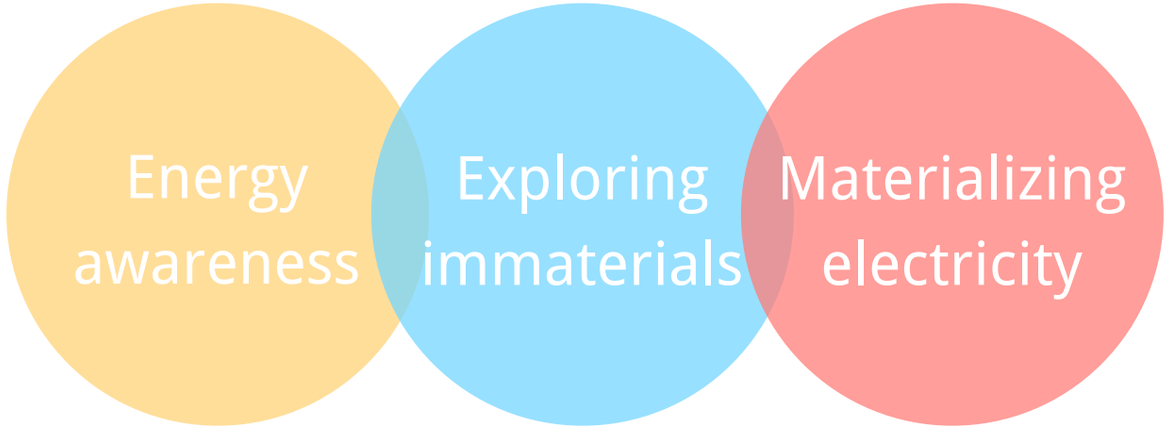
Bachelor Project

2nd open presentation



Riccardo Lardi | Design Dept. | Interaction Design | 2012

hdk
Zürcher Hochschule der Künste
Zurich University of the Arts

Strategy
Background Research
Context Research
Early concept definition I & II
Experiments
Where to go from now

Explore *Define* *Design* *Build* *Improve*

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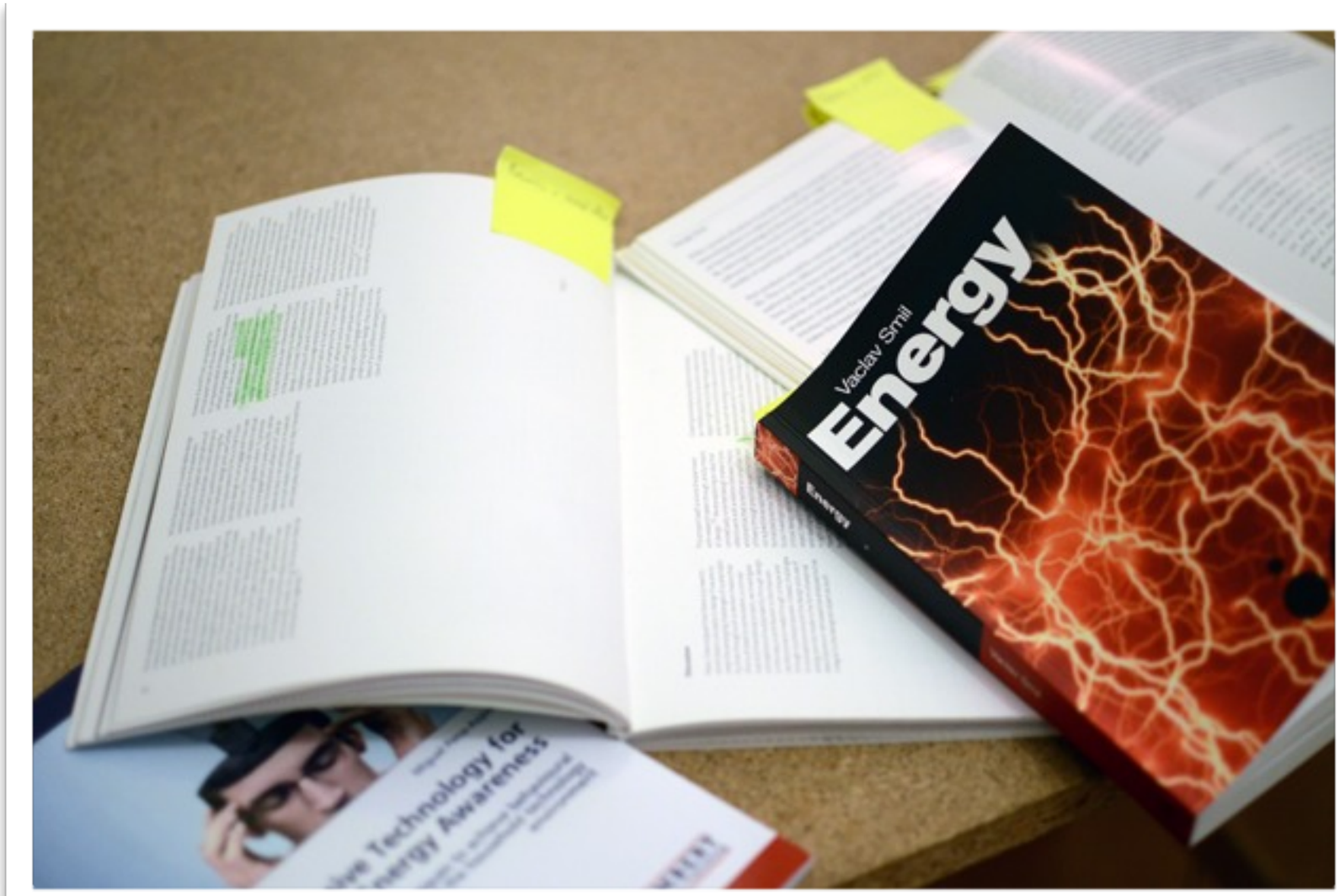
Background Research



Books, documentaries, magazine articles, Design projects,...

