Dotdotdot

“We design innovative human experiences”

luigi@dotdotdot.it

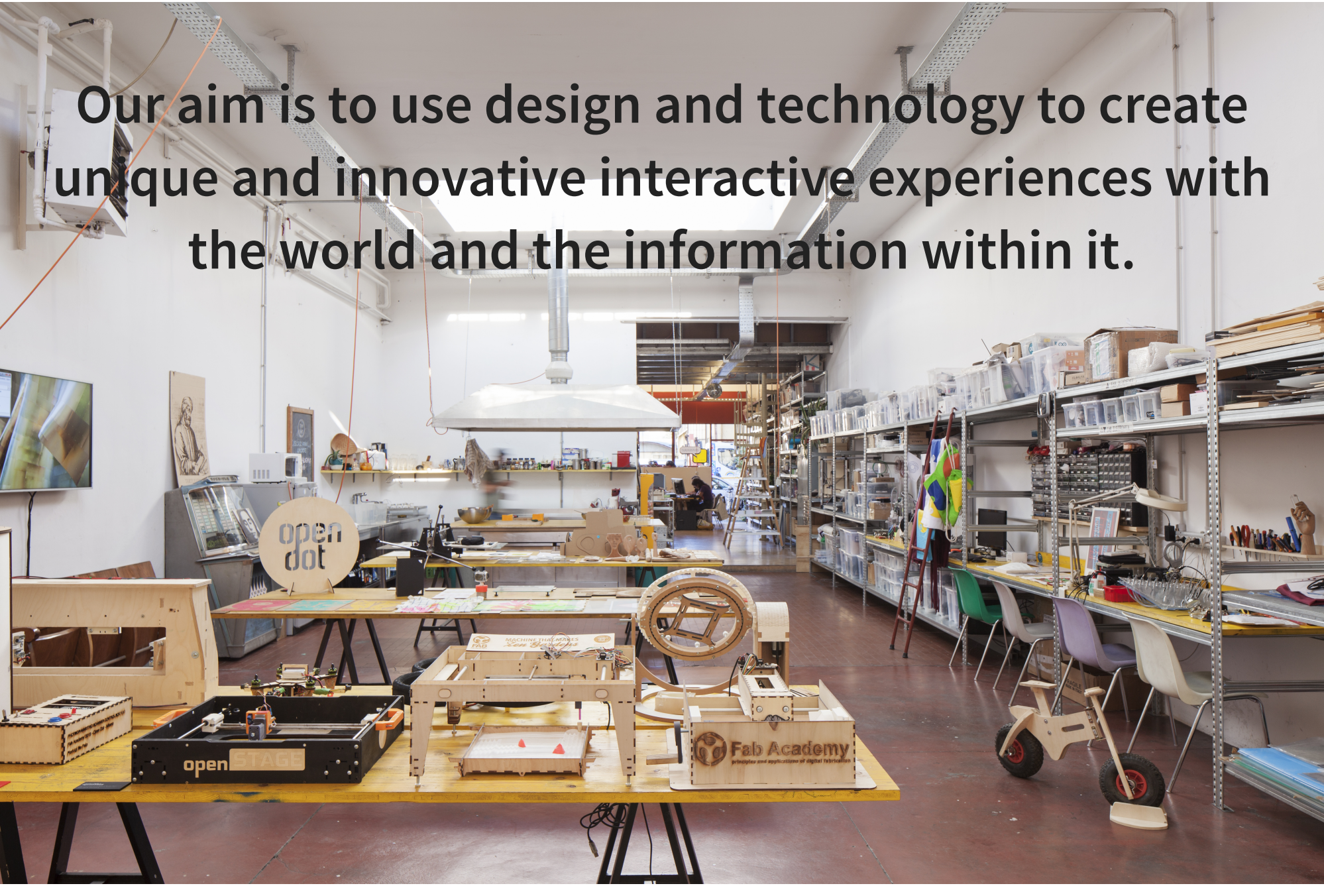
WHO WE ARE

Dotdotdot is a multidisciplinary design studio founded in Milan in 2004 by a small group of architects and designers.

