

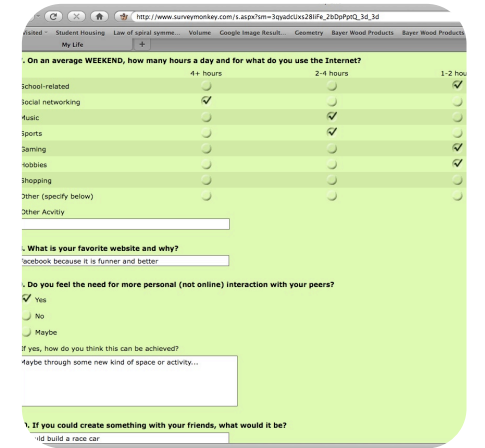
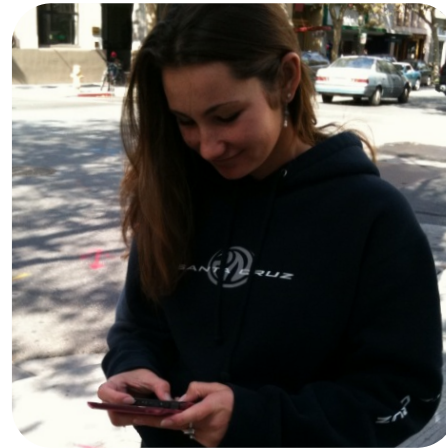


COLLAB!

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”

The screenshot shows a web browser window with a SurveyMonkey survey titled "My Life". The survey is displayed on a light green background. The browser's address bar shows the URL: http://www.surveymonkey.com/s.aspx?sm=3qyadCUs28lFe_2bDpPrtQ_3d_3d. The survey questions are as follows:

*** 7. On an average WEEKEND, how many hours a day and for what do you use the Internet?**

	4+ hours	2-4 hours	1-2 hours	None
School-related	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Social networking	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Music	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sports	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gaming	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Hobbies	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Shopping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Other (specify below)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Other Activity	<input type="text"/>			

*** 8. What is your favorite website and why?**

*** 9. Do you feel the need for more personal (not online) interaction with your peers?**

☒ Yes
☐ No
☐ Maybe

If yes, how do you think this can be achieved?

*** 10. If you could create something with your friends, what would it be?**

INSIGHTS FROM ETHNOGRAPHIC RESEARCH SURVEY

HMW...