» What is energy? How has it developed?

» Finding favourite sub-thematics

Context Research

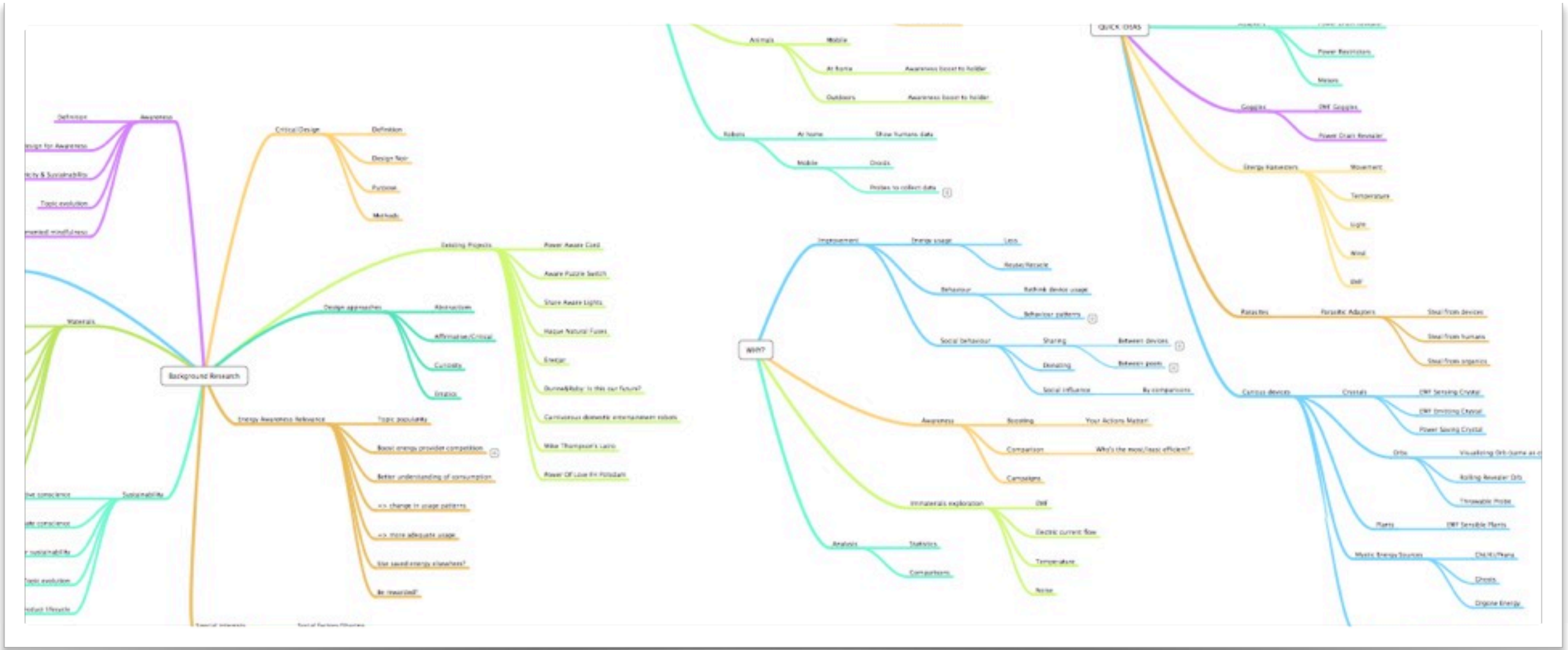
Part One

I Context observation
II Defining Design elements
III Recombination
IV Recontextualisation
V Evaluation

