



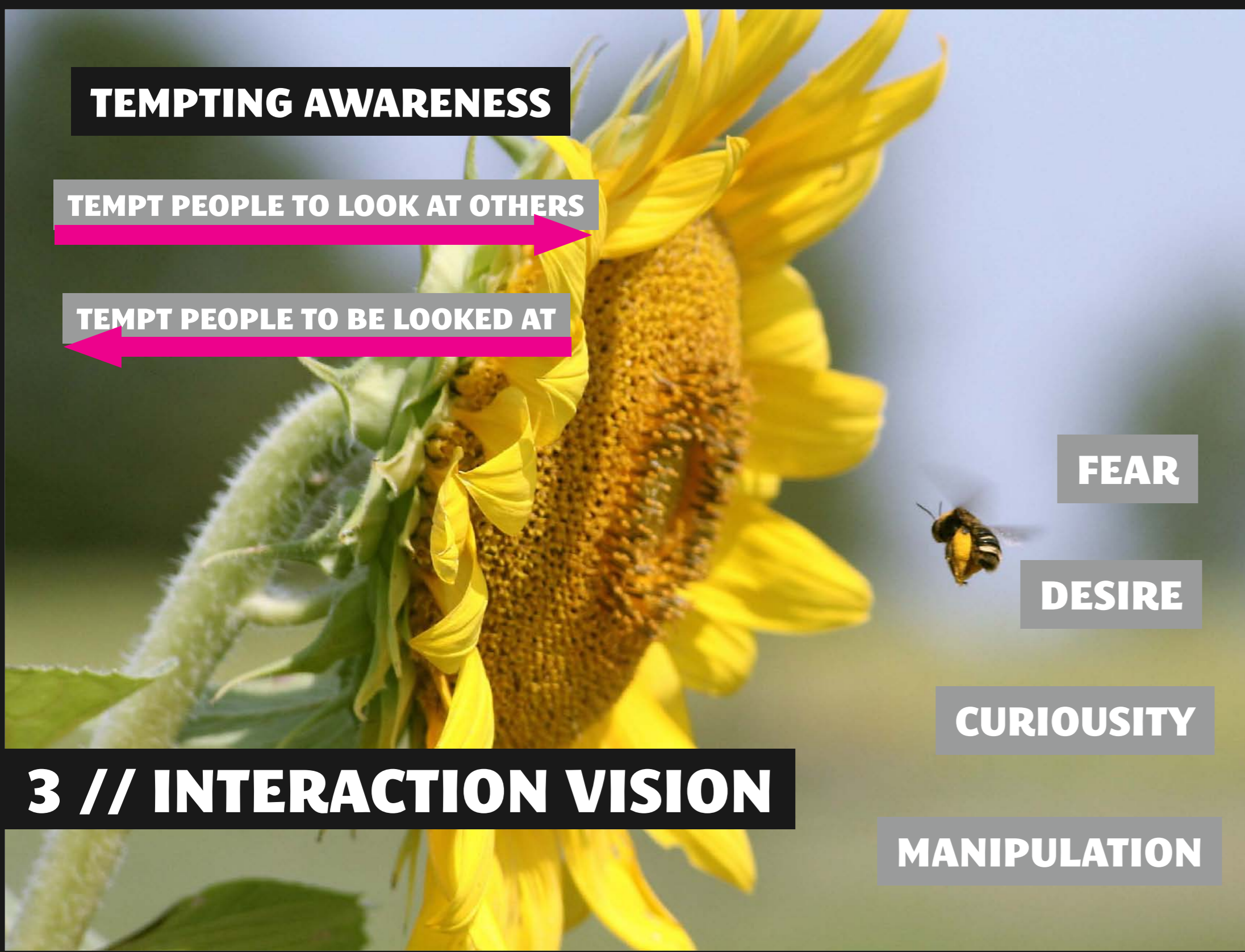
1 // SITUATION

PEOPLE WAITING ON THE PLATFORM FOR THEIR TRAIN ARE BORED ... LOOKING FOR DISTRACTIONS AND WHETHER THEIR TRAIN IS ALREADY ARRIVING.



