

# SUNBATH

“ Let's enjoy the sunshine  
healthily! ”

## UI/UX design

Too greedy for sunlight is easy to get skin cancer, which many people don't understand. This design is to help different people

April 2020, 4 weeks

Video link: <https://youtu.be/JnixzN-frwA>

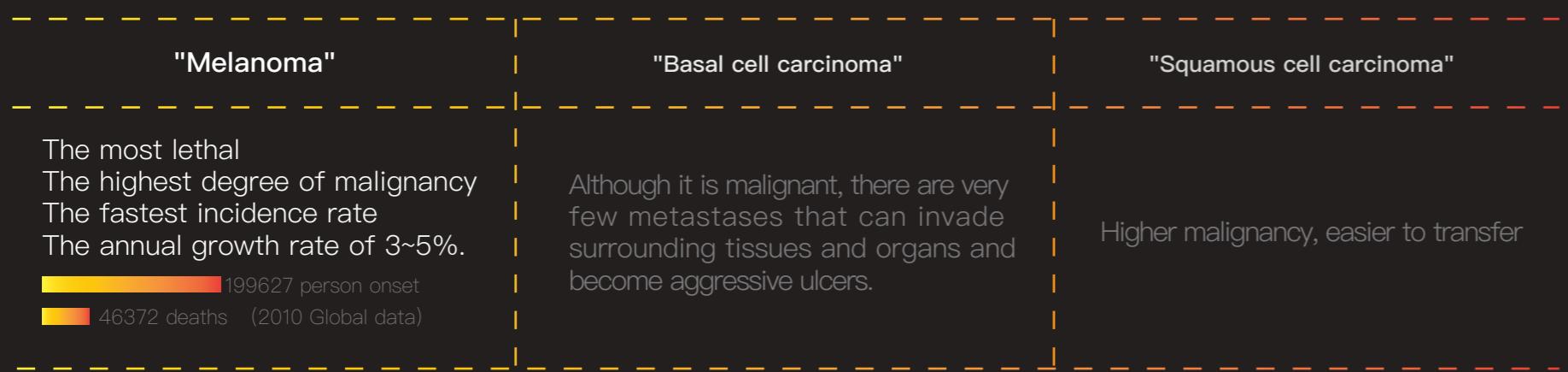


# BACKGROUND

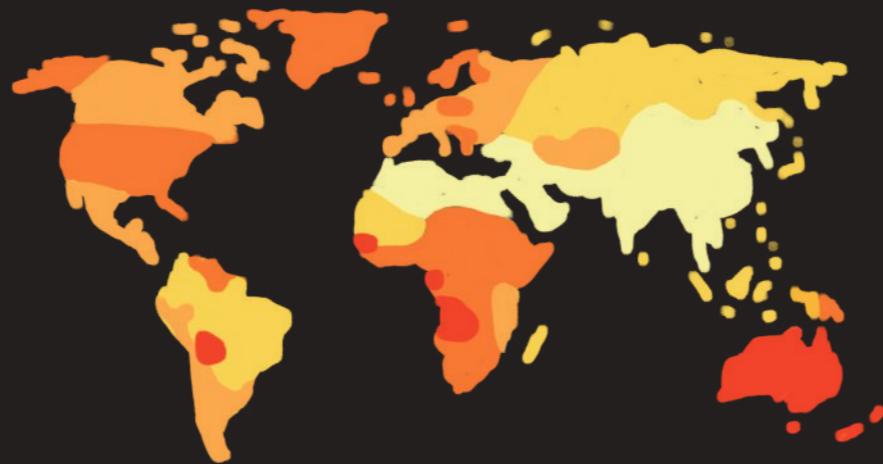
## 01 Contradictory point



## 02 Incidence rate of skin cancer



## 03 Skin cancer and sunshine



Daily exposure and ultraviolet radiation: there is enough evidence to support the interaction of ultraviolet radiation, human melanin protection and immune system function, which leads to the occurrence of skin cancer.

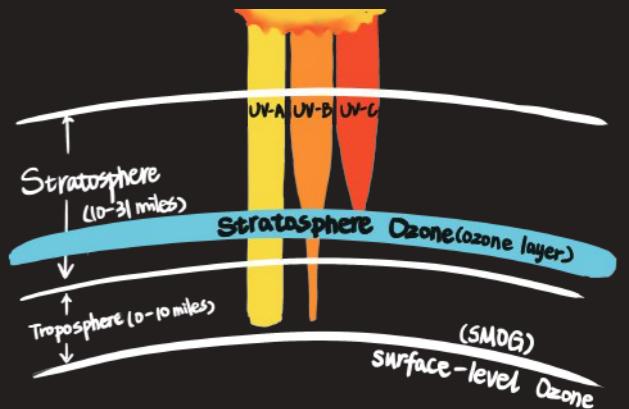
**New Zealand:** the country with the highest incidence of melanoma in the world

In New Zealand, approximately 2,500 patients are diagnosed with skin cancer each year.

**Australia:** the second highest incidence of skin cancer in the world

In 2018, nearly 2,000 people in Australia will die from melanoma, and more than 14,000 new cases have been diagnosed.

## 04 Components of sunlight

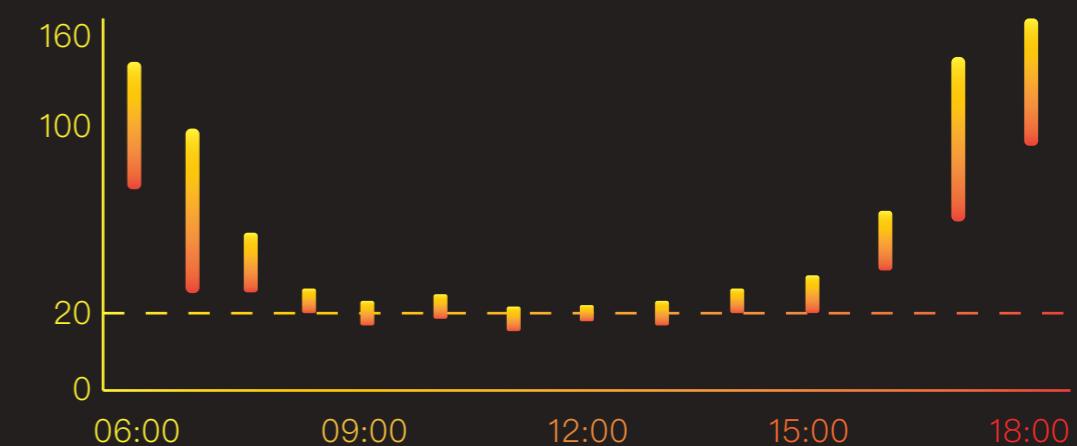


**UVA:** increases melanin deposition or wrinkles.  
It can easily cross the ozone layer and reach the ground.

**UVB:** associated with sunburn or skin cancer.  
Before it reaches the ground, it will be weakened by the ozone layer.

**UVC:** will be isolated by the ozone layer.

## 05 Ratio of UVA to UVB in a day





# INSPIRATION

Damien MacRae, an Australian father loves the beach and the sea, but due to his lack of awareness of the risk of sunburn, he accidentally got melanoma. In the rest of his life, he decided to accompany his 6-year-old son to design a Lego toy about Australian beach and skin cancer, tell more people his experience, remind more people to do a good job of sun protection when they are doing outdoor sports at the seaside.



# **SECONDARY RESEARCH**

Artist Thomas Leveritt set up a ultraviolet camera and viewing monitor in Brooklyn's Prospect Park to show people what their skin looks like in ultraviolet light. This is "how the sun sees you." The revealed freckles and lurking age spots are the not-yet-visible results of skin damage from sun exposure.



The real magic (and science!) of this vid happens when we see what sunscreen looks like in UV light. Like a visible forcefield of UV-blocking black cream, it's an impressive demonstration of how sunscreen protects our skin from the sun's damaging rays, and why it's important to wear it daily.



# INSPIRATION

Add the UV lens into the design, more intuitively show the users the skin state under UV and the skin state when using sunscreen...

# SKETCHING



# USER RESEARCH

## 01 Persona



**Jiayi Li**

Age – 7  
Sex – Male  
Occupation – Student

**Sunshine period**  
13:00–16:00 (3h)

"As long as there is sun, I want to go out and play."

**Goals**  
A lot of vitamin D is needed for growth and development. Prevent children's growth delay and rickets, adult osteomalacia.

**Neets**  
Calculate the amount of sunshine needed for growing up to avoid too much strong sunshine or too little sunshine in childhood.



**Huanle Liu**

Age – 24  
Sex – Female  
Occupation – Lifestyle Blogger

**Sunshine period**  
10:00–17:00 (7h)

"Bronze skin is a sign of health."

**Goals**  
The metabolism ability is strong, the calcium loss is fast.  
Healthy wheat skin.

**Neets**  
There is more sunlight and less chance of sunburn.  
Remind to apply sunscreen on time.



**Lingyao Zhou**

Age – 73  
Sex – Female  
Occupation – Retired Worker

**Sunshine period**  
13:00–17:00 (4h)

"The sun can make me feel calm and comfortable."

**Goals**  
Get vitamin D, prevent osteoporosis and depression.

**Neets**  
The function of regularly reminding skin self inspection or medical examination.

# PROBLEM STATEMENT

## 01 Measures to prevent skin cancer



## 02 Basic functions of the application

**Remind** to use sunscreen regularly before going out.

**Shopping functions**. (sun proof clothes, beauty products, glasses, hair care caps)

**Forecast the UV index** and **recommend products** with a suitable sun protection index.

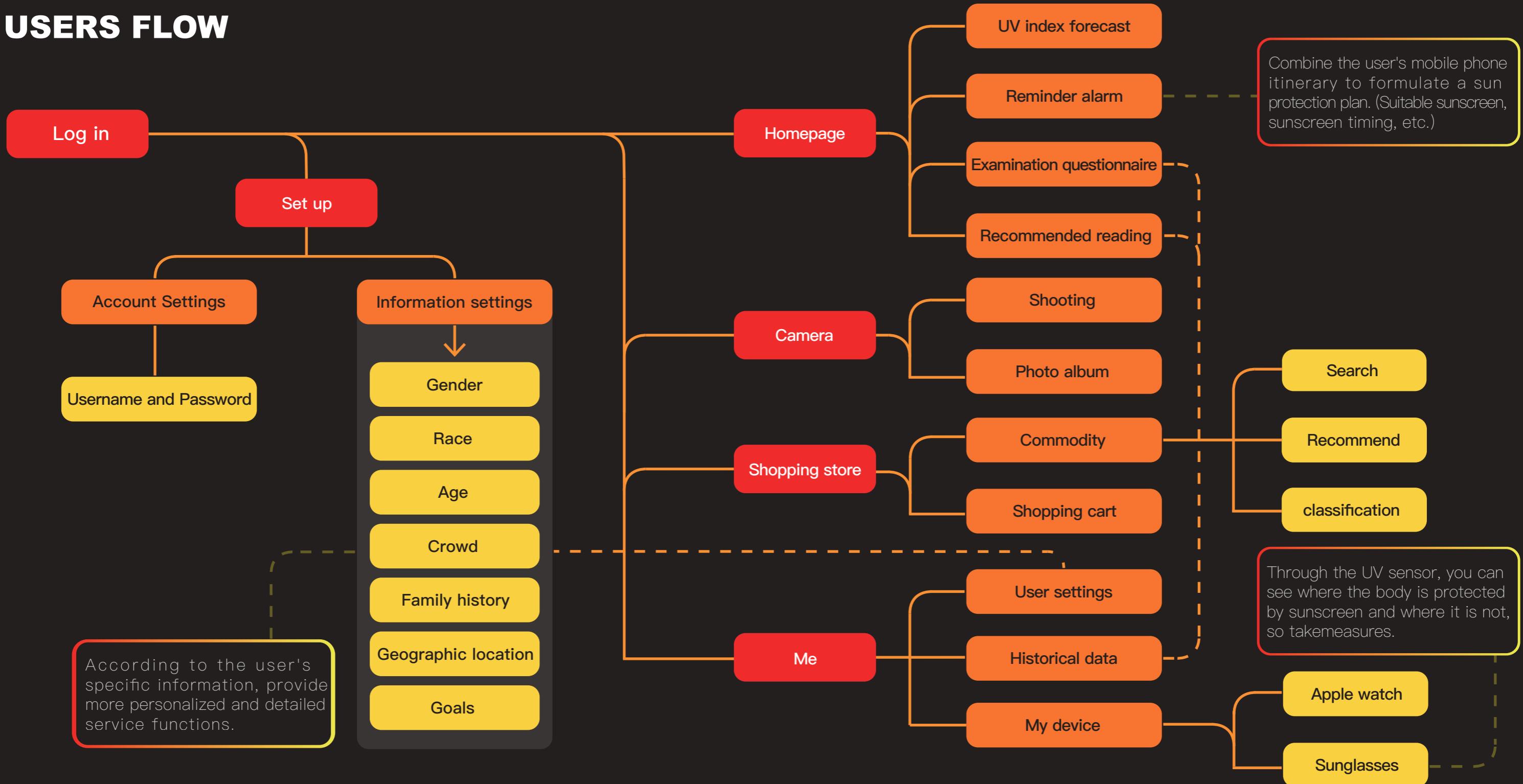
Long-term exposure to sunlight, when the sun reaches a certain length of time, a **warning** will be issued.

**Camera mode**, observe whether the sunscreen is applied properly, and check the sunscreen effect of the sunscreen.

Remind to complete **skin protection measures** after sun exposure.