Currently employs more than 25 people with many different backgrounds: architects, UI/UX/exhibition designers, computer scientists, engineers, graphic & sound designers, communications experts.

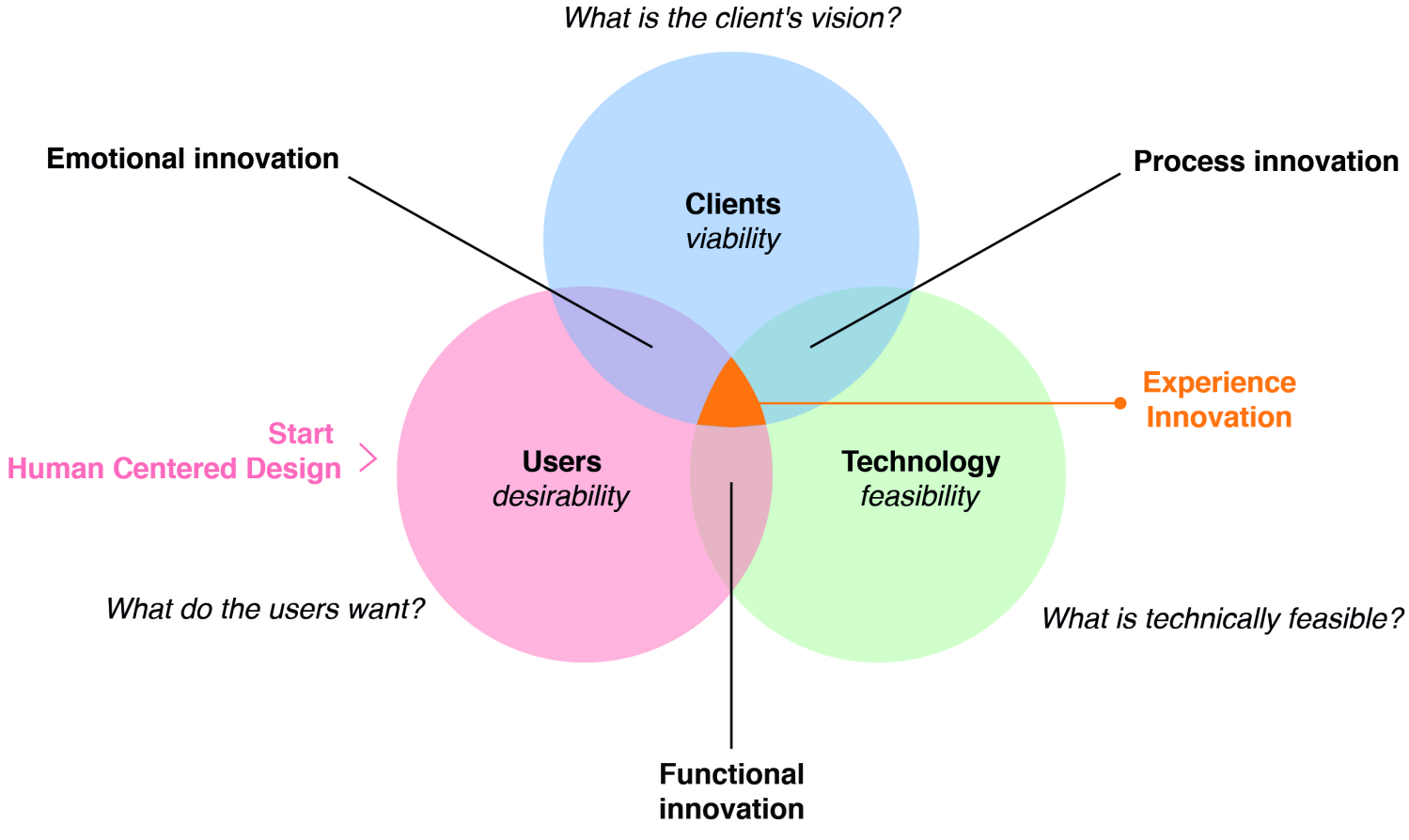
www.dotdotdot.it

www.opendot.it



Our aim is to use design and technology to create unique and innovative interactive experiences with the world and the information within it.

