

[the gigabit connection]

STAGE ONE:
DEFINITION

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public housing
home
community
Context
cafe
airplane
public
office
workspace

gps
virtual reality
games
Technologies
band width
personalization
bio scan
communication
wireless
mobile phone
pc
rfid
wearable

Users
low income
nomadic
workers
single working parent
children
family
adult

INITIAL RESEARCH BRAINSTORMING TOPICS

Our initial brainstorming session produced a cloud of ideas outlined by three categories. We then began to focus on those themes the group found most interesting.

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How can pervasive computing fulfill enable family connections?

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PROJECT DESCRIPTION

family CONSISTS OF

people WHO SHARE **values**

AND ENGAGE IN **activities**

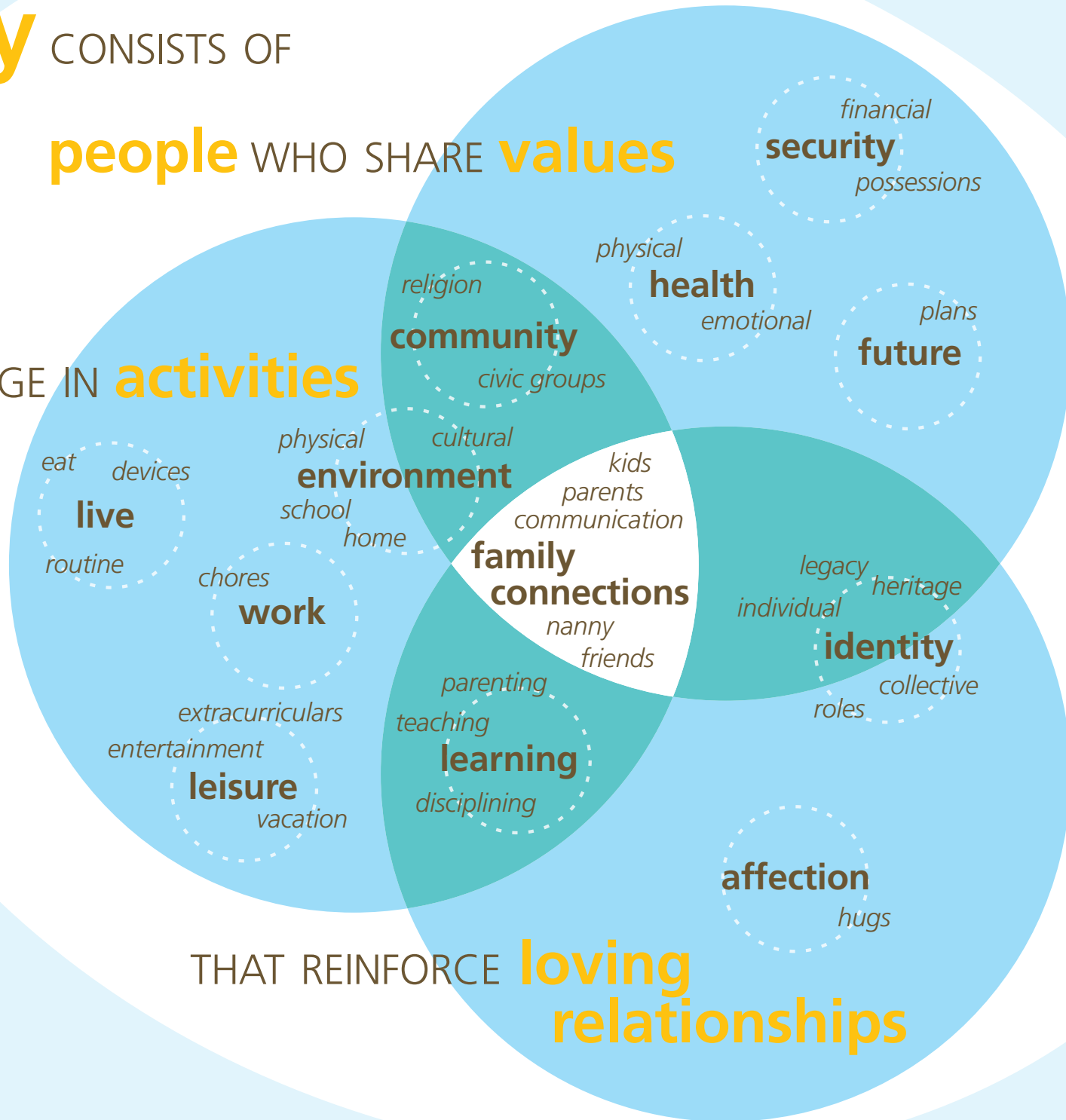
THAT REINFORCE **loving**
relationships

family CONSISTS OF

people WHO SHARE **values**

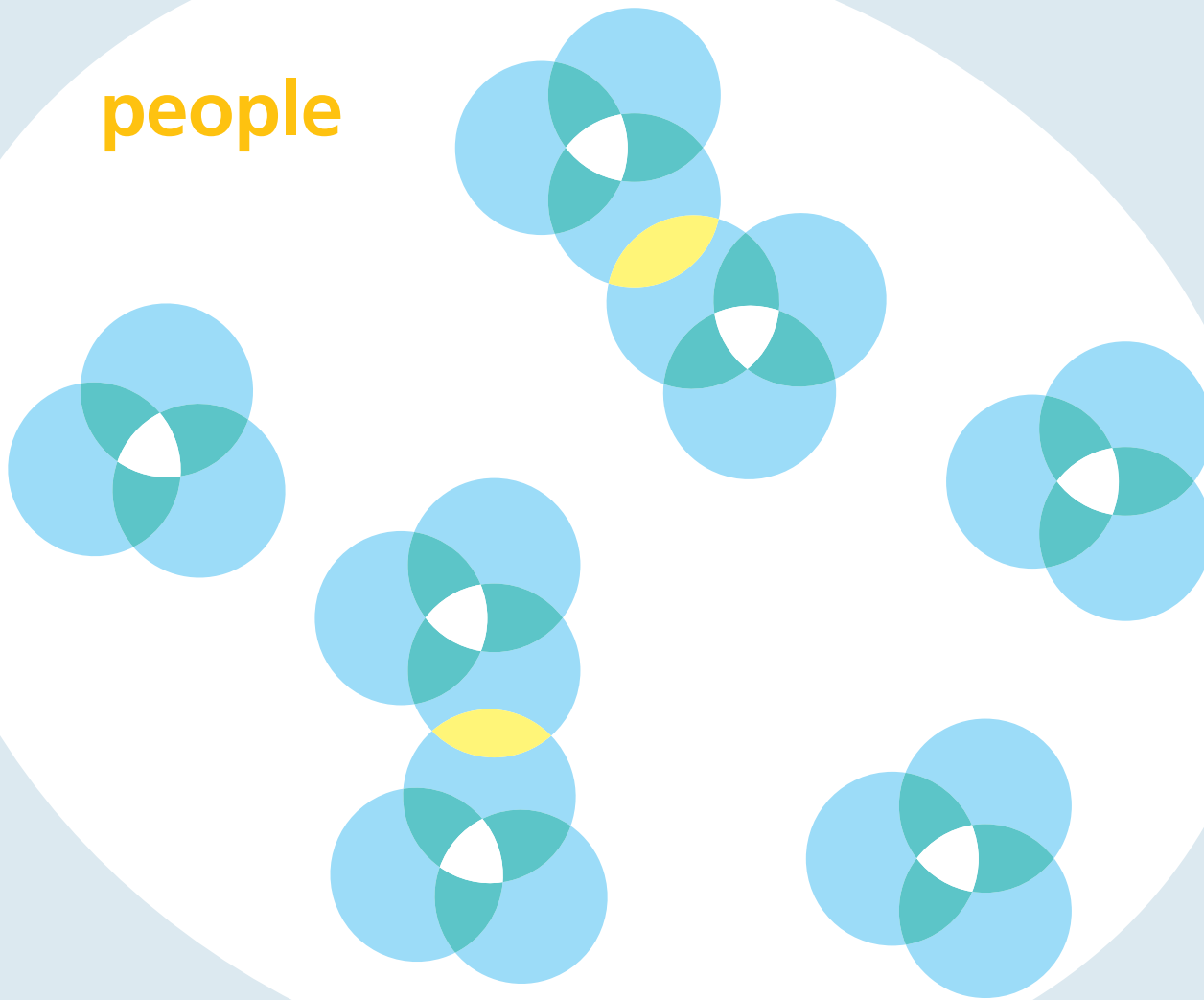
AND ENGAGE IN **activities**

THAT REINFORCE **loving relationships**



people

**pervasive
computing
environment**



- When/where are family members estranged?
- How do they currently connect and with what methods and technologies?
- What creates distance?
- How does technology currently support connection?
- What acts as a barrier?
- Current research in the field?
- What information do they need depending on locations?
- What activities do they do for fun and entertainment
- What types of relationships are within the family?

INITIAL QUESTIONS