the base and pink post-it notes representing the capacity levels and displayed them with one being close to full and the other being close to empty. We then drew up a map which shows the bin locations and their capacity.

APPROACH

For the Low Fidelity mockup, we wanted to understand the users reaction to the main interactive and digital elements of this concept. We used paper and post it notes to represent the lights displaying the capacity of the bins as well as have a map which displays the surrounding bin and their capacity.

We intended to do the testing at a dog park to get feedback from dog walkers but since the weather was not ideal, we have done the testing indoors and just made sure the test subjects own a dog or have owned one in the past. The test users which we have gathered were each first given the context that they were in a park, walking their dog and is looking for a bin to put their dogs waste in. They then see two bins within a distance which shows the lights in front of them, one is mostly green and the other is more red. Without telling them what these lights mean, we get the user to say what they think the lights indicate. Afterwards we ask them which bin they find themselves gravitating towards. After that, we change the circumstances and ask them if they approached the bin that was full and they saw the map which displayed that there was an empty bin at a further distance away from where they were would they go out of their way to go to the empty bin. To then document what the users thought about the concept, we got them to fill out a questionnaire so they can write down their opinions on the concept.

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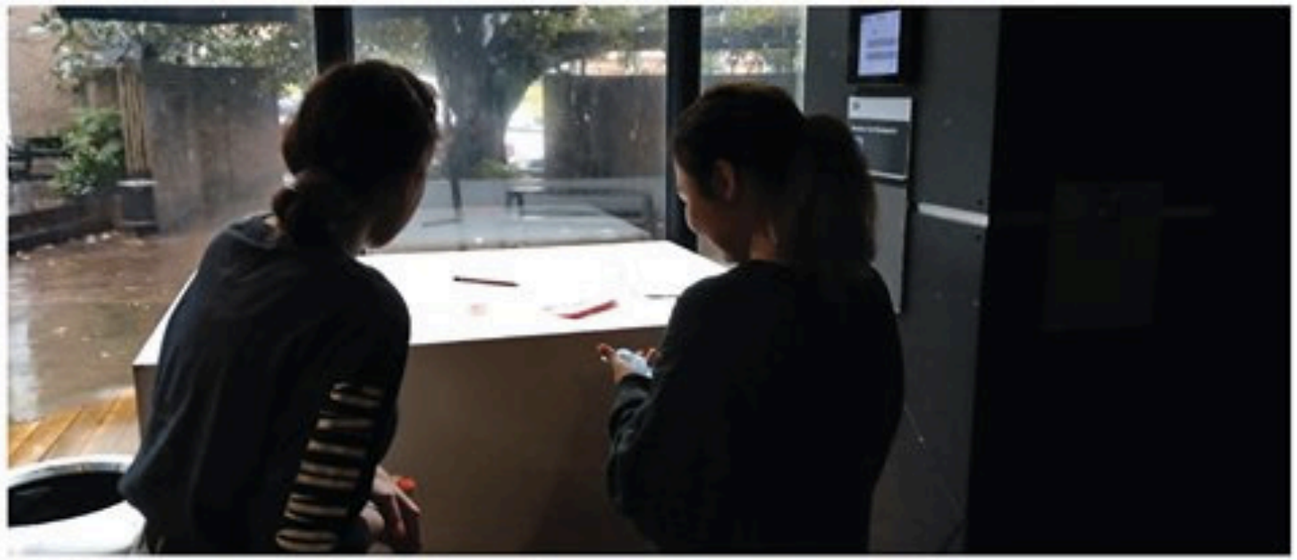
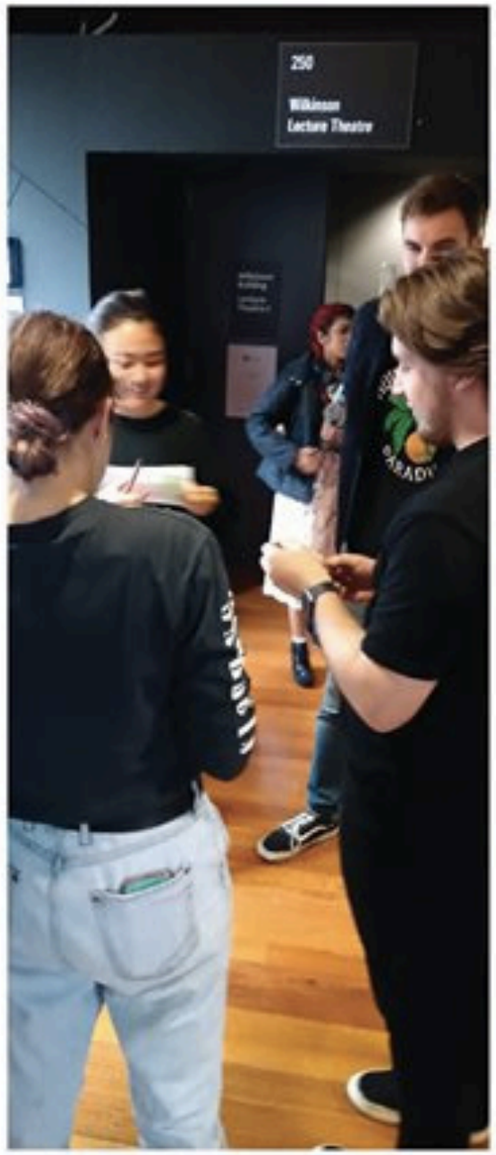
USERS TESTED

THE DOGITAL

Testing





THE DOGITAL

FEEDBACK

- Information feedback (light) was received well, people understood the purpose of the light.
- Users did not see any environmental purpose for the dog bin purpose, more became focused on convenience.
- Most users don't believe the map is encouraging enough for people to go out of their way to dispose in surrounding bin.

IMPROVEMENTS FEEDBACK

- More emotive reactions. To have a reaction when people do the right or wrong thing (ie. smiley face, green/red reaction light, sounds).
- Not necessarily needed to target dog bins specifically. Not strong enough connection.
- Appreciate the visual "upgrade" of bins. Useful concept but likely will lack successful response or utilisation of product.
- Could be linked to app to see park map not just from on top of the bin.

GOOD FEEDBACK SYSTEMS

IRRELEVANT TO PURPOSE

MAP IS NOT USEFUL

THE ISSUE WALL

SET UP

To start off the first stage of the low fidelity stage, we attempted to convey the Issue wall through using paper prototypes. Using low fi wireframes to replicate the digital interface/kiosk and then using a whiteboard to highlight the headlines, as we felt that it's large format would effectively portray a projection.

APPROACH

After setting up the prototype we would start user testing, firstly explaining the general context of their usage, environment and actions. The user would then imagine themselves in the situation exploring the different interactions with the piece. During the user test they would be asked to Think Aloud, given differing question to guide their interactions; gathering observational insights and further feedback. The users would first use the whiteboard then use the kiosk, after in which they would be given a questionnaire to further explore their understandings and opinions on the prototype.

