13 DES

Remember the presentation at 09:40!

Smart Houses:
What do you forget?

Group 5:
Maciej, Lill, Joakim and Bente
Motivation and target group

- Eldrebølgen: It's coming!
- Target group: Seniors still living at home
- Memory theme: Reason why seniors ends up in the nursing homes
Design process

VISION

OPERATIONAL IMAGE

SPECS
Design process timeline

- Brainstorming
- Interview
- Workshop 1
- Workshop 2
- Analyzing

considered options
Design process continued...

Stage 4.
Stage 3.
Stage 2.
Stage 1.
Designer workshop
First User Workshop

- Exploratory Design Games inspired by Brandt (2006)
  - Topic: Memory
  - Goal: Identify needs
Second User Workshop

- Low fidelity prototype
- High fidelity prototype
What are our findings?

- Avoid the need for textual input from the seniors
- Little interest in having a device as a reminder
- "I'm not used to poke a television screen"
- Positive feedback on a more updated calendar

A smart clock for a smart house
What are the lessons learned?

• Users should be approached early in the process
• Users are not always conscious about their needs
• Participatory methods might not be useful for all target groups
• It's not easy for all users to think like designers
• Were the participants members of our target group?
Thanks for watching!