



lonely in the crowd

*Interaction Design
Zurich University of the Arts*

2nd Open Presentation

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*Bachelor Thesis
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INQUIRY

INQUIRY

methods

- ^ collecting stories of feeling a **strong connection**.
- ^ making **open interviews** with strangers in the train.
- ^ analyzing different **situations of attention** in public space.

INQUIRY

stories of feeling
connected

- ^ **when** does it happen?
- ^ what are the **reasons**?
- ^ what are the **qualities**?

how can I artificially create the
experience of a strong connection?



INQUIRY

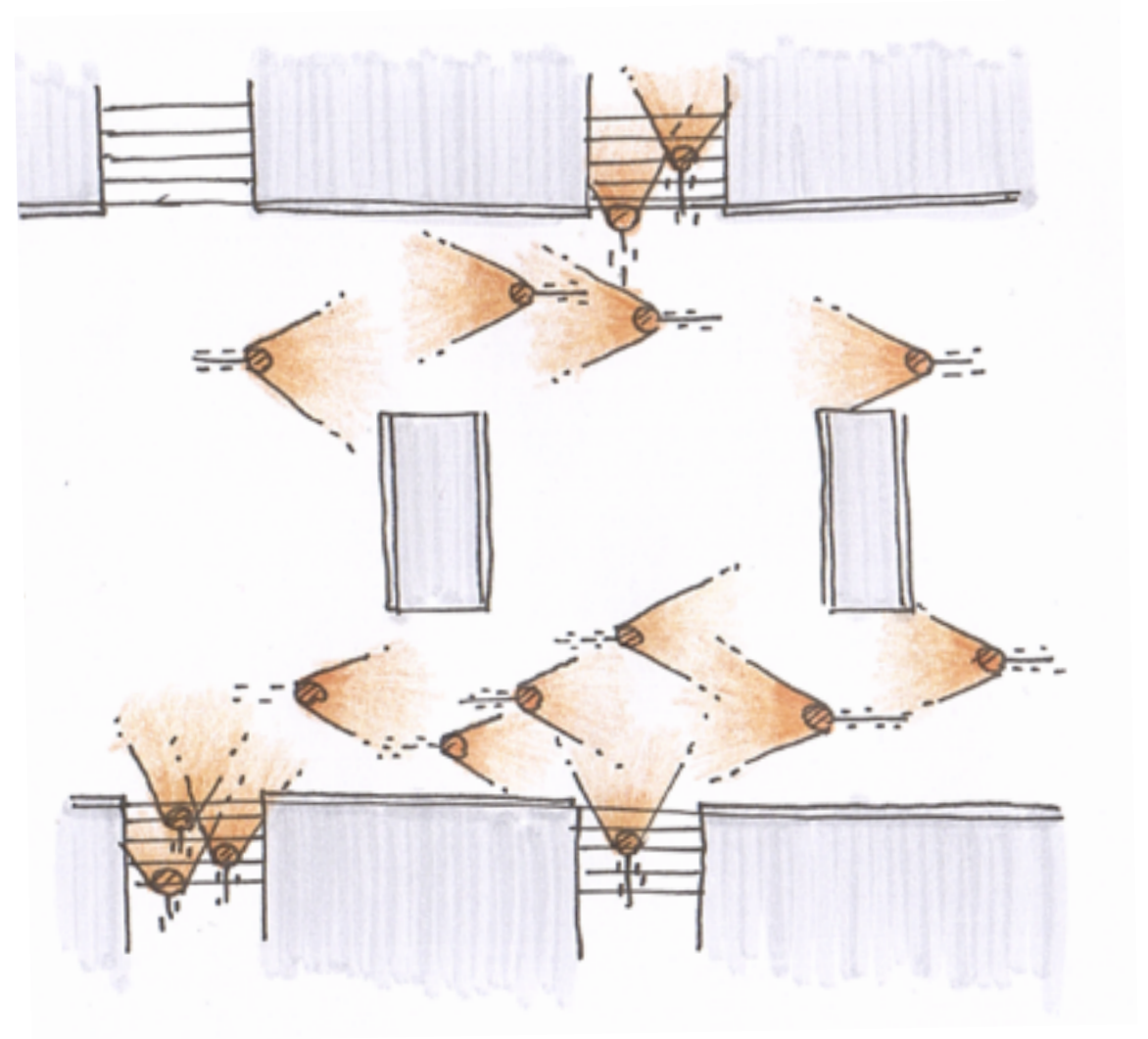
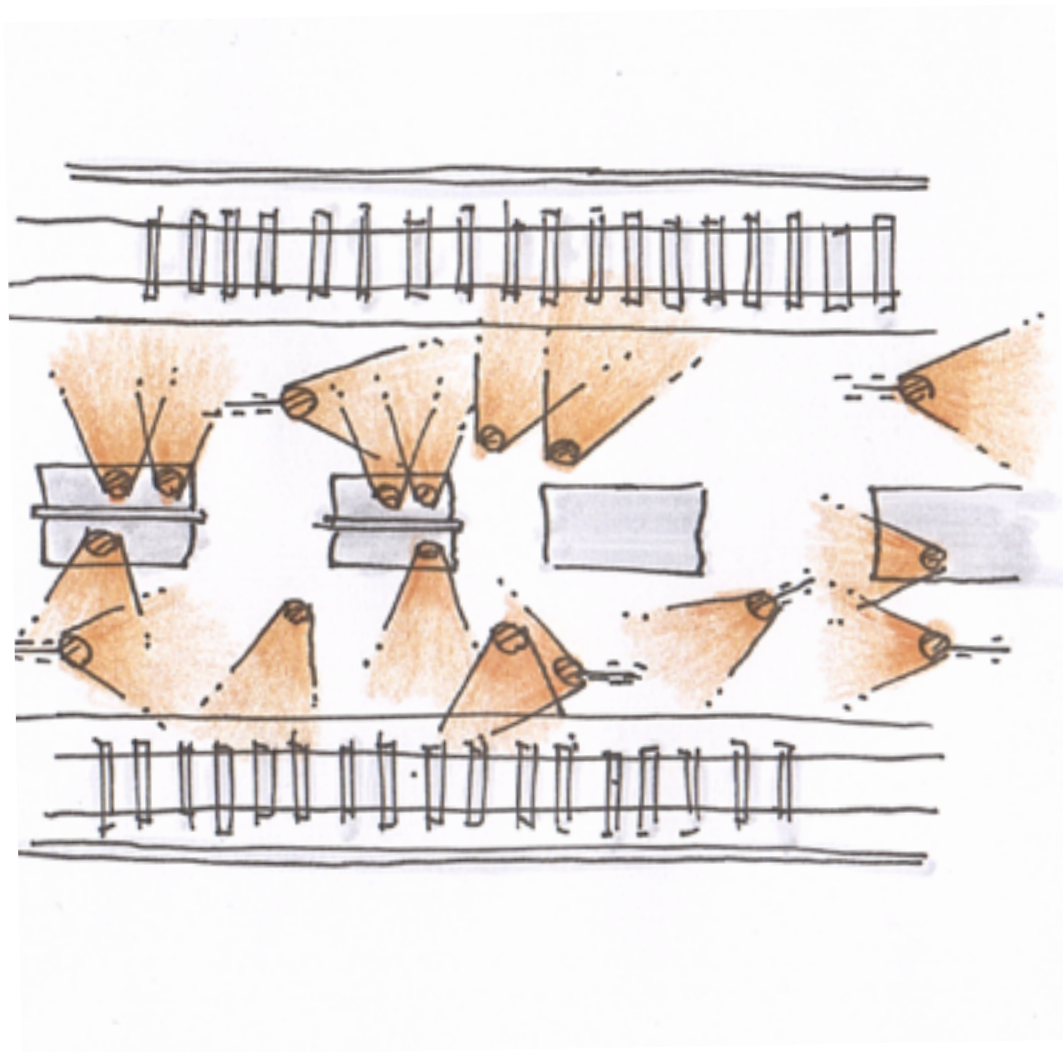
open interviews
in the train