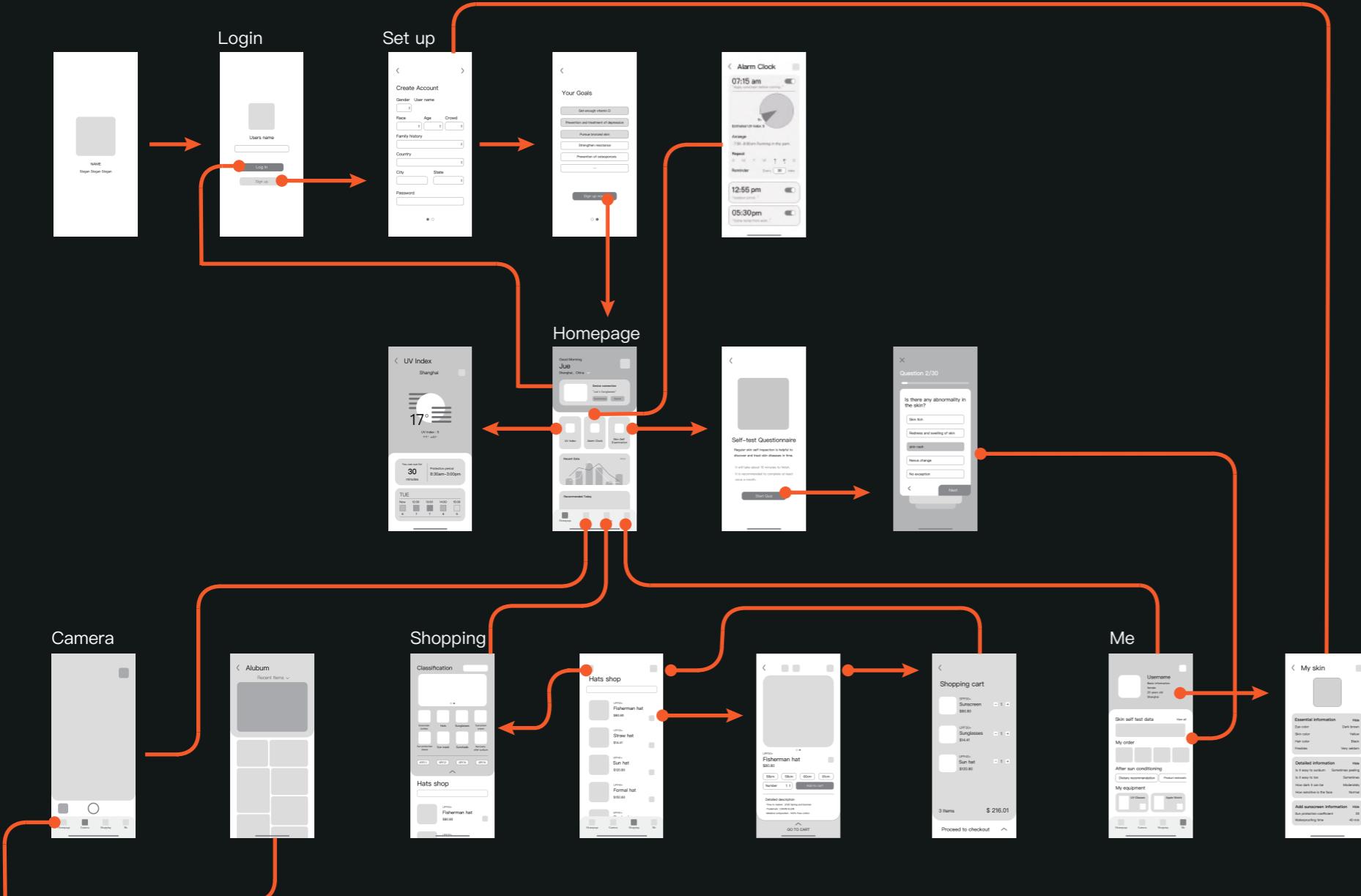
Regular reminders to complete the **skin self-examination tutorial / questionnaire**.

# USERS FLOW



# FRAMEWORK

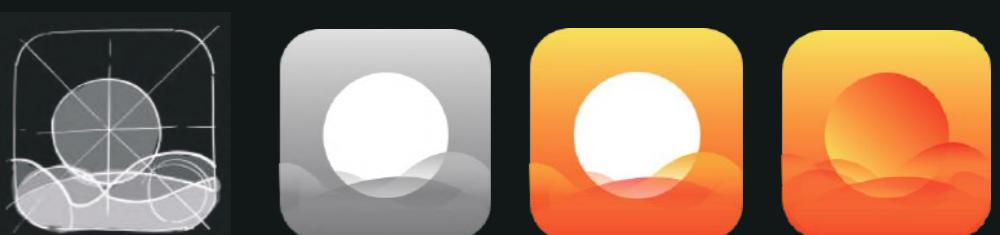
## 01 IPHONE PROTOTYPE



## 02 IWATCH PROTOTYPE



## 03 BRANDING



# FINAL DESIGN

## 01 IPHONE



## 02 IWATCH



# FIECE

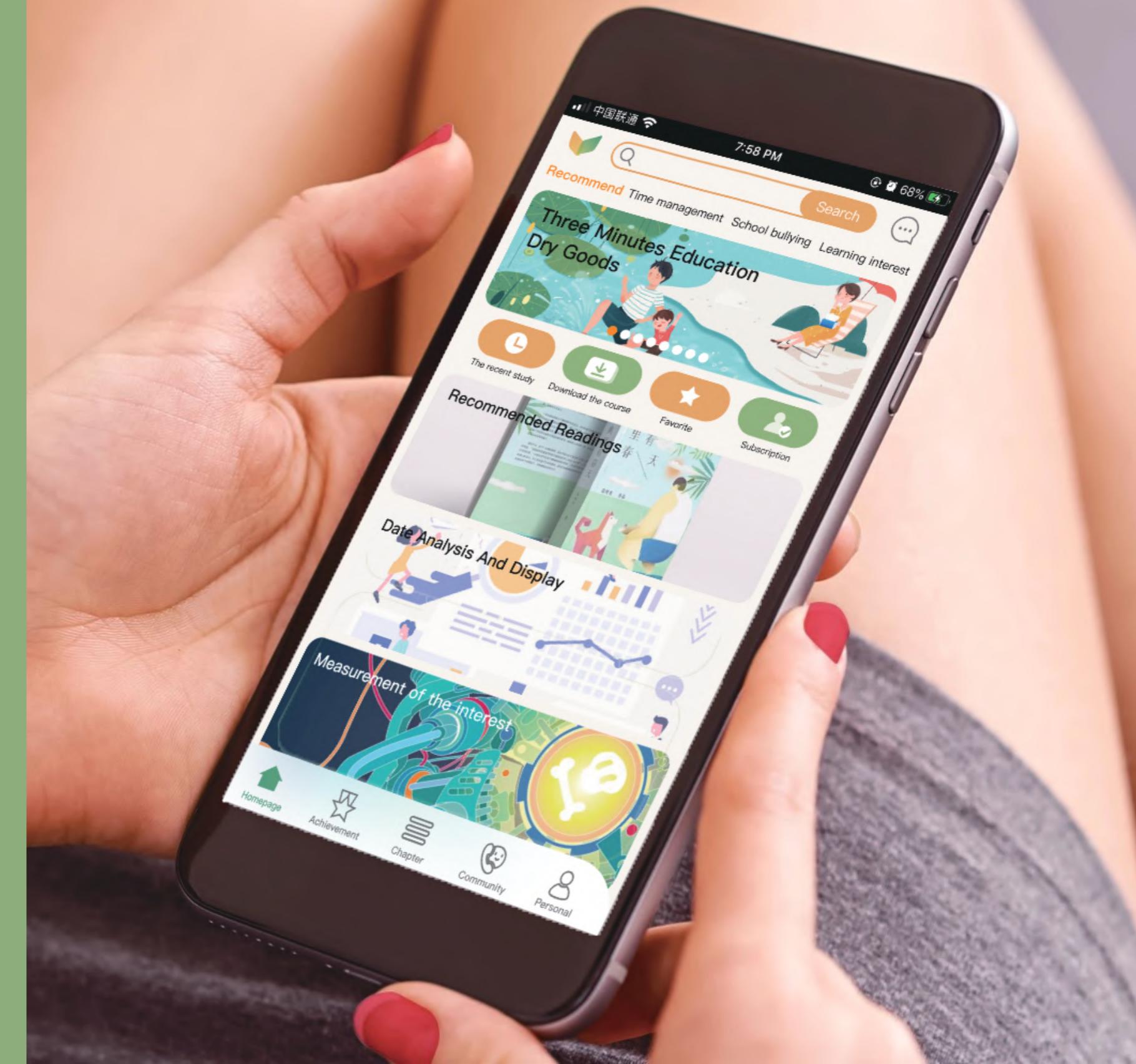
Family intergenerational education communication expert

“ Find the most suitable way to educate teenagers! ”

## UI/UX design

Parent child communication is the key link of children's education. The correct way of communication can make the family atmosphere harmonious and warm, so that children can grow up healthily. In order to solve the contradiction between parents and teenagers, I designed an application to help parents practice the correct way of communication by using scenario hypothesis.enjoy the sun scientifically and safely.

December 2019, 4 mouths



# BACKGROUND

## Social status quo

In April 2019, a 17-year-old boy in Shanghai suddenly rushed out of the car and jumped to the bridge and died. I was shocked by the news.

Now there is a serious social problem in China: **suicide is the second leading cause of death for adolescent children**. So why do teenagers commit suicide?

## Characteristics of adolescence



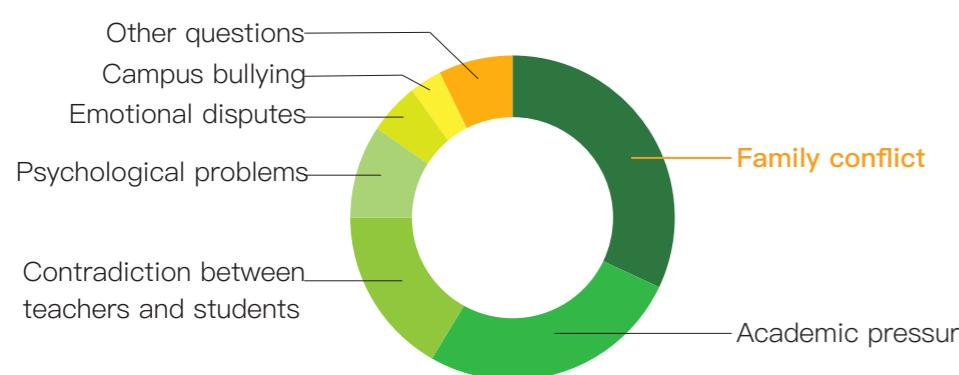
## Common problems of adolescent children

- 1、Weariness of learning
- 2、Smoke / Fight / Campus bullying
- 3、Addicted to online games
- 4、Inferiority / Jealousy
- 5、Puppy love
- 6、Cheating in exams / Examination anxiety
- 7、Chasing stars

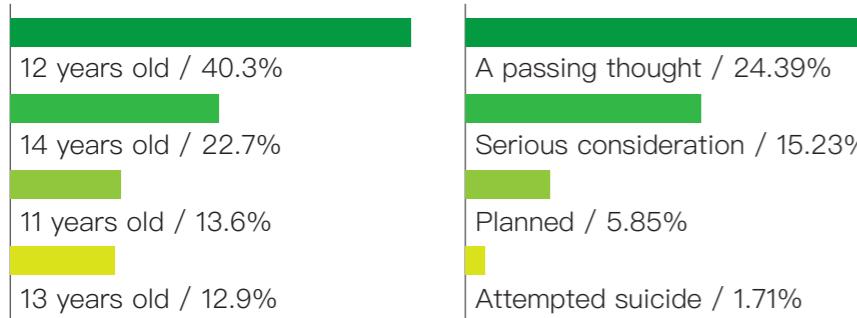
# DATA ANALYSIS

## A study on the suicide of primary and secondary school students

### 1. The cause of suicide

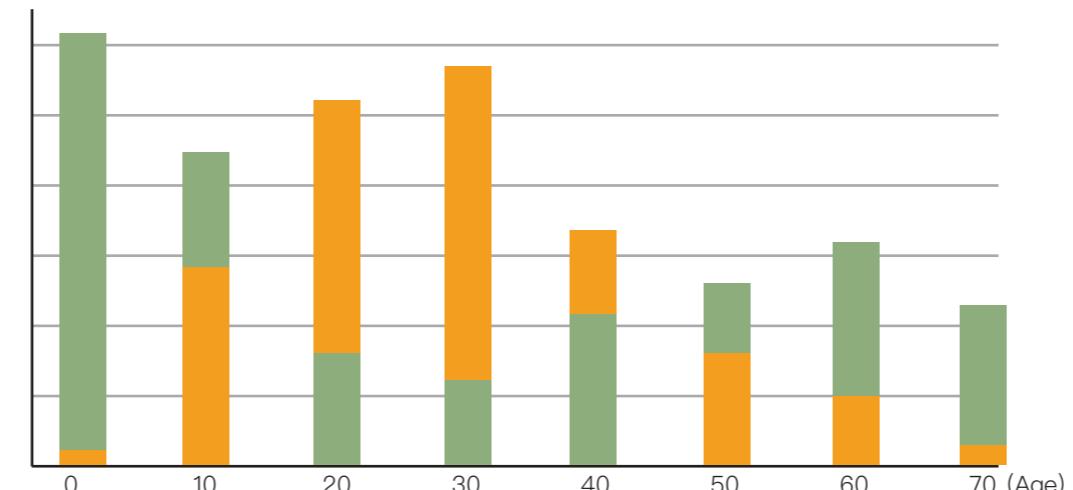


### 2. Age of suicide



### 3. A survey of suicidal thoughts

## Change chart of quarrel and company times before parents and children



### Accompany

There will be a change in the parent-child relationship between children and their parents, which will drop to the bottom of intimacy in adolescence.

### Quarrel

Because the child is in the normal development change of adolescence, the number of quarrels is also the most.

# DESIGN CHALLENGE

To solve the problem that parents don't know how to communicate and educate with adolescent children, reduce the quarrel between parents and children, and increase the intimacy between parents and children.

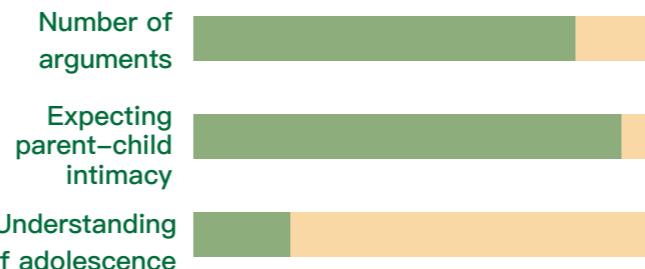


# INTERVIEW



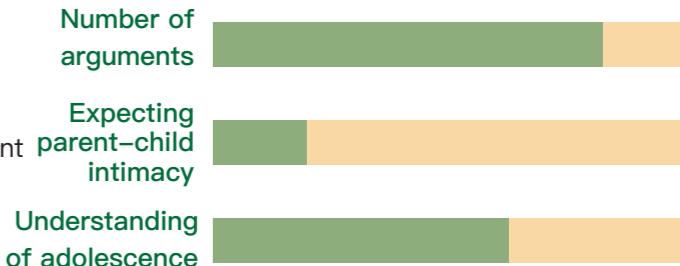
**Yu Hong**

Age: 45  
Identity: Father  
Occupation: Company director  
Needs:  
Find the right way to communicate with children  
Guide child through adolescence



**Yu Mi**

Age: 17  
Identity: Daughter  
Occupation: Senior high school student  
Needs:  
Can get parents' understanding  
Thirst for freedom



# USER JOURNEY MAP



## PARENT-CHILD INTIMACY

### PAINPOINT

- How to solve the problem of adolescence.
- Confused about how to face the problem.

