DATE: 10.10.2024	PROJECT NAME: Future Smart Home		Type of Research:	
ТIME: 02:50 AM	RESEARCHER NAME: Valentina Kiel		Reading articles, brainstorming, connecting studies to real life conditions	
Activities	Environments	Interactions	Objects	Users
People want to interact with things, they also like to look at beautiful designs.  They want to meet up with friends and family. Mobility is of high importance.  Care takers have a lot of mandatory activities to do on a daily basis.  People need to stay active and move around more often. We usually take the easiest routes, but sports is important.	Elderly care facilities can be harsh looking, furthering a feeling of coldness.  Several environments could accidentally be designed to make things more difficult than they need to be. It is best to take a look at evolutionary progresses in plants and animals to get inspired to try and come up with better product.  Design occurs naturally, people just have to make a connection to it to improve products.	Humans like to communicate and interact with their loved ones, when they've lost most of them, they can become very lonely. Care takers are often very occupied by work. If we could reduce certain mandated activities, they would have more time to talk to patients and give them some company.  Robots could do first interactions with patients, to give psychologists a brief summary of issues.	Climbing up stairs can become difficult with age.  Smartphones can be complicated to learn about, robots might be easier to interact with.  A privately centralised SmartHome system could assist with daily needs.  Products should always function intuitively!	dependent on wheelchairs, crutches or walkers, could benefit from a new form of transportation People who have got mental health problems need more