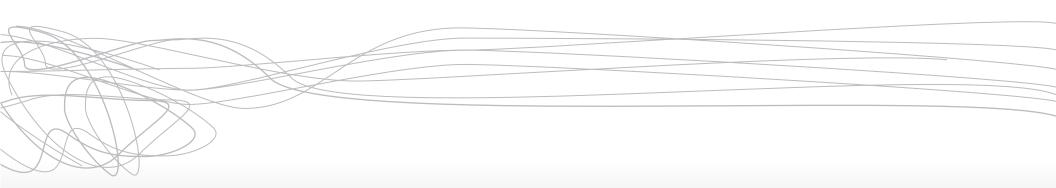
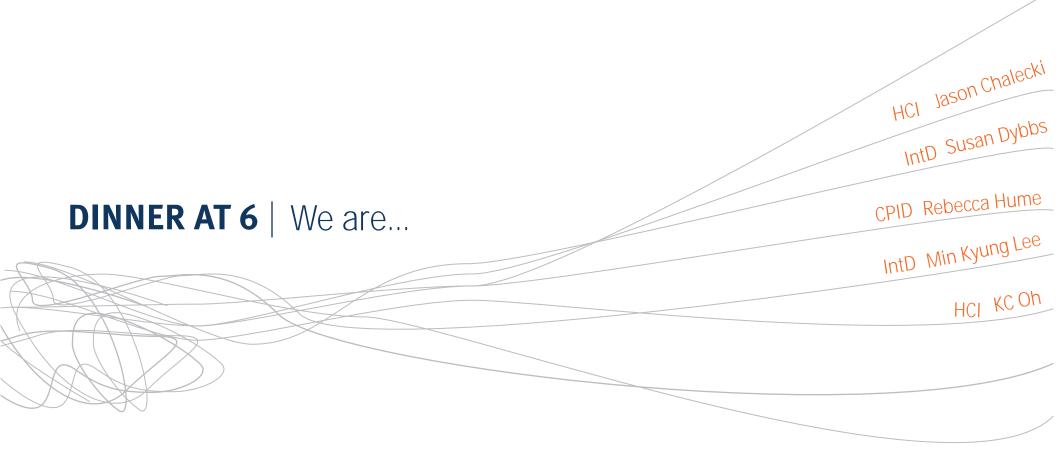
### **DINNER AT 6**

Jason Chalecki Susan Dybbs Rebecca Hume Min Kyung Lee KC Oh Gigabit Connection Graduate Studio II Spring 2006

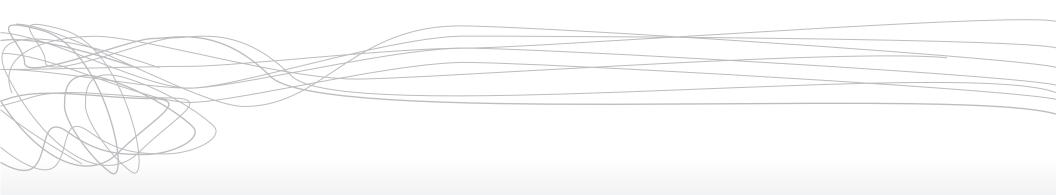






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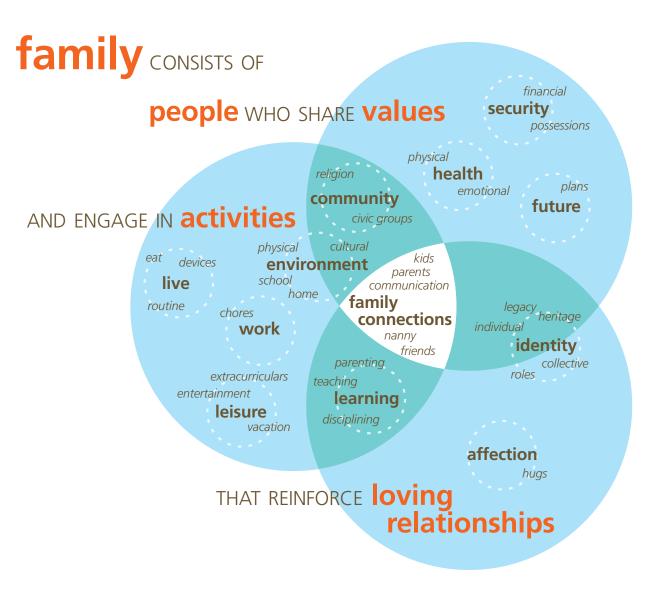
project definition territory map target audience