Iteration 1

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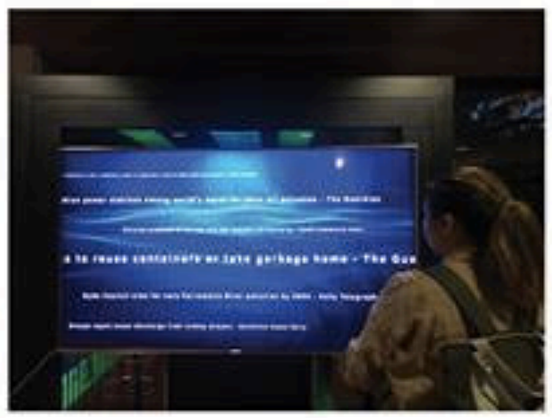
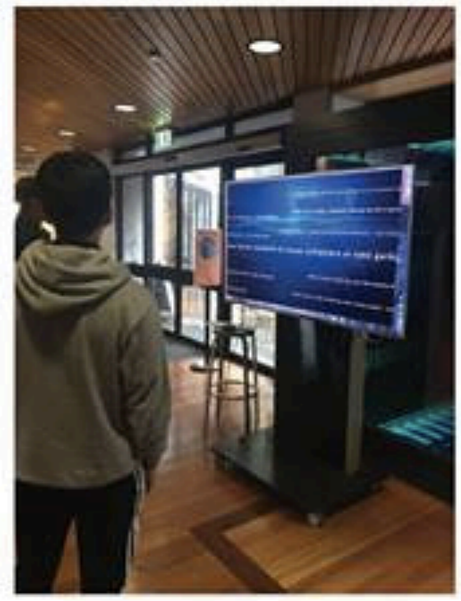
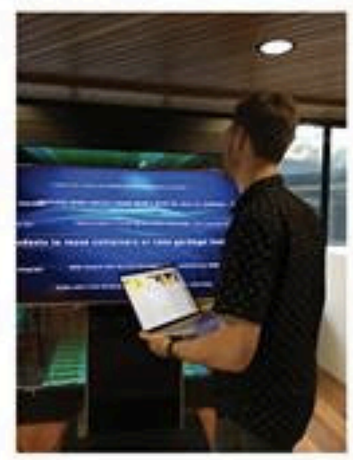
USERS TESTED

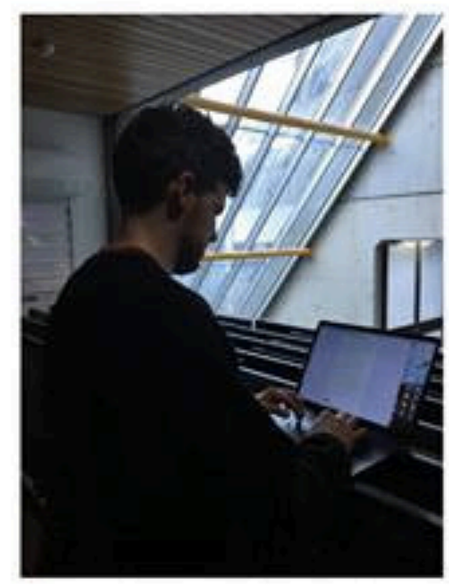
THE ISSUE WALL

Testing









THE ISSUE WALL

FEEDBACK

Based off our user insights and research we received mixed reactions towards the usage of the Issue Wall. Individuals enjoyed the overall concept but felt that certain elements did not convey the concept strongly enough. Suggesting to include more motion heavy elements such as a visualisation or moving text to bring attention to its usage. As well as including more straight forward prompts that highlight its interactions and concept explanation.

IMPROVEMENTS FEEDBACK

- Visualisation something to bring attention to the user
- Non static writing / or possibly less structured
- Prompt the user to use the piece
- Interface make it more direct - highlight start button
- Link explaining the wall / what it is and how to share information

ENJOYABLE EXPERIENCE

LIMITED INTERACTION

LIKED THE INFO DISPLAYED

THE BREATHING TREE

Iteration 1

SET UP

RGB Phone Light in a Pot plant to simulate LED lighting.

APPROACH

Users were briefed on the scenario that they where in an office where they worked and that this air pollution monitoring pot plant had been installed in a common area. The lights changed throughout the day in response to the air pollution measured by an onboard sensor. Users were asked to describe how they felt about the installation while it displayed various colours.

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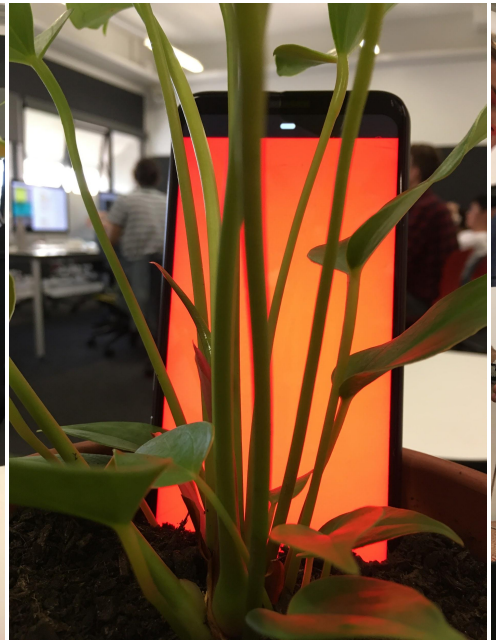
USERS TESTED

Breathing Tree Iteration 1



THE BREATHING TREE

Testing

THE BREATHING TREE

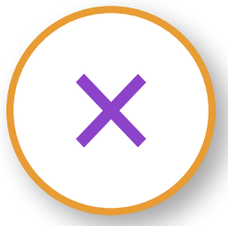
FEEDBACK

- Users indicated that they felt it effectively made them think about local environmental issues. However it was not very appealing to look at.
- Users stated that they liked the use of the plant and enjoyed seeing data displayed passively through the plant.
- Users were not particularly clear on the significance of each colour level. How bad was red compared to green or blue.
- Users also said they felt it would make more sense in an outdoor setting, as they were not clear on how air pollution would impact them inside.

IMPROVEMENTS FEEDBACK

We were confident users would respond well to the concept of mapping air pollution data to colour, and that they enjoyed seeing this information displayed on a plant. We needed to build a larger higher fidelity prototype and find deeper insights.

CHANGED PERSPECTIVE



VISUALISATION NOT CLEAR

LIKE USE OF A PLANT

CONCLUSIONS

ITERATION 1

During our first phase of low fidelity prototyping, we have decided to cut off the Dogital bin concept. When analysing and discussing user feedback on each prototype we have found that although users gave some helpful feedback on how to improve the design of the concept, they started to stray away from our problem statement relating to environmental concerns. Much of the feedback also became the question of whether the concept needs to be just for dog bins as many raised the question of it being used as a general waste bin. To be able to spend more time focusing on the other two concepts for our second round of iterations, we decided to cut off further pursuing this concept.

ITERATION 2

THE ISSUE WALL

Iteration 2

SET UP

For the Issue Wall's second stage of iteration instead of using paper prototyping our concept evolved to a more tangible display. Using a wide screen to portray the visualisation instead of a whiteboard, and using a 15 inch computer screen to replicate a digital interface.

The visualisation on the screen displayed a blue flowing wave aimed to attract users, as well as to compliment the overall movement of the headlines. Users could not interact with the display and could only observe the information.

Accompanying that a 15 inch laptop was set up next to it, showcasing a digital interface that allowed users to read the articles as well as to share to the wall. The interface was interactive to an extent allowing users to click on certain points to showcase information.

APPROACH

Moving onwards from the first iteration based on our key insights we developed an improved version of the Issue Wall. We mainly focused on the functionality, highlighting the issue of prompting the user in both the kiosk interface as well as the projection itself. As well as including more interactive elements where the user could understand what the wall was and how to share information to it. When approaching the user testing of the new prototype it was similar in practice/process to the first iteration but required further explanation and prompt in using the prototype.

10

USERS TESTED

THE ISSUE WALL

THINK ALOUD

- From our Think Alouds we received very positive feedback about certain elements of the concept and its idea, but received many recommendations about the overall improvement of the interactions.
- After reflecting on our findings we discovered that the majority of users were unaware of the interactiveness of our display. This is possibly be due to the fact that users perceive the screen as not reading their movement or not prompting them to interact.
- After reading through the headlines users understood the overarching theme of environmental awareness.
- Users highlighted about the overall functionality of the moving writing, wished it was slower and in the opposite direction.

