

Frame 1

problem/phenomena of SD building

communication

teachers student communication
people don't know each other
want to connect with different design students
communicate with people from different cultural background

explore knowledge/activities

attend interactive activities workshops, meet
watch for teachers and tutorials
I don't know the teacher's name that I can use my phone to ask
community not much

environment

too many rubbish
unwants to have recycle

Music phones at podium
social media

gathering & celebrating

celebrating something
help stressful students to relax
laugh and gathering
they have ready to study

looking for quiet space for studying

Any strangers invited for studio?

close down?

look at the phone while walking
people walk very fast

waiting / sit

waiting for the lift and see the interior
waiting for the lift but not aware which one comes faster

stay overnight

stay at studio until mid night
when I have potential night because me that time or culture
stay overnight
design student are stressful deadline

Explore design projects

staying at podium for viewing the design show
presentations A group project
explore other speciation's works

03

03

problem phenomena frame 1
To let other know that it's easier to refill
better, you know, tell them what?

72%



03

Project Objective / Purpose / Goal

- Analyze the existing bird and behavior issues
- Show the simplicity of the issue

User Target User Group

- people who are working or living in the area
- researchers who are working with birds as their studies
- people who want to have a better environment to live

Goal Target User Group

- people who want to have a better environment to live
- researchers who are working with birds as their studies

Sketch & Plan

03

Project Objective / Purpose / Goal

- Let people feel the connection with birds
- Analyze the existing bird and behavior issues

User Target User Group

- bird

Goal Target User Group

- Human in the tower

Sketch & Plan

around the tower X 10

inside the tower X 10

when people close, show the photo

Take photo when bird appear

03

To let people feel the connection with birds

User Target User Group

- Search / buy the bird

Sketch & Plan

03

Project Objective / Purpose / Goal

To let other know there is water to refill their bottle @ 1/F, 3/F (and more?)

needs: Thirsty,
Better, env. friendly,
will less bottle,

Input Target User Group

Output Target User Group

- Sound / Action triggered - Those who are concerning by the water function. env. & plastic waste)

Sketches + Flow



competition between water fountains? → more the water consumed, stronger the ten?



天黑不知道天气

想去买饭店过年

隔音太好看不长大不好

看完天气会忘记

03

Open Room - Player One

Leave room

Leave Target Room

Enter Target Room

Remember This

① program



03

Open Room - Player One

How's the weather tomorrow?

