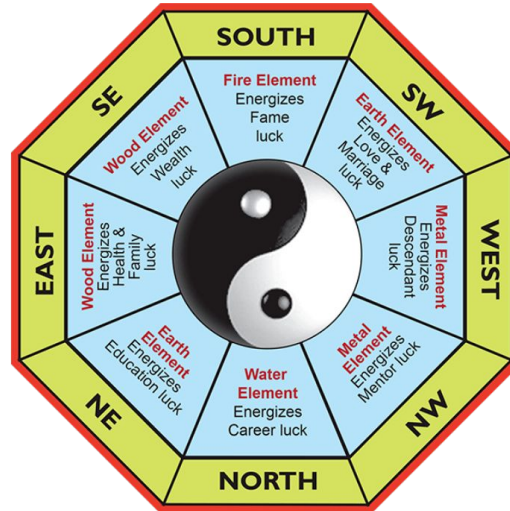


# iteration on low-fi prototypes

hw 9 main

## Feng Shui Your Room!



Start!

## What is Feng Shui?

Feng shui 风水 is a type of geomancy originating from ancient Chinese farming villages.

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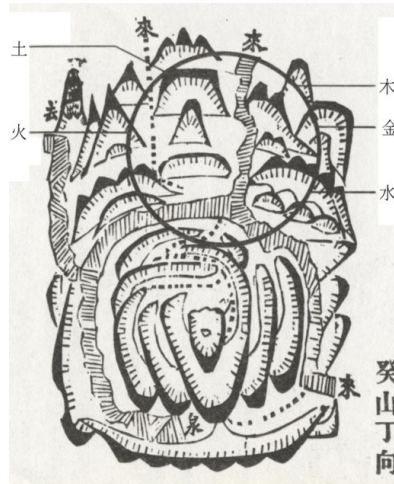
In order to appease these forces, the people arranged their burial grounds in specific ways the spirits would find suitable (like image on right).

In these villages, people believed their ancestors' spirits (and other intangible forces) were at work in their lives.

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## Feng Shui 风水

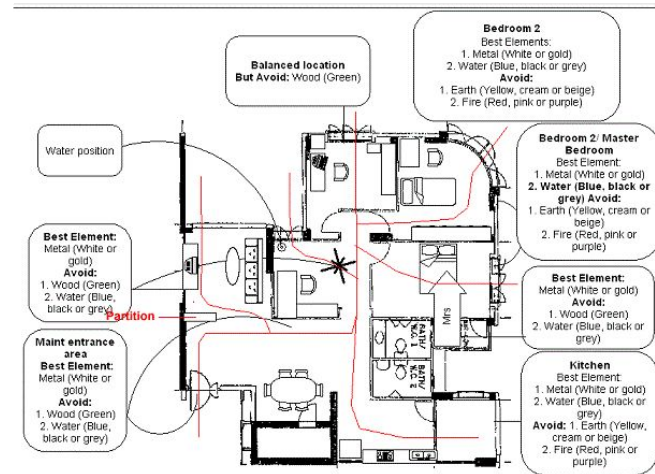
The actual concept of feng shui involves qì 气, the flow of energy throughout the universe.

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The goal of feng shui is to manipulate the environment to maximize this good energy flow and be in “harmony” with the universe.

## Feng Shui and Interior Design

Likewise, we can manipulate our homes in certain ways to maximize good qì flow. Your furniture placement and room orientation can significantly affect your own mental and physical state!

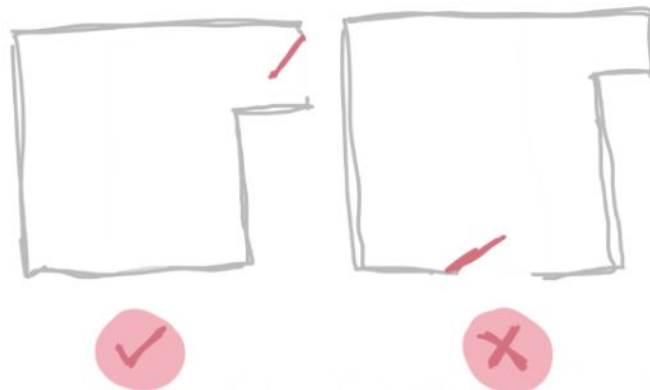
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Let's check out 5 major concepts!