- ^ in what **situations** do people get in contact with strangers?
- ^ what are **obstacles** of starting to talk to a stranger?
- ^ when do people feel **lonely** in the crowd?

are people interested in getting
in contact with strangers?

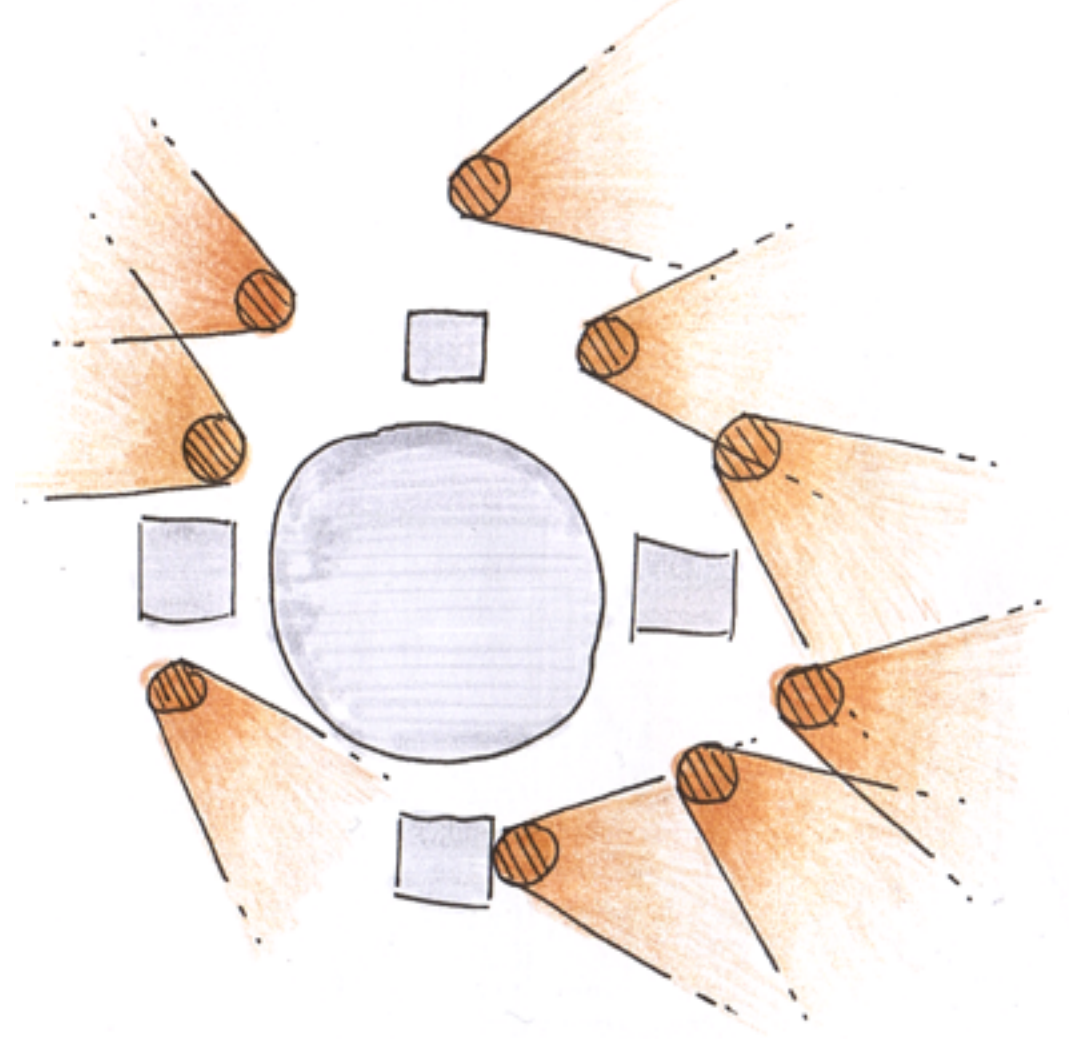
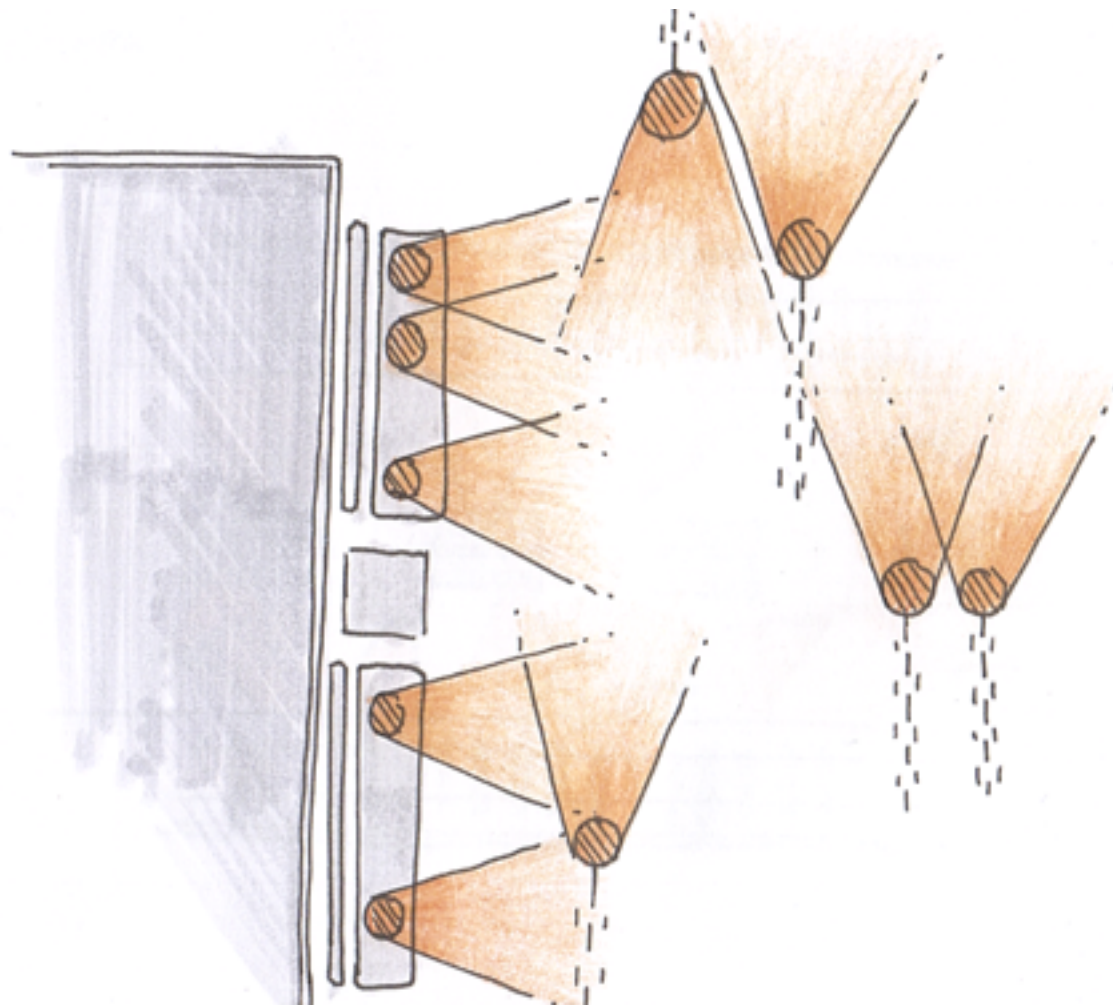
INQUIRY