Leave Target Room

Weather API

temperature

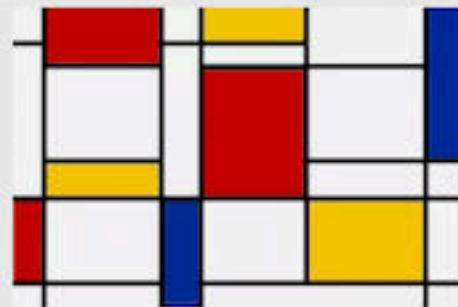
humidity

people in the building

Remember This



通过喝水来集体创作



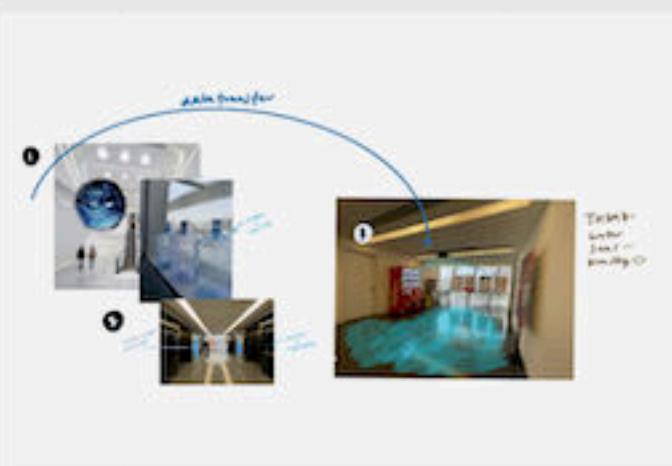
墙由尺寸不一的矩形构成。

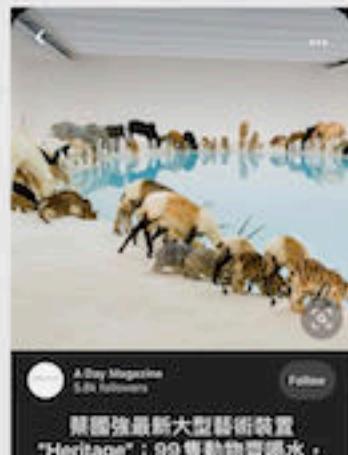
矩形的正面是白色的，背面是彩色的。

每接一杯水，就有一个方形翻面。

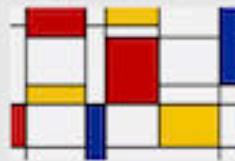
水杯的容量（接水时长）和矩形的面积相关，水的温度和矩形的颜色相关。

每1小时刷新一次，所有矩形都翻回正面。





通过喝水来集体创作



