Mallika Simone
Willie Franklin
Jeremy Friedland
Shiya Liang
Ariana Zukowski

# Stream

# MICROSOFT

# DESIGN

# EXPO

# 2014

## 1.

### IDEATION

Choosing a topic, brainstorming ideas and defining key features

## 2.

### PRODUCT

Designing the UI of the device, making a prototype, and finaliz- ing the UI and product.

## 3.

### STORY

Creating a story based on how users would use the application and finishing up the film.

We believe that ten years from now is all about happiness, the moments that bring you closer to friends and bring you closer to community.

# PROBLEM

These will reign supreme over all the connected technologies that exist.

Today, selfies run rampant with hand selected "perfect" pictures. These posed pictures don't always capture those true moments of delight. The true candid moments are lost to the delete button, or not captured at all.

To capture these moments, we put ourselves behind a screen and get taken out of living the moments we intend to capture. We believe there is a better way to capture these moments in a more ambient and user-centered way

We think there is a lack of connection in personal relationships. This impacts both the individual, relationships, and the community as a whole.

# GOALS

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### improve personal well being

Stream captures moments of happiness, we offer moments of reflection and nostalgia, while helping you sustain and enhance that happiness. This in turn creates a loop of happy people doing more happy things, and more moments being captured.

### build meaningful relationships

Steam allows you to explore captured moments of your friends allowing you to create a deeper relationship with them. We get inspired by the exciting and creative moments of happiness that in turn make us happy.

### develop stronger community

By connecting users to others around them, Stream uses a form of local social networking. We really believe in the power of the community around you and the impact they have in your overall happiness.

> **Happiness is not something ready made. It comes from your own actions.**
>
> Dali Lama

# RESEARCH

**sensing tech**

New sensing technology,
Electro-dermal, Audio,
Q Sensor, Galvanic Skin
Response (GSR)

**happiness**

What's happiness
How to define happiness
Understanding happiness

# IDEATIONS

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**sensing individual /
community
happiness**

**individual**

altering behavior in real
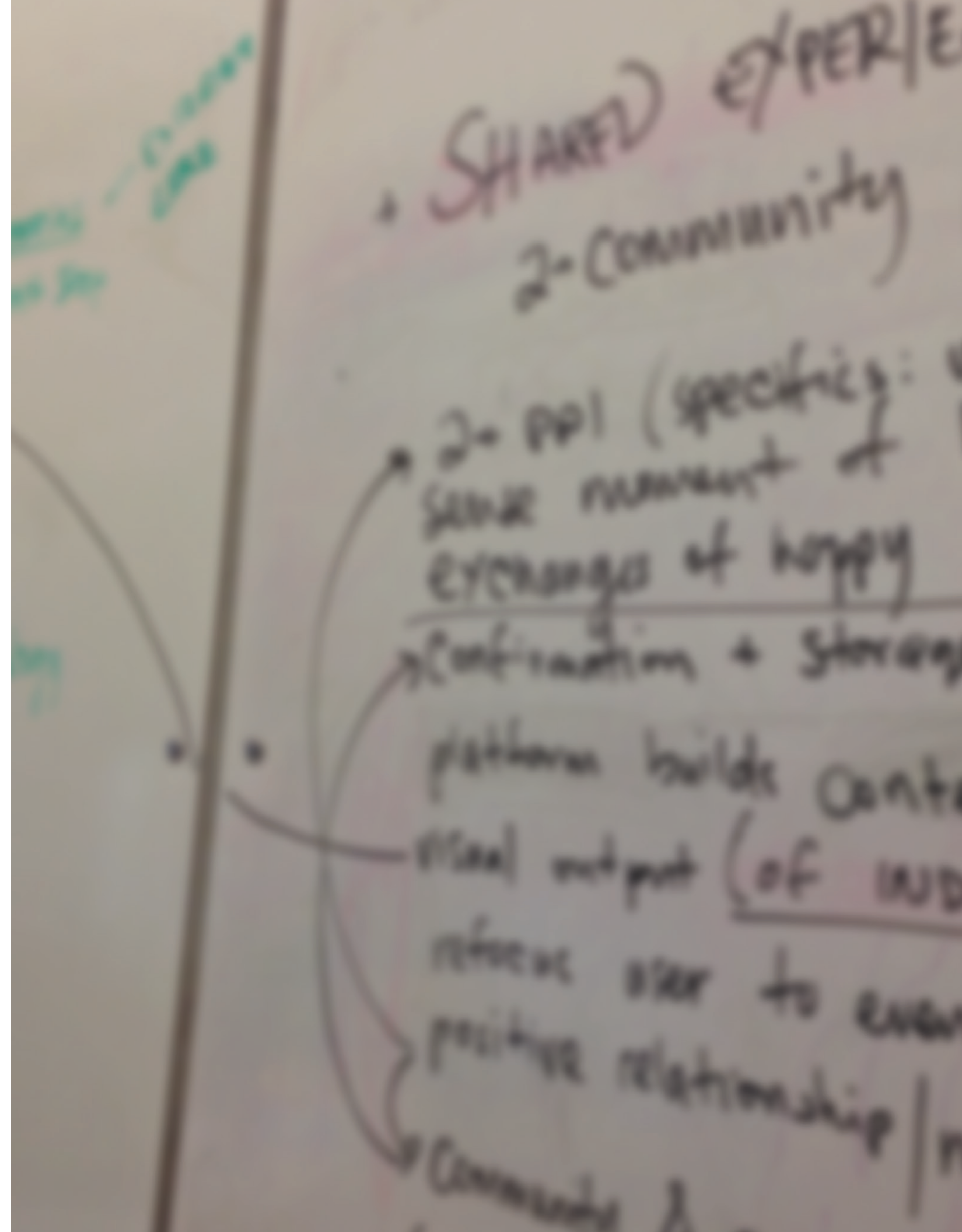time using complex metrics
such as mood and desires

