



SAVE THE LEAVES

FINAL REPORT

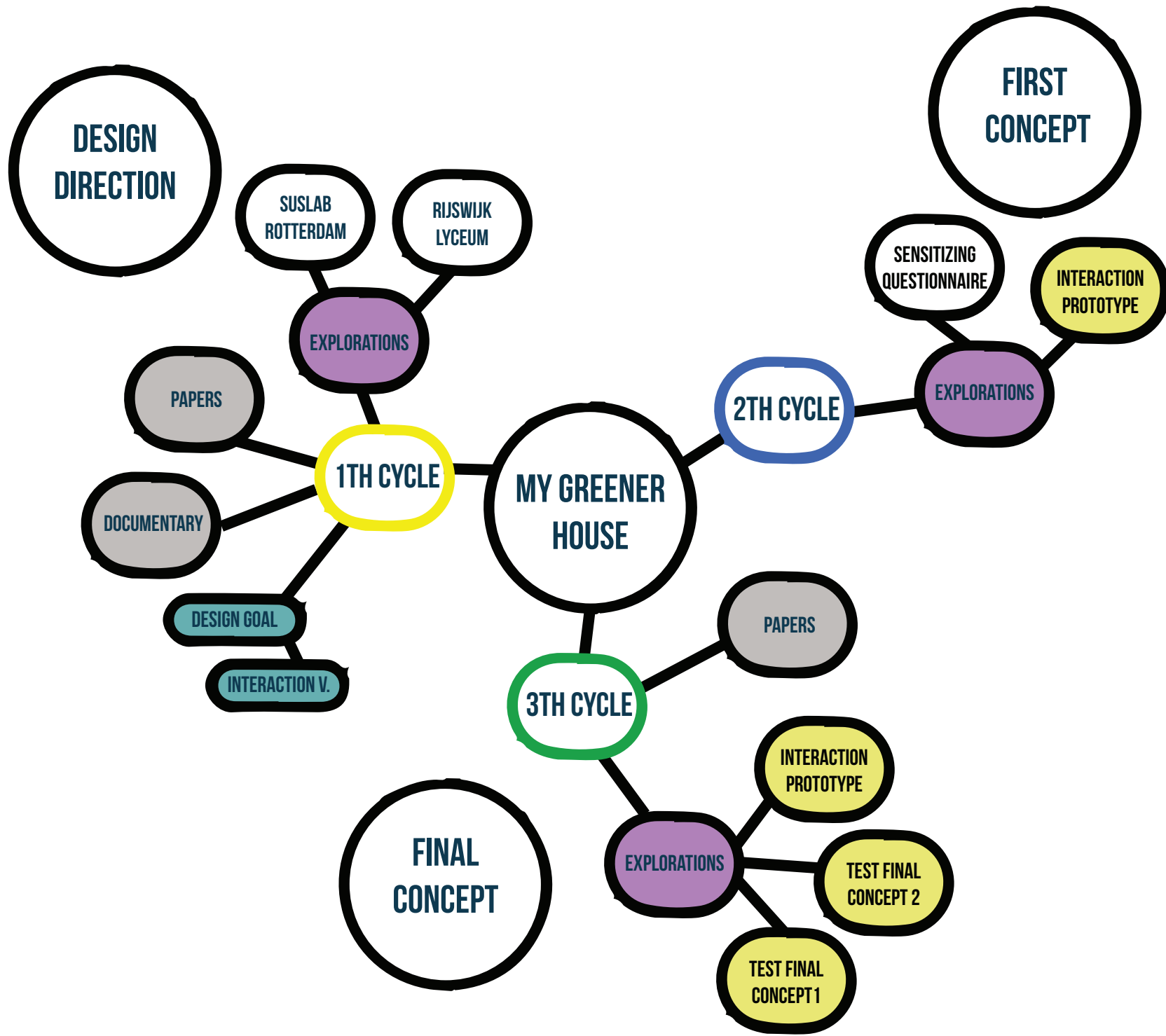
DANIELA PASSA 4271505

**“ MY DESIGN GOAL IS TO RAISE THE INTEREST
OF TEENAGERS ABOUT GREEN RENOVATION
AND MAKE THEM ENTHUSIASTIC ABOUT THE
TANGIBLE RESULTS ”**



