

DM2601 - Media Technology and
Interaction Design

FearTable

Eat. Chat. Connect.

Workbook

Designing in a World of Introverts



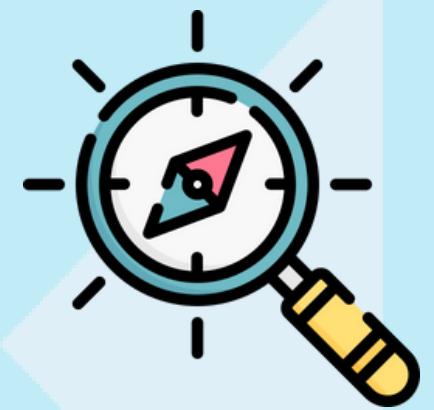
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Table of Contents

Heartable

Eat. Chat. Connect.

1	Design Process
2	Product Info
3	Background
5	Discover
9	Define
11	Develop
13	Deliver



Discover

Interview

Affinity Diagram

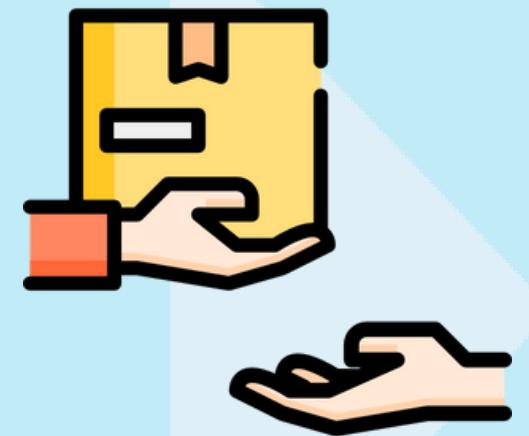
Questionnaire



Develop

Sketching

Prototyping



Deliver

Heuristic Evaluation

Focus Group

Wizard of Oz

Heartable

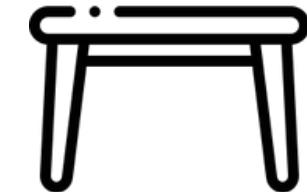
Eat. Chat. Connect.



Hear



Heart



Table

Are you **eating alone** and **feeling isolated**?

Heartable ***connects you*** with friends, family and strangers.

Never miss a chance to chat with your friends!

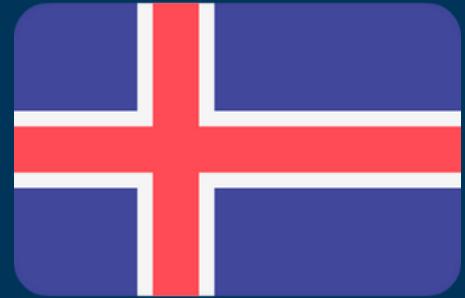
Background

Due to the nature of the human civilization getting overtaken by **introversion**, people with **extrovert** needs are left feeling desolate.

Within the design brief, we want to find an easier way for people to interact throughout their daily life without removing free time from their busy schedules.

Semi-structured Interview

Fheartable
Eat. Chat. Connect.



