PERSONAS

Target users for the idea.

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Group of kids

A group of pupils that cooperate together.

Personas P-2

PERSONAS

Target users for the idea.

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Group of elderlies

A group of old people that cooperate together.

Personas P-3

PERSONAS

Target users for the idea.

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Group of disabled

A group of disabled people on wheelchair that cooperate together.

Personas P-4

PERSONAS

Target users for the idea.

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Group of workers

A group of workers in the city that cooperate together for a job task.

Personas P-5

PERSONAS

Target users for the idea.

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Bea

A 3 years old girl.

Personas P-6

PERSONAS

Target users for the idea.

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v 0.8

Harry

A 72 years old, retired from work.

PERSONAS

Target users for the idea.

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v 0.8

Tom

A 43 years old that lives on a wheelchair.

PERSONAS

Target users for the idea.

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v 0.8

Paul

A 37 years old that works in the city.

PERSONAS

Target users for the idea.

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v 0.8

Yourself

You, your family, or other social groups or communities you are part of.

Personas

P-10

PERSONAS

Target users for the idea.

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v 0.8

Custom scenario

Describe your own scenario or societal challenge.

Scenarios

SC-1

SCENARIOS

Context traces where the idea is applied.

Waste reduction

Solid waste management can account up to 50% of municipal budget. Awareness of citizens about their own production can help reducing waste generated. Promoting a lifelong learning approach can support improvements in recycling and waste reduction, also maintaining the results acquired. Which technical solution can be helpful in supporting local communities and families in this process?

Scenarios

SC-2

SCENARIOS

Context traces where the idea is applied.

Sustainability

In cities, 70% of land use is for housing. The impact of in-house sustainable behaviors can be significant on cities ecologies. Learning and acquiring these behaviors can be challenging due to the abstract nature of concepts like energy and water consumption. How technology can support awareness of these concepts and promote learning of sustainable bahaviors in children?

Scenarios

SC-3

SCENARIOS

Context traces where the idea is applied.

Participation

Citizen participation in public life is a key factor to achieve the goals of a smart city. It is often challenging to convince citizens to participate even when decisions will affect their lives directly like in urban planning, public transport organization and planning of cultural activities. How can technology help promoting awareness and participation in urban life?

Scenarios

SC-4

SCENARIOS

Context traces where the idea is applied.

Transportation

Urban mobility contributes vastly to emissions, with passenger cars being mostly used. This development entails a necessary change in people's behaviour towards sustainable transportation means such as walking, biking or public transport. How can technology facilitate reflection as a strategy to support people or communities in adopting more sustainable mobility behaviours?

Scenarios

SC-5

SCENARIOS

Context traces where the idea is applied.

Custom sensor

Describe your own sensor.

Sensors

SN-1

SENSORS

Sensors that register some aspect of the thing's surroundings.

Temperature

Temperature data from the ambient surrounding the object.

Sensors

SN-2

SENSORS

Sensors that register some aspect of the thing's surroundings.

Humidity

Air humidity of the ambient where the object is placed.

Sensors SN-3

SENSORS

Sensors that register some aspect of the thing's surroundings.

Weight

Weight or change of weight of the object.

Sensors

SN-4

SENSORS

Sensors that register some aspect of the thing's surroundings.

Air pollution

Pollution of the air surrounding the object.

Sensors

SN-5

SENSORS

Sensors that register some aspect of the thing's surroundings.

GPS coordinates

Latitude and longitude coordinates of the object.

Sensors

SN-6

SENSORS

Sensors that register some aspect of the thing's surroundings.

Water quality

Water quality of the ambient where the object is placed.

Sensors

SN-7

SENSORS

Sensors that register some aspect of the thing's surroundings.

Noise

Noise data from the ambient surrounding the object.

Sensors

SN-8

SENSORS

Sensors that register some aspect of the thing's surroundings.

Energy

Energy usage of the object.

Sensors

SN-9

SENSORS

Sensors that register some aspect of the thing's surroundings.

Reflective learning

GOAL

Create a concept that helps an individual or community to form or change a (long-term) habit through reflection.

EXAMPLE

A column that visualises individual, neighbourhood, and city-wide energy consumption over time on a semi-public space.

Missions M-22

MISSIONS

The purpose, value or utiliy that the IoT product provides to people.

Street lamp

A public illumination lamp found in streets or other urban areas.

Things

T-26

THINGS

The physical objects that are augmented with technology to be made interactive.

