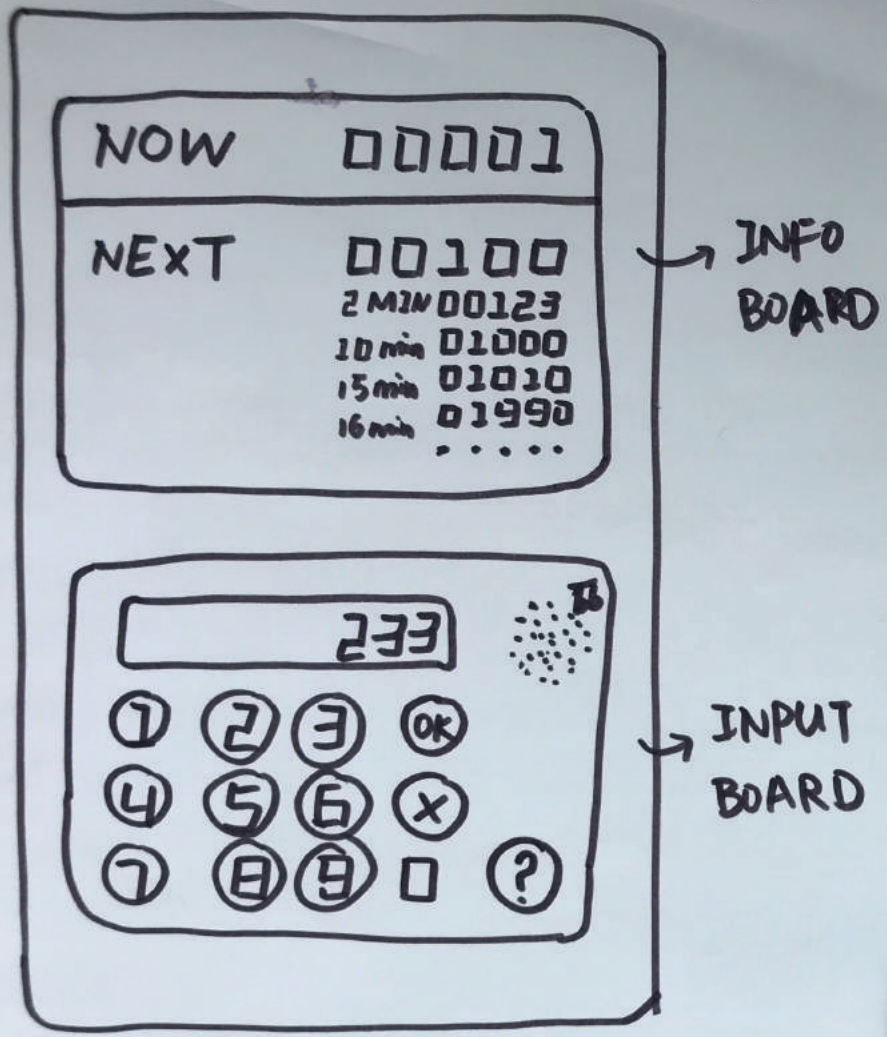
In this assignment, you will design alternative control interfaces for an elevator. A really long elevator. An elevator that can service all of the floors of a 10,000 floor building. Nevermind that such a building, at 30,000 meters (100,000 feet, or roughly 3-4 times higher than Mt. Everest) could probably not be built given current technology. Do consider, though, that at 20.5 m/s (the current top speed for an elevator, a record held by Shanghai Tower), it would take nearly 30 minutes to reach the top floor if there were no stops in between. Also consider that an elevator servicing so many floors would need to move a lot of people, suggesting a capacity of dozens, if not hundreds, of passengers.

There are three components to this assignment:

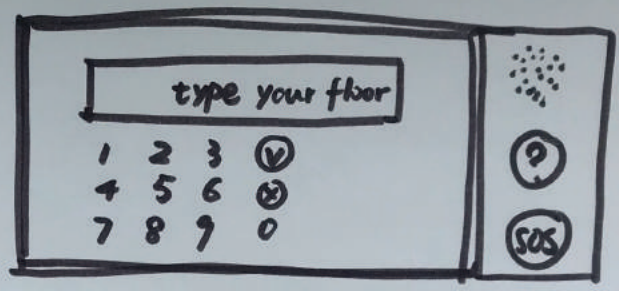
1. *Sketch 10 different designs for a control interface for such an elevator. Keep in mind that such an interface would make riders aware of the elevator status (current floor, time to desired floor) as well as providing control. Keep in mind, also, that you can take advantage of multiple points of interaction, including panels in the elevator or lobbies, personal devices, wearables, etc.*