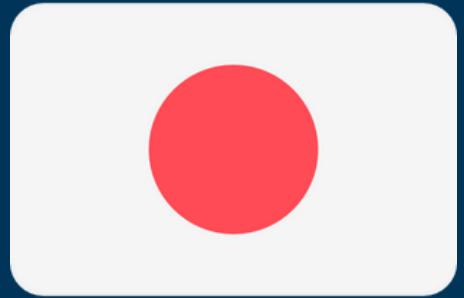
Iceland



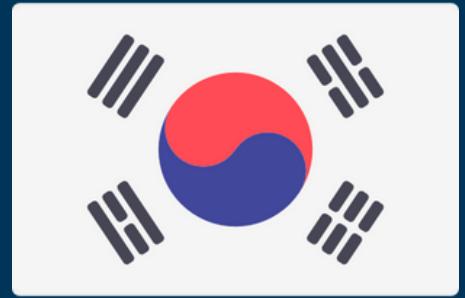
Germany



Slovakia



Japan



South Korea

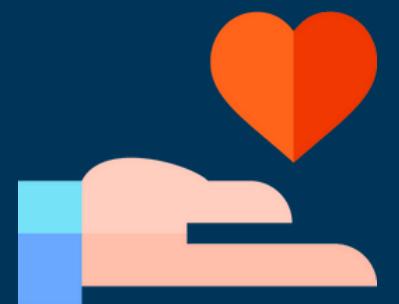
Four **scenarios** were generated to explore in the interviews:



Hobby Finder



Chat Checker



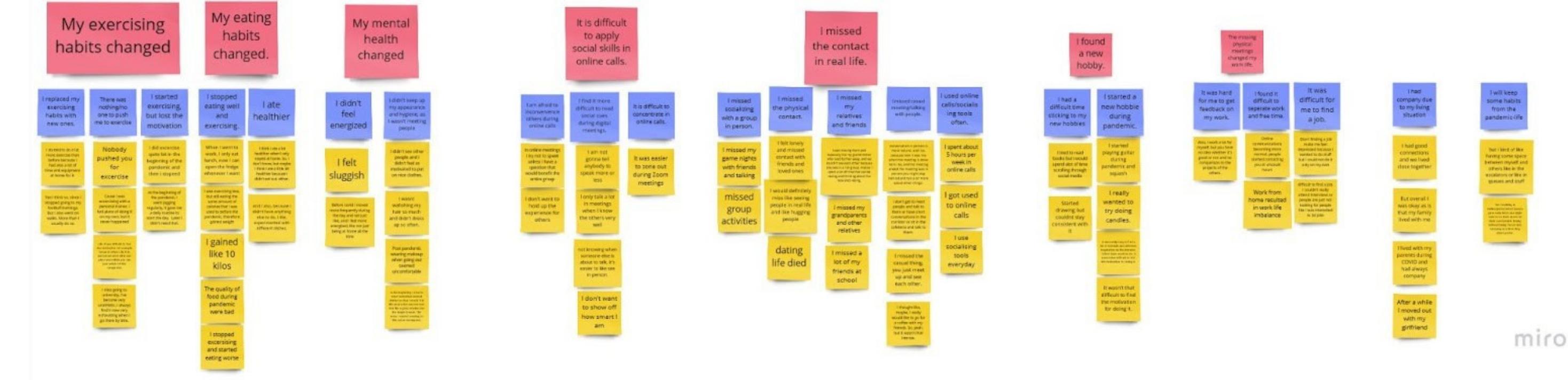
Hand Holder



Personal Coach

We asked 10 people to give us insights about their experiences during the COVID-19 pandemic and the resulting **difficulties** they faced regarding **meeting** and **chatting** with people. We evaluated the answers in an **Affinity diagram**.

Affinity Diagram



The Affinity Diagram helped us to **interlink patterns** between the **interviewees**.

We used those insights to generate **focus points**, which gave us an overview targeting the user's needs - then we "*walked the wall*", which led to our **most valuable focus point**.

"Walking the data creates a team focus for the vision"

- Beyer, H. and Holtzblatt, K. (1998)

Feartable

Eat. Chat. Connect.

Discover

5

Most valuable Focus Point

After **discussing** and **evaluating** the different focus points, we **voted** for the focus point shown on the right side.

Our research revealed evidence that interviewees missed having contact with their family and friends.

With our focus point at hand, we sent out a questionnaire to gain specific data regarding our research.



Questionnaire

We received **13 answers**. Participants ranged from the age 20 to 35. The results are condensed as follows.

1

No time

They feel like they **don't have time** to contact their friends. They plan to contact them, but then the day flies by.

2

Exhausting

They think it is **exhausting to contact their friends**. It starts with planning ahead, making time in the schedule, and agreeing on a timeslot.