由尺寸不一的矩形构成。

矩形的正面是白色的，背面是彩色的。

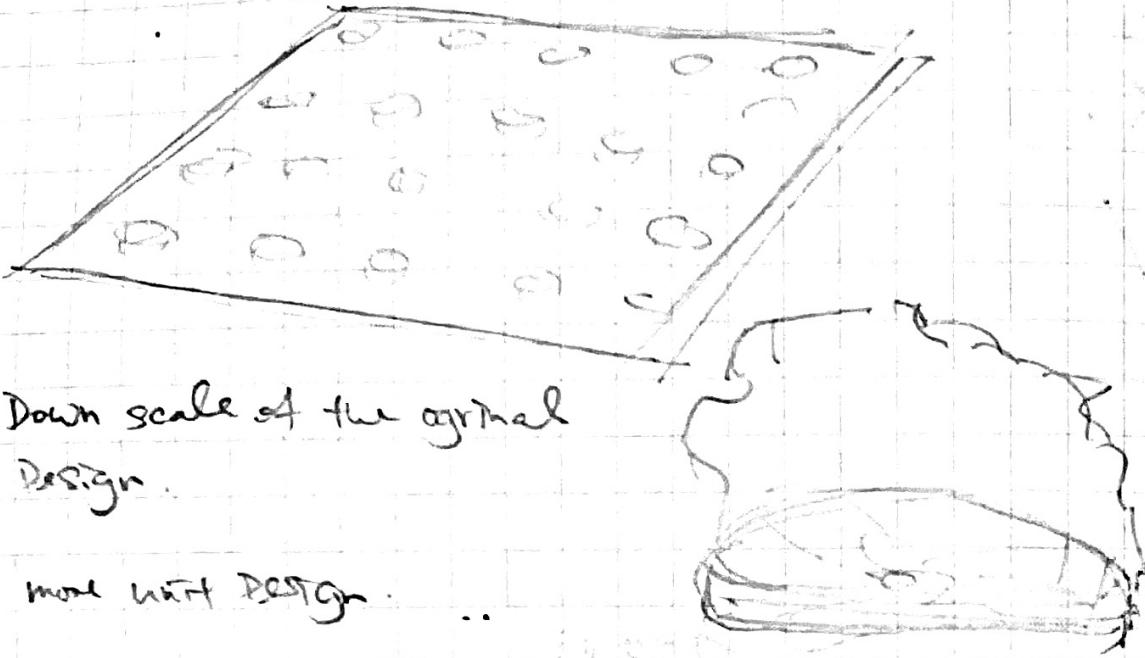
每接一杯水，就有一个方形断面。

水杯的容量 (接水时长) 和矩形的面积相关，水的温度和矩形的颜色相关。

耗1小时刷屏一次，所有矩形都翻回正面。

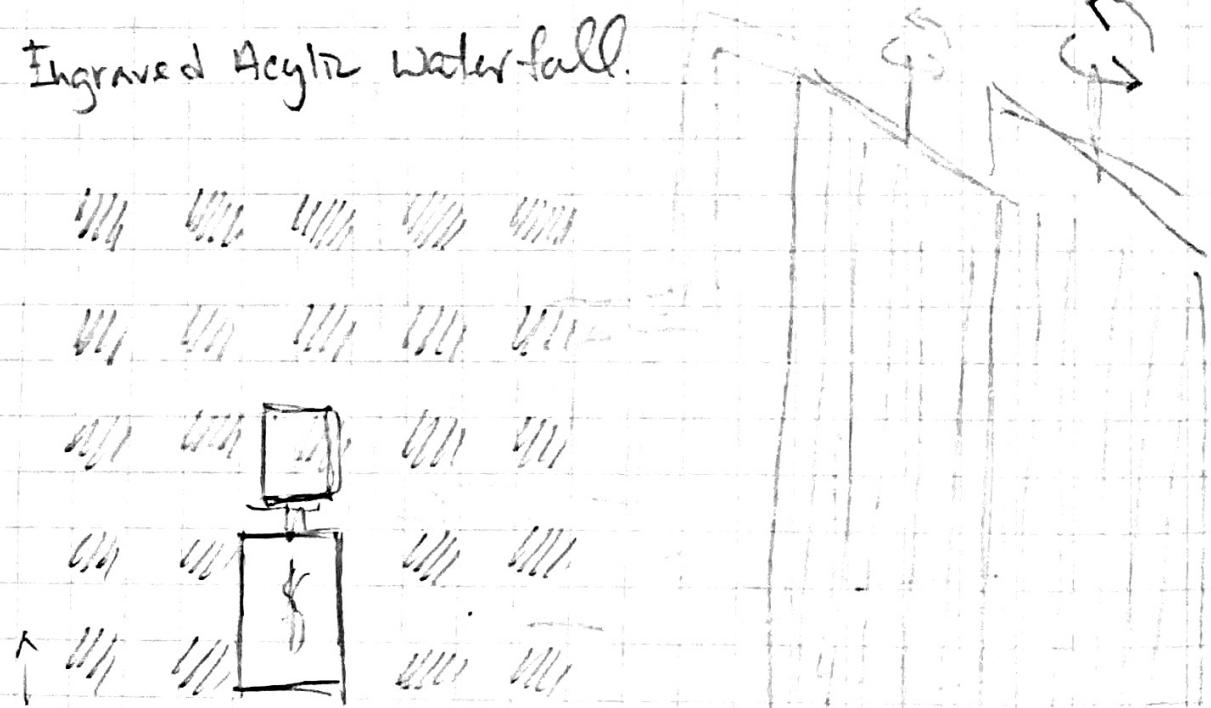


WRAPPING Bubble Paper.

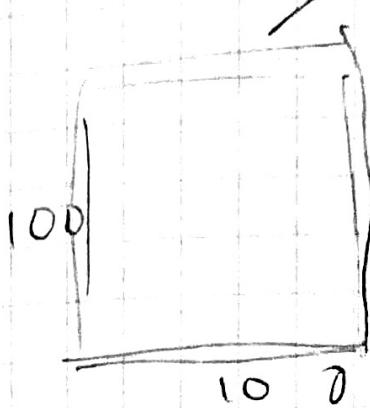


- Down scale of the original Design.
- more wavy Design.
- people love to press those bubbles.

Engraved Acrylic waterfall.