SURVEY/INTERVIEW

- Questionnaire / Interview (will cut down)
- Based on our responses from the questionnaire we received mixed responses about the concept. Majority of individuals felt that once they understood the concept they enjoyed it, but would find it hard at first to engage with the wall, as it didn't have enough prompt or general interactions. In consideration of this could be due to the nature of it being a low fidelity prototype, as it did not have all of its interactions.
- Initial Reactions - Individuals at first were interested with the display as the movement caught their attention, but were not sure what it was or how to interact with it. Their were mixed responses if the users would actually use it but it skewed on using it of they hand free time on their daily commute or waiting.
- Majority of individuals like that it was bringing awareness on environmental issues in their community.
- Majority of individuals felt that the communication of information was difficult, hopefully slowing down the movement of writing and changing the direction.

IMPROVEMENTS

ISSUE WALL

- Writing right to left and slow down.
- Change the visualisation to something more related.
- Slow down movement of text.
- Highlight the interactive feature more - prompt the user.
- Potentially include some statistical data.
- Humanise it - highlight the links that were selected more (Upvote/downvote).
- Possibly show images when the headlines are clicked on.

THE BREATHING TREE

Iteration 2

SET UP

We used a projector to simulate our lighting installation, we were going to project onto a real tree however unfortunately we were unable to due to the rain. Instead we projected onto a wall. The projector displayed a dynamic pattern of lights in three different colours, red, blue and green. We also had a laptop setup to simulate the display on the trunk of the tree.

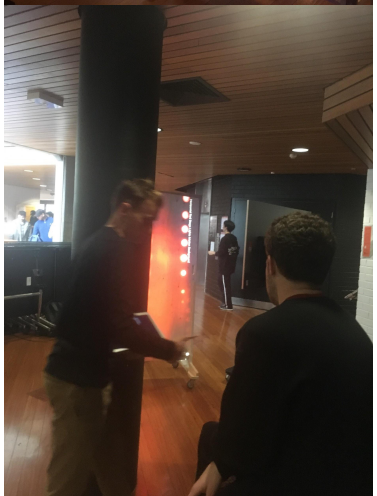
APPROACH

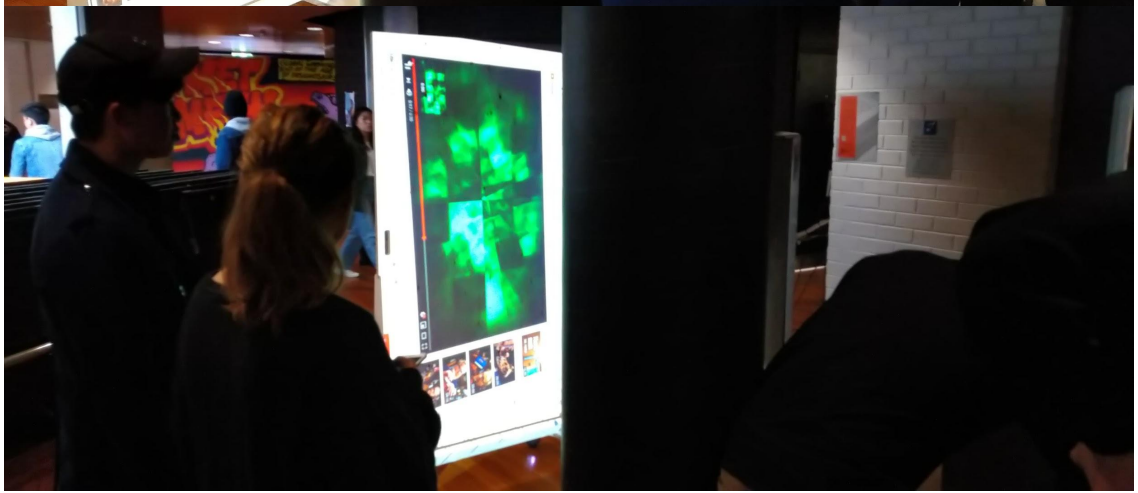
We described the context in which they would be viewing the installation; imagine the wall is a tree in your local park and you are walking through on your way to uni in the morning during peak hour. The tree displays the blue light pattern and the dial on the screen shows 'air pollution Moderate'. You are walking through Victoria park in the afternoon on your way home. The tree displays the Red light pattern and dial on the screen show ' Air Pollution High'

10

USERS TESTED

Breathing Tree Iteration 2





IMPROVEMENTS

THE BREATHING TREE

- Our users responded very positively to the prototype; 80% reported that it improved their awareness of air pollution and 90% said they would like to see it implemented on more trees of that %50 said 'on lots of trees'.
- Our users reported understanding the correlation between the colours and the use of the gauge to display pollution levels was clear.
- However many users wanted to know what they should do; should they leave the park if it's red are they in immediate danger.
- Users also asked what they should do next.
- We decided we needed to include a link to additional information on the potential health impacts of various level of pollution. We would also provide information on ways to reduce air pollution and what factors influence it.

DECISION MATRIX

EVALUATION

ISSUE WALL

Factor	1	2	3	4	5	6
Fit with Design Brief	●	●	●	●	●	○
Fit with the problem area	●	●	●	●	●	●
Quality of Data	●	●	●	○	○	○
Interactiveness	●	●	●	●	○	○
Visual aesthetics	●	●	●	●	●	○
Creativeness	●	●	●	●	○	○
Functionality	●	●	●	○	○	○
Feasibility	●	●	●	●	●	○
Cost	●	●	●	●	●	○

BREATHING TREE

Factor	1	2	3	4	5	6
Fit with Design Brief	●	●	●	●	●	○
Fit with the problem area	●	●	●	●	●	●
Quality of Data	●	●	●	●	○	○
Interactiveness	●	●	●	●	○	○
isual aesthetics V	●	●	●	●	●	●
Creativeness	●	●	●	●	●	○
Functionality	●	●	●	●	●	○
Feasibility	●	●	●	●	●	○
Cost	●	●	●	●	●	○

THE BREATHING TREE

CHOSEN CONCEPT

REASONS

Furthermore in reflecting on both our concepts we had to decide on a final one in which we should focus on. Using influences from the different user tests as well as through our Decision Matrices we decided on the 'Breathing Tree'. This concept was chosen due to mixed reasoning, although the 'The Issue Wall' was a good fit with the context/design brief and had creative interactions, we felt that it lacked technical feasibility. There were many components that the overall concept required improvement on and had multiple elements in a future mid-fidelity prototype that needed high technology usage. Another reason was that we felt that in terms of overall user feedback, the 'Breathing Tree' received more positive responses in comparison to the wall. In taking the user test into account, users felt really enjoyed the creativeness and potential usage of the lights to stimulate data.

USERS

GROUP 1

Casual users

- People who interact with the installation in close proximity
- Eg. Park goers, people who live or work close by an installation

NEEDS

- To have an understanding of the data being displayed
- To be able to enjoy the installations aesthetic
- To read the information on the display
- To access some additional information

GROUP 2

Distant Users

- Commuters or people who work near an installation.
- Anyone who will only interact with it from a distance.