3

Missing casual interactions

They **miss casually meeting their friends**. It was easier to see friends at the same time for lunch or in classes before. In isolation, they do not cross ways.

Persona Scenarios

2 Family

Kim **lives alone**, they miss their family. Kim does not know what the goings-on in their family's lives are and has **lost connection** with them. They **want to connect** again and keep up with their family.

1

School lunch

Sam could **group up naturally** with their friends during lunch since they were all in **school**. In the introverted society, **school is online** and it is **difficult** to assemble a group of friends for lunch since they are not in the same place. Sam misses their friends.

3

Small acts of love

Taylor **lives a busy life** and they want to **show care** and **love** to their loved ones but do **not** have enough **time** or **energy** to do so. They want to find an *easy* and *quick* way to show love to others.

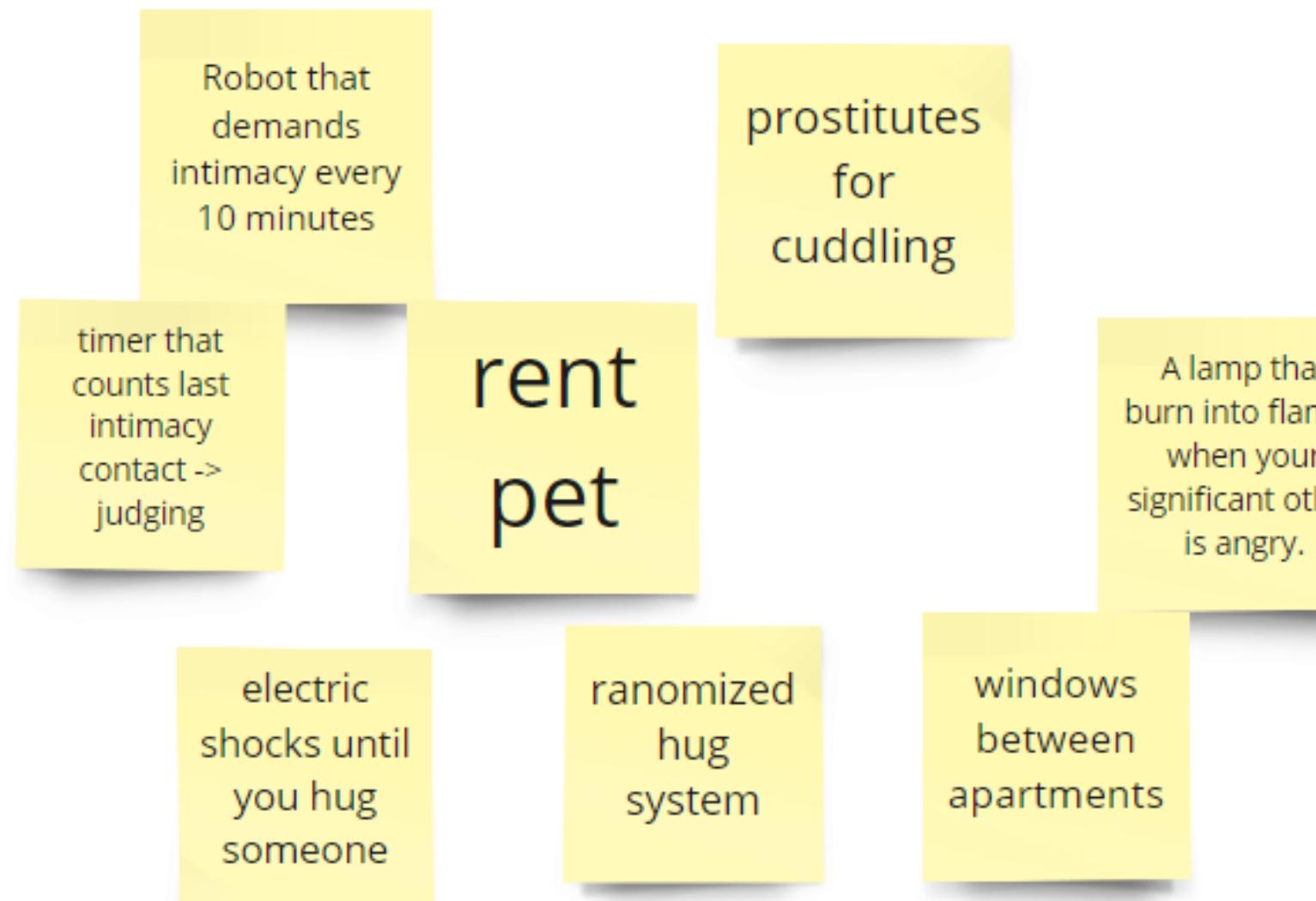
Our two overall goals

1. Develop a product which conveys a **sense of closeness**
2. Makes it easy and convenient to **interact with family and friends**

With those goals in mind, we started the *develop phase* using the method: ***worst possible idea.***

Worst possible Idea

We gathered our bad ideas.



KJ Brainstorming

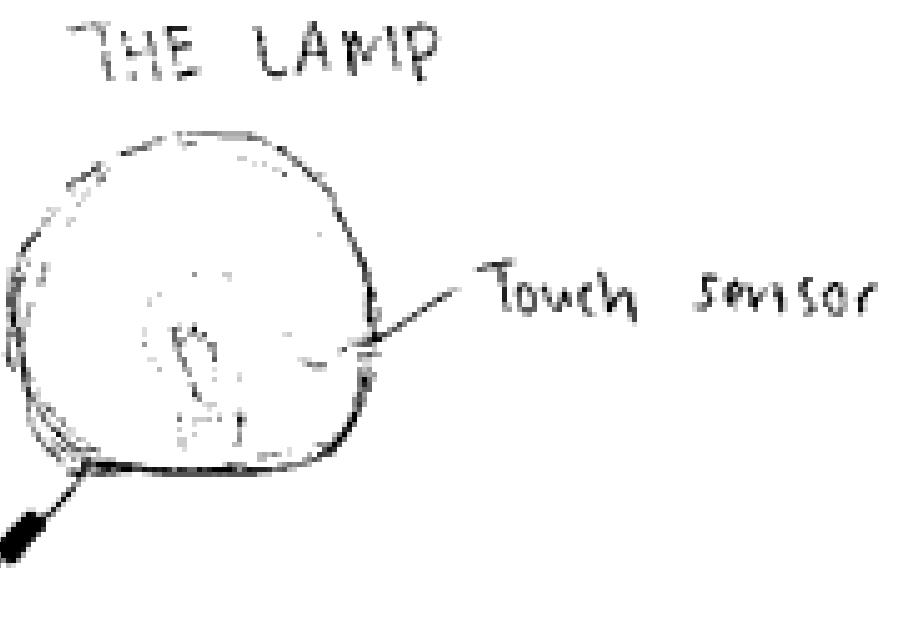
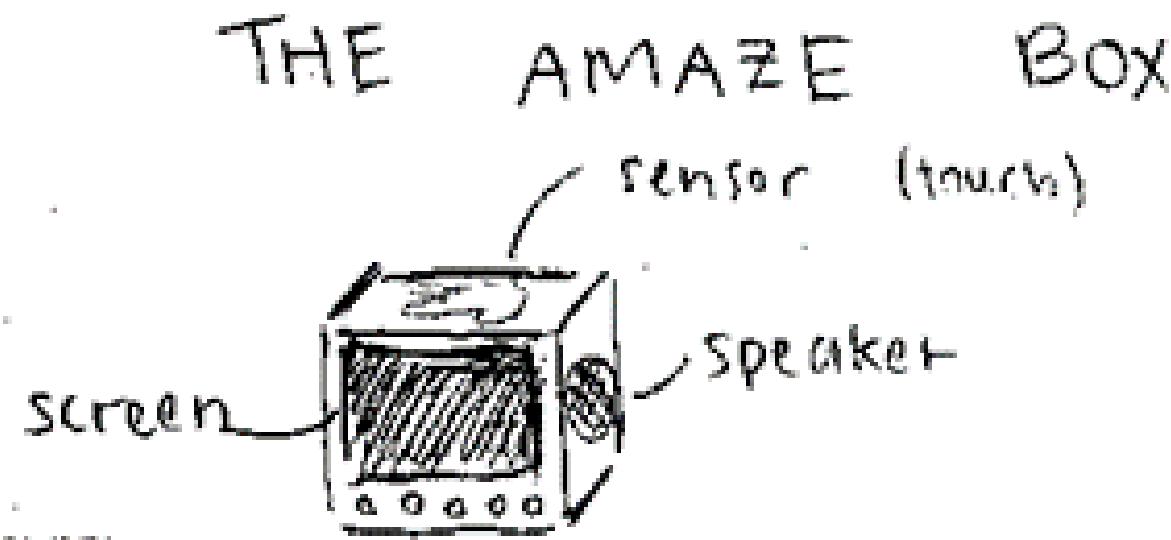
each person brainstormed by themself.
We then presented our ideas and clustered the core concepts.