Part Two

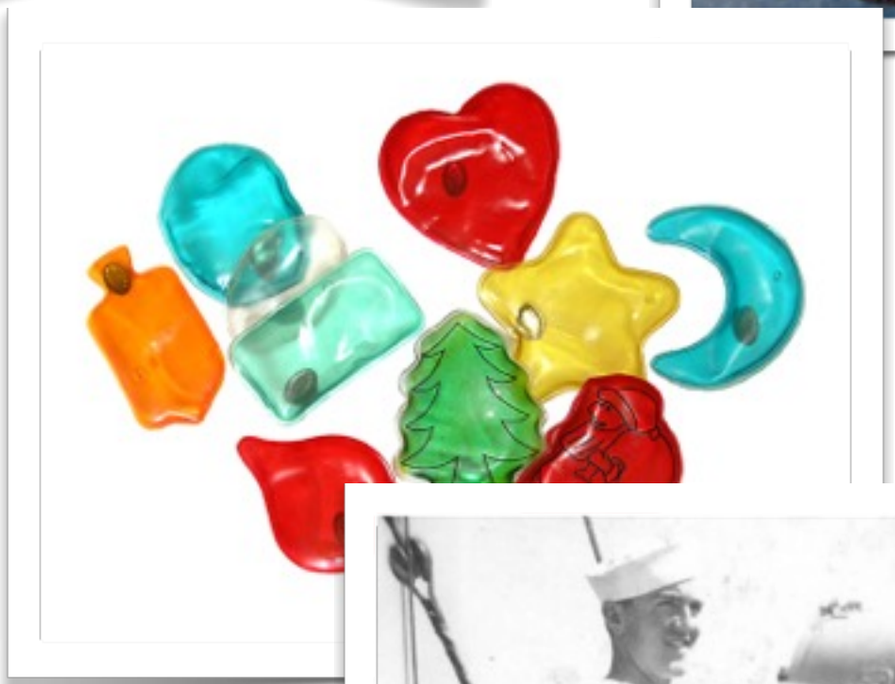
I Interviews, discussions
II Surveys

I - Context observation



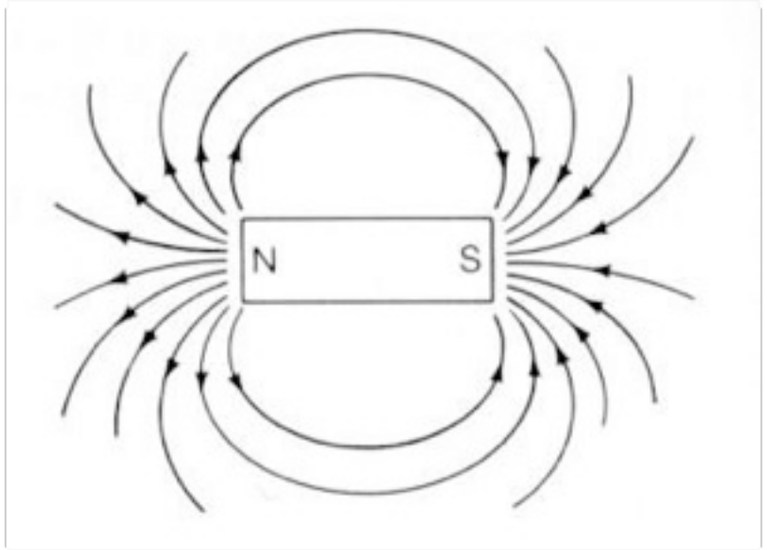
» How do people use energy?
» Where and when?
» Explore artefact qualities