NEEDS

- To have an understanding of the data being displayed
- To be able to enjoy the installations aesthetic
- Be able to stay informed about Air pollution with a brief interaction
- To find additional information without being close to the display

GROUP 3

Frequent Users

- Users who are actively engaged in the details of the installation
- People who frequently interact or go out of there way to interact

NEEDS

- To have a deep understanding of the data being displayed
- To be able to enjoy the installations aesthetic
- Be able to stay informed about Air pollution and its details
- To have access to more in depth data on Air pollution

LOCATIONS

LOCATION 1

Parks and Green Spaces

- Installed on existing trees in large public spaces, either as a feature on one or two large trees or scattered across a park.
- Offering an insight into air quality when we are most connected with our environment.
- Providing ambient light at night to encourage further use of the spaces outside of day light

LOCATION 2

Urban Areas

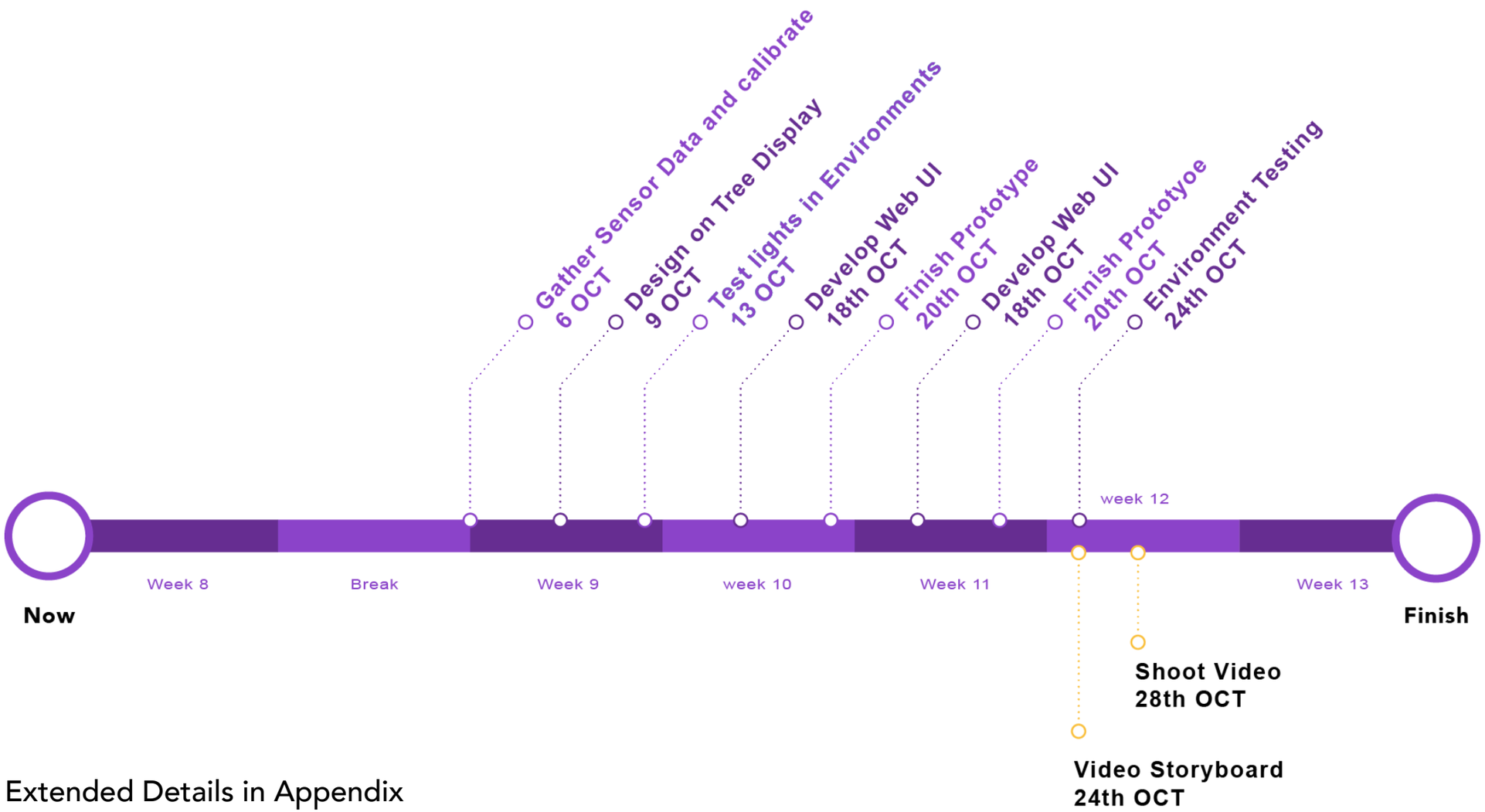
- Installed on existing trees along roadsides and in footpaths throughout urban walkways
- Connecting us with the reality of high density urban living and the impacts of our choices
- Can easily be viewed from inside adjacent office buildings and houses
- A compliment to harsh street lights, the soft colours make the street feel more alive

LCOATION 3

Indoors and internal

- Installed on indoor potted plants or plants in courtyards. A perfect conversation starter for offices, schools and libraries.
- Connecting us with the reality of high density urban living and the impacts of our choices
- Connecting us with nature and the outdoors when we are inside
- A compliment to often sterile lighting the colour pallet softens its environment.

IMPLEMENTATION PLAN



Extended Details in Appendix

GROUP PLAN

Ian	Maya	Hamish	Edmond
Physical Computing	Extended Research	Visual Design	Design Strategy
Fabrication	Testing	Graphics	Design

REFLECTION

This phase of our project proved both challenging and insightful. We were able to eliminate our choices down to one selected concept, the breathing tree. While we undertook a significant amount of user testing it is important to note that there is always room for further testing opportunities. However, as with any project there are always restraints, weather it be time or resources. Going on feedback from our first report, we realise it probably would have been easier if we kept our concepts similar. However we believe this advice to be redundant, since our extensive testing revealed a range of insights into our chosen area.

APPENDIX

ENJOY

Extended Description - Data

Pollution Data is gathered by a sensor attached to the base of the tree.

The lights hung in the tree change colour in response to the pollution level.
Green = Low Amber = Medium Red = High

A digital display attached to the trunk has a dial indicator of Low, medium, High.
The viewer can read the display and understand what the colour change in the tree branches relates to.

The lights will gently fade in response to the level of movement or sound level immediately surrounding the tree. This data is collected via sensors mounted to the trunk of the tree. This interaction will need some testing to assess its effectivity with different sensor types.

Users

Challenging User groups

- Anyone with a visual impairment will have difficulty interacting fully with the installation
- People who do not ‘believe’ in Air pollution may not like the installation

Software

Arduino

- Light control
- Sensor data
- Triggers image change on dial display

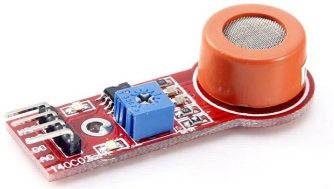
Website

- Displays extended information
- Helps users find other trees
- Explains the health impacts of Air pollution

Hardware

Potted Tree - $300.00

RGB Led - 20m $29.00



Air Pollutant Sensor - $9.50

Weather proof enclosure - $11.50

Micro Controller - $30

Motion Sensor qty 4 - $14.00

12v Supply - $45.00

Dogital Questionnaire

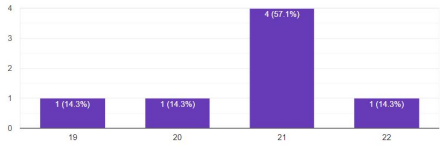
7 responses

SUMMARY | INDIVIDUAL

Accepting responses

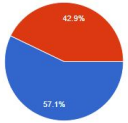
What is your age?

7 responses



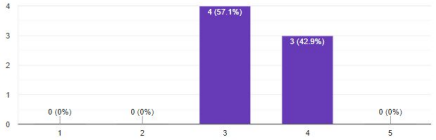
What is your gender

7 responses



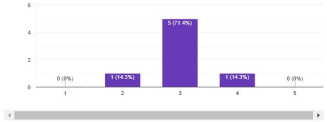
How was the interaction of the Dogital?

7 responses



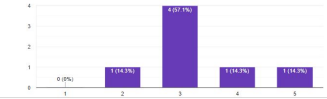
Do you think that this encourages people to dispose of their dogs waste appropriately? How much?