**community**

mapping communities in
real time based on the
emergent quality of
behavior at a large scale

**butterfly effect**

**happiness  =  health**

sensing and tracking positive
social impact within a city

**We want to be able to create content by living.**

# personal captured moments & reflection

Curating captured instanced of happiness between people

Help people improve personal well being

Build meaningful relationships and add a new perspective

Develop a stronger community

We see an ambient and user driven future for social media, where we don't have to step out of our happiest moments in order to capture them by taking photos & videos.

We want these happiest moments to trigger the capturing of media in a way that allows us to engage with the actual social experience rather than a user experience with a device

We want to inspire people to live vibrant & fulfilling lives by using peaks in happiness or emotional arousal as a trigger for the capturing and documentation of memories.

CAPTURE INSTANCE OF HAPPINESS

OFFERS REFLECTION AND NOSTALGIA

SUSTAINS AND ENHANCE ATTITUDE

HAPPY PEOPLE DO HAPPY THINGS

# UI

IDEA 1

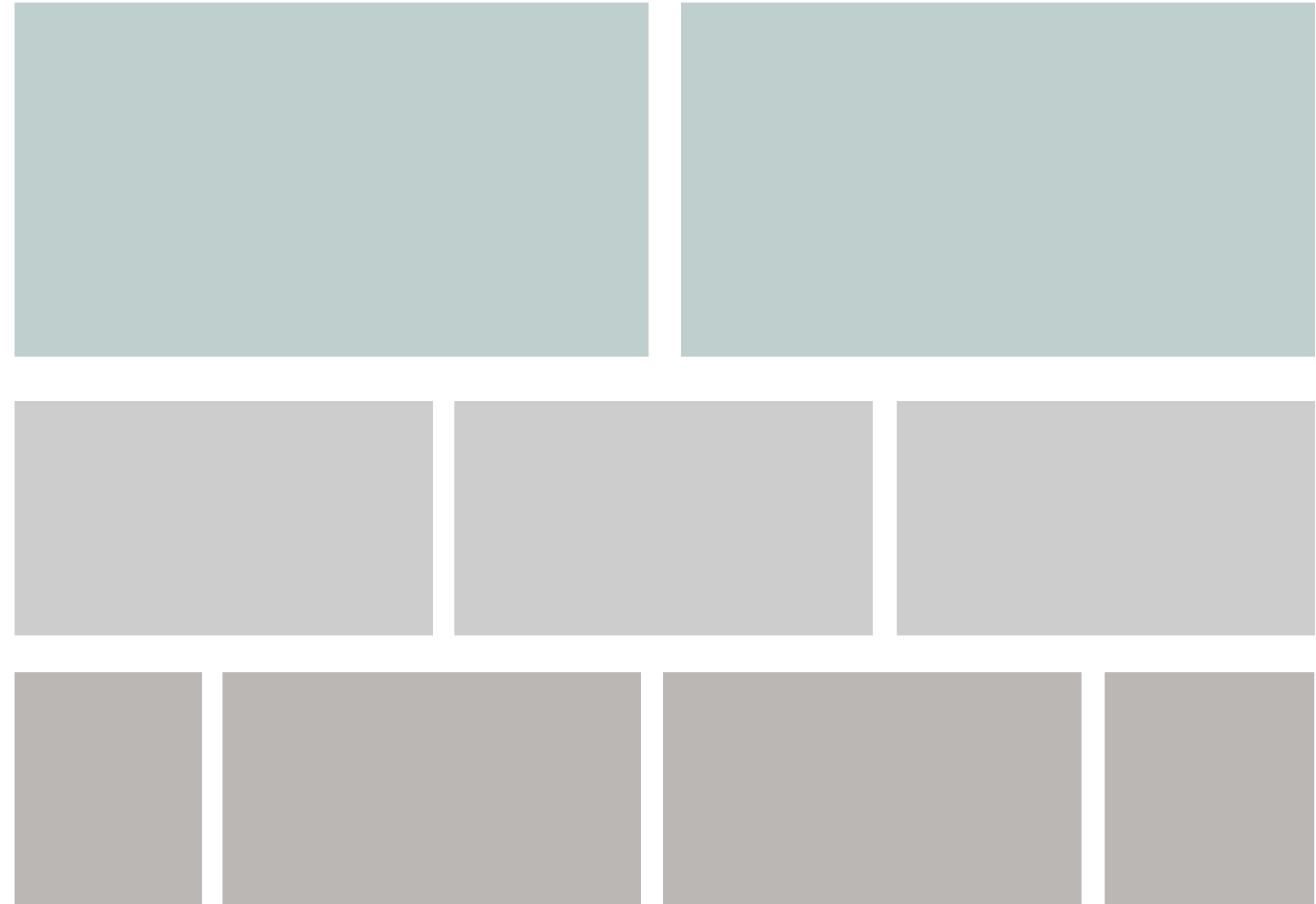**three streams of con-
tent**

**personal**

content that provides
reflection on personal
moments of happiness

**shared**

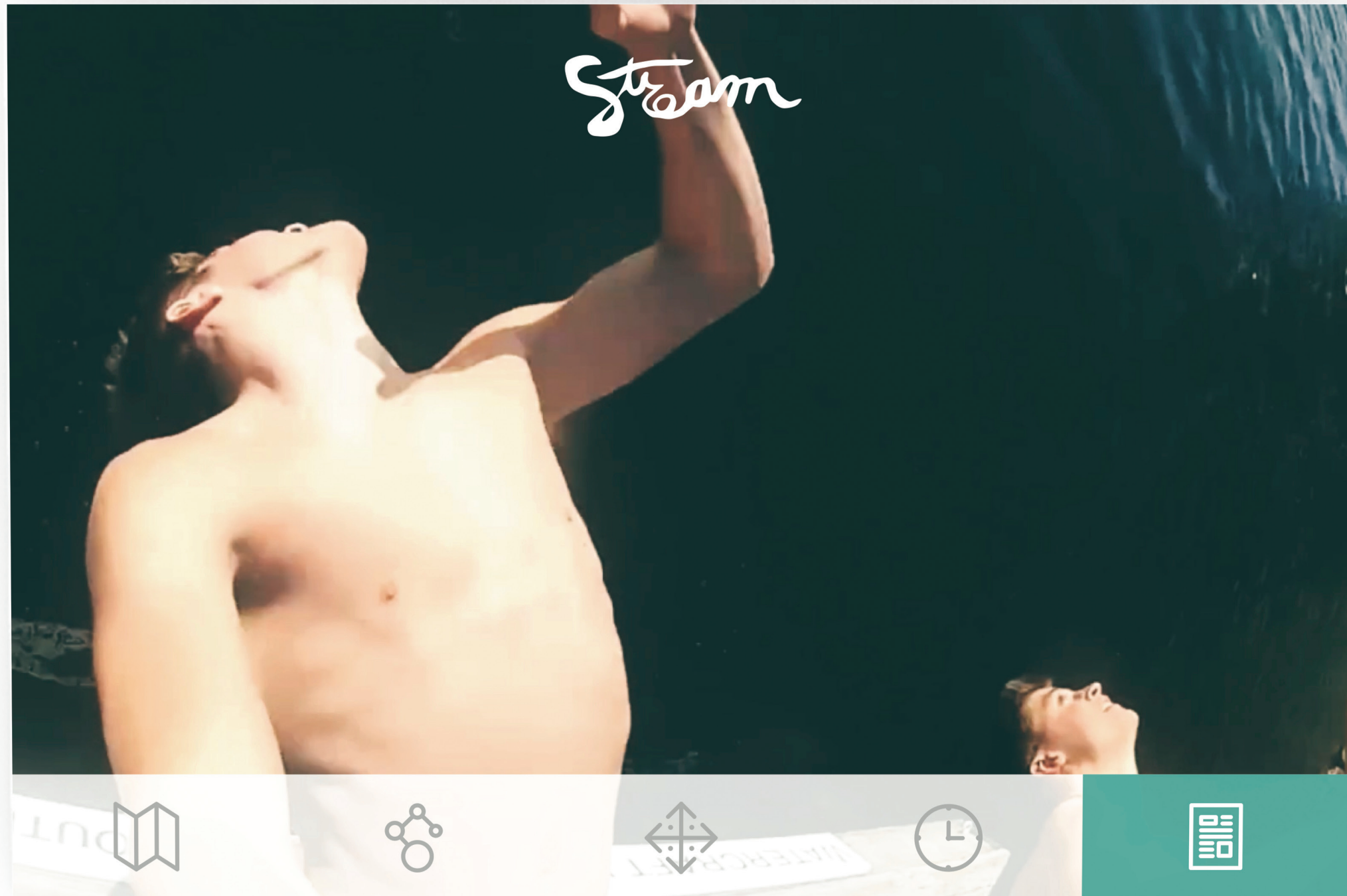allows you to see other's
perception of happiness if
you were present