People & habits



Objects and their qualities

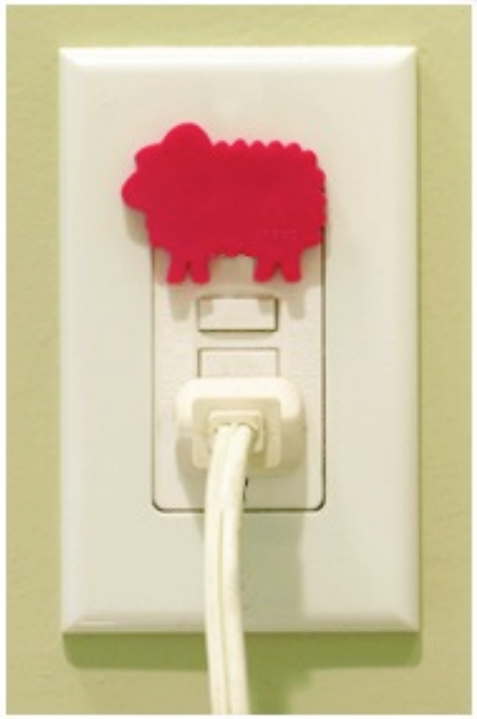
Materials



Science Fiction artefacts

Mystic energies

Electricity hazards & safety



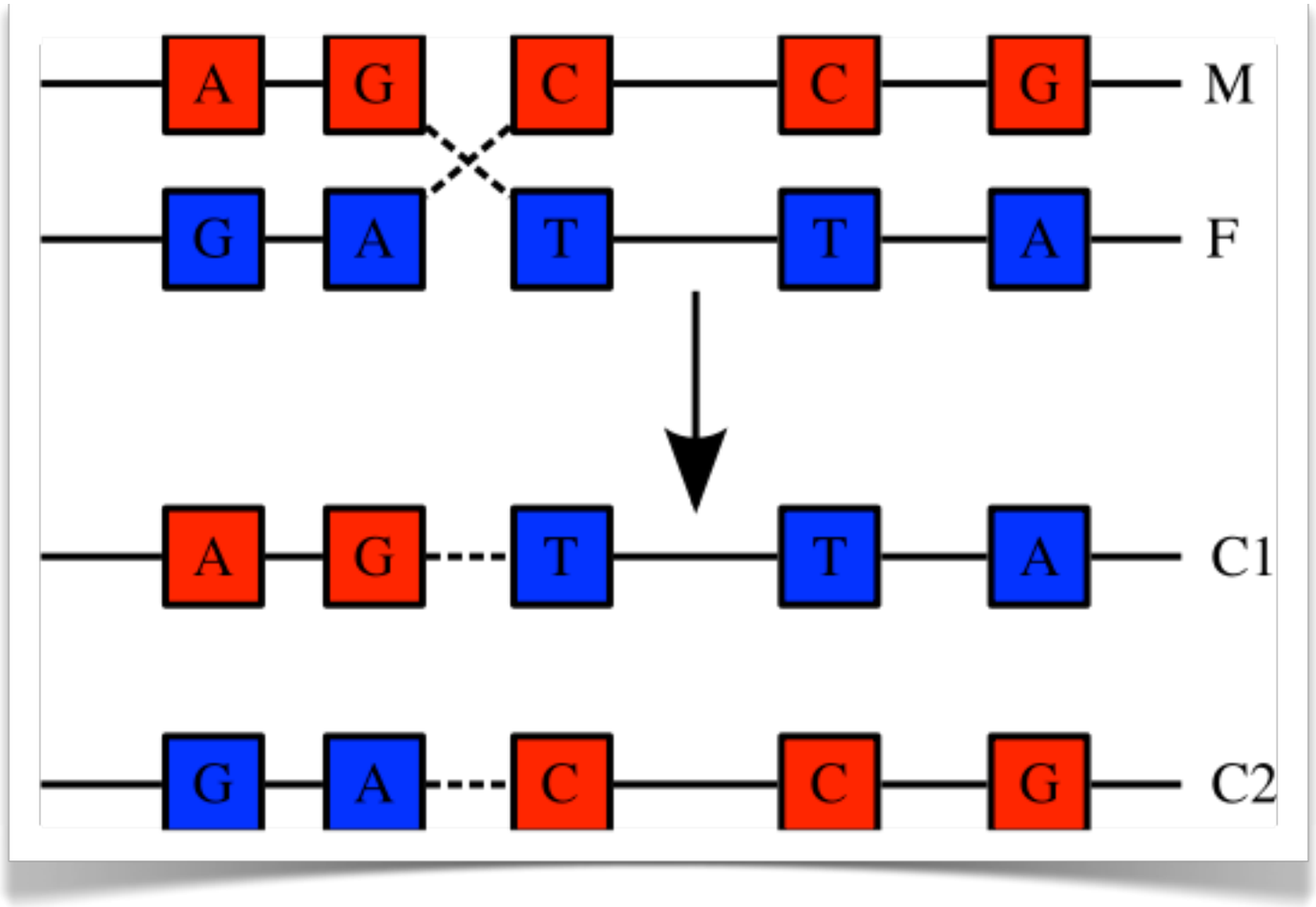
II - Design elements

Metaphorics, Functionality, Materials, Aesthetics, Form, Wear, Radiation, E. current

» What properties do these elements offer?

» How can these elements be designed?

III - Recombination



» Recombine artefact properties
» Make object function/intention unpredictable
» Change functionality (eg. from problem solving to problem creating...)

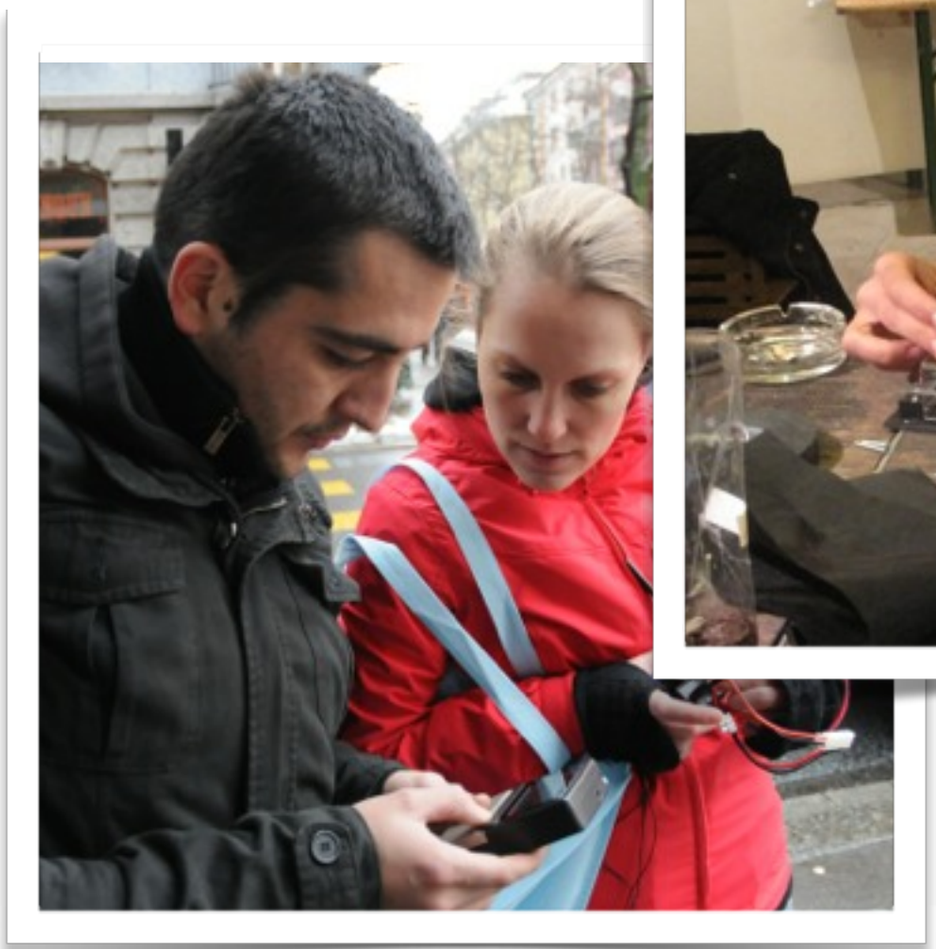
IV - Recontextualization

» Change object’s context
» Shift usage scenarios intentionally
» See how users react