## 1. Front Door / Entry

When choosing a home, the front door is one of the most important elements. It should be:

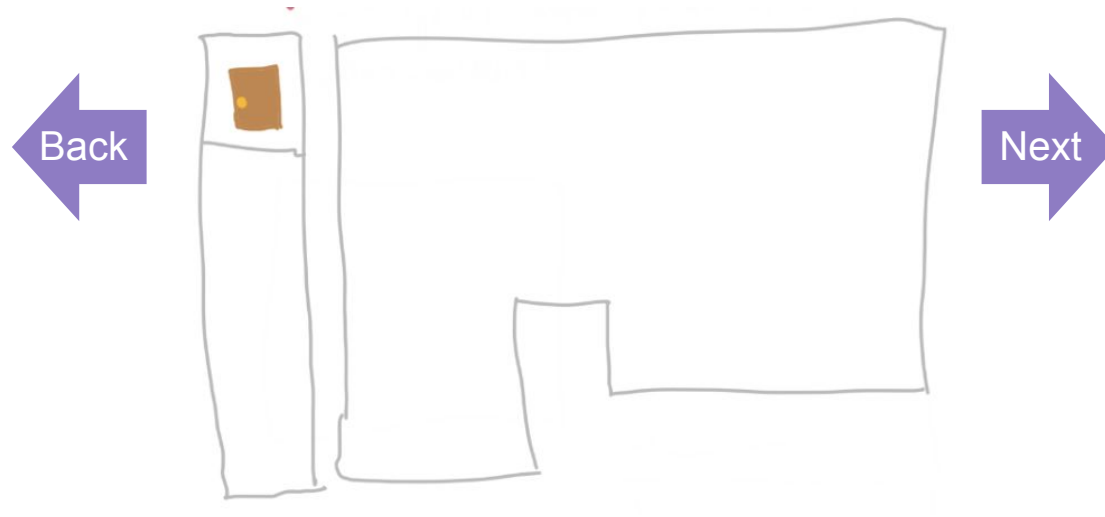
- The largest door in a house
- In a brightly lit / open entryway



This prevents qi blockages when the door opens up to a cramped area!

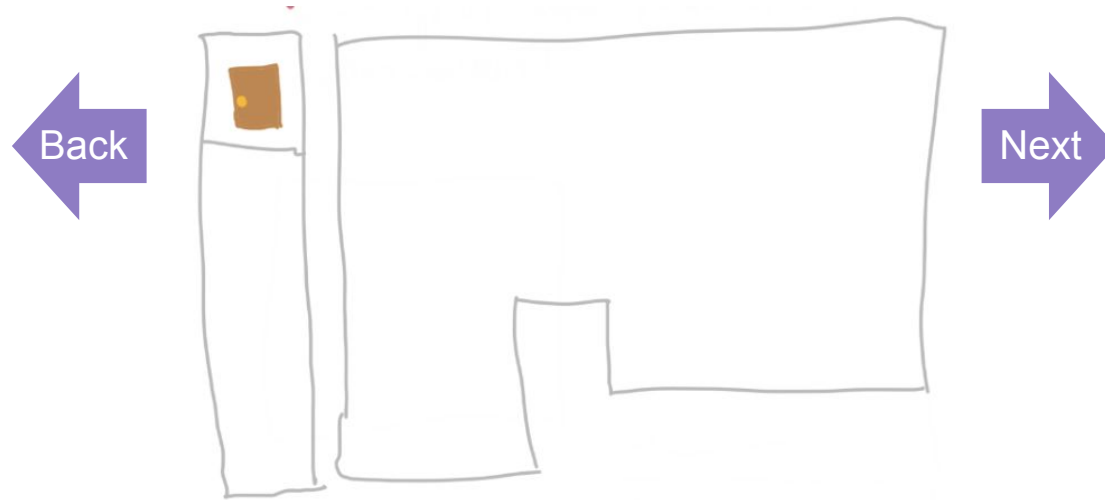
## 1. Front Door / Entry

Drag the door to a suitable location based on what you just learned!