Help teens communicate
personal interests

Connect two or more
people of similar interests

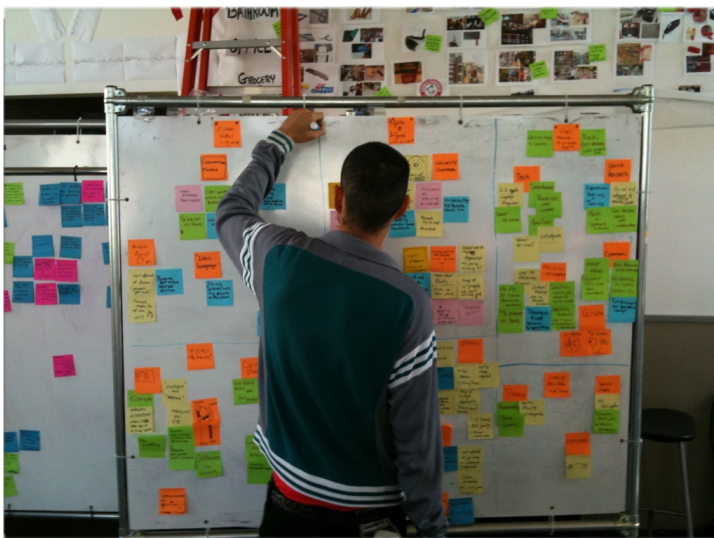
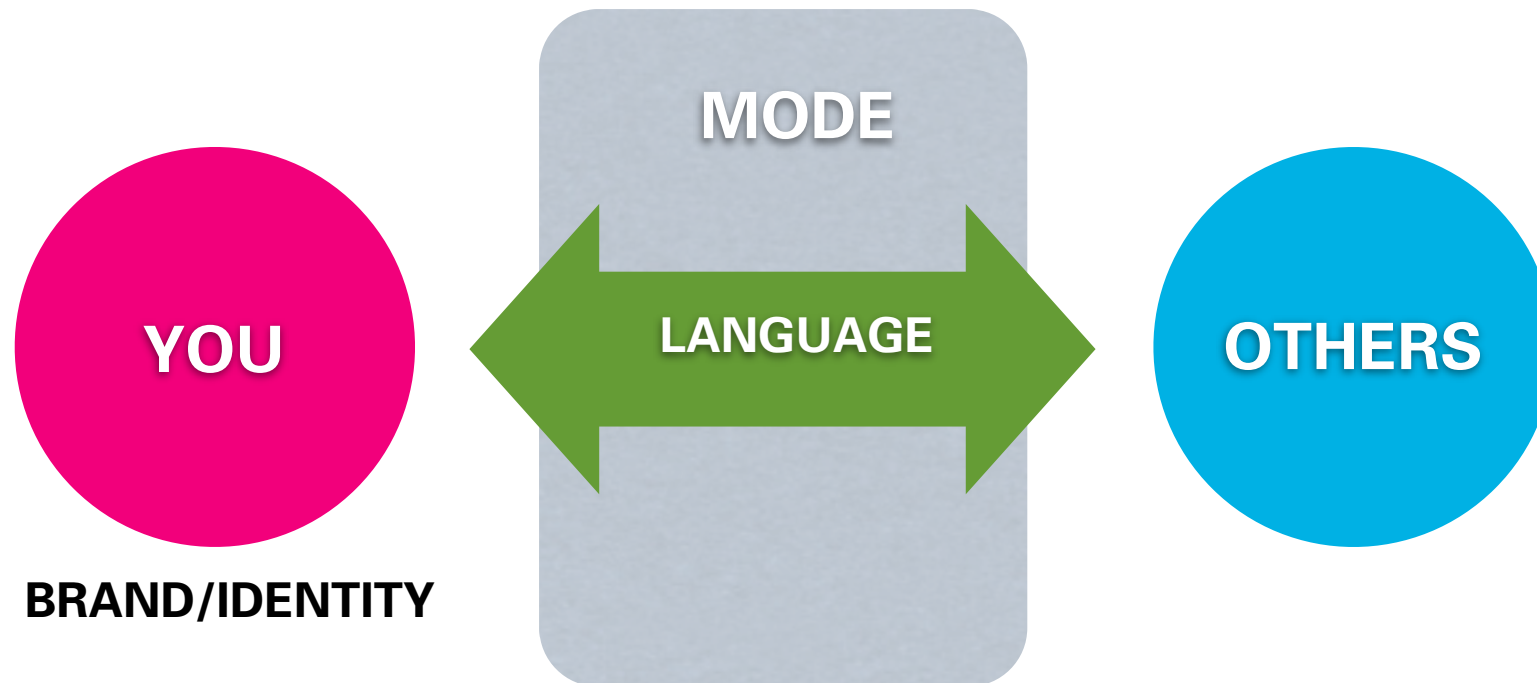
Enable co-creation