GOAL // 2

PEOPLE ARE MORE AWARE OF THE PEOPLE AROUND THEM AND ESTABLISH CONTACT WITH THEM



TEMPTING AWARENESS

TEMPT PEOPLE TO LOOK AT OTHERS

TEMPT PEOPLE TO BE LOOKED AT

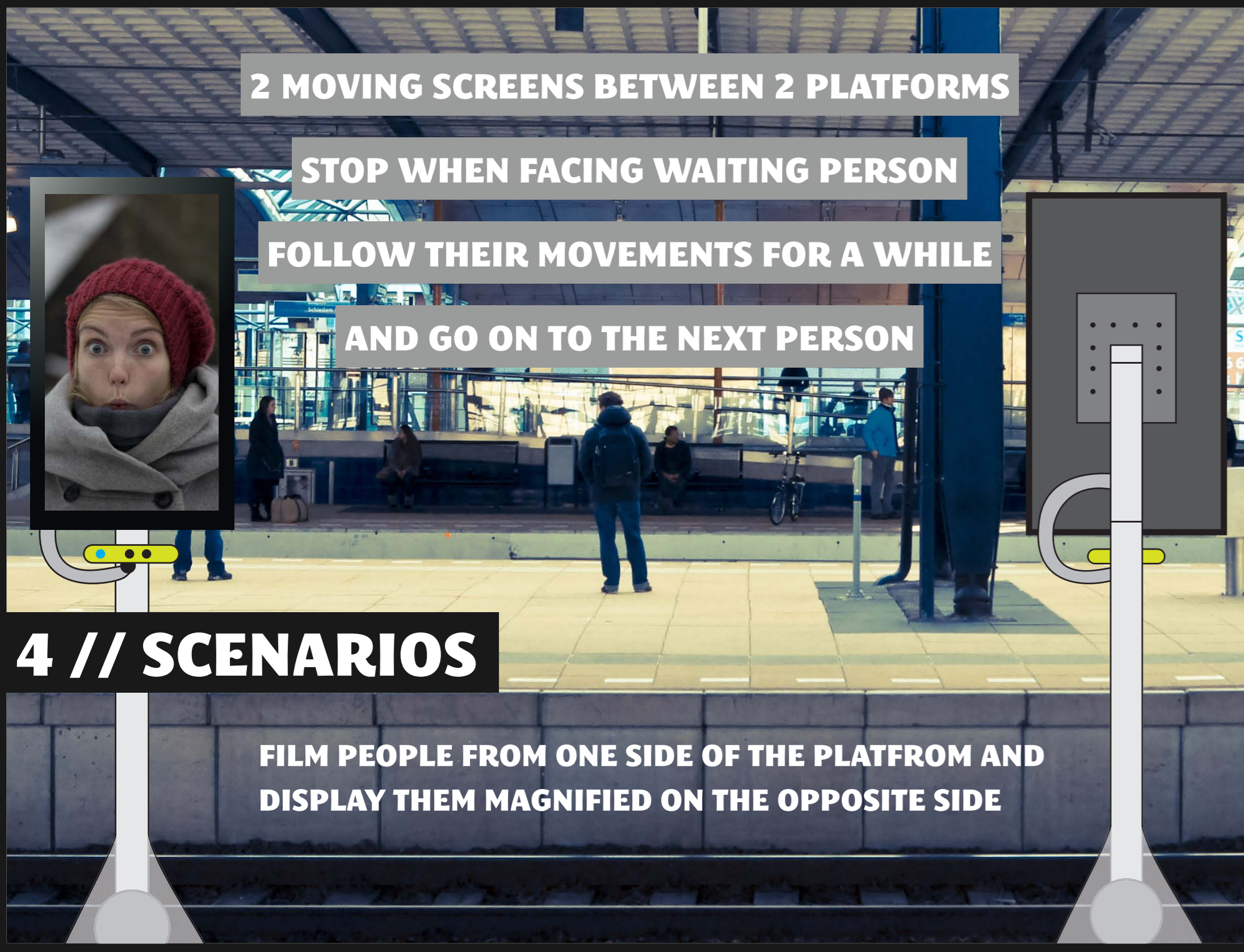
FEAR

DESIRE

CURIOSITY

MANIPULATION

3 // INTERACTION VISION



