

nRF52810



Custom persona

Describe your persona, can be
yourself or anybody else.



Personas

P-1



PERSONAS

Target users for the idea.



Guests

A group of people who are visiting
an office for a business meetings.



Personas

P-2



PERSONAS

Target users for the idea.



Manager

A group of people that has a task to manage a large group of employees and their performance.



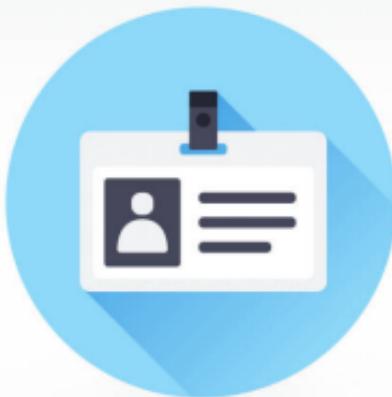
Personas

P-34



PERSONAS

Target users for the idea.



Employees

A group of employees in the office who cooperate together for a job task.



Personas

P-3



PERSONAS

Target users for the idea.



Facility Service manager

A group of people who are managing the facility service workers.



Personas

P-4



PERSONAS

Target users for the idea.



Facility service workers

A group of people who are cleaning and maintaining company facilities.



Personas

P-5



PERSONAS

Target users for the idea.



Receptionist

A group of people who are working
at a front desk.



Personas

P-10



PERSONAS

Target users for the idea.



Custom scenario

Describe your own scenario or
societal challenge.



Scenarios

SC-1



SCENARIOS

Context traces where the idea is applied.

Participation

How can technology help to promote awareness of building sustainability initiatives? Put technology in the occupants' hands and track the feedback in a repeatable and statistical way. Ask questions and make inferences on what occupants in the building do everyday, how they use the space, how they feel about their work environment, or how productive they are.



Scenarios

SC-2



SCENARIOS

Context traces where the idea is applied.

Sustainability

Buildings account for 40% of global GHG emissions and remain stubbornly inefficient. How to make buildings to operate at optimum energy levels?



Scenarios

SC-3



SCENARIOS

Context traces where the idea is applied.

Comfort

How can technology help to increase employees comfort in the office? Put technology in the occupants' hands and track the feedback how they feel about their work environment, or how productive they are.



Scenarios

SC-4



SCENARIOS

Context traces where the idea is applied.



Custom sensor

Describe your own sensor.



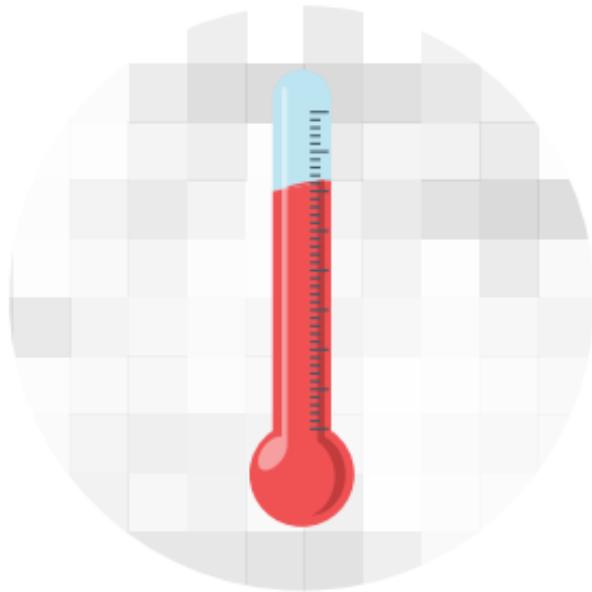
Sensors

SN-1



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Temperature

Temperature data from the ambient surrounding the object.



Sensors

SN-2



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Humidity

Air humidity of the ambient where
the object is placed.



Sensors

SN-3



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Weight

Weight or change of weight of the object.



Sensors

SN-4



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Air quality

Quality of the air surrounding the object.



Sensors

SN-5



SENSORS

Sensors that register some aspect of
the thing's surroundings.



GPS coordinates

Latitude and longitude
coordinates of the object.