7 responses



Is it visually appealing?

7 responses



What aspects do you like about this concept?

6 responses

- I like that I know if the bin is full or not via the lights so I don't have to walk all the way
- Fancy
- I like the light feature on the front of the bin
- Being able to see map of area.
- lights are cool. map is cool too.
- Trying to encourage people to do the right thing.

Feedback on light feature?

6 responses

- Maybe make it more 'appealing' so people want to through away their poo. But the light showing which is empty is useful and directs people to the less full one (green = good)
- Helpful
- Good, maybe make it subtle /seamless
- Useful and could look cool
- could be more interesting, maybe reaction to throwing away rubbish
- it is interesting to be able to see the capacity on bin

Feedback on map feature?

7 responses

- It's useful to see what bins are empty without checking each one
- I wouldn't really use the map considering I'm at where I want to be when I'm viewing the map like I'm not lost or looking for the bin when I'm at the bin
- Very useful
- I would like to see how many minutes to walk to each bin
- Useful
- cool, but would be better on app.
- helpful when people don't know where things are

What could be improved?

4 responses

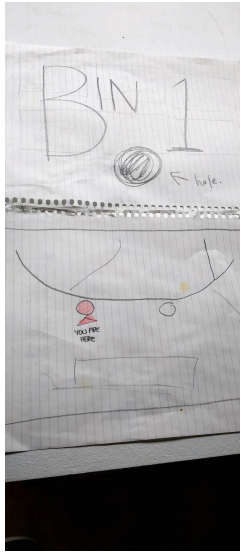
- Maybe a way to encourage me to put dogshit in the bin instead of leaving it on the ground
- Find a way to never have a bin be full
- More interaction with device could be more impactful
- i dont know if this will help the issue, and this can be used as normal bin, not just for dogs

How does this concept compare to the current dog bins you use?

6 responses

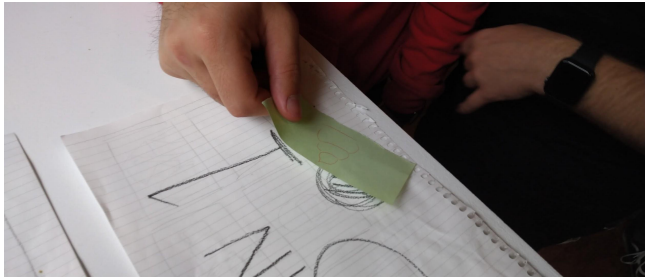
- This is more appealing, Many bins are full and people don't bother walking to multiple bins
- I don't have a dog
- Dogbin, but rgb
- It is more informative, but is questionable whether it will encourage people to change habits
- more informative
- it would be more informative as dog bins at parks are currently very plain

Dogital Iteration 1

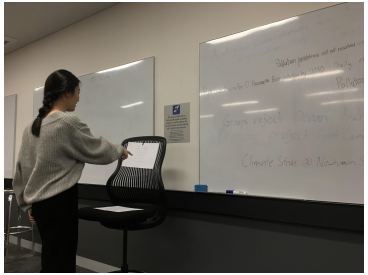


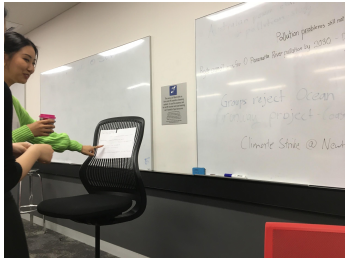
Think Aloud

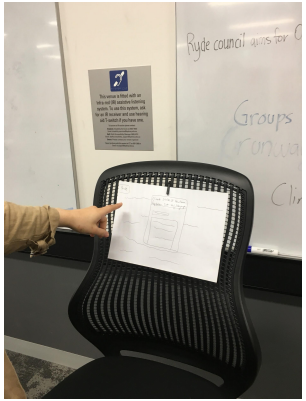
- The light would be good if it went along one side of the entire front of the bin.
- There should be more ways to get access to the map. If its my first time at a park I won't know where to start. Maybe app
- Why wouldn't I just place the bag in the bin? How full would the bin be?
- I don't want to go out of my way to another bin if I'm not going that direction.
- I would do it properly but I doubt many others would do the same thing, people are shitty
- It needs more of interaction, maybe a reaction to when you're doing something right or wrong
- Although I as a dog walker would probably use this, i bet many others wouldn't
- Will the lights be seen during the day?
- Is this a map?
- The map feature wouldn't be helpful if you have to find one in the first place.

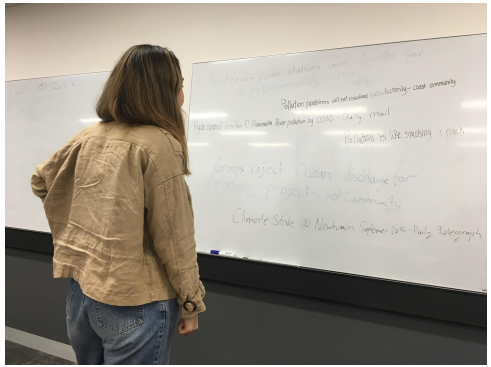


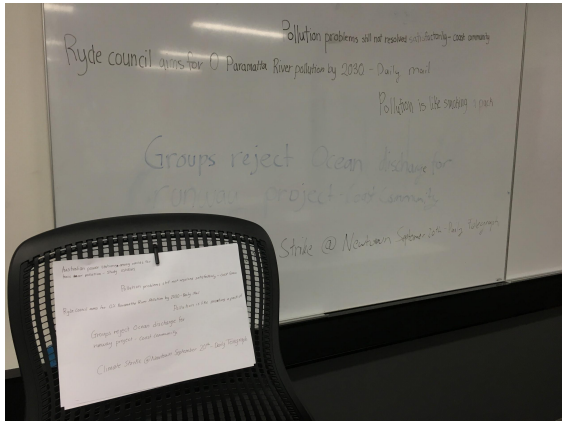
The Issue Wall Iteration 1







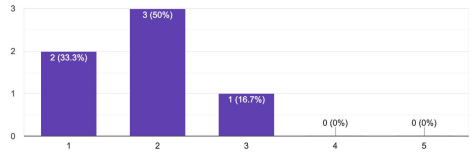




The Issue Wall Iteration 1

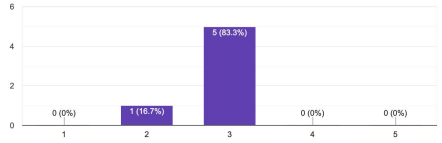
Is it visually appealing?

6 responses



How was the interaction with the Issue Wall?

6 responses



What could be improved?

6 responses

- The visual aesthetics to make sure that you can read article titles properly but also don't just see too many slabs of text because that is not engaging.
- Better indication that I could interact with it and more engaging content. Stronger visuals would make me pay more attention.
- Not showing obvious/well-known information because there is an overload of information out there, instead showing new events, etc. Maybe making the wall interactive or more visual so you tap the wall and it changes the topic of articles. Also creating a prompt to get users to interact with it.
- maybe some other contents, more than just local environmental issues
- visual effect
- visually appealing

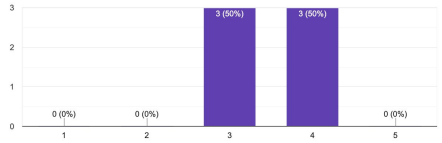
What aspects do you like about this concept?

6 responses

- I like the idea of being able to see news articles outside of just having to look online because I'm too lazy to do that
- I like the fact that it is a projection on a wall, I think it would look cool being illuminated.
- I like the prompts to think about or look up topics or events I wasn't aware of.
- There aren't aspects that i like, because i didn't experience much.
- The issue addressed
- the issue addressed

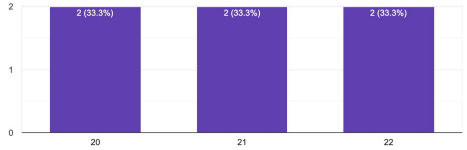
Do you think that this encourages people to think about local environmental issues?