- The cause of the child's problem.
- Investigate problems in the wrong way.

- The network education method is suitable or not.
- Differences in Education.

- Communication is not smooth.
- A quarrel, cold war, etc.

- Children's psychological vulnerability may lead to suicide and other adverse consequences.

### OPPORTUNITY

- There are sections that briefly introduce common adolescent problems

- Set up the story scene of adolescence problem, let parents learn to explore the cause of the problem.

- Provide system recommendations based on Selection.

- Please consult experts for specific conditions.

- Give feedback after consultation.

## PERSONA



**Chen Hua**

Father (45)

Company director

Looking for professional education suggestions and strengthening education concept.

Can try many times to find the most correct way to deal with it.

No professional and suitable advice found.

Communication with children cannot be repeated.



**Qian Meiyuan**

Mother (43)

Full time wife

Want to know the children's thoughts and improve the parent - child relationship.

Want to reduce the wrong educational contradictions.

Can't understand the thoughts of contemporary teenagers in time.

Lack of opportunities to discuss with parents of the same age and with the same problems.



**Chen Jiaqian**

Son (16)

Senior high school student

Want freedom, want to stay away from parents, want to have personal space.

Think about something that doesn't really happen in real life, or think about something that will happen in the future.

Curious about the girls in the school.

Difficult to communicate with parents.

■ NEEDS

■ PAINPOINTS

## INAPIRATION



--Detective and puzzle games

## IDEATION

The application end of intergenerational communication uses the way of scenario hypothesis to simulate the real response of adolescent children through the way of interactive games, so as to help parents practice the communication method for common problems of adolescence in advance, and at the same time, it has the function of establishing online education experts' real-time consultation.



