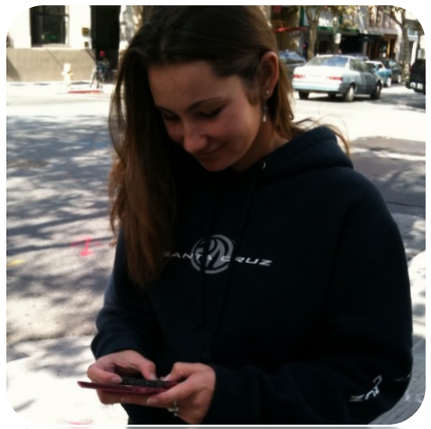
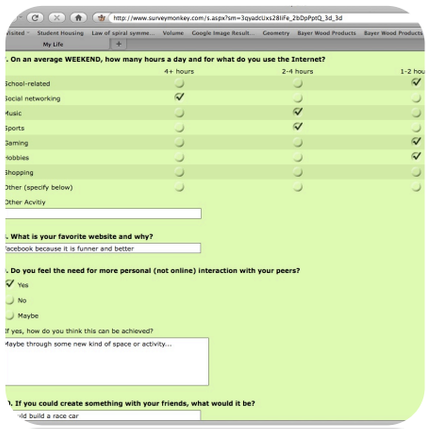
COLLAB!

DP2: THE FUTURE OF SOCIAL AND COLLABORATIVE COMPUTING

ME 313 FALL 2009

Purin Phanichphant
Christin Staubo
Michael Turri





INSIGHTS FROM ETHNOGRAPHIC RESEARCH

PROFILE

Jenny and Caroline are 15 years old and love shopping in their spare time

EVIDENCE

Observation: sit and text beside each other, they do not interact.

TAKEAWAY

Technology meant to foster communication hinders face to face collaboration

INSIGHTS FROM ETHNOGRAPHIC RESEARCH

JENNY & CAROLINE

PROFILE

Athletes, 14 years old, use facebook for everything and call each other only if they are meeting somewhere.

EVIDENCE

“We use facebook because it is funner and better than other sites”

TAKEAWAY

Fun and personal control are critical to adoption

INSIGHTS FROM ETHNOGRAPHIC RESEARCH

THE ATHLETES

PROFILE

John and his friends, 17 years old, are looking at different colleges

EVIDENCE

“I use facebook 3hours a day because I´m afraid of missing out….we are part of generation awkward”

TAKEAWAY

Fear of missing out is driving social networks, both enabling and trapping students

INSIGHTS FROM ETHNOGRAPHIC RESEARCH

THE JUNIORS

PROFILE

Makenna is 17 goes to a private school in Santa Cruz. During the week she rides horses and meets with friends when she can.

EVIDENCE

“I wish there was a way that me and my friends could coordinate when to meet”

TAKEAWAY

Teens have very busy schedules and look for technologies that can help them.

INSIGHTS FROM ETHNOGRAPHIC RESEARCH

MAKENNA

EVIDENCE

"Only 7.3% of online friends are defined as true friends"