**community**

displays happy content
from people around the
world at a specific time

**main personal stream
with four filters**



**people**

content of people you share
happy moments with

**place**

places where you have had
triggers of happiness

**time**

specific times where you've
had positive memories

**thing**

content related to your
moment of happiness

# DEVICE

**wearable device linked with an phone application**

**google glass linked with an phone application**

We wanted a device that would let people live in the moment and then be able to reflect on memories later. This required a device for recording and an application for viewing.
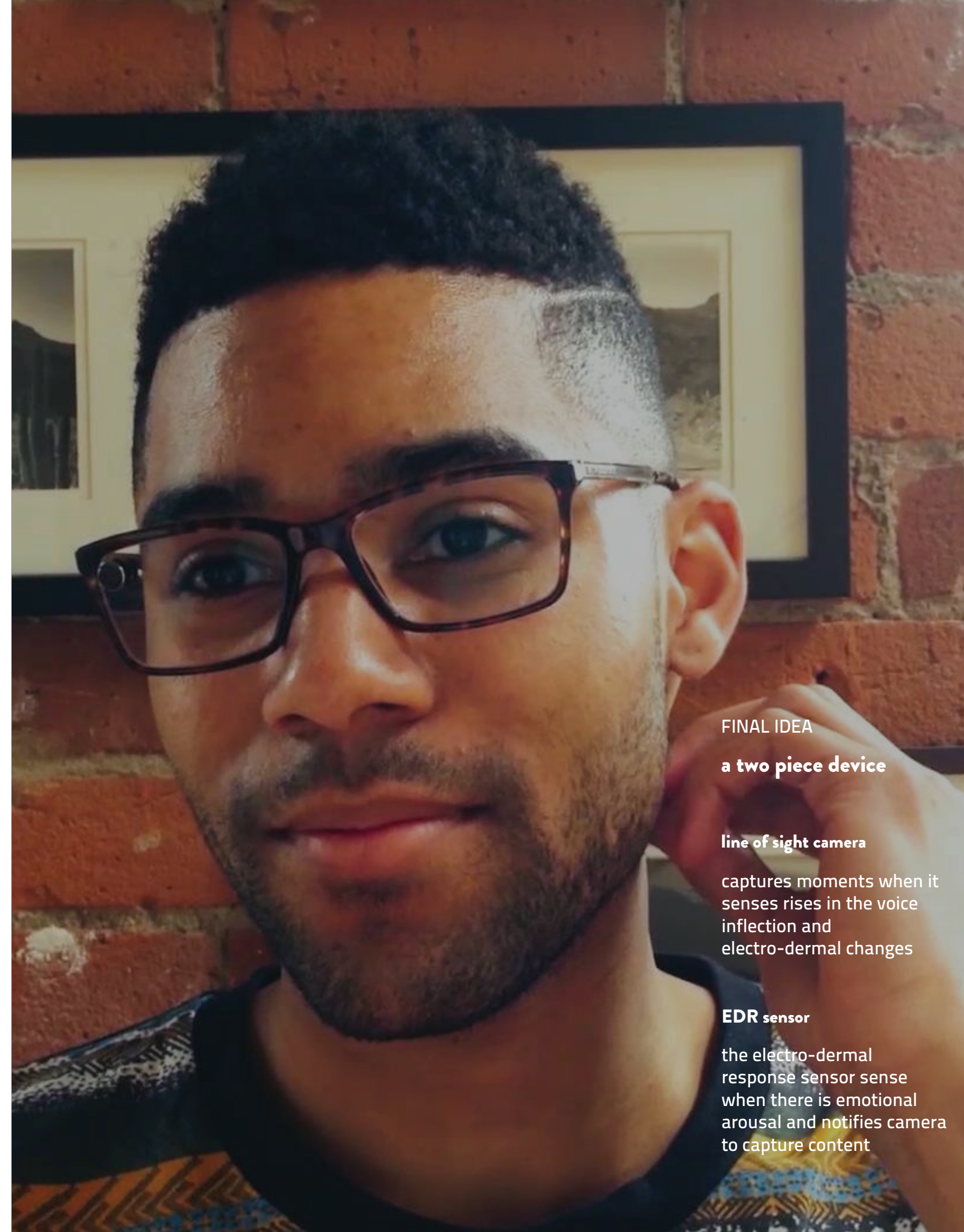
FINAL IDEA

**a two piece device**

**line of sight camera**

captures moments when it senses rises in the voice inflection and electro-dermal changes

**EDR** sensor

the electro-dermal response sensor sense when there is emotional arousal and notifies camera to capture content