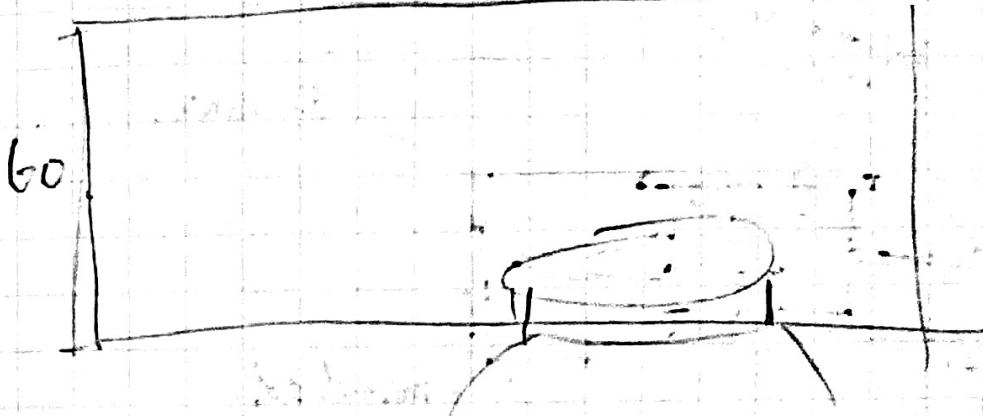
100 $\phi 360$



100



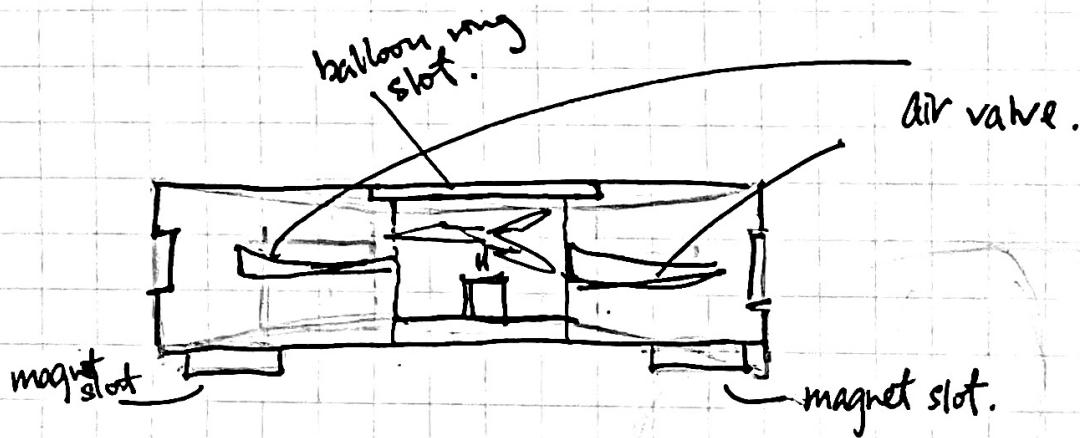
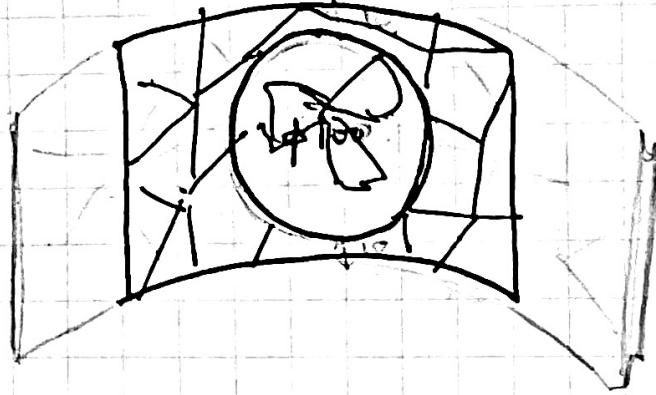
36.400.