V - Evaluate

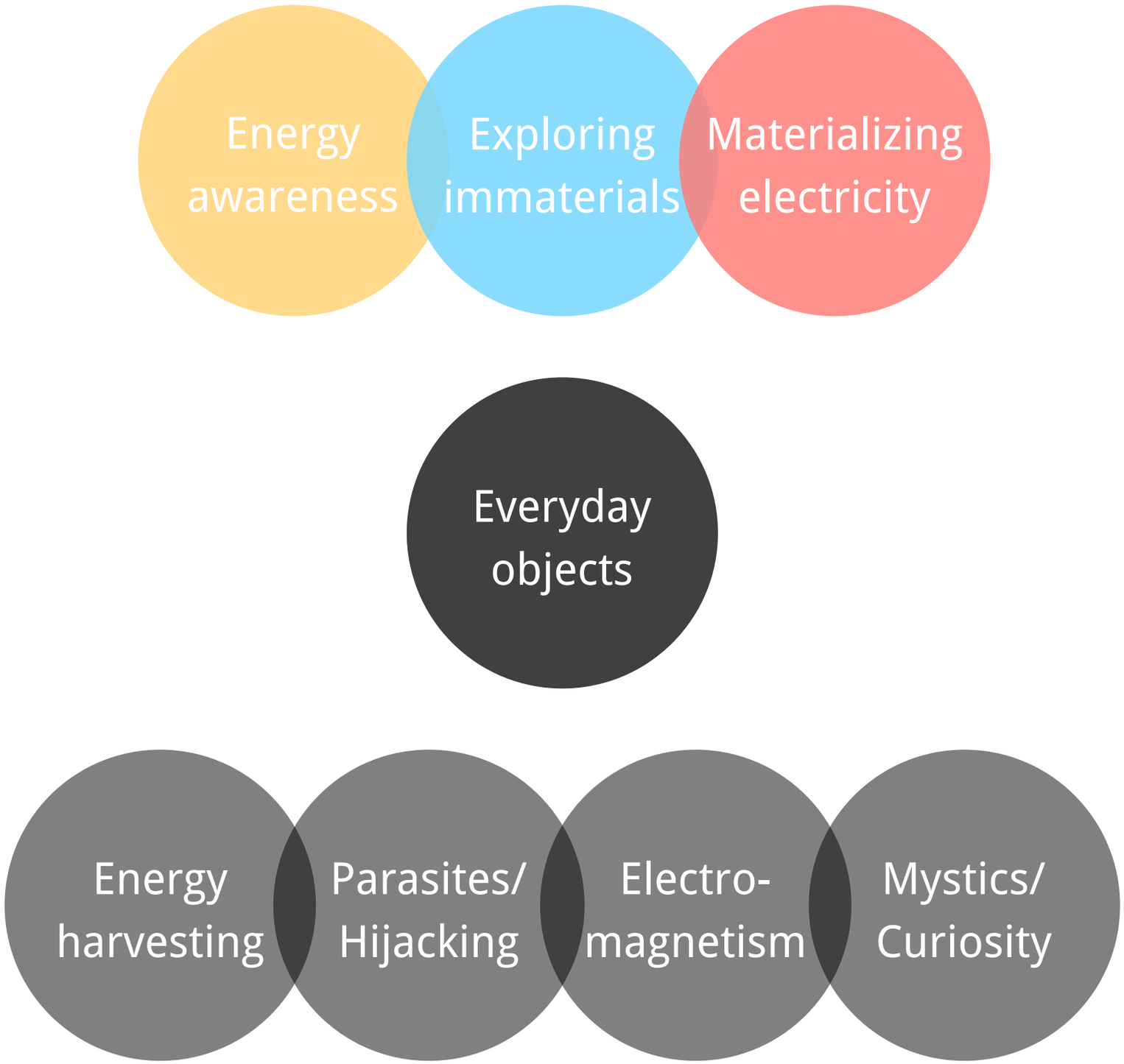
» User discussions
» Draw conclusions
» Produce ideas, refine direction

Context Research - Part Two



Mediengruppe Bitnik	new media art collective
Dr. Marc Dusseiller	lecturer, artist and researcher
Prof. Dr. Nils Röller	lecturer, writer and philosopher

Leading directions



Early concept definition I

Electrical Phenomena Exploration Toolkit

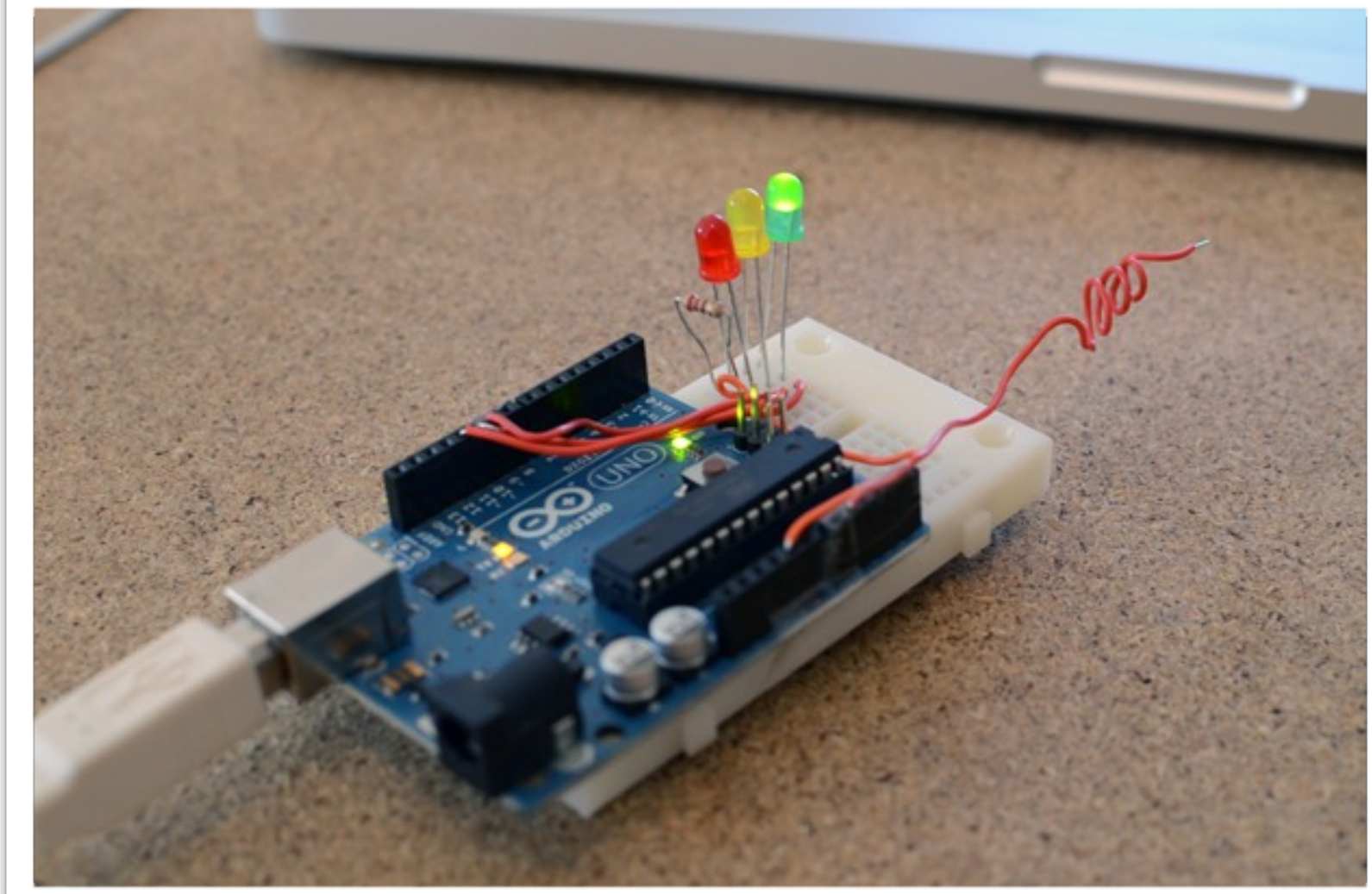
» Different tools to explore different kind of immaterials
» EMF, electric current, energy leaks,...
» Create an experienceable chance to feel and see electricity