SENSORS

**multiple sensors
working together to
sense happiness**

**audio and EDR sensors**

to determine which
moments are worth
capturing

**proximity**

to discover who is
around you when
viewing and capturing
your stream

**voice inflection**

to create strong
indicators of when you
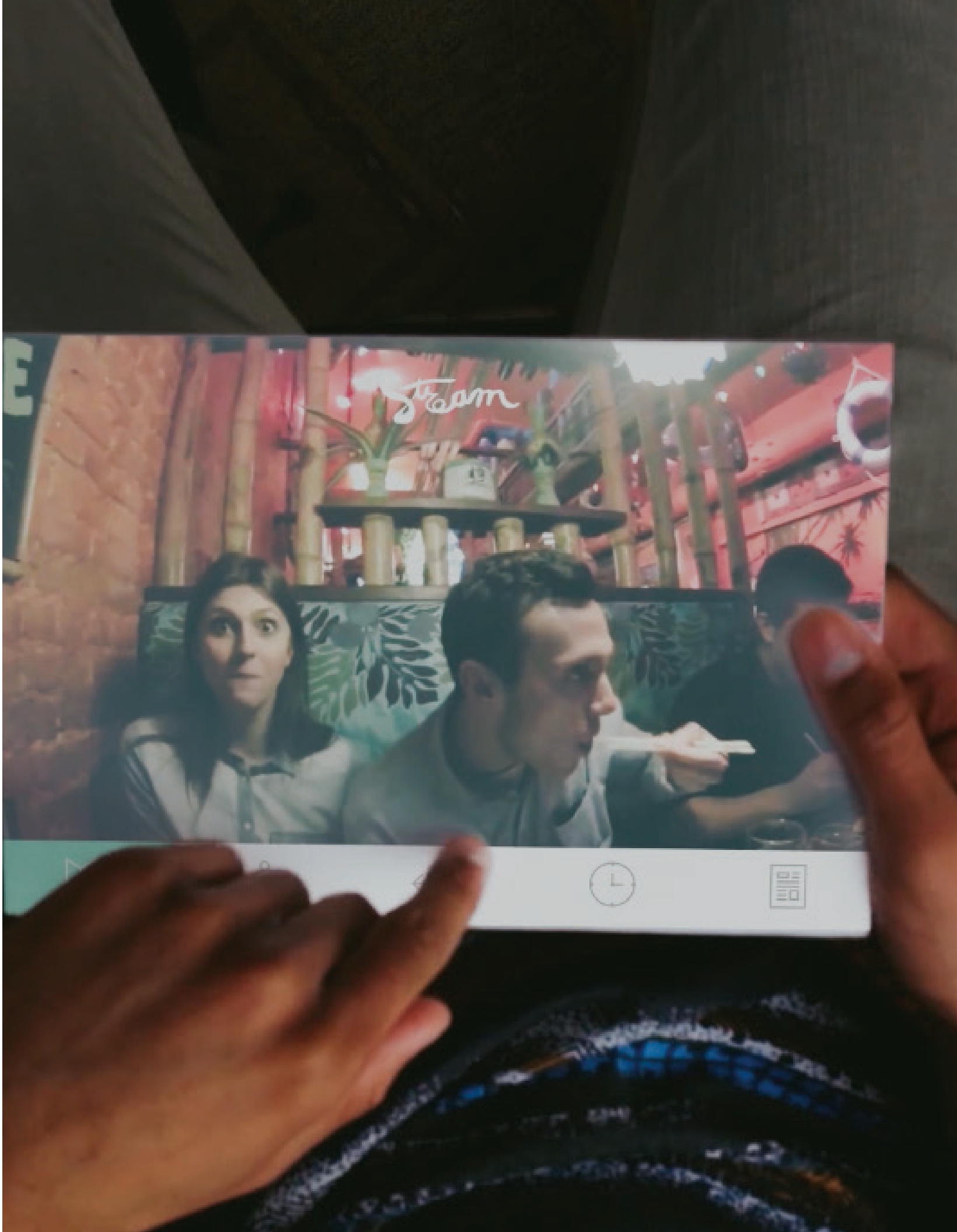are happy

# STORY

IDEA 1

vignettes of happy moments

perception alters based on who is watching the device

IDEA 2

main character uses device to dive in personal memories

vignettes of happy moments

encourages further social interactions

# FILM PROCESS