Sketch 1

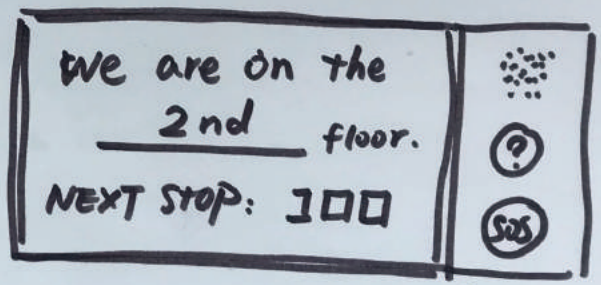


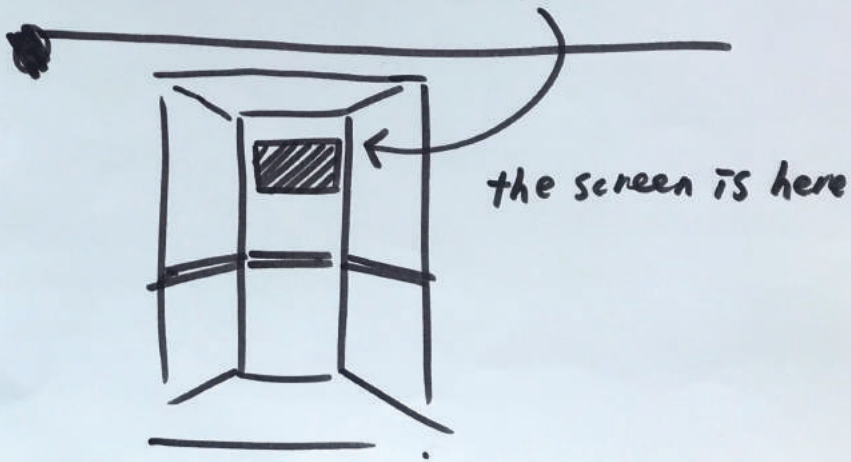
Sketch 2 A Screen

① Everytime People comes in

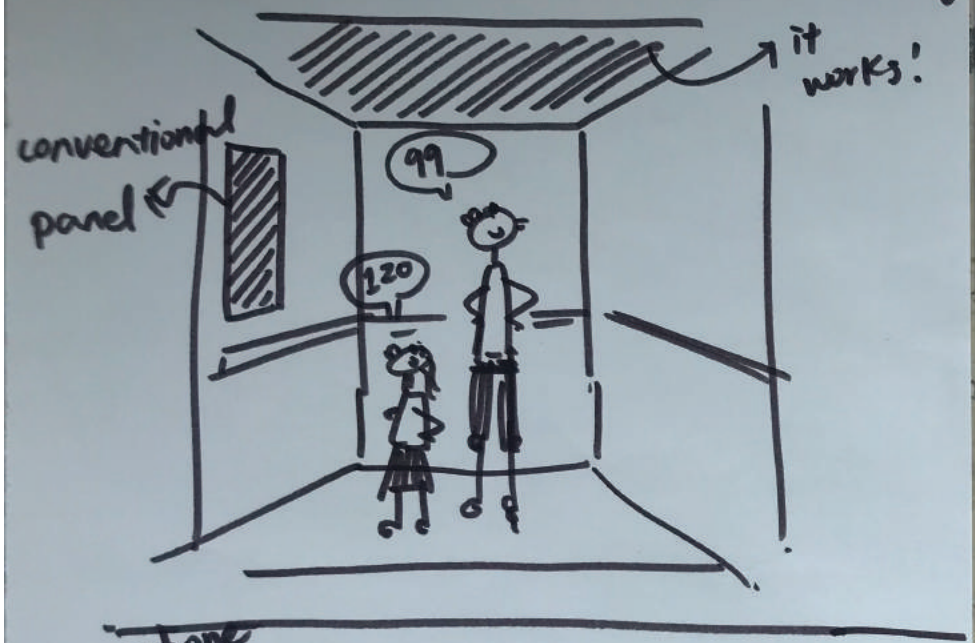


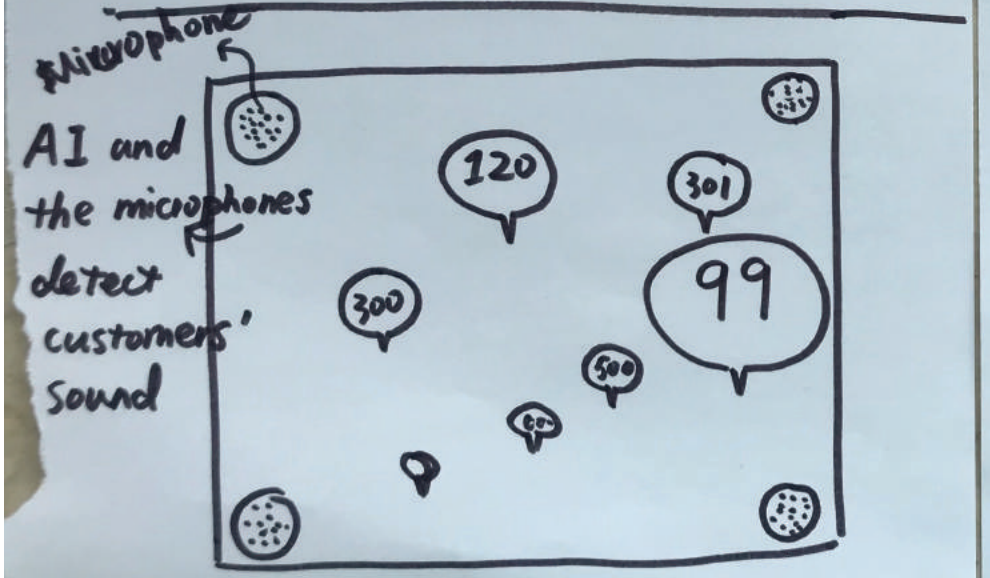
② once the elevator works



