ZHANG HONGBO | 张宏博

IxD PORTFOLIO
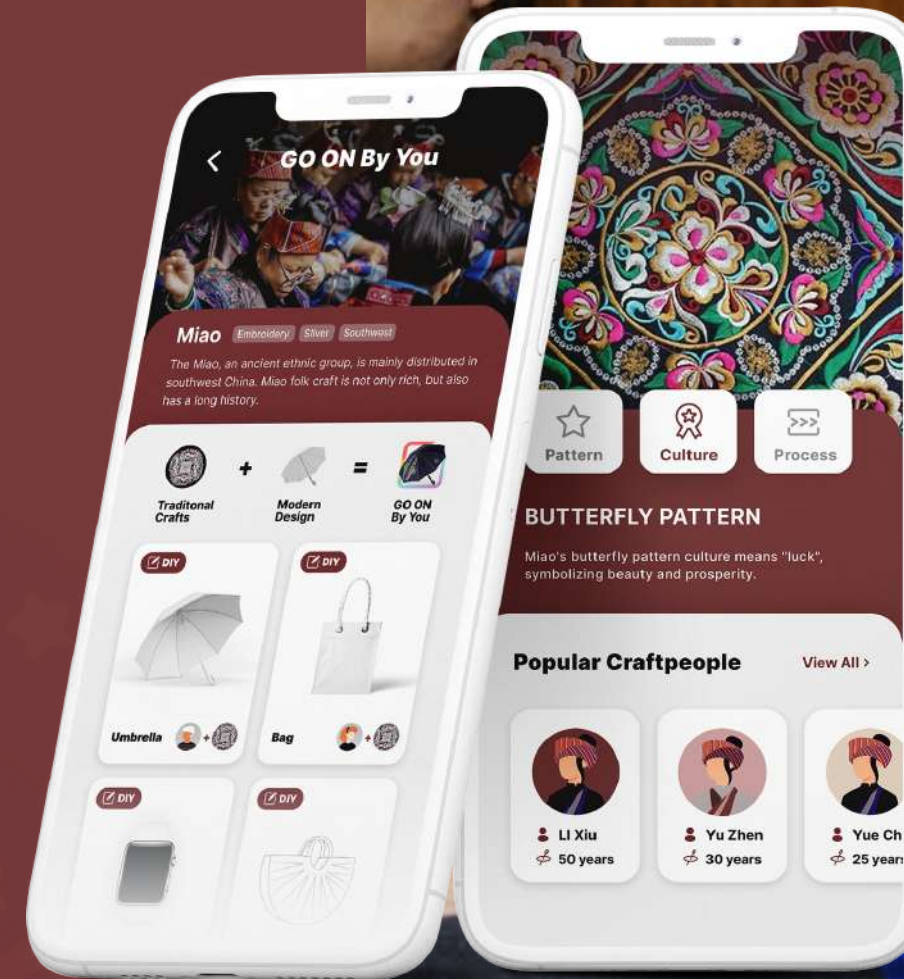
GO ON

A platform promoted the employment of traditional craftspeople and developed of traditional culture.

Interaction Design x Service design

VEDIO PRESENTATION: https://youtu.be/xlp-IddZMQo

GO ON

There are rich and colorful national traditional cultures and thousands of traditional craftsmen in the world.

For example, there are lots of Ethnic minorities in china, such as the Qiang Nationality. The Embroidery works are so famous in these ethnic minorities, so that women of these ethnic groups can make a living by their excellent embroidery skills.

1.

2.

Attitudes to 'Traditional Handicraft Works'
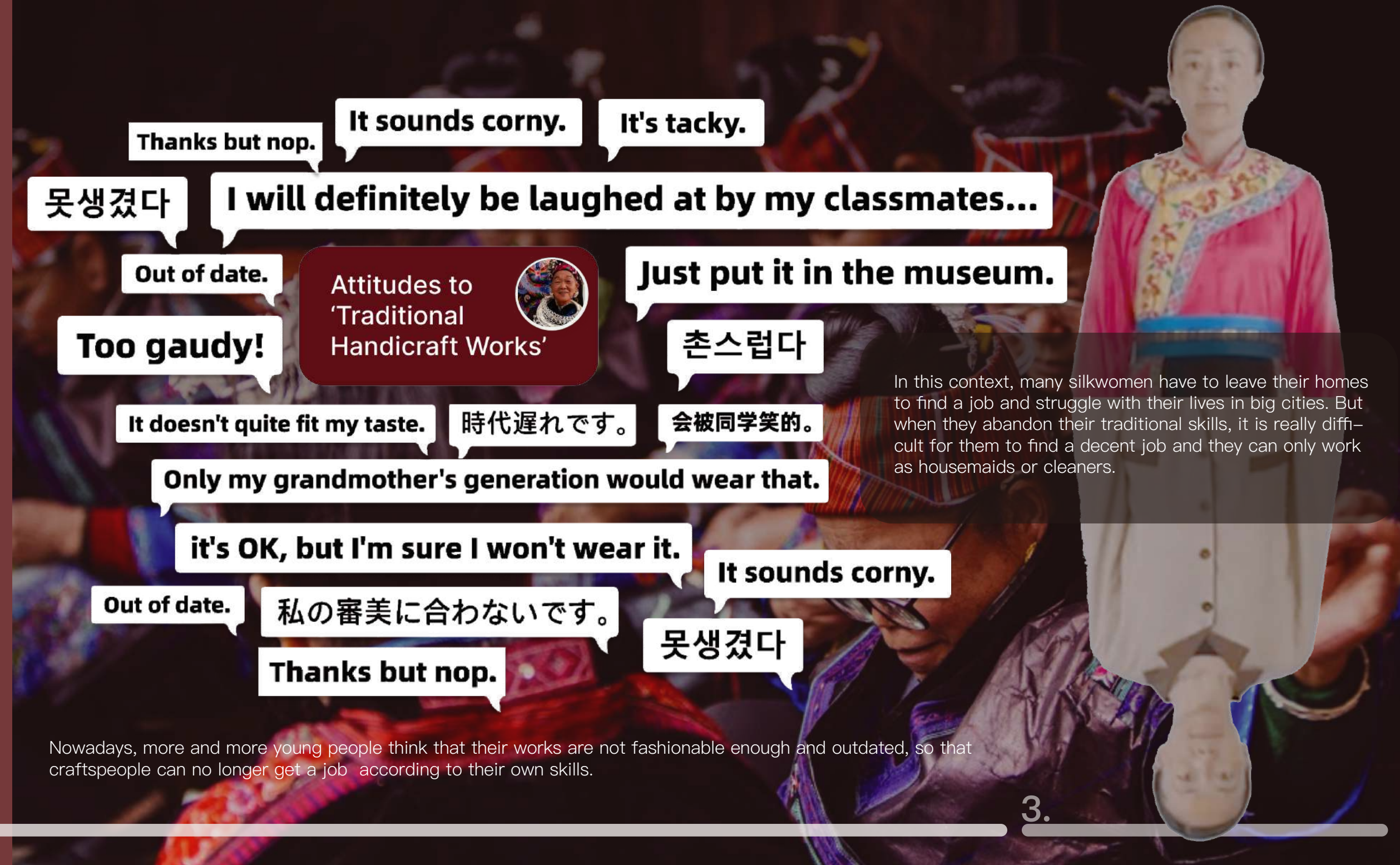
Thanks but nop. It sounds corny. It's tacky.
못생겼다 I will definitely be laughed at by my classmates...
Out of date.
Just put it in the museum.
Too gaudy! 촌스럽다
It doesn't quite fit my taste. 時代遅れです。 会被同学笑的。
Only my grandmother's generation would wear that.
it's OK, but I'm sure I won't wear it.
Out of date. 私の審美に合わないです。 It sounds corny.
Thanks but nop. 못생겼다

In this context, many silkwomen have to leave their homes to find a job and struggle with their lives in big cities. But when they abandon their traditional skills, it is really difficult for them to find a decent job and they can only work as housemaids or cleaners.

Nowadays, more and more young people think that their works are not fashionable enough and outdated, so that craftspeople can no longer get a job according to their own skills.

3.

TARGETED PROBLEM

THE DECLINE OF TRADITIONAL CULTURE

LACK OF EXPOSURE OF TRADITIONAL CULTURE

SLOW SALES OF TRADITIONAL HANDICRAFTS

CRAFTSPEOPLE'S DIFFICULTIES IN MAKING A LIVING

With the rapid economic development, there is a gap between traditional ethnic elements and modern aesthetics, which leads to the fact that traditional culture is no longer popular and the income of traditional craftspeople is no longer guaranteed.

	CRAFTSPEOPLE	CONSUMER	DESIGNER
ATTITUDE	"I have exquisite handicraft skills, but i don't understandg the design aesthetics""	"I am interested, but I have no access to traditional culture."	"I command the design methidilogy, but i have no chance to touch the traditional culture."
DESIGN CHANCE	Collect the cultures of all ethnic groups and establish a cultural database.	Provide consumers with a platform to feel the charm of traditional culture. Consumers can buy handmade goods and bring income to traditional craftsmen.	Provide designers with traditional pattern elements, so that designers can redesign traditional culture into products that are more in line with modern aesthetics.
DESIGN TARGET	More stable income More decent job More respect and recognition	More sense of design responsibility More sense of accomplishment	More channels to feel the charm More opportunities to promote culture

DESIGN CONCEPT

It's really obvious that there is a gap between the traditional elements and modern aesthetics. There is also a lack of a platform for designers and craftsmen to work together to create popular products.

I want to bridge the gap and create decent job opportunities for the craftspeople, so I designed a platform GO ON. It's a bridge to connect craftspeople, designers and consumers.

GO ON is a platform

which gives designers the opportunity to cooperate with traditional craftsmen.

GO ON is a media

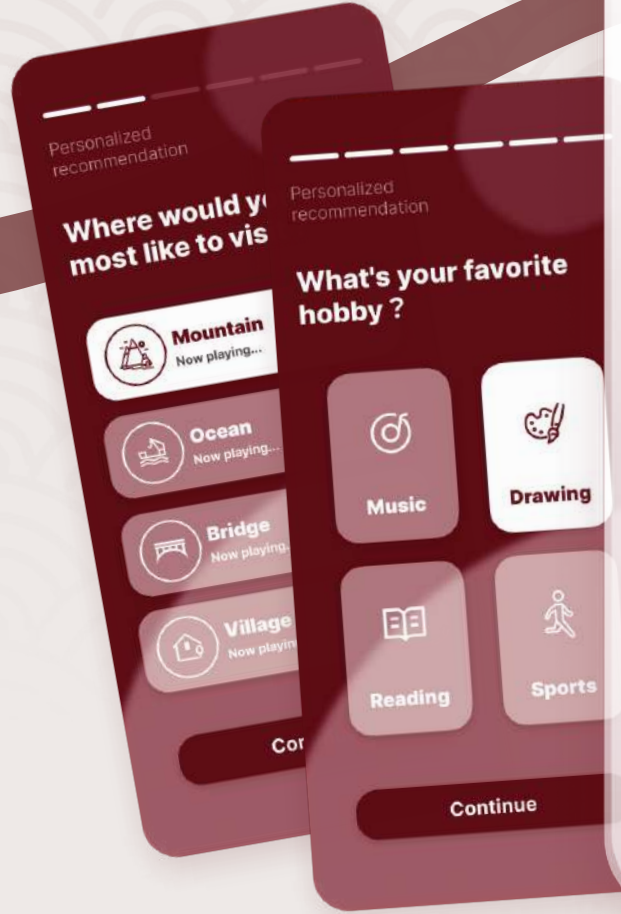which shows the history and charm of traditional culture to young people.

GO ON is an economic model

which brings traditional craftsmen jobs and sustained economic income.

Continue

UX DESIGN

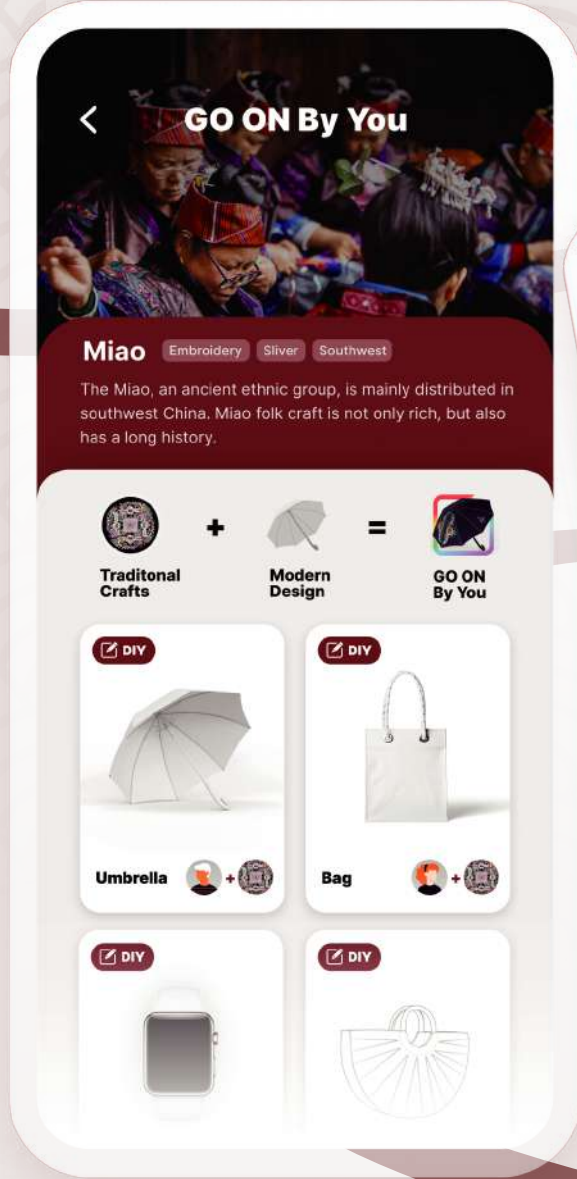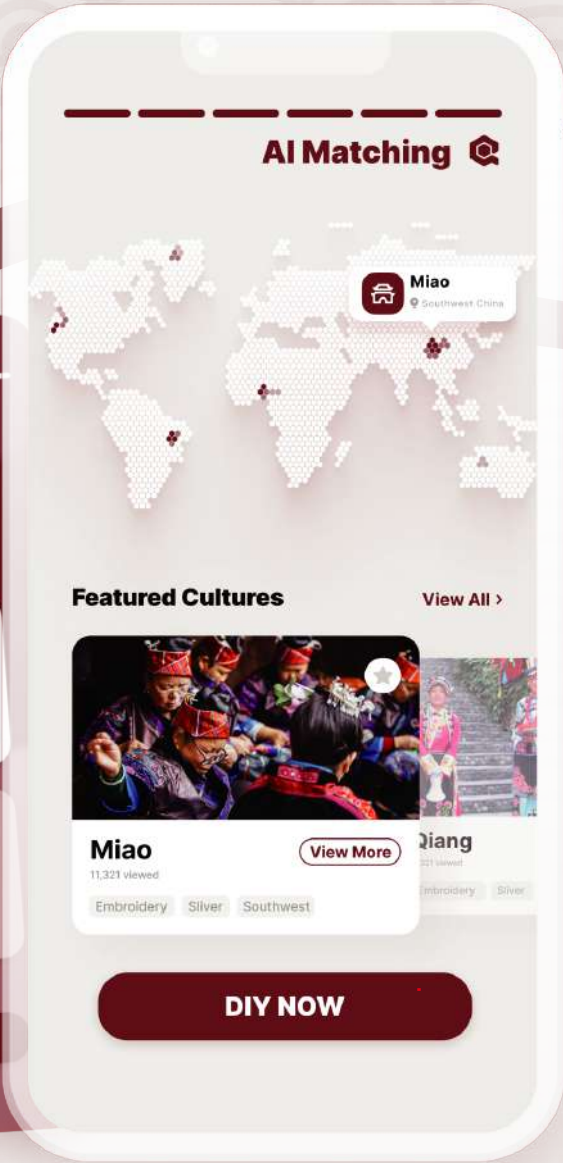## STEP 1. AI-BASED CULTURAL RECOMMENDATION

