FUTURE DESIGN STUDIO PROJECT

with Logitech

Alisa Kolganova – 22341625

Vesta Babonaite - 22299025

Rob Lynch - 22351272

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Theme
- Future Design Studio
- More dynamic and physical collaboration
- Envision collaborative design tools/environments
- Inspire Innovation
- Move away from static screens

Objectives
- Hardware solutions that promote physical collaboration
- Explore software incorporation
- 5–10 year feasibility

Deliverables
- Detailed presentation of concept proposal
- Sketches, renderings, prototypes
- Visual output
- Short description

Evaluation criteria
- Innovation + originality
- Practicality + feasibility
- Quality of presentation + communication
- Future trends + tech. considerations

Timeline

Week 7

- Unpack Brief
- Ideation

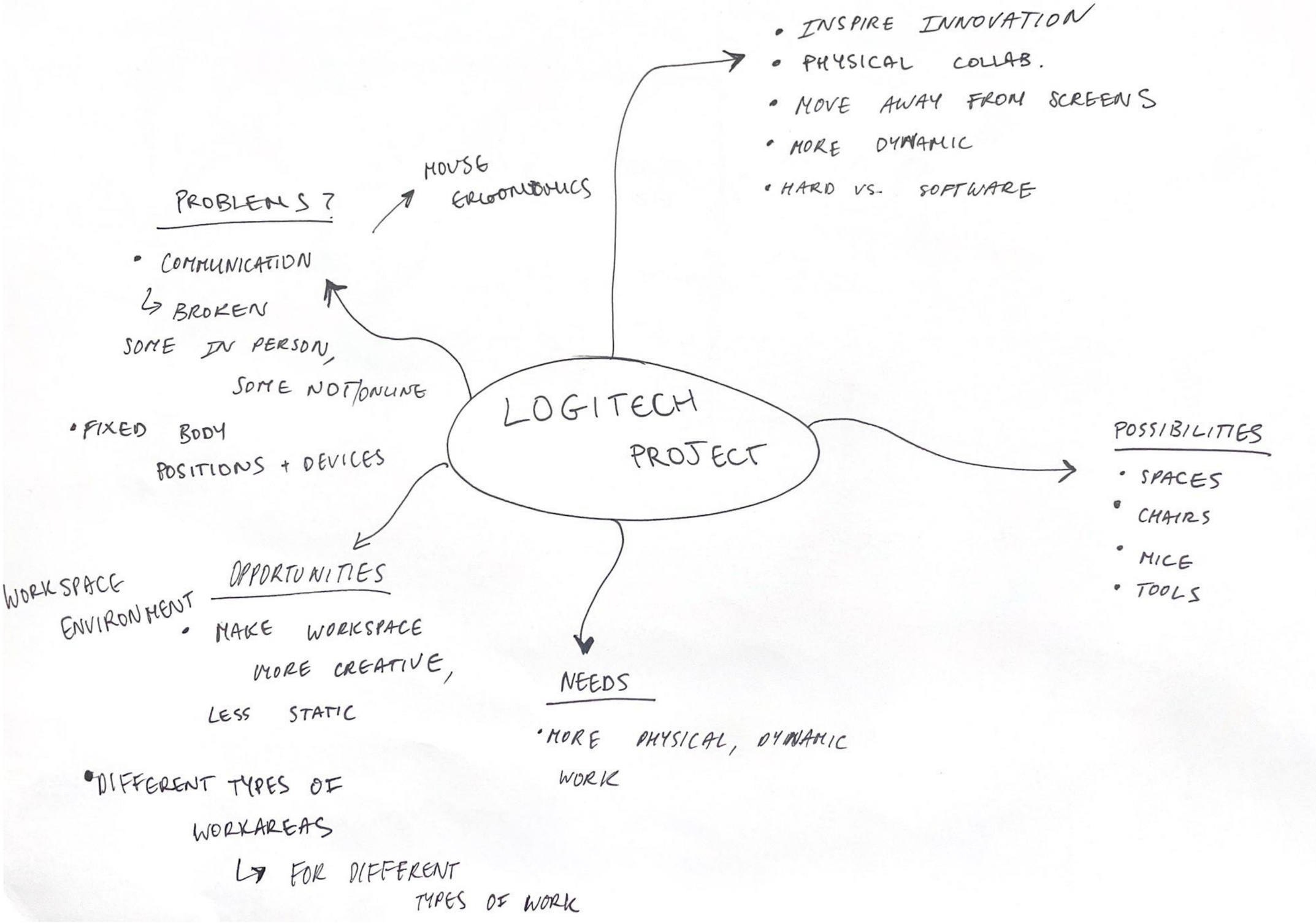
- Visit Logitech in Cork

- Choose Concept
- Develop Concept

- Prototype
- Finish presentation

Presentation
11am -2pm

Brainstorm


LOGITECH PROJECT
PROBLEMS?
MOUSE ERGONOMICS
• COMMUNICATION
↳ BROKEN
SOME IN PERSON, SOME NOT/ONLINE
• INSPIRE INNOVATION
• PHYSICAL COLLAB.
• MOVE AWAY FROM SCREENS
• MORE DYNAMIC
• HARD VS. SOFTWARE
POSSIBILITIES
• SPACES
• CHAIRS
• MICE
• TOOLS
• FIXED BODY POSITIONS + DEVICES
WORKSPACE ENVIRONMENT
OPPORTUNITIES
• MAKE WORKSPACE MORE CREATIVE, LESS STATIC
• DIFFERENT TYPES OF WORKAREAS
↳ FOR DIFFERENT TYPES OF WORK
NEEDS
• MORE PHYSICAL, DYNAMIC WORK

Brainstorm

Problems

- Communication
  - Language barriers
  - Broken some in person, some online
- Fixed Body Positions
  - Literacy misunderstandings between teams
  - Static screens

Opportunities

- More creativity simulating areas
- Changing workspaces

Needs

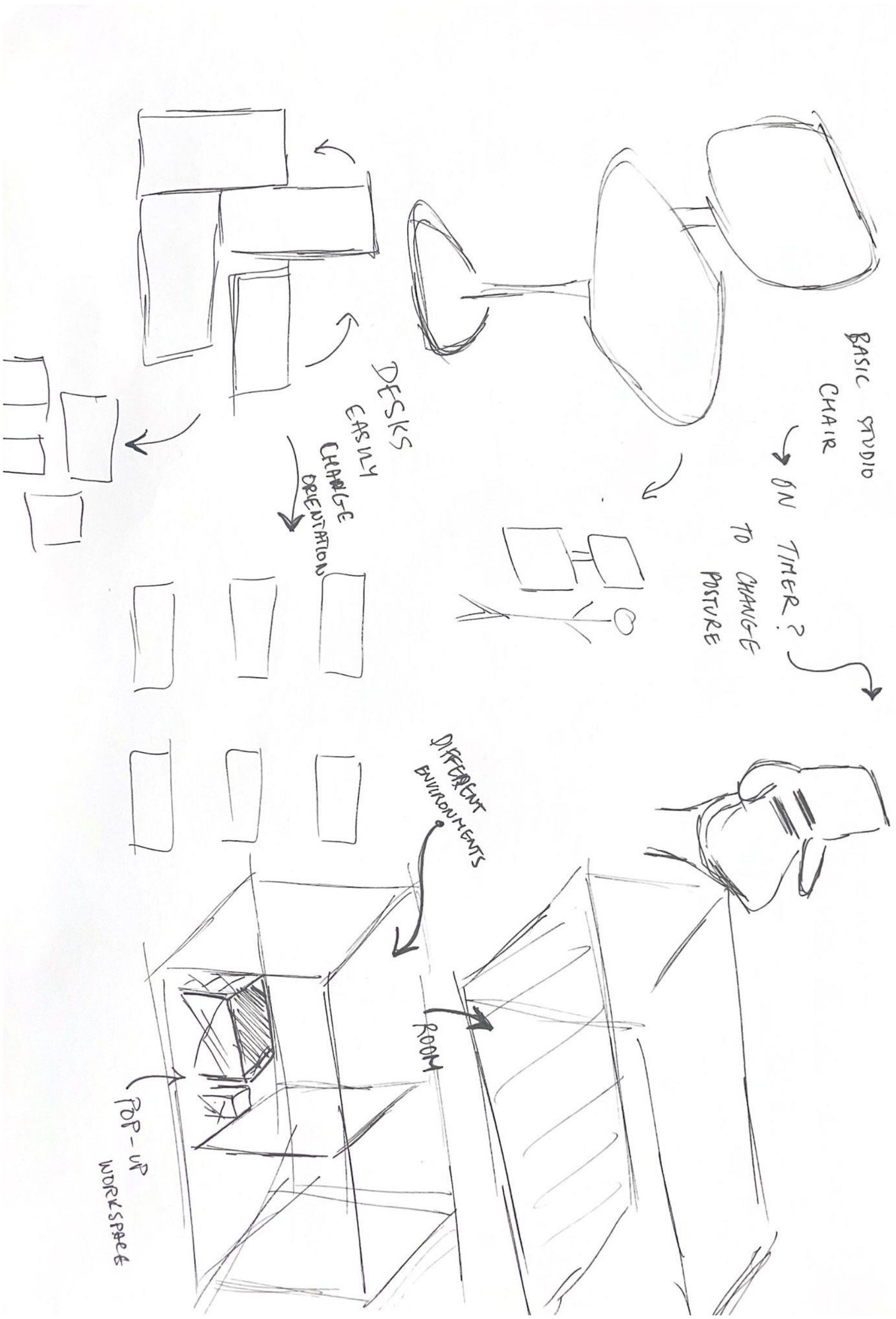
- More dynamic workspaces
- Better communication