INTERACTION VISION

**“ I WANT TEENAGERS FEEL AS EXCITED AS
THE FIRST TIME THEY WEAR 3D GLASSES ”**



DESIGN DIRECTION

SUSLAB ROTTERDAM

RIJSWIJK LYCEUM

EXPLORATIONS

PAPERS

1TH CYCLE

DOCUMENTARY

DESIGN GOAL

INTERACTION V.

MY GREENER HOUSE

2TH CYCLE

FIRST CONCEPT

SENSITIZING QUESTIONNAIRE

INTERACTION PROTOTYPE

EXPLORATIONS

PAPERS

3TH CYCLE

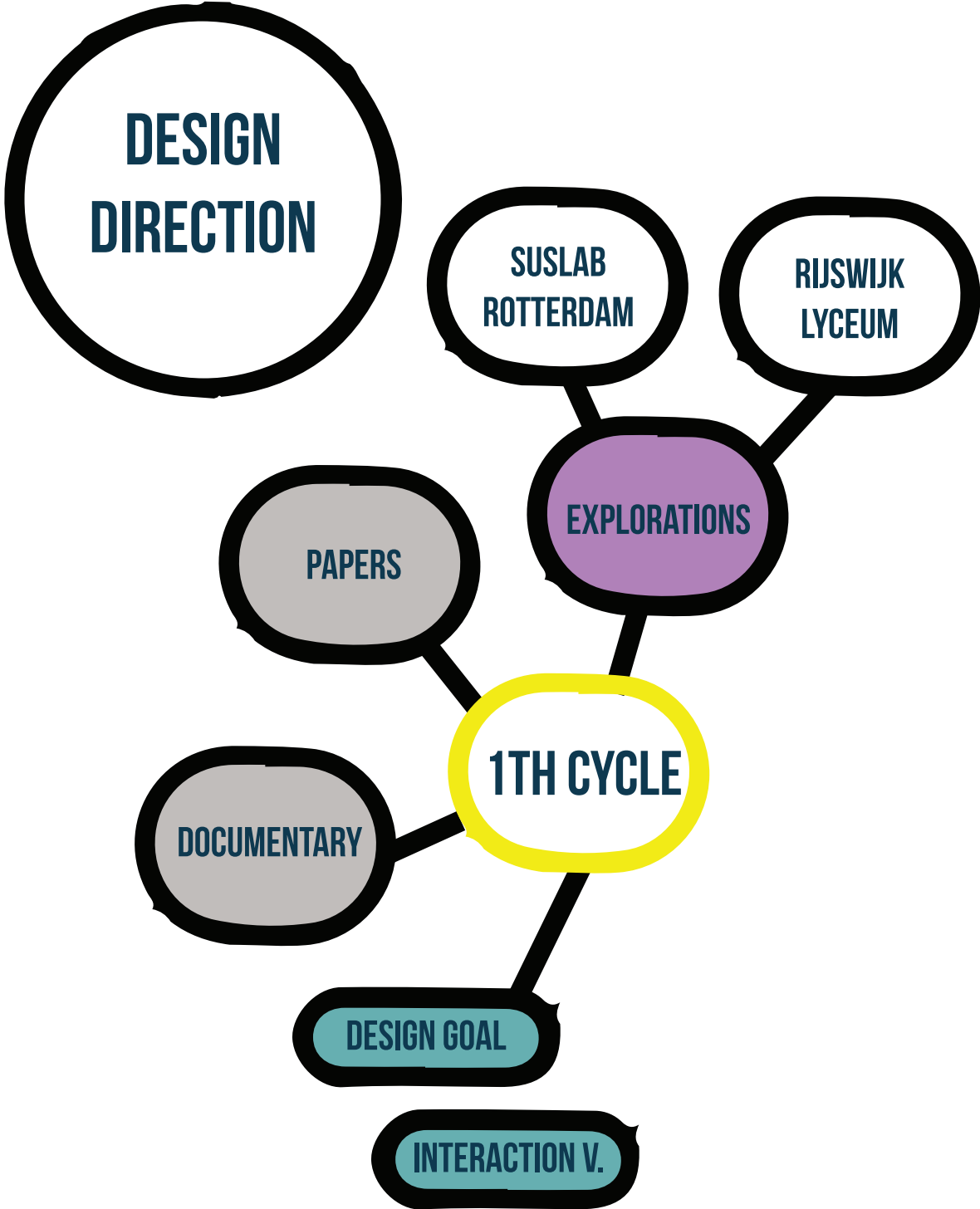
FINAL CONCEPT

EXPLORATIONS

INTERACTION PROTOTYPE

TEST FINAL CONCEPT 2

TEST FINAL CONCEPT 1



1TH EXPLORATION RIJSWIJK LYCEUM

2TH EXPLORATION SUSLAB PROJECT ROTTERDAM



KEY FINDINGS

- SUSTAINABILITY IS ASSOCIATED WITH INNOVATIVE AND TECHNOLOGICAL SOLUTIONS;**
- BETTER LESS INTRUSIVE WAYS OF CHANGING AND MONITORING INHABITANTS' BEHAVIOUR.**

DESIGN DIRECTION

DISCREET PRODUCT ABLE TO MONITOR THEM IN AN ENGAGING WAY.

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graph TD; A((FIRST CONCEPT)) --- B((EXPLORATIONS)); B --- C((SENSITIZING QUESTIONNAIRE)); B --- D((INTERACTION PROTOTYPE)); C --- E((2TH CYCLE)); D --- E;
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**FIRST
CONCEPT**