The system puts forward several personality questions and matches a traditional culture suitable for users according to the results.
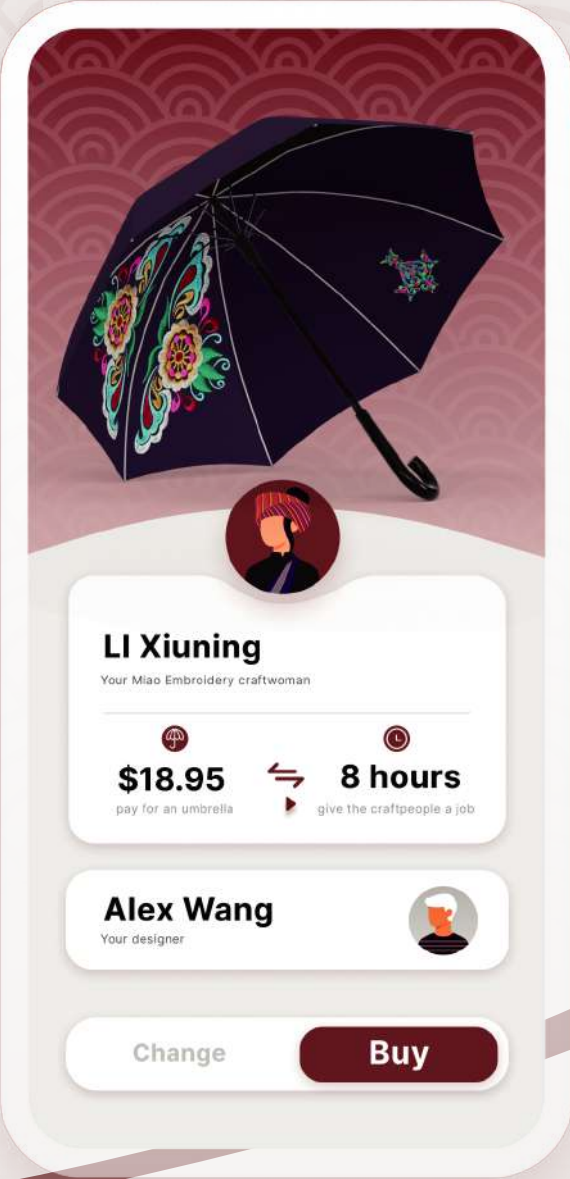
STEP 2. PERSONALIZED CUSTOMIZATION

Users are able to customize their own unique products according to their own preferences through our application. All the pattern elements are redesigned by designers on the basis of traditional patterns. The participation of designers makes traditional elements more attractive.
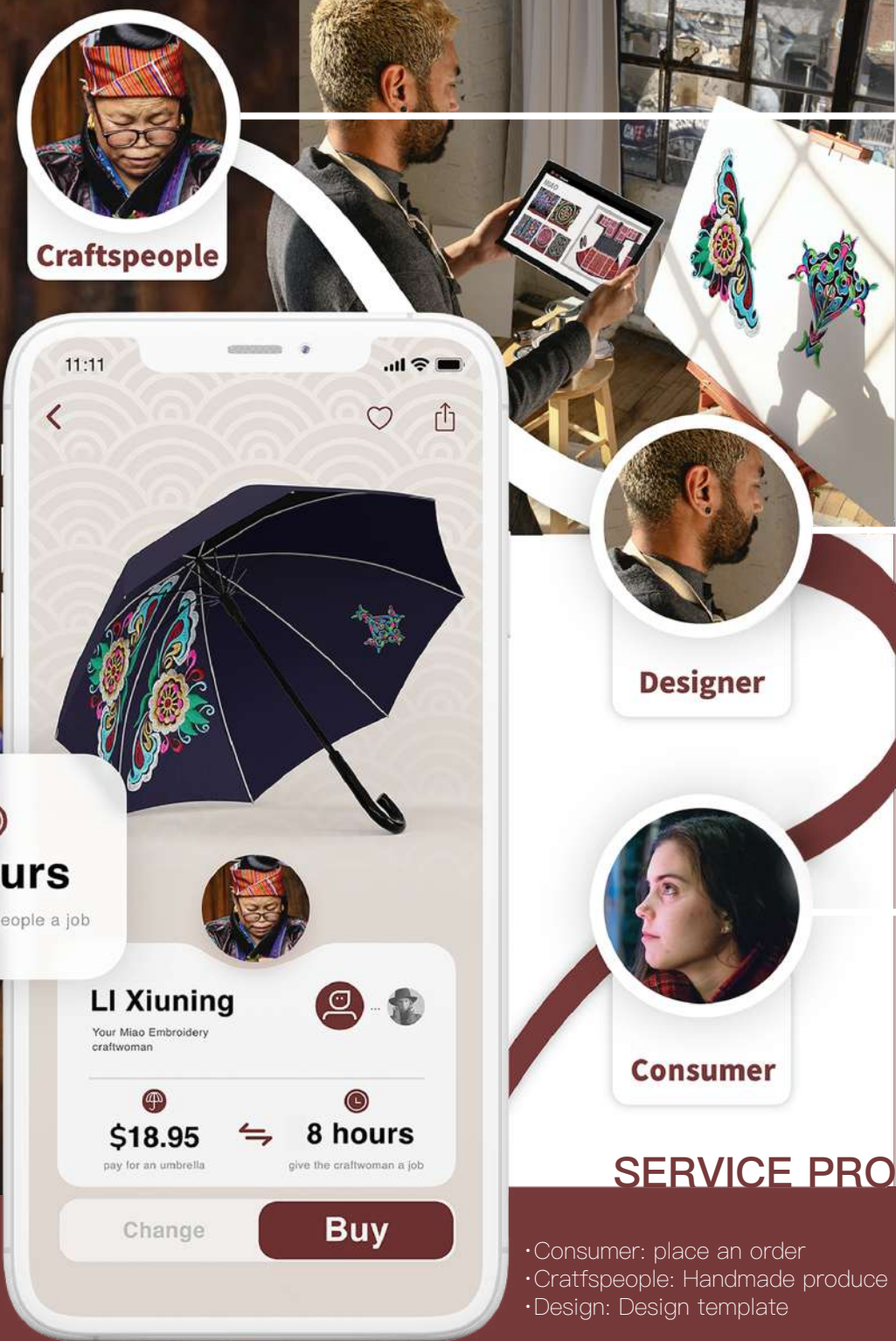
STEP 3. ORDER GENERATION

It is worth mentioning that all of the platform orders are made by hand of silk women, which means that the platform matches a silk woman for each order.
And there are different workloads in different products . For example, this order solved the silk woman, LI Xiun-ing 18-hour employment problem.

SERVICE DESIGN

Craftspeople

Designer

Consumer

$18.95 ⇄ 8 hours
pay for an umbrella   give the craftpeople a job

11:11

LI Xiuning
Your Miao Embroidery craftwoman

$18.95 ⇄ 8 hours
pay for an umbrella   give the craftwoman a job

Change   **Buy**

CRAFTSPEOPLE.

Collet Patterns and Traditonal Culture

Hand Making

Distribute Orders

Product Quality Inspection

DESIGNER.

Redesign

Provide Inpiration

Upload Design Work

PLATFORM.

Culture Database   Commercialization   Order Management   Order Competion

DIY products   Pay for orders

CONSUMER.

STEP1 STEP2 STEP3

AI Matching   Personalized Customization   Order Generation

SERVICE PROCEDURE

1   2   3   4   5   6

All of the platform orders are made by hand of silk women, which means that the platform matches a silk woman for each order. And there are different workloads in different products . For example, this order solved the silk woman, LI Xiuning 18-hour employment problem.

·Consumer: place an order
·Cratfspeople: Handmade produce
·Design: Design template

The platform collects the traditional cultures and patterns of different ethnic minorities and sets up a cultural database at first.

And then designers screen and redesign the patterns in the database on the platform.

After, consumers can customize products according to their personal preferences based on the layout and element optimized by designers.

Finally, all orders generated by the platform are manually produced by traditional craftsmen, which means that each order brings job opportunities and economic income to traditional craftsmen.

STAKEHOLDERS MAP

Charm of traditional culture

Orders and purchasing

Culture information

Orders and design fee

CONSUMER

Orders

GO ON

Knowledge base

Redesign work

DESIGNER

Jobs and income

Traditional elements

Creative inspiration

Knowledge of traditional culture

Attraction and charm of goods

CRAFTSMEN
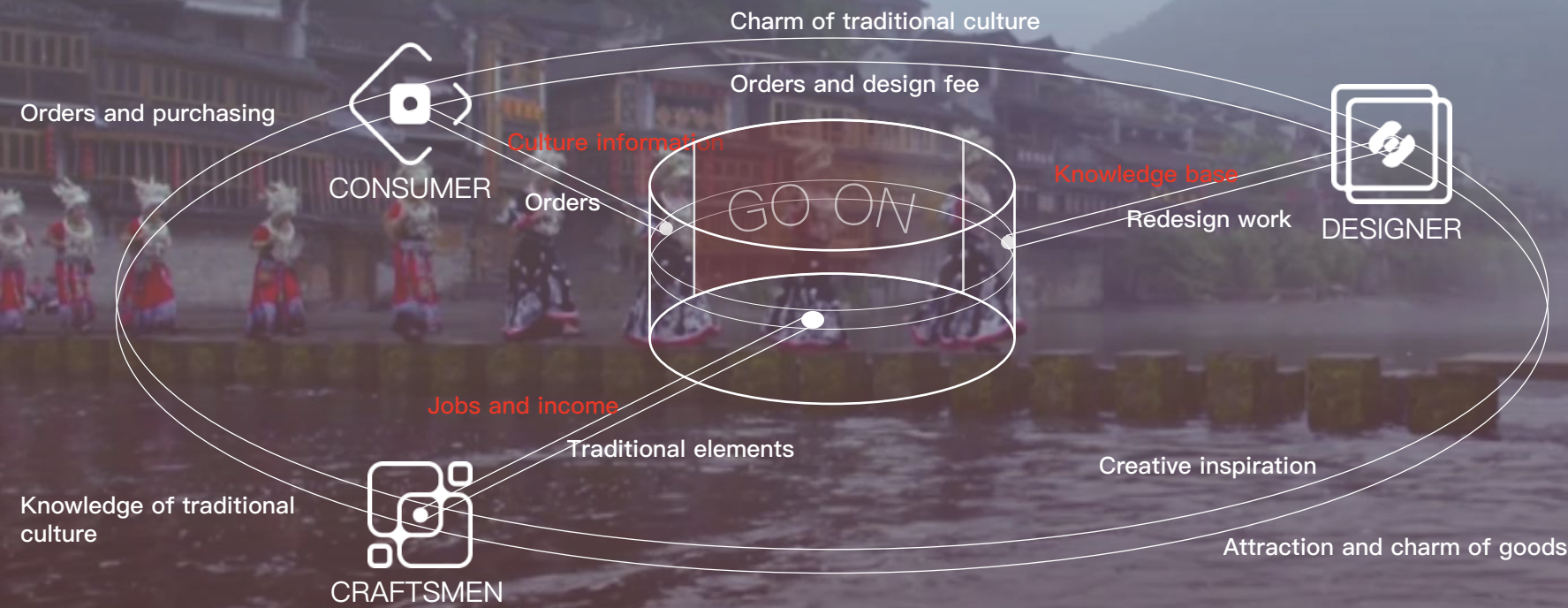
From our platform, craftspeople can earn the stable income, the decent job, and more respect. Designer can earn more sense of design responsibility accomplishment. And consumer can earn more channels to feel the charm of culture.

In GO ON, we create a New Platform to connect designers and craftspeople. we give modern people a New Chance to feel the charm of traditional culture. From GO ON, we want to let all craftspeople can continue to have a decent job and earn a life by their traditional skills. We hope more and more craftspeople can continue to carry forward traditional patterns and promote the development of traditional culture. We prefer that they are able to continue to be respected and recognized in the modern society.

UI DESIGN

DIY Unique
umbrella for you.

Learn More

Slide to change

Li Xiuning
$18.95
Alex Wang
Buy
Change
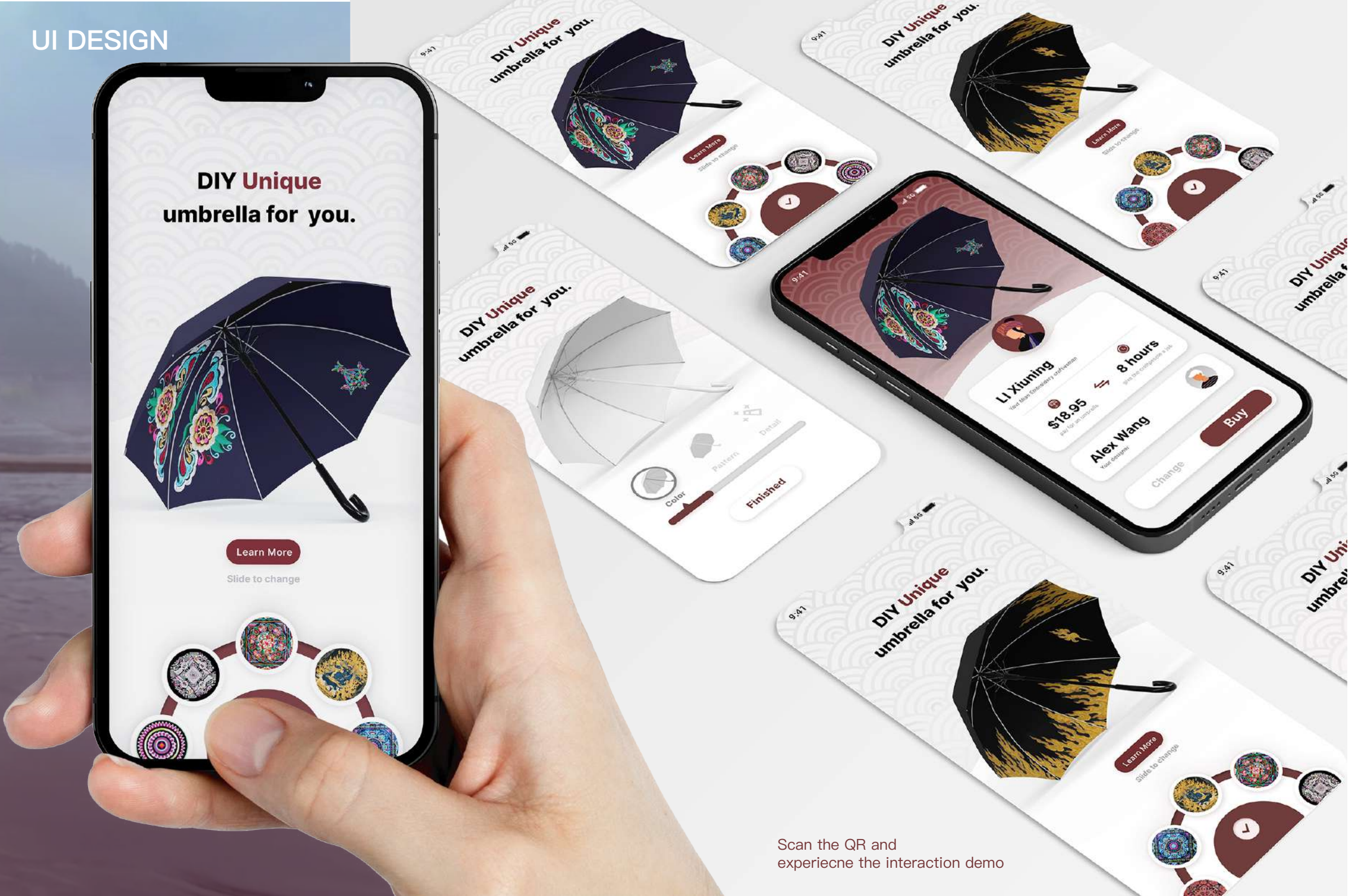
Scan the QR and
experiecne the interaction demo

GO ON

What is GO ON?

GO ON is a Cultural Database, which collects thousands of cultural elements.

GO ON is a Cooperation Platform, which gives designers the opportunity to cooperate with traditional craftspeople.

GO ON is a Education Media, which shows the history and charm of traditional culture to young people.