2 MOVING SCREENS BETWEEN 2 PLATFORMS

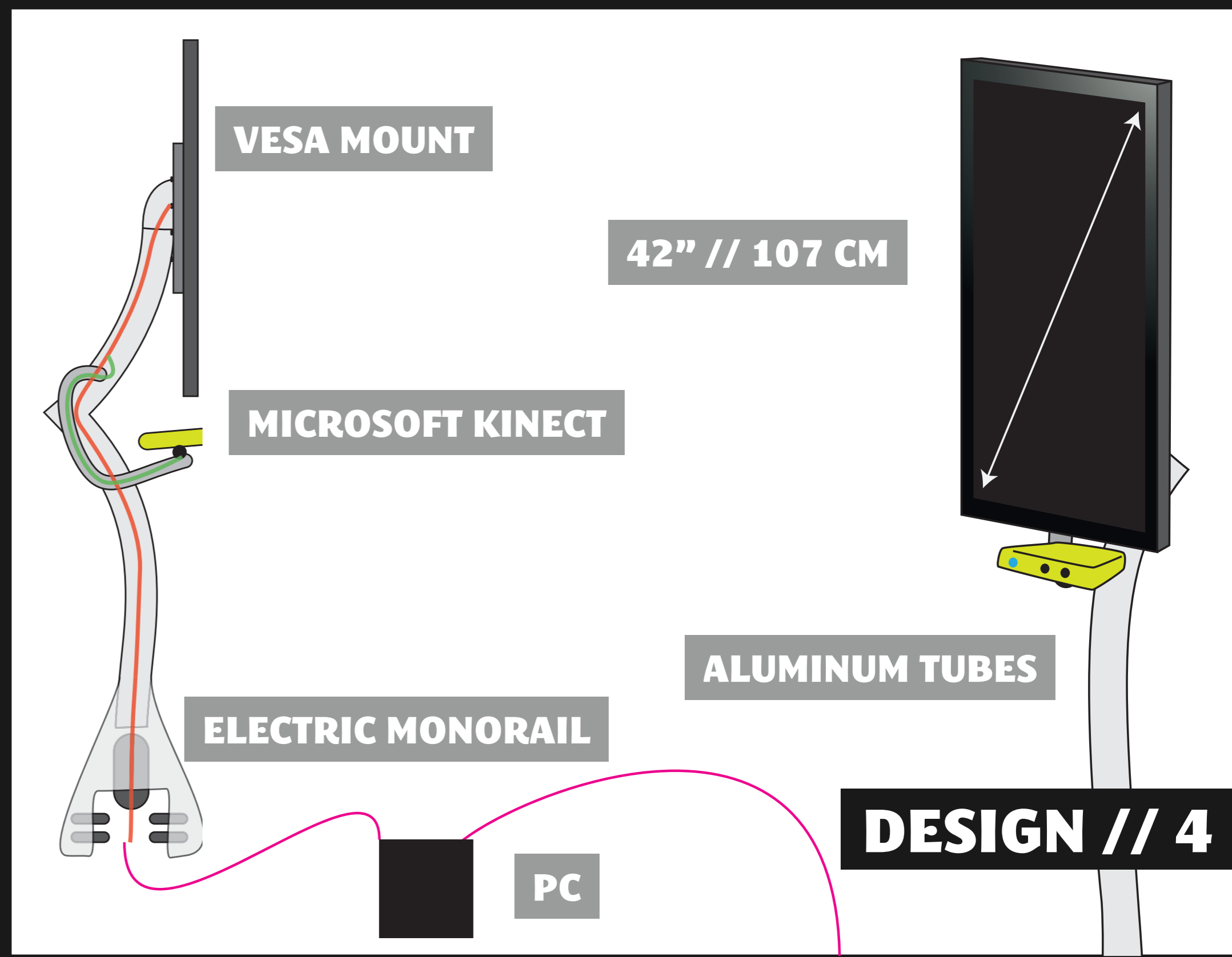
STOP WHEN FACING WAITING PERSON

FOLLOW THEIR MOVEMENTS FOR A WHILE

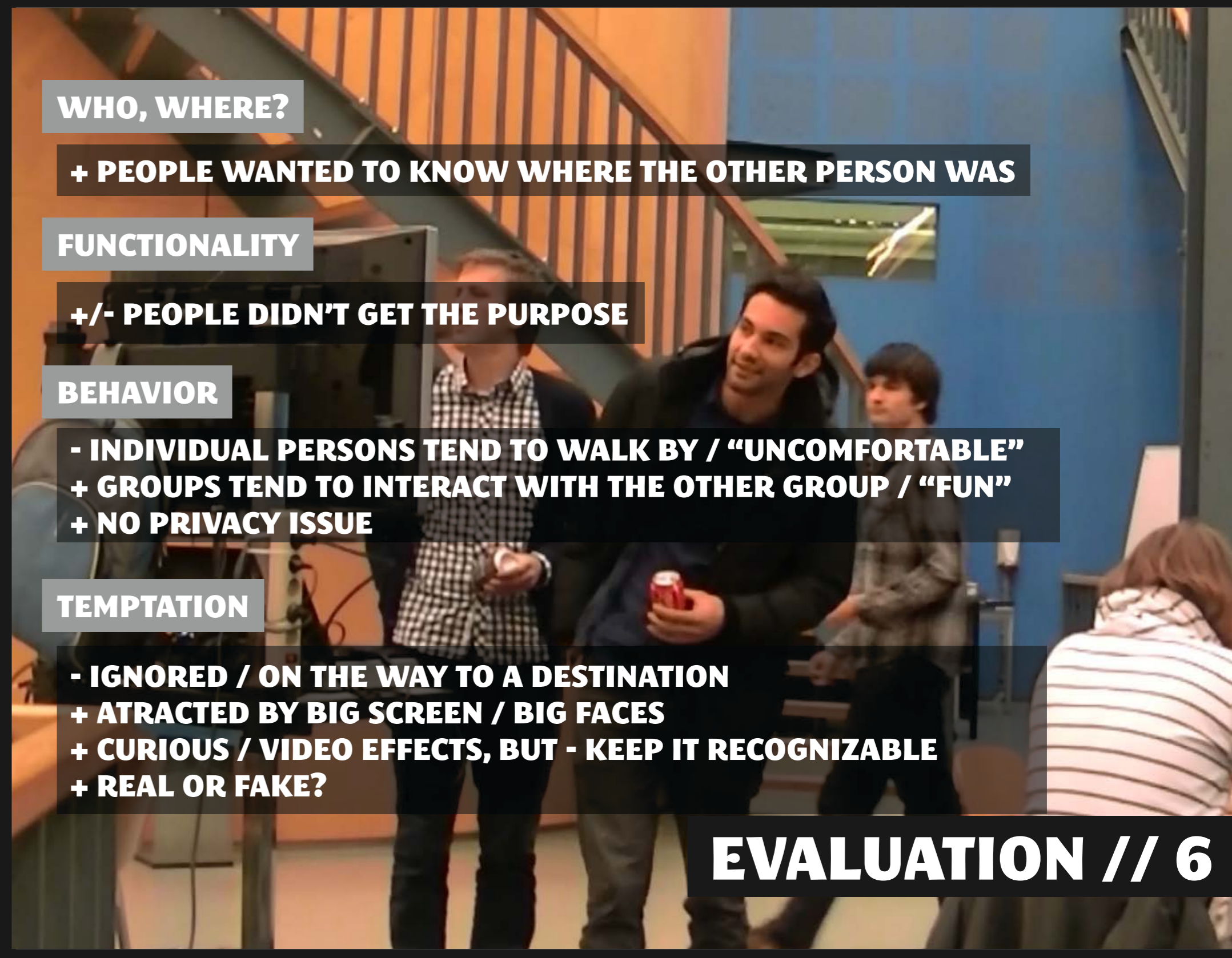
AND GO ON TO THE NEXT PERSON

4 // SCENARIOS

FILM PEOPLE FROM ONE SIDE OF THE PLATFORM AND DISPLAY THEM MAGNIFIED ON THE OPPOSITE SIDE