EXPERTISE


What is the client's vision?
Emotional innovation
Process innovation
Clients
viability
Experience
Innovation
Start
Human Centered Design
Users
desirability
Technology
feasibility
What do the users want?
What is technically feasible?
Functional
innovation

CURRENT PROJECTS

- All the software and digital installations for a **brand new big museum** in Milan. Online presence, services, on premises interactive exhibits: the whole museum experience, for visitors and the staff.
- A **paediatric hospice** for which Dotdotdot is planning the general User Experience and technological services dedicated to patients, families, medical staff and caregivers.

Levante
Energia eolica
Mariasole
Energia solare
Gaia
Energia geotermica
Marina
Energia marina

1000 Lampadine LED
12"
72 /1000 W

Smart Cities Government
CYSPA
ADVISE
SECURE
11
Technology Stack
Application areas
map
Wikipedia
Cybersecurity
Cyberwar
Cybercrime
Hacker culture
Computer security
Information security
Cyberspace
Internet
Computer
Computer network
Cyber-warfare
Cyber-attack
Cyber-terrorism
Cyber-crime
Cyber-war

Selezione piante
Selection of plants
L'essiccamento avviene attraverso il processo di disidratazione che permette di fissare le caratteristiche qualitative della pianta.
The drying is achieved through a process of dehydration that enables the plant's qualitative characteristics to be fixed.
PAESE
Israele
FILIALE
Pharma Guri Israel
INIZIO DELLA COLLABORAZIONE
2017
DIPENDENTI AL 2019
10
FORZA VENDITA
8
INFORMATORI SCIENTIFICI
-
FORMATORI
-
FARMACIE CLIENTI
440
MEDICI VISITATI
-
UNITÀ VENDUTE AL 2017
5.184