Early concept definition II

Inefficient apparati for the home

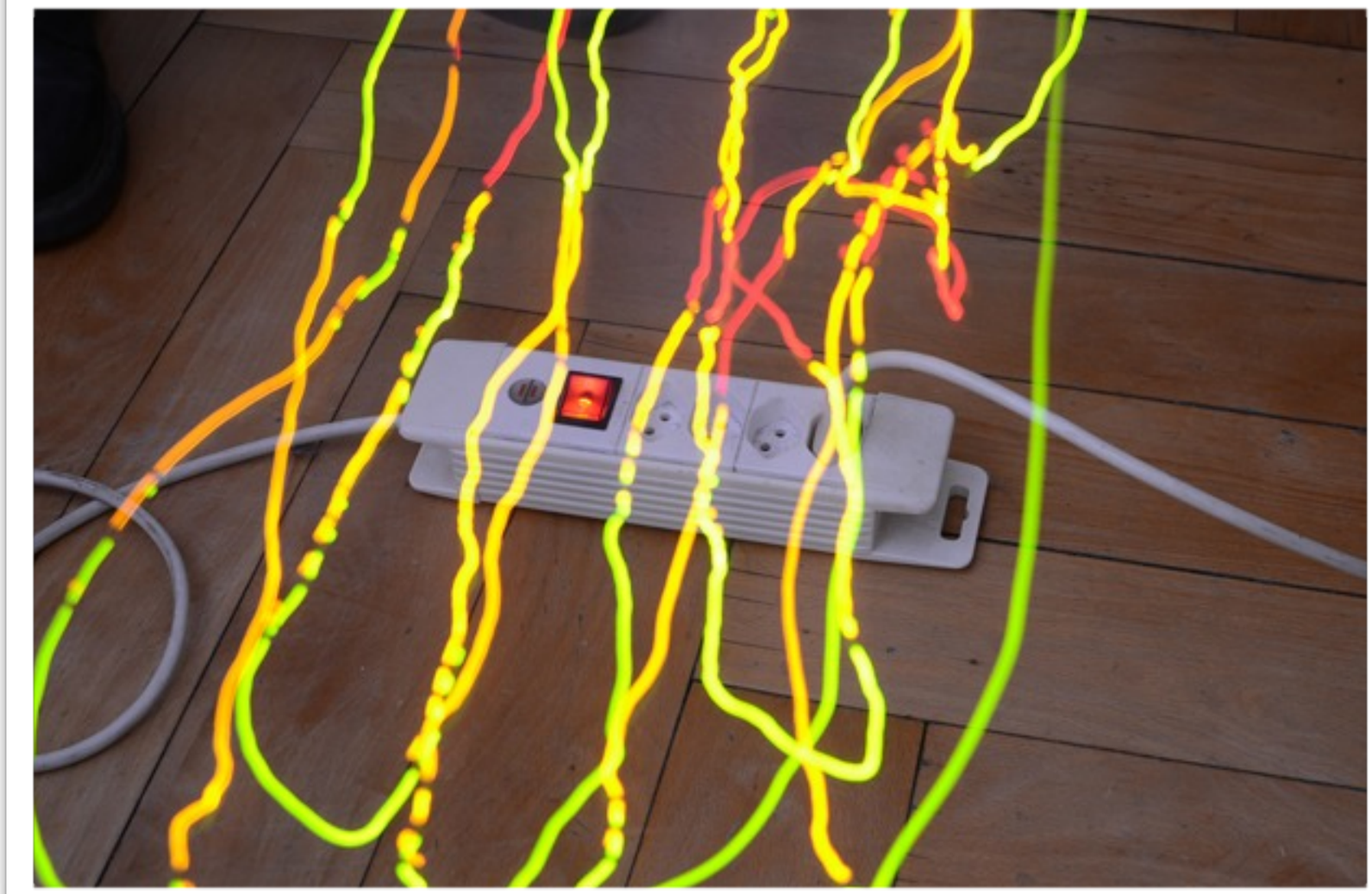
» misbehaving electric utensils
» exaggertate inefficiency/loss of energy
» make people aware of loss of energy through inefficiency

Experiments



» Arduino based electromagnetic field sensor
» Long time exposure photos reveal EMF-spaces