1  
User



2  
APP



3  
“Detectives” look for clues



4  
Virtual child



5  
Get results

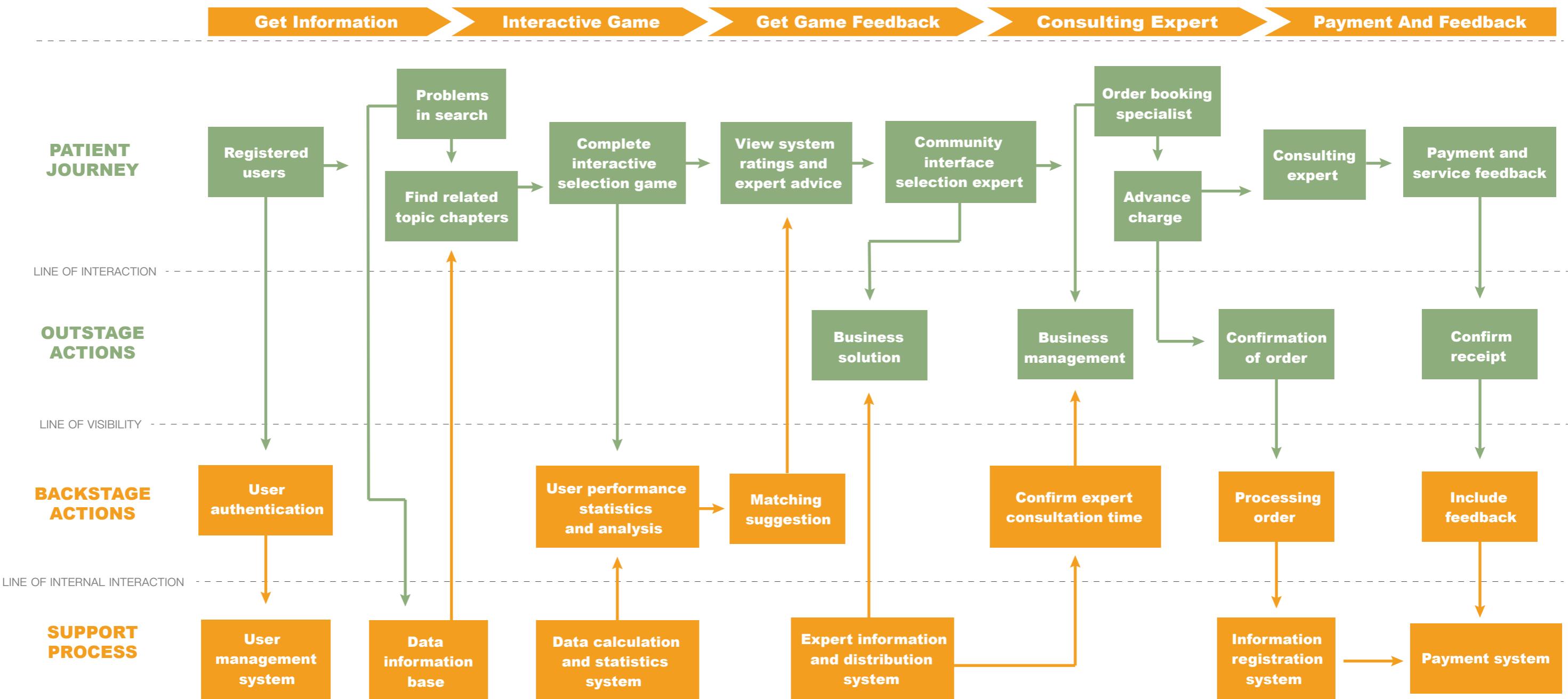


6  
Expert dialogue

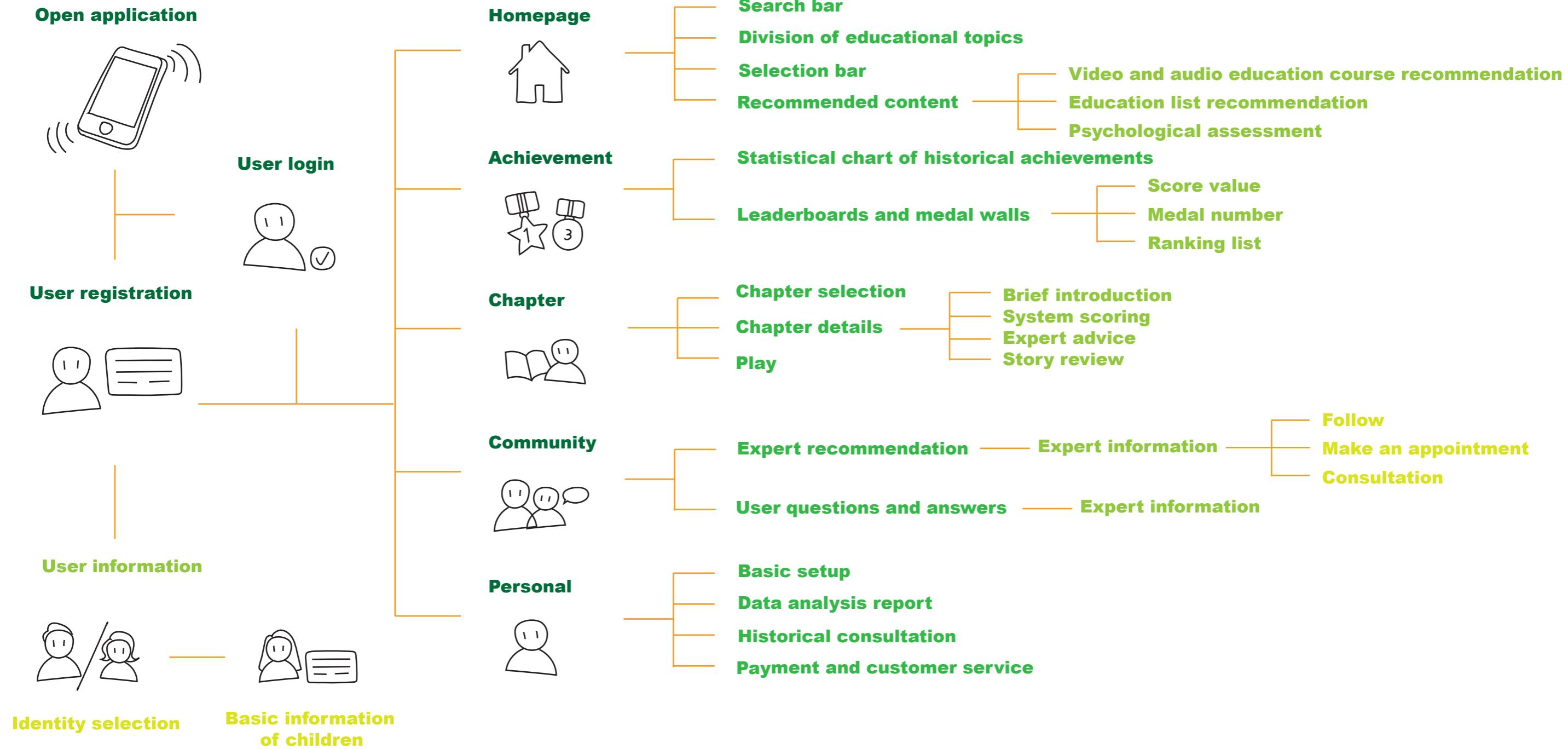


7  
Practical education

# ■ SERVICE BLUEPRINT



# WORKFLOW & USER JOURNEY



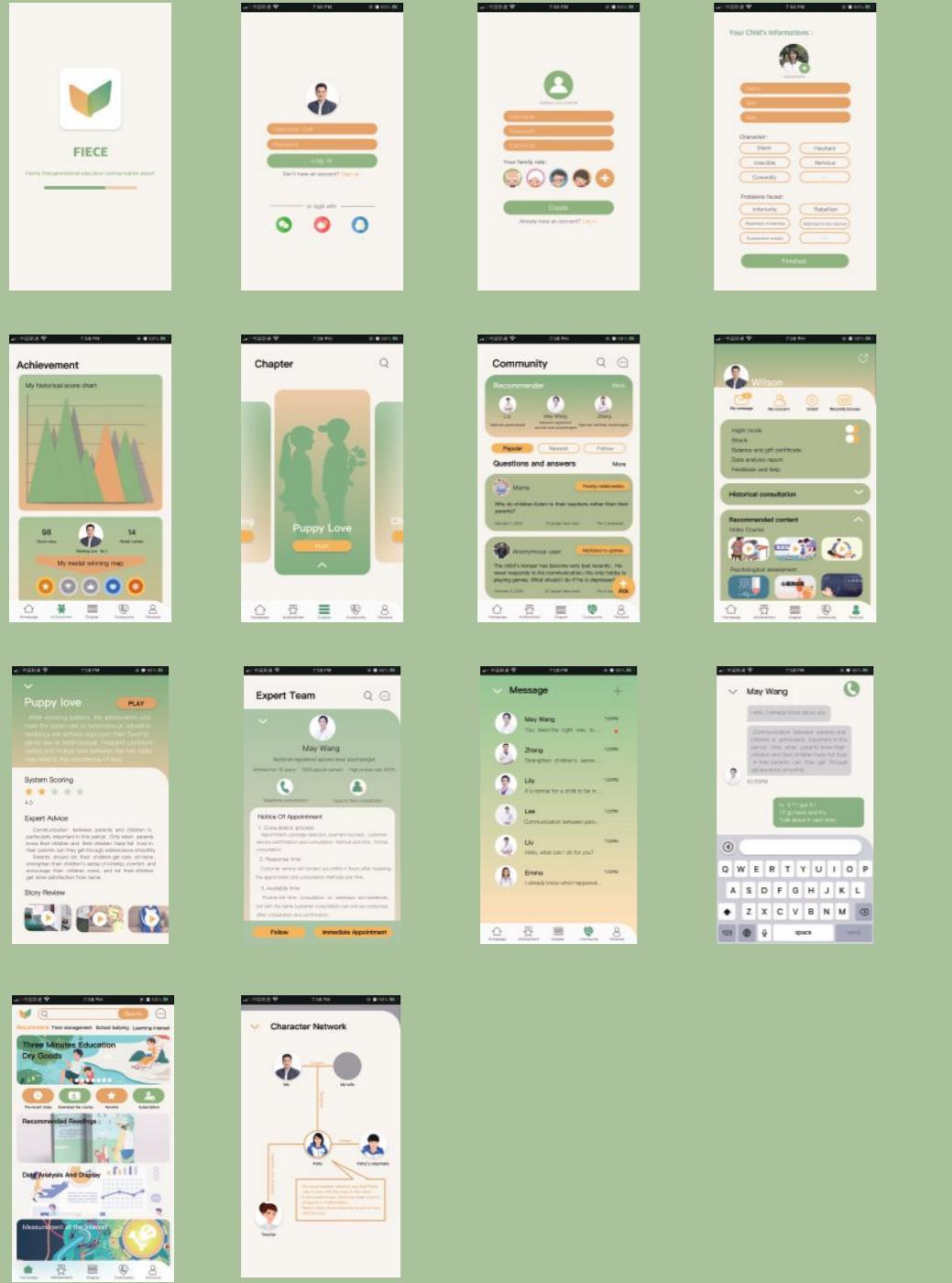
# FRAMEWORK

App/Parent side

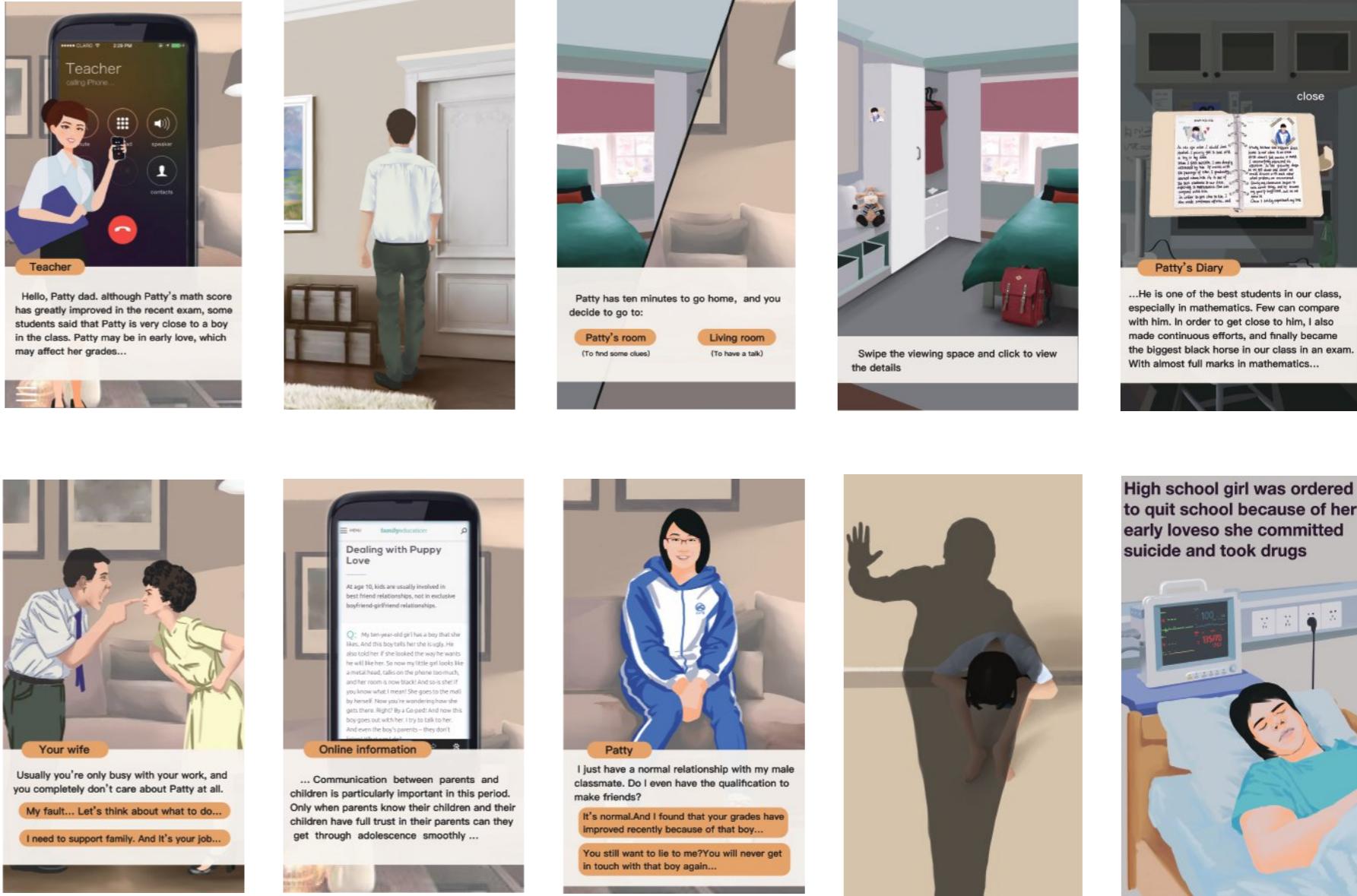




# IPHONE PROTOTYPE



# STORYLINE DISPLAY





# Water Heater For High-speed rail

“ Get water in the fastest and most convenient way! ”

## Product design

Through the redesign of the existing water dispenser on the high-speed railway, this design integrates the principle of the beverage vending machine, making it more convenient for people to use.

June 2020, 3 weeks

Video link: [https://youtu.be/Uo5t7zvV\\_g0](https://youtu.be/Uo5t7zvV_g0)



# BACKGROUND

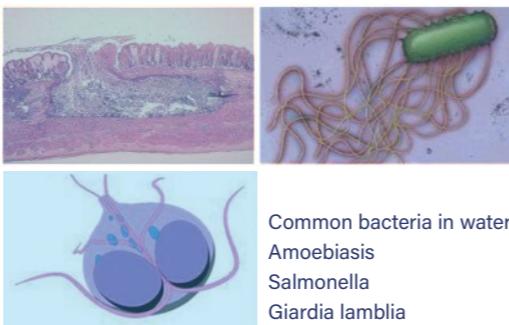
Chinese people can see hot water machines everywhere when they travel, on trains, high-speed rails, airports and so on. But is the design of the hot water machine perfect? Does it achieve the designed **usability** and **utility**?

(The research and design of this project are based on the hot water machine on the high-speed rail as an example)

## Reasons for drinking hot water when going out:

**Heating and boiling is the simplest sterilization method.**

Most pathogenic microorganisms, when directly exposed to **60-70 °C** water, **less than 1 minute**, can produce the killing effect.



## EXISTING PROBLEMS

### 1 The color of the button on the Water Heater

We have formed such a concept in our daily life for a long time ---- red means danger, Green for safety, blue for comments, etc.

The buttons of the water heater on the high-speed rail are **basically red**, telling people invisibly "**Don't press it**".



### 2 The position, length and size of the text of the product prompt

Because the design of each water heater is different, people need to read the text prompts before using it. The prompt text of this hot water machine is placed under the water outlet. The font size is so small that you must bend over to look closer.



### 3 The trouble caused by ONE button

How can I **stop the water** with only one button?



Keep pressing one button, my fingers are sore! If you don't pay attention, you will **be scalded by hot water**.



### 4 The location of the water heater

We drink hot water because it is clean. However, many water heaters in public places are placed **next to the toilet**, which is a contradiction.

Next to the toilet 79%

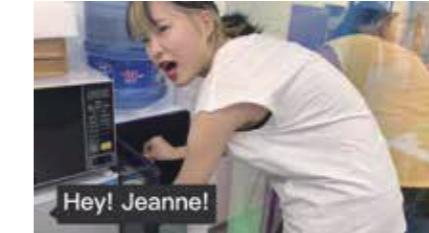
Other places (such as parks) 21%

### 5 Water withdrawal time of different volumes

Everyone uses cups with different capacities. A cup with a larger capacity takes longer to hold and is more likely to be scalded by hot water.



# PROBLEM SCENARIO



Video link: [https://youtu.be/Uo5t7zvV\\_g0](https://youtu.be/Uo5t7zvV_g0)

## BRAINSTORM

L Cup Capacity → Water flow time

Design common water cup capacity, users can choose suitable options according to their needs, and water will be discharged automatically.

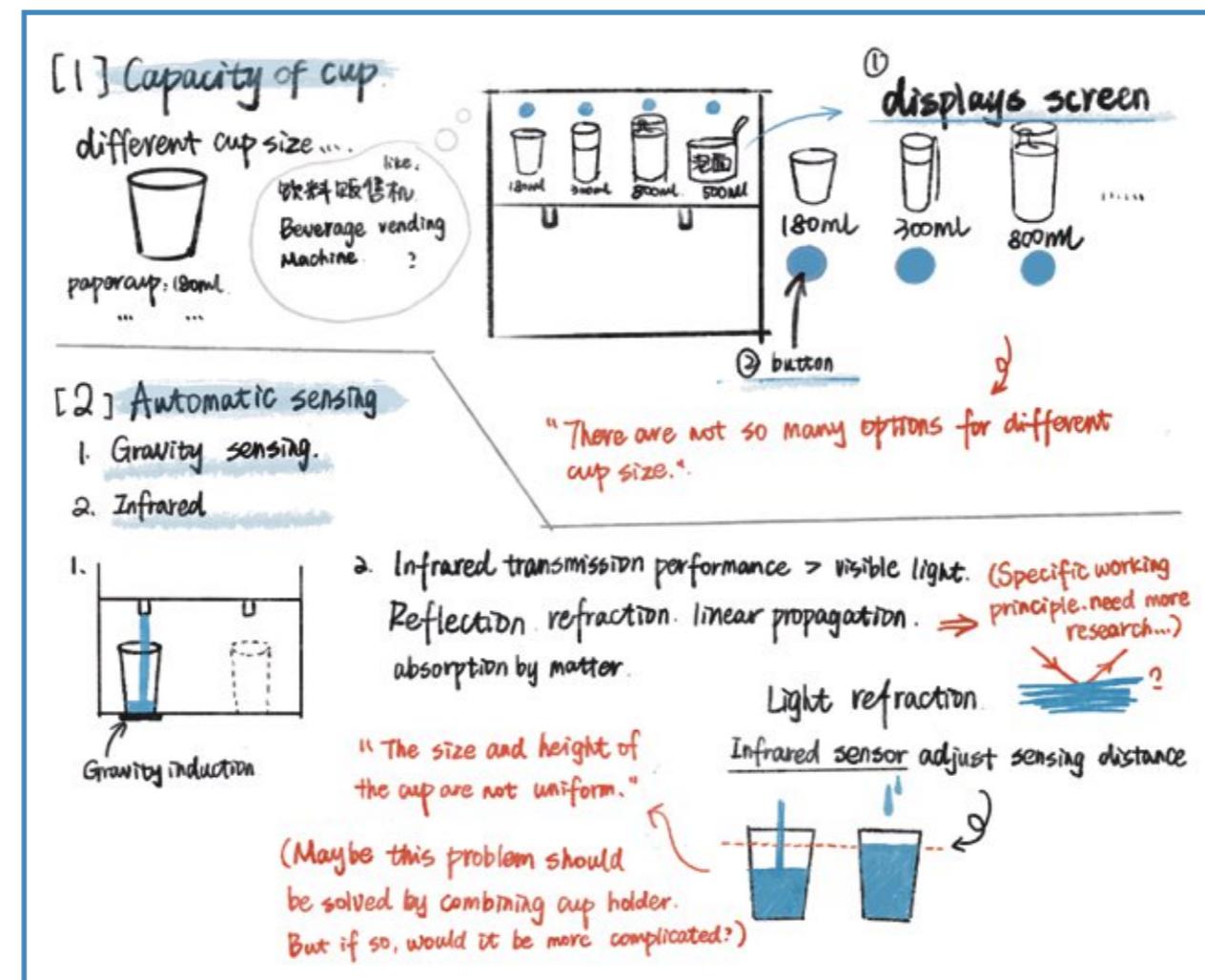
Just like using a beverage vending machine, you only need to choose and wait for the results.

Beverage vending machine



Function:  
common capacity  
+  
custom selection

Interface design:  
consider the range of  
users (practicability,  
simplicity.....)



K Automatic Sensing

→ Water flow time

2.1 Gravity Sensing

When the user puts the cup on the cup tray, the gravity sensor is used to control the opening and closing of the water flow.

2.2 Infrared

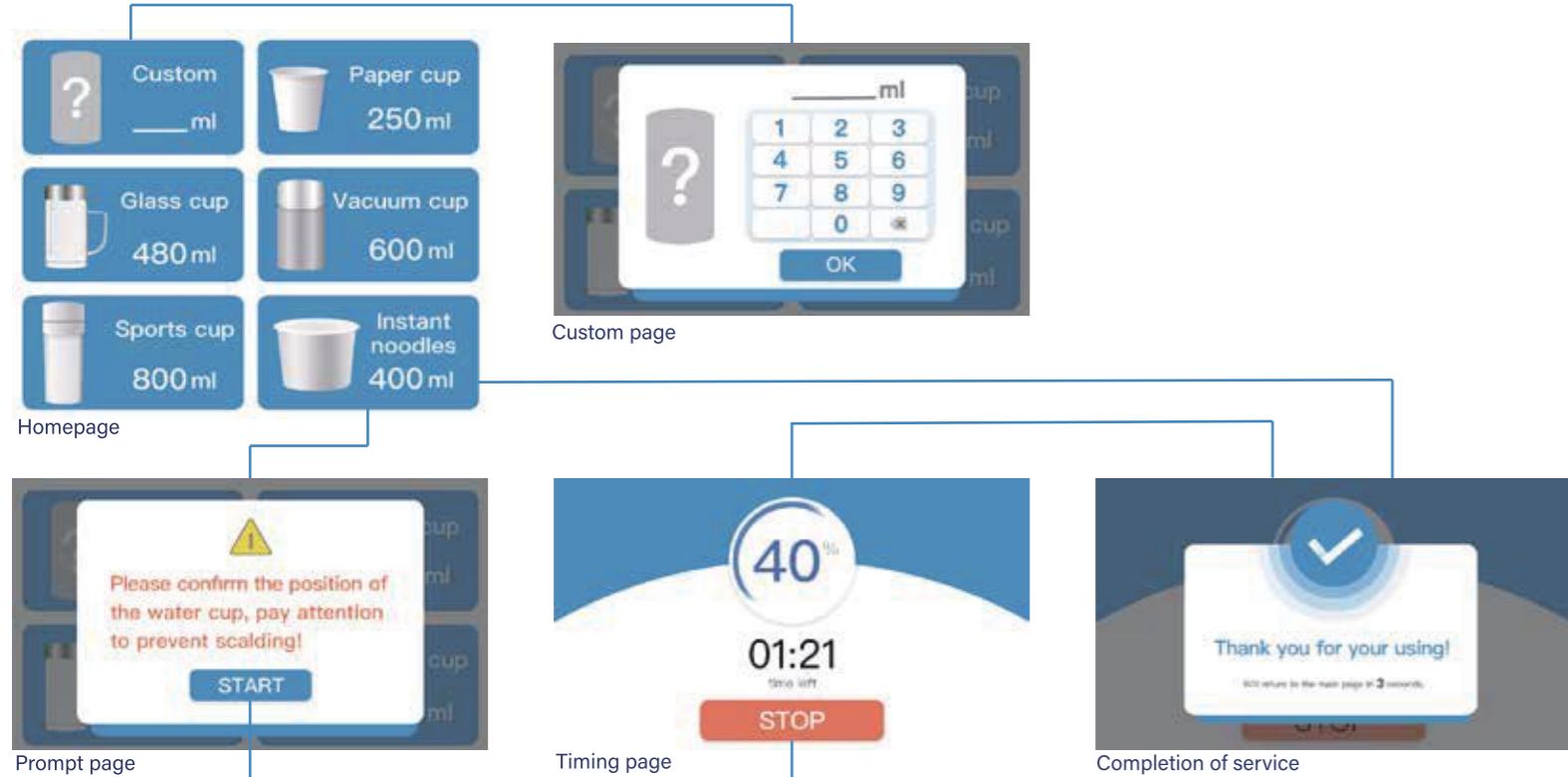
Use infrared reflection and direct radiation to control the opening and closing of water flow.