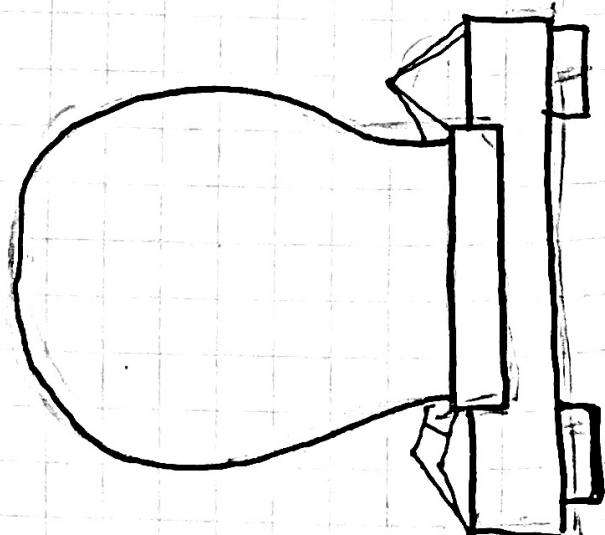
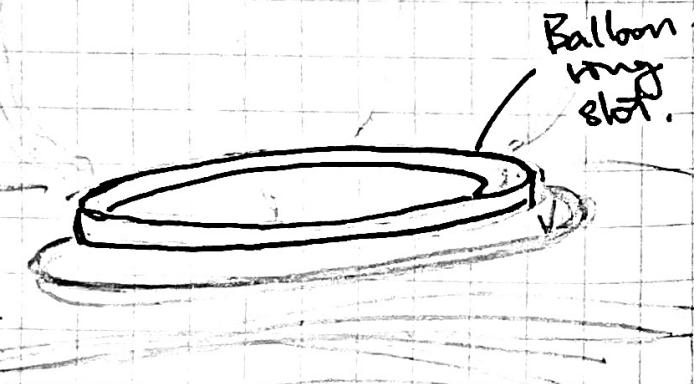
7

7.

f \bar{v} j - t - j



- How tall is the Dock?
- Need to concern air input.
- To provide a docking mechanism for the balloon port.
- Need to know: the width of the fan blade. + 60
- The dock have to be symmetry & small.



$\Phi 24$
36

- Game mobile? \Rightarrow Press? Light?



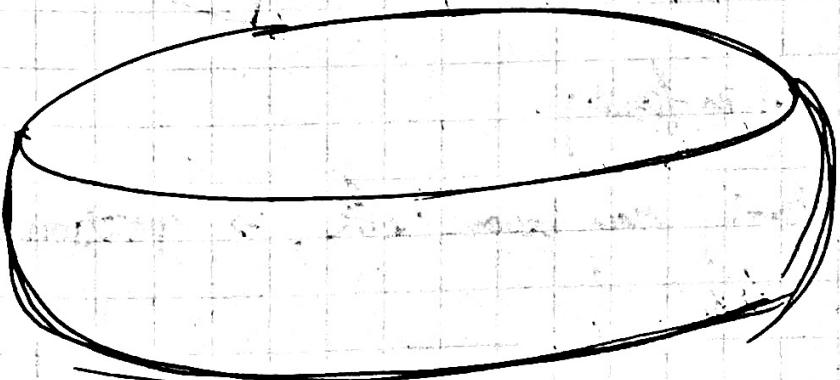
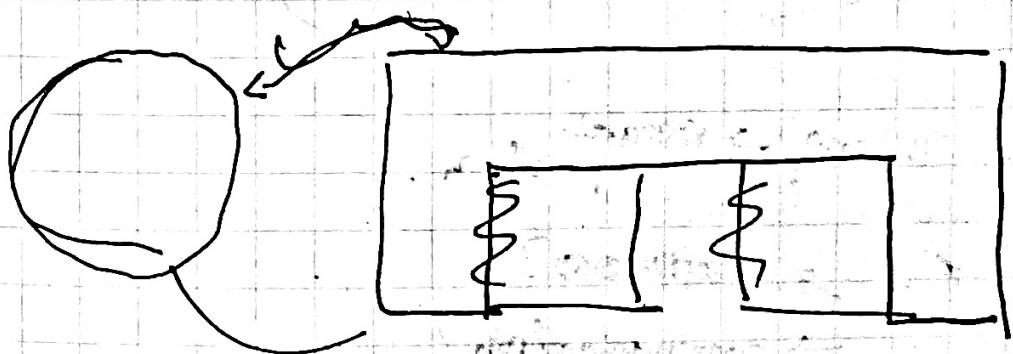
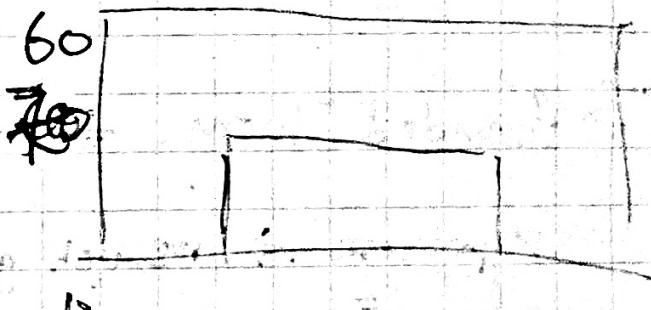
60 x 10