DESIGN // 4



WHO, WHERE?

+ PEOPLE WANTED TO KNOW WHERE THE OTHER PERSON WAS

FUNCTIONALITY

+/- PEOPLE DIDN'T GET THE PURPOSE

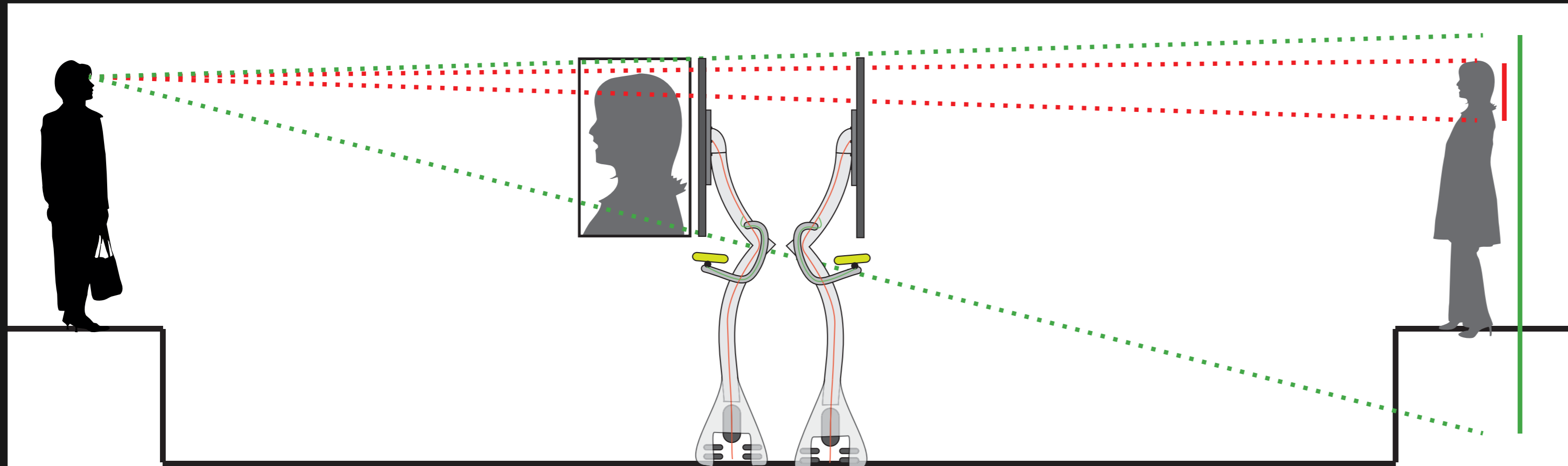
BEHAVIOR

- INDIVIDUAL PERSONS TEND TO WALK BY / "UNCOMFORTABLE"
+ GROUPS TEND TO INTERACT WITH THE OTHER GROUP / "FUN"
+ NO PRIVACY ISSUE

TEMPTATION

- IGNORED / ON THE WAY TO A DESTINATION
+ ATTRACTED BY BIG SCREEN / BIG FACES
+ CURIOUS / VIDEO EFFECTS, BUT - KEEP IT RECOGNIZABLE
+ REAL OR FAKE?

EVALUATION // 6



5 // 7X MAGNIFICATION

26-1-2012

EXPLORING INTERACTIONS

JAAP GERRITSEN