INSIGHT

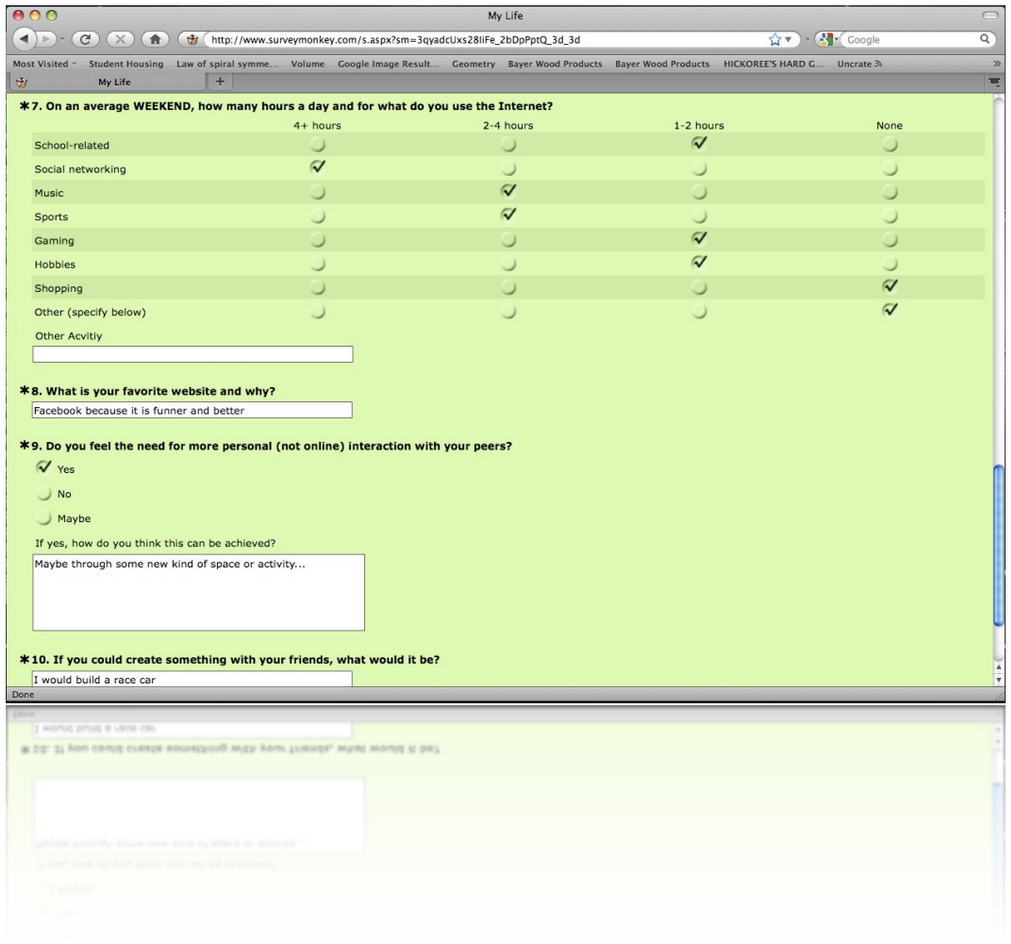
Are friends in the real world different from friends online?

EVIDENCE

Teens want a new activity or place to hang out.

INSIGHT

"There is a need for collaboration through activities that are different from today"



INSIGHTS FROM ETHNOGRAPHIC RESEARCH

SURVEY

HMW...

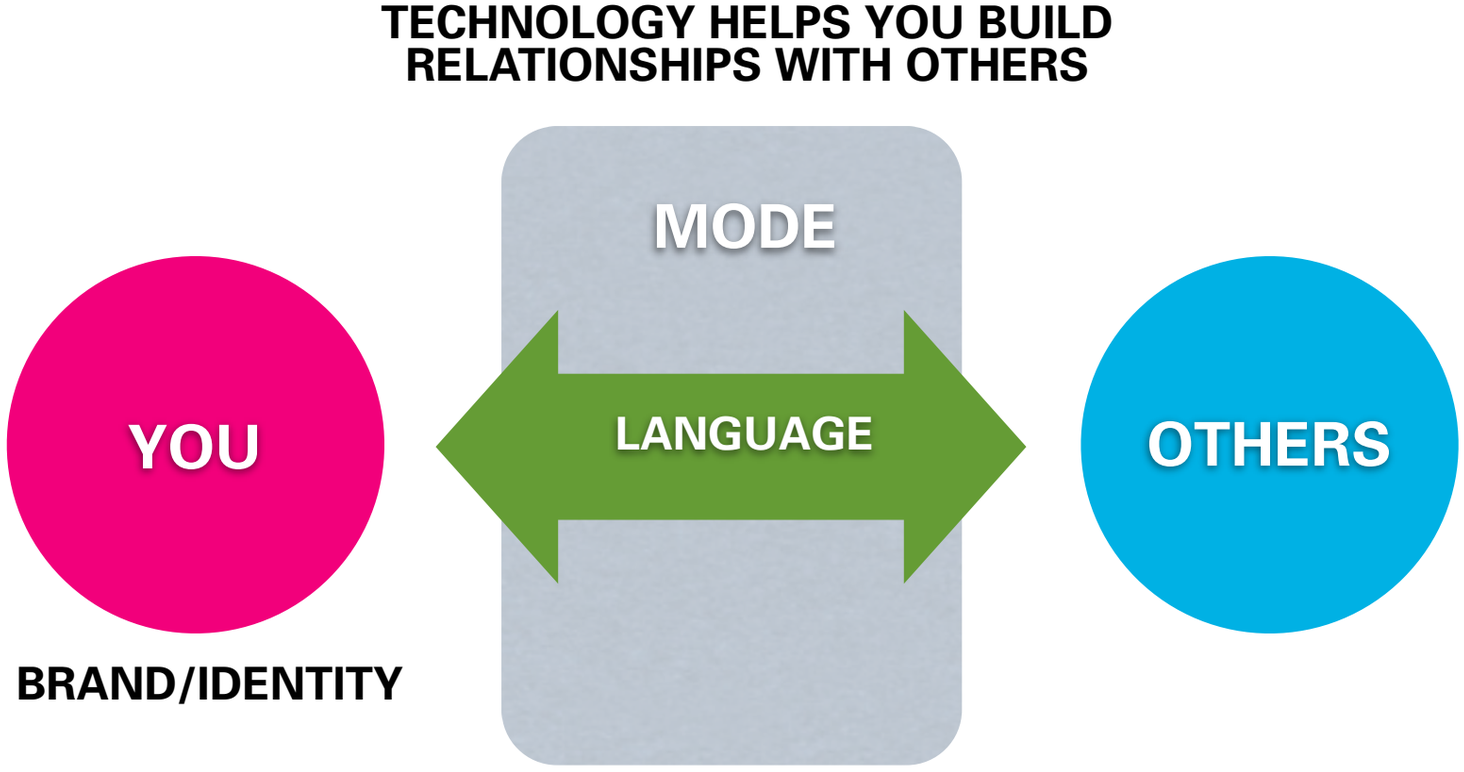
Help teens communicate personal interests