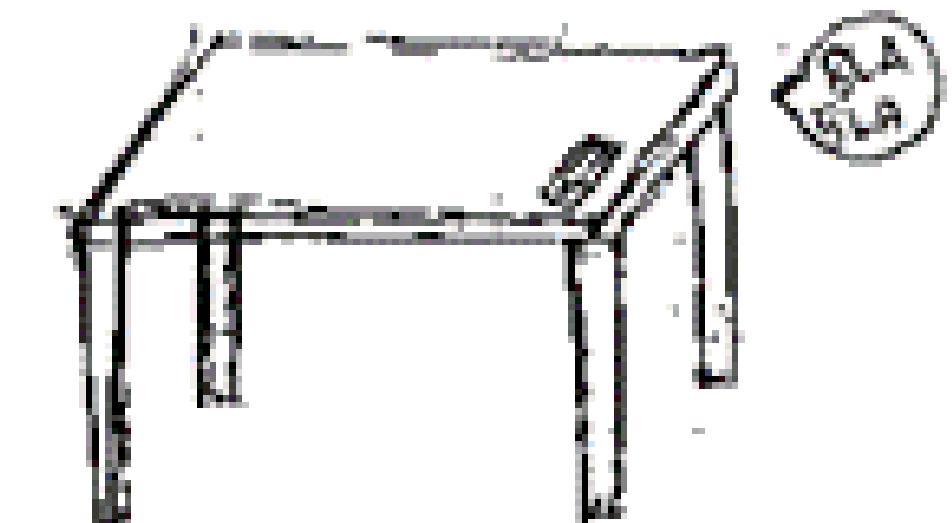
Sketching

Based on our generated ideas, we came up with four different sketches - we decided on **"The Table"**.