**SENSITIZING
QUESTIONNAIRE**

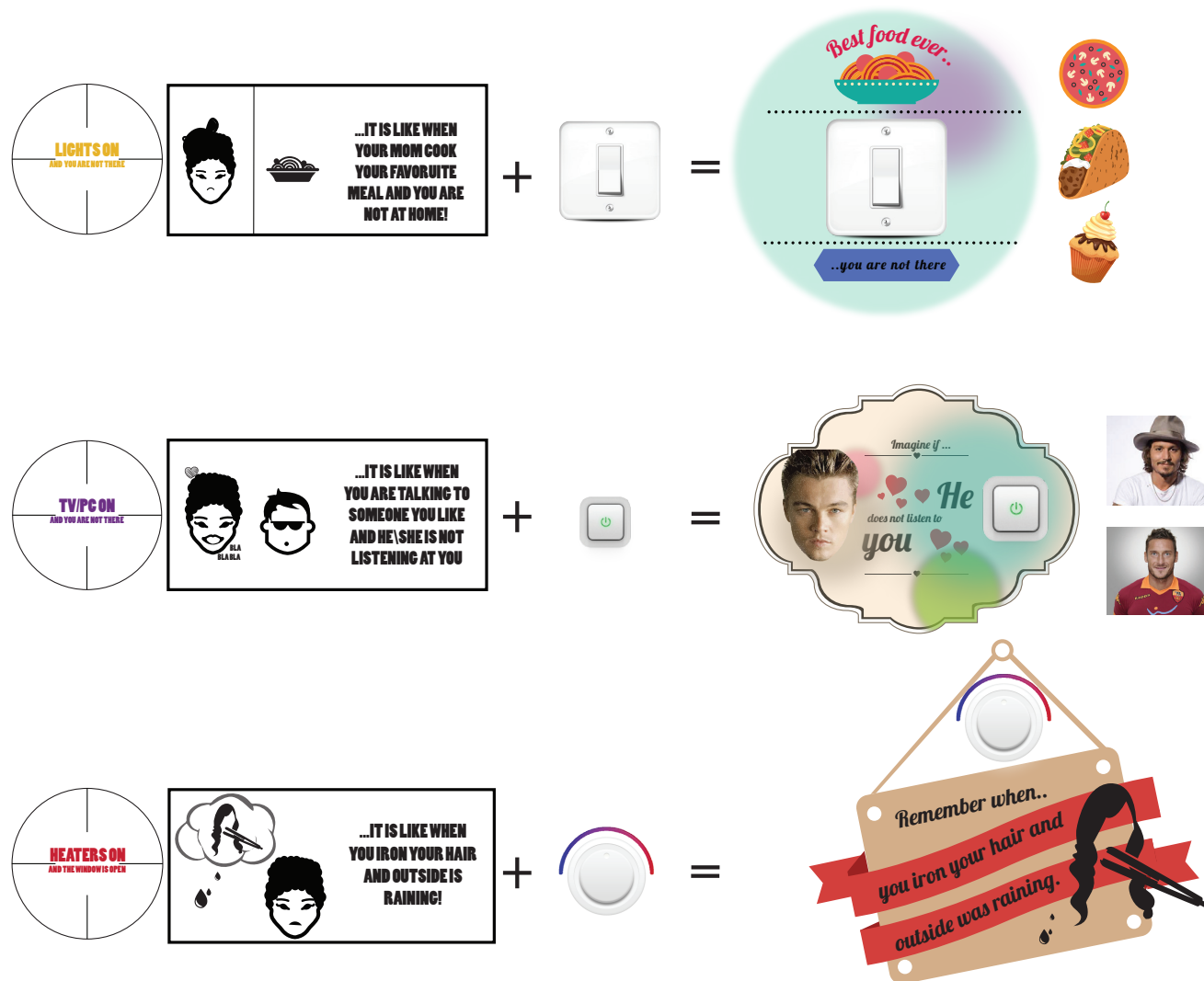
**INTERACTION
PROTOTYPE**

EXPLORATIONS

2TH CYCLE

3TH EXPLORATION SENSITIZING QUESTIONNAIRE

4TH EXPLORATION INTERACTION PROTOTYPE TEST