GO ON is a Ecnomic Model, which brings traditional craftspeople decent jobs and sustainable income.
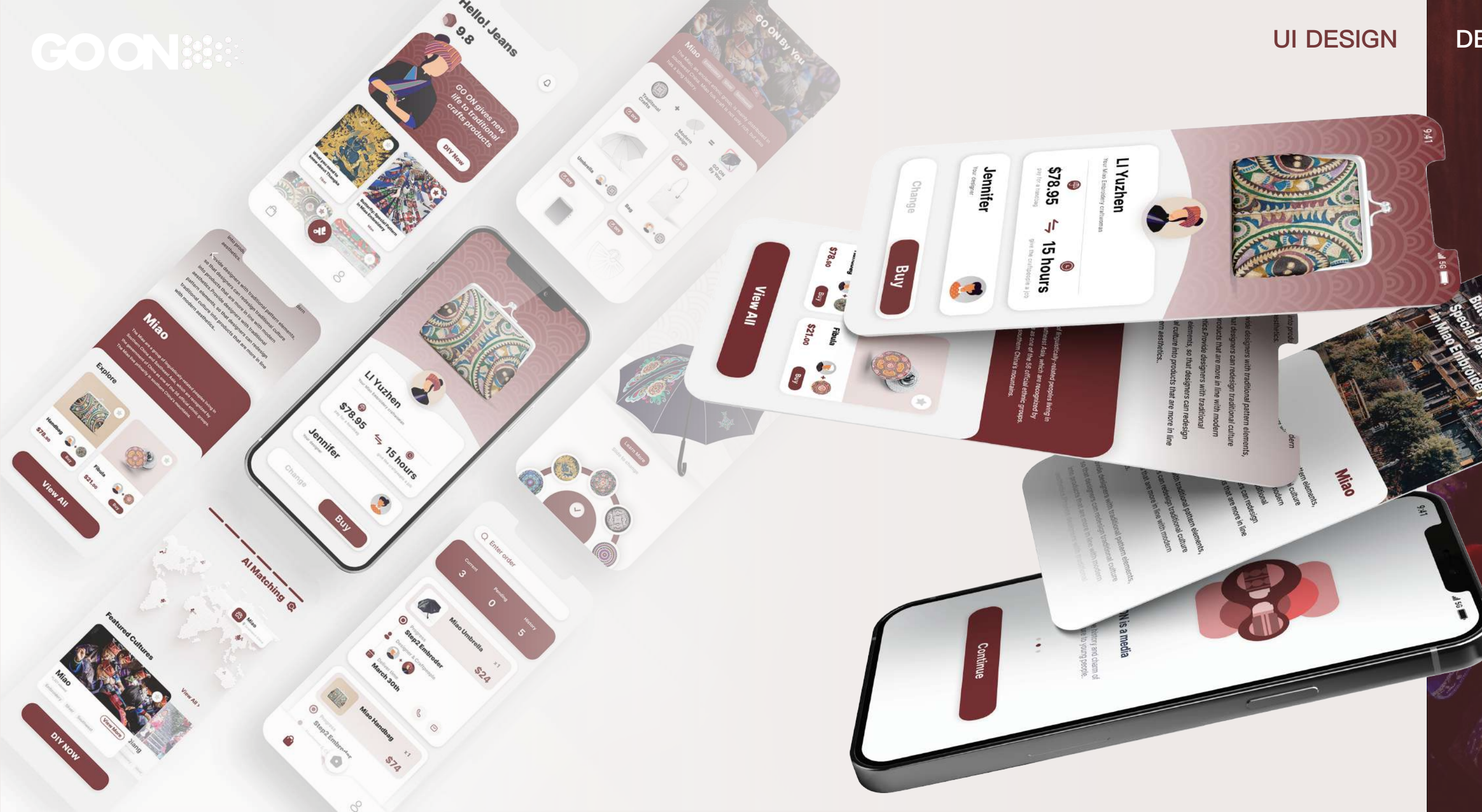
What dose GO ON mean?

START
a New Platform
a New Chance
a New Understanding

CONTINUE
to Earn a life
to Follow Traditional Skills
to Earn Respect and Recognition

YOLO†

YOU ONLY LIVE ONCE

There is a stage–by–stage progress in our whole life and also a stage–by–stage 'death'. In this project, i create a serious immersive VR scene, so that users can seriously think about their dreams and goals in one certain process of stage, and then users earnestly realize their dreams step by step.

Interaction Design x VR Design
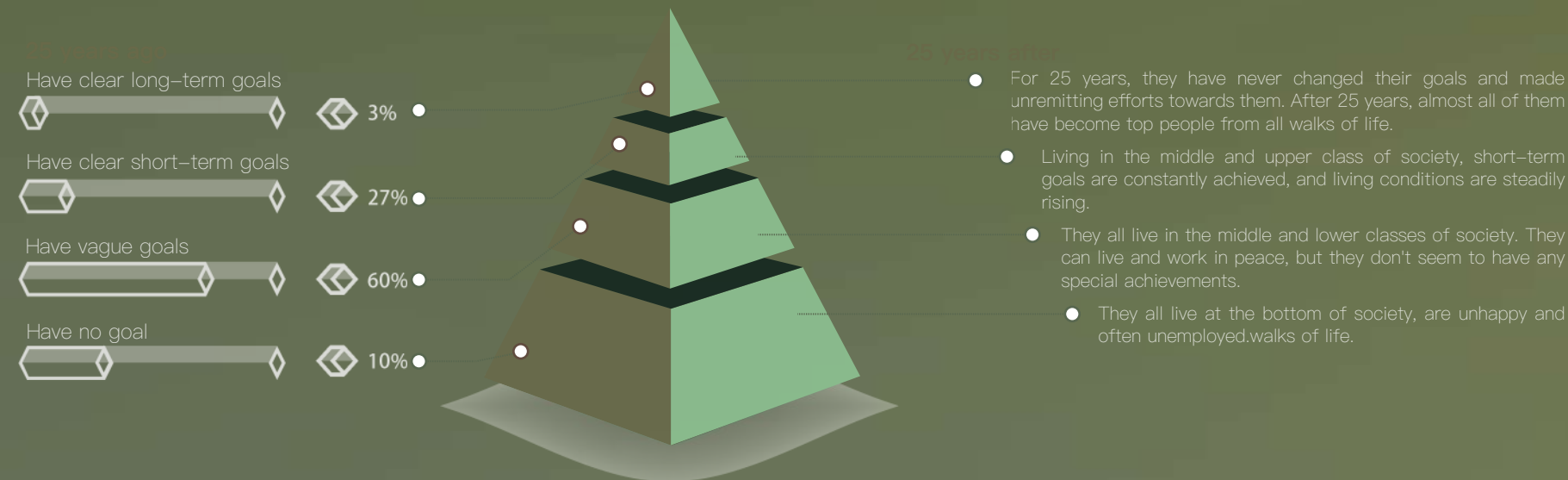
DEVELOPED BY **UNREAL ENGINE**

BACKGROUND

Nowadays, the pace of society is very fast, and people's life is under great pressure. This leads to people's lower and lower happiness in life, and they are less and less satisfied with their present situation. Social investigation shows that people's accumulated regrets become more and more, and people are no longer struggling to pursue their dreams, and they are pressed by the pressure of life to forget their original dreams. But everyone only live onec, and the missed stage of life cannot be experienced again.

A 25-year Follow-up Survey on the 'Impact of Goals on Life' from Havard

Have clear long-term goals — 3%
Have clear short-term goals — 27%
Have vague goals — 60%
Have no goal — 10%

- For 25 years, they have never changed their goals and made unremitting efforts towards them. After 25 years, almost all of them have become top people from all walks of life.
- Living in the middle and upper class of society, short-term goals are constantly achieved, and living conditions are steadily rising.
- They all live in the middle and lower classes of society. They can live and work in peace, but they don't seem to have any special achievements.
- They all live at the bottom of society, are unhappy and often unemployed.walks of life.

CONCLUSION: Goals affect people's development. People with goals have higher satisfaction and are more likely to succeed.

Survey on Happiness and Life Satisfaction of Chinese Urban Residents in 2021

Have Age Pressure — 65%
Have Regrets — 94%
Dissatisfied with the present — 72%
Lack of short-term goals — 54%

CONCLUSION: More than half of the residents are dissatisfied with their present life, lack of goals and have many regrets.

A study on the impact of urgency on the goals achievement

SENSE OF URGENCY	0%	50%	90%	100%
POSSIBILITY OF GIVING UP	94%	53%	5%	1%
POSSIBILITY OF SUCCESS	19%	44%	91%	96%

CONCLUSION: The expected intensity and urgency of the goal will affect the completion of the goal.

Buy a house for parents
Bring parents to the city
Go home and parents often
Buy a present for sister
Parents keep healthy

Family

Watch romantic movies
Watch sunrise with lover
Planting roses
Get a bigger diamond ring
Grow old with lover

Love

DREAMS

Strike it rich
Raise the income
Work promotion
Achieve financial freedom
Early retirement

Career

Tour

See the aurora
Go skydiving
Go to all continents
Go surfing in Hawaii
Go to Venice Watertown

EXPERIMENTAL RESEARCH

In order to create a serious thinking environment for users, let them seriously think about their dreams and regrets. We let the users watch the documentary related to death, record the emotional changes of the users during watching with EEG equipment and interview users before and after watching.

USER INTERVIEW

SELF DESCRIPTION

LIU Qi   19yrs

As a college student, I am not satisfied with my present life, procrastination is serious, and I always feel that there is a long way to go. I should make myself comfortable and not put too much pressure on myself. I'm confused about my future, with no long-term planning and short-term goals. I never thought about what I should be when I was thirty.

SUN Ruohui   28yrs

With the increase of age, the fear of age becomes more and more serious. I am no longer the hopeful self at the age of 20. Now I am under pressure, but I don't have enough motivation and vitality. My family's sense of responsibility has become the main motivation of my life. I feel that it may be that I repeat similar work and life day after day in the future.

LIU Xin   34yrs

Sometimes I feel midlife crisis, rarely mention my dreams, and feel that dreams are somewhat unrealistic for middle-aged people. After years of hard work, although I have made some achievements, I have become a so-called successful person in the eyes of others. But also because of clinging to the finish line, I missed a lot of scenery along the way.

CHEN Ping   45yrs

At my age, there are fewer and fewer dreams and more and more regrets. Many things that I didn't care about when I was young, I didn't expect them to become regrets in my present life. Instead of pursuing too much of what you don't have, try to grasp what you have. A happy life with your family is the most important thing.

DREAMS (BEFORE-VEDIO)

Lose another 10 pounds. Strike it rich.

Start-up companies can develop this year and sign more projects.

Go to northern Europe to see aurora at the end of this year.

I hope my son can be admitted to the ideal university next year.

DREAMS (AFTER-VEDIO)

Call grandma and apologize for missing her birthday.

Take my wife to take a set of photos every year to record our aging.

Take time off from work to spend with your children on weekends, and don't want to miss their growth.

I want to learn from my mother's traditional way of making pastry, and I want to pass on it.

Calm Mood Distracted Attention

Calm Mood Concentrated Attention

Unstable Mood Concentrated Attention

Excited Mood Concentratedd Attention

The beginning of the documentary

The beginning of talking about future

The beginning of talking about death

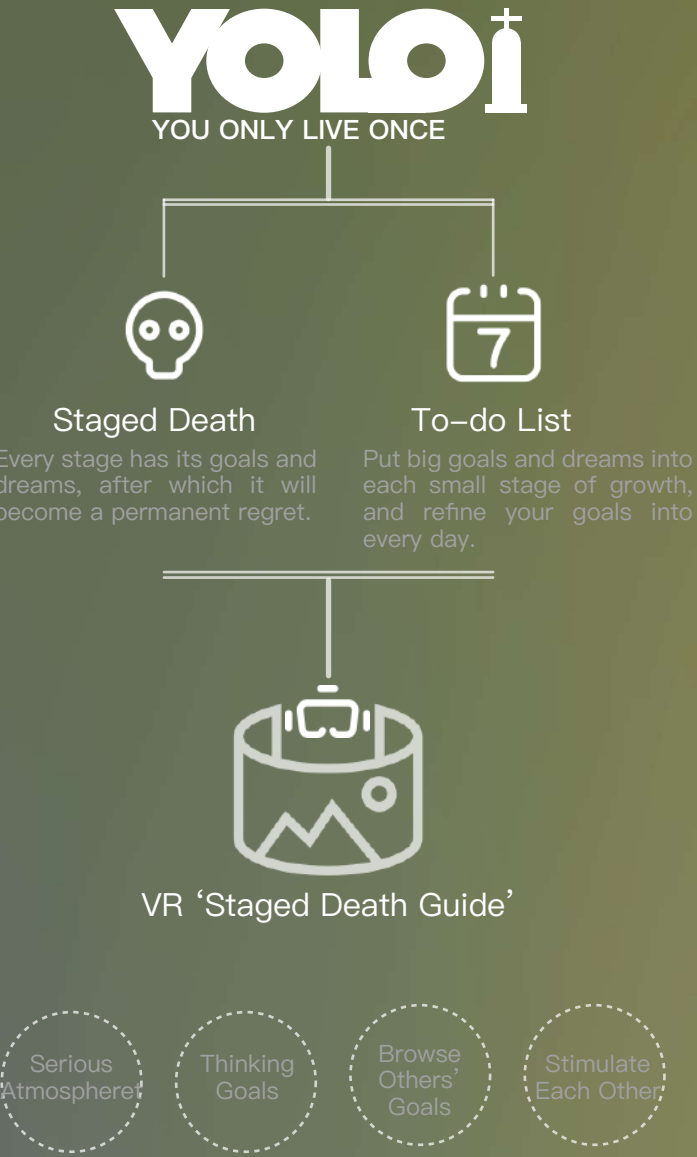The beginning of talking about regrets

The end

PROBLEM DEFINITION

PROBLEM SUMMARY

Not satisfied with the present life, but really long-term planning for the future.

Lack of clear and long-term goals.

Not clear about your goals and regrets.

It's irrational to specify goals, and the goals are messy and have no priority.

There is no motivation and lack of sense of crisis in the process of accomplishing the goal.

Lack of regular and effective stimulation in completing the target project.

TARGETED SOLUTIONS

Help users think about their goals and plan for the future.

Help users think about the priority of their goals and find the important things they must do.

Support users to share regrets and wish lists, and let users think about their future while browsing other people's goals.

Create a relatively serious and urgent environment for users, let them think about what they want to do most, and improve the quality of their goals.

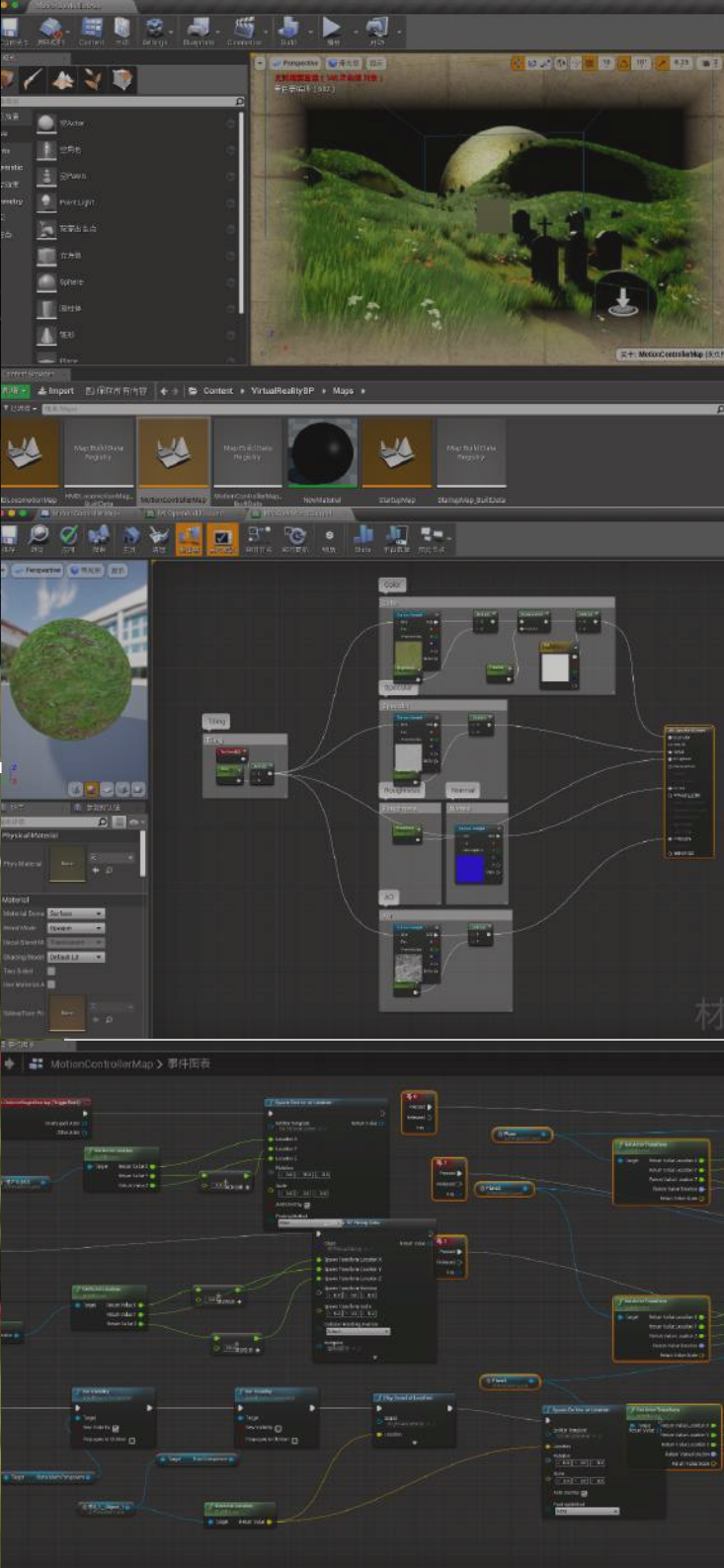Set up a DDL for each goal to give users excitement and urgency.