Strengthen and promote
positive relationships



**PRELIMINARY
“HOW MIGHT WE”
STATEMENTS**

**TECHNOLOGY HELPS YOU BUILD
RELATIONSHIPS WITH OTHERS**



**SYNTHESIS &
PRELIMINARY
FRAMEWORK**

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

INTERIM THESIS

THE LITERATE LONGTIME HOOK TO BE A MORE FACE TO FACE TIME WHICH BUILDS HEALTHIER RELATIONSHIPS



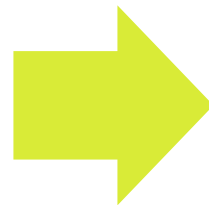
IDEATION &
GROUP SKETCHING

- ★ 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

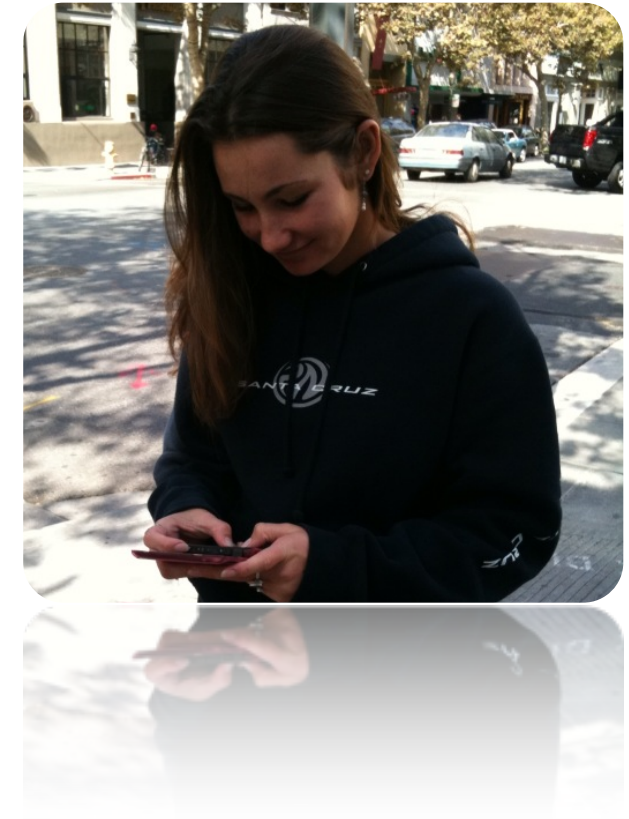