Bench

A public bench.

Things

T-27

THINGS

The physical objects that are augmented with technology to be made interactive.

Public bin

A public bin for waste or recycling.

Things

T-28

THINGS

The physical objects that are augmented with technology to be made interactive.

Bus stop

A bus, tram or tube stop.

Things

T-29

THINGS

The physical objects that are augmented with technology to be made interactive.

Kids playground

A playground for children found in parks and green areas.

Things

T-30

THINGS

The physical objects that are augmented with technology to be made interactive.

Wheelchair

A wheelchair to be used by people with limited mobility.

Things

T-31

THINGS

The physical objects that are augmented with technology to be made interactive.

Light bulb

A light bulb used in indoor or outdoor lamps.

Things

T-32

THINGS

The physical objects that are augmented with technology to be made interactive.

Column

A column that is part of a building or free standing in a public space.

Things

T-33

THINGS

The physical objects that are augmented with technology to be made interactive.

Park

A public park in an urban area.

Things

T-34

THINGS

The physical objects that are augmented with technology to be made interactive.

Building

A building found in urban areas, e.g. office, gym, store, school, university, restaurant.

Things

T-35

THINGS

The physical objects that are augmented with technology to be made interactive.

Stairs

Stairs in front of apartment houses, underground stations or other urban places.

Things

T-36

THINGS

The physical objects that are augmented with technology to be made interactive.

Street

A street that is either used by cars or as a sidewalk by people.

Things

T-37

THINGS

The physical objects that are augmented with technology to be made interactive.

Traffic light

A traffic control signal found in streets.

Things

T-38

THINGS

The physical objects that are augmented with technology to be made interactive.

Tram/Tube

A tram or tube that is part of public transport, including parts such as doors, seats, or handles.

Things

T-39

THINGS

The physical objects that are augmented with technology to be made interactive.

Bus

A bus that is part of public transport, including parts such as doors, seats, or handles.

Things

T-40

THINGS

The physical objects that are augmented with technology to be made interactive.

Car

A vehicle that is privately owned.

Things

T-41

THINGS

The physical objects that are augmented with technology to be made interactive.

Landmark

Notable object or building in an urban space.

Things

T-42

THINGS

The physical objects that are augmented with technology to be made interactive.

Car sharing

Data from a car sharing service such as car2go.

Services S-26

SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

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Bike sharing

Data from a bike sharing service.

Services

S-27

SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

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v 0.8

Double tap

The user taps the object, with a double tap.

Human actions A-10

HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

Color fade

The object changes its color gradually fading into a new one.

Feedback

F-10

FEEDBACK

How the object can communicate back to the user.

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Timeline

Display collected or input data over time.

Feedback

F-11

FEEDBACK

How the object can communicate back to the user.

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Plan & Do Activity

WHAT

Ideas that support planning, doing, monitoring, or simulating an activity.

HOW TO JUDGE

Does the tool help the user:
- do or plan an activity
- simulate an activity
- collect data about the activity, used later to recall experiences

CRITERIA

Different criteria to help you evaluate the ideas you come up with.

Reflection trigger

WHAT

Ideas that trigger reflection.

HOW TO JUDGE

Does the tool help the user:
- signalize what to reflect about
- invole others in reflection

CRITERIA

Different criteria to help you evaluate the ideas you come up with.

Conduct reflection

WHAT

Ideas that support a user or group during reflection by providing the required data, contributing to a concrete reflection outcome.

HOW TO JUDGE

Does the tool help the user:
- recall past activities experiences
- learn about related experiences
- understand experience meaning
- envision future activities

CRITERIA

Different criteria to help you evaluate the ideas you come up with.

Apply reflection

WHAT

Ideas that support implementing the outcome of reflection to create change.

HOW TO JUDGE

Does the tool help the user:
- access reflection outcome
- decide how to change bahaviour
- involve others in the change

CRITERIA

Different criteria to help you evaluate the ideas you come up with.

Custom connector

Add your idea for a new connector here if you have one.

CN-1

CONNECTORS

Connections between objects that are used of function together.

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While...

Multiple objects are triggered at the same time.

CN-2

CONNECTORS

Connections between objects that are used of function together.

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Then...

Actions are performed in sequence after each other.

CN-3

CONNECTORS

Connections between objects that are used of function together.

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Together...

Objects are at the same place or grouped together.

CN-4

CONNECTORS

Connections between objects that are used of function together.

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