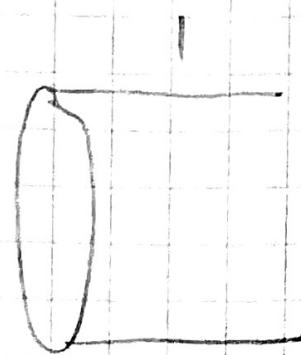
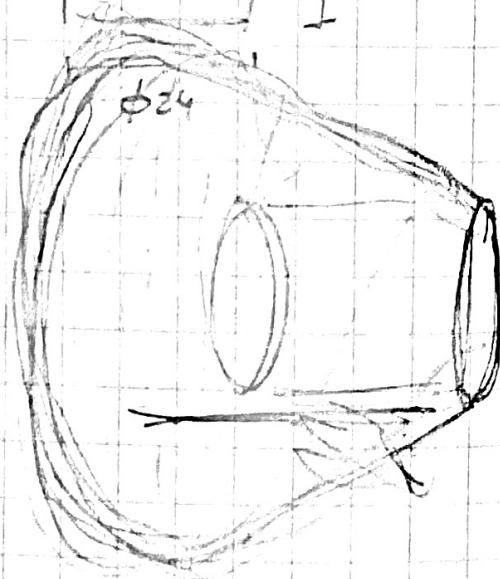
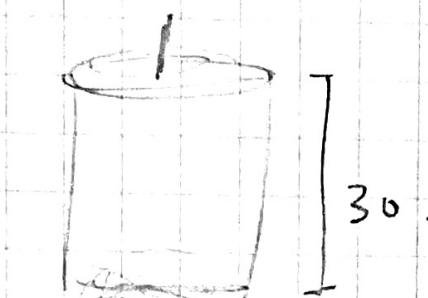
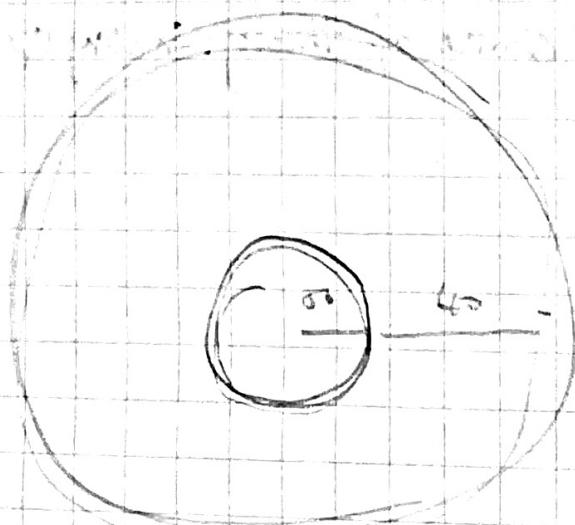
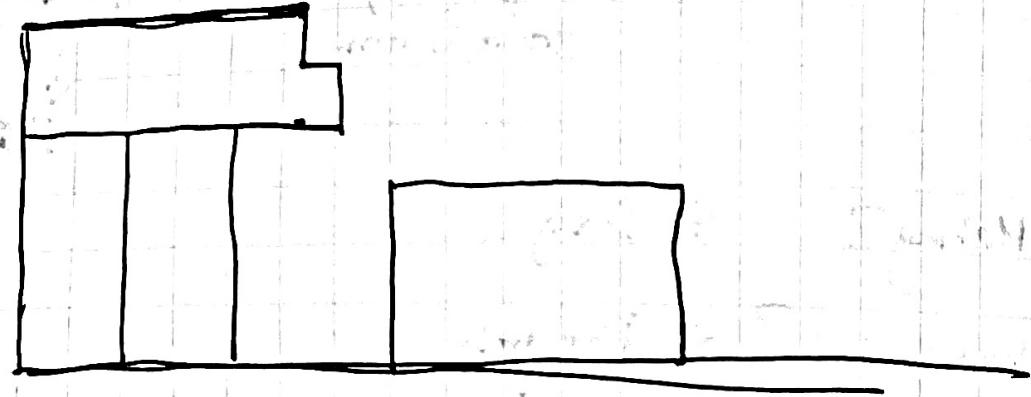