Question:

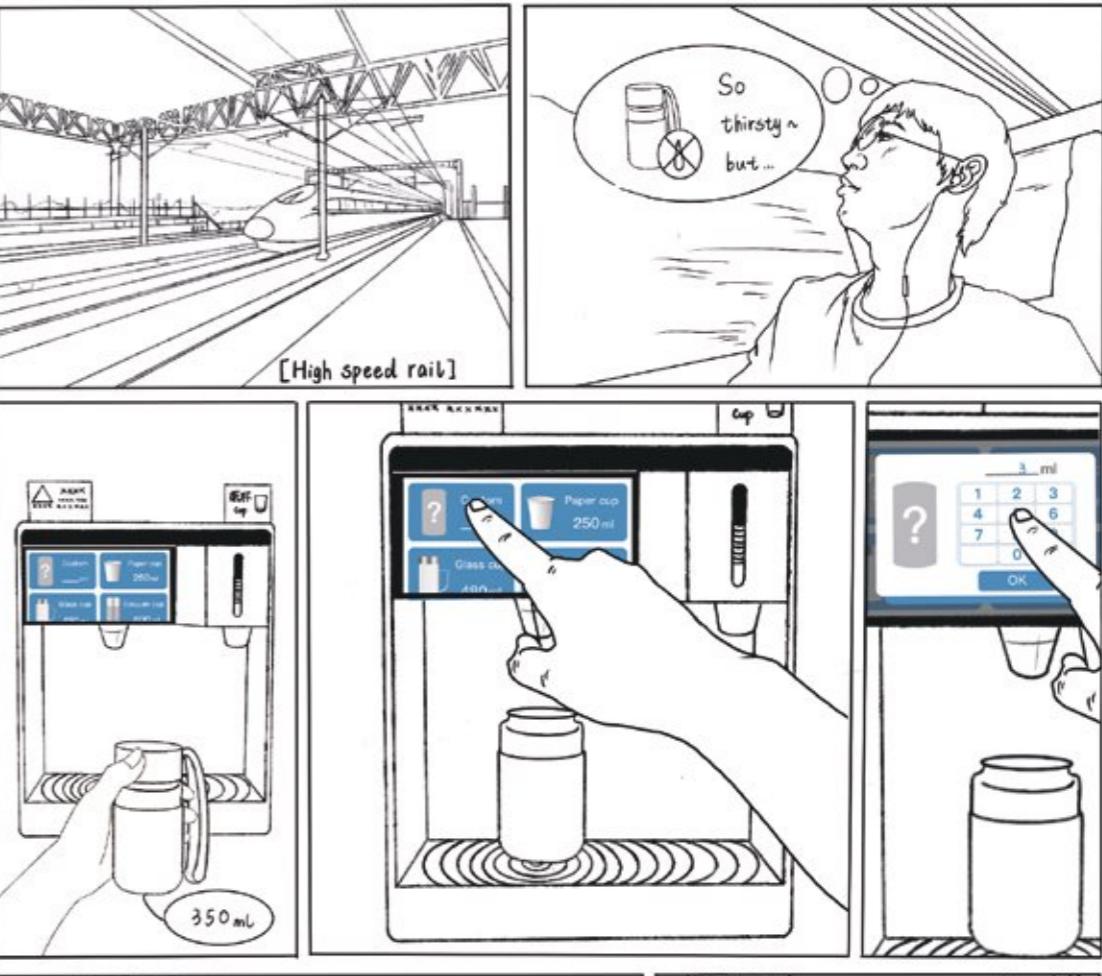
The height of the water cup needs to be adjusted manually?

This solution may be too complicated.

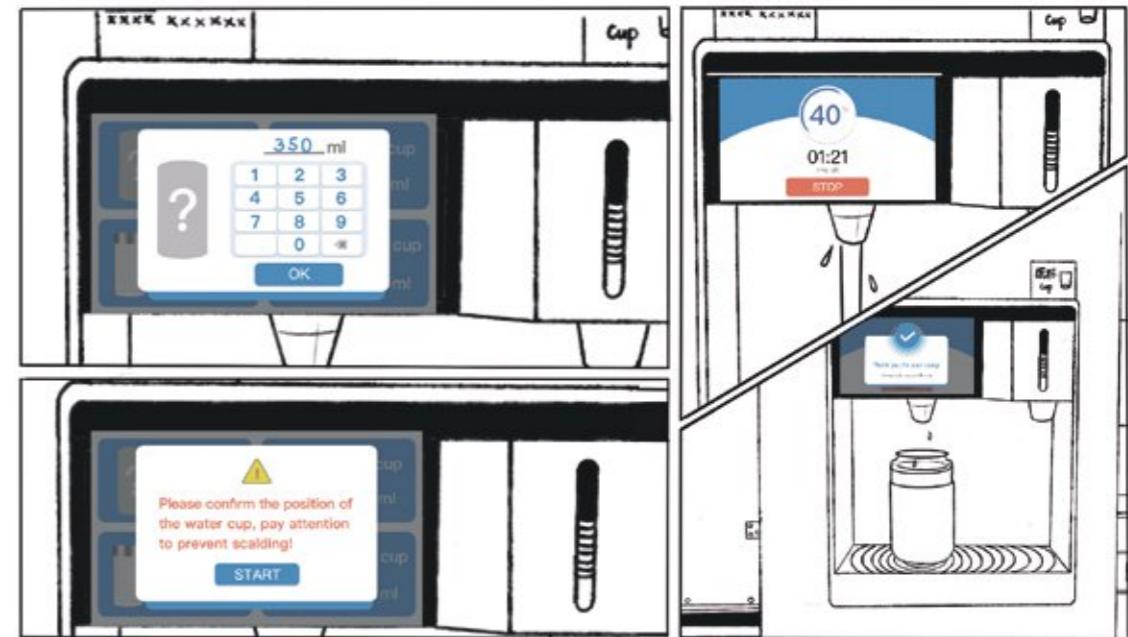
## PROTOTYPE



## STORYBOARD



## FINAL DESIGN



# DANCING FOR ALLEVIATING

“**Interact for alleviate embarrassment**”

## Digital projection interactive device

Through the form of digital projection interactive device, the project skillfully deals with the embarrassing situation of people coming to bars, bars and other places for the first time.

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Winter 2020

Video link: <https://youtu.be/mHgIAM1d33c>  
[https://youtu.be/0\\_6Qy8E57c8](https://youtu.be/0_6Qy8E57c8)



# BACKGROUND

## Clubbing is a popular entertainment in youngest

More and more clubs appear in street corners of metropolises cities, these places attract young people to come, fashionable and fabulous boys and girls come clubs to social and to chase the trendy, clubbing is not only for dance, but also it becomes the main social culture in the field of youngest, which is the reason why 'going to the bar' become the compulsory social class in youngest. They enjoy singing and dancing, listening to music, chatting together, drinking and even dancing in the bar. They enjoy themselves and show their fashion style. Naturally, these have become a popular way of entertainment.



Questionnaire: 100, effective questionnaire: 92
Under 18 5 people 5%
<b>18-30 years old</b> <b>49 people</b> <b>53%</b>
31-40 years old 31 people 34%
41-50 years old 7 people 8%
Over 56 years old None 0

## Clubbing is one of main socializing way in young people

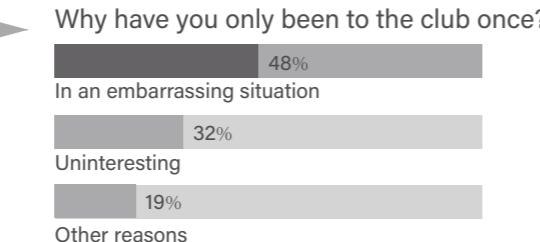
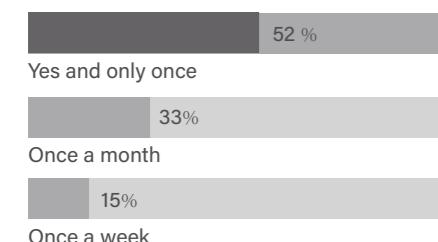
Clubs often hold various parties and activities. Clubs are like cafes, which have been responsible for social functions since their inception. People here are all people of the same age who share common topics, making it easier to reach out.

The club is also a good place for people to have fun and relax outside of work. Young people will use the club as their first choice for gatherings with friends, chatting with colleagues or even business activities. In the club, because the environment is relatively noisy, you can put aside the troubles of work and housework, and the volume of laughter can be raised higher than usual.

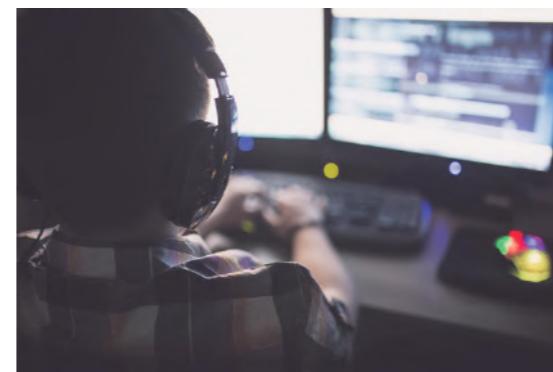
In terms of environment and marketing, clubs are very suitable places to make friends. Even if you don't have an acquaintance to go with you, you don't have to worry about getting bored, because there are too many people like you, and they will all choose. The clubs kills the time.

## A questionnaire about college students going to clubs

How many times does college students go to clubs?



## Social psychology of young people



(Opinions and summary from netizens)

### "Autistic socializing"

On Weibo, netizens "good at playing cool" raised the topic: Do you belong to autistic social? What are the characteristics of people who are not good at socializing?

- Serious recognition.
- When I was invited to introduce myself on stage, I felt like a beam of light hit a trash can.
- All kinds of dinner parties and toasts, I like a "loser" general will only giggle, completely do not understand the social adults, but also feel terrible to cry.
- Dinner at the end of every year, they are contact feelings, I am buried in serious eating.
- I'm happy every time I can avoid calling.
- Not good at communicating with elders.
- My favorite songs will circulate until I get tired of them.
- The whole weekend does not go out, one day does not have to talk with the person, the living space is big enough, does not need to meet the acquaintance every day.

## People who go to a club for the first time don't know what to do

When you first came to the club:

- “ Is the club a mess?  
Are there a lot of bad guys in the club?  
Is there a kind of wine in the club that can be drunk with one glass? ”



When people play table games:

- “ How do I play?  
The rules sound complicated  
The light is too dim to see clearly. ”

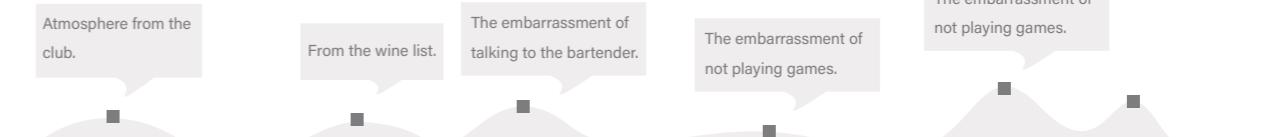
When you are dancing:

- “ How do I fit in?  
What if I don't dance well?  
There are a lot of people. It's embarrassing to bump into someone. ”

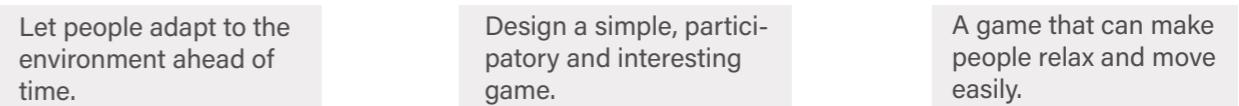
When the waiter asks you:  
what kind of wine do you want:

- “ Why is the wine list in English?  
How to order wine? ”

Discomfort

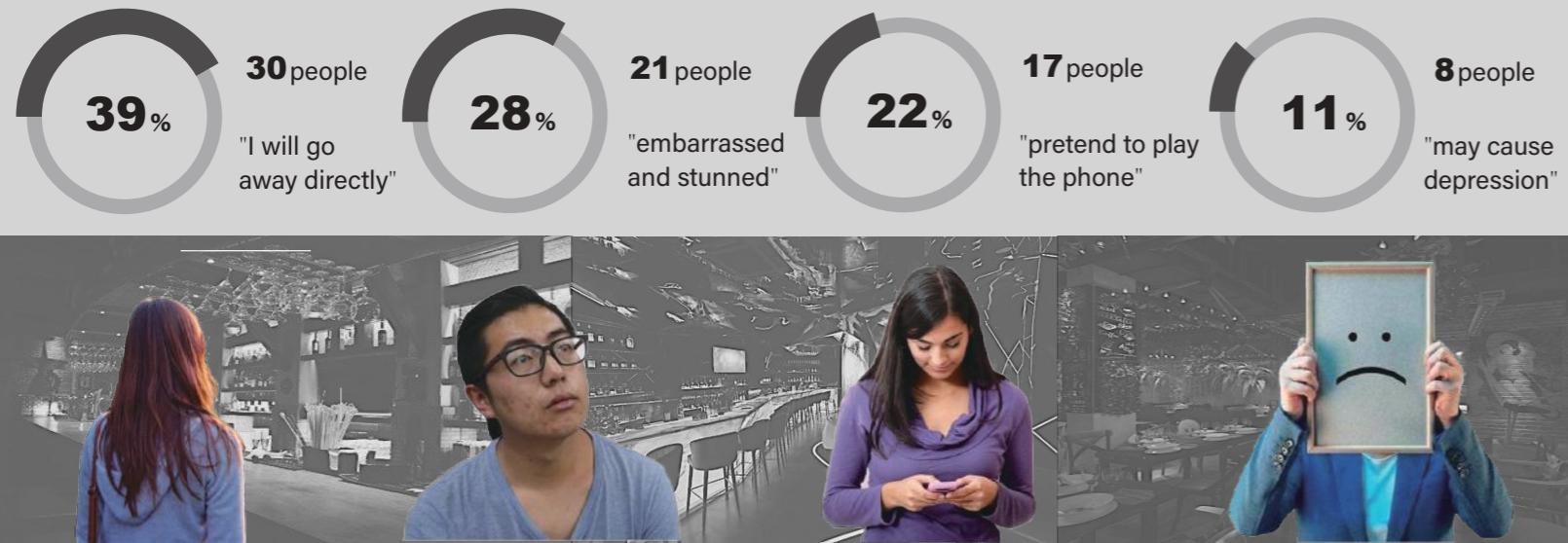


Opportunities



## What are the consequences of the embarrassment of the club?

In the questionnaire survey of college students going to bars, 95 valid questionnaires were received. On the question of "what will you do when you encounter an embarrassing situation when you go to the club for the first time", 76 people answered.



## TOPIC RESEARCH

### What is embarrassment ?

From the perspective of psychology, embarrassment is that we make some activities that violate social etiquette and ethics in a specific state of consciousness and are not suitable to be displayed in the group, and are observed by the bystanders. At this time, we will have the feeling of being rejected and not recognized by the group, resulting in uneasiness, shame and anxiety.

### How to eliminate tension when embarrassment appears ?

Seven ways to overcome nervousness

#### Adjustment action

- Self confidence hint
- Respiratory regulation
- act dumb
- adjust to changing circumstances
- Evacuate quickly
- Transfer embarrassment

When you are nervous and embarrassed, the muscles of your whole body are in a state of contraction. At this time, changing your movements and posture will reduce your tension and embarrassment.

Psychologist Abraham h. Maslow said: "many dancers can dance well without training. For this reason, dancers must learn to break and abandon the shackles, self-awareness, cultural adaptation and dignity." <Non motivated behavior>

## INTERVIEW

### Question "Have you ever been to a club?"



Ling Yan

Age: 21  
Occupation: Student

Hobbies: Chasing stars , Playing games

#### Point of view

I am a Otaku girl, not often go out to play, but especially hope to know more real friends, rather than chatting across the Internet. My classmates often go to clubs, but I feel uncomfortable in strange places.