DESIGN CONCEPT

YOLO†
YOU ONLY LIVE ONCE

Staged Death
Every stage has its goals and dreams, after which it will become a permanent regret.

To-do List
Put big goals and dreams into each small stage of growth, and refine your goals into every day.

VR 'Staged Death Guide'

Serious Atmosphere   Thinking Goals   Browse Others' Goals   Stimulate Each Other

VR DESIGN

DEVELOPED BY UNREAL ENGINE

VR INTERACTION-DEMO VEDIO: https://youtu.be/U6-YCH0Nlc0

VR DESIGN

In YOLO VR design, everyone's to-do list is presented by a tombstone, which expresses the staged death of each user. Users can browse everyone's goal list through VR interaction, and see their completed goals and unfinished goals. While browsing other people's goals, you also think deeply about your future plans.
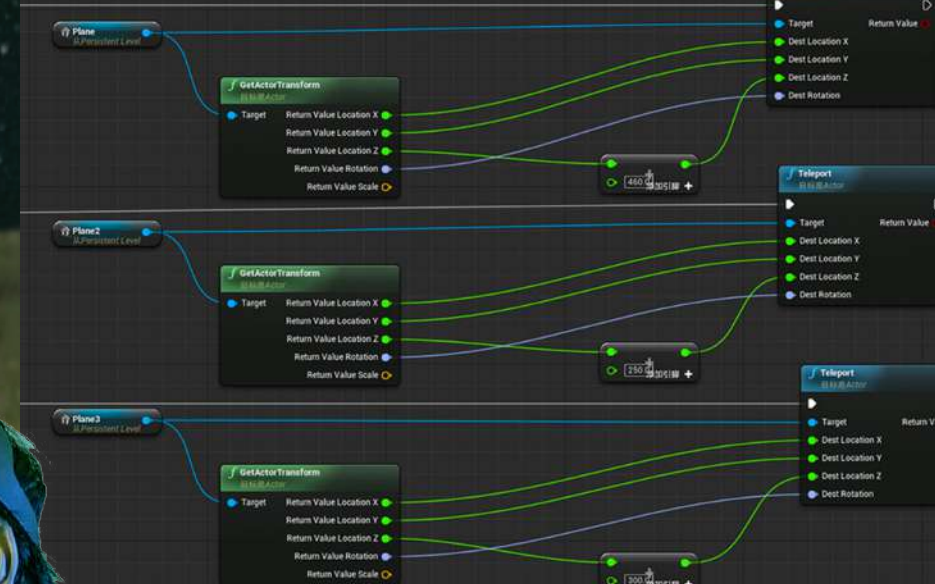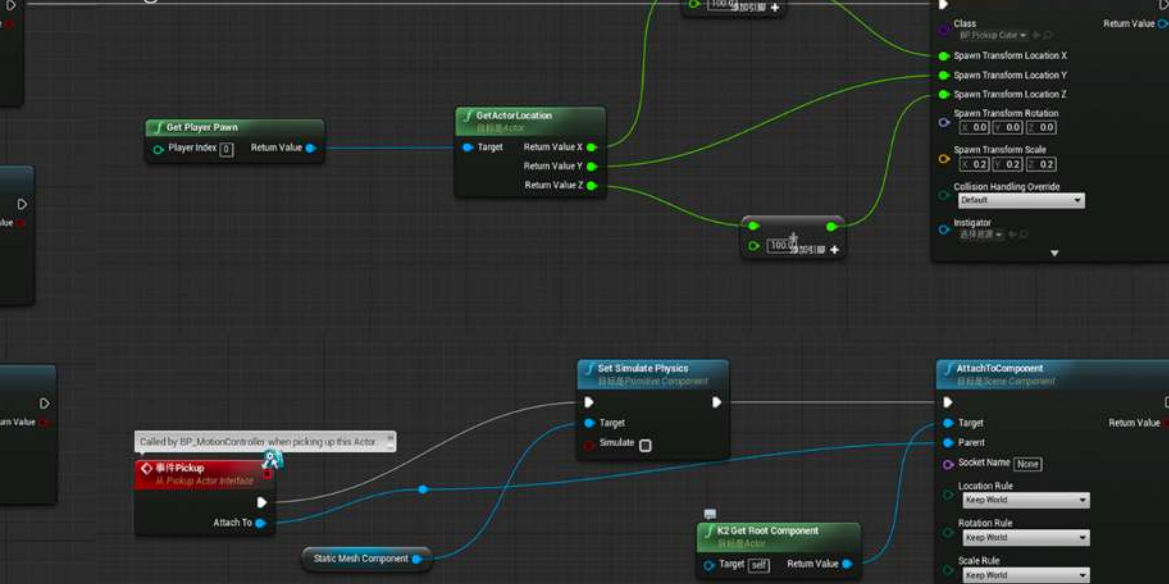
Browse the achievements on the tombstone

Offering flowers to users

Touch interaction with users of different levels

ALLEN'S 50-YEAR-OLD GRAVE

- Taken a family photo with my lover and children.
- Learned cooking skills from my mom.
- Gone to the bar and watched a football match all night.
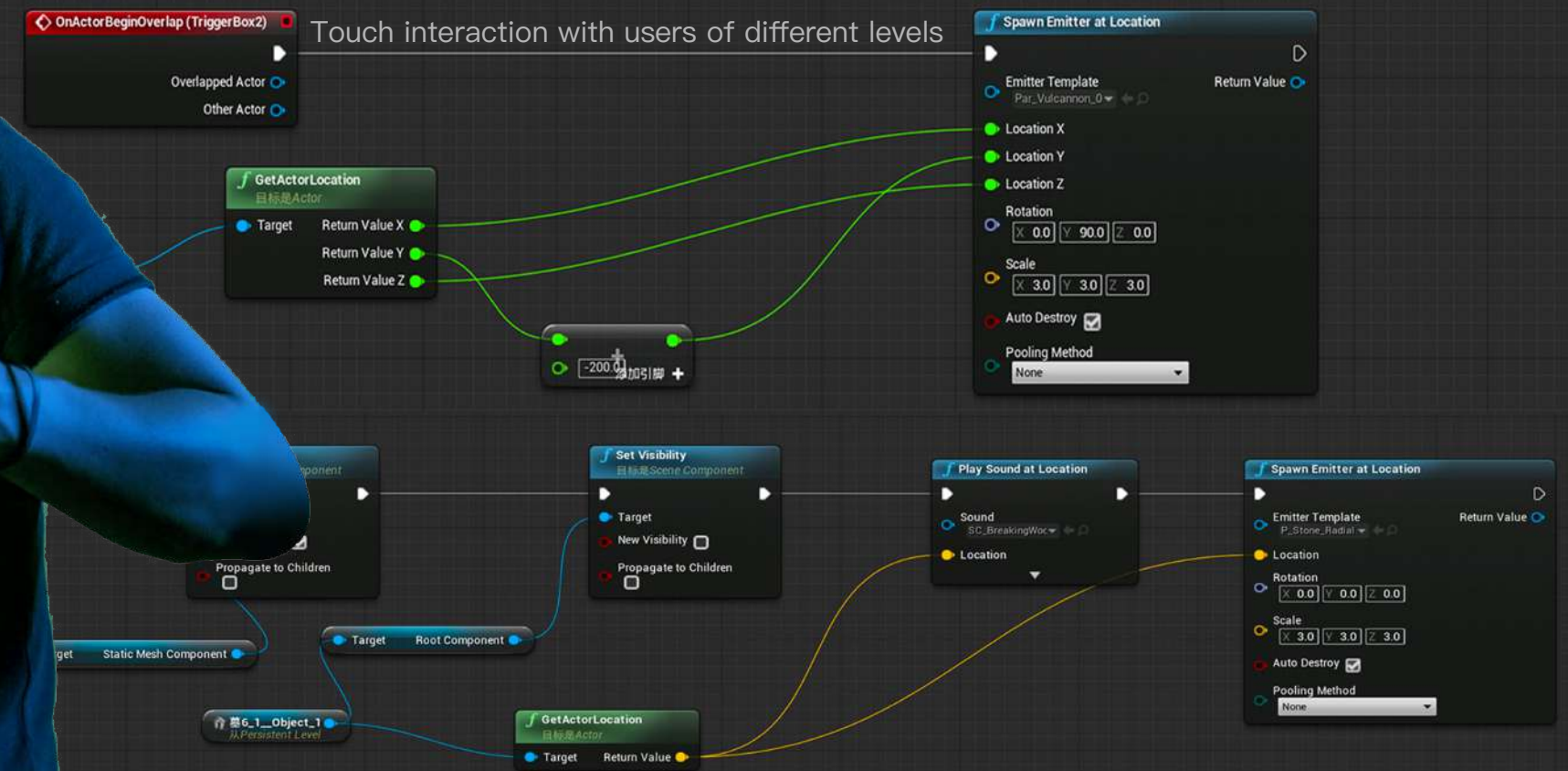
Browse his unfinished goals

VR INTERACTION

1.Open Interactive Menu

ACTION: Turn hands over
RESPONSE: The menu appears

ACTION: Two hands close
RESPONSE: Select menu function

2.Browse the User's Goals and Achievements

Max's grave at 50th

Go to New York on new years eve
Dip dye my hair red
Tell my best friend she means everything to me

ACTION: Clink to browse
RESPONSE: list of achievements will present

3.Send Flowers to users

ACTION: Clink flower button
RESPONSE: Present a flower

4. Touch Users with Different Levels

ACTION: Touch users' tombstone
RESPONSE: Different levels of tombstones will have different interactive feedback

Click to view the achievements (completed goals) on the tombstone.

Click to present some flowers to the users in front of youself.

INTERACTION: After clicking the View button, the list of achievements of the user in front of the player will appear in front of you. You can view what achievements the user has accomplished, and choose the one you are interested in for detailed information.

MEANING: Let players browse and compare the list of goals of all people, and rationally determine their own goals.

INTERACTION: After clicking the flower button, a flower will appear in front of the player. By manipulating the handle keys, the player will pick up the flower and bend over to offer flowers to the tombstone in front of him.

MEANING: Meaning: By sending flowers to others, players can feel the existence of role models and stimulate players to strive to achieve their goals.

INTERACTION: When you touch a user with a lower level (less goals than yourself), the user's tombstone will be broken. When you touch a user with a higher level (more goals than yourself), the shocking effect of fireworks will appear.

MEANING: Interact with tombstones of different levels and feel the difference between yourself and other users. Stimulate users' pleasure in upgrading, motivate users to accomplish their goals on the list, improve their level, and "break" other users' tombstones.

VR INTERACTION–DEMO VEDIO: https://youtu.be/U6–YCH0Nlc0

DESIGN REFLECTION

Using VR technology can really stimulate users' inter‑est, but after DEMO test, it is found that users can only use VR devices in designated professional places. Users can only feel serious atmosphere with VR devices, but it is difficult to stick to our products. Users can only think deeply about their dreams, but they can't refine their goals and stick to them.re‑spected and recognized in the modern society.
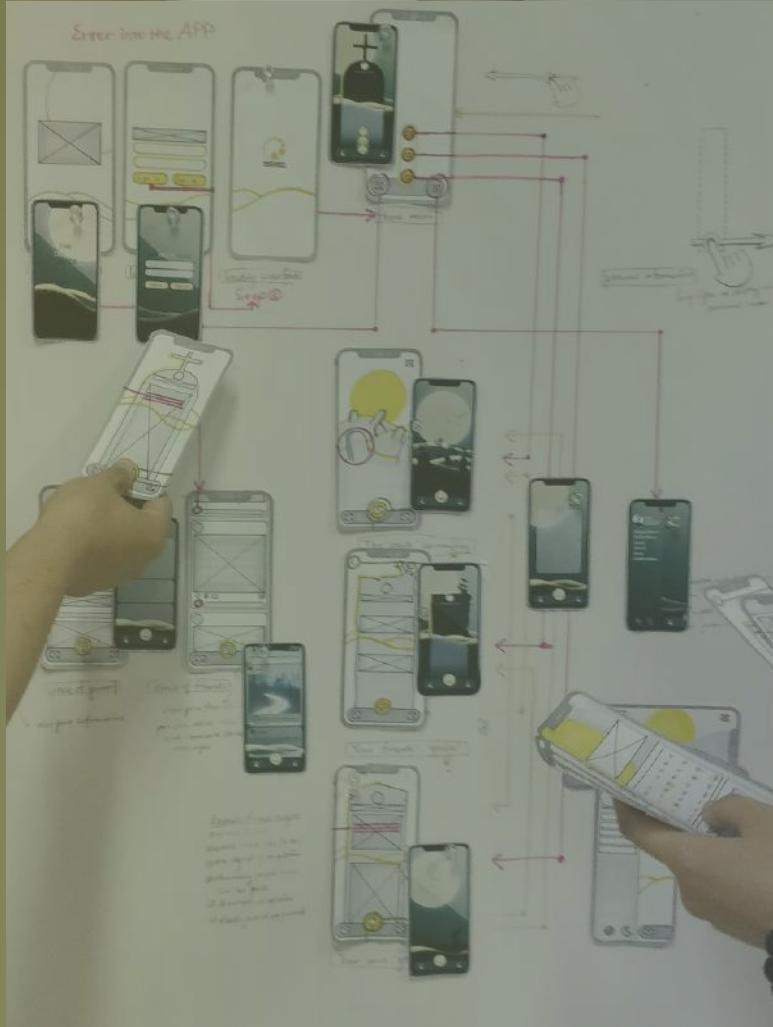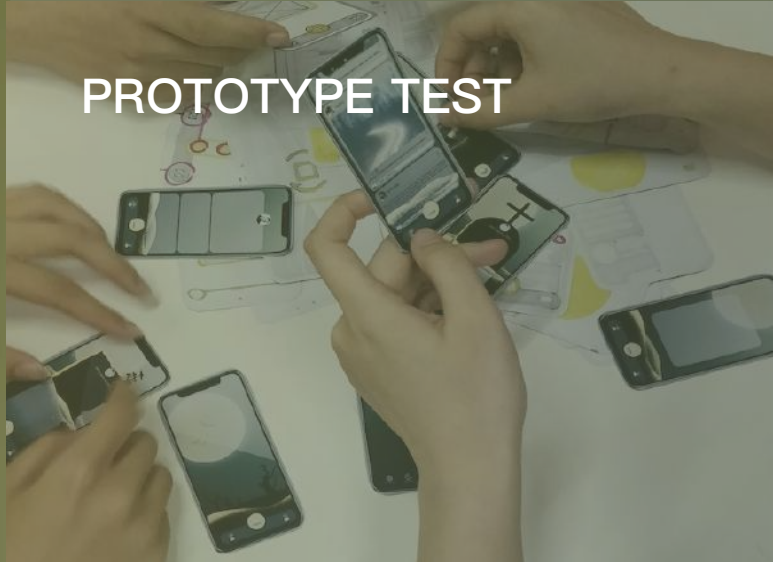
It is inconvenient for users to use VR devices, and they can only try to use them in characteristic places.