11071.

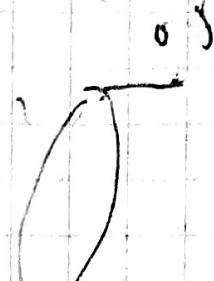
287.

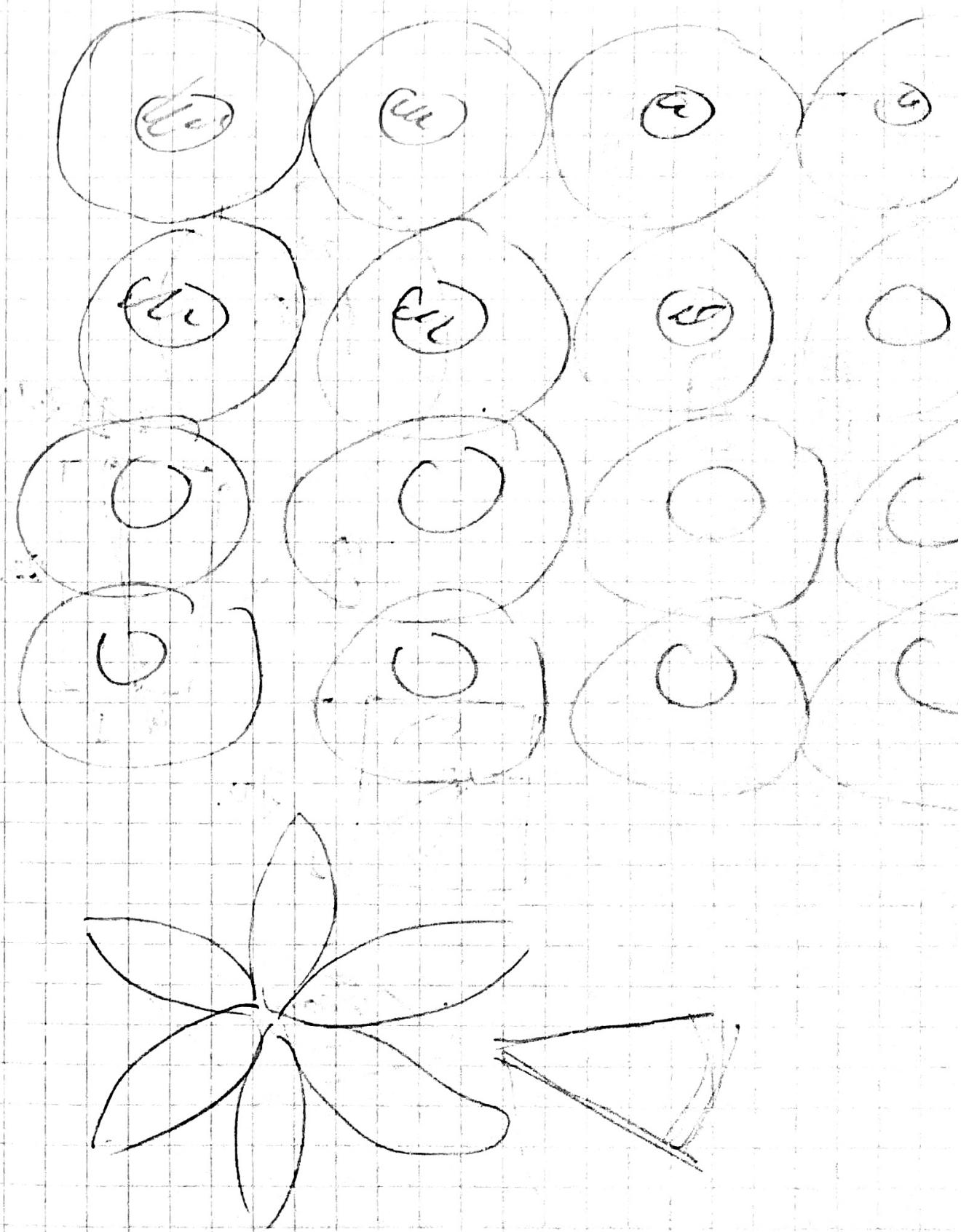
345 344. \Rightarrow 346

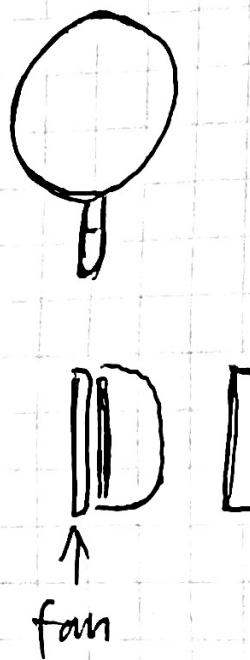