Liu Mengzhu

Age: 22  
Occupation: Student  
Hobbies: Taking pictures , Dancing

#### Point of view

I'm very active on social media and have a lot of fans. I'm looking forward to going to the bar, meeting friends and expanding my social circle. I've been at the door for several times, but I dare not go in. If a friend takes me to play, it won't be so embarrassing.



Wu Wenzhao

Age: 25  
Occupation: We media anchor  
Hobbies: Shopping , Making friends

#### Point of view

As an anchor of we media, I am more outgoing and know a lot of friends. I usually like to go to bars with my friends. Sometimes when I meet new and shy friends, I hope to have a game to get closer to each other.

## Conclusion:

**By making games to attract guests to dance, interactive friends can ease the embarrassment.**



# INSPIRATION



## Laser effect lamp

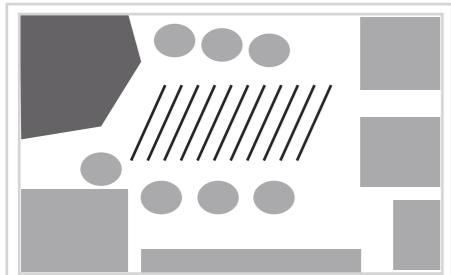
The atmosphere of the bar and the color of the decoration are colored, and the whole background is black. Therefore, in the color design, black is also used as the background color, and color is used as the decoration.



## Visual Jockey

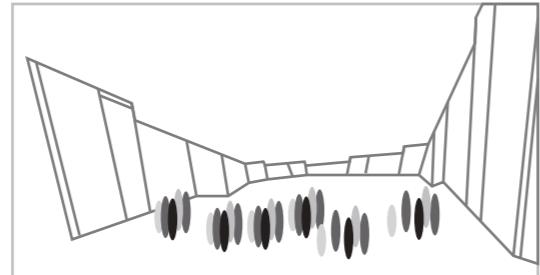
With the perfect combination of video and audio, we can create rich visual effects and form a good interaction on the scene. Let the image visual effect and music and atmosphere perfect combination.

# SCENE INVESTIGATION



--The utilization rate of surrounding walls is low.

In order to facilitate customer activities, the layout of the bar is basically transparent.



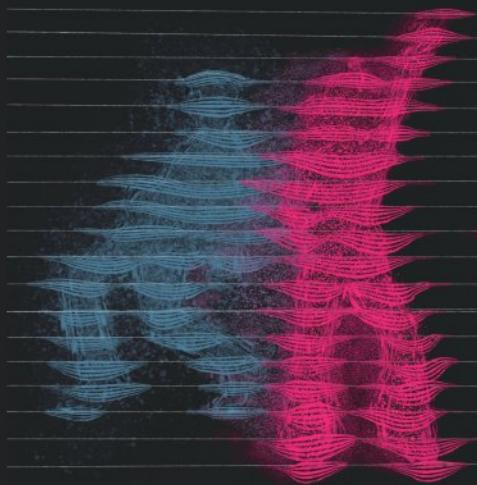
--The space of the dance floor is large.

Combined with the venue and atmosphere of the bar, choose the form of projection interaction on the wall of the bar, use Kinect to capture the body dynamics of the guests, and form the projection of color lines / points.

# IDEATION

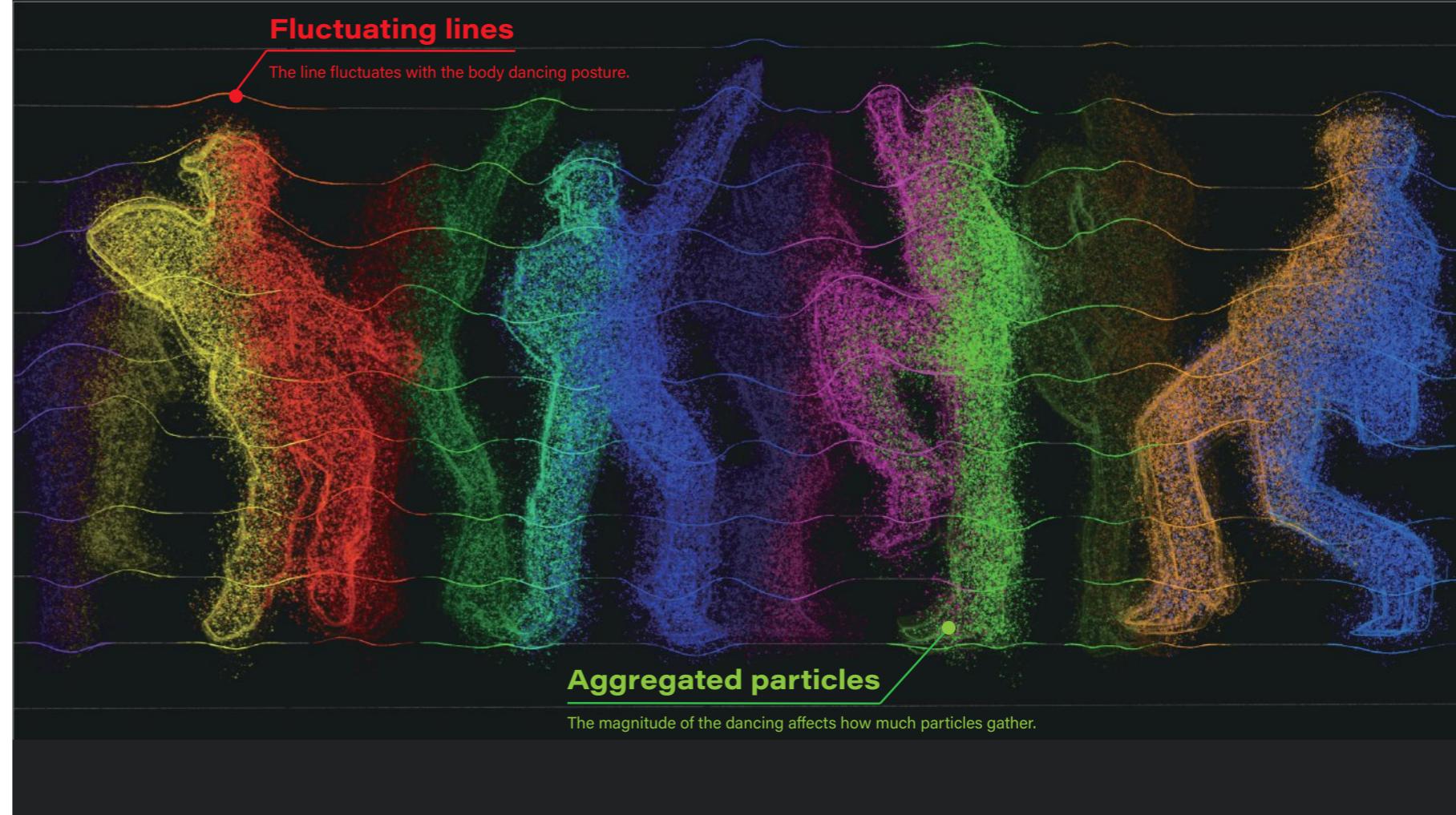
1

When people pass through the wall, the lines on the wall are **like a water curtain**, which is gently lifted and swung away. Originally there is no color line, will be stained with different colors of everyone..



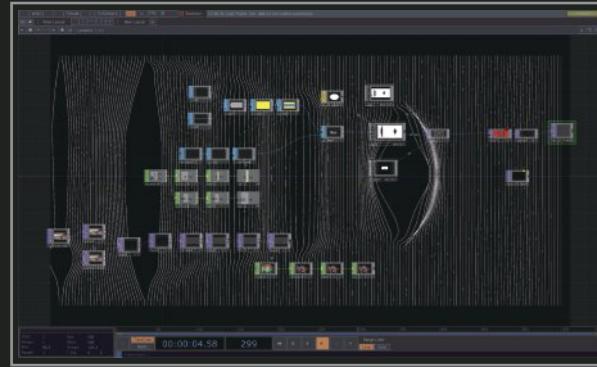
2

When people stand in front of the wall and wave their hands, **particles of different colors will gather on the screen** to outline the background shadow. The faster people dance, the more particles will gather, and vice versa.



# EXPERIMENT PROCEDURE

Touchdesigner



Coding

```
class volume, volume, maxvol
{
    float margin = 200;
    float v = 200;
    float v2;
    float v3;
    const int2D, 5000;
    const int4;

    void pdtDraw(x, float y, float z)
    {
        return (y > 0) ? pdtDraw(x, y + margin, z);
    }

    float distFromBox(x, float z)
    {
        return 0.5 * const(5000) * refreq * v + 2 * 5000 * refreq * y - 0.47;
    }

    float scl, scl2, amp, amp2, rad, branch, offsetx, offsety, refreq, maxvol, max;
    int kym;
    int j;
    int maxvol;
}

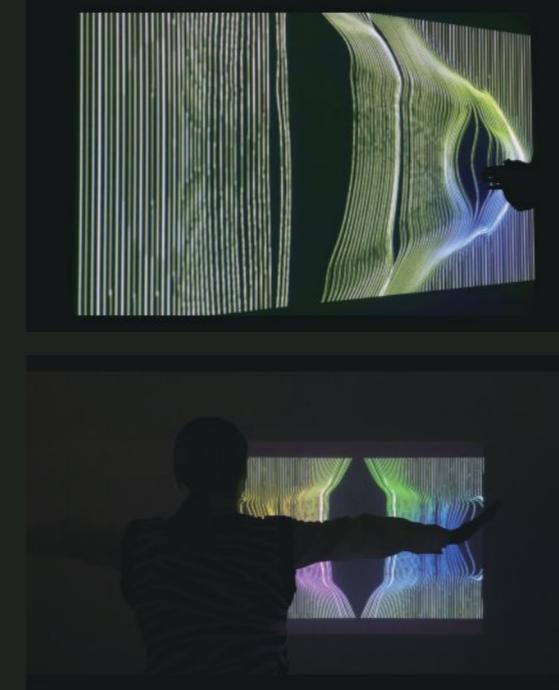
void mousePress(GE)
{
    if (w < 1000 & h < 1000)
    {
        if (x < 500 & y < 500)
        {
            volume = maxvol;
        }
    }
}

void setenv()
{
    v1(100, 100, 100);
    v2(100, 100, 100);
    v3(100, 100, 100);
    maxvol = maxvol;
}

void mousePress(GE)
{
    if (w < 1000 & h < 1000)
    {
        if (x < 500 & y < 500)
        {
            volume = maxvol;
        }
    }
}

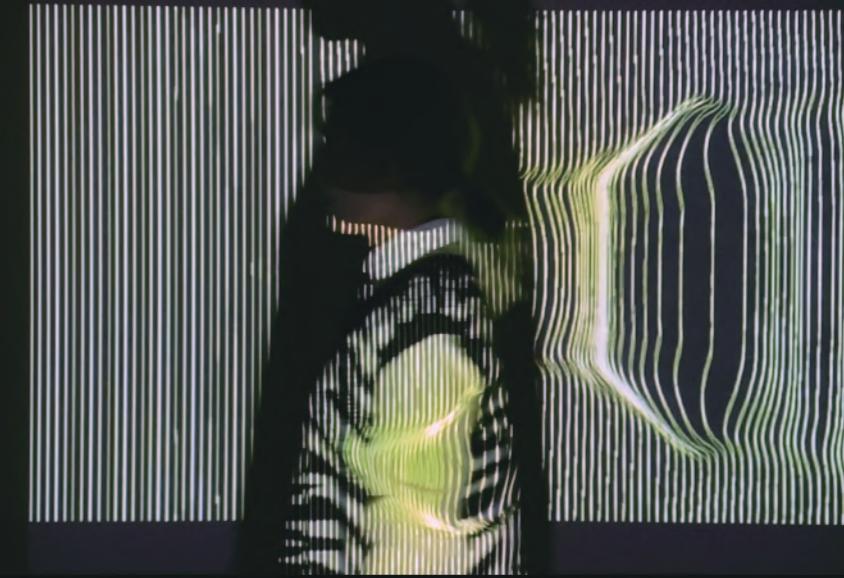
void setup()
{
    setenv();
    v1(100, 100, 100);
    v2(100, 100, 100);
    v3(100, 100, 100);
}
```

Aurora



# FINAL DESIGN

Asterisk



# SOCIAL LIES

“ Social lies or Socialize ”

## Innovative experiment design

People are addicted to online social networking, use online social networking, and are changed by online social networking. This project uses AR facial special effects to show five different social types.

October 2020 , 5 weeks

Video link: <https://youtu.be/eg2lgtM51Q4>



# BACKGROUND

Anyone can put their latest information online and share it with people they know or don't know through social networks. When this kind of sharing is affirmed by some people, people's psychology will be satisfied. The more people are involved, the stronger the sense of satisfaction.

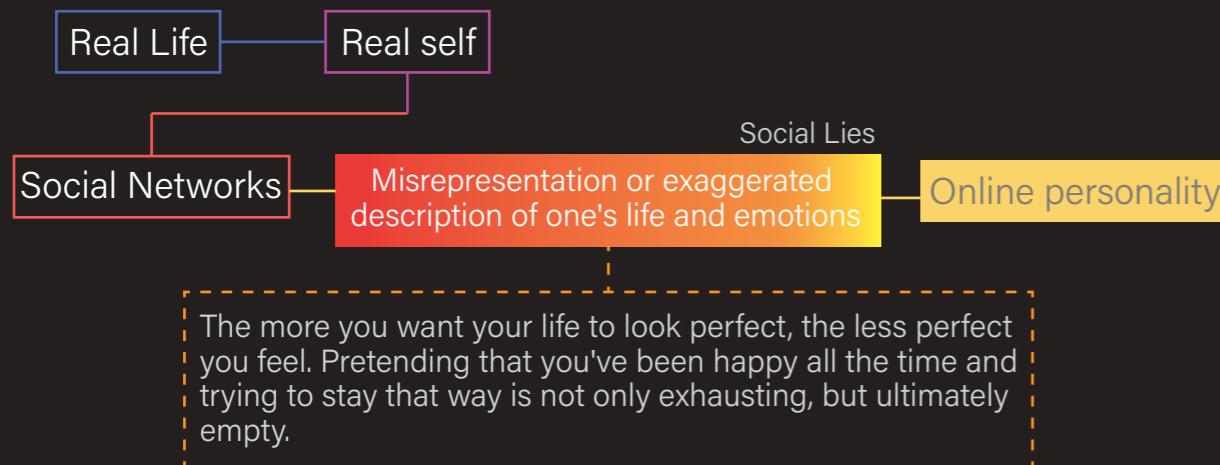


Duke University Professor  
Dan Ariely

When this kind of satisfaction becomes a habit, many people already rely on and cannot leave the Internet. What's more, they will **use social lies to gain more attention and satisfaction.**

## I PHENOMENON & ANALYSIS

### what is the social lies?



### How many people have used social lies?

A survey of 3,000 adults by Market researchers OnePoll:

Scene	Sometimes they "lie" on social networking sites like Facebook and twitter.
Frequency	Once or three times a month, they lie about or exaggerate about certain major aspects of their lives.
Content	Lie on social networks more than once a week.
Content	They exaggerate the amount of alcohol they can drink.
Content	They didn't describe their holiday activities or work and lied about their "emotional state".