# How can pervasive computing enhance family connections

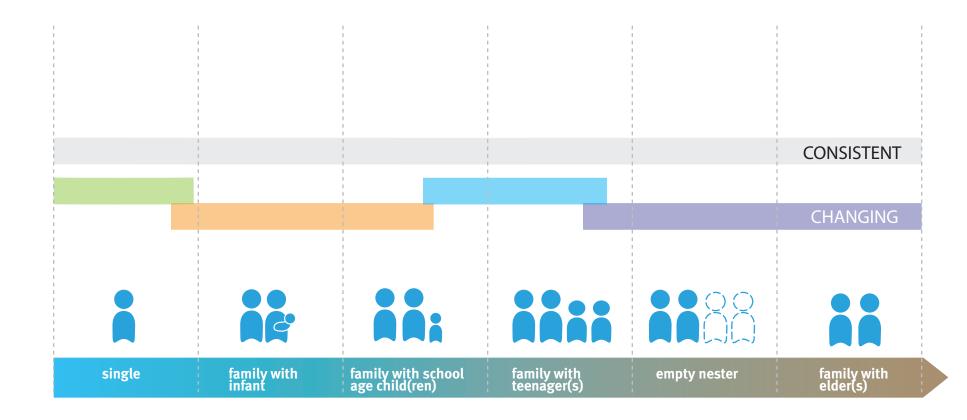


In initial team discussions, we found we were all interested in exploring family connections.





After several brainstorming sessions, we settled on a definition of family and created a map of areas to explore through research.

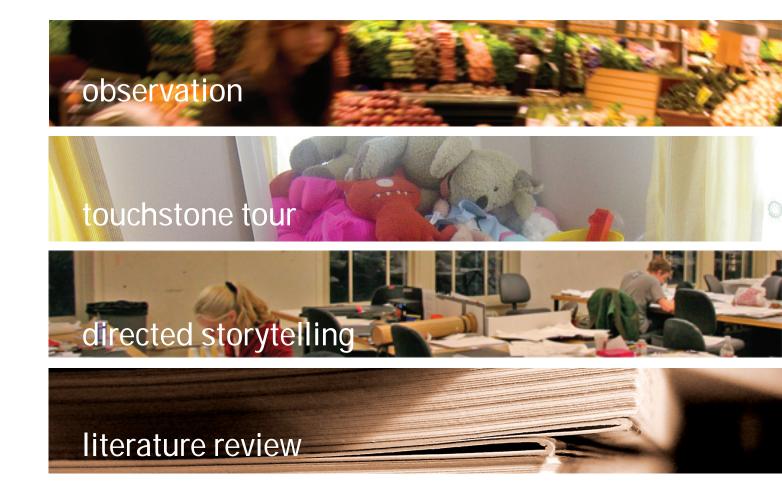


## **TARGET AUDIENCE**FAMILY LIFECYCLE

We set out to look at the whole family lifecycle in order to discover what changes and what remains the same throughout the family's evolution.

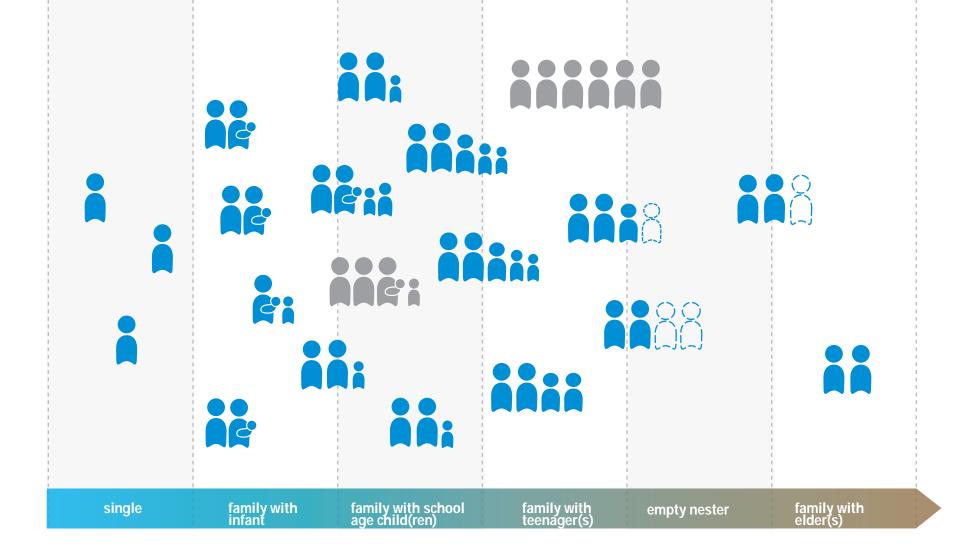
### • • • • • RESEARCH

overview of methods research target observation directed storytelling touchstone tour



