

MMCH INFORMATION HUB

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Concept Origin

Overflow of Information (ex. mails)



1st Level as Campus Connector



Cross-collaboration of Design & Architecture



Student disconnect in school



User Scenario

We aim to activate the first floor of MMCH as an information hub. Transferring, sharing, and altering information via the interaction of students, professors, and visitors of the past, present, and future. How can we connect the greater university to the rich history of the school of design, school of architecture, and the original women's college?

Information Recommendation

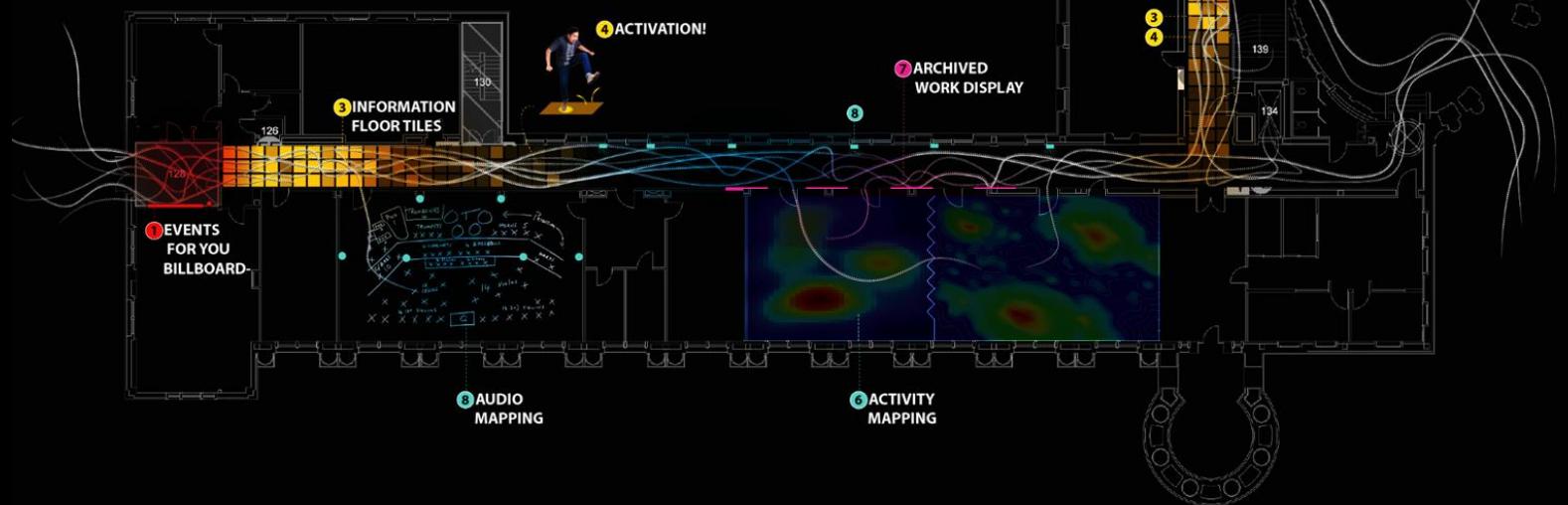
- 1** When you enter from the North, students can scan their ID cards in the vestibule to activate the billboard of surveys and events. It is able to pull your interests to reshuffle the billboard contents to hierarchically call out ones that match you.
- 2** The billboard when you enter from the rotunda are ID card activated to allow for graduate students & professors to suggest similar individuals that share interests similar to your research/ design project across SoA & SoD.
- 3** As you walk down the corridor, the floor tiles display the information from most important to you to least. You are able to see everything from the billboard as you walk: plans, surveys, events, projects, etc.
- 4** Tapping or jumping on a tile with information that intrigues you, the tiles will reset information, now lighting up the path to the professor's office or student group's classroom.

Information Exhibition

Can be explored orderless: tied to location.