Experiments



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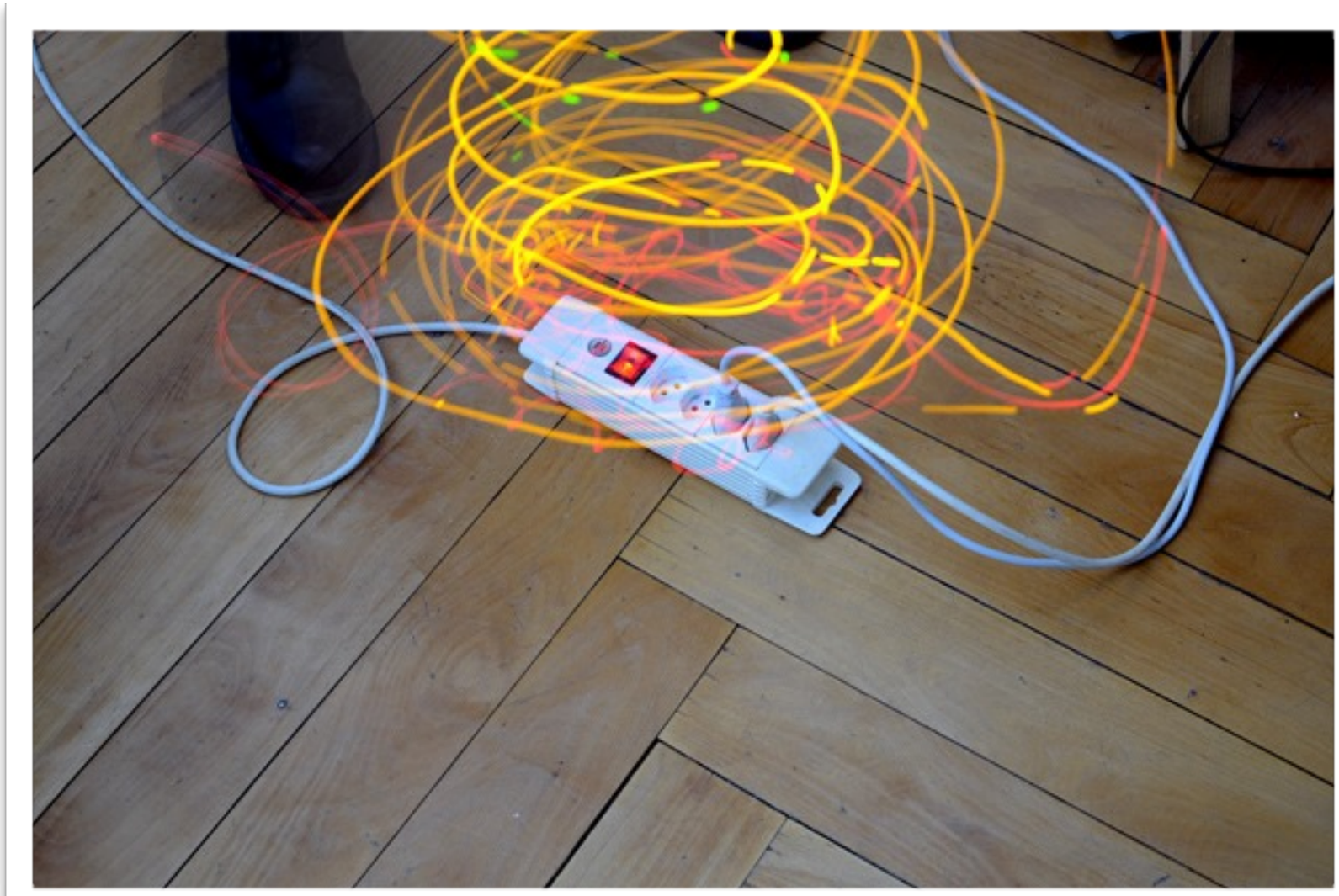

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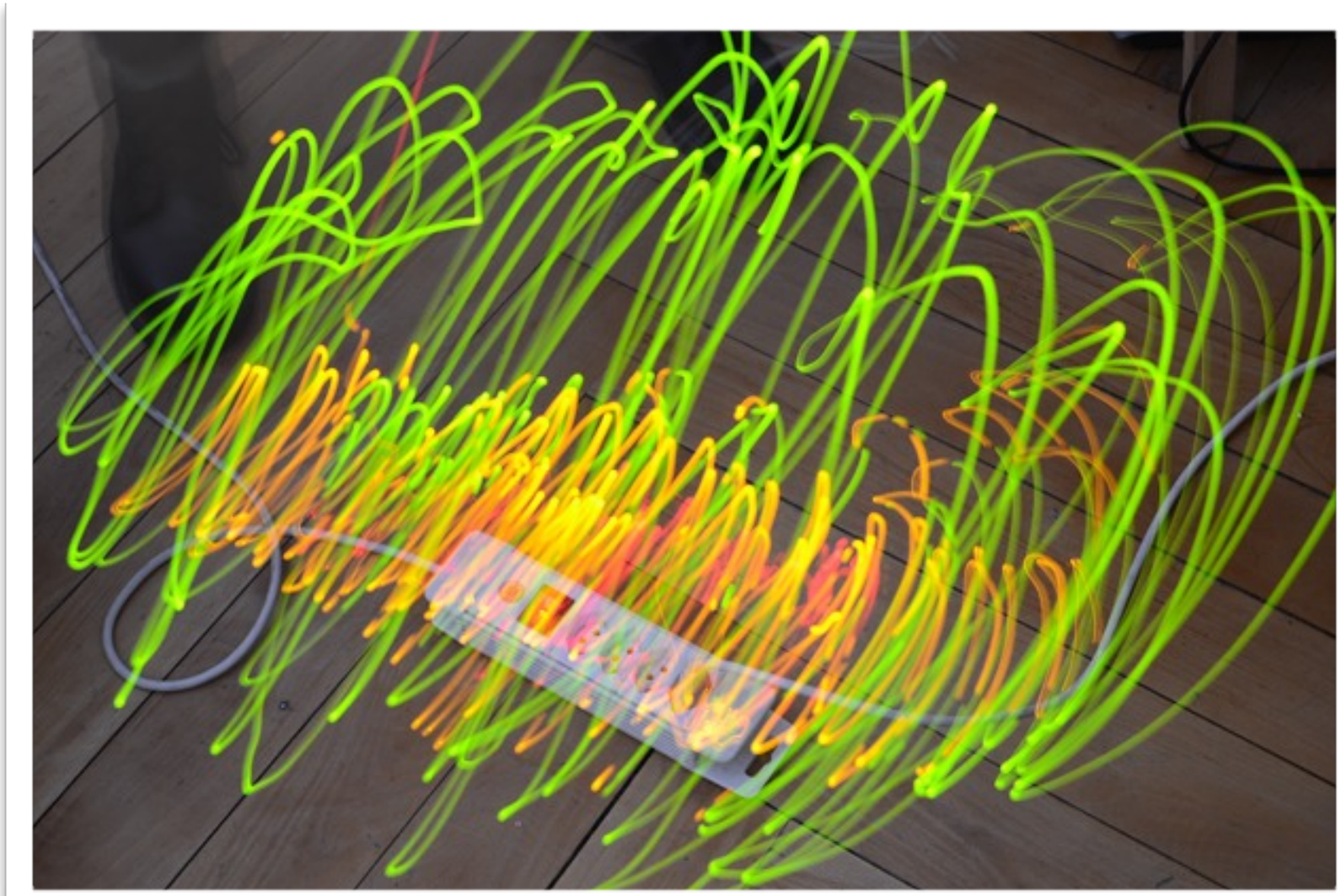
Experiments