6 responses



What is your age?

6 responses



What is your gender

6 responses

The Issue Wall Iteration 1

Think Aloud

Person 1
Wanted writing right to left
Reminds me of Channel7 wor
How can you access data?
Why put on a wall instead of a app

Person 2
Instructions, wouldn't know if it was interactive our how it worked
What was the reasoning behind the visualisation

Person 3
Standing still and reading
"So this is Regarding pollution", When I try to finish reading a quote its all moving its hard to read i'd have to wait for me to read it. I don't want to waste too much time when im using it.

Don't Think the speed is the problem the whole design - time consuming … If i was at a bus stop yes

How am i meant to know I can click
How do I go back on the screen
Highlight certain elements

User understood it was touch screen abd could interact

Persona 4
Doesn't look that its interactive
Pretty distractify
Reads left to right - kind of hard to read
I know its about "environment"
I don't like the numbers

Lack of affordance wouldn't know where to click make it more apparan
Cbf reading whole article .. or pulling out my phone for a QR code
If there were stats - then a qr code Id look at that

PErson 5
Its pretty hard to read
Different speeds kind of hard to look
Pretty cool to like at
Wouldn't know if it was interactive
If I knew it was interactive i would start pressing around

PErson 6
Left to right working my way down

Would look at the bigger ones
Id what to touch it - id stop bring it up and give more information → see more about to

Person 7 - 8
Walk past nothing to probt me to interact with
Cool - looks like a display
If it was interactive ill try to press on it ….
...Like a screens saver

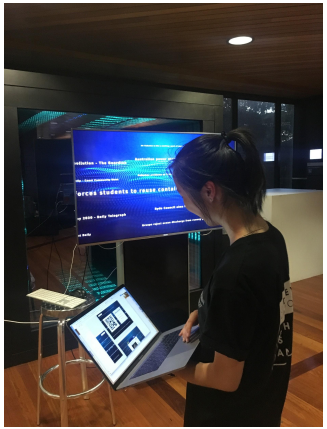
Thought i could write my own issue
Touch on the words and drag it
Pictures - pepole would interact
Some indication like a highlight ….
Data - how much litter in the area
Words are something your read
Big key words

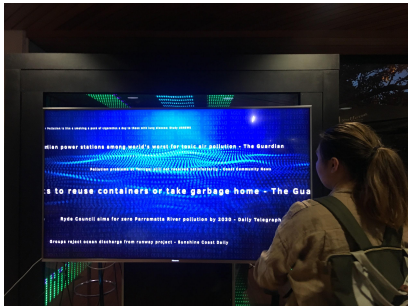
Person 9
Side eye think about it later - if it a stop,,,,
Look frome eye level
Projection see if i can interact …. Even if motion sensor wouldnt interact unless
It brings my attention

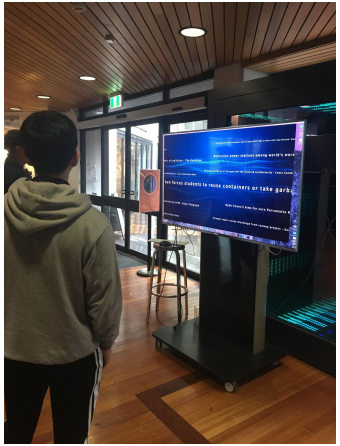
Person 10
- Want to know the problem
- Little hard to read
- Background is not necessarily communicating to me - maybe more contextually specific
- Environment Pollution →
- Would need something to prompt you to interact with it.
- Upvote or downvote…

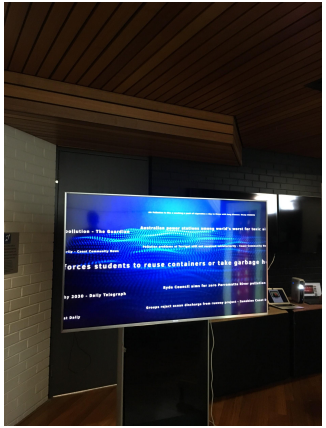
Person 11
Stop and read it
Interesting - in away its eye catching make it more exciting
More targeted
Environment eweek coal week
Share button

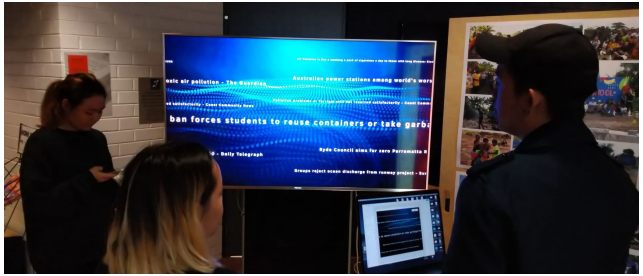
The Issue Wall Iteration 2

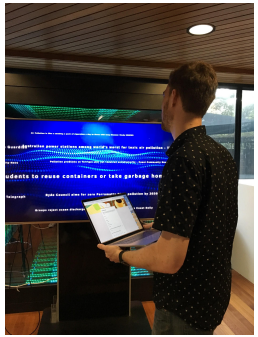


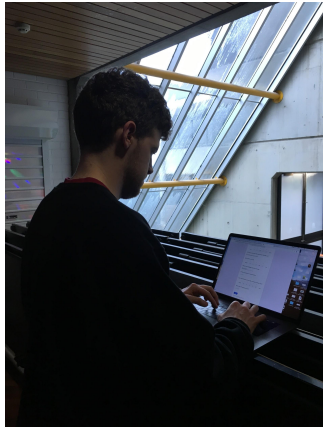












The Issue Wall Iteration 2

Why or why not would you use it?

9 responses

- Some people would prefer that they would be just on their phones rather than staring at the installation.
- I think it would be cool to see what the current articles are - unsure if they would change regularly though
- Looks inviting and id like to share what i think is important to others
- Cause I feel like people have the ability to easily access news reports on their mobile phones/personal devices
- Time constraints, may not have time to interact with the wall.
- If i had spare time or wasn't rushing for something
- would use it to voice my concern because not everyone read news
- Cause i barely understood how to use it and idk if i can be bothered reading all that
- .

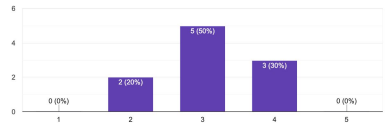
What was your initial reaction to the Interactive Wall?

10 responses

- Oh what is this for?
- It looks bright and intriguing
- I didnt know it was interactive to begin with, the article headings were interesting, words go the wrong way
- I felt as if I wasn't able to interact with the wall, and just felt like I had to read the titles and walk away.
- It was an information display, highlighting various issues about the environment.
- Interested, curious
- the ability for users to share concerns about their locality is not obvious
- Pretty cool but also very confusing
- I simultaneously liked and disliked the amount of information. The overview is desirable, but the way this information is displayed at the moment is too overwhelming.
- It would be good to bring community together, background looks kinda cool (initially), texts is good

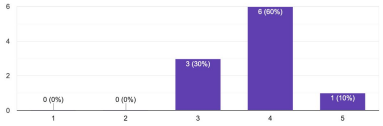
How much did you enjoy the interactions?

10 responses



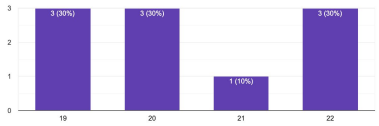
Did you like the concept

10 responses



Age?

10 responses



Is there any aspects you would improve?