#DesignHoldingWall
B&B
ITALIA
FLOS
louis
poulsen

#DesignHoldingWall
Toio
Gatto
Achille & Pier Giacomo Castig

EYE TRACKING FOR TOG

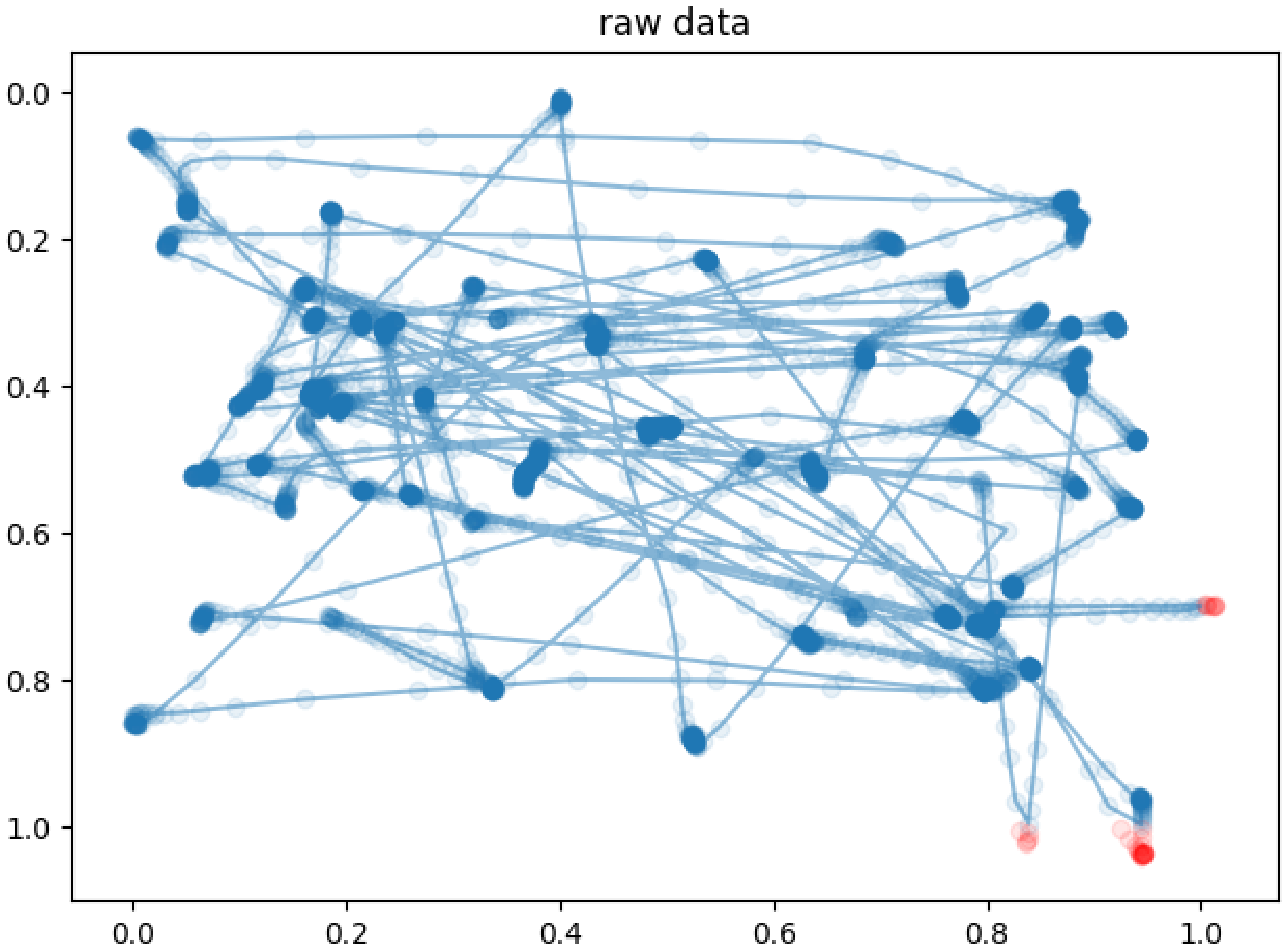
togethertogo.org

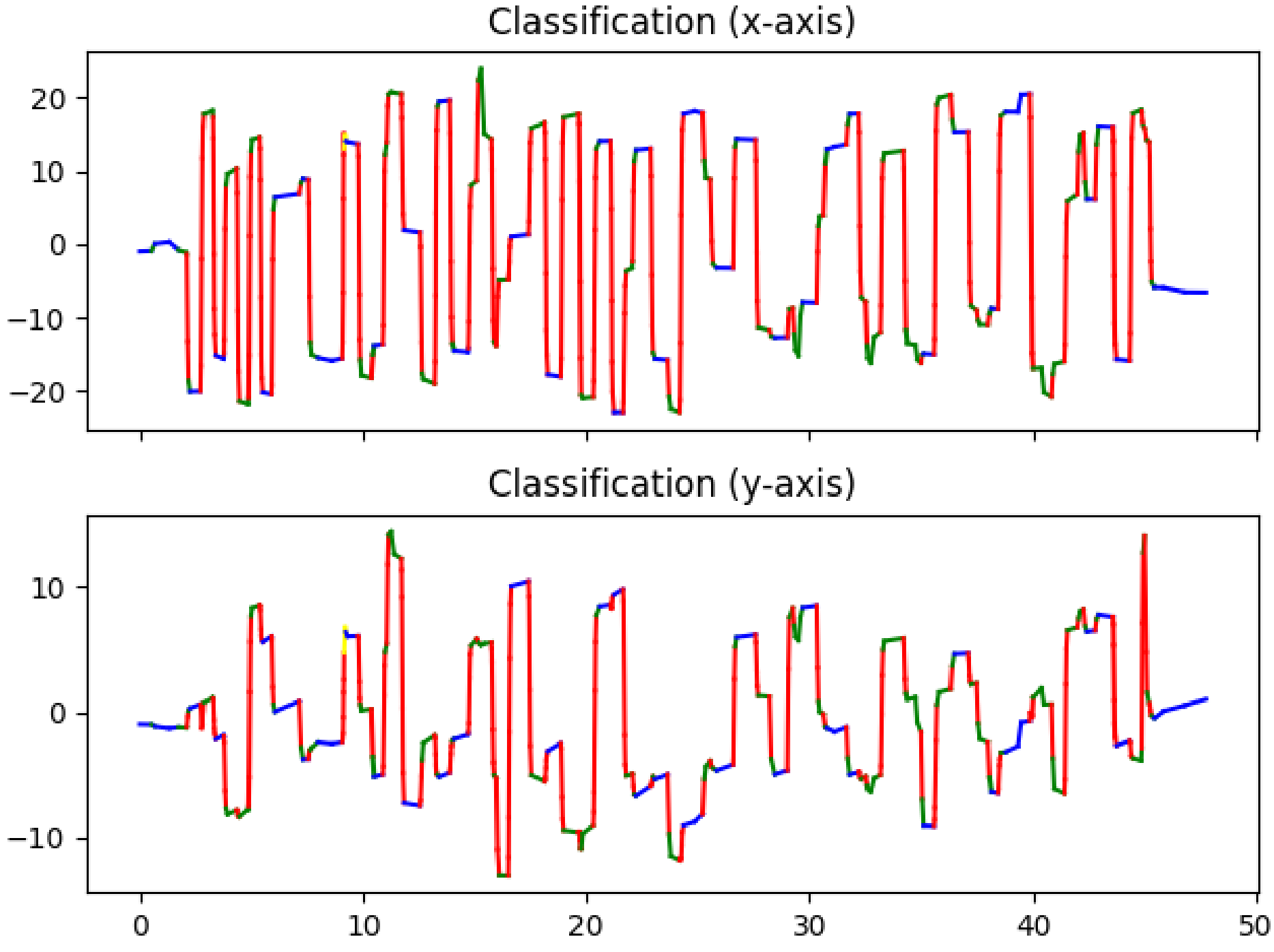
www.fondazionejustitalia.org

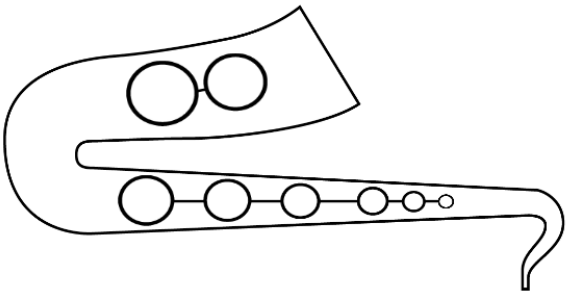
Tog is a no-profit organization. It has founded a rehabilitation center for children with complex neurological pathologies.

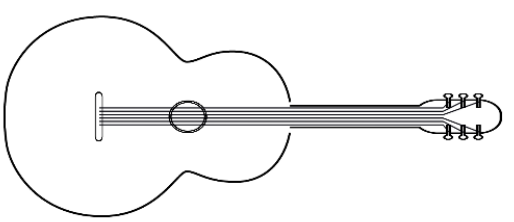
We are developing for them a a suite of eye-tracking based games. The children will be able to play and care givers to control and monitor the experience.