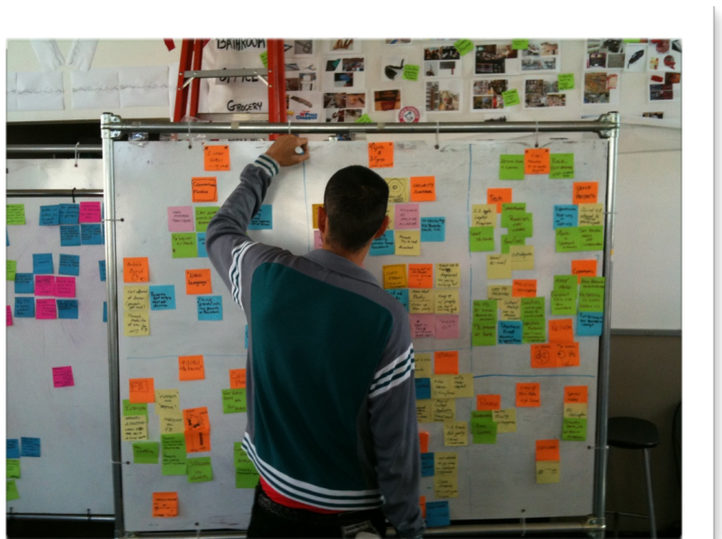
Connect two or more people of similar interests

Enable co-creation

Strengthen and promote positive relationships

PRELIMINARY "HOW MIGHT WE" STATEMENTS





SYNTHESIS & PRELIMINARY FRAMEWORK

Create interactive spaces where students explore similar interests during lunchtime, encouraging face-to-face interaction and building healthier relationships.

INTERIM THESIS

A MORE FACE TO FACE TIME WHICH BUILDS HEALTHIER RELATIONSHIPS

IDEATION & GROUP SKETCHING

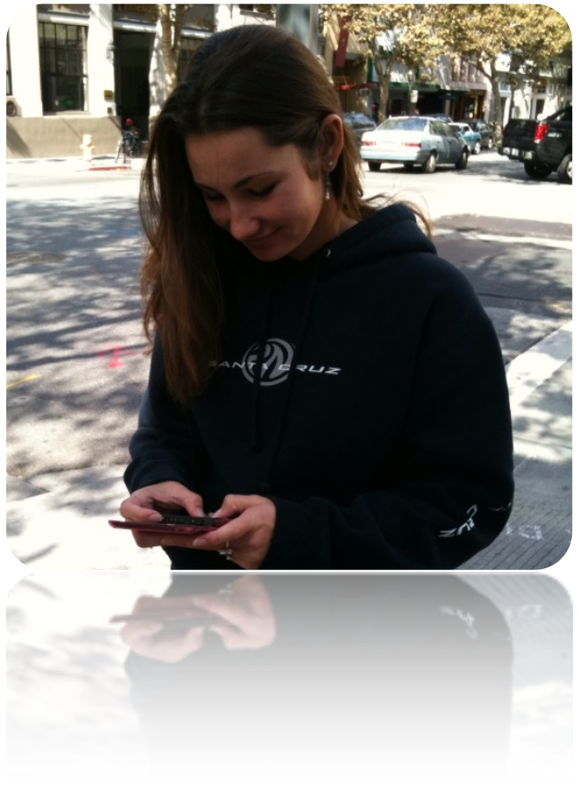
- ★ After lunch is a good time to encourage collaboration
- ★ Collaboration is natural for teens
- ★ Being in the information flow is their first priority
- ★ Schools want to use technology, but only if it makes life easier for them
- ★ Technology is a central component of teen social life