Due to the complexity of VR devices, it is difficult for users to stick to products.

VR focuses on experience and entertainment, but it is not the best way to view and determine the goals.

VR   APP

After the improvement, with the interactive mode of combining VR and APP, users can experience VR devices in designated places first, and immerse themselves in a serious atmosphere. At the same time, it also supports users to use YOLO conve‑niently through their mobile phones. Mobile APP can better enhance user stickiness and urge users to accomplish their goals.

PROTOTYPE TEST

INFORMATION ARCHITECTURE

YOLO
YOU ONLY LIVE ONCE

My own to‑do list	Friends' to‑do list	Community	Moments	Plog
Add dreams/goals/to‑do lists	See what friends' accomplishment	Browse goals of strangers	Share the progress of the goal	The dream wall
Browse dreams/goals/to‑do lists	Browse goals of friends	Check the leaderboard	Record the process of completing the	The regret wall
Add a comment to the target	Add a similar target from their list	Classify targets in the community	Share some moments and diaries	Self‑report of the dying
Refine my own goals	Browse the process and details	Browse the community at will	Learn some experience	Thinking of users
See what you have accomplished	Praise friends	Make new friends	Forward articles from friends	Tips for completing the goal
Remind user to accomplish goals	Leave a footprint	Encourage each other	Punch out small targets	Share experience
Regularly remind yourself of the com‑pletion of the goal, and constantly urge users to complete it.	Stimulate users to accomplish their goals through the completion of friends.	Check the achievement of similar users' goals, and urge them to make continuous efforts to achieve their goals.	Share your own achievements and get satisfaction, so as to stimulate users to continue to accomplish their goals.	View relevant experience to help users achieve their goals.

UX DESIGN

Browse the goal lists in the community

Users can view their own target list. We adopted a special seman-tic design, and designed the target table into the style of tomb-stone. The completed goals will be displayed in the upper part of the land to represent personal achievements, and the unfinished goals will be displayed in the off-duty part of the land to represent regrets. On this page, users can also switch perspectives to view the list of friends' goals and browse the list in the community.

In addition, in order to enhance users' stickiness to the APP, many interactive functions are designed to stimulate users to continuously accomplish their goals. For example, when a friend completes a new goal, he will prompt the user, and stimulate the user to complete the goal through the prog-ress of the familiar person. When the user fails to complete the goal for a long time, a "little monster" will appear on the screen to remind and moti-vate the user to complete the goal as a punishment.

Browse my own list of goals

Browse friends' list of goals

Reminder when a friend completes a goal

DDL list

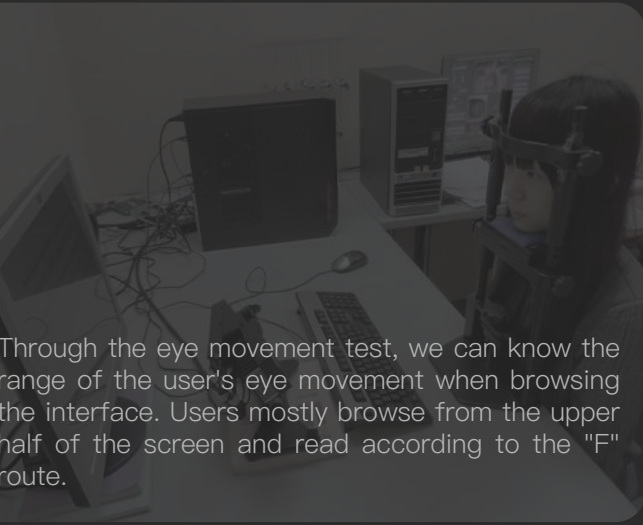### Limitation of not accomplishing the goal for a long time

EYE MOVEMENT TEST

Eye movement traces

Hotsopt distribution

Through the eye movement test, we can know the range of the user's eye movement when browsing the interface. Users mostly browse from the upper half of the screen and read according to the "F" route.

000000 444444 B3C1C9 FFFFFF FC5CC E5CE7F

AaBb
Helvetica Light

THE DEΔTH GUIDE

User...
Passord...

Sign in   Sign up

CONTECT LENS KEEPER

Many young people like to wear contact lenses, but the storage and care of contact lenses is a big pain point for users, which brings hidden dangers to the health of eyes. In this project, the concept of contact lens care device is expounded, and intelligent product design is carried out according to users' pain points.

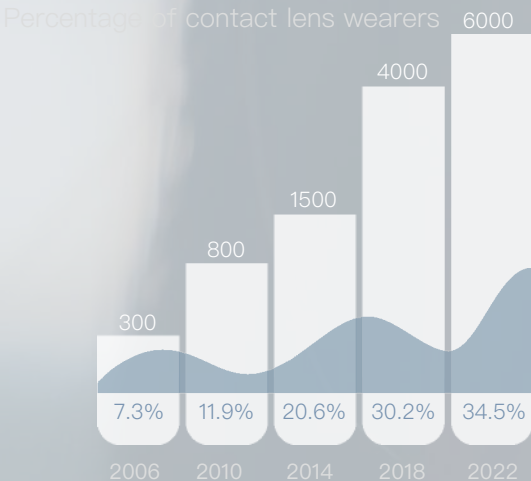Interaction Design x Intelligent Product Design
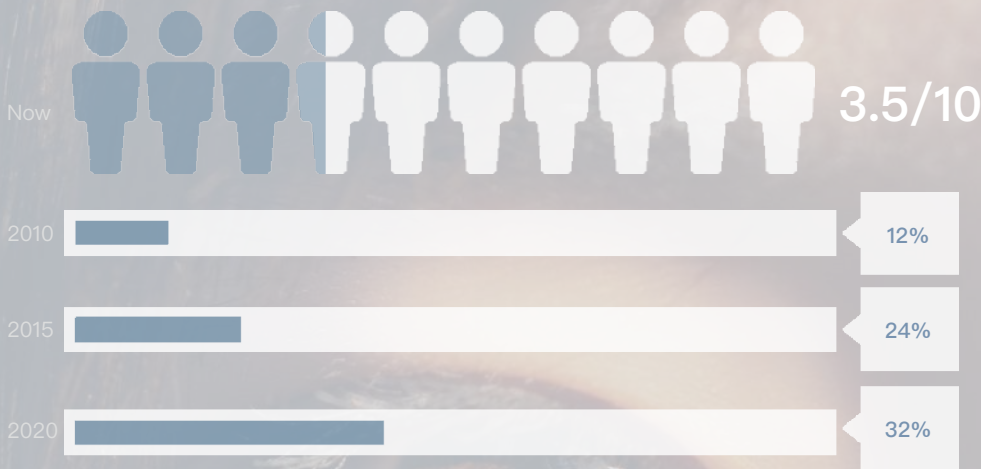
DEVELOPED BY

Rhinoceros

BACKGROUND

## Number of nearsighted people worldwide (million)

Percentage of contact lens wearers

Year	Value
2006	300 (7.3%)
2010	800 (11.9%)
2014	1500 (20.6%)
2018	4000 (30.2%)
2022	6000 (34.5%)

Average proportion of contact lens wearers in myopia

3.5/10

Year	Value
Now	
2010	12%
2015	24%
2020	32%

There are a large number of nearsighted people all over the world, and the number is on the rise. Among the nearsighted people, more and more people choose to wear contact lenses. Up to now, 3 out of 10 nearsighted people have tried to wear contact lenses.

Common troubles of wearing contact lenses

Eye Inflammation	Lens Shedding	Eye Fatigue	Dry Eyes
10%	28%	60%	72%
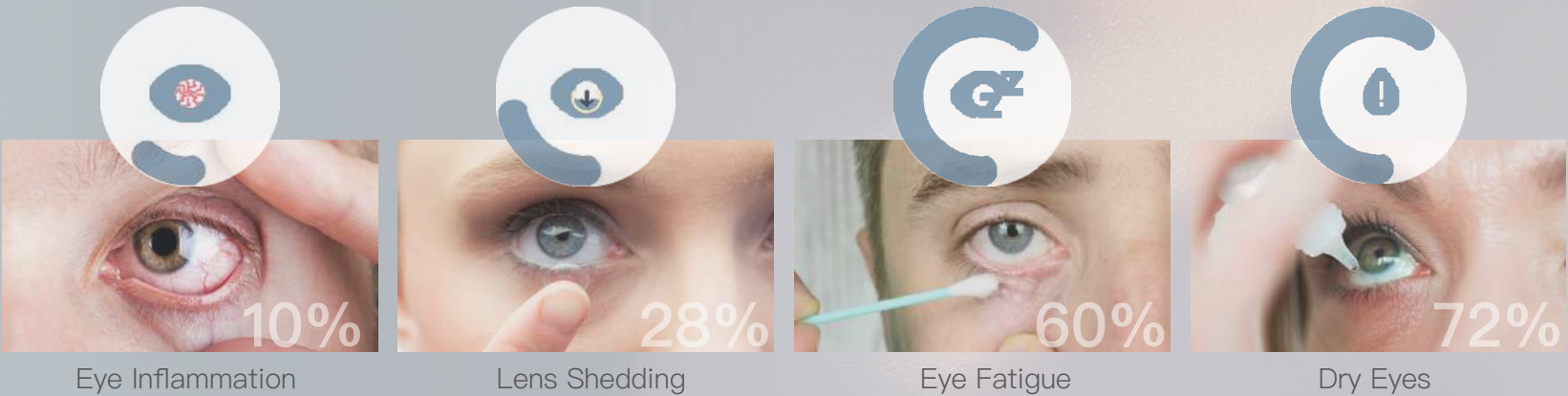
USER INTERVIEW

"Because the color and comfort of colored contact lenses are different, I usually mix the contact lenses with different expiry dates. The daily ones are more comfortable, and there are many annual designs, so I probably have 6–7 pairs of glasses to wear at the same time. Because the number of glasses is large and not every pair of glasses will be used every day, I often forget to replace the lens care solution in the contact lens box. And every time you go out, you will have a phobia of choice. I don't know which color contact lens is more suitable for your makeup. "

––CHEN, 20

"Wearing contact lenses is conducive to my sports activities, and it is very convenient when playing basket-ball and running. In the process of wearing contact lenses, I am particularly worried that my eyes will be hurt because of unscientific wearing, so I usually pay great attention to the hygiene care of my glasses. However, after wearing contact lenses for a long time, there will be occasional eye discomfort. In this case, I can't tell whether it is a normal reaction or an early warning of eye diseases, so I am very worried and scared. Then, sometimes it's easy to fall asleep in the office when you are sleepy at noon. When you wake up, you find that you forgot to take off your contact lenses, which are very red and dry. "

––GUO, 22

"One of the problems that often bothers me in the process of wearing contact lenses is that I often confuse the front, back and left of contact lenses. Once I first came into contact with contact lenses, it was very uncomfortable to wear inverted eyes. At that time, I thought it was a normal reaction during the adaptation period. Now, although I occasionally wear inverted lenses, I can perceive the front, back and left by experi-ence. In addition, I don't know the shelf life of contact lenses, and I don't know the wear degree of lenses. I'm afraid that the wear and qualitative change of lenses over a long period of time will hurt my eyes. "

––ZHENG, 26

"I usually have less chance to wear contact lenses. Occasionally, I choose to wear contact lenses in order to maintain my natural makeup. However, compared with wearing frame glasses, wearing contact lenses will cause dry eyes. Because I have less experience in wearing them, I don't know whether dry eyes and red eyes are normal phenomena in the adaptation period or caused by unhealthy eyes. In addition, because of the nature of the computer's work for a long time, wearing contact lenses often makes you feel tired and sleepy. When you work overtime, you may work ten hours a day and often forget to take off your contact lenses. "
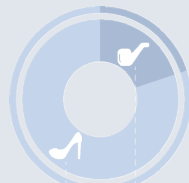
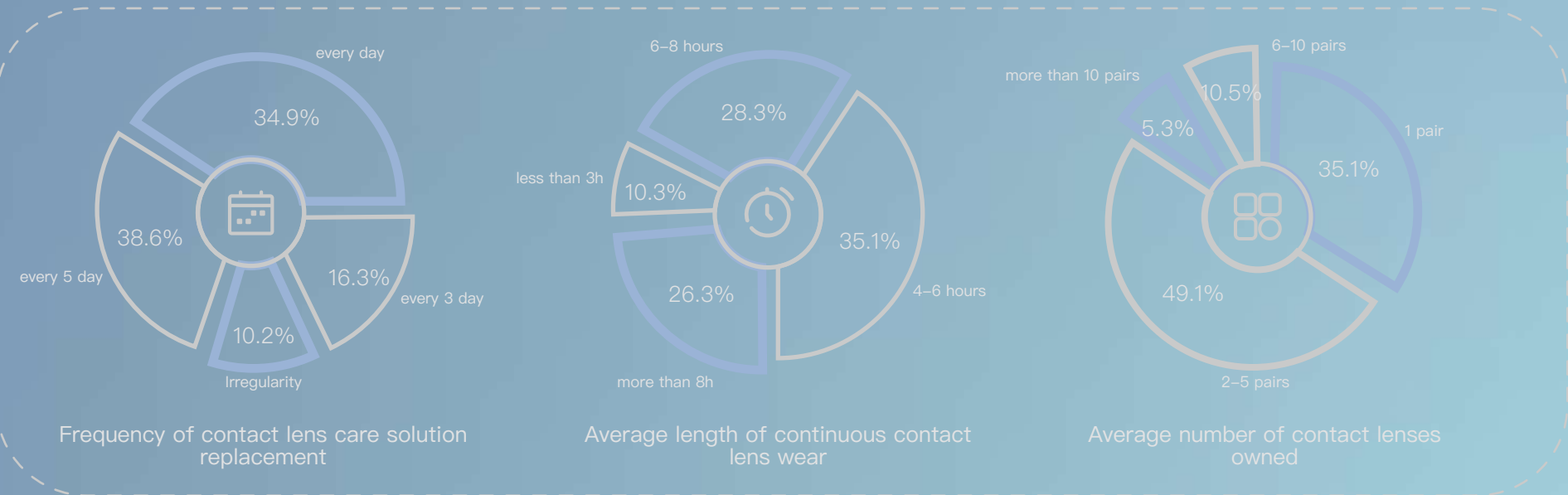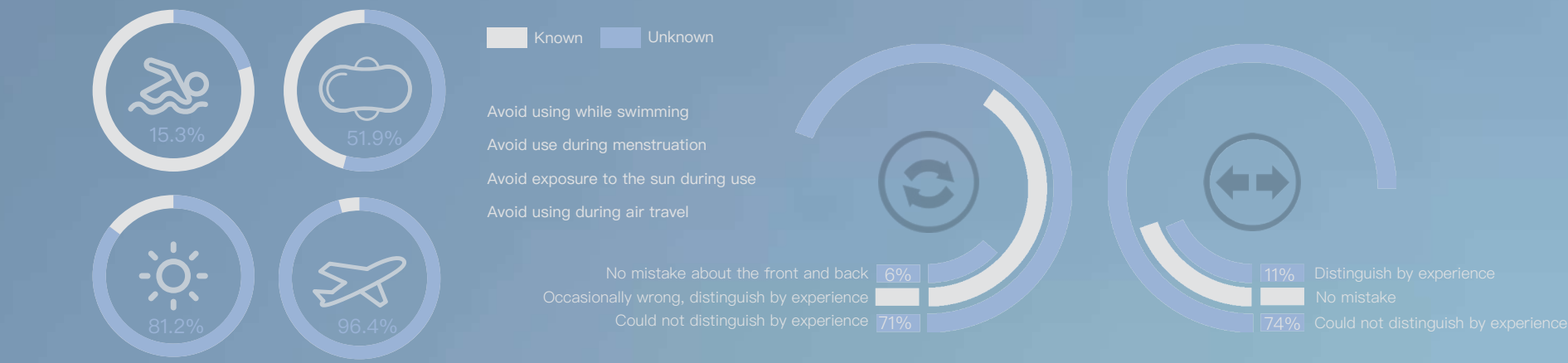––XI, 31

QUESTIONNAIRE RESEARCH

QUESTION EXTRACTION

– Why you choose to wear contact lenses?
– how many numbers of contact lenses you own?
– How often you change your contact lens solution?
– How long you continue to wear your lenses on average each day?
– Whether you can self–perceive the wear of your contact lens lenses?
– Whether you are unable to distinguish between the left and right lenses?
– Whether you are unable to distinguish between the front and back lenses?
– Do you have any problems with slippage due to prolonged wear?
– Do you have any problems with dry eyes due to prolonged wear?
– Do you have any problem with long time wearing and can't see?
– Do you have any problems with tearing after wearing them for a long time?
– Do you know how to avoid wearing contact lenses during the physiological period?
– Do you know how to avoid wearing contact lenses during pregnancy?
– Do you know how to avoid wearing contact lenses when you have a cold or fever?
– Do you know how to avoid wearing contact lenses when exposed to the sun?
– Do you know how to avoid wearing contact lenses when flying?
– What is your age?
– What is your gender?
– ....