DOME



PUBLIC



PRIVATE



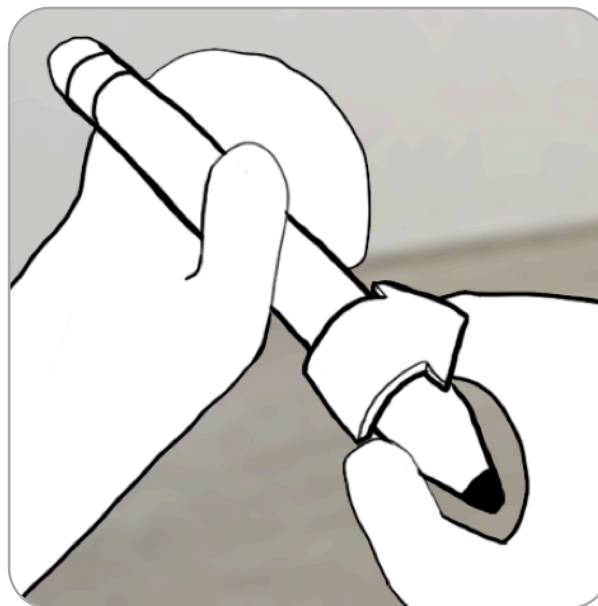
**EXPANDING INITIAL
IDEA & LEVERAGING
EXISTING
INFRASTRUCTURES**

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

**FINAL THESIS/
PROPOSAL**



DIGIWALL



DIGIPEN

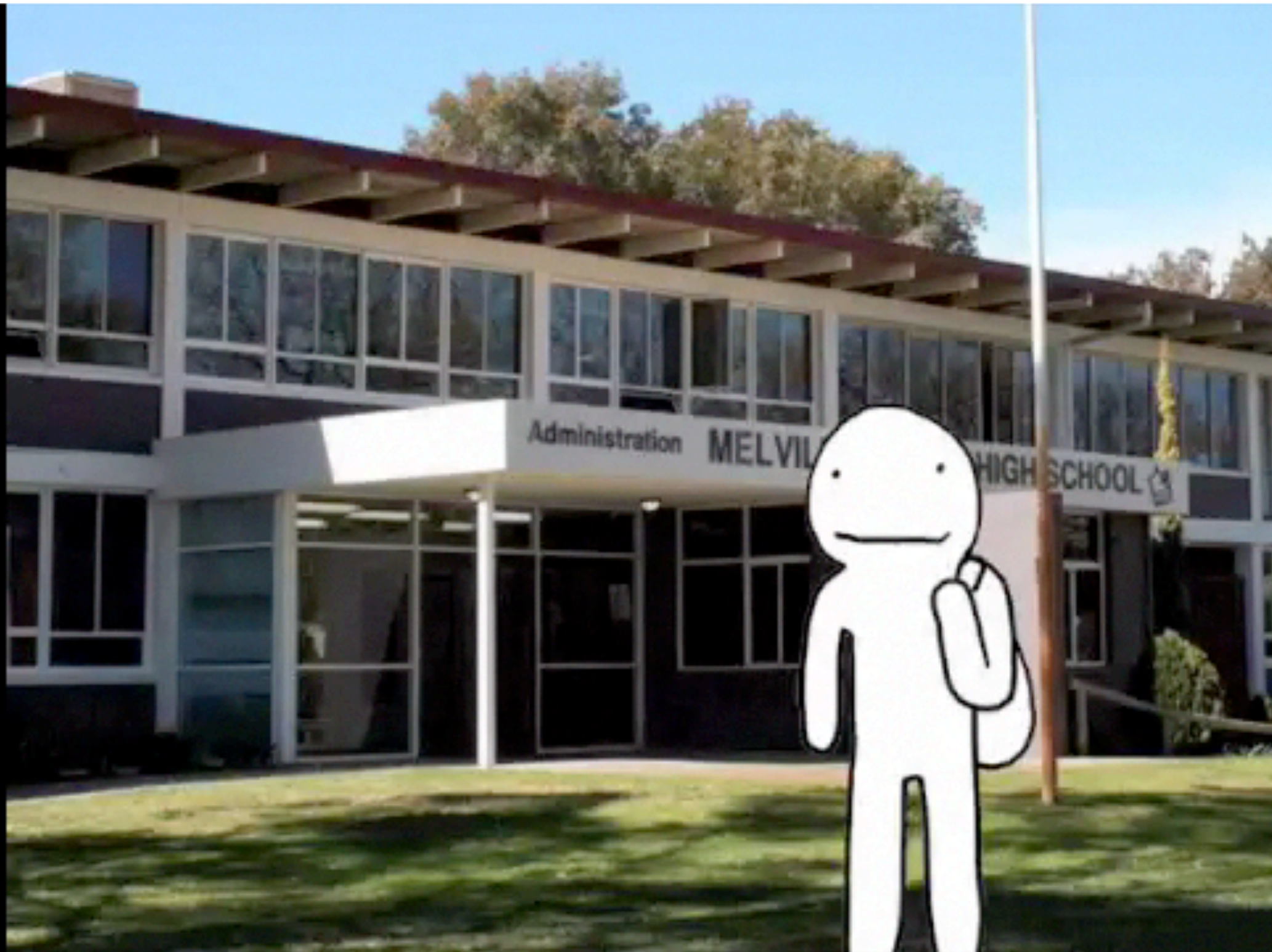


DIGIPAD

INTRODUCING OUR CORE TECHNOLOGIES



INTERACTIVE SURFACE TECHNOLOGIES WITH POTENTIAL





Purin Phanichphant
Christin Staubo
Michael Turri

**SPECIAL THANKS TO
ALISON WONG**

**THANK YOU FOR
YOUR ATTENTION!**

QUESTIONS? COMMENTS?