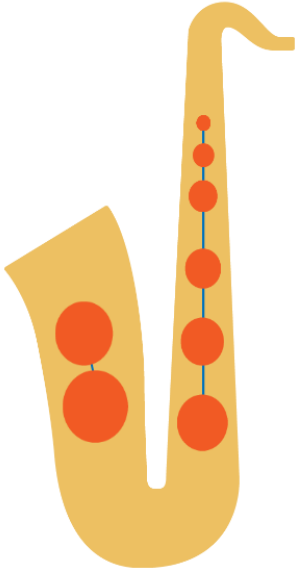
Tobii Eye Tracker 4C
PN: 12004848
SN: IS404-100106139961
IC

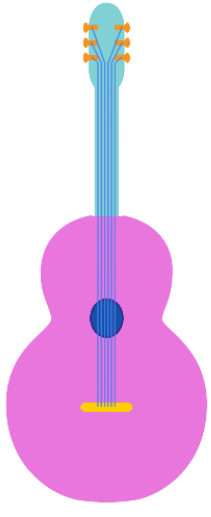

raw data
0.0
0.2
0.4
0.6
0.8
1.0
0.0
0.2
0.4
0.6
0.8
1.0

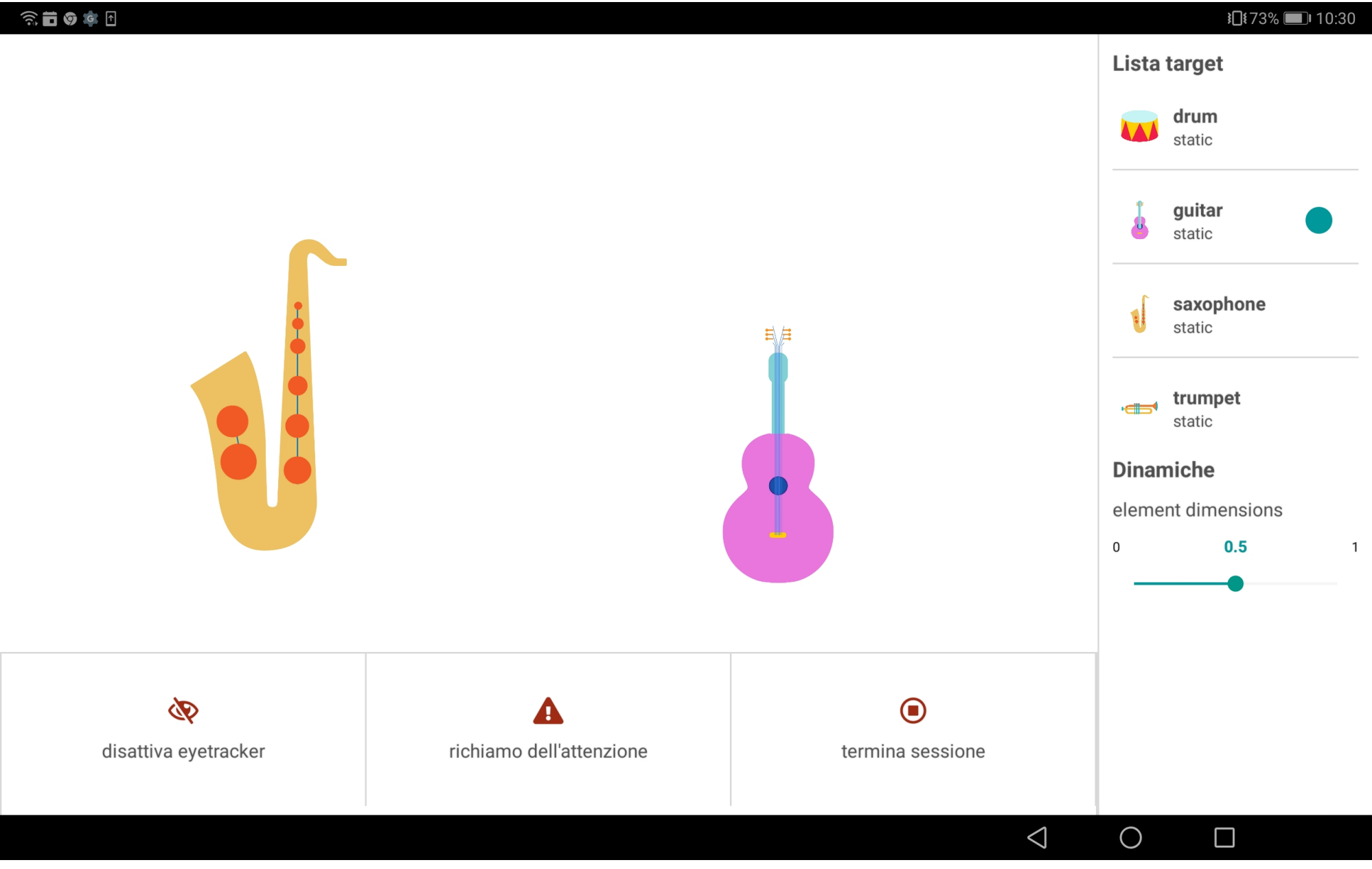

Classification (x-axis)
20
10
0
−10
−20
Classification (y-axis)
10
0
−10
0
10
20
30
40
50










73% 10:30
Lista target
drum
static
guitar
static
saxophone
static
trumpet
static
Dinamiche
element dimensions
0
0.5
1
disattiva eyetracker
richiamo dell'attenzione
termina sessione

RENDER_STATE.JSON

When something is changing, the rendered scene is snapshotted with a 20hz frequency. Each snapshot is a timestamp plus an object fully describing the scene at a given time.

RENDER_STATE.JSON

The scene is recorded at 20hz, if changing. For each frame there's a timestamp and a descriptor.

1. General information:

```
- res: risoluzione dello schermo
- bg: colore di sfondo
```

2. Target list:

```
- id
- posX
- posY
- rot
- sizX
- sizY
```

3. Distractor list: other objects in the scene.

GAZE_LABELED.CSV

1. Samples in the csv, collected with a 90hz frequency

```
- ts: timestamp of the sample.
- x: x position, normalized.
- y: y position, normalized.
- event_id: unique id of the event the sample belongs to.
- event_type: classification of the event.
```

2. Events:

```
- Fixation.
- Saccade.
- Post saccadic oscillation.
- Smooth pursuit.
```

EVENTS.CSV

1. High level events initiated by the care giver using the support tablet:

```
- ts: timestamp of the event.
- type: type of event.
- data: A json object.
```

2. Events

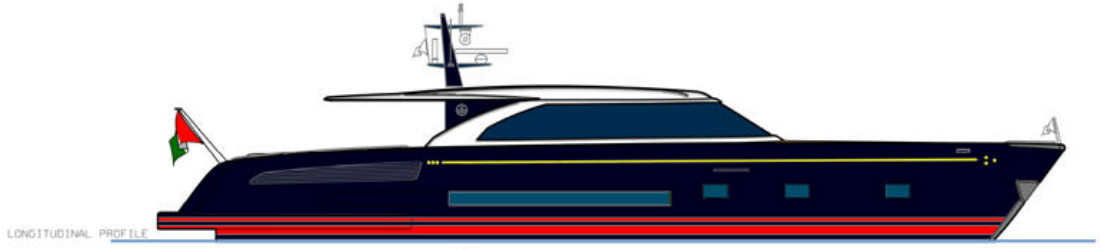
```
- add_target
- move_target
- remove_target
- change_dynamics
```