field of view in
public space



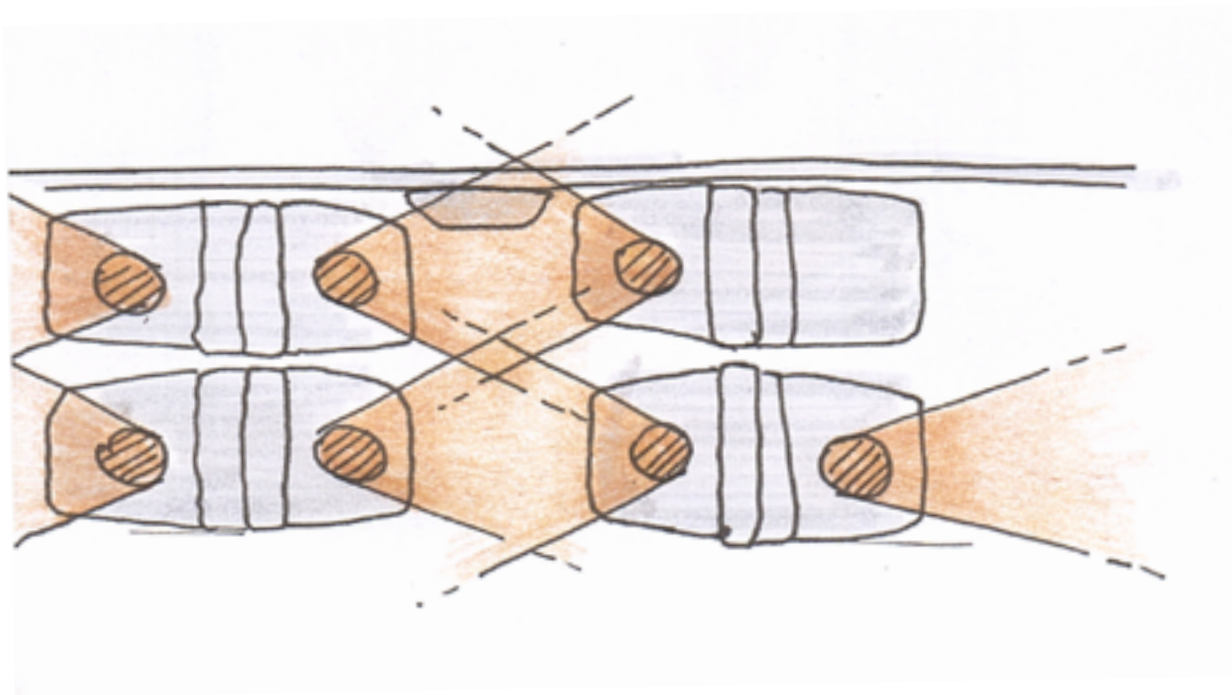
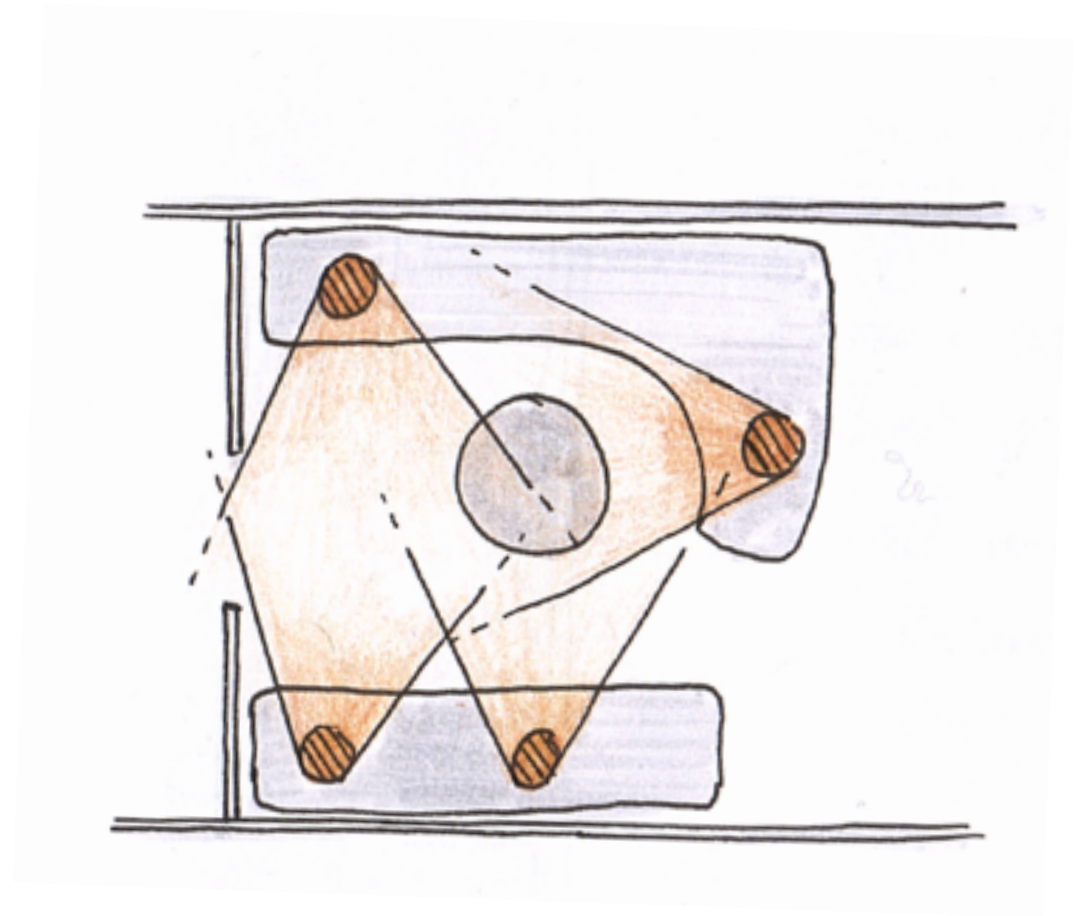
INQUIRY