## 1. Front Door / Entry

Drag the door to a suitable location based on what you just learned!

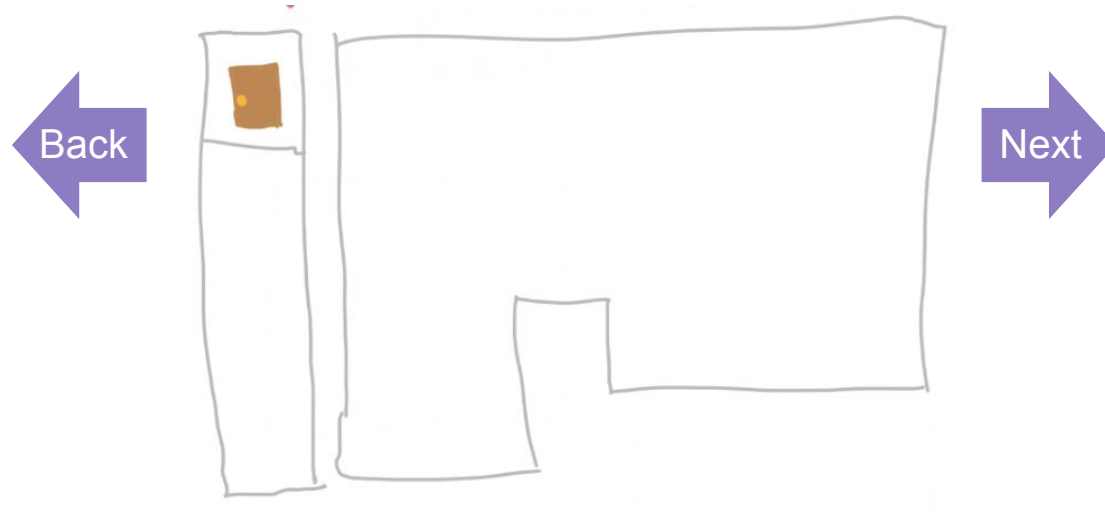


Good job! :D



## 1. Front Door / Entry

Drag the door to a suitable location based on what you just learned!

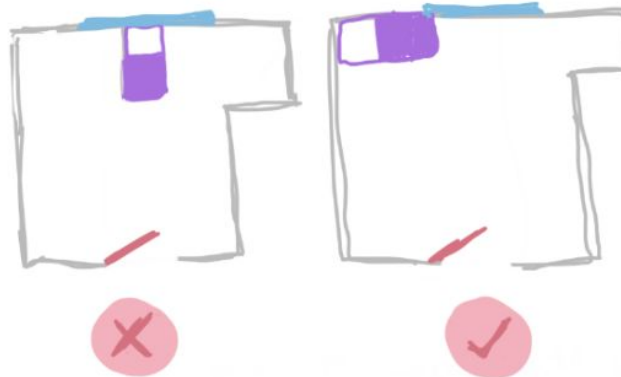


The door should be in an open location!