TALKING UMBRELLA



THE TABLE



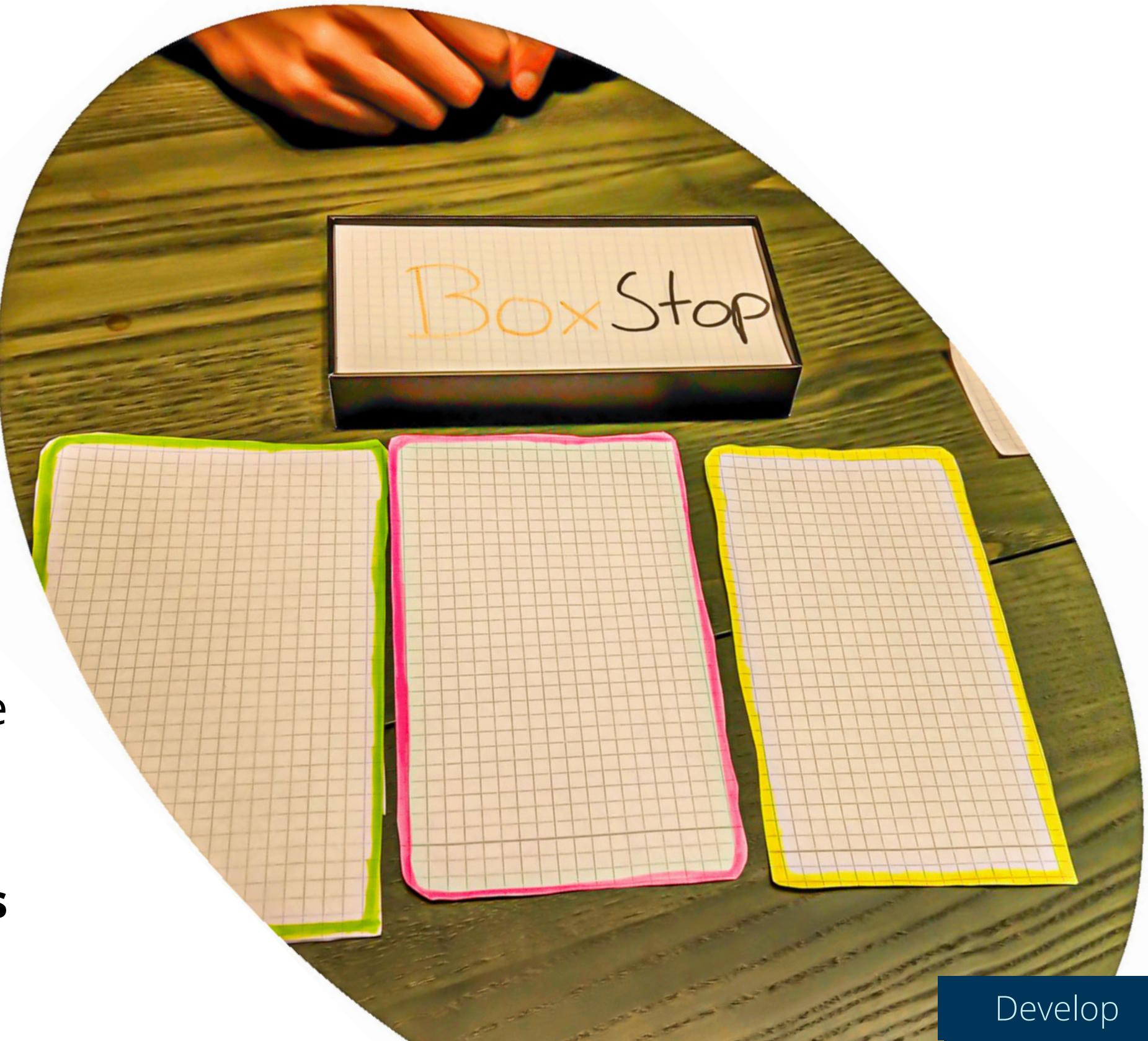
Prototype first iteration

Our **first prototype** was a **lo-fi** paper construction, with **materials** we had at hand. The prototype had the following **functionality**.

- 1 Place your phone in a box
- 2 Call a friend or a group of friends through voice-control

Don't get **distracted** by **notifications** or the temptation to scroll through **social media**.

The phone is **locked away** and you can **focus** on the **interaction** with your friends!



Evaluation

Focus group



Pros

Critical rethinking
Valuable Feedback
Different perspective

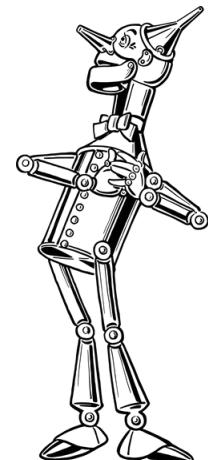
The **focus group** method and the **feedback** from the supervisor helped us to **finalize** our **product idea!**

Heuristic Evaluation

Flexibility and efficiency of use
Help and documentation



Visibility of system status
Recognition rather than recall



Wizard of Oz

Using our lo-fi prototype by **faking the hologram**, we were able to demonstrate the functionality without having the technology yet.

