

Workshop | DIY Signs for Emergency

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Guemil icons for emergency, guemil.info



dnem.org



CIGIDEN



Workshop | DIY Signs for Emergency

A workshop to explore information design
to prototype emergency signs,
using Guemil icons for emergency.

Outline

15 min

25 min

5 min

Intro

DIY Signs

Comments



Emergency is a complex context with large information needs



Why Design?



Design = To create and develop solutions for someone's problem or needs. It's a multi-dimensional field.

Ideally, 'good' design might be **honest, democratic, attractive and functional**.

Based on Design to Improve Life (2015)

What is Information Design?



Information Design (ID) = A multi-disciplinary field that embraces different topics related with effectiveness in communication applying visual methods.

ID has been defined as the 'art and science of preparing information to be used by human beings with **efficiency and effectiveness**'.

According to Horn (1999)



See

User-centred

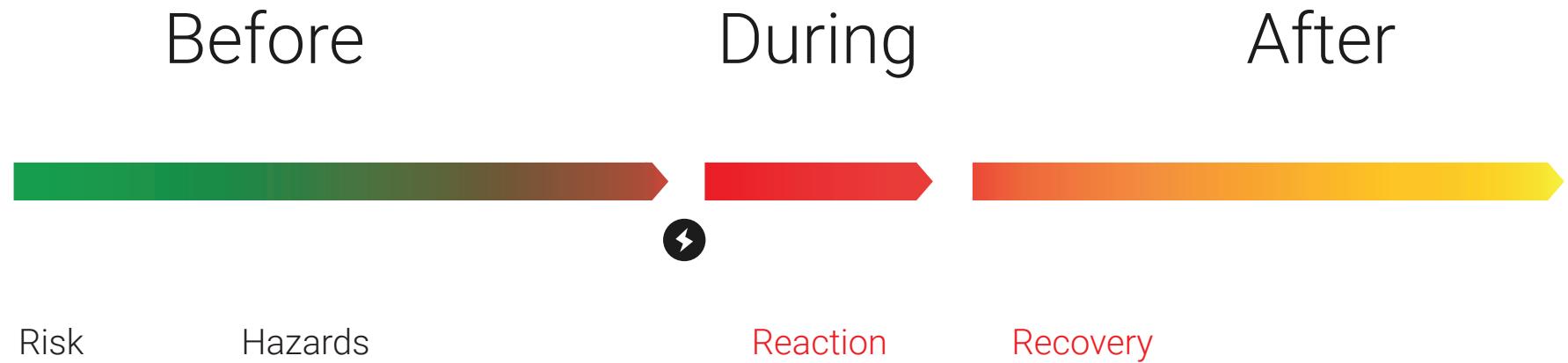
Understand

Apply Information

A response to people's need to 'understand and use' everyday information, contributing to '**make the complex easier to understand and to use.**'