Possibilities

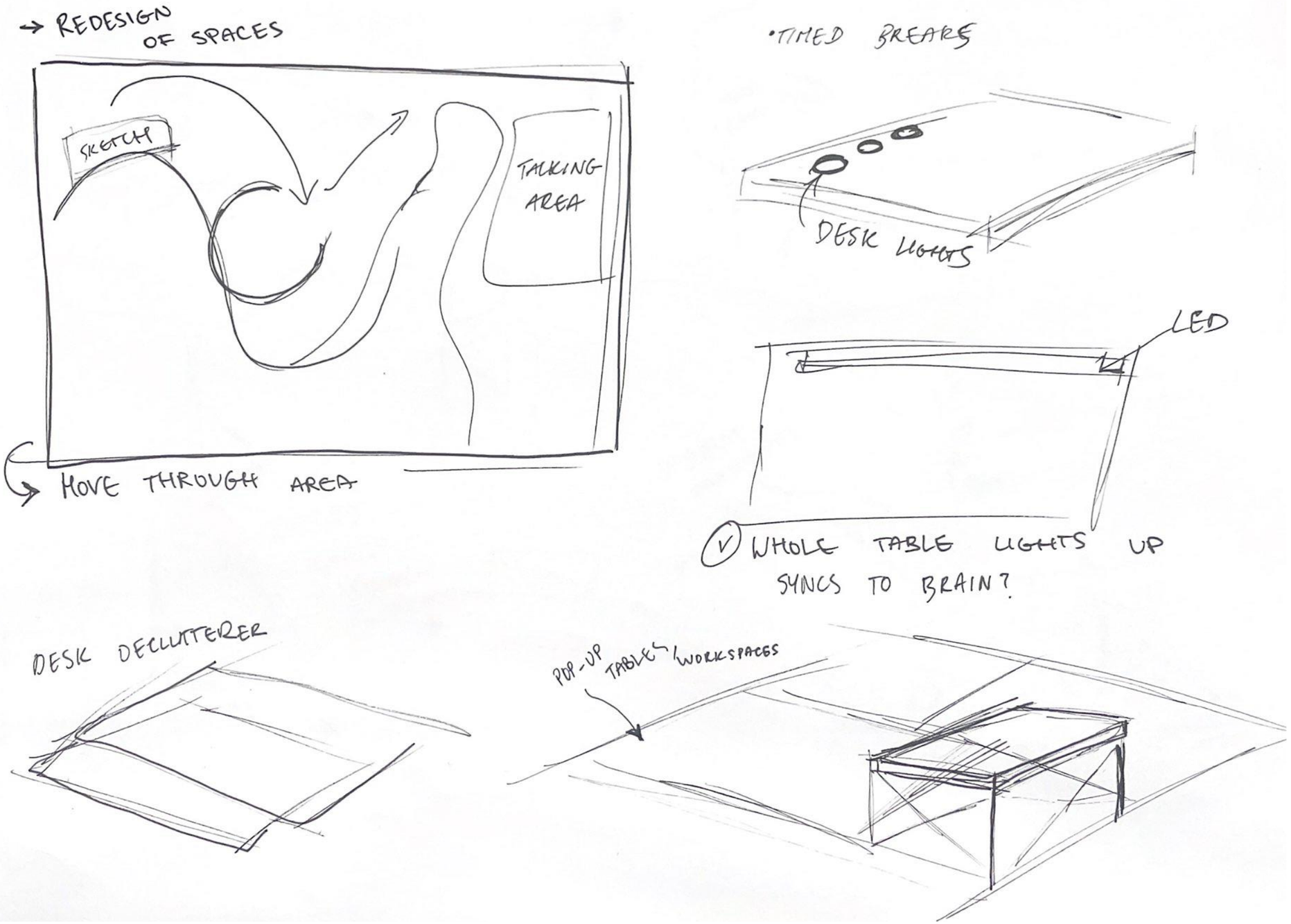
- Spaces
- Tools

Ideation

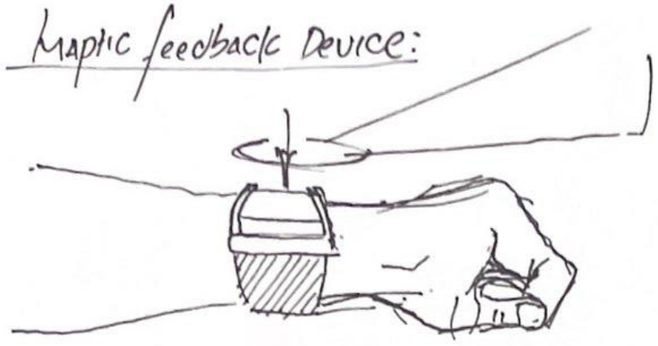
Ideation

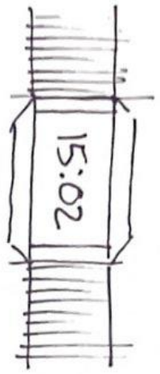

BASIC STUDIO CHAIR
ON TIMER? TO CHANGE POSTURE
DESKS EASILY CHANGE ORIENTATION
DIFFERENT ENVIRONMENTS
ROOM
POP-UP WORKSPACE

Ideation


→ REDESIGN OF SPACES
SKETCH
TALKING AREA
MOVE THROUGH AREA
•TIMED BREAKS
DESK LIGHTS
LED
WHOLE TABLE LIGHTS UP SYNCS TO BRAIN?
DESK DECLUTTERER
POP-UP TABLES/WORKSPACES

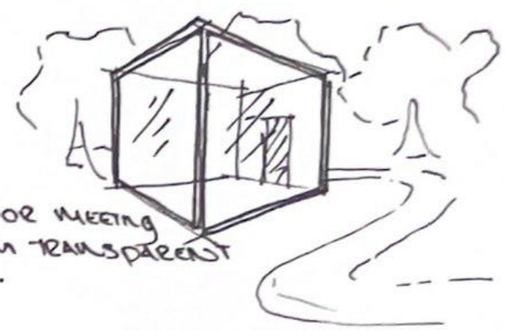
Haptic feedback Device:





- A DEVICE THAT MONITORS STRESS LEVELS, WHEN TOO HIGH VIBERATES TELLING YOU TO GO OUTSIDE & TAKE A TEN MINUTE BREAK.

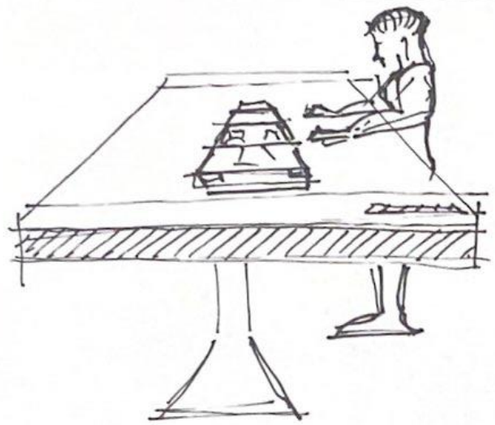
OUTDOOR COLABORATION PODS:



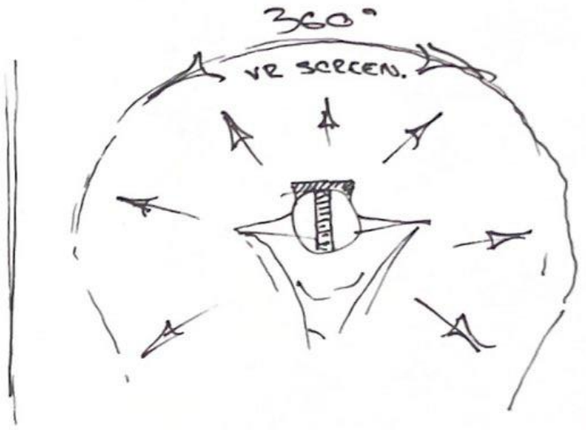
- OUTDOOR MEETING ROOMS IN TRANSPARENT BOXES.

VR WORKSPACE:

Interactive projection mappins:

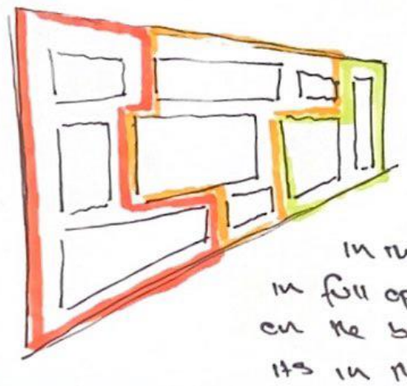


- A TABLE THAT IS A SCREEN & PROMOTES PEOPLE TO GATHER AROUND & DISCUSS IDEAS OVER A SCREENED TABLE WHICH CAN BE TURNED ON/OFF TO TURN INTO A NORMAL WORKSPACE.



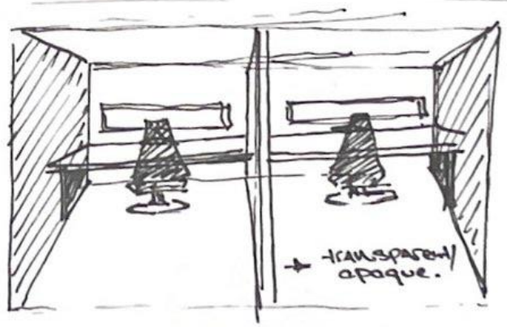
- 360° VR SCREEN THAT IMITATES A DUAL MONITOR, YOU COULD USE DIFFERENT SOFTWARES LIKE AFFINITY WHERE YOU USE YOUR HANDS TO GRAB & DRAG, KEEPING YOU ON YOUR FEET FOR A WHILE.

INTERACTIVE LIGHTING WALL:



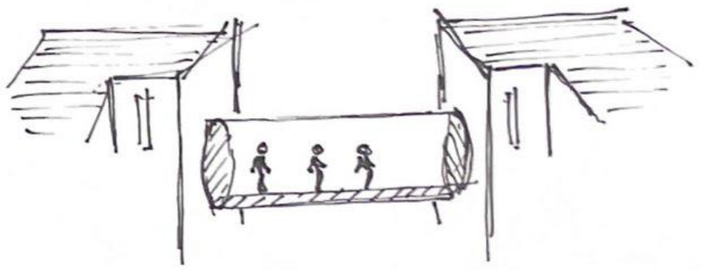
- IDEATION WALL WHERE DIFFERENT PROJECTS ARE HUNG, YOU CAN TAP THE WALL WHICH LIGHTS UP THE WALL GREEN IN THAT AREA IF THE PROJECT IS IN FULL OPPERATION, RED IF IT'S PUT ON THE BACK BURNER AND YELLOW IF IT'S IN THE WORKS.

WORK STATION VARABILITY WALLS:



- LIKE THE JAPENESES TOILETS A DEVIDING WALL CAN HAVE THE OPTION TO BE OPAQUE OR TRANSPARENT

OUTDOOR TUNNELS:



- PUT TRANSPARENT TUNNELS BETWEEN BUILDINGS WITH 2 VITAL FUNCTIONS SO PEOPLE ARE PASSING OVER & BACK ALL DAY.

Chosen Concept

Chosen Problem

“Breaking out of the zone”

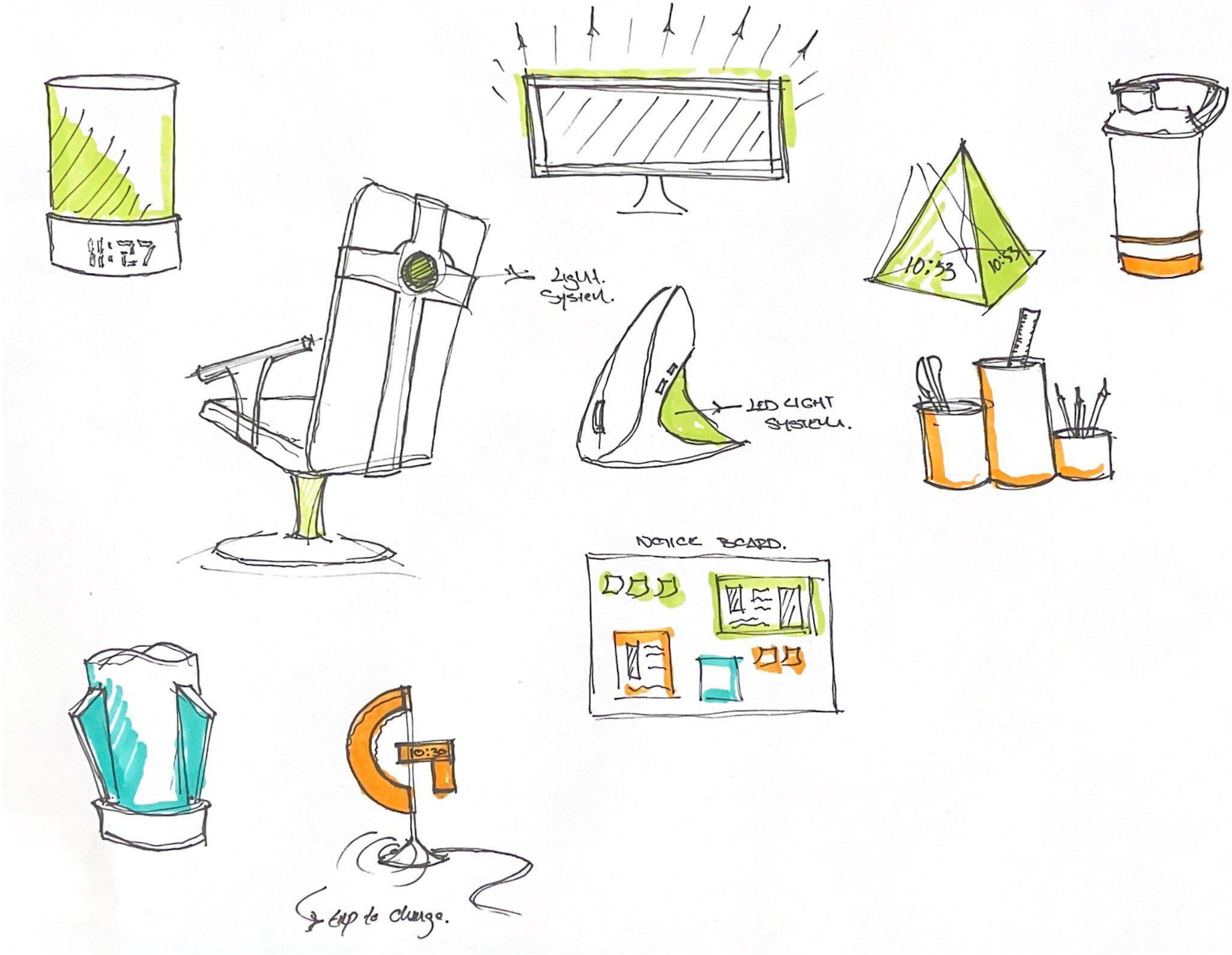
Our product will:
Increase levels of productivity
More understanding in communication between workers/ teams