10 responses

- definitely make sure that people understand that they can navigate through the feature, may be add games or other features that can engage the audience
- Make the words like shake or something to indicate they can be clicked on
- I think you could use the size of the font to indicate time, larger the font the newer the post, smaller the older
- Just the first screen- make it more design forwards, change the way it looks in terms of colours, fonts- creating an interaction that allow users to feel more inclined to engage with it.
- Maybe how you would engage with potential people who walk past it.
- Maybe change how information appears on the screen (someway to stop half the article title appearing on the screen at a time)
- glare could be a problem
- Yeah addinf prompts
- The readability of the titles should be improved.
- Provide instruction near the scree; use relevant background (related to the theme) instead of blue wavy thing...for question below, yes I would definitely look at it but not interacting with it.

Is it easy to understand the interactions? Why/Why not?

10 responses

- It was easy, but I couldn't tell what to do from just watching the screen. Did I need to press anything?
- No, there is no indication that I can click on the words
- I guessed the interactions and they were the intended reaction so that was good, I like that I could upload and add something to the wall like the user is involved in the concept and not just a passive viewer
- No, I think there should be more of a feedback aspect, where you have the ability to touch the screen rather than just words passing.
- I didn't know that you could interact with the wall. There were no prompts telling me that this is an intractable piece.
- Yes, it's pretty intuitive once you start tapping articles
- yes but make the share function more obvious
- Not really, cause there were no prompts or affordances
- The text flowing from right to left makes it difficult to read, if it was flowing the other way I feel like this issue would be resolved.
- Not really because there is no instruction provided initially

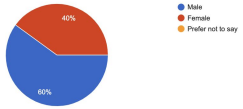
What do you like/dislike about this concept?

10 responses

- It would definitely raise awareness about global pollution
- I like how you can see news articles in a relaxed environment
- Just the words going the wrong way were a bit hard to read
- Maybe implement the use of pictures rather than words- I like the overall idea about bringing the news to the foreground & having the ability to display it on a big screen so everyone is aware of what is happening in the world. I did not dislike the little interactions with it though, felt as if I could not touch the screen.
- I liked the idea it's a nice way to demonstrate information that doesn't have a lot of overload.
- I like how it gives a snapshot of different information and articles being read by other community members. I think the screen is a little overcrowded with information and hard to read everything intitially
- like that it's like a collective news feed created by users
- I like the informative aspect of it
- The concept of getting extra information/news in a setting where I otherwise wouldn't (ie, like walking to public transport) is appealing.
- Allowing community to care more about the current environmental issues that we usually don't

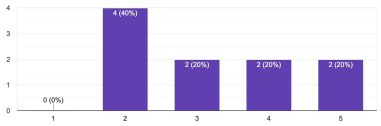
Gender?

10 responses



If you saw this piece on your daily commute would you use it?

10 responses



The Issue Wall Iteration 2

- I wouldnt know to click on the kiosk it would not be clear -> be like work art things like a visual interaction
- Would you read the article? Maybe - if i was at a bus stop -> probelry not if it was a qr code -> maybe ill look up the title ….
- Would you share to the wall - Personally i would not - its a cool feature -> have trouble getting relevant information to it ….
- If it was actual events I would do something about … (kinda like facebook for interesting)

Person 5/6

- If i was waiting, I know it was interactive i would if it was static i wouldnt
- If touch it - I would based off response with the wall
- I understand the overall environmental
- Probably not -> needs something to highlight - if i feel more related
- Would read about it … Leave a comment or like it or dislike it
- Might share to the wall if it was a issue i cared about

- Would need something to prompt user -
- More graphic - random - so more structured
- Main information and secondary information
- Know its about environmental issues

- I guess not - same content - to plain ignore it
- No would cause its an article
- I would share to the wall
-

Think Aloud

Person 1

- The titles are good enough
- Actual issues in the environment are interesting that I can do
- The layout of the text - moving text
- More visuals - to grab attention
- "I dont know its interactive' - more prompt -
- Press one and expect to see the information or a summary/ qr code
- Maybe have more different categories - more like about climate/legislation/ - more themes/ present issues - possibly a list

- Would be cool if it was linked and it would move around on the wall.
- Different assortment of lists of articles
- Summary of articles - upvote
- Daily question about something environmental
- It doesn't prompt me - possibly a start button
- Screen change when u approach it
- Concerned if there was a line of people - it takes some time to read the article
    - Maybe to read on phone like a link/ qr code
- Remove back button
- A side panel of all the news articles
- Maybe a description about the wall and its goals

Person 2

- I don't know what I'm looking at
- I might not stop - I would stop and look at it and read it ->
- Nothing prompts me -> i would not interact
- Having it be interactive
- Static - could have some motion but if slowly moving
- Only reading the black because it stands out - same font and colour

Person 3

Kiosk - wouldn't interact need something to prompt has the same information - if it had something else

- Initially didn't realise they were headlines
- No I wouldt read it - tap my phone and transfer to my phone would use (not QR code)
- Probably not - Just wouldn't be bothered

atm looks kinda boring

- Of it was visually stronger
- How would i share to the wall - somehow be fun

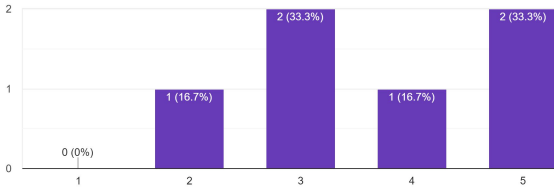
Person 4

- Tap it till i found a topic i would be interested in
- Need a visual prompt → if it was something visual that was like moving
- If the writing was moving rather than if it was static

Breathing Tree Iteration 1

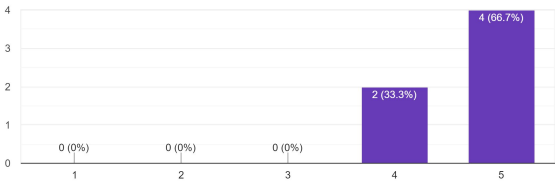
How was the interaction with the breathing Plant

6 responses



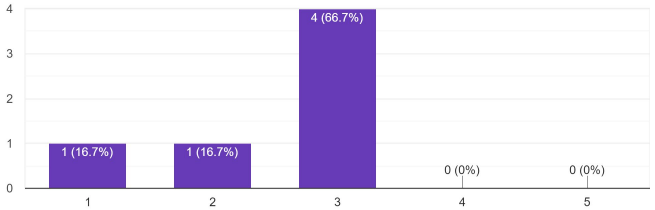
Do you think that this encourages people to think about local environmental issues?

6 responses



Is it visually appealing?

6 responses



What aspects do you like about this concept?

5 responses

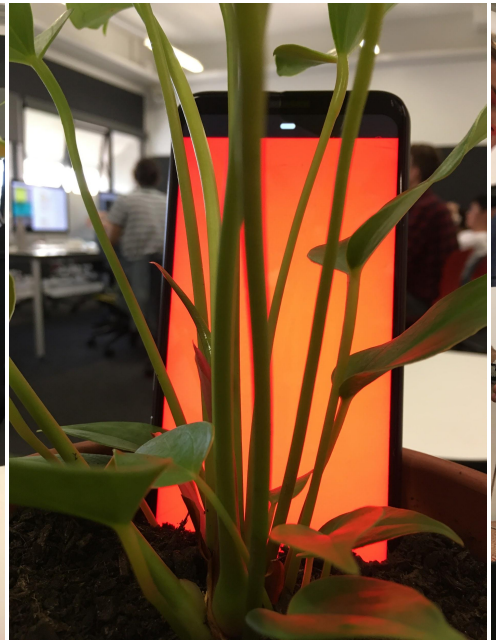
- That I can tell if I'm going to have lowered productivity due to high carbon dioxide. Sometimes I think that my office has bad air but I'm not sure if I'm just imagining it.
- I love having living plants on my desk and I love that it can tell how it's feeling.
- I'm very aware of how bad air pollution is but i don't think any one else is aware too. So I would love be able to point at it and be like look I told you.
- I like the idea of having local information but I don't want to have more lights and tech in my life.
- I like the plant and the nature. I think that putting the lights in something alive was a nice link to air pollution

What could be improved?