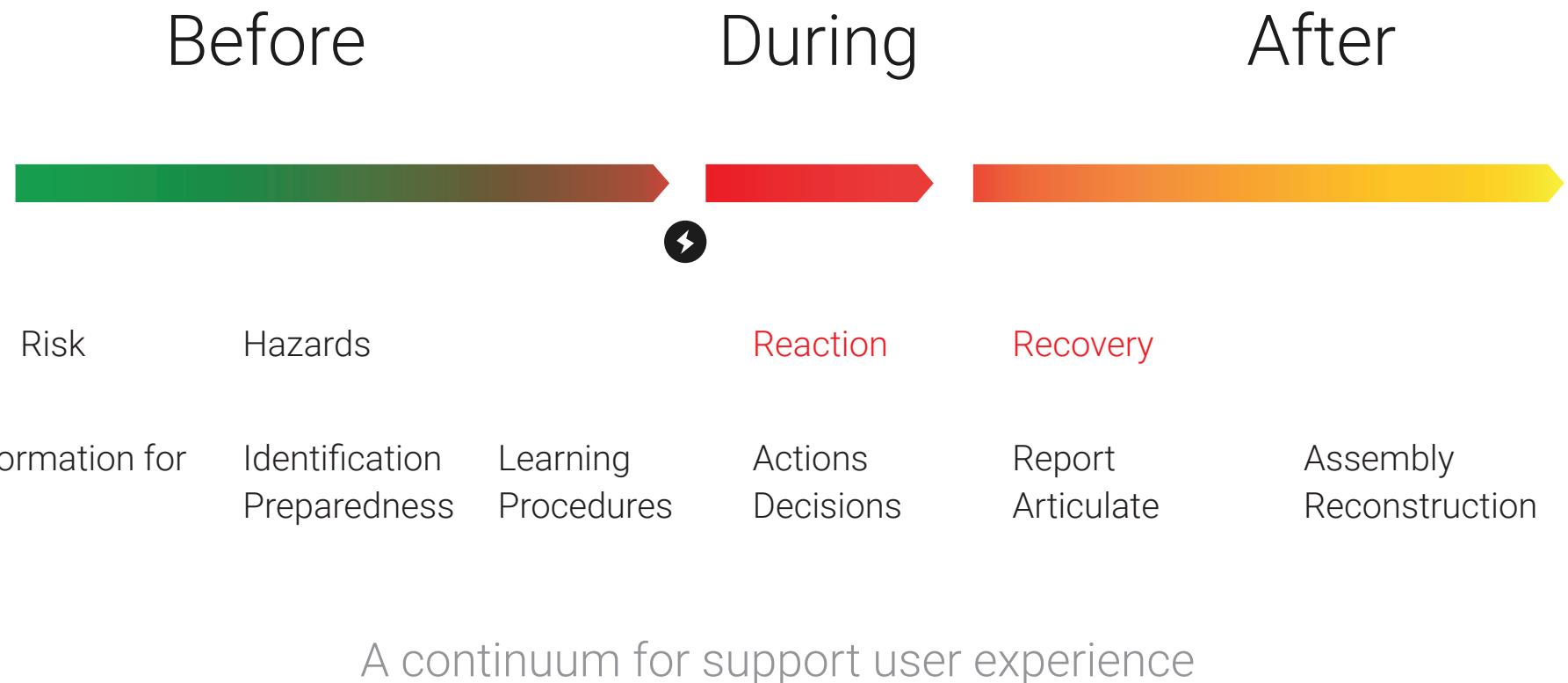
Based on Barrat & Walker 2005; idX, 2007; Allard, Briones et al 2014

The Emergency Experience



Based on Disaster Risk Management Cycle, DRMC by TorqAid, 2016 / Ramírez, 2018

The Emergency Experience + ID



Based on Disaster Risk Management Cycle, DRMC by TorqAid, 2016 / Ramírez, 2018

Guemil icons for emergency

An open source icon initiative to represent risk and emergency situations.
www.guemil.info



Before

During

After



Why icons?