## why do people lie on social networks?

### Objective reasons

#### ■ Social Software User Rankings

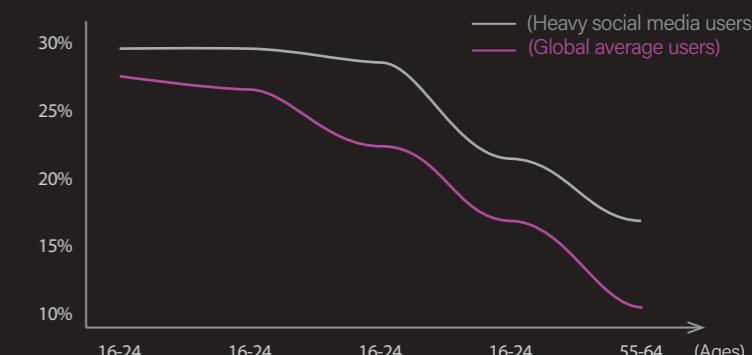
(the following data as of October 2018)

No.1	Facebook	2.234 billion
No.2	WhatsApp	1.5 billion
No.3	Messenger	1.3 billion
No.4	wechat	1.058 billion
No.5	Instagram	1 billion

(monthly active users)

### ■ Screen time tracking

(%Percentage of users using screen time tracking or limiting applications)



63% of the world's Internet users remain online, up from 56% in 2019.

### Subjective reasons

#### ■ Analysis of social psychology

##### Goffman's Dramaturgical Theory

Society and life are a big stage. As performers on this stage, members of society are very concerned about how to shape an acceptable image in front of a large audience.



Stage: Society and life  
Actor: People  
Puppet: Values, norms and standards recognized by the society

#### ■ Common types of social lies



Fake stories in the **forum** deceive high praise.



**Photoshopped pictures**

#### ■ Characteristics of the Internet

##### Untraceability

Make deception and camouflage easier, lying without acting

##### Information Transfer

Social mode changes to strangers

##### Network social rules

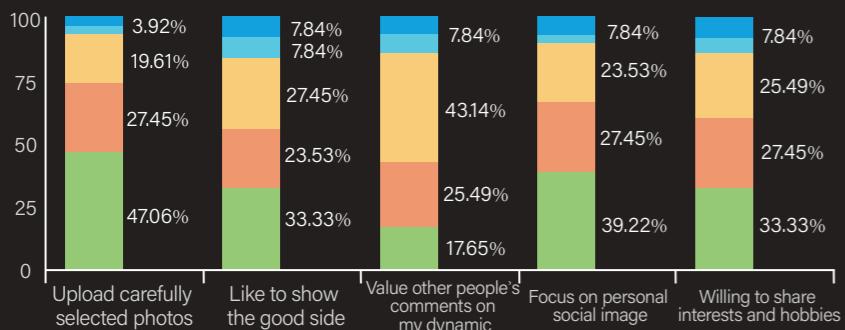
Virtual network society is easy to make people lack of reflection and inhibition of behavior

## I SURVEY DATA

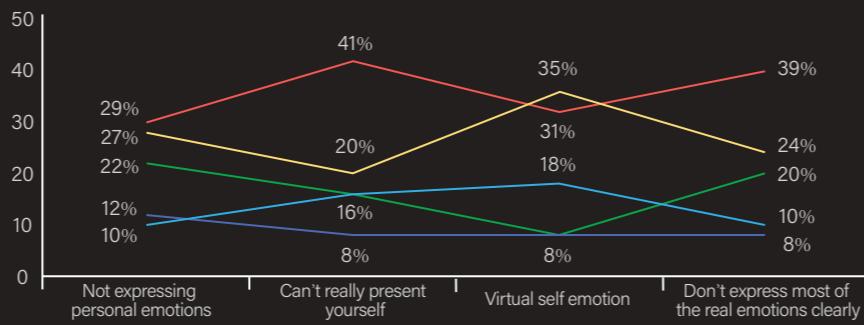


## Q1: Will internal emotions show up on social media?

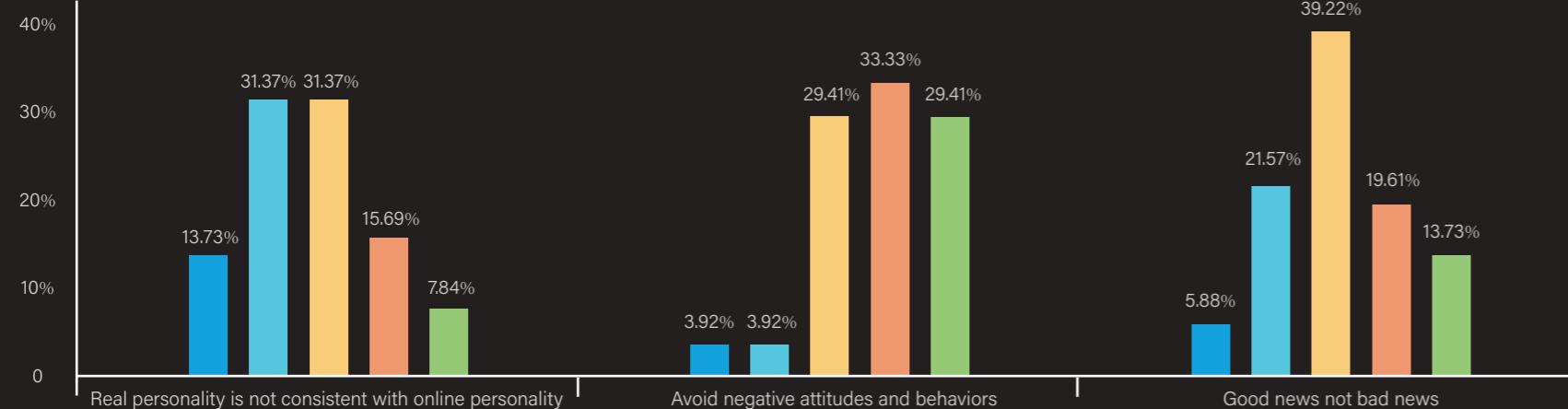
### Positive images on social media



### Negative emotions on social media



## Q2: About camouflage on social media.



## I RESEARCH RESULTS

People lie differently on social software

People lie to different degrees on social software

Most people don't show themselves completely on social media



## I INTERVIEW

### Fu Bingjie

College student



I use social media for at least 6 hours a day. I like watching photos and videos of Internet celebrities on the Internet.

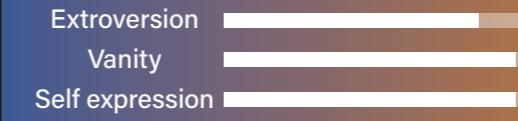
### Chen Jiayi

Internet company staff



Using social media for at least 8 hours a day, I need to pay attention to the dynamic on the Internet and browse the network news frequently.

### Characteristics



### Social news



## I INSPIRATION SOURCE



Use screen and camera to present the interactive effect between audience and image.

Real time dynamic capture and image projection technology can track the face in real time, so as to change people's makeup. It comes from "Noh opera", one of the four classical dramas in Japan.



Nobumichi Asai  
face 3D projection  
special effects work

Peter Camps  
"Interface", 1972.

## I TYPES OF SOCIAL LIES



Types	Behavior
narcissistic	Refined, filter, all kinds of selfie
Conspicuous type	Car, house, brand name, children, cat and dog
Love type	Besides love, there seems to be no meaning in everything. Life for love and death for love.
Sultry type	Only look at other people's, never own hair
Advertising type	Bring goods, sell
Resentful woman	People make complaints about me.
Monastic type	Buddha's perception, see through life; health care
epicure	Before eating, you must first "disinfect the mobile phone"
artistic young people	Inspirational, fable, abstract; fitness, Xueba, punch card player
Industry elite	High academic conference, International Summit Forum, internal seminar of ministries and commissions

### Big-Five Model:

In recent years, researchers have reached a consensus on the model of personality description and put forward the big five model of personality. Through lexicology, there are about five traits that can cover all aspects of personality description. The big five personality (Ocean), also known as the ocean of personality.

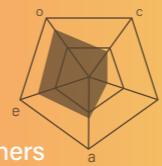
Openness To Experience + Conscientiousness + Extraversion + Agreeableness + Neuroticism

**According to the reasons behind different types of behavior, combined with the big five personality classification...**

## 1 Conspicuous type



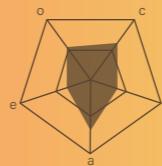
Highly extroverted  
Like to be in touch with others  
Full of energy  
Often feel positive emotions



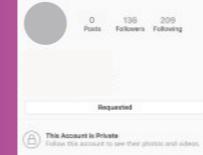
## 2 Superstitious type



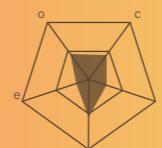
Highly openness  
Imaginative and creative  
Extreme lack of security  
Yearning for positive energy



## 3 Fortification type



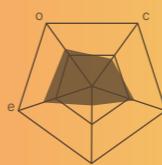
Low extroverts  
Quiet, cautious  
Strong defensive mentality



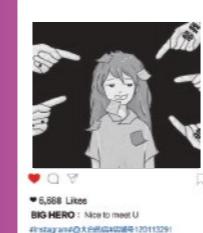
## 4 Accusatory type



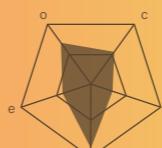
Highly neuroticism  
Likely to experience negative  
Anger, anxiety, depression



## 5 Please type

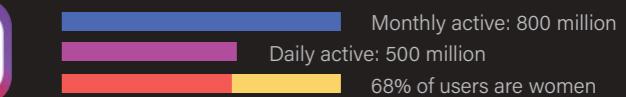


Highly agreeability  
Considerate, friendly, generous and helpful  
Submissive, talkative and impersonal

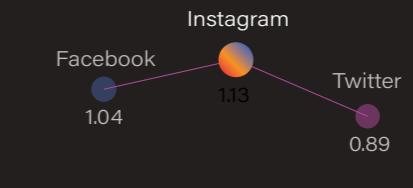


## I DESIGN CARRIER

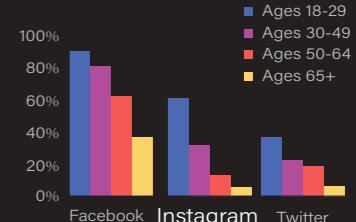
Use **instagram** as the social software for design upload.



### 1 Different social media interaction rates



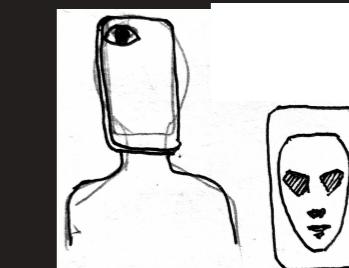
### 2 Users of different ages



## I PRELIMINARY IDEAS

Different ar facial effects are released on instagram to express different types of social images abstractly, just like actors need to make up before they go on stage to better express their character characteristics. When people use these special effects on instagram, they're like different socialactors.

## I BRAINSTORM



# DESIGN PROCESS



## MOBILE INTERFACE

First step:  
Open Instagram



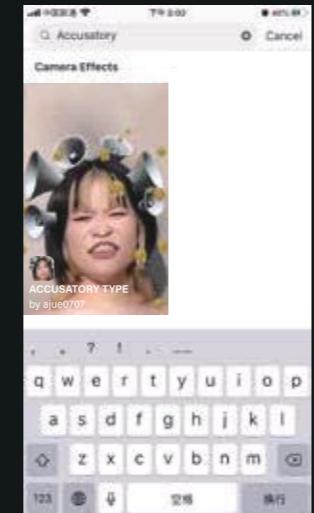
Second step:  
Turn on the camera



Third step:  
Open the Effects Gallery



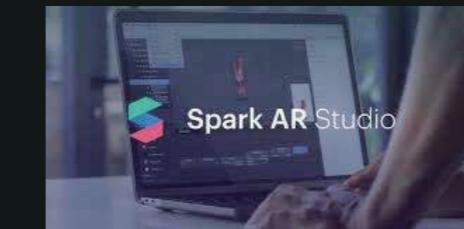
The fourth step:  
Search for "Accusatory"



The fifth step:  
Ready to use!



## TECHNICAL MEANS

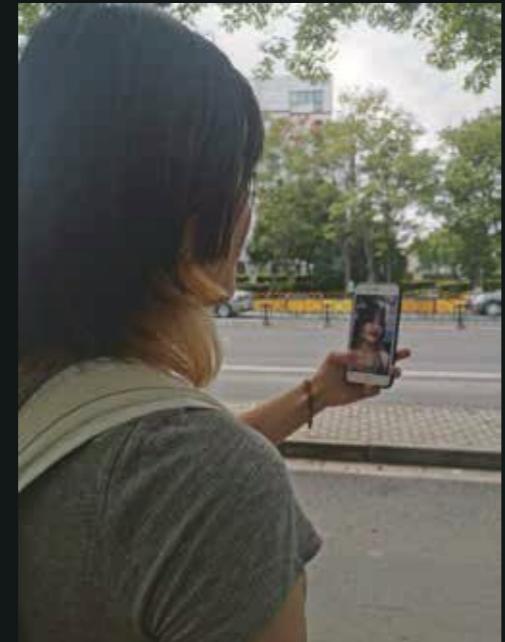
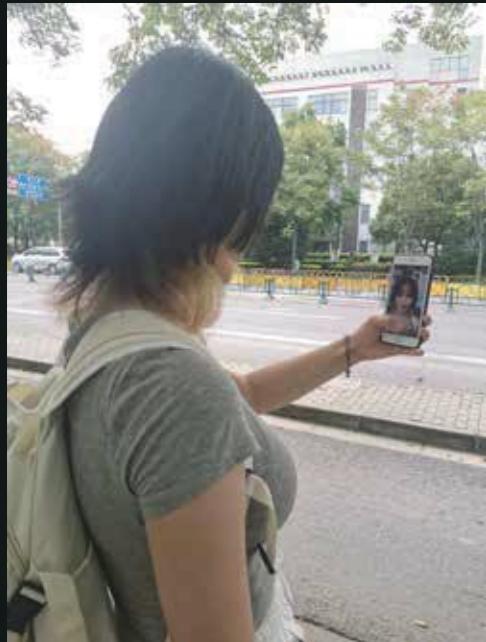


Create special effects on spark ar studio and upload to Instagram.