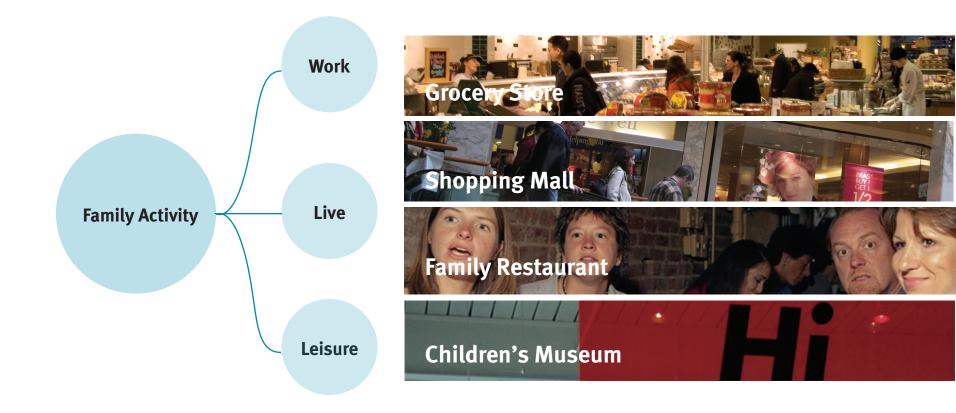


We employed a variety of methods in order to understand what families and family members say, make, and do.



RESEARCH TARGET FAMILY PARTICIPANTS

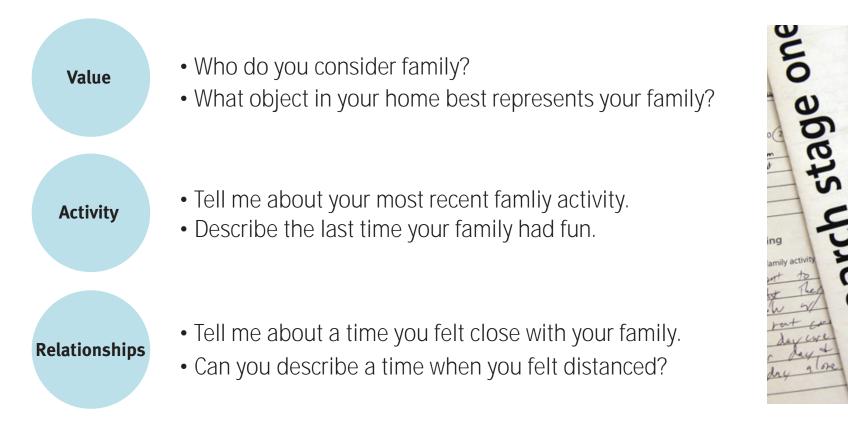
We looked at 21 families at varying stages across the family life cycle. Analogous situations were examined to counterpoint primary research.



" What do families do? "



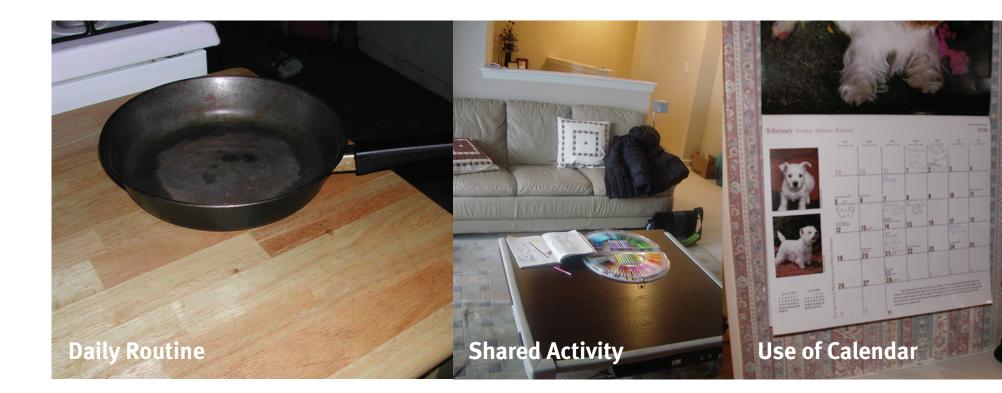
We observed families in diverse situations where they take part in different activities.