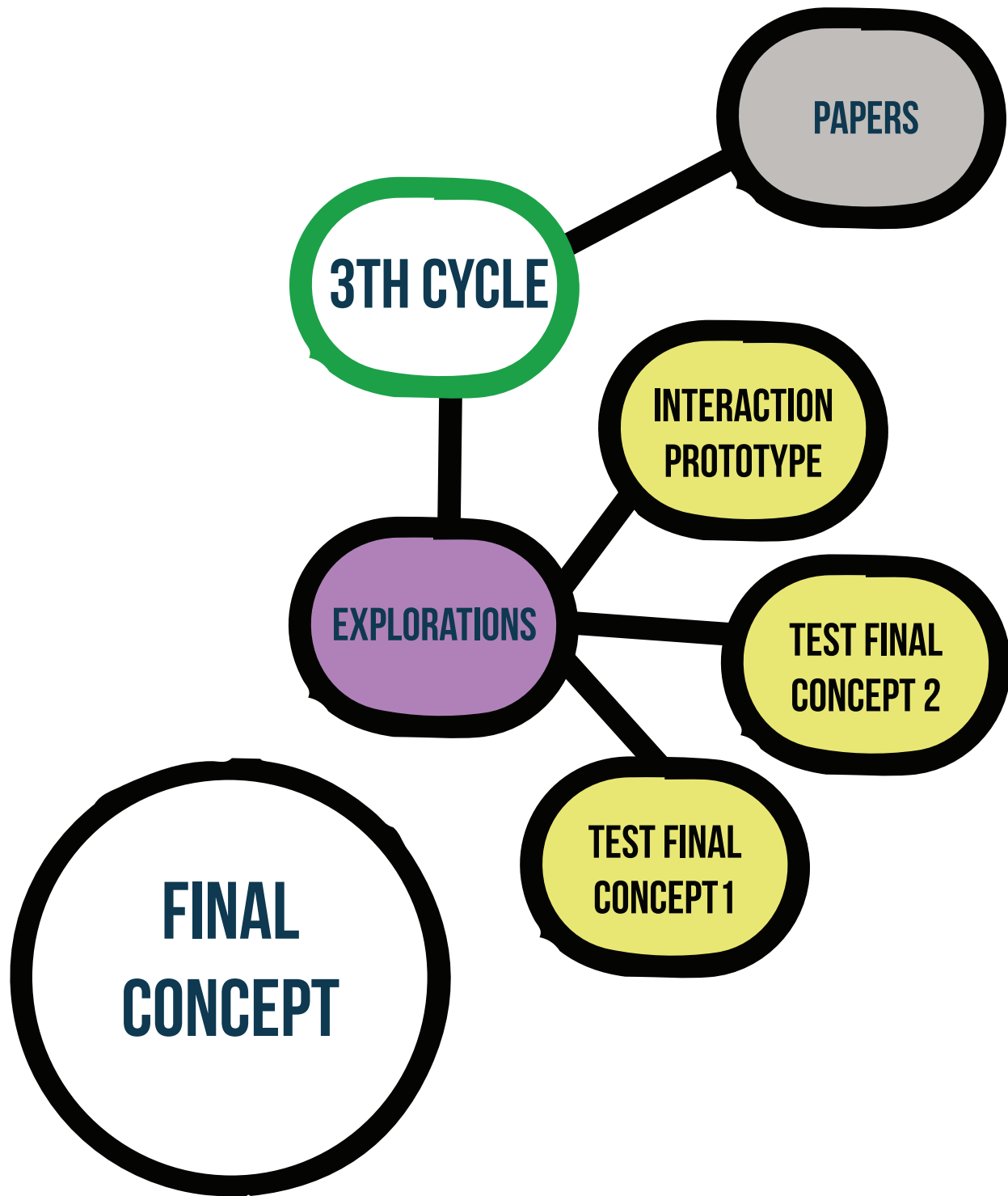


KEY FINDING

- LACK OF AWARENESS ABOUT SUSTAINABILITY;**
- A REWARD FROM PARENTS COULD HELP;**
- THE CUSTOMIZABILITY ARISED THEIR ENTHUSIASM.**

DESIGN DIRECTION

THE ECO STICKERS BOX.