Unspoken rule – headphones
Putting rules in place

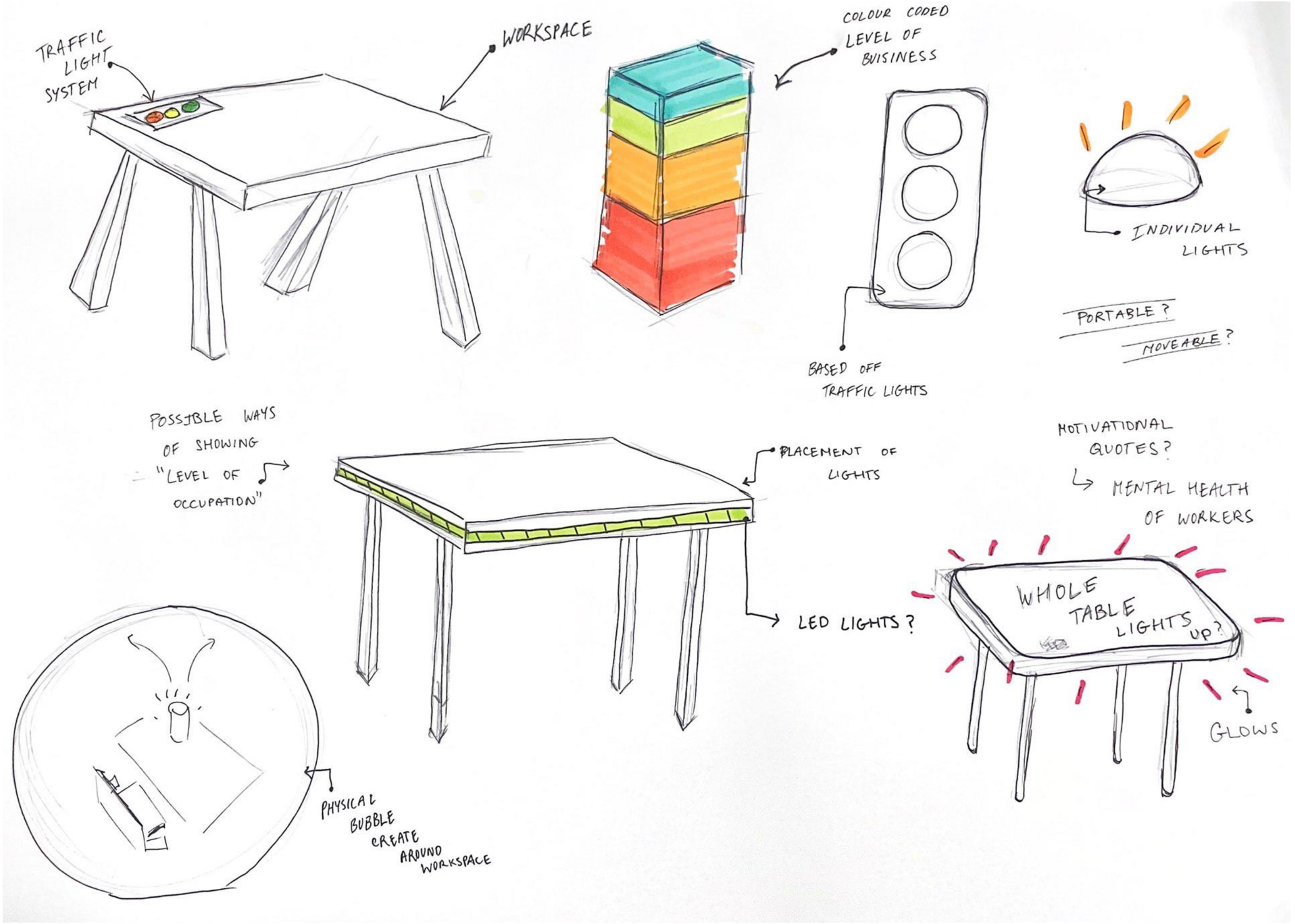
Design Criteria

Hardware
Easily noticeable
Not distracting
Moveable
Customizable
Option to opt. out

Software
User interface easy to follow
No. of each colour lights displayed

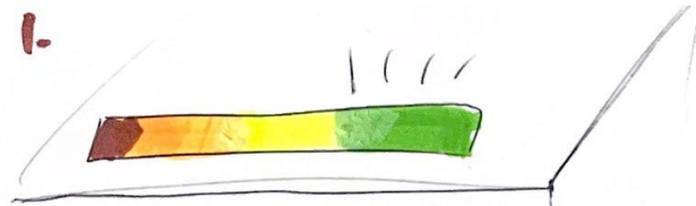

LIGHT SYSTEM.
LED LIGHT SYSTEM.
10:53
10:53
NOTICE BOARD.
10:30
Lamp to change.

Concept Development



Types of Lights

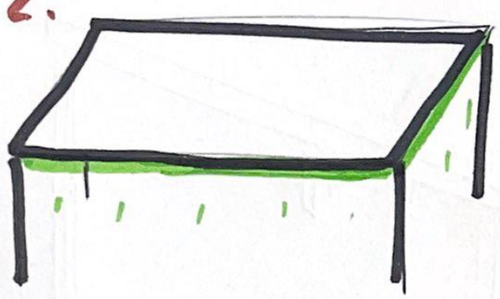
1.



Scale light

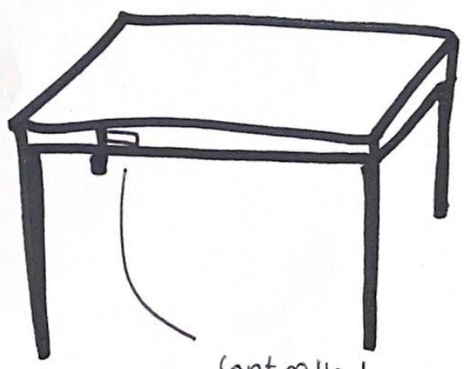
→ controls how in the zone you are

2.



Under table light

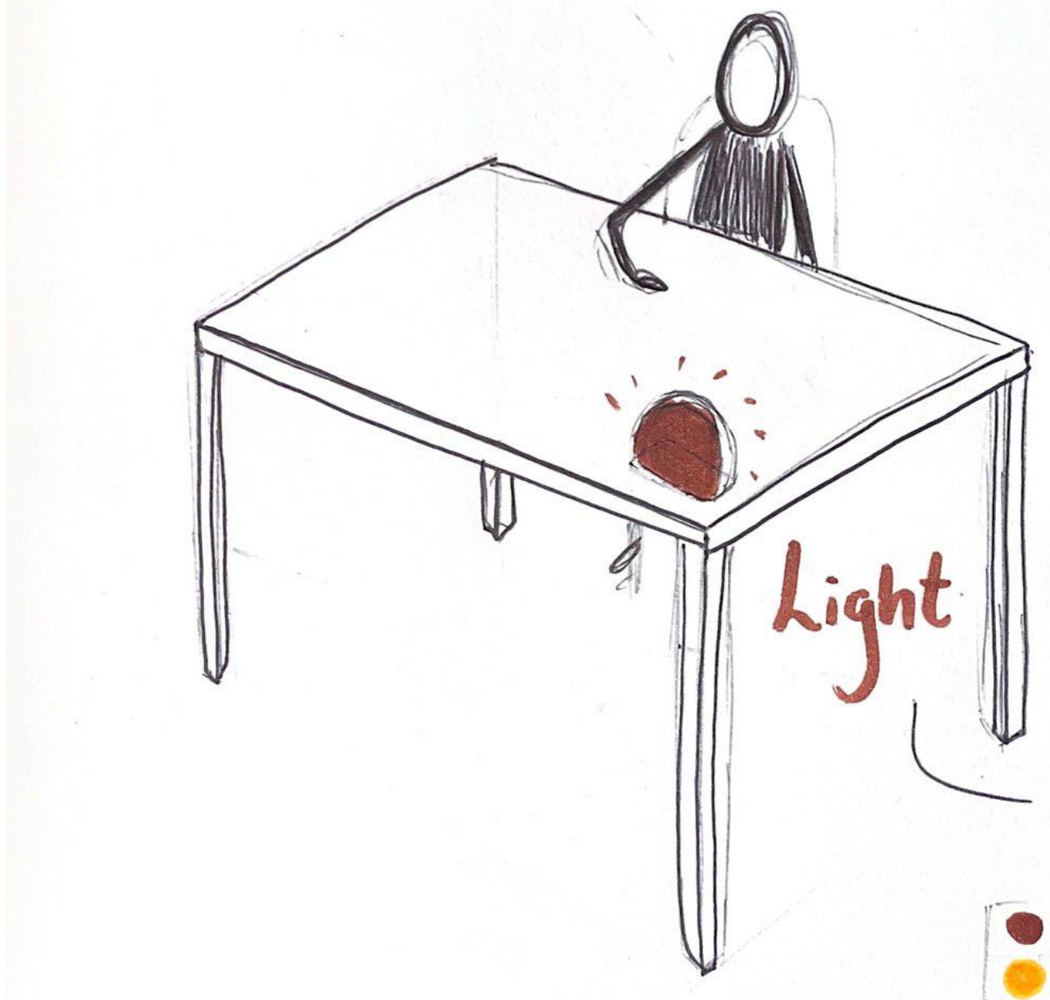
→ more subtle?
Less disturbance



Controlled on table

3. Regular lamp inc.

Light work zones



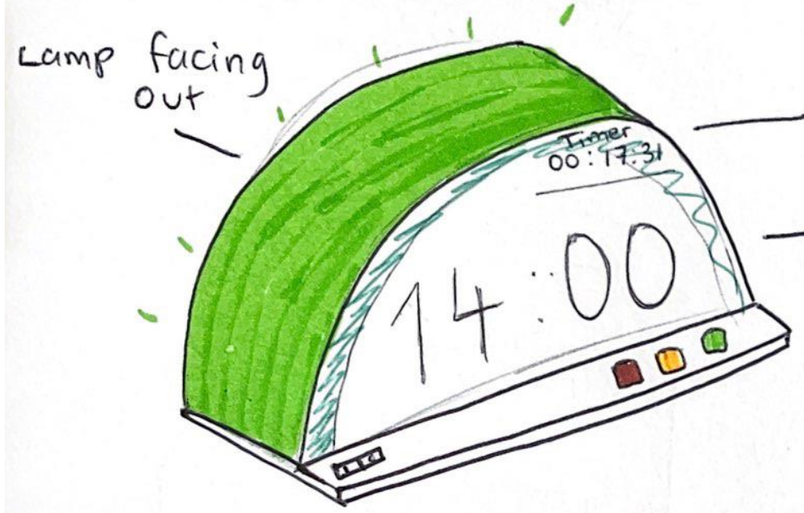
VISUALLY REPRESENTS WORK ZONE

- IN THE ZONE - DON'T DISTURB
- WORKING AWAY - DISTURB IF NEEDED
- HAPPY TO HELP / HAVE A CHAT ETC.

Zone possibilities

1. Don't disturb, in the zone
2. Disturb if needed, but working
3. Happy to help / bounce ideas / discuss etc...
4. I need someone to bounce ideas off, please come & have a chat etc...

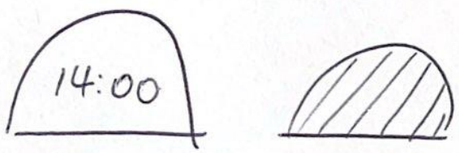
4. Multi-function lamp

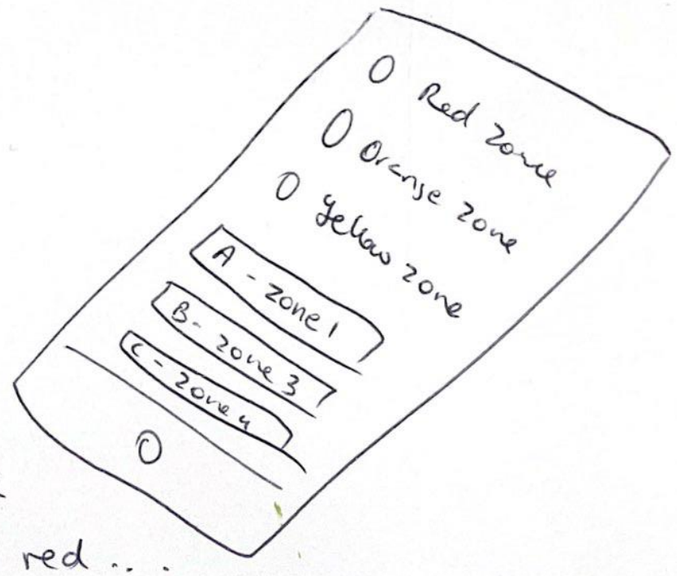


— Timer function, for work or lights

— Clock facing user

Idea: Red MUST be timed ...