"How do people describe their family connections?"

#### DIRECTED STORYTELLING WHAT FAMILIES SAY

We conducted directed storytelling interviews to discover what people think and feel about their families.



"What things are important to families"

#### TOUCHSTONE TOUR WHAT FAMILIES MAKE

We asked family members to take us on a tour of their home, pointing out important objects and how they are used.

### • • • • • RESEARCH FINDINGS

data

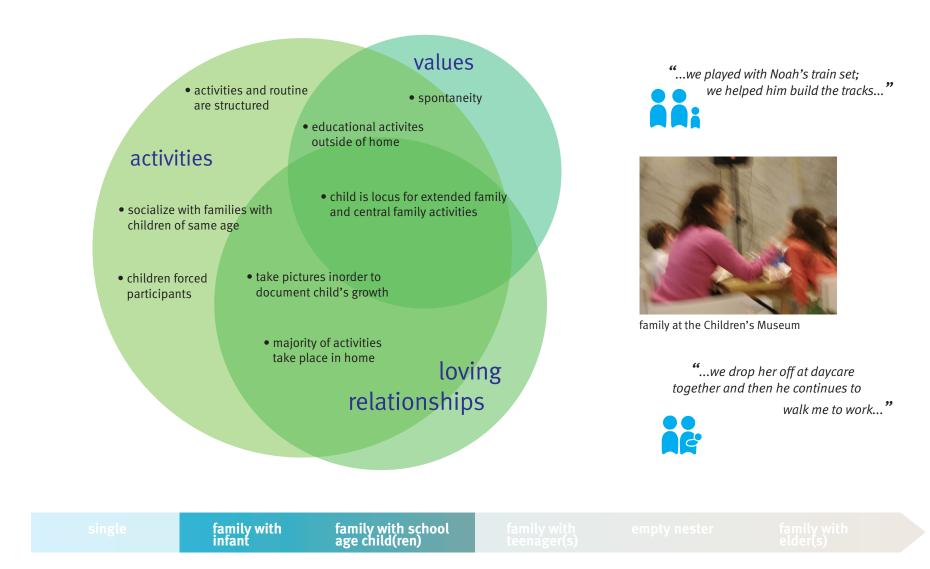
research insights family stages findings emerging themes



single family with family with school family with empty nester family with elder(s)
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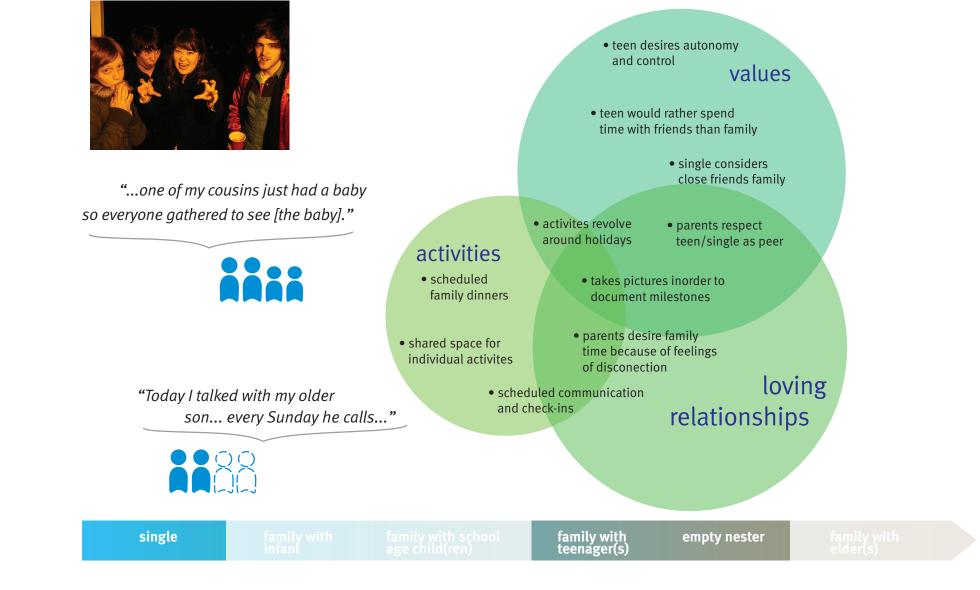
#### RESEARCH INSIGHTS GATHERED INFORMATION

We compiled and distilled the data, pulling out key insights.