Visible



+

+

+

+

+

Ubiquitous

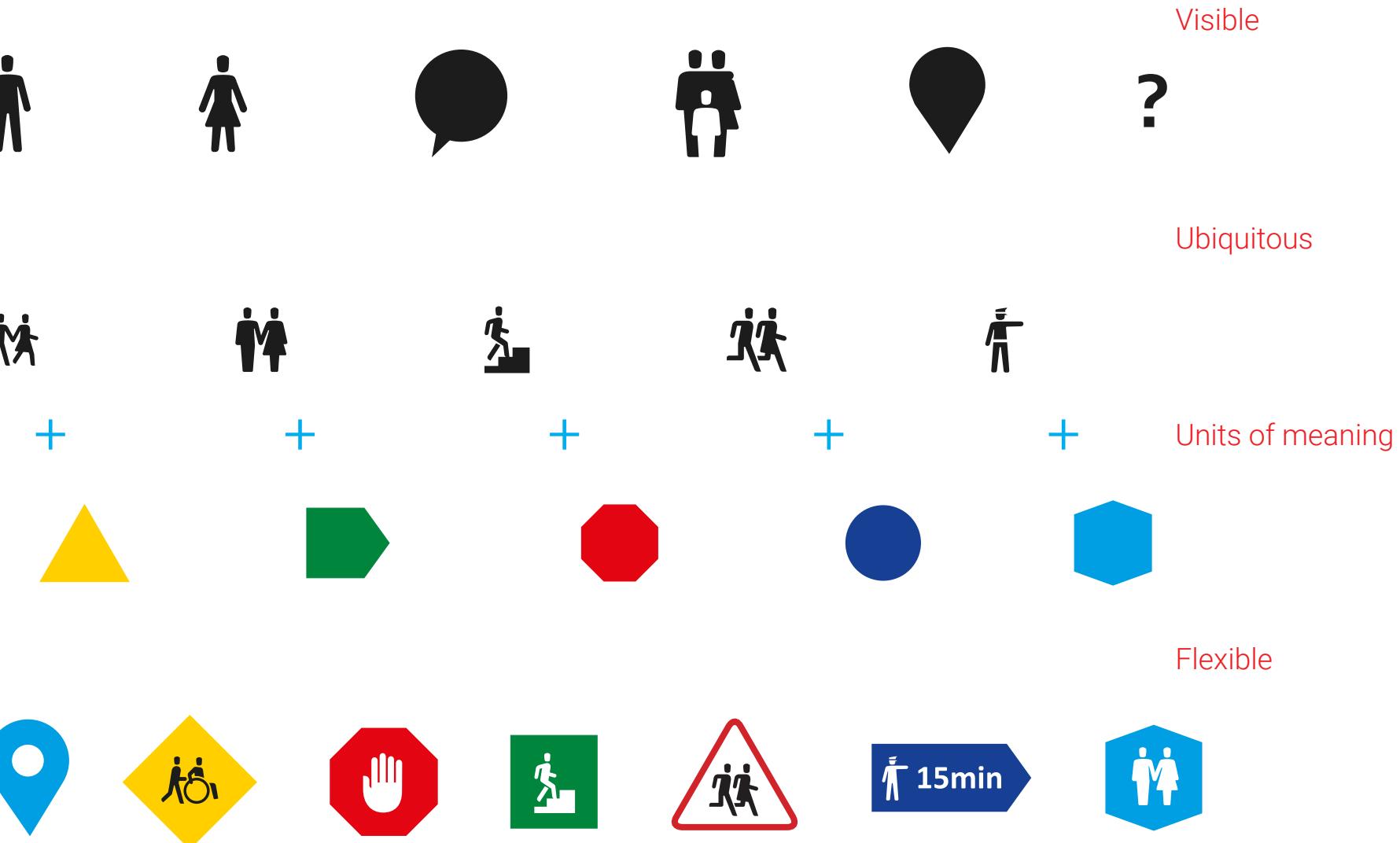


Visible

Ubiquitous

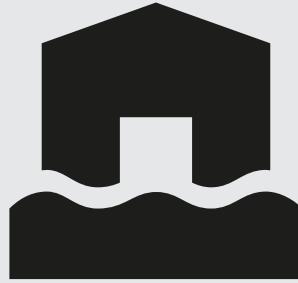
Units of meaning

Why icons?





...but, universal?



這個圖標是什麼意思？

A simple input field consisting of a horizontal black border with a small vertical cursor line on the left side.

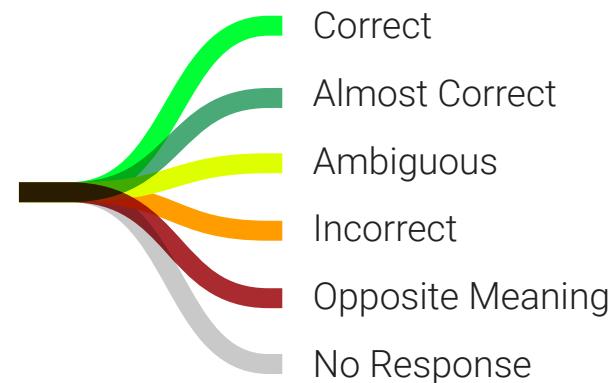
What if we ask to users?