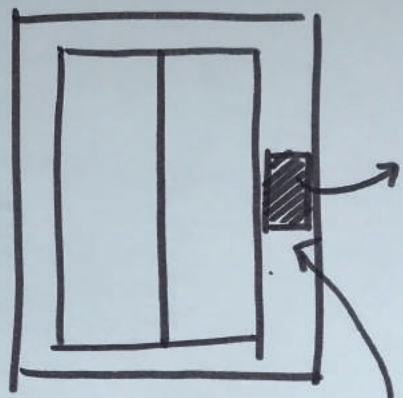


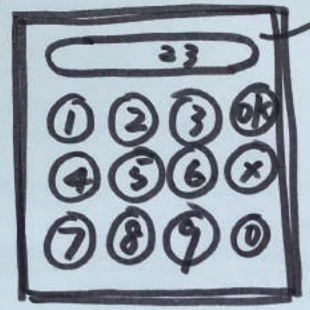
Sketch 3 A SCREEN ON THE CEILING

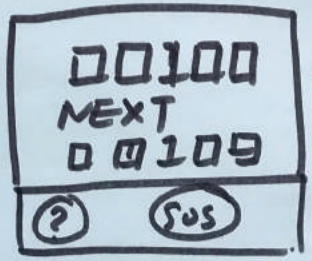




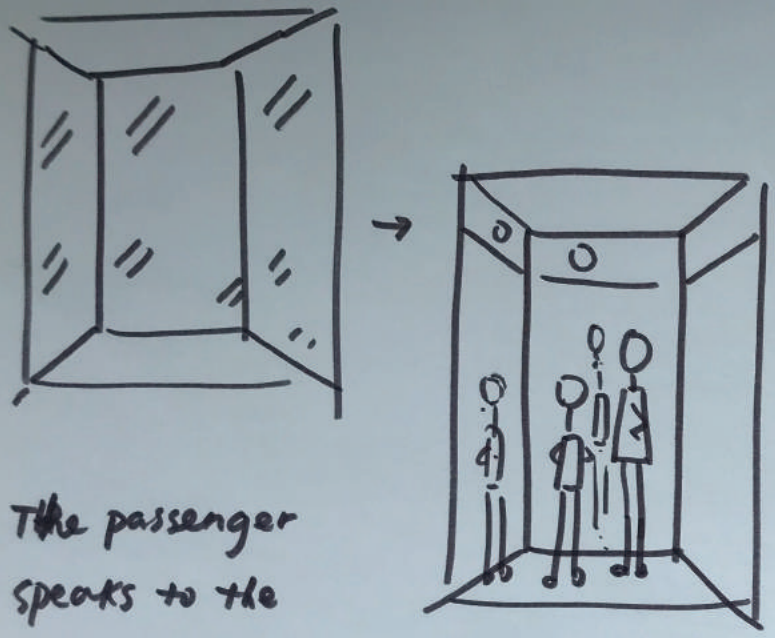
SKETCH 4



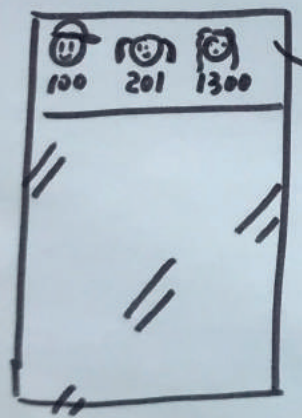