field of view in
public space



INQUIRY

field of view in
public space



INQUIRY

CONCLUSION

Motivation

- ^ common interests
- ^ curiosity
- ^ helping
- ^ sexual attraction
- ^ feeling lonely
- ^ conflict

Obstacles

- ^ being turned down
- ^ invading somones personal space
- ^ making a wrong impression
- ^ being exposed
- ^ no escape

CONCEPT

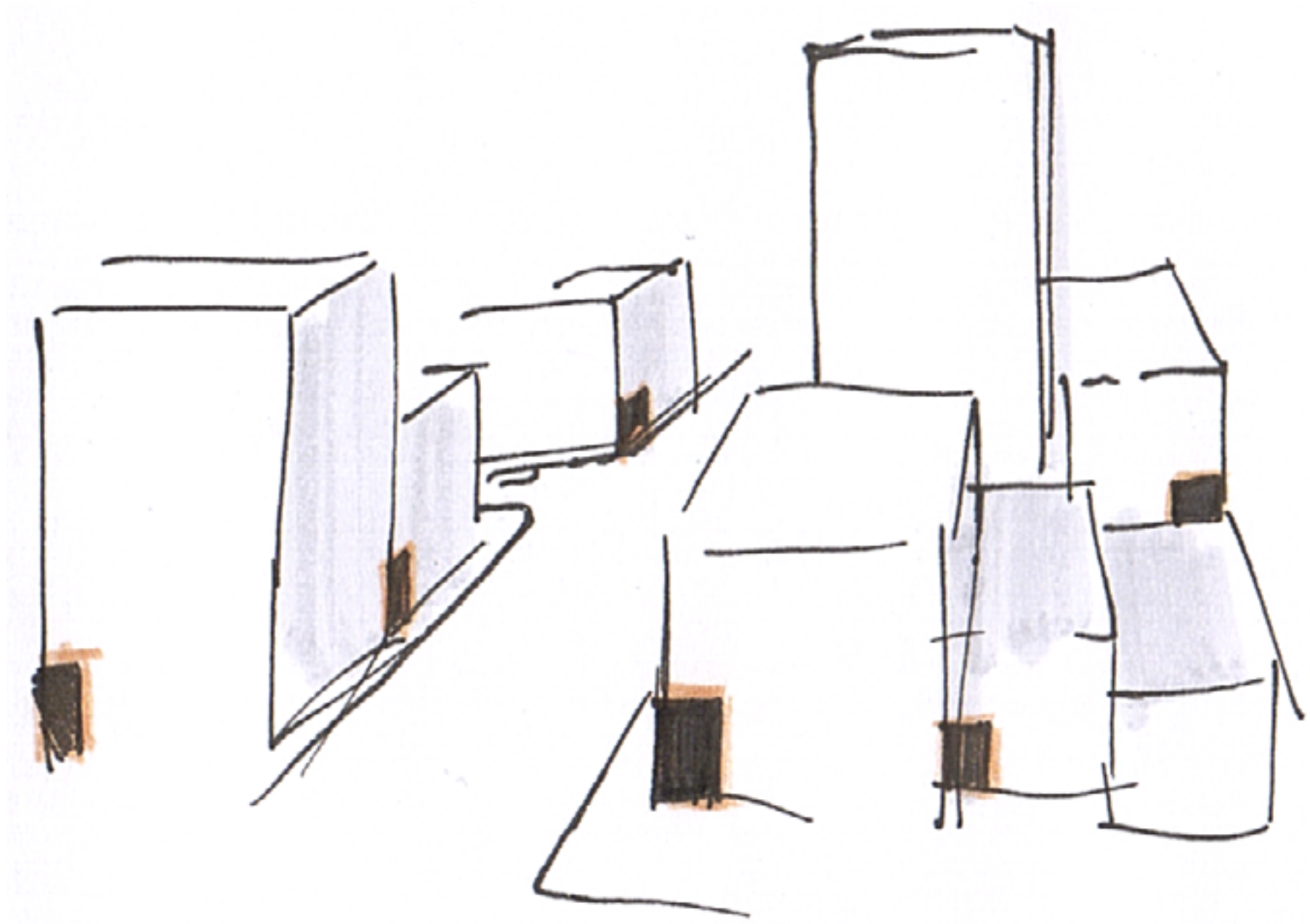
CONCEPT

goal and conditions

A "people connecting-aware making-playful-temporary-outdoor-public space-day and night-feasible-interactive-installation"