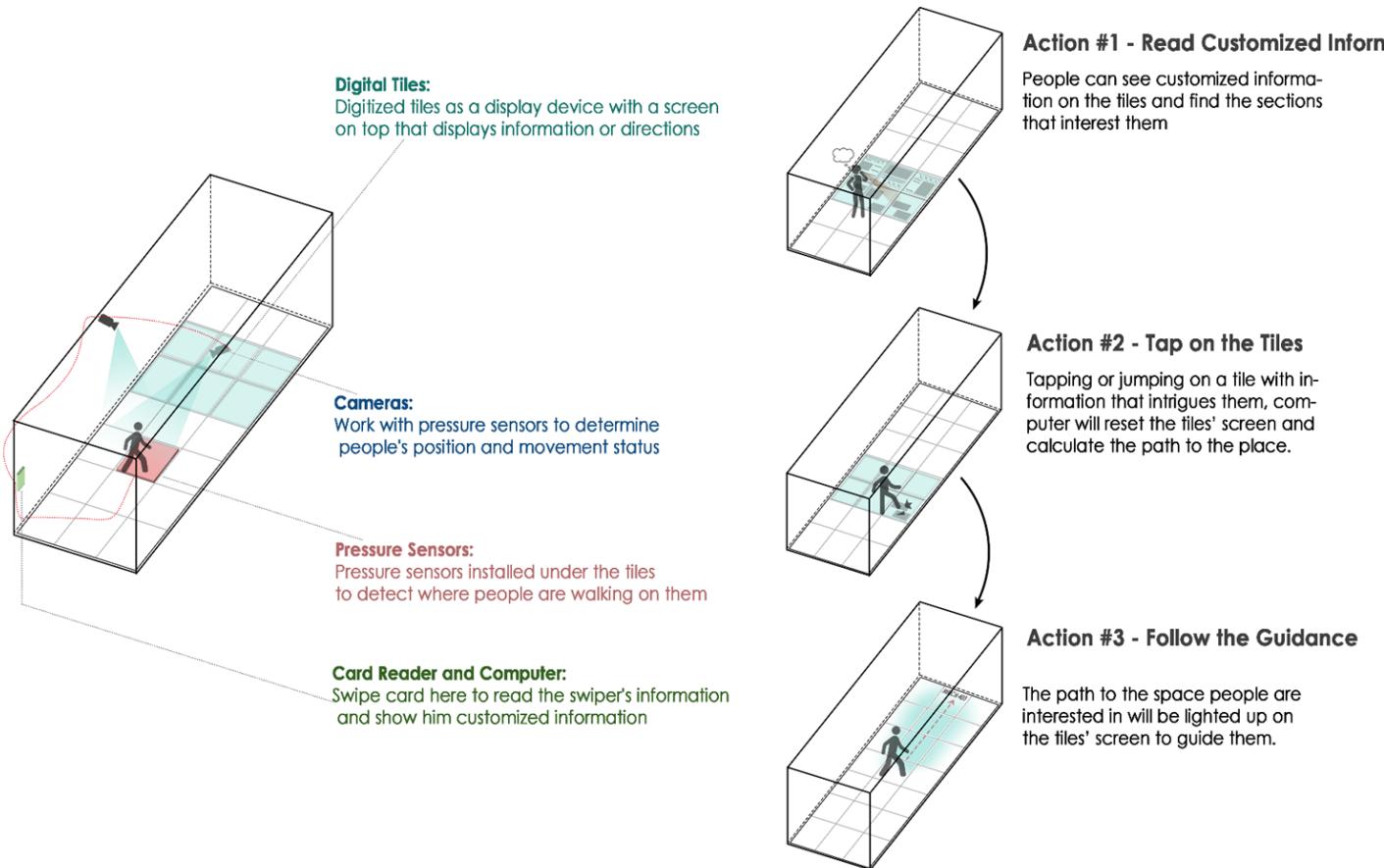
- 5** Portrait of Margaret Morrison hanging outside of 103 blinks and talks at you about history of the building & women's college when you walk up to it.
- 6** Color mapping activity via infrared cameras and high def microphone to translate activities in classrooms on mobile devices. Student on the go can check who is in the space.
- 7** All remaining billboards on floor 1 can look into archives of the past works displayed. A screen display.
- 8** Music practice room remembers the different group's sessions. The hallway can be asked to play back the practice audio at a later time.

Spatial Flow Diagram



Technology Diagram

Tech-Diagram 1 : Digital Tiles

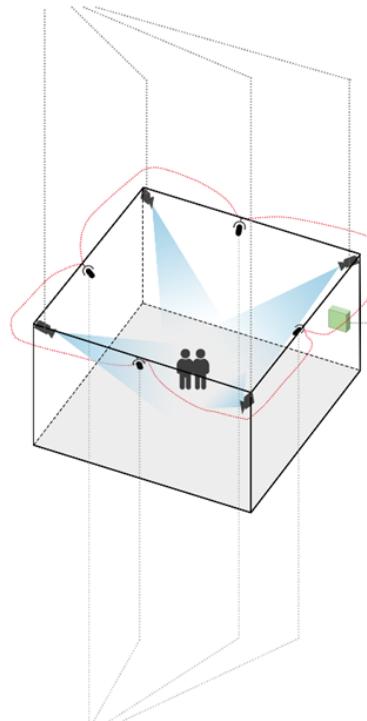


Technology Diagram

Tech-Diagram 2 : Activities Color Mapping

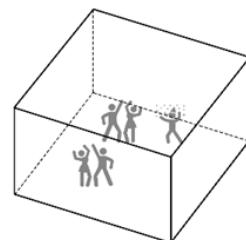
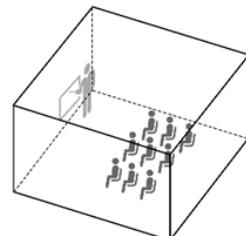
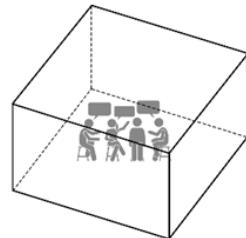
Camera : Detect human movement

If people are detected in the space, the room is **activated**



Computer:
Analyze people's activity
in this space.

Microphone : Record sounds and voices in the space.

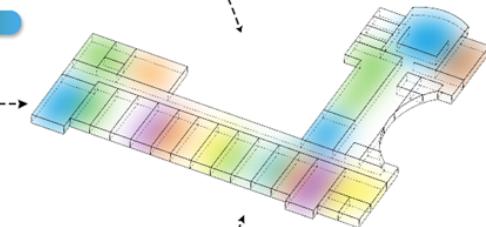


Example

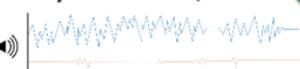
Activity #1 - Discussion/ Seminar



Voices from multiple people are detected, the tone is more formal and the person's movements are smaller.

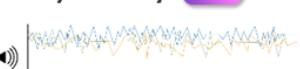


Activity #2 - Lecture / Course



The sound comes mainly from one person and his amplitude of movement is significantly higher than that of the others.

Activity #3 - Party



Noisy sounds that contain multiple sources, such as laughter and music, along with a high amplitude of human movement.