Sketch 5 MIRRORS !

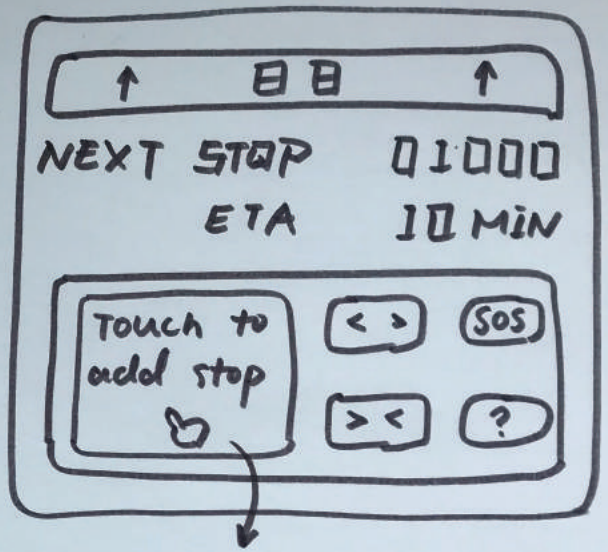


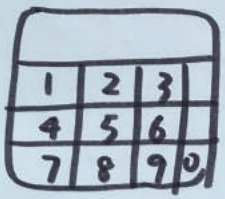
The passenger speaks to the mirror wall the wished stop.



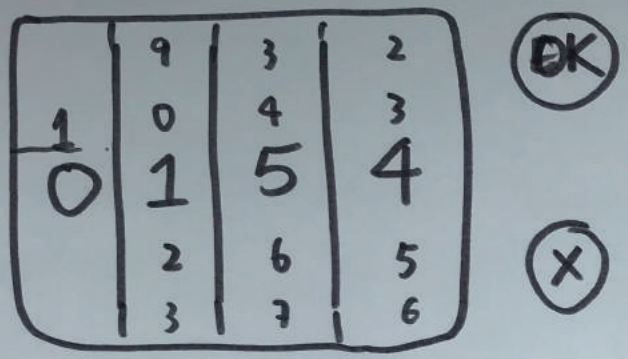
on the top of each mirror will show the relevant information.