Sensors

SN-6



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Water quality

Water quality of the ambient
where the object is placed.



Sensors

SN-7



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Noise

Noise data from the ambient
surrounding the object.



Sensors

SN-8



SENSORS

Sensors that register some aspect of
the thing's surroundings.



Energy

Energy usage of the object.



Sensors

SN-9



SENSORS

Sensors that register some aspect of
the thing's surroundings.

Reflective learning

GOAL

Create a concept that helps an individual or company to form or change a (long-term) habit through reflection.

EXAMPLE

A column that visualises company energy consumption over time on a office space.



Missions

M-22



MISSIONS

The purpose, value or utility that the IoT product provides to people.



Trash bin

A trash bin for waste or recycling.



Things

T-28



THINGS

The physical objects that are augmented with technology to be made interactive.



Light bulb

A light bulb used in indoor or
outdoor lamps.



Things

T-32



THINGS

The physical objects that are augmented with technology to be made interactive.



Building

A office building.



Things

T-35



THINGS

The physical objects that are augmented with technology to be made interactive.



Stairs

Stairs in office buildings.



Things

T-36



THINGS

The physical objects that are augmented with technology to be made interactive.



Car

A vehicle that is company owned.



Things

T-41



THINGS

The physical objects that are augmented with technology to be made interactive.



Car sharing

Data from a car sharing service
such as car2go.



Services

S-26



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.



Double tap

The user taps the object, with a double tap.



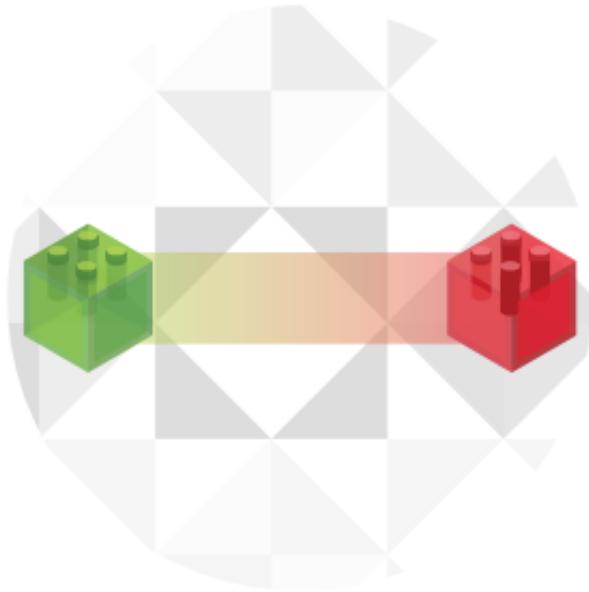
Human actions

A-10



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.



Color fade

The object changes its color gradually fading into a new one.



Feedback

F-10



FEEDBACK

How the object can communicate
back to the user.



Timeline

Display collected or input data over time.



Feedback

F-11



FEEDBACK

How the object can communicate
back to the user.

Plan & Do Activity

WHAT

Ideas that support planning, doing, monitoring, or simulating an activity.

HOW TO JUDGE

Does the tool help the user:

- do or plan an activity
- simulate an activity
- collect data about the activity, used later to recall experiences



Criteria

C-11



CRITERIA

Different criteria to help you evaluate
the ideas you come up with.

Reflection trigger

WHAT

Ideas that trigger reflection.

HOW TO JUDGE

Does the tool help the user:

- signalize what to reflect about
- invoke others in reflection



Criteria

C-12

Conduct reflection

WHAT

Ideas that support a user or group during reflection by providing the required data, contributing to a concrete reflection outcome.

HOW TO JUDGE

Does the tool help the user:

- recall past activities experiences
- learn about related experiences
- understand experience meaning
- envision future activities



Criteria

C-13



CRITERIA

Different criteria to help you evaluate
the ideas you come up with.

Apply reflection

WHAT

Ideas that support implementing the outcome of reflection to create change.

HOW TO JUDGE

Does the tool help the user:

- access reflection outcome
- decide how to change behaviour
- involve others in the change



Criteria

C-14



CRITERIA

Different criteria to help you evaluate
the ideas you come up with.