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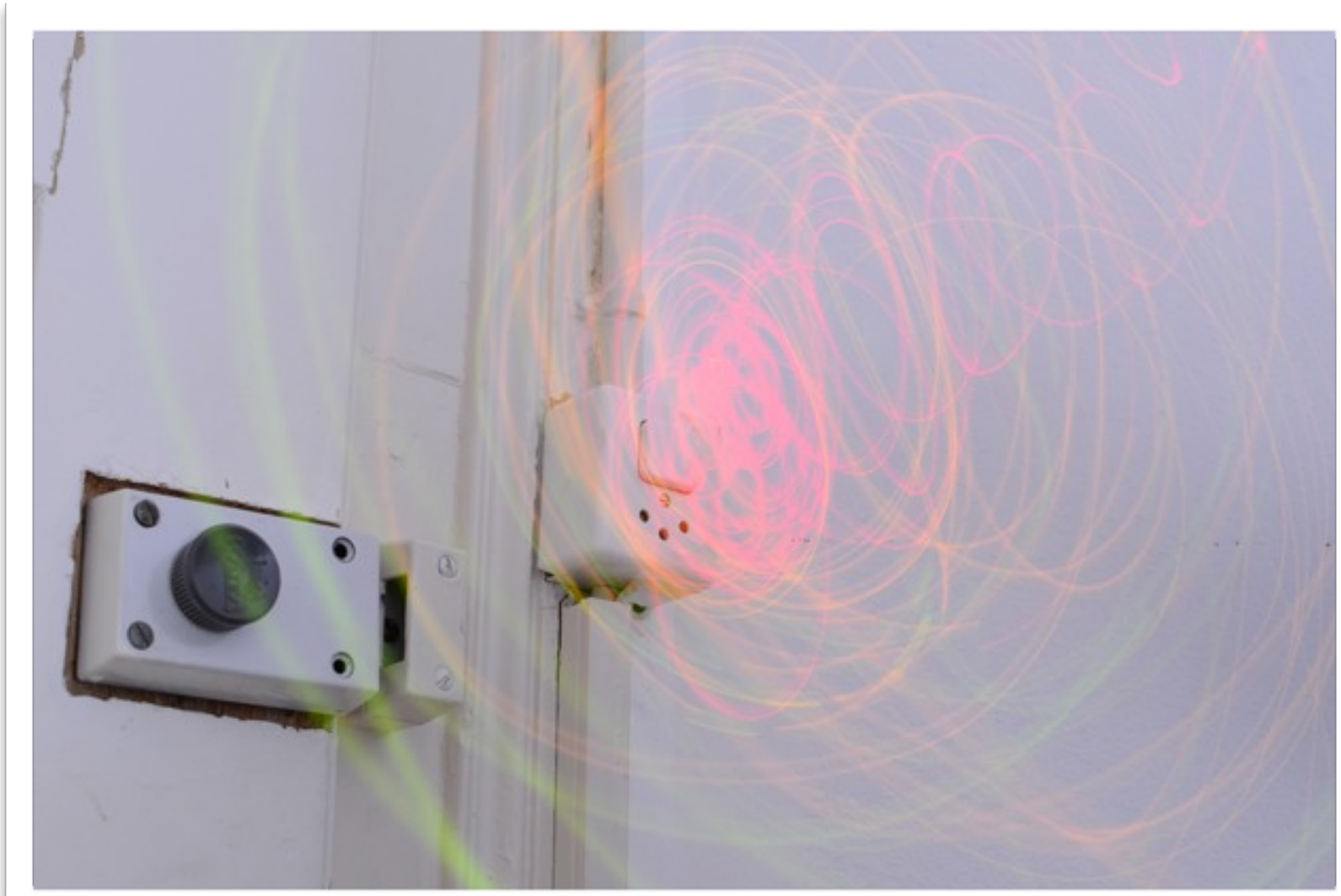
Experiments



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Experiments

» Arduino based electromagnetic field sensor
» Long time exposure photos reveal EMF-spaces

Experiments

» Arduino based electromagnetic field sensor
» Vibration motor gives haptic feedback

Where to go from now

Finish Context Research	Interviews, artefact design elements recombination & recontextualization, evaluation of results
Define: final concept	Define a concrete concept