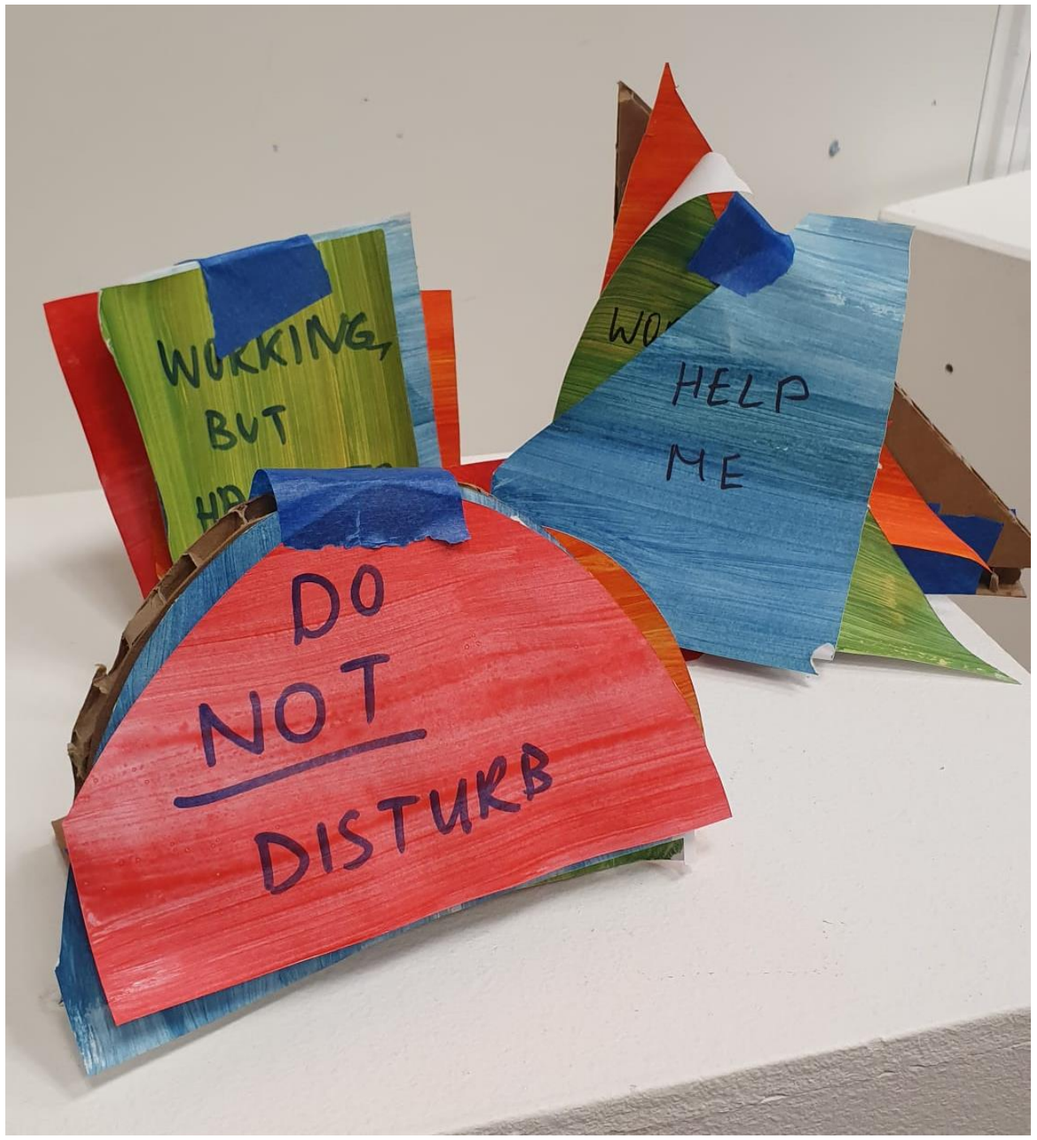


Problem: I really need someone but their light is red ...

1. notification 2.

Testing

Experiment with prototypes

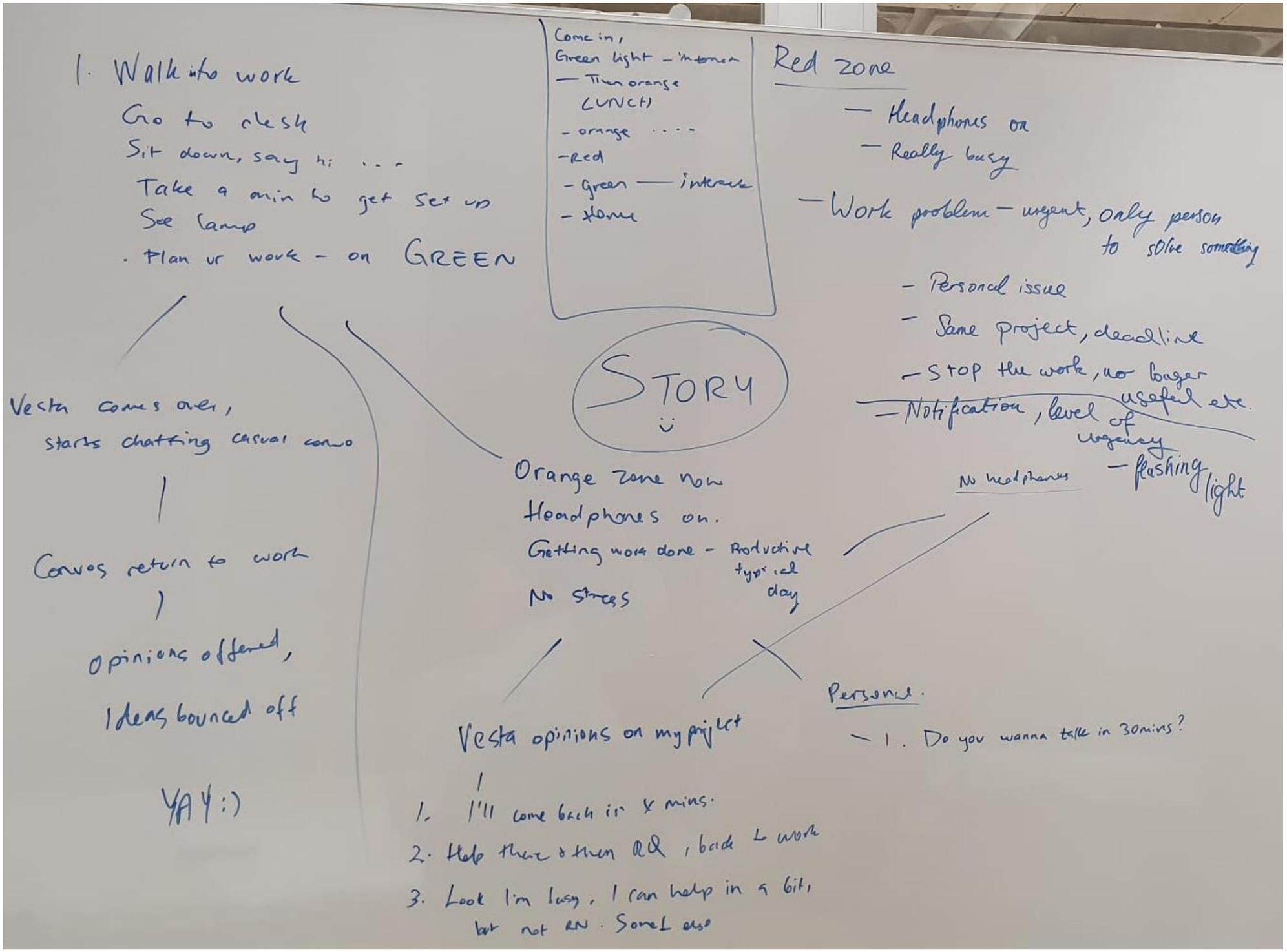


We made some low fidelity prototypes and handed them out to others in the studio to test out our idea.

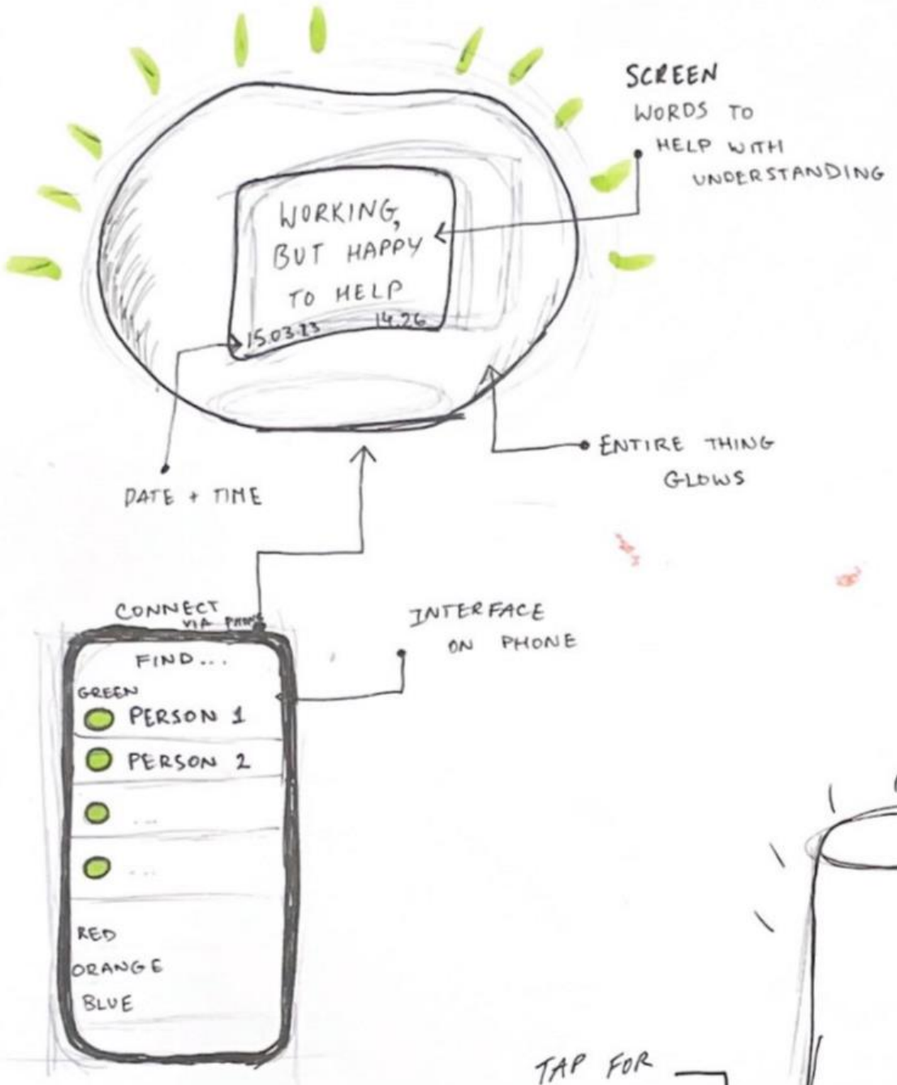
We simply used coloured paper to imitate each light. The words were there for people to understand what each colour meant.

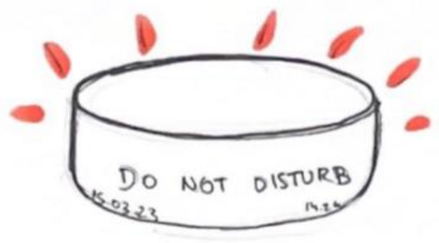
Feedback

- **People found it useful enough that they want to keep it.**
- **System works if all respect and understand how it works**
- **Liked different colour options to choose from**
- **The words make it easy to understand, should be kept**