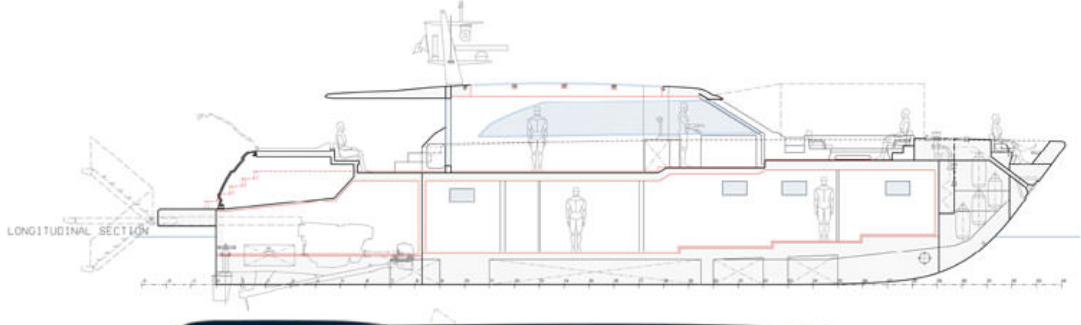
A DATA DRIVEN CRUISE DIARY

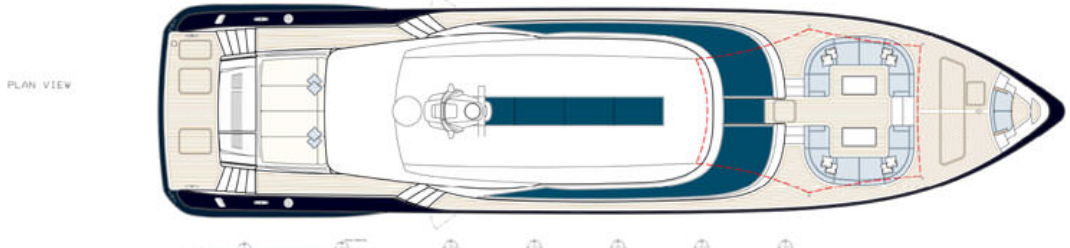
We're building a comprehensive interaction platform between the ship owner, the boat's crew, and the cruise guests. The central part of the experience will be delivered using a 65 inches touch screen installed on the boat's main deck.

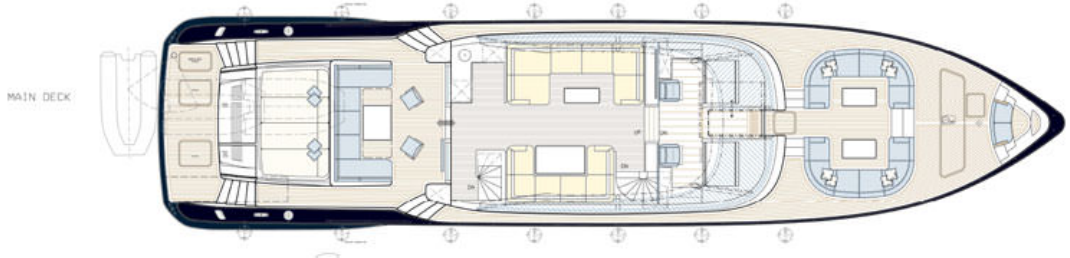
www.perininavi.it

In our vision, a lot of the interaction experience will be data driven. Right now we're focusing on the real-time part, but we want the same data to power a data driven cruise diary.


LONGITUDINAL PROFILE


LONGITUDINAL SECTION


PLAN VIEW


MAIN DECK

LOWER DECK

WHAT DATA?

From the boat itself:

```
- boat position/speed
- wind
- sea depth (tbd)
- humidity, water and air temperature (tbd)
- air quality sensors (gases, co2) (tbd)
- engine data (tbd)
```

WHAT DATA?

From surrounding meteo stations:

```
- UV/solar exposition,
- temperature, humidity
- sunny/cloudy/rain (tbd)
- sea waves (tbd)
```

Cruise passengers biometric data:

```
- heart rate, temperature (tbd)
- at rest / exhertion (tbd)
- raw accelerometer data (tbd)
```

MOCKUP DATA AVAILABLE NOW

```
ship_direction (deg)
wind_speed (knots)
wind_direction (deg)
elevation (m)
humidity (%)
ship_speed (knots)
UV_index
solar_radiation (w/m^2)
pressure (hPa)
temperature (deg)
distance_traveled (km)
apparent_wind_speed (knots)
apparent_wind_direction (deg)
longitude
```