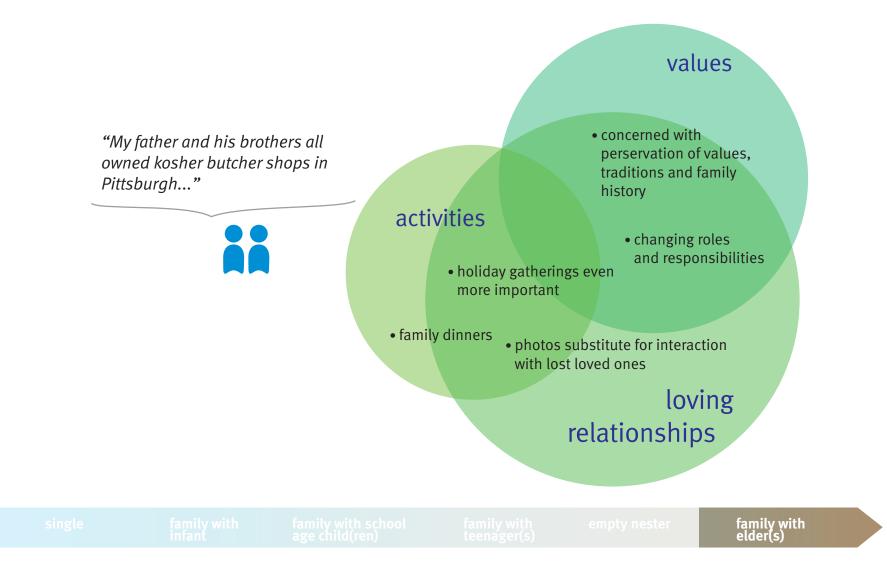
#### **INITIAL FINDINGS** EARLY STAGE OF FAMILY

In the early stages of family life, shared activities predominate and revolve around the child. Photos are taken frequently, and parents often feel tired.



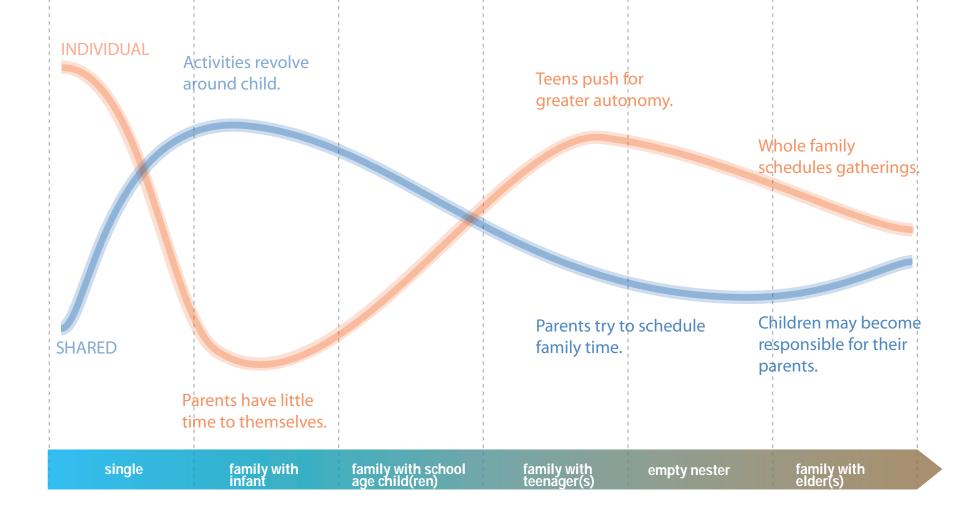
#### **INITIAL FINDINGS** MIDDLE STAGE OF FAMILY

The middle stage of family life is marked by diverging interests and an increased need to schedule shared activities and communication.