QUESTIONNAIRE RECALL

400 questionnaires were distributed and 384 copies were collected

=20

79% 21%
Gender Distribution

16- 16+ 20+ 25+ 30+
Age Distribution

QUESTIONNAIRE RESULT

15.3%   51.9%

Known   Unknown

Avoid using while swimming
Avoid use during menstruation
Avoid exposure to the sun during use
Avoid using during air travel

81.2%   96.4%

Are users aware of the science of healthy contact lens wear

No mistake about the front and back 6%
Occasionally wrong, distinguish by experience
Could not distinguish by experience 71%

11% Distinguish by experience
No mistake
74% Could not distinguish by experience

Can contact lens users distinguish between positive and negative lenses and left and right by experience

every day
34.9%
38.6%
every 5 day
16.3%
every 3 day
10.2%
Irregularity

Frequency of contact lens care solution replacement

6-8 hours
28.3%
less than 3h
10.3%
35.1%
26.3%
4-6 hours
more than 8h

Average length of continuous contact lens wear

6-10 pairs
more than 10 pairs
10.5%
5.3%
1 pair
35.1%
49.1%
2-5 pairs

Average number of contact lenses owned

DESIGN CONCEPT

PURPOSE

It helps contact lens users to keep abreast of their eye health, wear contact lenses healthily and care for them scientifically to protect their eye health.
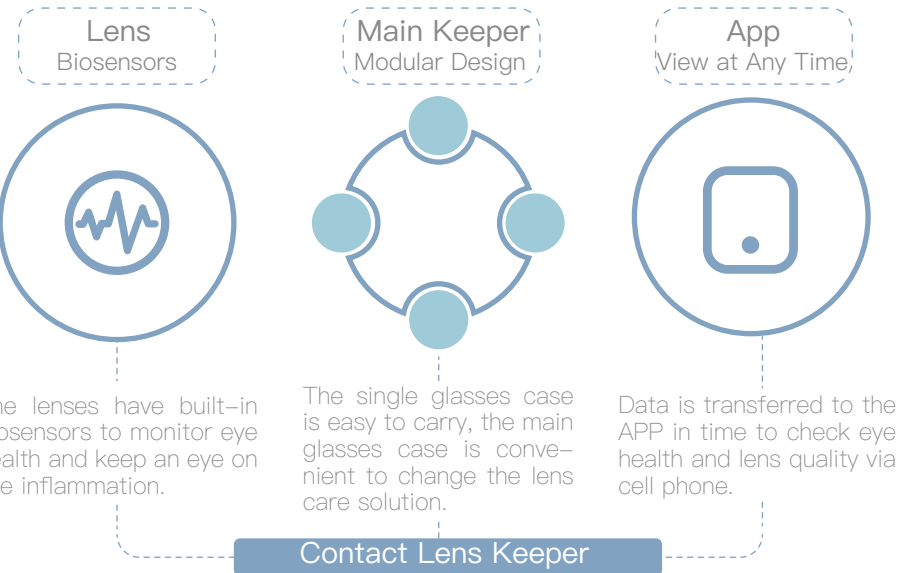
VALUE

Intelligent   Healthy   Safe   Portable   Interactive

FUNCTION

Intelligent Contact Lens Care Solution Replacement
+
Lens Quality Testing
+
Eye Health Monitoring
+
Eye Care General Knowledge

CONCEPT

Lens
Biosensors

Main Keeper
Modular Design

App
View at Any Time

The lenses have built-in biosensors to monitor eye health and keep an eye on eye inflammation.

The single glasses case is easy to carry, the main glasses case is convenient to change the lens care solution.

Data is transferred to the APP in time to check eye health and lens quality via cell phone.

Contact Lens Keeper

PRODUCT INTENTION BOARD

INTELLIGENT

INTERACTIVE

white surface

emotional

sense of science and technology

interesting

future

high-technology

scientific detection

cabinet

extremely austere

HEALTHY

PORTABLE

clean

wholesome

smart

MODELING ELEMENTS REFERENCE

MODELING PROJECTION

21. Sealed metal ring
22. Interactive touch screen
23. Resistance reduction ball
24. Modular eyeglass case support frame
25. Modular eyeglass case

26. Center resin housing
27. Resin housing on the left side
28. Opening and closing knob
29. Bearing retaining plug
30. Electromagnetic sensor

31. Glass cover
32. Center sensor
33. Spring
34. Plug for pushing liquid
35. Set screw

36. Nursing fluid delivery outer tube
37. Fluid inlet hole
38. Fixing bracket
39. Internal tube for delivery of nursing fluid
40. Waterproof plug
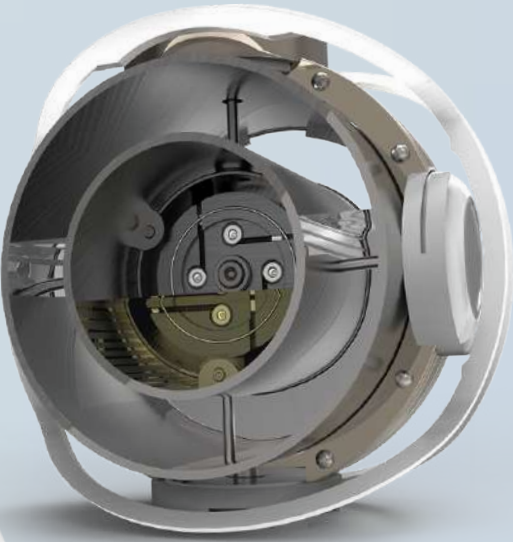
Physical Switches   01.
Magnetic base   02.
Optical sensors   03.
Ultrasonic sensors   04.
Ultrasonic Probes   05.

Electromagnetic Sensor A   06.
Rotating Spacer   07.
Rotating bearing   08.
Rotating bracket   09.
Waterproof sealing ring   10.

Liquid storage outer compartment   11.
Used care solution   12.
Liquid storage inner compartment   13.
New fluid   14.
Right side resin housing   15.

Injection–molded sealing strip   16.
Modular eyeglass case storage base   17.
Eyeglass fluid replacement pump   18.
Retaining plug   19.
Storage sliding lid   20.

FUNCTION DETAILS

Rotary Bearings

The built-in four contact lens cases rotate through rotating bearings.

Electromagnetic controller

The magnetic levitation technology allows the main body to be levitated by magnetic force, and the magnetic sticker can control the rotation

Ultrasonic Detection

The strength of the magnetic force can control the body to rise or fall, and the fall can match the ultrasonic probe.

Ultrasonic Probe

The ultrasonic probe can detect the quality of contact lens lenses, whether they have cracks and shelf life, etc.
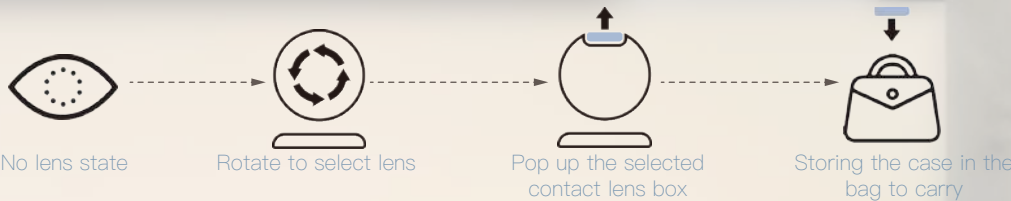
Touch Interactive Screen

The user controls the product by touching the interactive screen to select contact lenses and change the contact lens care solution.
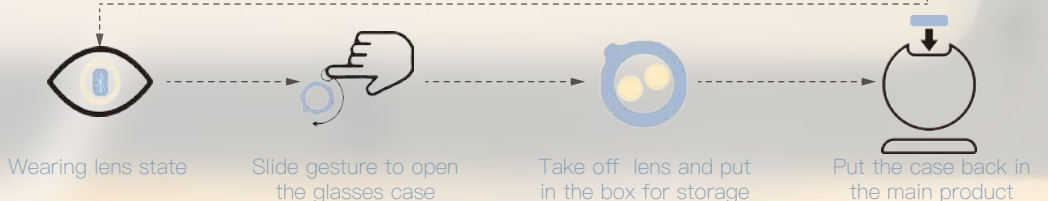

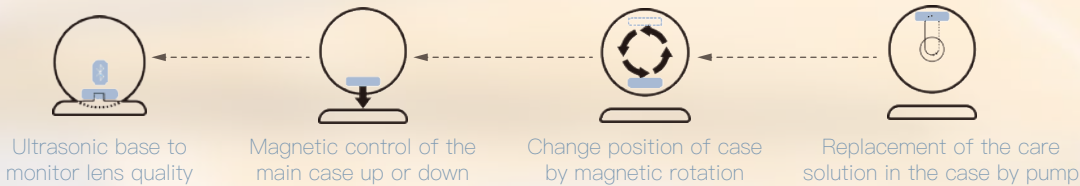**BEFORE WEARING LENS**
Check the lenses quality through the app

| No lens state | Rotate to select lens | Pop up the selected contact lens box | Storing the case in the bag to carry |

WEARING LENS
Monitor eye health and inflammation index

| Wearing lens state | Slide gesture to open the glasses case | Take off lens and put in the box for storage | Put the case back in the main product |

AFTER WEARING LENS
Clean and maintain lenses

| Ultrasonic base to monitor lens quality | Magnetic control of the main case up or down | Change position of case by magnetic rotation | Replacement of the care solution in the case by pump |

Controller
Inflammation sensor
Capacitor
Antenna
Soft contact lens

Rectifier
Si diode
Cap
Antenna
LED
Inflammation sensor

Hybird substrate
Reinforced islands
Elastic substrate
Stretching
Reinforced islands
Elastic substrate

Vedio Show of DEMO: https://youtube.com/shorts/zf3wZHXXdFY?feature=share

Functional devices
Rectifier
LED
Inflammation sensor

Strechable,transparent conductor
Antenna
Interconnect

Wireless power transmission
LED turned-on
Inflammation tear
Increase of the inflammation level
LED turned-off
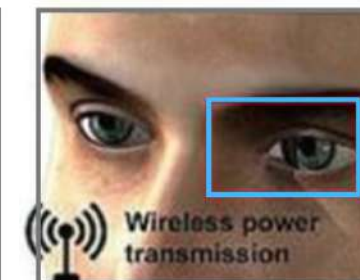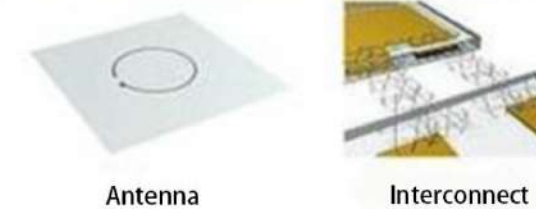
APPLICATION DESIGN

Through eye-movement test, we understand users' attention to each functional area, and modify the interface design again according to the test results.
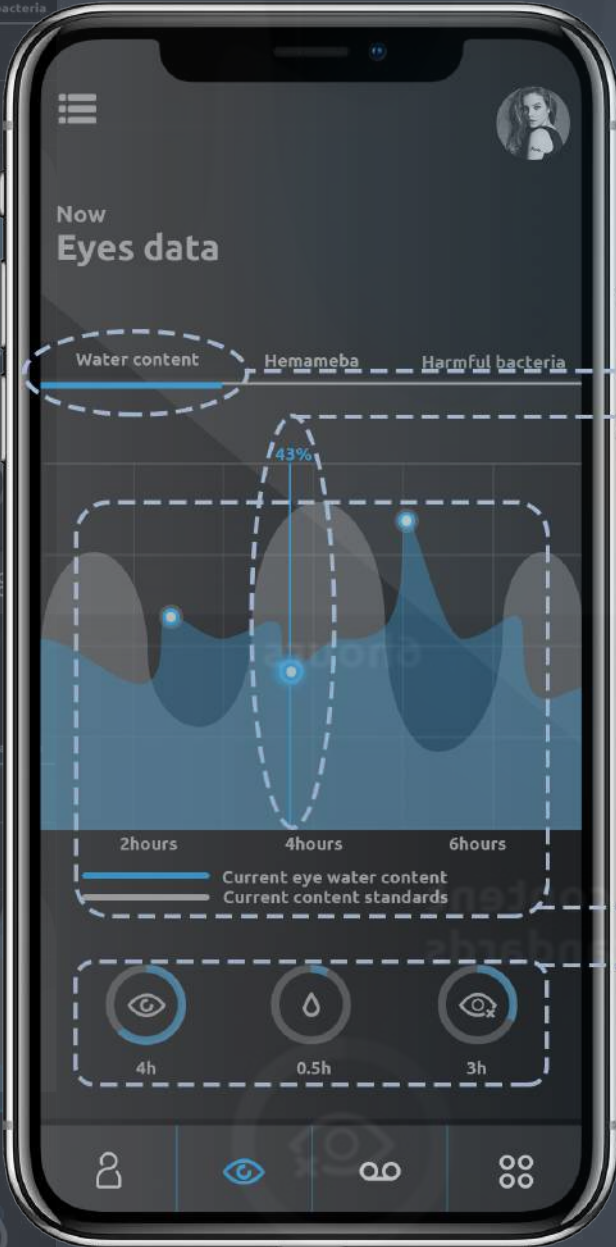
PEOBLEM: The current option of "water contact" does not have enough attention and the user's attention moves irregularly.

IMPROVEMENT: Change the color of the selection bar and widen the size of the line to attract users' attention through the change of color and size.

PROBLEM: Insufficient attention to 'data annotations' by gaze hot zone distribution test.

IMPROVEMENT: Add annotation reference lines and design the annotation data to the top of the graph to draw users' attention.

PROBLEM: Region I and Region II were not clearly delineated in the eye-movement test, and the gaze moved disorderly and confusingly at the region boundaries.

