# Project 4i: Das Auto

# Team L

Shankar R Balasubramanian Mochen Liu Jason Lu

Mentor: Denique

# **INDEX**

# Content

- 1. Feedback
- 2. Core & Focus
- 3. Final sketch
- 4. Rationale

Appendix: Sketches

### FEEDBACK

Most of the feedback from the mentors and others in the cohort revolved around – safety, the car layout and the communication aspect discussed during our presentation. We think that the scale of our sketch didn't communicate the layout effectively. The table was felt unnecessary and other options could be explored. The feasibility and the comfort of rotating seats in a moving vehicle was questioned. As pointed out by one of the mentors, the interaction of switching between manual and self-driving modes would be a good area to focus on. Another question which was asked was, why our design focused on the communication aspect. We feel (like many pointed out) that our concept was fairly broad, and some digging is required.

### **CORE & FOCUS**

#### Core:

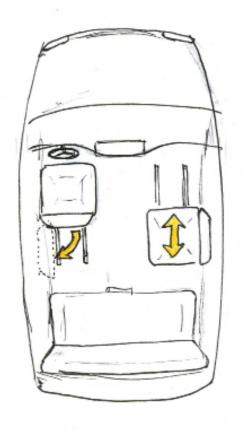
Help people communicate with each other in natural ways.

#### The Focus:

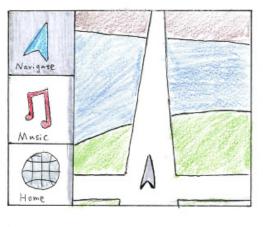
We focused on the dashboard panel inside the car for our iteration phase. The display panel facilitates collaboration and is always present to give the passenger a sense of where they are. This makes it a critical part of the design and required more detailing.

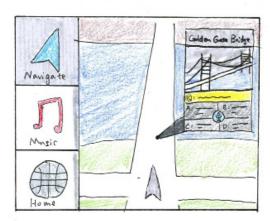
Our iteration aims to bring out these details and the subtle interactions between the passenger and the car. The final design tries shows the various states of the system through the dashboard panel – we have shown how it looks like when the user is driving, when the car is driving for them and when the user is trying to share content through the system with others.

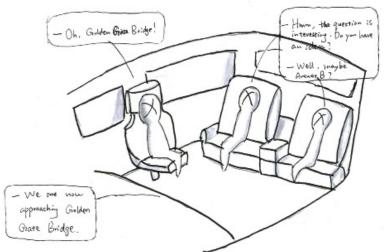
### **FINAL SKETCH**



1. We refined the layout and added some more details to it. Firstly, the scale of the sketch itself is not unrealistic anymore as criticised during our presentation. The seats can move back and forth and the back-rest is rotatable. This is much more efficient with space. A table is folded and stored in a small storage area in the middle under the back seat; which can be pulled out and propped in the center when required.

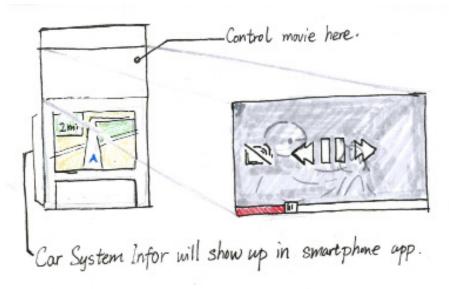




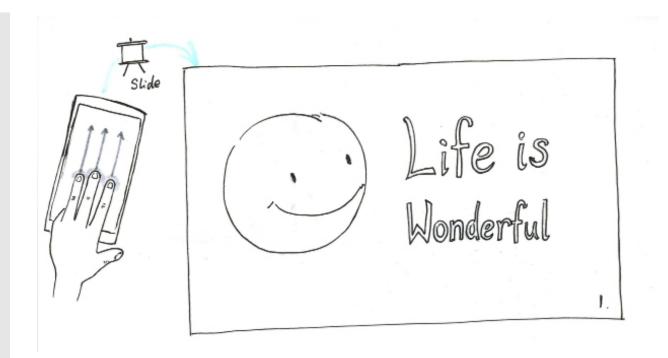


2. This picture shows a location-based quiz game. When the car is proaching Golden Gate Bridge, it will notificate passengers with voice message. Then, the display will be trigger a quiz game about Golden Gate Bridge. This will be helpful to promote a conversation between passengers.

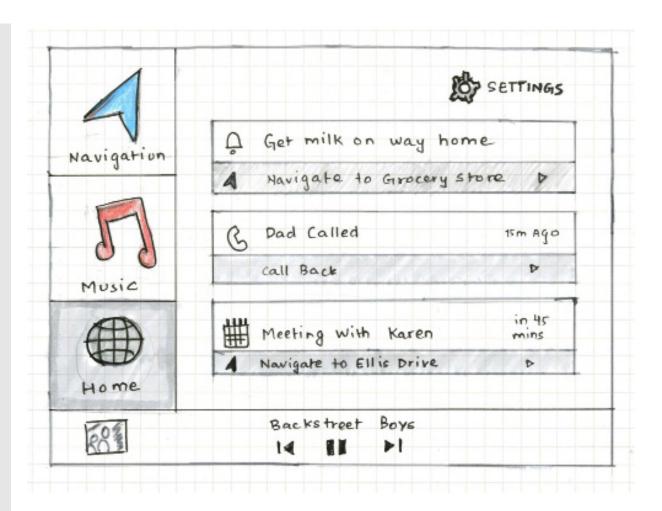




3. The display also shows movies and be controlled by smartphone. When the display is showing the movie, the navigation will transfer to screen on smartphone. For navigation is always important.



4. The display shows the slides for presentation and it controlled by smartphone. One can share the content using a 3-finger slide up gesture, which feels intuitive and natural.



5. The display shows some navigation information and personal notifications, such as to-do things and schedules.

### **RATIONALE**

Our final sketch is about highlighting the collaboration aspect of our design. The content sharing feature especially accentuates how easy it is to share a presentation or a movie with other passengers in the car. Other features like the location based quiz game promotes an environment where people can be engaged and learn as well. We are balancing utility and a seamless experience here through our system. As mentioned earlier, the system makes sure that the user has a good idea about where they are. To reflect that, the system always shows the car's position and navigation status on the map. Even when some content is being shared on the display in full screen mode, the map is shown on the smartphone. Once the content streaming/sharing is turned off, the route map is back up on the display panel in the dashboard.

Our final sketch is a storyboard – The user can interact with the system both when driving and in the self-driving mode. While the system can be interacted with at any time, the content sharing feature will be available only when the car is in self-driving mode – also, the user cannot rotate their seats unless they're in the self-driving mode; which ensures safety.

# **APPENDIX I SKETCHES**