Measuring performance

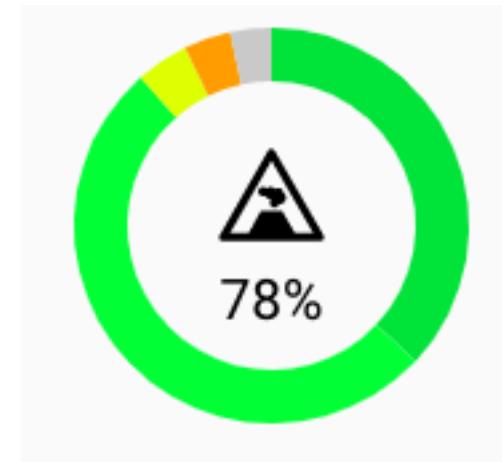


—
**Open
Answer**

Amenaza volcánica?



Icon



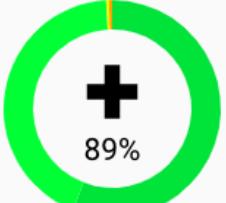
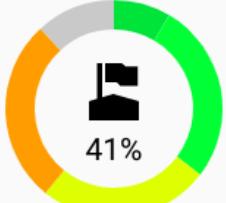
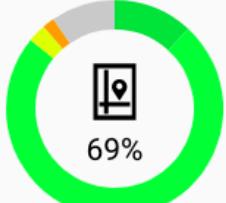
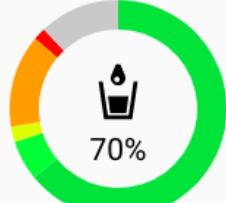
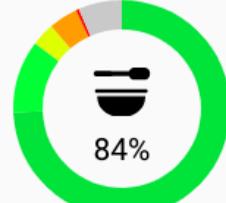
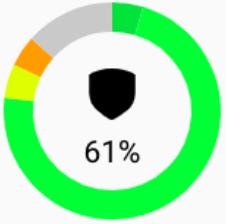
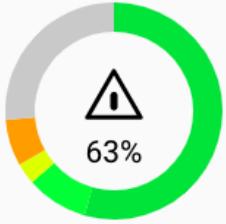
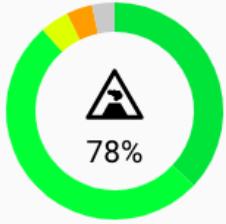
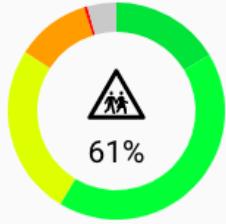
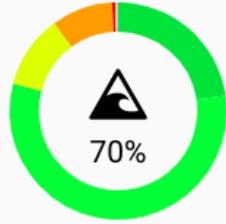
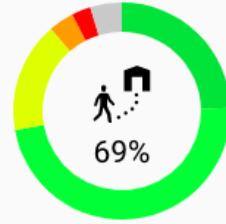
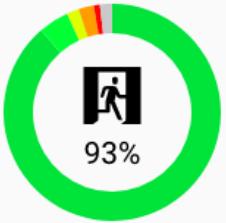
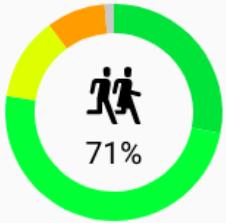
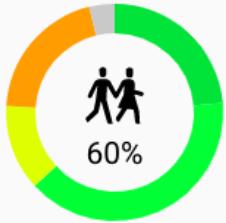
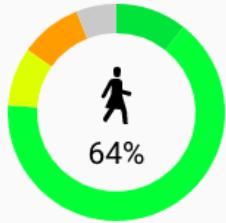
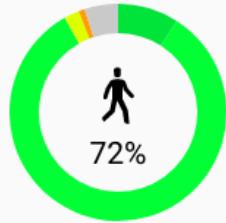
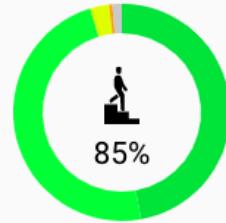
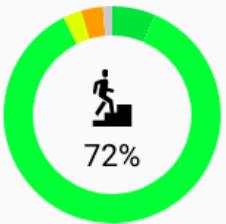
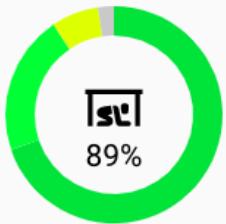
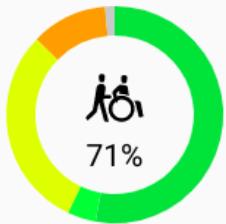
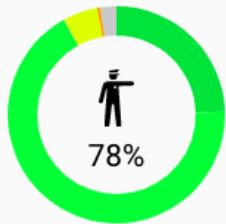
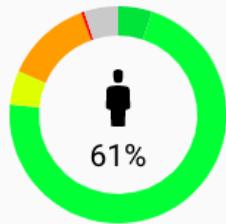
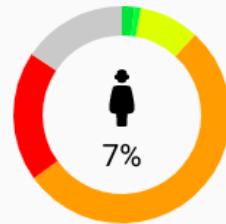
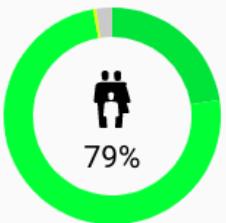
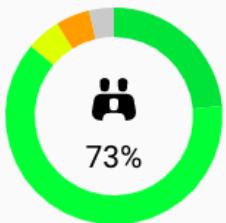
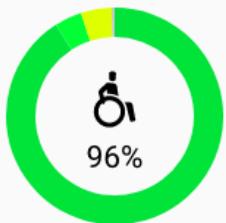
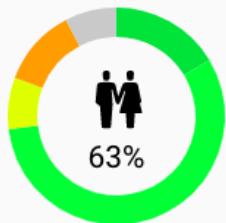
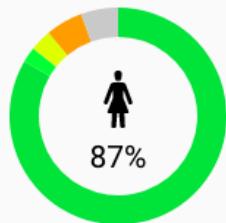
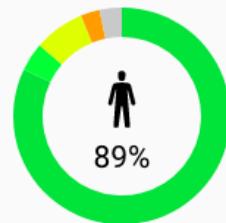
Meaning performance