IMPROVEMENT: Change the distance between paragraphs to make the division of regions in each section clearer.
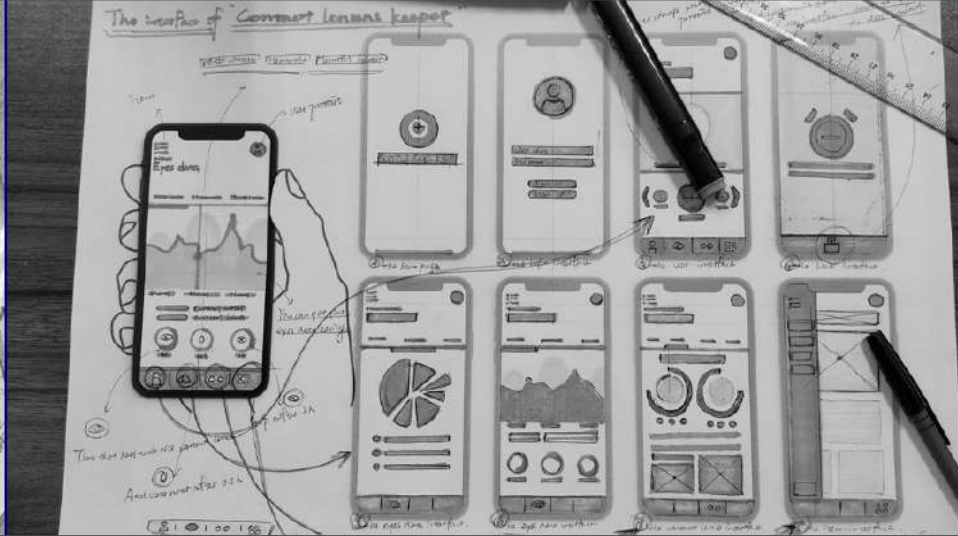
Test and Redesign

Open Screen Page
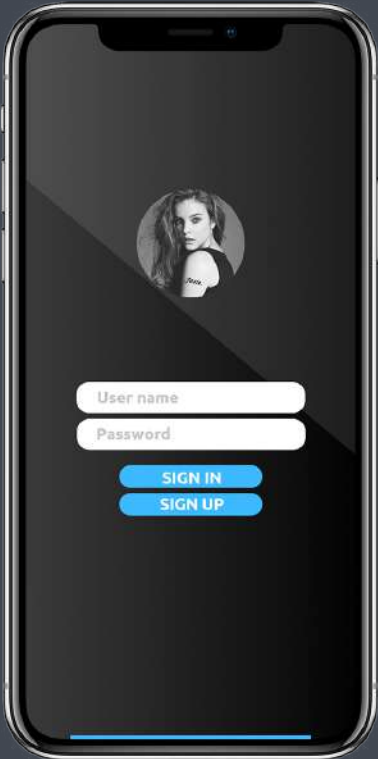
Log In
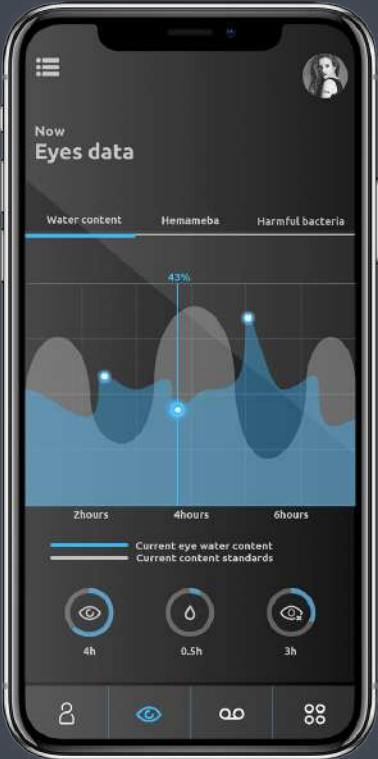
Eye Health

Lens Information and Quality

Simulated Wear
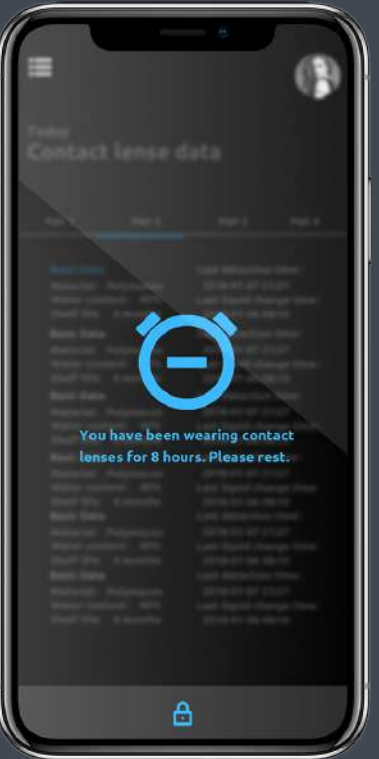
Wearing Lens Overtime

SEXUAL ASSAULTING

"Sexual Assaulting" aims to use the qualities of sweaters and wool as a metaphor for sexual harassment. The action of pulling the wool suggesting sexual harassment and the tattered sweater suggesting the victim. The interactive installation adds interactivity and immersion to the experience, causing people to rethink sexual harassment and understand the victims.

Interaction Design x Interactive Installations Design

BACKGROUND

More than 60% of people in 22 countries have experienced varying degrees of sexual harassment and assault

48%
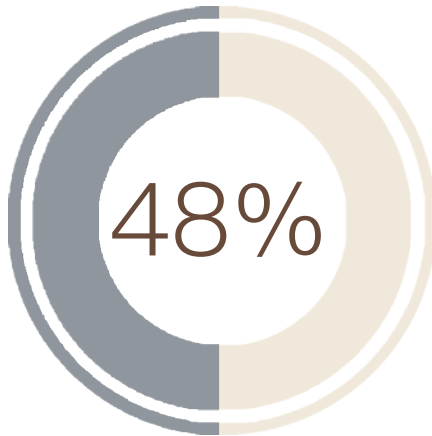
Globally, nearly half of young women have experienced sexual violence, street harassment or verbal advances.

FEMALE

MALE

In the past five years, more than three times as many male victims have experienced sexual harassment.

The extent to which people are sexually assaulted in different regions of the world

A	B	C	D	E

C
- Denmark 52%
- Finland 47%
- Sweden 46%
- Netherlands 45%
- France 44%
- United Kingdom 44%
- Latvia 39%
- Luxembourg 38%+
- Belgium 36%
- Germany 35%

E
- 57% Bangladesh
- 77% Cambodia
- 79% India
- 87% Vietnam

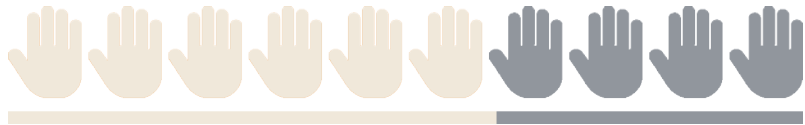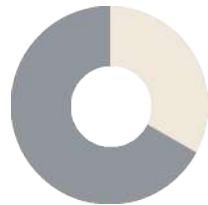**A** — In the United States, 65% of people interviewed had experienced street harassment or sexual harassment–type assault.
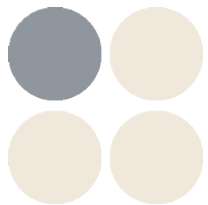
B — 1 in 4 people in North America will experience different types and levels of sexual assault and harassment during their lifetime.
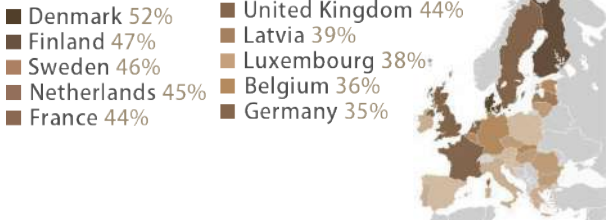
C — Different percentages of people who have experienced sexual harassment and sexual violence in the following European member states

D — 37% of Arabs report experiencing some form of sexual harassment, including verbal and physical harassment
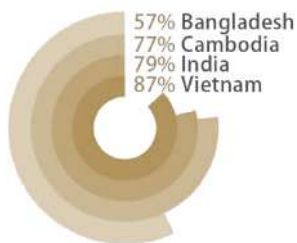
E — Percentage of people in Southeast Asia who have experienced some form of sexual harassment or sexual assault

PSYCHOLOGICAL COMPOSITION OF HARASSERS

Most of these men have had unpleasant relation-ships with women and have a sense of disgust and hatred for women, and sexual harassment is to satisfy and balance his contempt and hatred for women.

Sexual hunger leads to offensive words and molestation on impulse, and the purpose of harassment is not so much to possess a woman as to take advantage of her.

Most of the harassment occurs in subordinate relationships, with the majority of victims being female subordinates. Harassers acted more "senior" and "polite".

They know women, they know their weaknesses, they even see them as playthings, they harass them out of play and curiosity

Because of curiosity and the potential desire to possess, the victim was harmed because of an impulse.

This is sexual harassment with obvious patholog-ical manifestations. Most harassers are genuinely sexually dysfunctional, and harassing women gives them strong sexual urges and fantasies.

A
B
C
D
E
F

COMPENSATION TYPE — 35%
ATTACK TYPE — 6%
POWER TYPE — 11%
GAMING TYPE — 14%
CURIOUS TYPE — 29%
PATHOLOGICAL TYPE — 4%

PSYCHOLOGICAL COMPOSITION OF VICTIMS

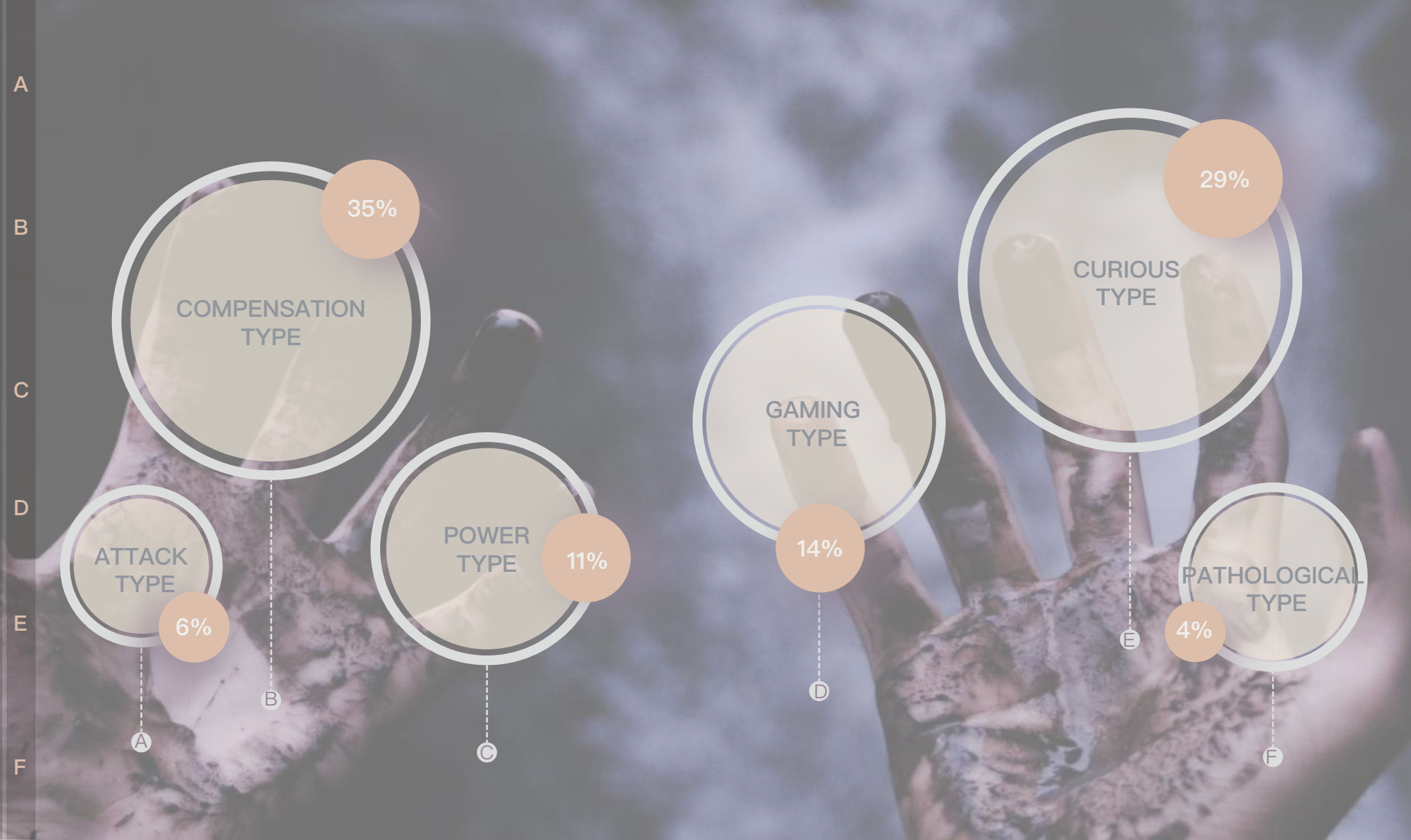"THERE IS NO WAY YOU ARE A VIRGIN. YOU HAVE DONE THIS BEFORE. I WAS 15 yrs OLD & I WAS A VIRGIN. MY TEARS meant nothing to them anymore either." — Tennis coach, 44 yrs old

"DON'T WORRY, BOYS ARE SUPPOSED TO LIKE THIS."

"We're going to play the Tickle Game. You have to be by still then we'll let you go." My family friend was 12 My brother was 11 I was 7

"Look at me, please I need you to look at me... You scared me... I thought I did something wrong." You are.

"You're Beautiful." 3 months later (in an e-mail) "Today I thank God for you"

"If you cannot be quiet I will kill your Mom, if she means it with her fault."

"If you tell Anyone, You will be in jail as Much trouble as I am." — It was 15 he was 40 — He was Sentenced to 33yrs in Prison.

"Are you sure he didn't think it was okay since you've Slept together before?" — My friends when I told them a friend had drugged & raped me

"This is Why we have Under Age Drinking Laws! THIS IS YOUR FAULT! If you hadn't been Drinking this wouldn't have happened to you!" — St. Petersburg Police, Which I tried to press Charges. Age 18

"TOUCHING A GIRL WITHOUT HER CONSENT DOESN'T MAKE YOU A MAN IT MAKES YOU A COWARD"

Confessions of victims of sexual harassment on the Internet

before answering repeatedly to confirm whether anonymous, the victim of such things will be anonymous, even in the platform of unknown to anonymous. Do not want to be dug up again, do not want to be shamed by others with the eyes of I don't want to be looked at with shame! My repressed emotions never exploded, not even for a moment really. I live my life very normally every day, just like most people. If I had to say something different, I was not interested in tomorrow, or the day after tomorrow. I had no expectations for tomorrow, or the day after.

My family's current family situation is similar to that of ordinary people, but in the past two years my parents and I are not too close to communicate, my mother does not dare to mention the past in front of me, she knows that my personality has changed greatly, afraid to reveal my pain, but also afraid that I will not be able to kill myself at night and so on. The actual fact is that you can find a lot of people who are not able to get a lot of money to spend on their own. We are all very painful.

I dragged my tired body out of that small dark room and walked to the river to try to kill myself, but I couldn't do it, I was afraid that my parents would be sad and my brother would be afraid. I still face a pile of medicine every day in silence. There is a long, thin scar on my neck. I am not depressed. And I'm not schizophrenic. I love my mom and dad. I also love my grandmother and brother.

What behaviors and actions constitute sexual harassment and sexual assault?

