Holographic Remote

1. UI/Visual Design
   1. Hologram that comes up of a circular device. Can be used for home functions as well as to control home entertainment system. Shows all current stats of homes (temperature, locks etc.) Can be easily brought up and hidden. Overlay is simple and light blue, can be projected in air or onto a wall. Can be manipulated using hand gestures.
2. Interaction Design + Industrial Design
   1. ID1 – Capabilities include: motion control, projection onto any surface/air, can be easily transported and used around the house. Easy to navigate and control entire house. Serves as remote to home systems such as speakers and TV.
   2. ID2 – Device is held in a circular, black disk (imagine Echo but with holographic capabilities)
3. Interusability
   1. Can be used all around and can interact with all aspects of the home through tabs in holographic desktop
4. Conceptual Model
   1. System should be thought of as an easy extension to control the house. They no longer have to go to a certain area of the house to do something, turn off a physical light switch etc. They can do it through a holographic desktop which can be transported anywhere.
5. Service Design + Productization
   1. SD – Lifecycle depends on the compatibility of the device with systems within the home as well as updates that come to the software of the holographic desktop.
   2. P – Audience includes homeowners that have control over their own systems. The product is easy to use, therefore can be used by middle-aged people as well as seniors, making it easier for them to access different aspects of the home without straining themselves.
6. Platform Design
   1. Platform is made to be compatible with as many urban systems within the home as possible. Goal is to have a uniform system in place, so that the device can be used by anyone, anywhere.