3TH CYCLE

PAPERS

**INTERACTION
PROTOTYPE**

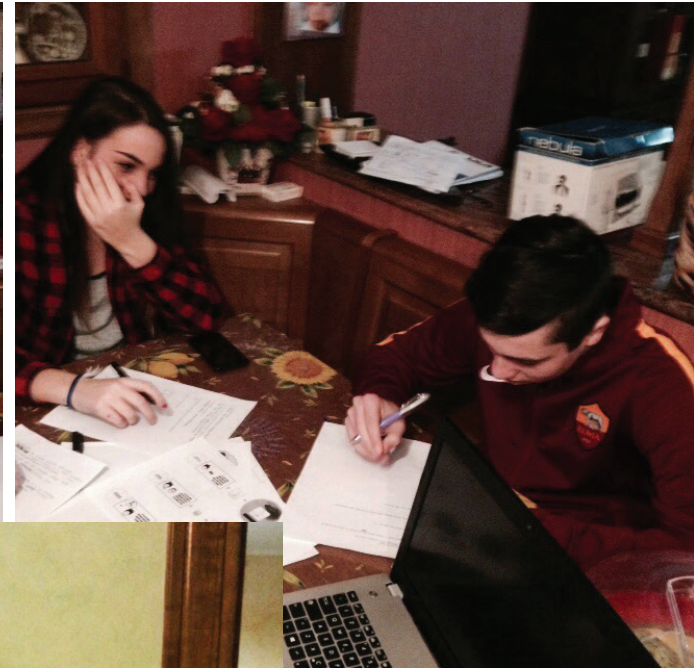
EXPLORATIONS

**TEST FINAL
CONCEPT 2**

**TEST FINAL
CONCEPT 1**

**FINAL
CONCEPT**

5TH EXPLORATION TESTING THE CONCEPT



KEY FINDING

**- PARTICIPANTS SHOWED ENTHUSIASM TO SUGGEST
NEW POSSIBLE INTERACTIONS.**

DESIGN DIRECTION

**USE NATURAL METAPHOR AS MEANS TO PROMOTE
SUSTAINABLE BEHAVIOUR.**

"SAVE THE LEAVES" LAMP



5 MINUTES



5 MINUTES

10 MINUTES

DESIGN GOAL

**THE INTEREST RAISED FROM THE FREQUENT
INTERACTION WITH THE LAMP,
AND BEING REWARDED.**

**THE LEAVES ARE TANGIBLE RESULTS,
WITH THE LAMP ASKS HELP.**

INTERACTION VISION

**EXITING EXPERIENCE, YOUNGSTERS OWN THEIR LIGHT,
BEHAVIOUR HAS TO TURN IN TO POSITIVE.**

MATERIALS

- FABRIC LEAVES
 - WOOD AND METAL
- ## STRUCTURE
- MAGNETS
 - MOTION SENSOR
 - LIGHT BULBS (RGB)