5 responses

- I think I should have more stats and detailed info about what i'm seeing. Like how bad is the bad air. How urgent should I been about responding to it.
- I want it to feel more alive like a bit more personality. I also want it to be prettier, like more sleek.
- I want it to be bigger and more communal, something big in the middle of the office or like a courtyard or someplace we can all see it.
- I don't want it to be to bright or anything intrusive.
- I think the way the light is dispersed and how it looks is quite important.

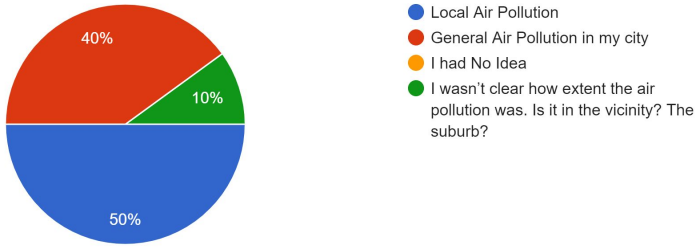
Breathing Tree Iteration 1



Breathing Tree Iteration 2

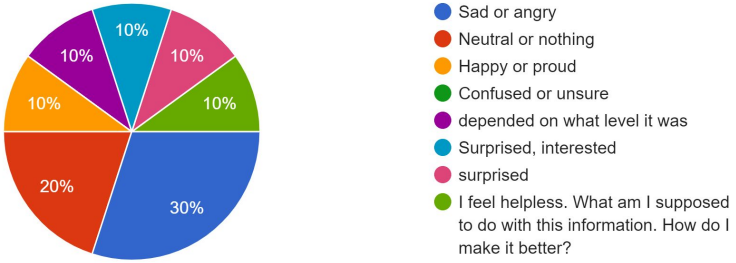
What did you think the tree was Displaying

10 responses



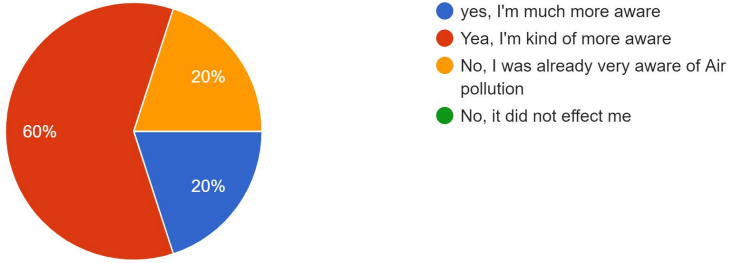
How did this make you feel about Air pollution

10 responses



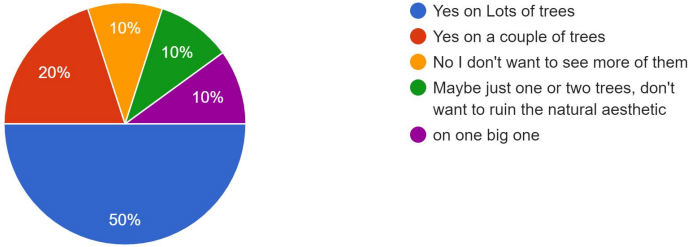
Do you feel your awareness of air pollution has changes

10 responses



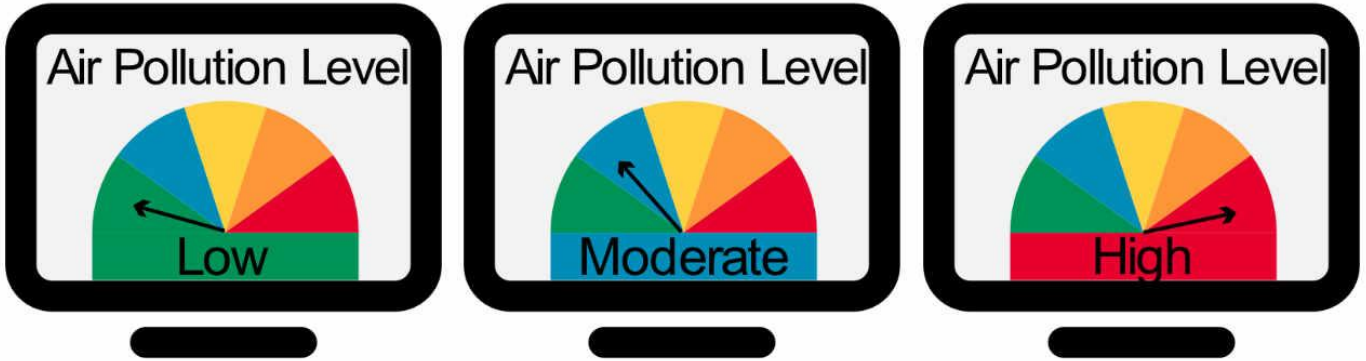
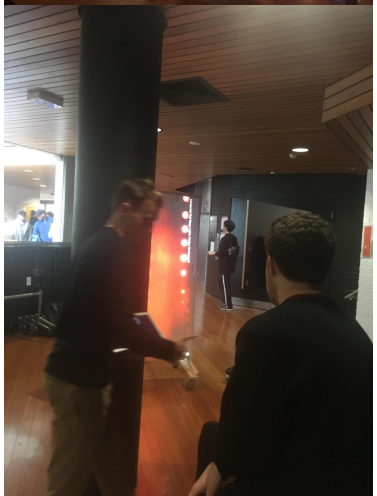
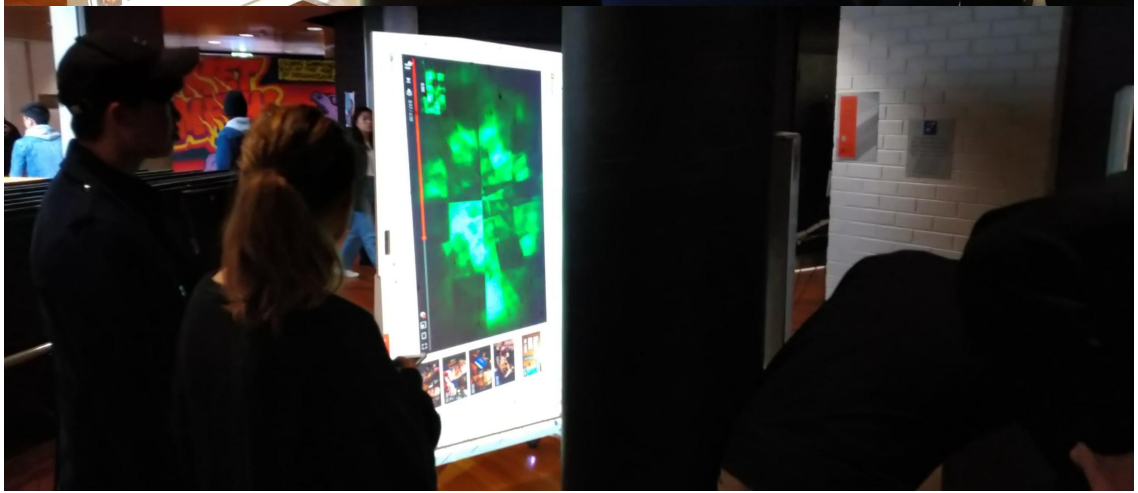
Would you like to see this implemented on a larger scale. eg in a full size tree.

10 responses



Breathing Tree Iteration 2

Display seen on base of tree



Breathing Tree Iteration 2