CONCEPT

scenario





CONCEPT

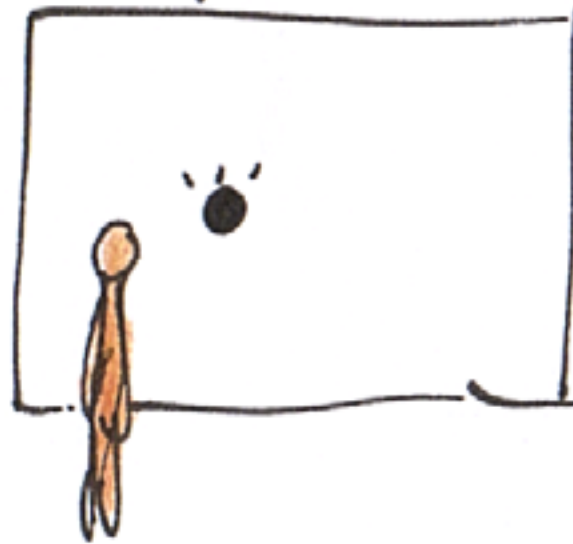
the installation



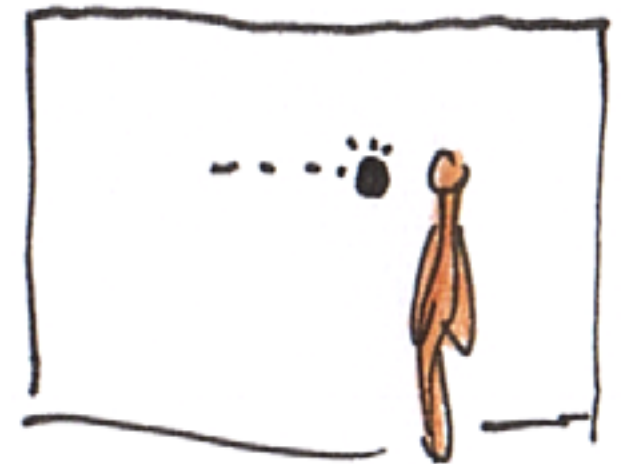
blank / invisible



appear



follow

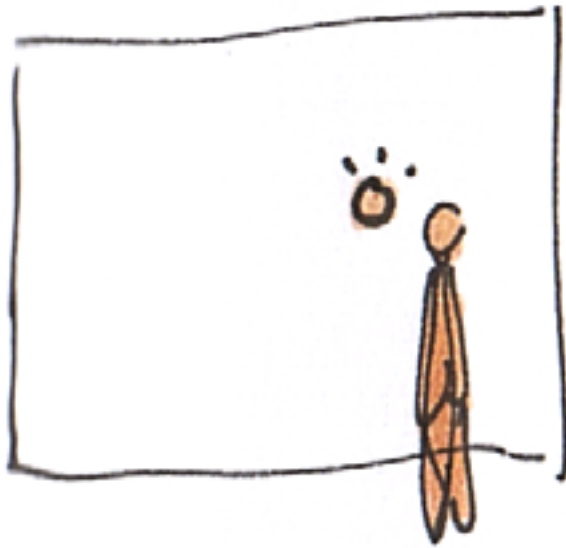


CONCEPT

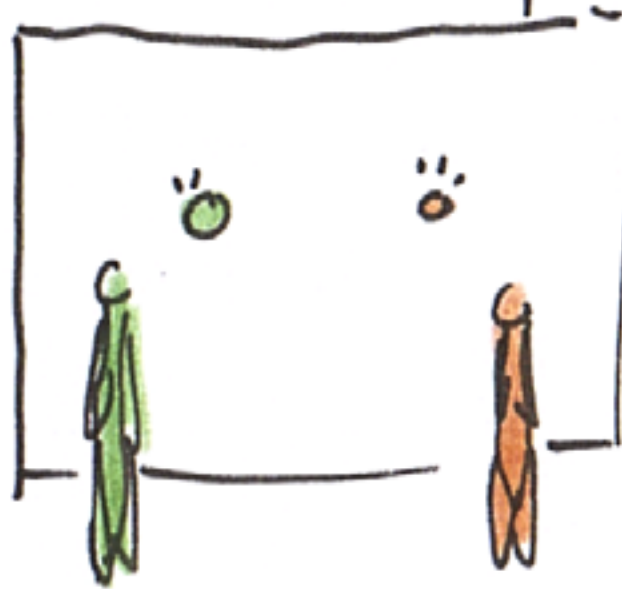
the installation



steal color



multiple persons



interaction



→ change avatar

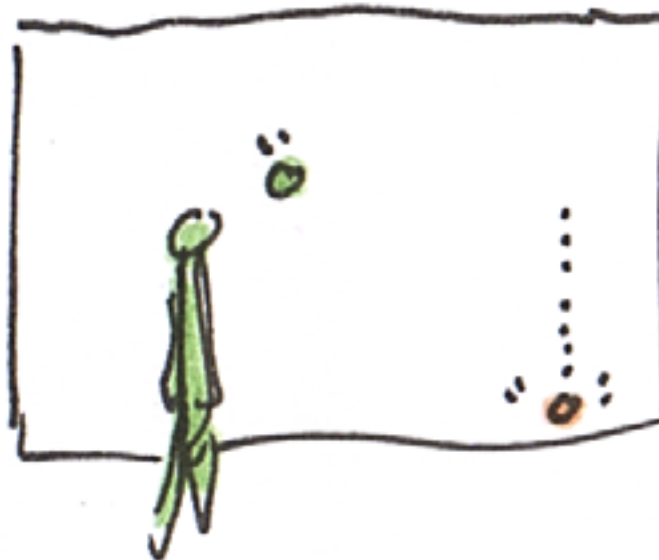
