Ellie

The living building

Project scope

Thijmen Brand (480490)

Table of contents

[Version history 3](#_Toc121475910)

[Project scope 4](#_Toc121475911)

[Introduction 5](#_Toc121475912)

[Requirements 6](#_Toc121475913)

[Project goal 7](#_Toc121475914)

[Achieving this 8](#_Toc121475915)

[Prototyping 9](#_Toc121475916)

[Retrospective 10](#_Toc121475917)

[Sprint 1 10](#_Toc121475918)

[Final words 11](#_Toc121475919)

# Version history

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Author | Comment | Version |
| 05-09-2022 | Brand. T |  | V1.0 |
| 22-09-2022 | Brand. T | Extended the document with research questions | V2.0 |

# Project scope

Ellie is an exploration project to give a (school) building a personality. it interacts with its surroundings and the person in the building using different actors and sensors.

# Introduction

In this document we will discuss the scope and plan of the Ellie project. We have set a few goals which we want to achieve within this project and we have set some agreements within the team which all will be discussed in this document.

# Requirements

Ellie is a project where a lot is possible. There are no hard requirements for the outcome of the project.

|  |  |  |
| --- | --- | --- |
| **ID** | **Requirement** | **MoSCoW** |
| R1 | As a building owner I want it to be fire safe | Must |
| R2 | As a building user I want to be able to physically interact with Ellie | Must |
| R3 | As a building user I want Ellie to be unique from earlier years | Should |

# Project goal

For this project we have set a goal which will be achieved with multiple sub projects. This goal is to bring the building strijp-TQ to life. We aim to provide interactions with the building on a various of different places, at those places you can interact with Ellie and see the Ellie express who she is and communicate with you.

This project have already been done once before with amazing techniques and sub-projects. But we found a limitation in the previous project which was that all sub-projects where concentrated to one location in the building which we taught did not provide the whole building with an identity.

So in this redo of the old project we aim to resolve that and make it so you can really feel the existence of personality within the building.

# Achieving this

To actually give the building a personality we want to place Ellie throughout the building. In different parts of the building will be different parts of Ellie which all will be inter connected to provide every spot with the same mood and identity. Also we think that to really feel and engage with someone’s identity you have to have a visual reference. This is why we want to give Ellie a touchable identity.

But interactions do not come only from one person. So to really make that interaction and personality come to life we will let Ellie react to the behaviour of its surrounding. To make this really pop we have to know what kinds of interactions evoke what kinds of responses. And these responses can be different based on the mood and personality of Ellie. And after the appropriate response has been chosen Ellie will have to physically express this. To achieve this we have so understand and research different questions

* What defines personality and how does this manifest?
* How does mood interact with personality?
* How can you translate human emotions and personality to hardware like light, sound and movement.

## Prototyping

Before we can achieve anything we will have to validate the feasibility of any of the idea’s. This will be done by prototyping every individual main piece of the final product’s. This will be the following prototypes

1. Touche sensing
2. Table object
3. Crowdedness recognition
4. Emotion sensing
5. Sound sensing
6. Blob or cloud projection

## Retrospective

Retrospectives will take place every last day of a sprint. In a retrospective the team will discuss what went well and what went wrong. This will happen in a structured way where every team member writes down some things they think went well and not. After every team member has finished writing things down we will discuss every individual point. The writer of a point explains why he has written it down, afterwards the point can be discussed. When the point is discussed the team can decide that this is a structural thing and that then becomes an action point to do better in other sprints.

### Sprint 1

After sprint 1 ended. We have evaluated with the team. Out of this evaluation came the following

Good:

* The concept has been tough out
* Projection mapping is fun
* Eric has been consulted

Bad:

* Research document is not good readable
* Sprint board is not kept up with
* Emotion recognition is hard

The action points that flowed out of these points:

* write better documentation on all subjects
* PBI tasks can be more precise and split up