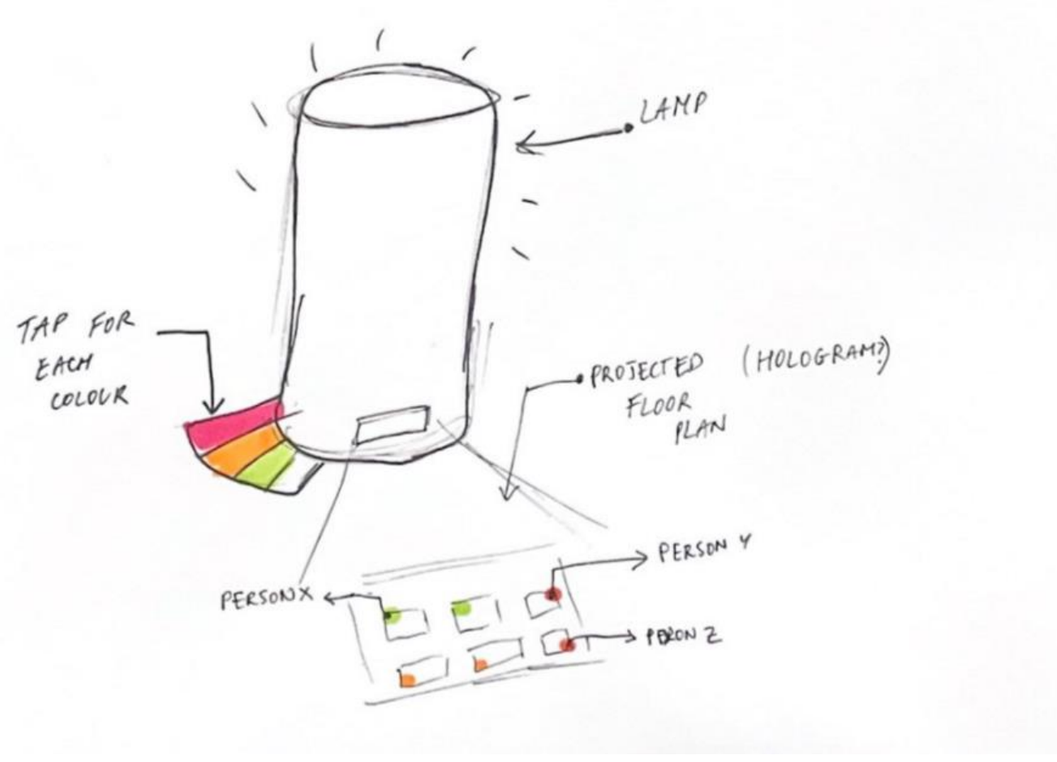

1. Walk into work
Go to desk
Sit down, say hi ...
Take a min to get set up
See Lamp
. Plan ur work - on GREEN
Come in,
Green light - 'in town'
— Turn orange
LUNCH
- orange ....
-Red
- Green — in town
- Home
STORY
Red zone
— Headphones on
— Really busy
— Work problem — urgent, only person to solve something
- Personal issue
- Same project, deadline
- Stop the work, no longer useful etc.
— Notification, level of urgency
— flashing light
Vesta comes over,
starts chatting casual convo
Convos return to work
)
opinions offered,
Ideas bounced off
YAY :)
Orange zone now
Headphones on.
Getting work done - Productive typical day
No stress
No headphones
Vesta opinions on my project
1. I'll come back in x mins.
2. Help then & then RL, back to work
3. Look I'm busy, I can help in a bit, but not RN. Some1 else
Personal.
— 1. Do you wanna talk in 30mins?

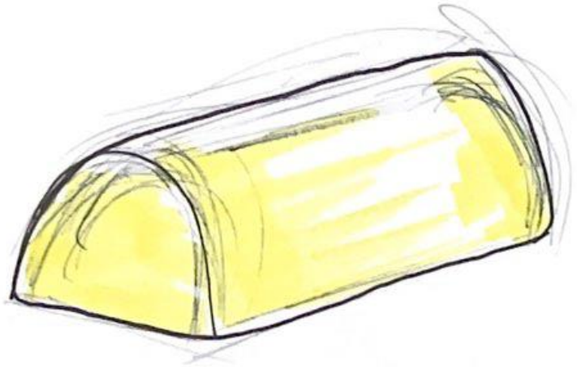
Concept Finalization

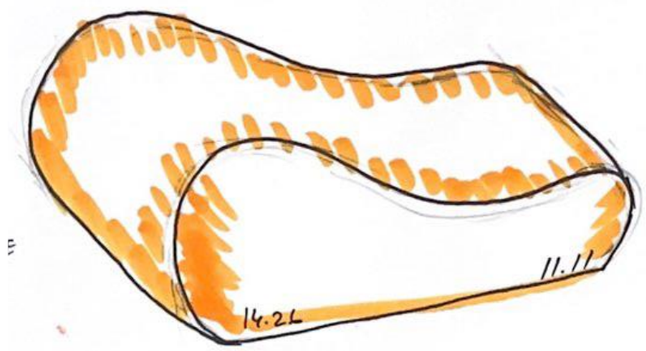

SCREEN
WORDS TO HELP WITH UNDERSTANDING
WORKING, BUT HAPPY TO HELP
15.03.23 14.26
DATE + TIME
ENTIRE THING GLOWS
CONNECT VIA PHONE
INTERFACE ON PHONE
FIND...
GREEN
PERSON 1
PERSON 2
RED
ORANGE
BLUE

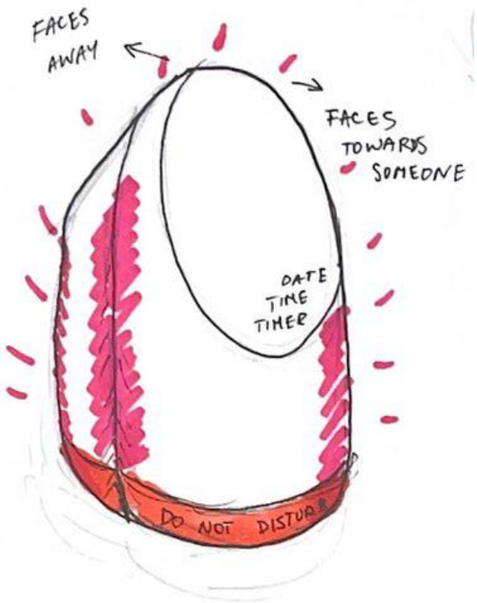

DO NOT DISTURB
15.03.23


ONLY IF NEEDED
14.26


LAMP
TAP FOR EACH COLOUR
PROJECTED (HOLOGRAM) FLOOR PLAN
PERSON X
PERSON Y
PERSON Z

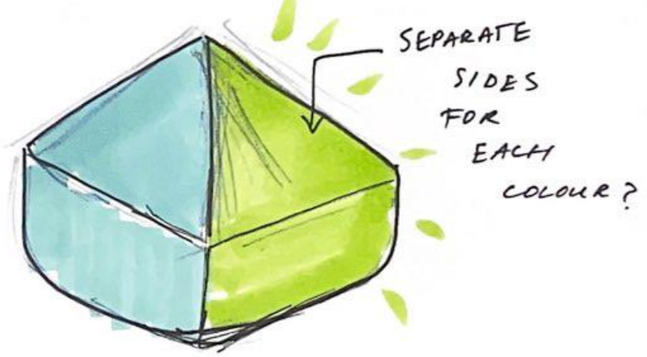


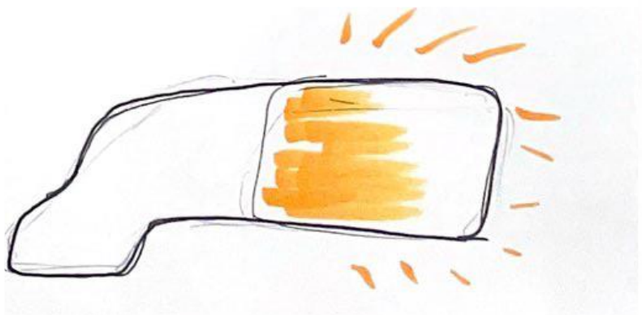

11.11
14.21

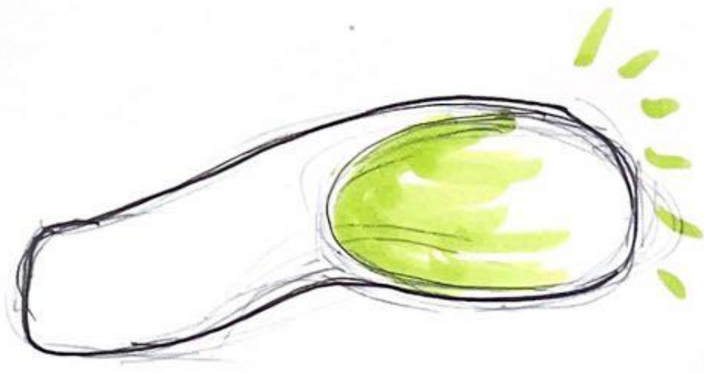

FACES AWAY
FACES TOWARDS SOMEONE
DATE TIME TIMER
DO NOT DISTURB

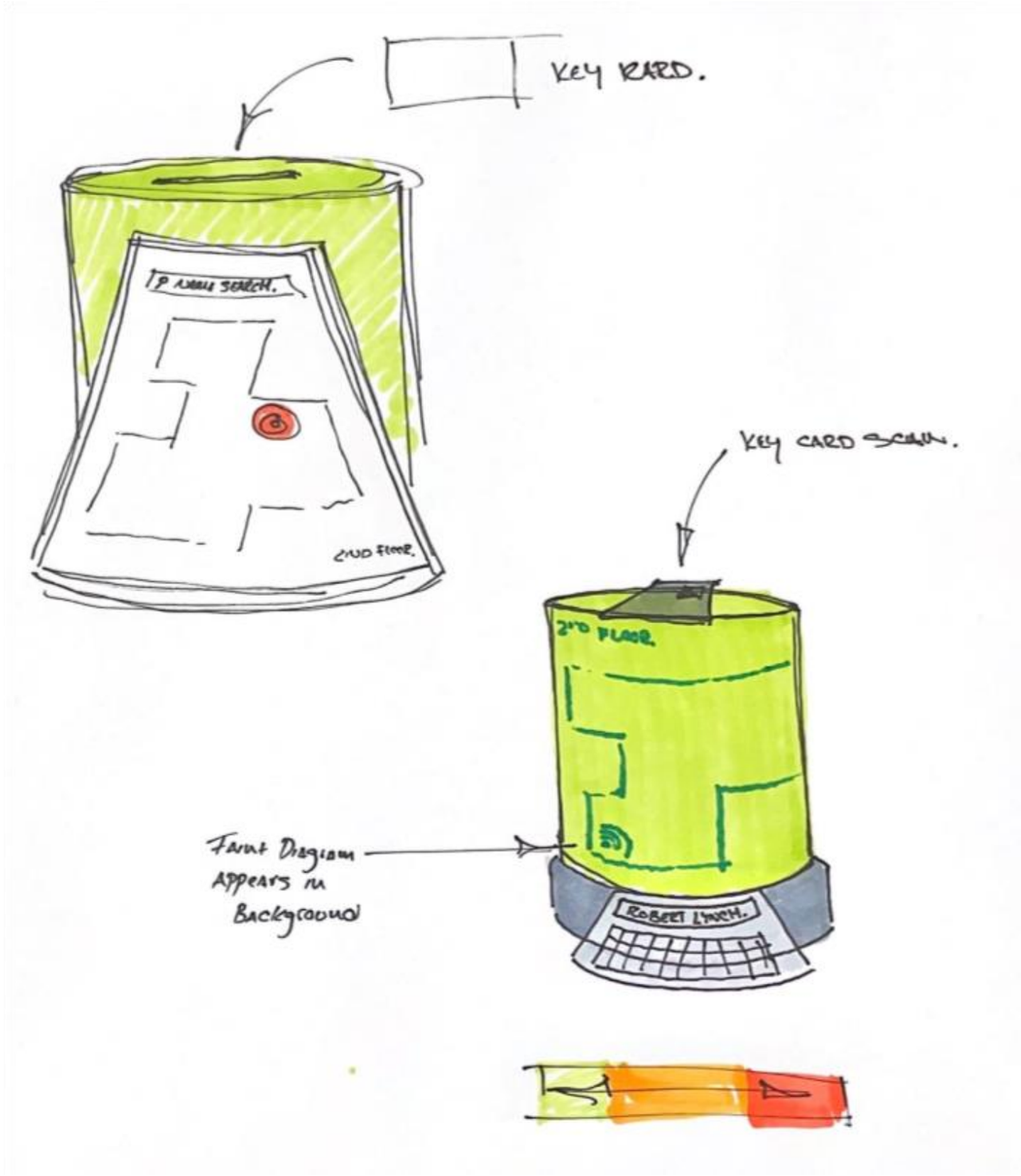

14.23
17 MARCH

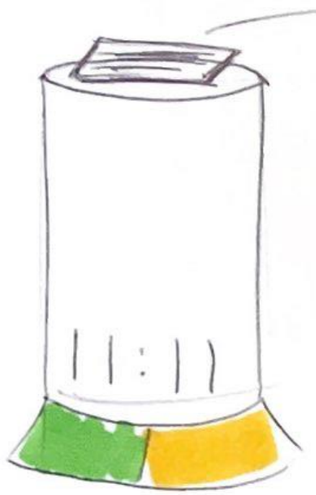

WORKING
BUT HAPPY
TO HELP


SEPARATE
SIDES
FOR
EACH
COLOUR?