SPECIFIC INSIGHTS

DOME

PUBLIC

PRIVATE



EXPANDING INITIAL IDEA & LEVERAGING EXISTING INFRASTRUCTURES

Leverage ubiquitous computing, interactive surfaces, and novel input/output devices to promote student engagement and creative collaboration

FINAL THESIS/ PROPOSAL

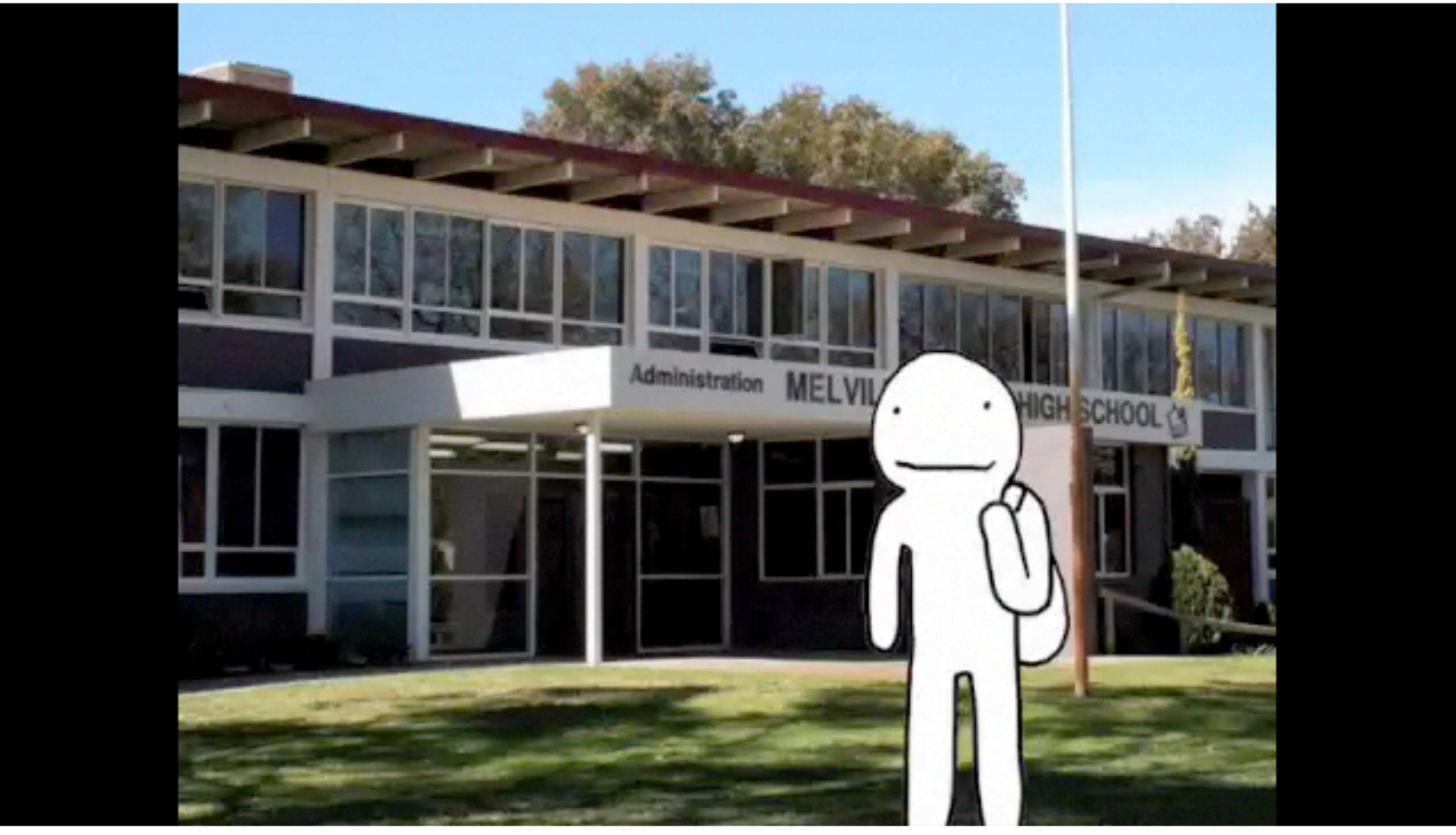
DIGIWALL

DIGIPEN

DIGIPAD

INTRODUCING OUR CORE TECHNOLOGIES

INTERACTIVE SURFACE TECHNOLOGIES WITH POTENTIAL


Administration
SCHOOL

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SPECIAL THANKS TO ALISON WONG

THANK YOU FOR YOUR ATTENTION!

QUESTIONS? COMMENTS?