72 icons tested / KPI: Meaning + Differences

Based on Brugger, 1999; Olygay, 2003; ISO, 2007; Frascara, 2011

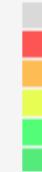
Meaning

Based on test for Guemil Project, icons for emergency



Resultados de Significado

Basados en los test del Proyecto Guemil, iconos para la emergencia



Workshop: DIY Signs for Emergency



0 • Define: Context + Users



1 • Sign



Symbol 1

1 • Sign



+



+

Vertical

Symbol 1

Symbol 2

Text

1 • Sign



+



+

Vertical

=



Symbol 1

Symbol 2

Text

Sign

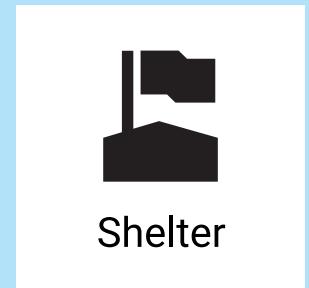
2 • System



Stop



Evacuate



Shelter

System



min



Caution
Keep
Hold
Move
Be Outside

Food
No
Yes

Zones
Threat
Food
Emergency Zone
A

Access Control
Be Aware of Your Surroundings
Keep People Out
Keep People Inside
Keep People Outside
Keep People Off
Safe
Shelter
Information
Hazard
Assembly
Evacuation
Emergency
Ask
Entry
Emergency
Not Available
Message Prohibited
Yes
No
Happy
Unhappy

Evaluating results

This is a fast checklist for a process that takes longer and is far more intricate than a 30-minute workshop.

Achieving a balance between beauty, function and usability performance is a hard task: A good [info] design takes time!

Design + Performance

Visible?	<input type="checkbox"/>	Consistent?	<input type="checkbox"/>
Legible?	<input type="checkbox"/>	Comprehensible?	<input type="checkbox"/>
Attractive?	<input type="checkbox"/>	According to User Needs?	<input type="checkbox"/>
Clear Message?	<input type="checkbox"/>	Appropriate to Context?	<input type="checkbox"/>
Calling to action?	<input type="checkbox"/>	Adaptable?	<input type="checkbox"/>



¡Gracias! Thanks!