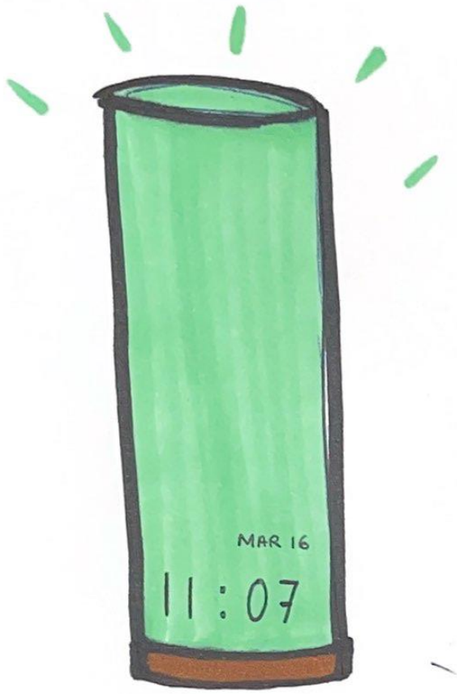





KEY CARD.
KEY CARD SCAN.
2ND FLOOR.
ROBERT LYNCH.
Faint Diagram
Appears in
Background



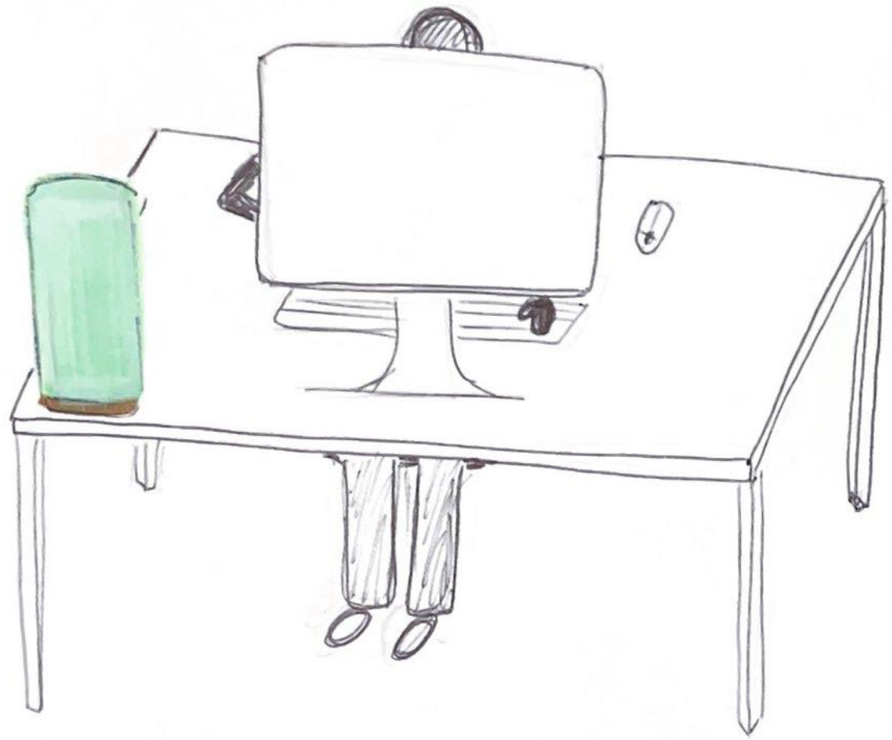
sign in with logitech card

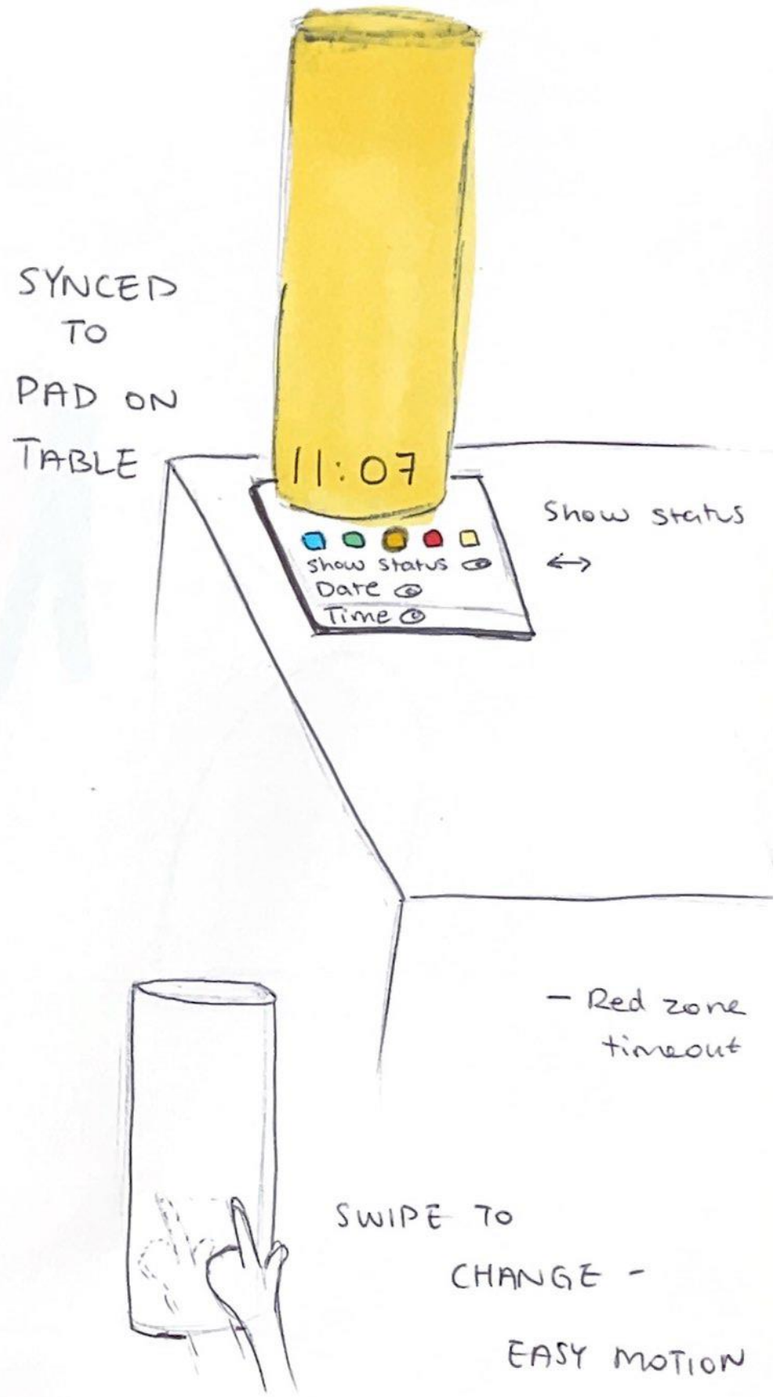


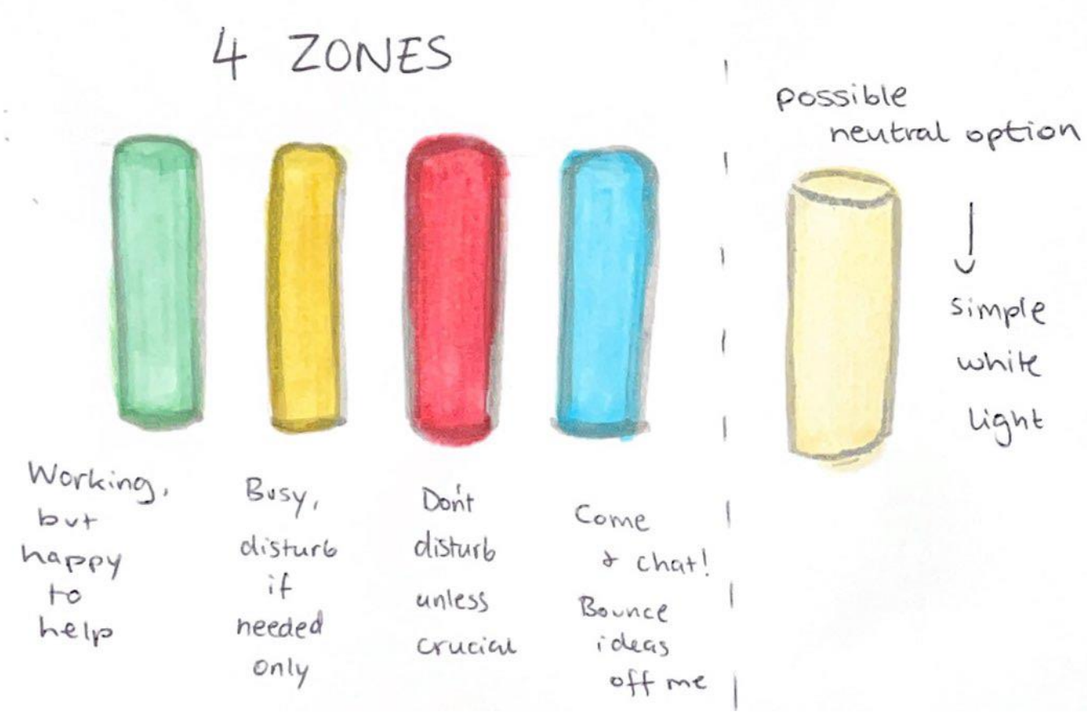
SYNCED TO PHONE

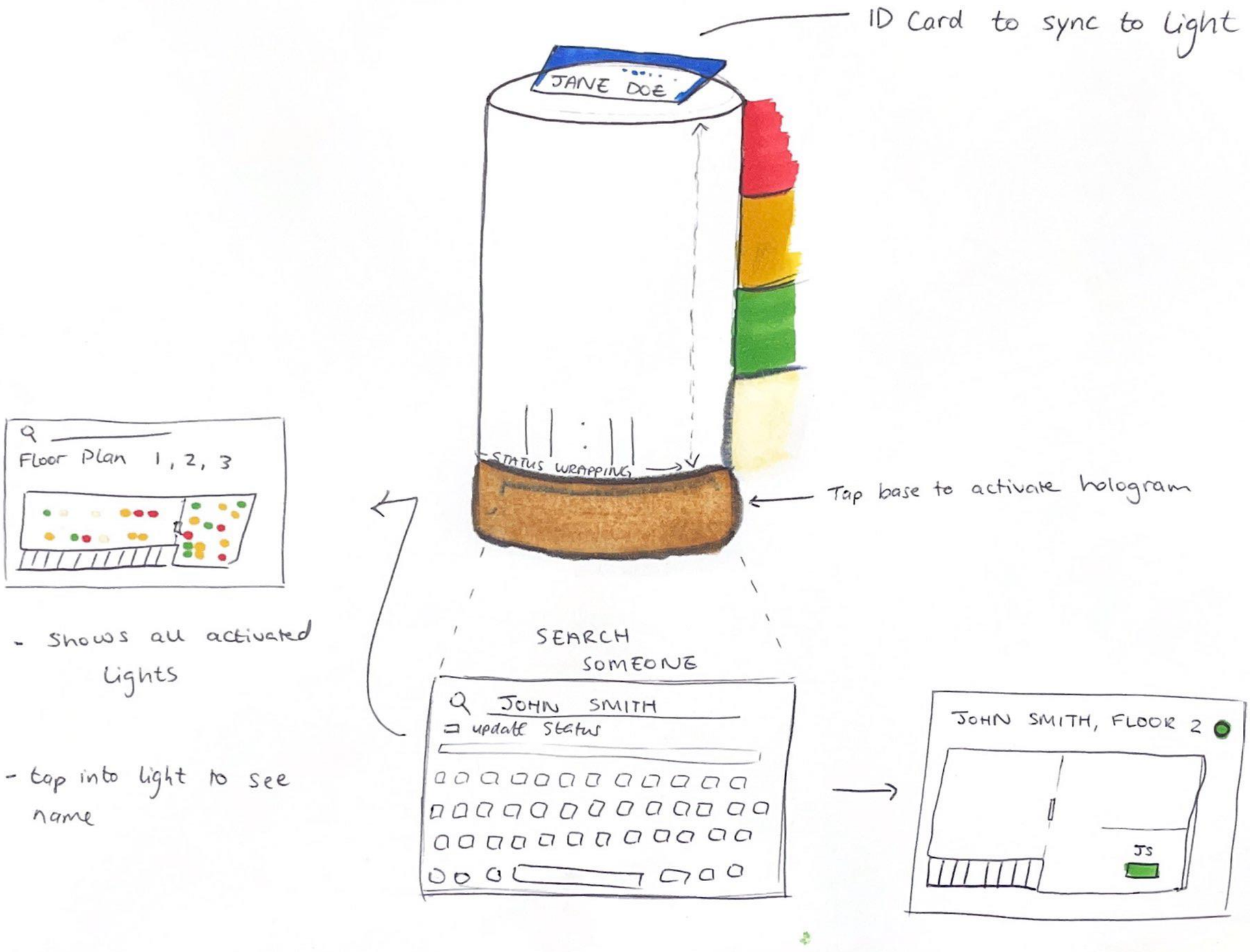
changes to screen showing:

Person A: Workshop Floor 1




SYNCED
TO
PAD ON
TABLE
11:07
show status
Date
Time
Show status
↔
- Red zone
timeout
SWIPE TO
CHANGE -
EASY MOTION


4 ZONES
Working, but happy to help
Busy, disturb if needed only
Don't disturb unless crucial
Come & chat! Bounce ideas off me
possible neutral option
simple white light


ID Card to sync to Light
JANE DOE
STATUS WRAPPING
Tap base to activate hologram
Floor Plan 1, 2, 3
- Shows all activated lights
- tap into light to see name
SEARCH SOMEONE
JOHN SMITH
update status
JOHN SMITH, FLOOR 2
JS

THE ZONE LIGHT

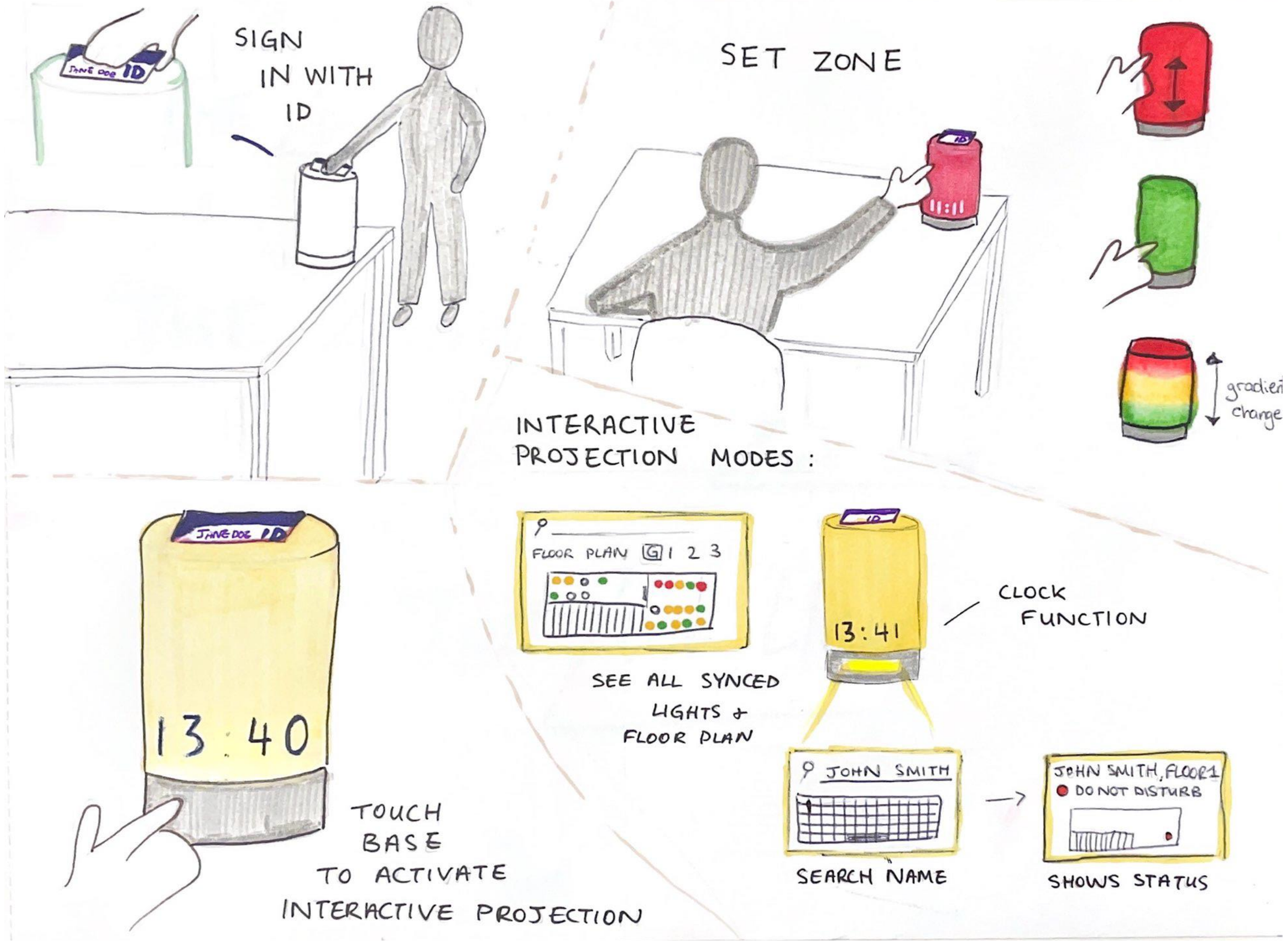
THE ZONE LIGHT

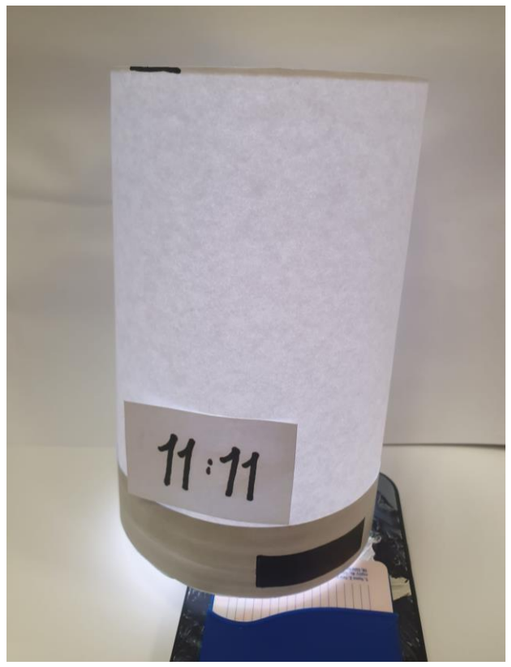
ZONE LIGHT

THE ZONE LIGHT

THE ZONE

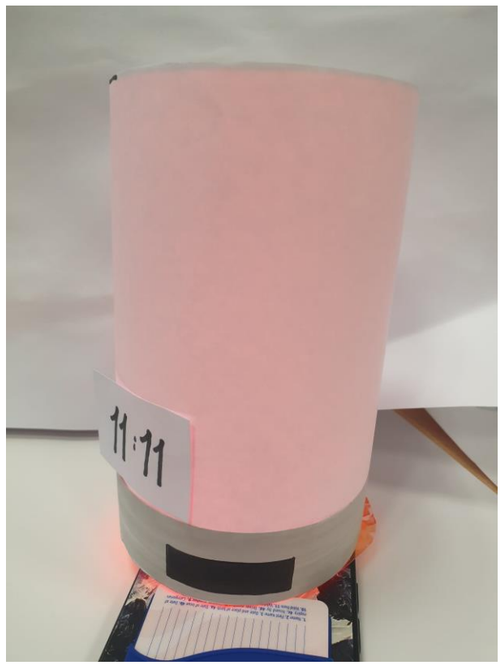
Final Concept


JANE DOE ID
SIGN IN WITH ID
SET ZONE
INTERACTIVE PROJECTION MODES :
gradient change
JANE DOE ID
13:40
TOUCH BASE TO ACTIVATE INTERACTIVE PROJECTION
FLOOR PLAN 1 2 3
SEE ALL SYNCED LIGHTS & FLOOR PLAN
13:41
CLOCK FUNCTION
JOHN SMITH
SEARCH NAME
JOHN SMITH, FLOOR1
DO NOT DISTURB
SHOWS STATUS