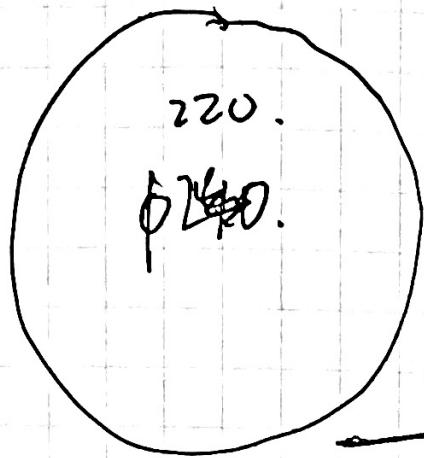
Material : X.
Control : X.
Design. =





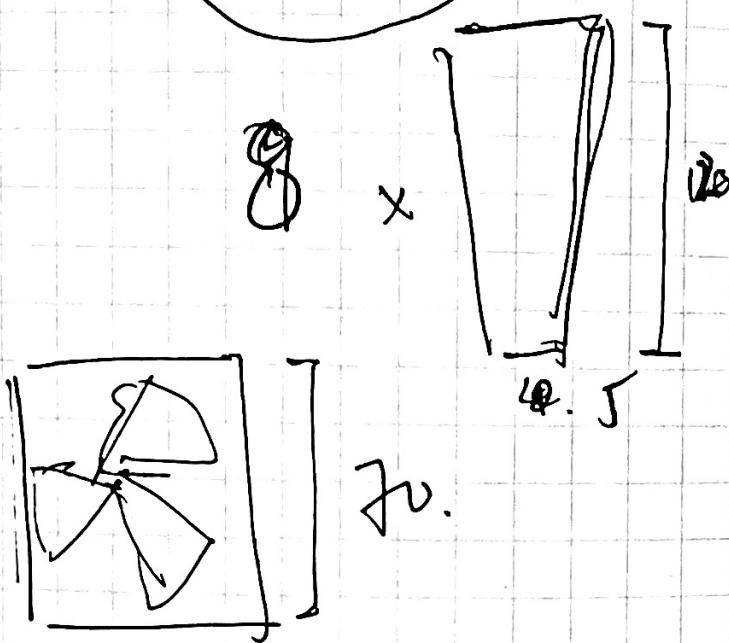


P ↗



pixel art.

experience





* 1.



120 * 8.

magnet : φ12 x 3 mm.