

Tiles Cards

Introduction

Tiles Cards have been created to inspire ideas for new Internet of Things products by fostering creative and collaborative thinking. Four sets of primitive cards inspire combinations of IoT components like everyday things, user interface elements, sensors and internet services. Divergent thinking is supported by mission cards, twenty provocative design missions centred on human needs and desires. Finally, criteria cards help converging and formalizing ideas by providing arguments to reflect and evaluate design outcomes. For each category we provide custom cards that can be personalised by end-users.

Tiles cards can be used by non-experts like kids, artists and makers with a number of idea generation techniques. The cards can be coupled with traditional participatory design techniques such as scenarios and personas and followed by prototyping explorations.

In the following we provide a simple playbook you can start with, but you can experiment with using the cards in different ways. We also offer a workshop package to learn about the Internet of Things and use Tiles Cards to design technology to solve real-world problems; please contact us at workshop@tilestoolkit.io

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For more information please visit <http://cards.tilestoolkit.io>



Department of Computer
and Information Science

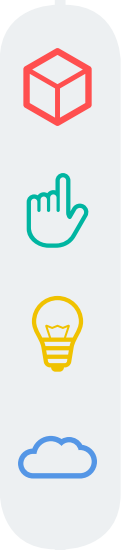


Playbook



1 Choose your mission

Missions cards propose twenty provocative design missions centred on human needs and desires. They aim at triggering design thinking by establishing a creative dialogue among players.



2 Explore and compose everyday things, digital services and user interfaces

There are different categories of cards that describe aspects of how an object can look, feel and respond. Combine these cards to form ideas for augmented objects to solve your mission.

Things cards suggest a set of everyday, low-tech things. These are the objects that can be augmented with technology to become connected and interactive.

Data channels cards list popular services or apps that can communicate with the objects, either to provide them with data that trigger an action, or to receive data from the object.

Human Actions and **Feedback** cards describe how people can interact with augmented things and how the things communicate information back to the user.



3 Sketch out your idea

Use pen and paper to sketch out your idea. Describe how the augmented object is used and what values bring to the users,



4 Reflect and improve

Criteria cards help users to reflect and evaluate their design outcomes by looking at their ideas through a set of nine critical lenses, acting as triggers for collaborative reflection. Criteria encourages trade-offs discussions and enable finding inspiration for future design iterations.

Tiles Cards

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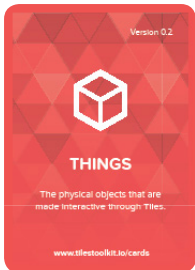
Missions cards

21 cards in total

M1 - Custom mission
M2 - Trojan Horse
M3 - Coded Information
M4 - Habit Changing
M5 - Social Interaction
M6 - Enjoyable Objects
M7 - Time-saver

M8 - Transactions
M9 - Immortality
M10 - In the Mood
M11 - Omniscience
M12 - Obstacles
M13 - Feeling blue?
M14 - Teleportation

M15 - Tangibles
M16 - Sixth sense
M17 - Safekeeping
M18 - Super shopper
M19 - Big Brother
M20 - Telepathy
M21 - Expression



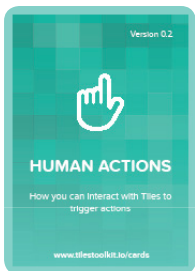
Things cards

25 cards in total

T1 - Custom thing
T2 - Bike
T3 - Wallet
T4 - Watch
T5 - Eyewear
T6 - Keychain
T7 - Pen or pencil
T8 - Luggage
T9 - Clothing

T10 - Refrigerator
T11 - Office desk
T12 - Shoe
T13 - Headgear
T14 - Camera
T15 - Piggy bank
T16 - Furniture
T17 - Coffee cup
T18 - Umbrella

T19 - Sports equipment
T20 - Plant
T21 - Jewelry
T22 - Medication
T23- Pets
T24 - Stove
T25- Shower



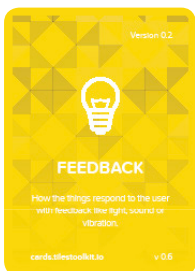
Human actions cards

9 cards in total

A1 - Custom action
A2 - Rotate
A3 - Shake

A4 - Drop
A5 - Lift
A6 - Tilt

A7 - Location change
A8 - Tap
A9 - Proximity



Feedback cards

9 cards in total

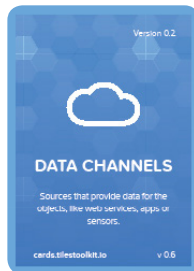
F1 - Custom feedback
F2 - Emoji
F3 - Motion

F4 - Text
F5 - Sound
F6 - Color change

F7 - Blink
F8 - Vibrate
F9 - Shapeshift

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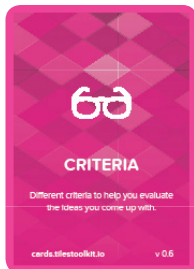
Data channels cards

25 cards in total

D1 - Custom channel
D2 - Health and fitness
D3 - Mail
D4 - Bank account
D5 - Weather
D6 - Twitter
D7 - Instagram
D8 - Facebook
D9 - To-do list

D-10 Cloud documents
D11 - Maps
D12 - Calendar
D13 - Stocks
D14 - Traffic
D15 - Public transit
D16 - Storage
D17 - Messages
D18 - Music

D19 - News and sports
D20 - Alarm
D21 - Car
D22 - Public webcam
D23 - Marketplace
D24 - Smart speaker
D25 - Smart home



Criteria cards

10 cards in total

C1 - Custom criteria
C2 - Innovation
C3 - Enjoyment
C4 - Utility

C5 - Attraction
C6 - Creativity
C7 - Feasibility
C8 - User friendly

C9 - Market potential
C10 - Sustainability