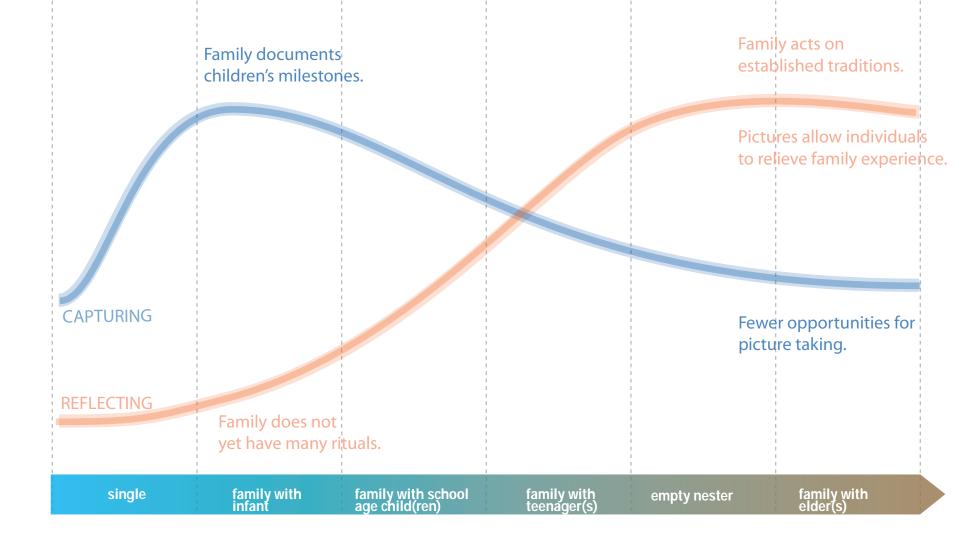
#### **INITIAL FINDINGS** LATER STAGE OF FAMILY

As families grow older, children take on increased responsibilities. Relationships are reinforced through family gatherings, traditions, and cherished mementos.



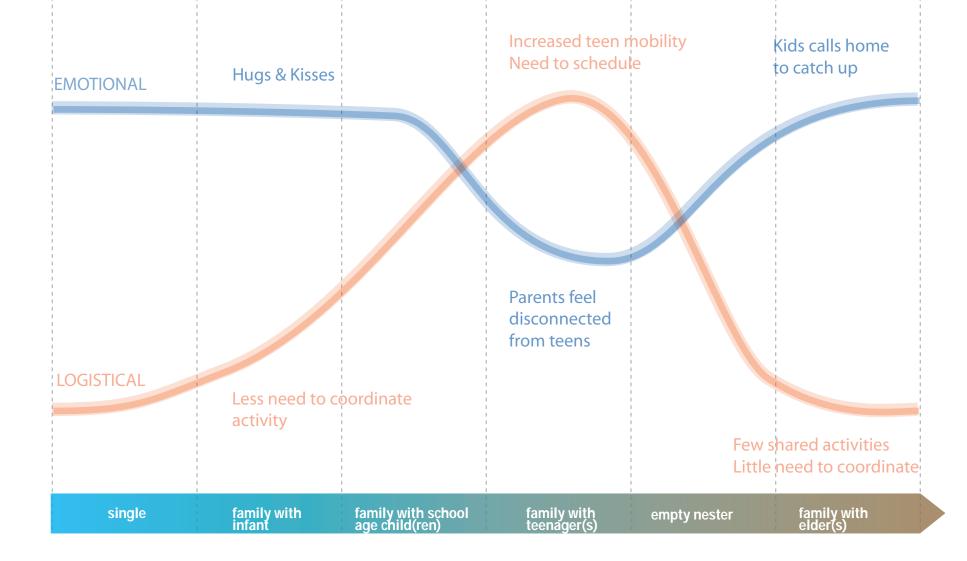
#### FAMILY ACTIVITIES SHARED vs. INDIVIDUAL

Frequency of individual and shared activity shifts through the stages of family life. When a baby arrives, individual activity drops drastically; by the time children reach their teens, individual activity surpasses family time. In later stages, shared activity again becomes increasingly important.



#### PHOTOS & MEMENTOS CAPTURING vs. REFLECTING

Over time, family focus shifts away from creating traditions and capturing moments. Created artifacts are prized in later stages for their power to evoke past experiences.



#### **COMMUNICATION** EMOTIONAL vs. LOGISTICAL

Family communication takes many forms.