Use Facebook series of apps and devices to create and share augmented reality experiences.

Spark AR is the largest platform for mobile AR, with more than 400,000 creators from 190 countries, who have published over 1.2 million AR effects on Facebook and Instagram. And in just the last three months, more than 150 accounts have seen their effects generate more than 1 billion views.

## USAGE SCENARIOS



## VIDEO CAPTURE



# DUMMY BOYFRIEND

“ No longer feel lonely for being single ! ”

**Chindogu / Shengqi design**

This work uses the materials of life to design a device for urban autistic people, to alleviate the loneliness of a person's life.

---

July 2020 , 3 weeks

Video link: <https://youtu.be/1XzEpiXIgAs>



# BACKGROUND

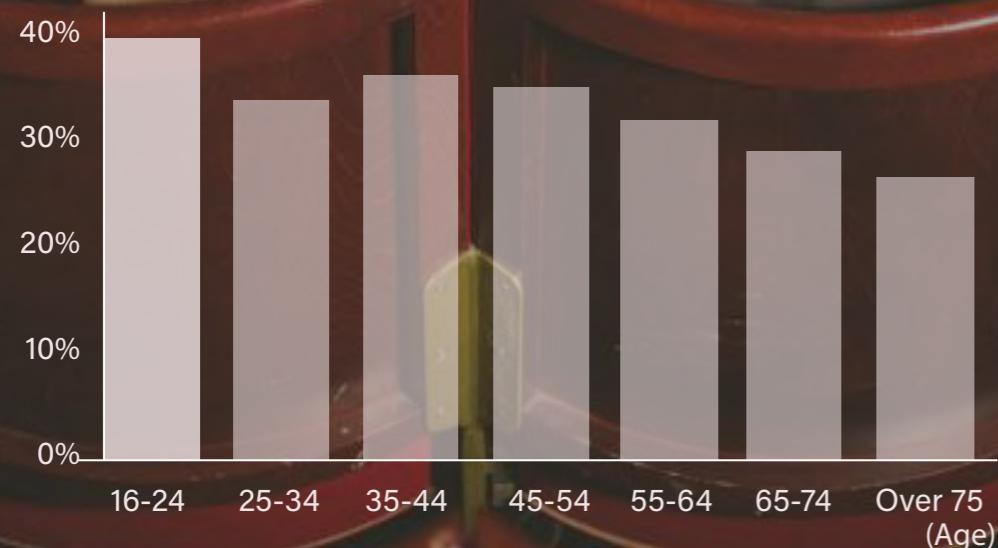
## What is Urban autism?

1. Due to the exponential increase of online virtual communities, people have become accustomed to meeting new friends through the Internet, and intimate contact between people has been replaced by online contacts.
2. Urban loneliness, extreme individualism, and the expansion of singles are prominent problems in modern society.

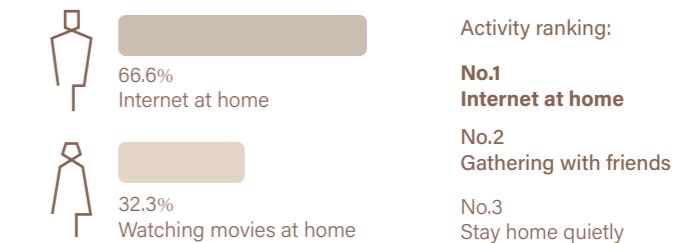
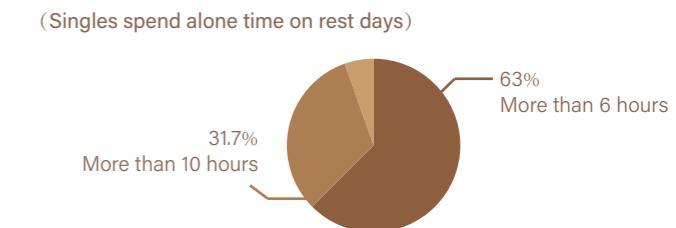
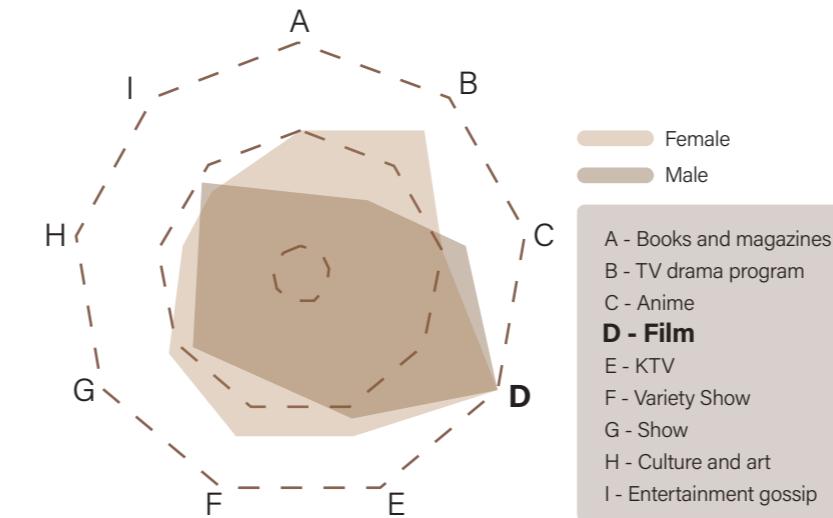
The physical contact between people is getting weaker.

## Loneliness will become the "social plague" that will continue to spread in the 21st century.

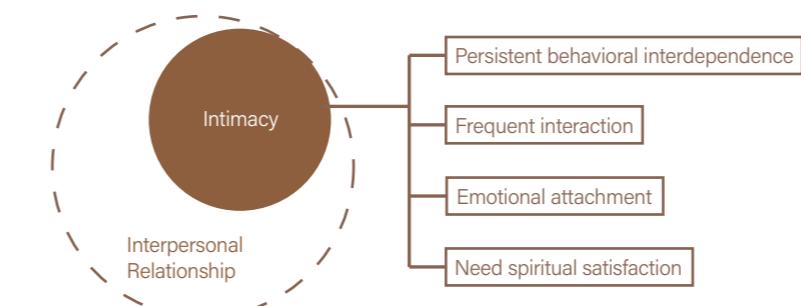
(Survey by the British Mental Health Foundation) Among the more than 2,000 British people surveyed, about 1 in 10 respondents admitted that they often feel lonely, especially those aged **18 to 34** who feel lonely Accounted for **60%** , far more than 35% of people over 55.



## What do modern young people often do?



## What is intimacy? And its importance.



Intimacy is important because it can satisfy human **need to belong**. (the need for "close contact with others and be recognized, accepted and supported by others")



## PRELIMINARY DESIGN ORIENTATION

Design a product to satisfy the intimate relationship of singles and reduce the loneliness caused by singles in the city.

# DESIGN INSPIRATION



## CHINDOGU

Chindogu was invented by the Japanese inventor Kenji Kawakami. Chindogu is a peculiar form of invention. Its basic feature is that while it **seems to solve a problem**, it also creates a large basket of more troubles, or it is simply embarrassing, so it has no practical value. Chindogu is literally a combination of rare + tools.

### Ten tenets of the art form

1. A chindogu cannot be for real use.
2. A chindogu must exist.
3. Inherent in every chindogu is the spirit of anarchy.
4. chindogu are tools for everyday life.
5. chindogu are not for sale.
6. Humor must not be the sole reason for creating chindogu.
7. chindogu are not propaganda.
8. chindogu are never taboo.
9. chindogu cannot be patented.
10. chindogu are without prejudice.

### Features of chindogu:

1. It does not necessarily have practical uses, but it does exist.
2. It can be a daily necessities, but it may not be launched on the market.
3. The idea of being unbelievable is a common thing in making rare props.
4. Humor is not the only reason (or purpose) for making rare props.
5. Must be daily necessities, but not practical; must have unconventional creativity, but not fun as the purpose of creation.



Create a mobile but emotionless boyfriend in a humorous way.

**BUT** how to balance the parameters of absurdity and humor in Chindogu design ?

# IDEA GENERATION

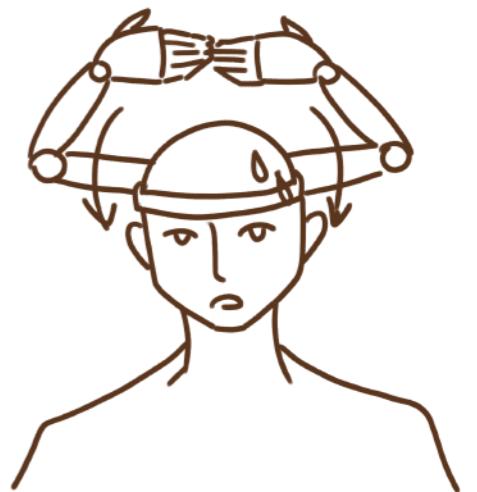


1

When the user is watching a horror movie, a horror scene appears, hugs the arm of the "Dummy boyfriend".



Manually control the switch. When you see the scary plot, press the button to let the organ hand on your head cover your eyes downward.



2



And then triggers the mechanism to turn the other hand of the boyfriend to cover the user's eyes.



1. The mechanical hand worn on the head is too heavy for the user
2. Covering the eyes downward will be a little sudden and may be frightened
3. The design of covering the eyes with both hands will completely cover the line of sight, which may cause users to miss the main story

# MATERIAL TESTING

1



Wooden arm



Carton cardboard



Water pipe



2



Boyfriend pillow



Brown cloth



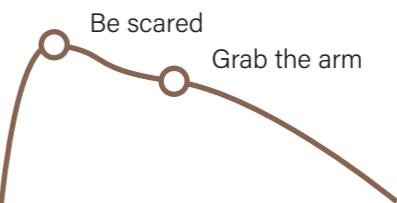
Carton cardboard



Water pipe



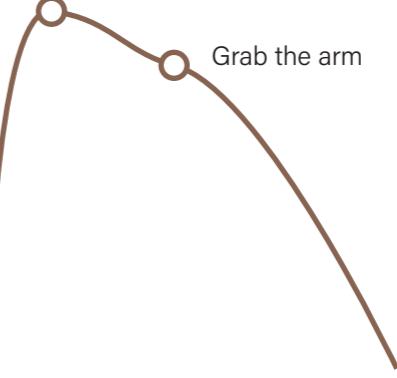
## Mood changes



TIME



## Mood changes



TIME

## User's feedback

Wooden arms are **too thin** to grasp.



The wooden arm is too hard to feel bad and **cannot give a sense of security**.



The hands made of cardboard **lack realism** and are rather rigid.



It feels very **comfortable** to hold the arms and makes people **feel relaxed**.



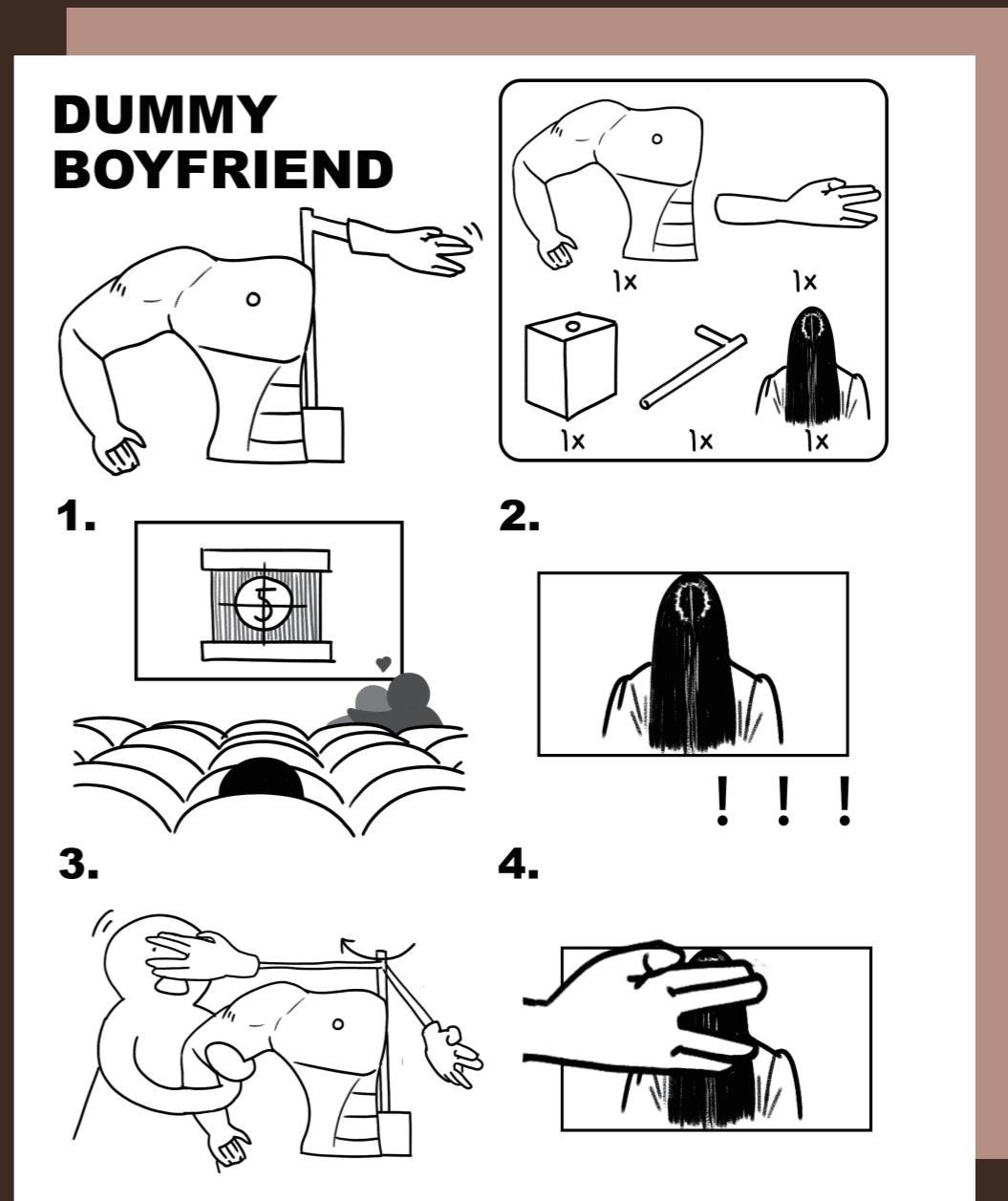
The improved hand and body are more like one, **not surprising**.



The enlargement of the arm and the body makes the distance between the hands longer, making it **difficult to cover the eyes** accurately.



# PRODUCT DISPLAY DIAGRAM



Video link: <https://youtu.be/1XzEpiXIgAs>

## INSTRUCTION