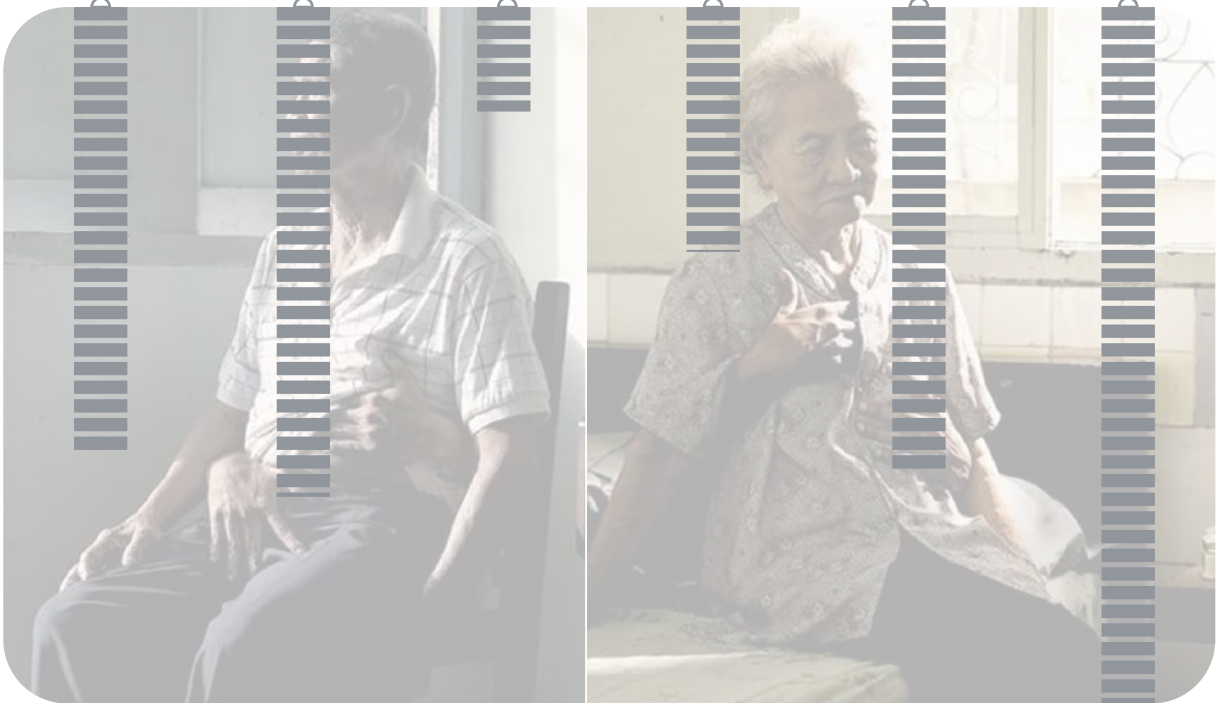| Barely Touching	Threats	Visual harassment	Verbal harassment	Physical harassment	Rape
Non-consensual sex development	Retaliation for saying "no"	Sexually sugges-tive gestures	Comments in a derogatory sense	Physical contact and harassment	Raped and sexually assaulted
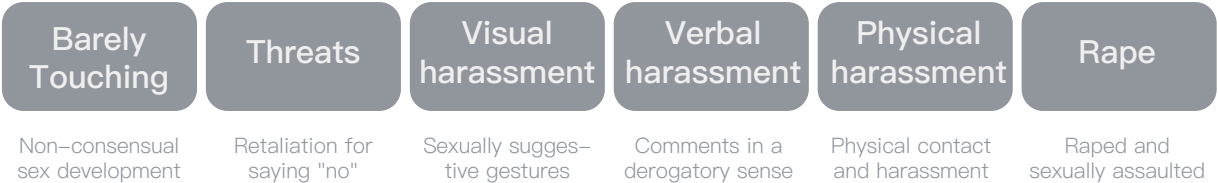
The psychological shadows and effects of sexual harassment on the victim
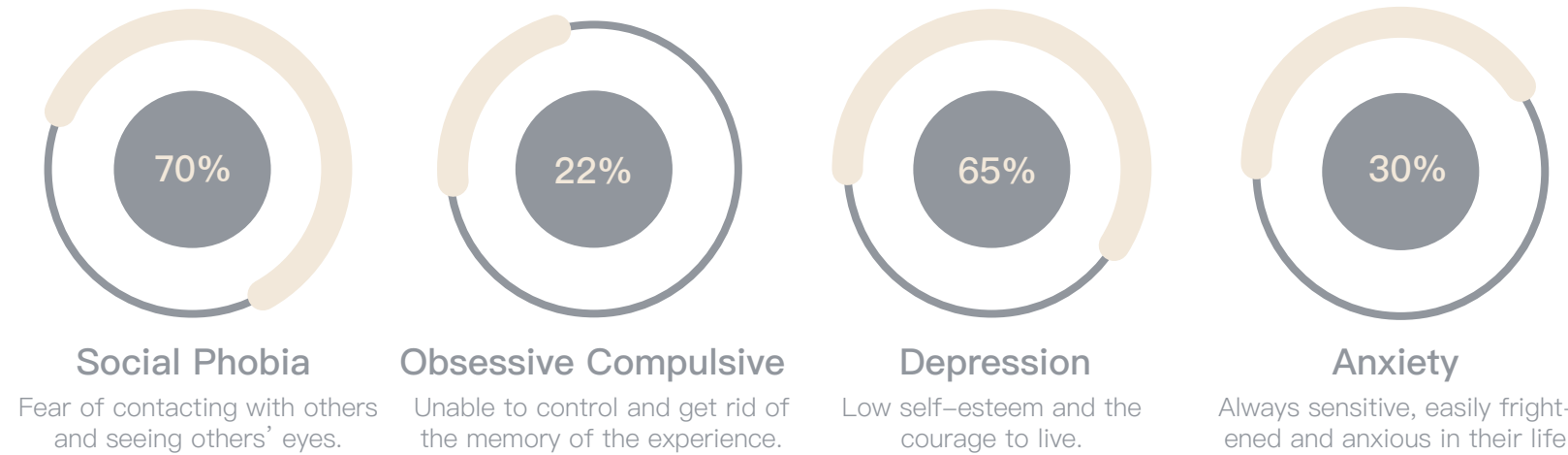

Sexual assault leaves a psychological shadow that can affect the victim for the rest of her life. Even in old age, they will often recall fragments of that year.

THE SERIOUS IMPACT OF SEXUAL HARASSMENT

ANGER   ANXIETY   PANIK

■ Exposure ■ Fondling ■ Following ■ Verbal
■ Non-Verbal
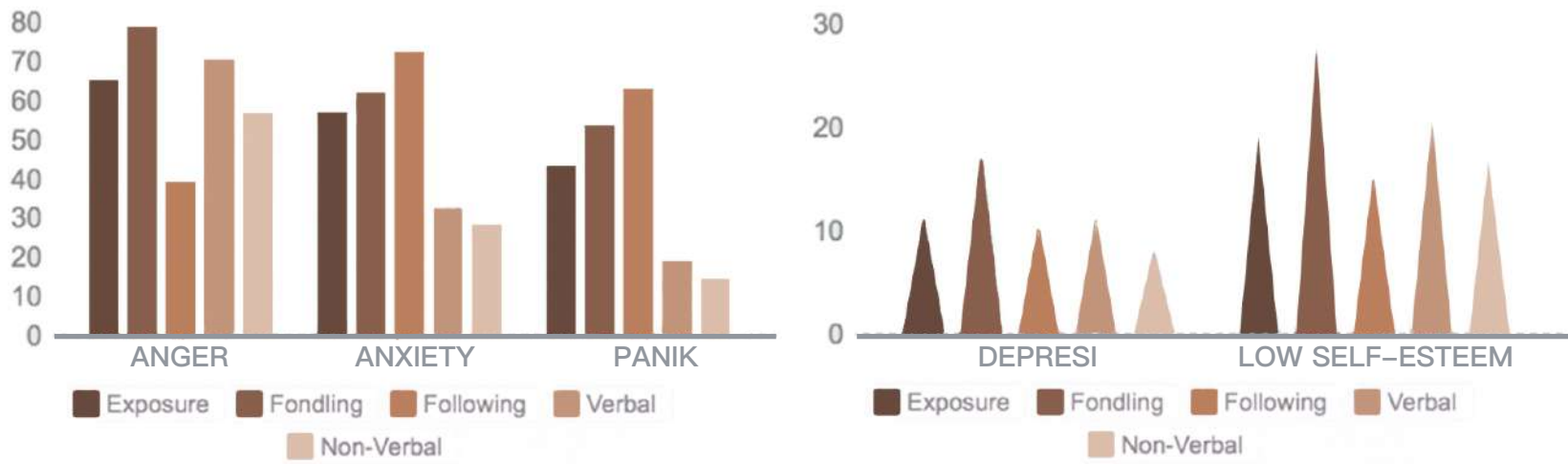
The strong negative emotions that can be caused by experi-encing sexual harassment. According to a study, harassment elicits strong reactions of anger, fear and anxiety in all coun-tries to varying degrees.

DEPRESI   LOW SELF-ESTEEM

■ Exposure ■ Fondling ■ Following ■ Verbal
■ Non-Verbal

According to research, unauthorized touching and physical contact are most likely to lead to depression and low self-es-teem. Harassment is one of the main factors in people suffer-ing from chronic depression and low self-esteem.

70%

22%

65%

30%

Social Phobia
Fear of contacting with others and seeing others' eyes.

Obsessive Compulsive
Unable to control and get rid of the memory of the experience.

Depression
Low self-esteem and the courage to live.

Anxiety
Always sensitive, easily fright-ened and anxious in their life.

Psychological problems caused by encounters with sexual assault and sexual harassment

Sexual assault and sexual harassment can cause a variety and varying degrees of psychological and psy-chiatric problems that can seriously affect the quality of life of the victim.

DESIGN CONCEPT

Harasser's Perspective

Not realizing the great harm done

Causing great psychological and physi-cal trauma to the victims for their own desires

to the impulse of the moment

Victim's Perspective

Not being understood by others after being hurt

Suffering from great physical and psychological trauma

Suffering from social prejudice and discrimination

Amplifying sexual harassment Victims' sufferingt

Make abusers aware of the harm their actions cause to others

lowing victims to be understood nd comforted by society

The act of pulling and tugging on the threads of a sweater implies harassment and aggression against a person.

When people see the dangling threads of a sweater, they will pull and tug on the threads out of curiosity. Just like many people sexually harass others out of curiosity and impulsiveness. But the act of tugging (sexual harassment) is easily controlled by curiosity, exploration, and impulse, and once it starts, it is hard to stop. Only when the wool is pulled all the way through can it stop, but by this time, a complete sweater has been torn to pieces.

A.

B.

C.

D.

A. Reveal the thread, the user will want to pull the curiosity and impulse

B. The user pulls the thread, and during the pull-ing process the user is actually playing the role

C. Pictures with wounds and limbs were tied to the threads, and as the threads were pulled down, the pictures kept falling, giving people a sense of "violent" feedback through the wounds on the pictures.of harasser

D. As the pile of threads on the floor grows longer, more and more cards fall out. The user becomes aware that a sweater has disap-peared. This is the "consequence of sexual harassment".

Video Show of the DEMO: https://youtu.be/4lgHJ9u–9rg

DESIGN PROCESS

INSTALLATION DETAILS

INTERACTION INTRODUCTION

A When people see the exposed threads on a sweater, they instinctively reach out and hope to pull it to see what kind of reaction it will produce

B Once people pull off the thread, they will keep pulling and tugging the thread due to curiosity, trying to find the end of the thread

C As the wool is pulled, attached to the wool printed on behalf of the pain of the photo will fall out, at first people will find it very interesting, but as the photo paper falls more and more, people only according to a photo to understand the atmosphere of heavy depression pain

D When people realize that the atmosphere is gradually condensing, they look up only to find that a sweater at the beginning has been dismantled, leaking a hole, and in the hole is a horrified face of the victim of sexual harassment

梨の一生
THE LIFE OF A PEAR

A time-lapse camera was used to capture the process of a fresh pear slowly becoming rotten and analyze the changes in form, color, and size as it 'ages'.

The project was completed during the COVID-19 period, at that time, We were quarantined at home during the epidemic and could not go out to see the world. It was designed to shift the focus from the "big world" to the "little things around us". The meaning of the project is to pay attention to the small and insignificant details of life and discover the unique beauty of details.
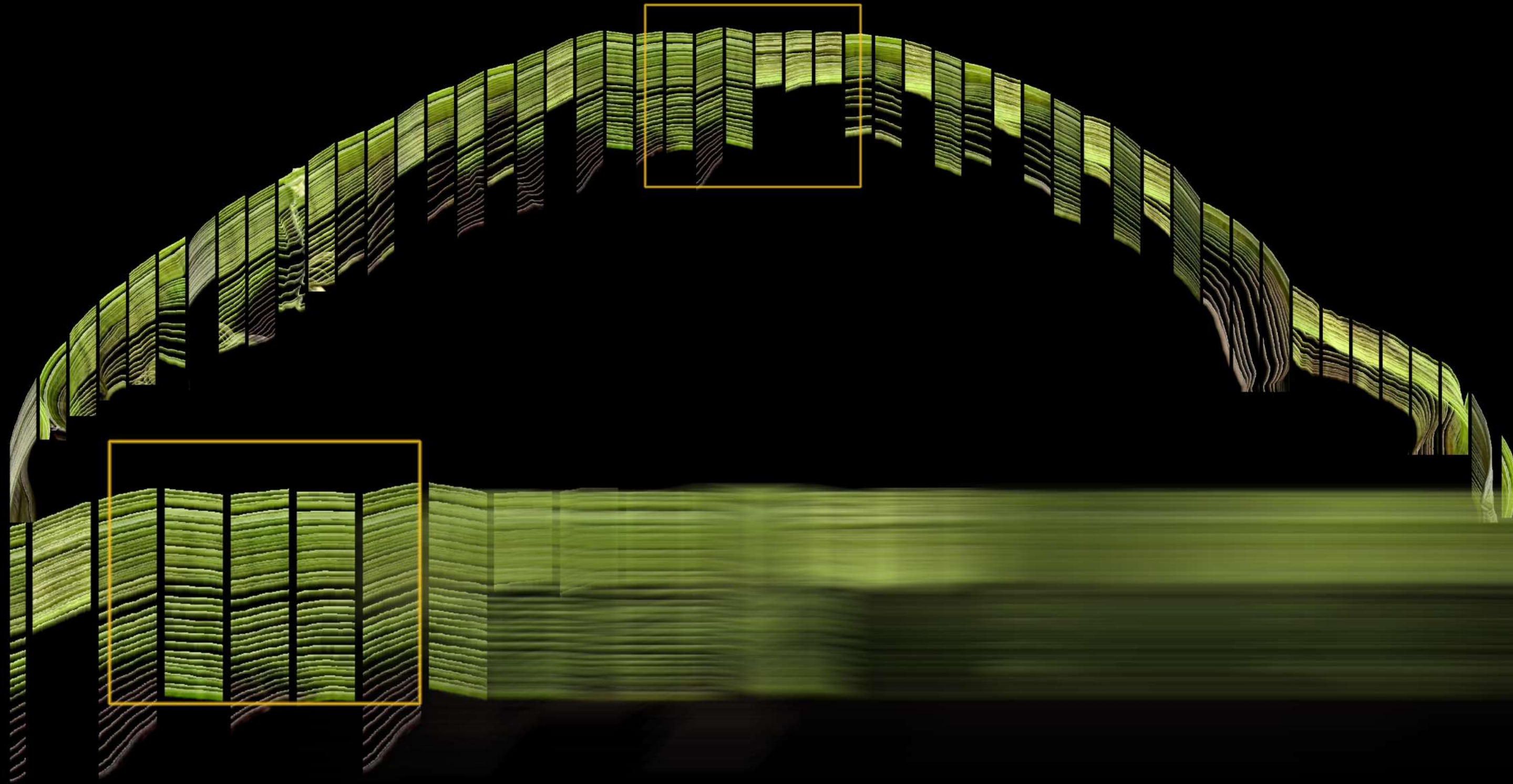
Interaction Design x Experimental Art
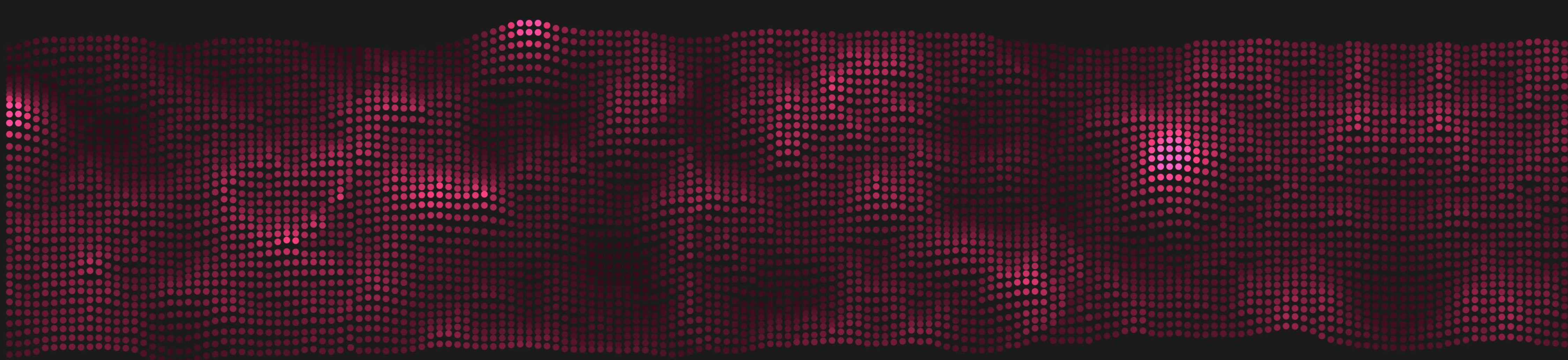
3 DAYS
6 DAYS
9 DAYS
12 DAYS
15 DAYS
3 DAYS
6 DAYS
9 DAYS
12 DAYS
15 DAYS

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