## 2. Bed

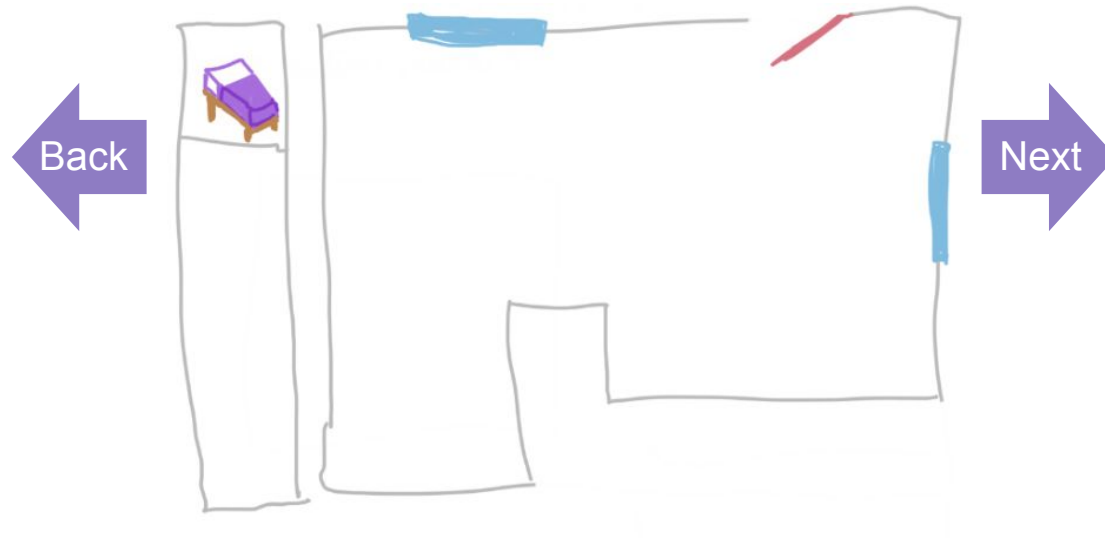
In Chinese culture, coffins are carried out of the house feet-first, so sleeping with your feet to the door is bad luck! Your bed should:

- Not have the foot pointed at the door
- But have a clear view of the door
- Not be against windows

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## 2. Bed

Drag the bed to a suitable location based on what you just learned!

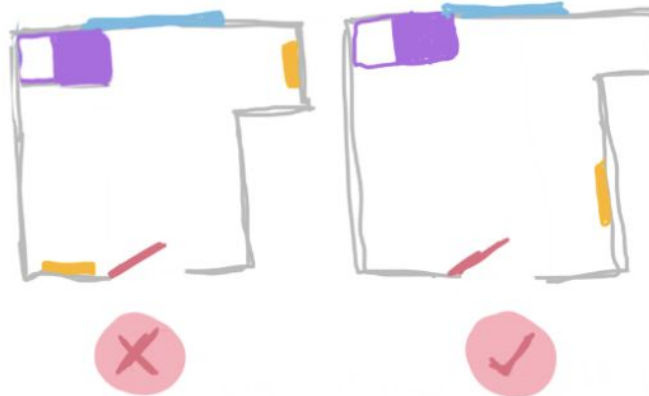


### 3. Mirror

Mirrors are tricky tools as they can channel energy in specific directions! Mirrors should:

- Not face your bed
- Not face the bedroom door
- Not be hung above the bed

Back

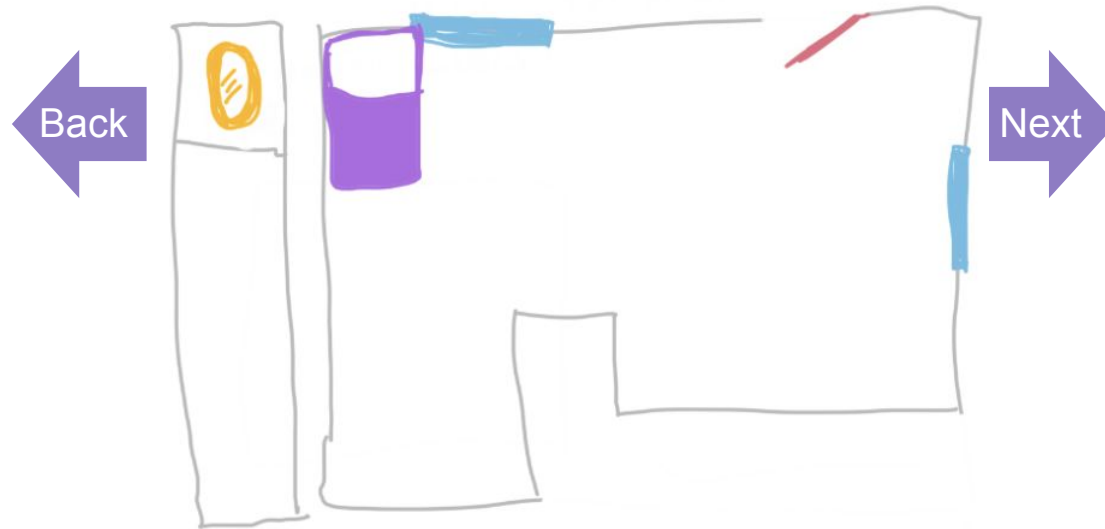


Next

Mirror in unwanted places can bounce energy all around the room and affect your sleep!