Sketch 6



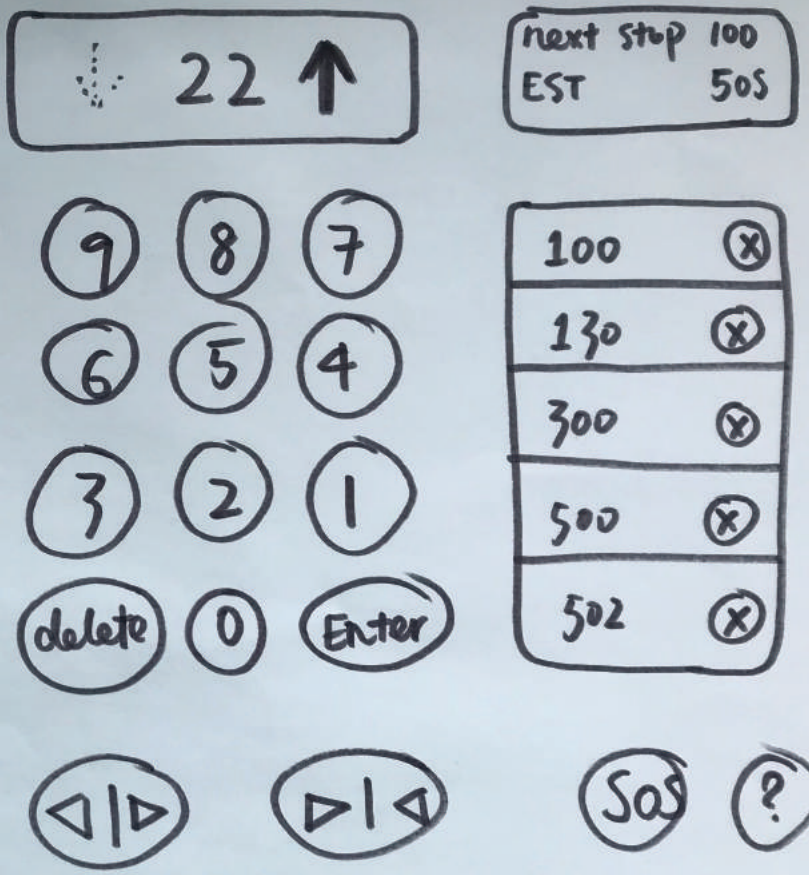


SKETCH 7

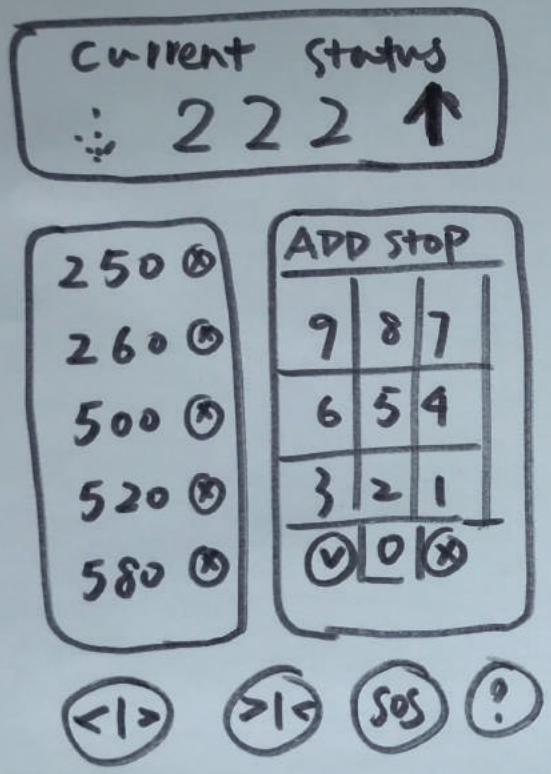


criteria:
① easy to ~~type~~ yield stops
② relevant information
③ easy to understand.

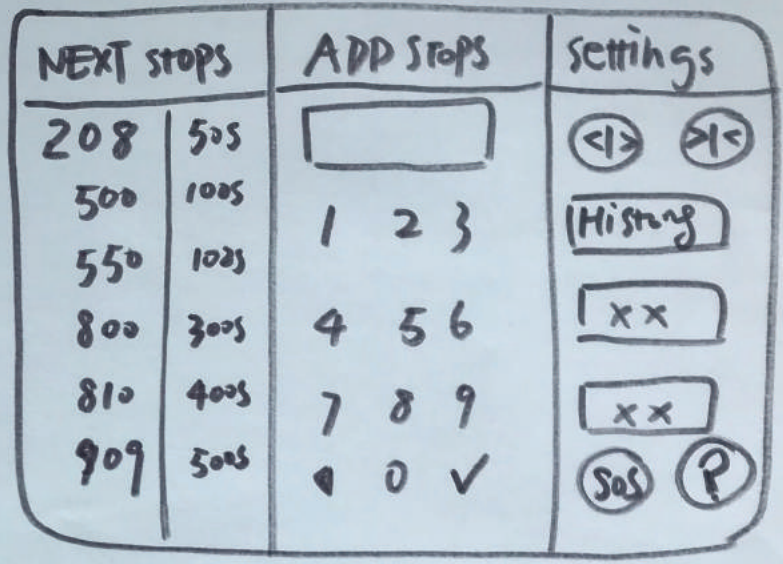
Sketch 8



Sketch 9



SKETCH 10



2. *Reflect on your initial sketches, and determine which design ideas are the most promising and worthy of further development. From these ideas, determine a set of criteria (characteristics that a successful design solution for this problem should have) and a set of constraints (factors that limit what design solutions would work--these could be technical, social, ergonomic, etc.)* ***Write down 3-5 criteria and/or constraints, with a brief (2-5 sentence) explanation of how you derived these criteria/constraints from your initial assignment.*** *Your resulting criteria/constraints should be narrow enough so that at least some of the ideas from your initial round of sketching would be excluded, but broad enough that several different particular designs would still be possible.*