## **DESIGN IMPLICATIONS**

needs & opportunities opportunity map competitive landscape technology map next steps

Individual & Family Identity	Foster healthy balance between <b>family and individual identity</b> Maintain <b>sense of family</b> while <b>respecting individual interests</b> Allow for <b>individual</b> and <b>collective creativity</b> Facilitate <b>compromise</b>
Motivation For Activity	Increase <b>desire to participate</b> <b>Promote togetherness</b> for its own sake Support <b>connection</b> through active or passive <b>involvement</b> <b>Engage</b> and <b>be enjoyable</b> for all Strengthen family bonds through <b>active making</b> Build <b>trust</b> by maintaing <b>comfortable levels of communication</b>
Spanning Distances	Promote <b>closeness across distances</b> (physical, emotional, generational) Allow for <b>collaboration across space and time</b> Support rich <b>rememberance of ancestors and lost loved ones</b>
Creating & Reliving Memories	Foster sense of family identity through <b>preservation and creation of traditions</b> Allow for the <b>spontaneous capture of memories</b> Enable the <b>reliving of emotion and experience</b> through artifacts
Overall	Facilitate changing needs as families grow
EDS & OPPORTUNITIES	om the needs and opportunities we identified, the four themes of

OVERALL THEMES

From the needs and opportunities we identified, the four themes of individual and family identity, motivation for activity, spanning distances, and creating and reliving memories emerged.

a. enable the reliving of emotion and experience through artifacts
b. engage and be enjoyable for all
c. increase desire to participate
d. facilitate changing needs as families grow
e. foster family identity through preservation and creation of traditions

f. allow for the spontaneous **capture of memories** 

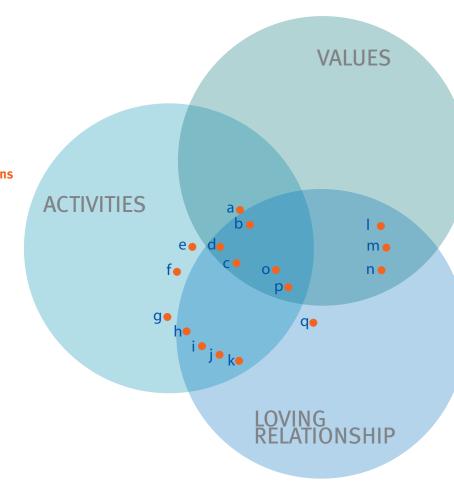
g. support connection through **active or passive involvement** 

