Workbook

Design Brief

We have been designing in a **World of Introverts**. We imagined a world in 10 years time, where people become more private and less open to socializing in the ways that were usual before the Covid pandemic.

The design brief was an invitation to think of new technologies that could **support extroverts** to navigate in a world where **Introversion is the new normal**.

Our interpretation of Introverts vs extroverts in an Introverted world was that they both need physical interaction but needs different forms of support.

Research

We held interviews with 3 people that fulfilled two criteria.

Affinity Diagram

From the interviews we collected quotes and with the help on an affinity diagram we clarified four **key user problems.**

Problem

We decided to design for solving the problem: **Loneliness caused by the lack of physical interaction**

Persona

We changed the target group from "single students living alone" to just "students living alone"

EMELIE

Age: 19
Occupation: Student
Status: Single
Housing situation: Living alone

Emelie is a girl who enjoys watching movies and spending time with her friends. However she also values her alone time to gain energy. Emelie has been quite heavily affected by the Introverted world. Because of the lack of spontanious social interactions, as well as studies gone digital, she has felt a lot of loneliness.

NEEDS

- Casual social interactions
- Time alone
- Friends

MOTIVATIONS

- Time management challenge
- Space anxiety

ACTIVITIES

- Being on the internet & hung out
- Watching movies & cook

PAIN POINTS

- Watching out to others events that she thinks she should be invited to, but feels uncomfortable to social interactions
- Anxiety

Empathy Map

Brainstorming

How can we solve **loneliness** caused by lack of physical interaction?

How can we help people to **reach out** to each other?

From brainstorming to prototype...

Final idea

Mirrow

We wanted to create a smart mirror that helps people to reach out to each other spontaneously and talk through the mirror.

The mirror matches two friends based on their availability, how long it's been since they did something social and provided that they are both at home. It then encourages them to plan something together by using an integrated activity planner.

The matching of friends is based on a contact list that they conduct personally by following each other.

Lo-Fi Prototype

Our lo-fi prototyping process started with sketching and cardboard cutouts to create a prototype of a mirror. We presented the idea on the final crit session and got feedback.

Hi-Fi Prototype

Our test users, who know each other but were unknowingly matched, were placed in separate rooms. They could then communicate through the **hi-fi prototype** of our mirror.

We used one Zoom call for **communication** and monitoring. Another one was used for screen sicaring our **activity planner** that we steered as they were talking, in order to simulate **voice assistance**.

Activity Planner

In the hi-fi prototype we included an activity planner that was used in the experiment was created in **Figma**. Here is an example interaction...

What the were thought

- Liked the spontaneousness
- Camera should be turned off when not using the mirror
- Wanted to see themselves

Future Exploration

- Group Calls
- See yourself or not
- Perfecting the match making

Thank You!

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