This gave the users an idea of how the product will reduce their isolation.



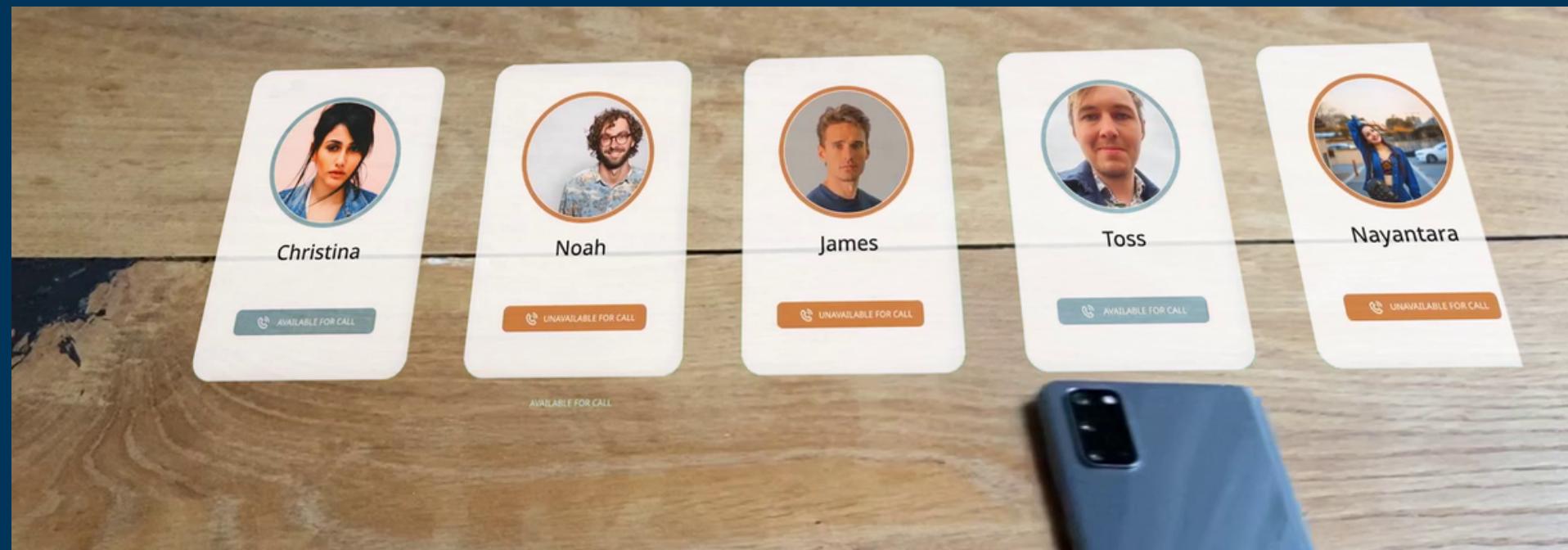
Prototype second iteration



Individual Call



- ① Put your phone vertically on the table
- ② Move your phone to select a friend
- ③ Make the call



Distant friends/family



Close friends/family



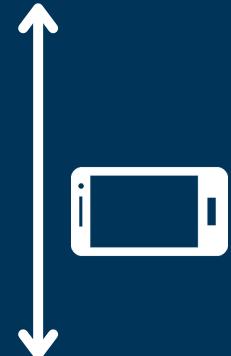
Group Call



- ① Put your phone horizontally on the table
- ② Move your phone to select a friends group
- ③ Make the call



Distant friends/family



Close friends/family



Random Call



A random person gets called
allows to interact with people from
around the world!

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