h. enable **rich remembrance** of ancestors and lost loved ones

i. **promote togetherness** for its own sake

j. strengthen **family bonds through active making** 

k. allow for **collaboration** across space and over time



I. foster healthy balance between family and individual identity

m. **build trust** by maintaining comfortable levels of information sharing

n. **maintain sense of family** while respecting individual interests

o. allow for **individual and collective** creativity

p. **promote closeness** across distance: physical, emotional, and generational

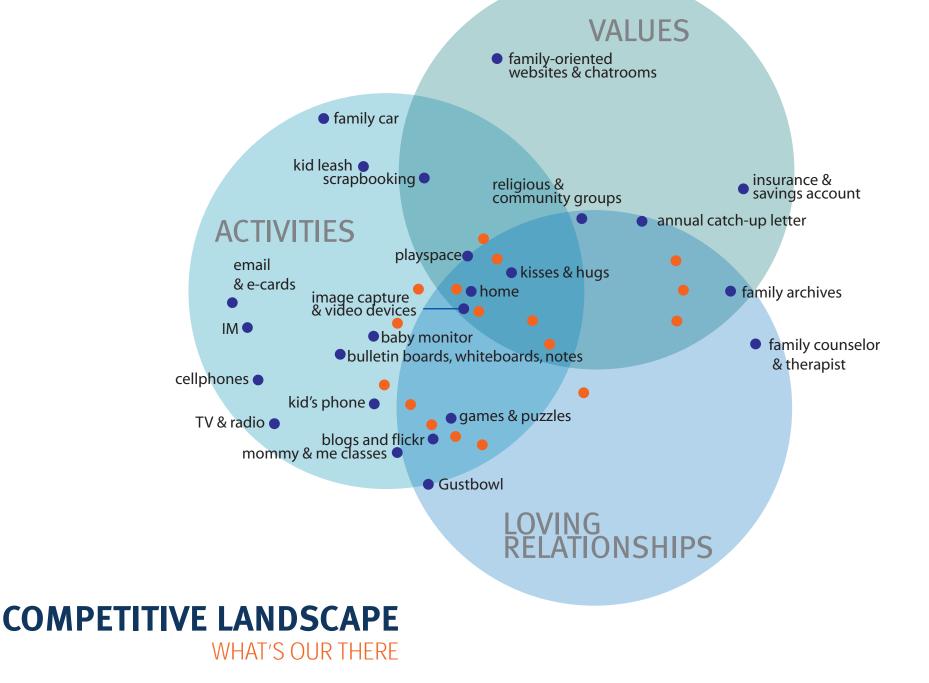
q. facilitate compromise

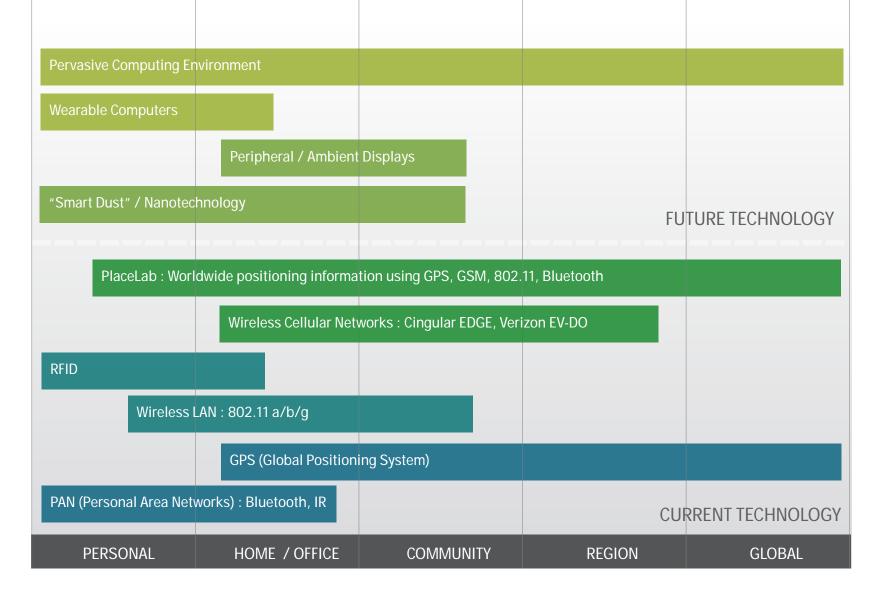
*<sup>•</sup>Our solution for enhancing family connections might...* 

## **OPPORTUNITY MAP**

ROOM FOR IMPROVEMENT

66





TECHNOLOGY MAP WHAT IS POSSIBLE

We researched current and potential technologies, and mapped them according to the physical spaces they exist in and effect.

Our solution will use

## non-verbal communication to allow family members to express real-time emotion and create enduring memories.

The solution will

provide for enhanced expression and awareness of emotions and activities of individual family members

add emotive and memory-based dimension to the home and surrounding environment

**Create** a platform for fun, shared activity, even across distance

#### MISSION STATEMENT THE BIG IDEA

#### **Enhanced Family Awareness**



Elizabeth has not heard from her son Brad in a week. He missed their normally scheduled Sunday night phone call. She's not too worried, though; she sees he's just stressed out. It must be finals time she thinks. Elizabeth sends Brad a sign of her affection and support to help him through the tough part of the semester.

#### Fun Collective Activity



Bobby arrives home from school, throws down his backpack, and heads to his room to play some video games. On his way, he sees that mom has left a kiss for him; she'll see him at dinner. After dinner, they spend some time together, sifting through last fall's little league memories and laughing as they make new ones.

#### **Emotive Environment Augmentation**



After her weekly bridge game, Sylvia realizes that her daughter, Michelle, and son in-law, Tom, have made an update. Sylvia and her husband. Fred, sit down after dinner to see the new additions. "Looks like little Adam is going to be walking soon," chuckles Fred. Remembering Michelle's first wobbling steps, they are able to share the pride and excitement while reminding their daughter of her own childhood experiences as well.



Our solution has numerous implications for family life. These scenarios address the key areas and opportunities uncovered by our research.

## • NEXT STEPS

Validate identified needs Conduct participatory design session Generate concepts Create and develop scenarios of use