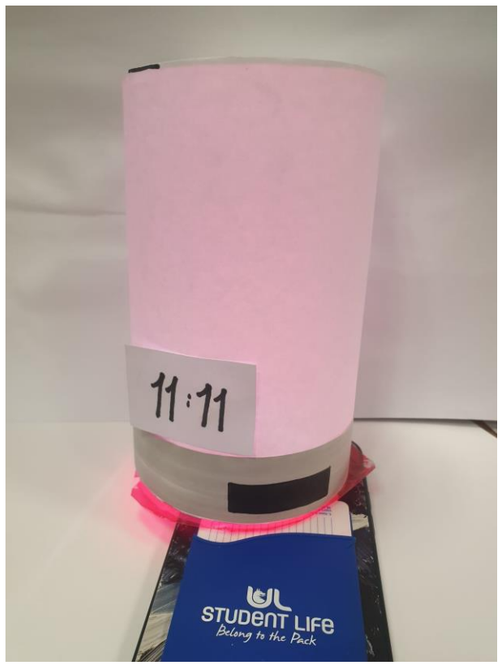


- **Neutral**

- **Green**

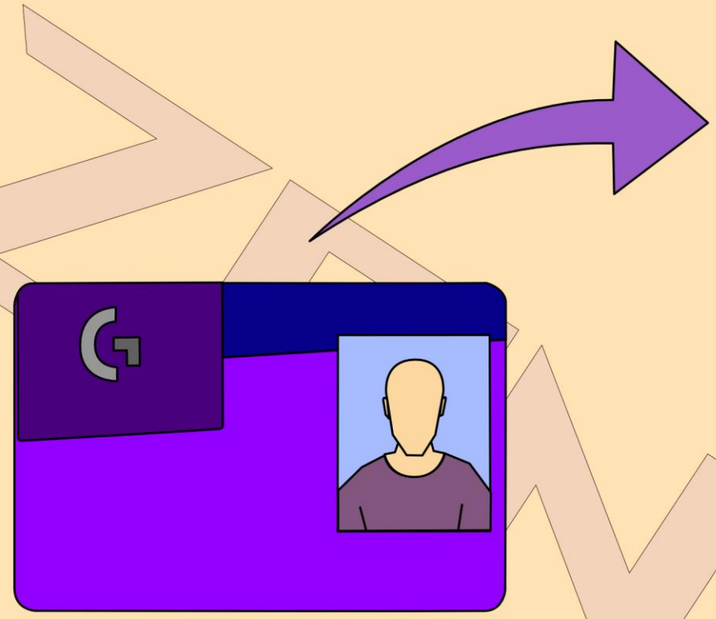


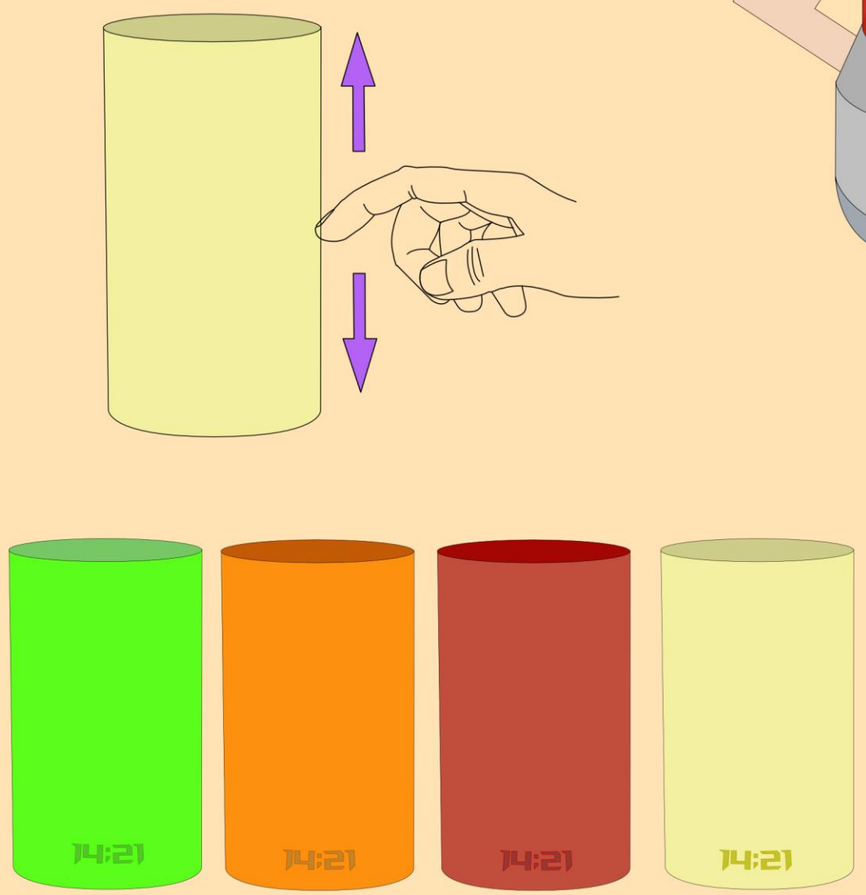
- **Orange**

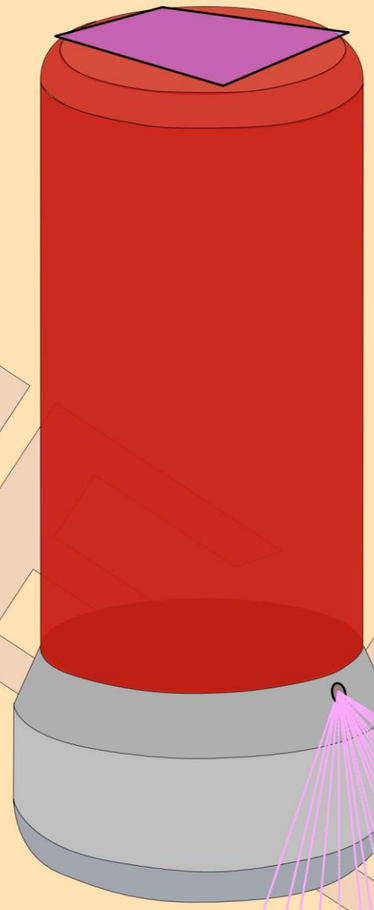


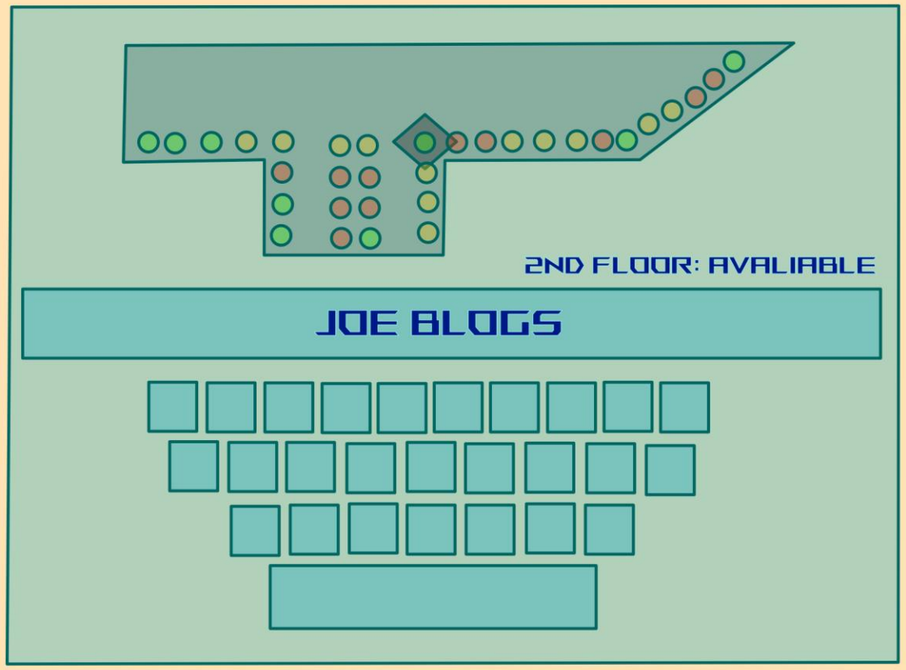
- **Red**

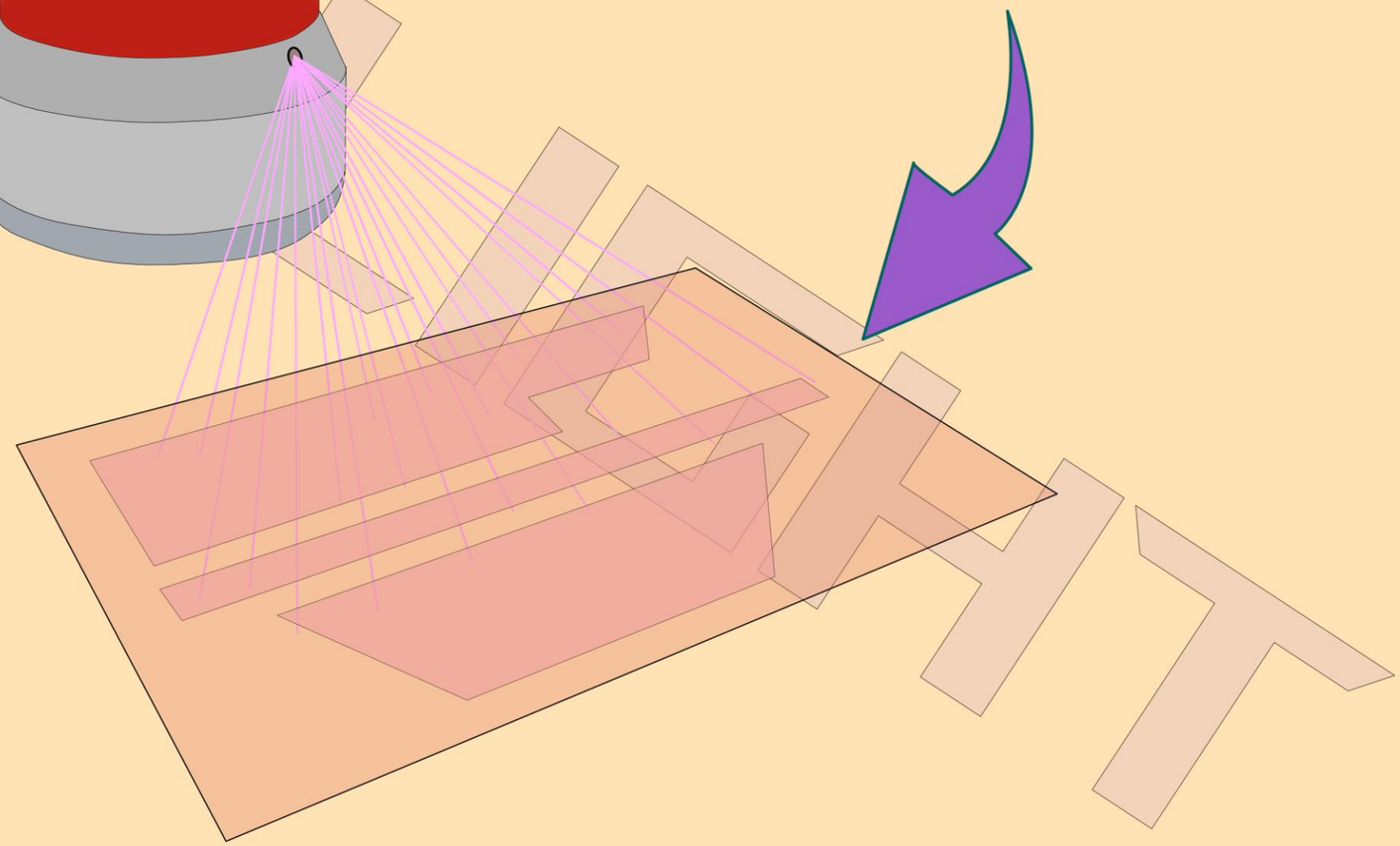
Final Concept



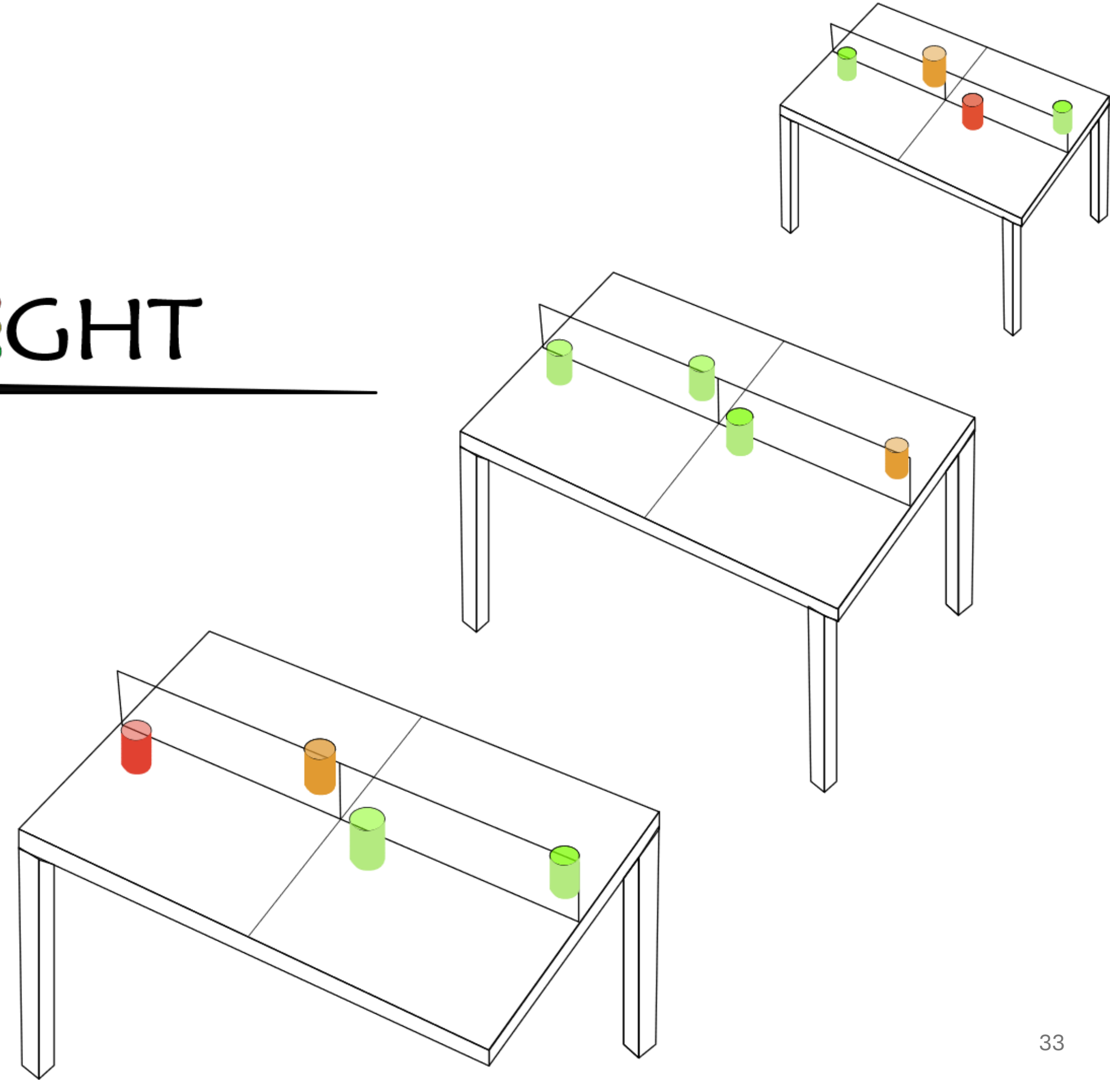


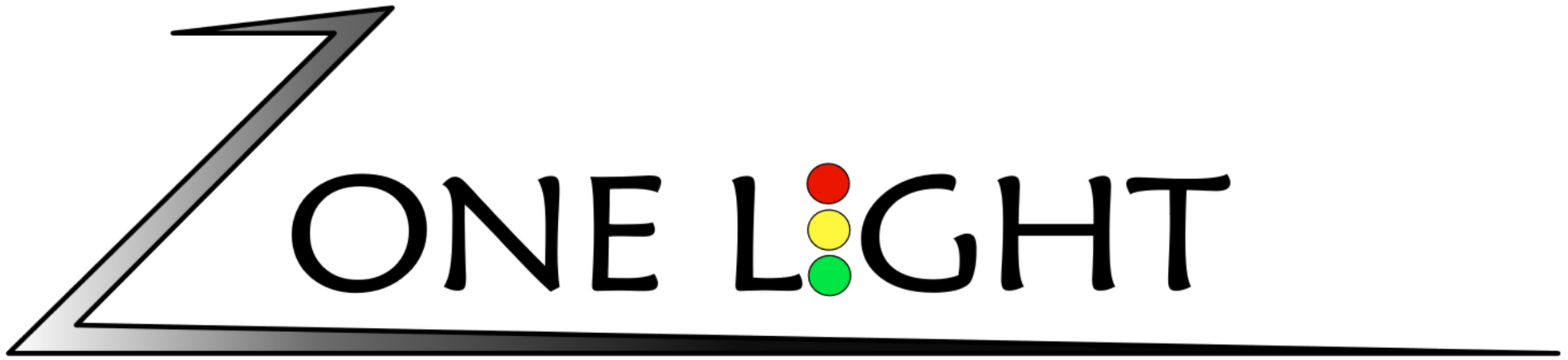






ONE LIGHT

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