### 3. Mirror

Drag the mirror to a suitable location based on what you just learned!



## Feng Shui Concept Quiz

Finally, lets see if you remember the basics of feng shui, from its historical background to its ideology!

Where does feng shui originate?

- a. Ancient Egypt
- b. Ancient Greece
- c. Ancient China
- d. Ancient Mesopotamia

A purple arrow pointing to the left, with the word "Back" written in white text in the center.

Back

A purple arrow pointing to the right, with the word "Next" written in white text in the center.

Next

## Feng Shui Concept Quiz

What is qì?

- a. The flow of energy throughout the universe
- b. The cycle of reincarnation
- c. Two complementary but opposing forces

A purple arrow pointing to the left, with the word "Back" written in white text in the center.

Back

A purple arrow pointing to the right, with the word "Next" written in white text in the center.

Next

Try again!

## Feng Shui Concept Quiz

What is the point of feng shui?

A purple arrow pointing to the left, with the word "Back" written in white text in the center.

Back

- a. To be more environmentally friendly
- b. To attract ancestral spirits
- c. To maximize qì flow by altering your environment

A purple arrow pointing to the right, with the word "Next" written in white text in the center.

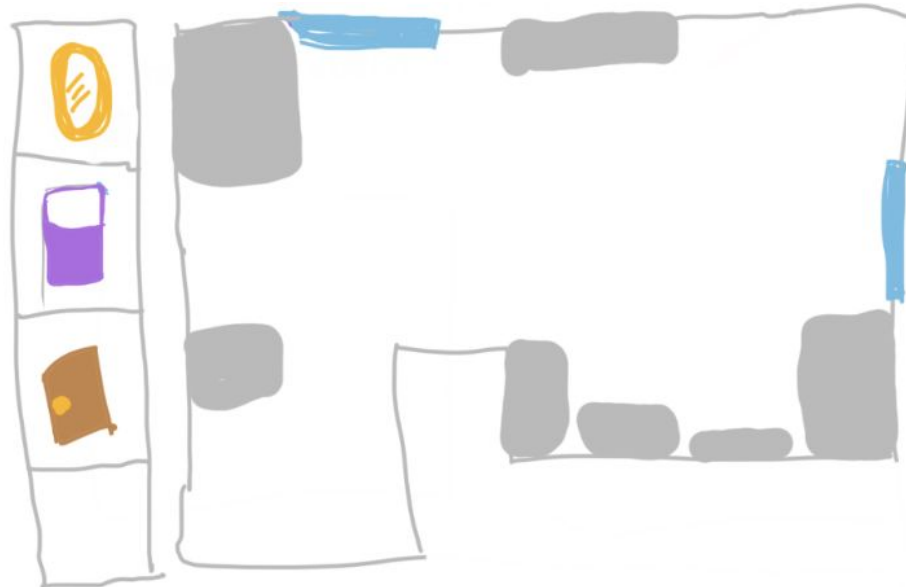
Next

Good job!



## Feng Shui Room Simulator

Now, drag and drop the furnishings to suitable locations based on everything you've learned!



# user testing report 1

- a. Jennifer
- b. Jennifer (only team of 2)
- c. User: Nyla
- d. Completed prototype successfully!
- e. Quiz score: 100%
- f. By explaining the reasoning and cultural background (when applicable) behind the interior design concepts, it was easier to distinguish between similar rules.
- g. Final simulator / quiz was sometimes difficult due to the obstructive objects that were pre-placed into the room, limiting where the user could place their own objects

# user testing report 2

- a. Jennifer
- b. Jennifer (only team of 2)
- c. User: Layla
- d. Completed prototype successfully!
- e. Quiz score: 90%
- f. In the conceptual learning portion (the beginning), breaking large chunks of text down made it more digestible and less boring for the user.
- g. Ending simulation was still a bit confusing, started just dragging and dropping in process of elimination.