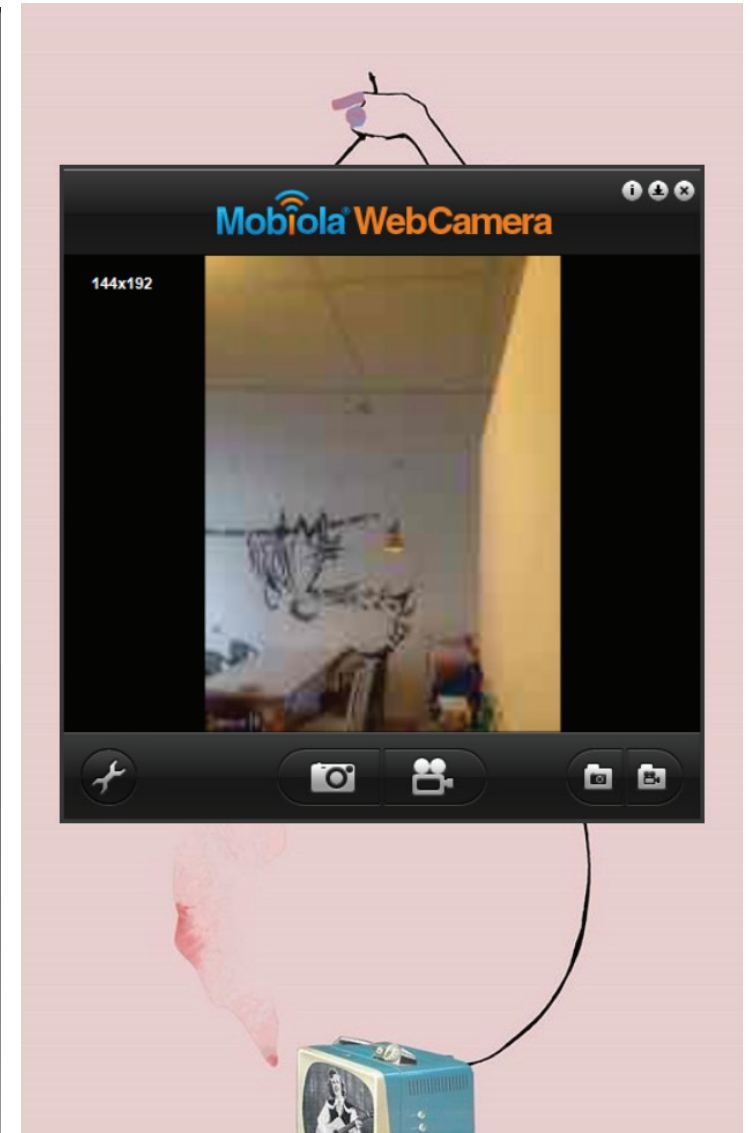
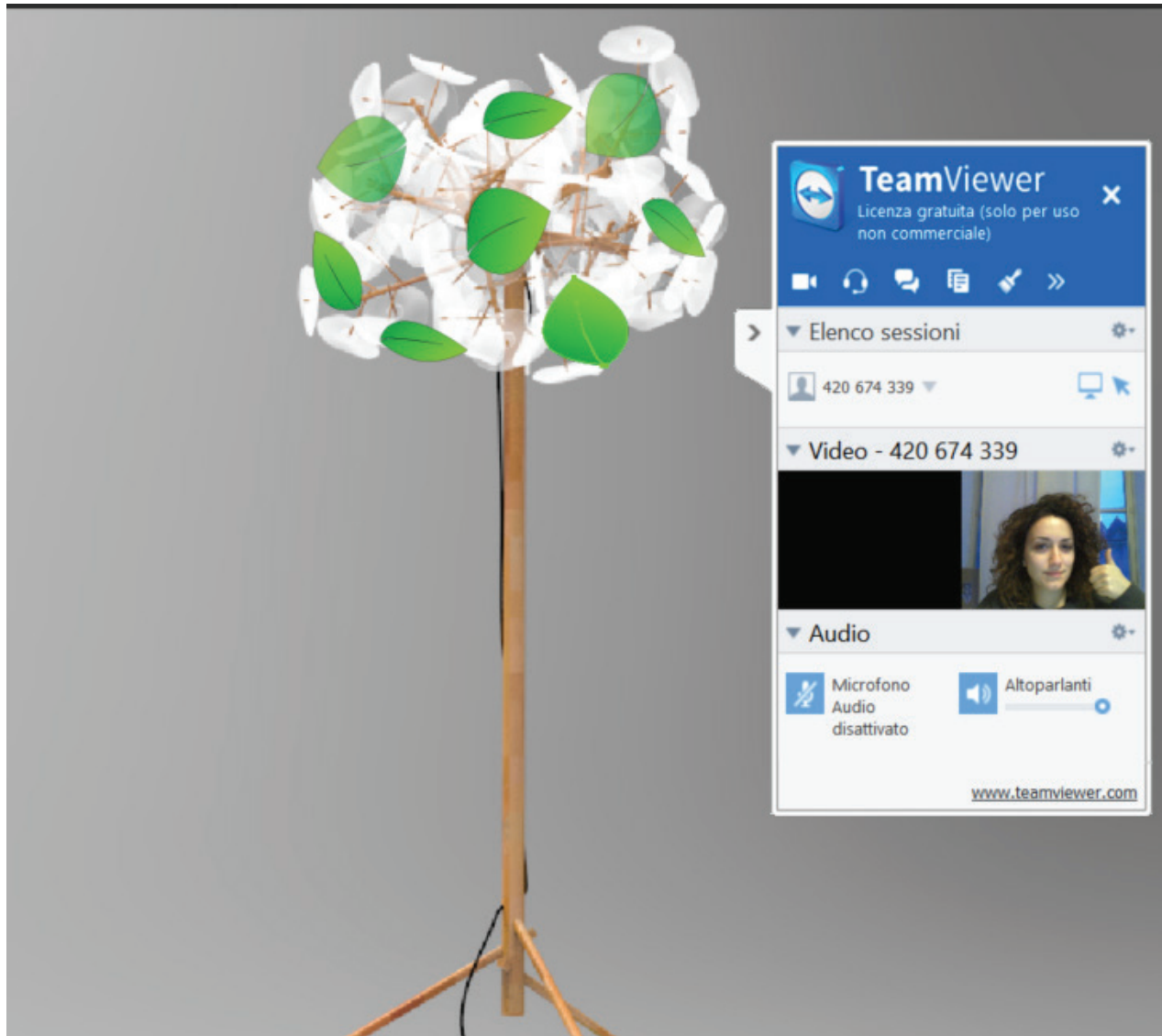
IN

OUT



1TH EVALUATION TEENAGERS

2TH EVALUATION ADULTS







**“I LIKE BETTER THE LEAVES
BECAUSE I CAN TOUCH THEM AND
MOVE IT WHERE I WANT ON THE
LAMP ,IT IS A KIND OF GAME”**

**“THAT WAS THE FIRST TIME
I INTERACT WITH A LAMP,
A PART FROM THE TIME I
CHANGE THE LIGHT BULB”**