3. *Keeping in mind your criteria and constraints, generate 10 new sketch ideas, attempting to diversify your ideas as much as possible within the established constraints.*

Criteria

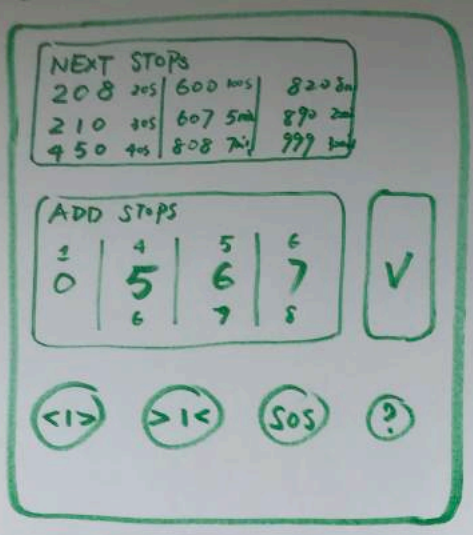
1.Easy to understand
it shouldn't take too much time for the user to interact with the interface. Thus, making the UI easy to understand and using some common UI elements are very necessary.

2.Editable
it is possible that the user type a wrong floor. Thus, the system should provide user the opportunity to edit or delete the wrong ones.

3.Consistency
The UI should present the same Aesthetic style or design language.

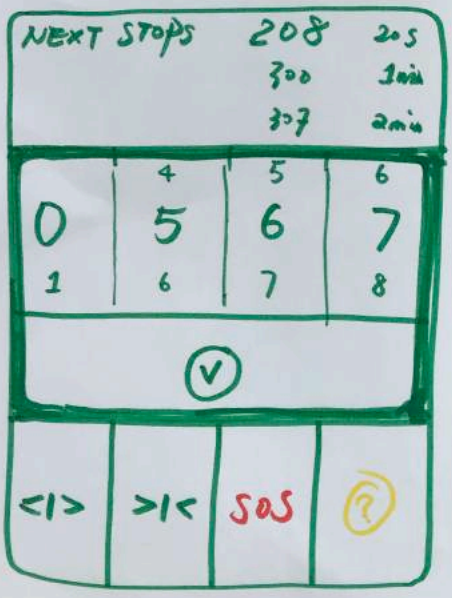
4.Help/SOS
The system should provide users help when they have difficulty in dealing with the interface and also SOS button when they need emergency call.