CONCEPT

the installation

leave / transform

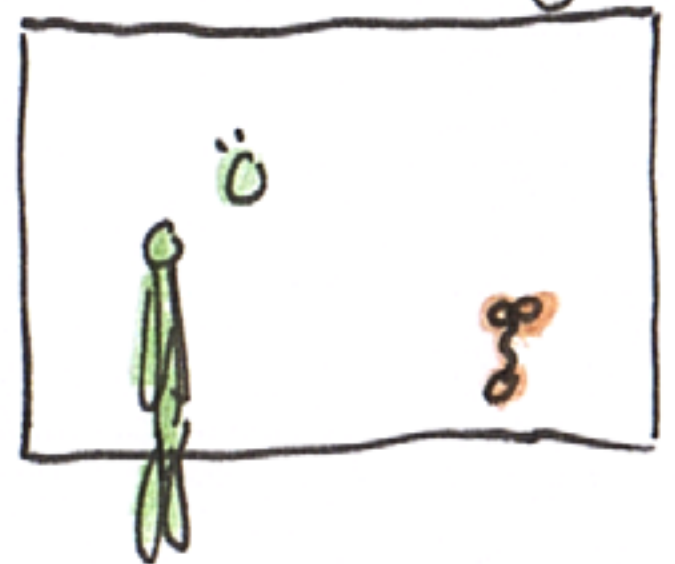


fall



or grow

grow tree

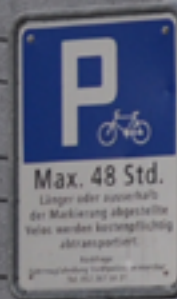


CONCEPT

the installation



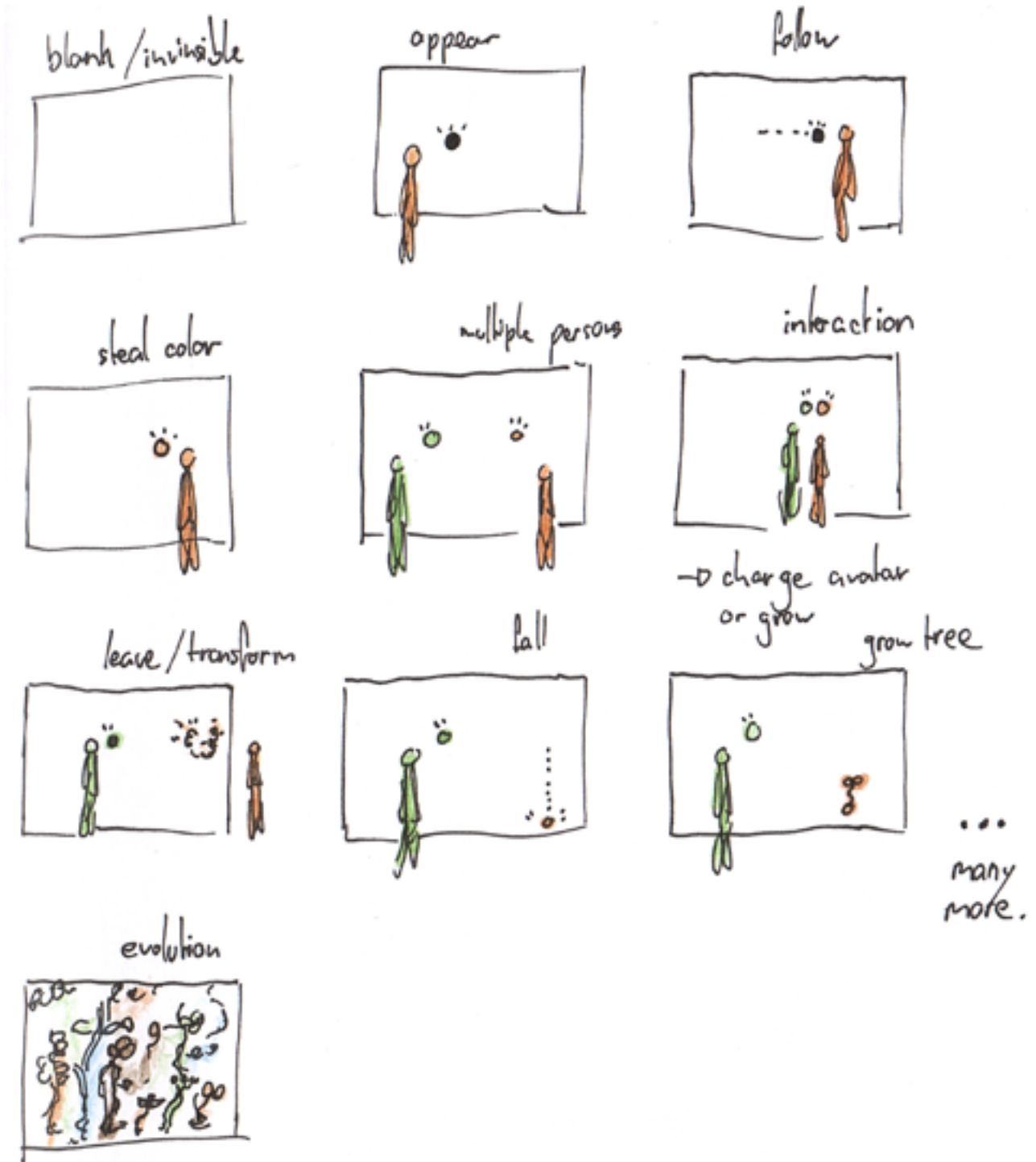
BRASSERIE BODEGA



CONCEPT

overview

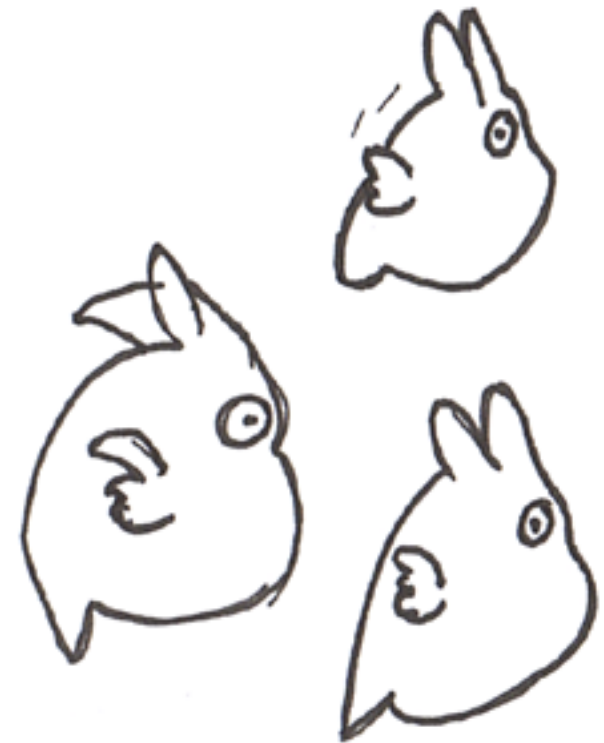
- ^ extract a few
- ^ attract by following
- ^ pick a color
- ^ motivate to connect
- ^ grow a pattern
- ^ define color, position and size
- ^ reward interaction
- ^ show diversity of people



CONCEPT

to-do

- ^ design characters / illustration style
- ^ animate characters
- ^ design interactions in detail
- ^ write program code
- ^ develop growing pattern
- ^ integrate kinect 3D camera
- ^ test in public
- ^ design exhibition set-up



THANK YOU