Sketch 1

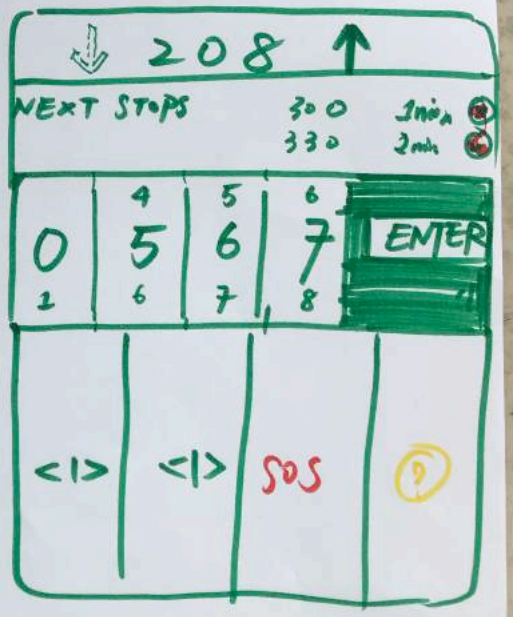


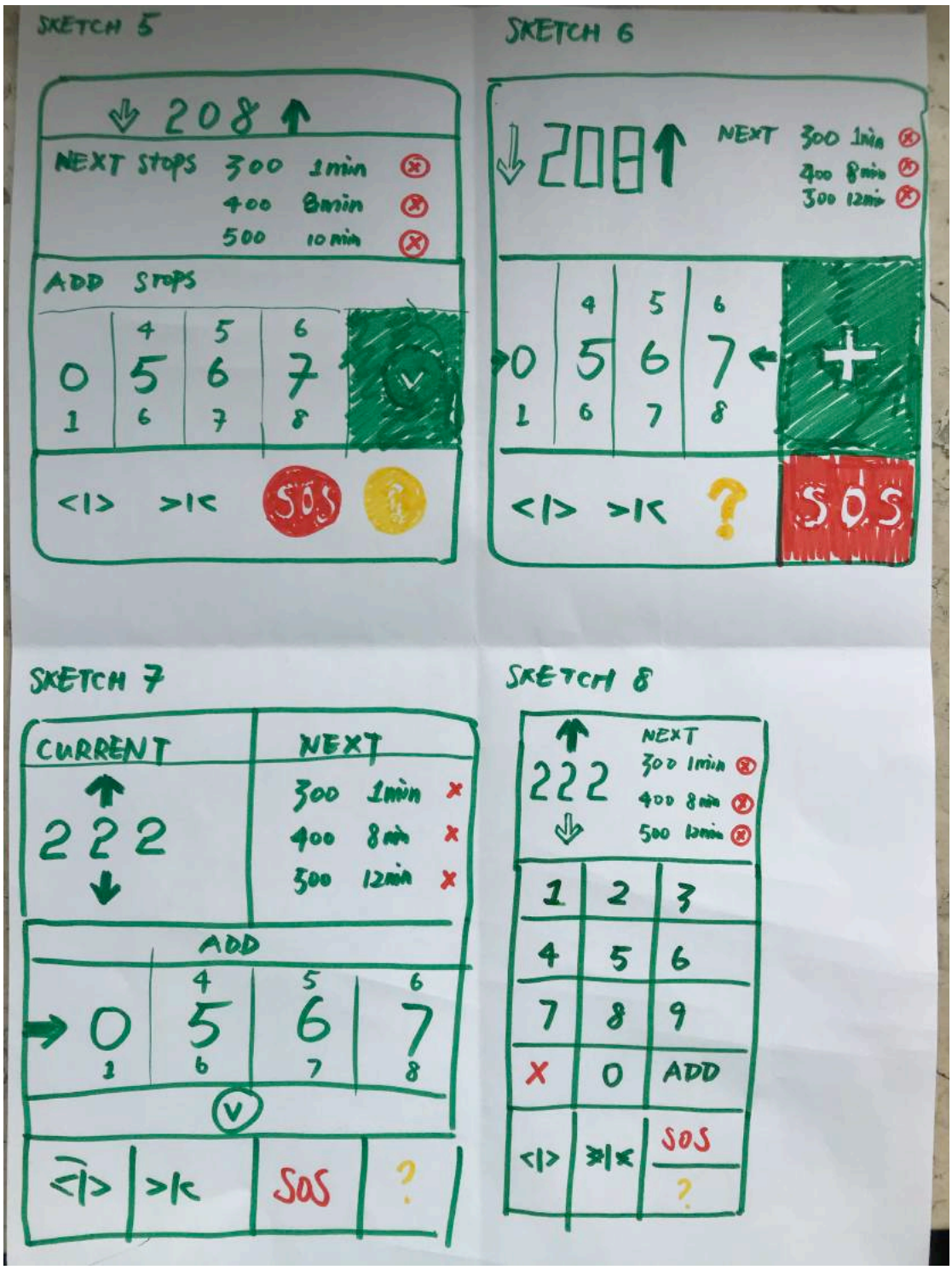
Sketch 2

Sketch 3



SKETCH 4




SKETCH 5
208
NEXT STOPS
300 1min
400 8min
500 10min
ADD STOPS
4 5 6
0 5 6 7
1 6 7 8
<I> >I< SOS
SKETCH 6
208
NEXT
300 1min
400 8min
300 12min
4 5 6
0 5 6 7
1 6 7 8
<I> >I< SOS
SKETCH 7
CURRENT
222
NEXT
300 1min
400 8min
300 12min
ADD
4 5 6
0 5 6 7
1 6 7 8
<I> >I< SOS ?
SKETCH 8
222
NEXT
300 1min
400 8min
500 12min
1 2 3
4 5 6
7 8 9
X 0 ADD
<I> >I< SOS ?