

Home Sweet Home

Exploring Interaction Cycle 3: Demonstrate

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Design Goal

The (first) owners of a house with new techniques implemented should feel ***confident*** and ***encouraged*** when dealing with the consequences of a construction error.





Interaction Vision

Creating a tool/intervention for people to interact with in a ***familiar*** and ***energetic*** way.

Most interesting findings

- First phase: Leakages, common problem

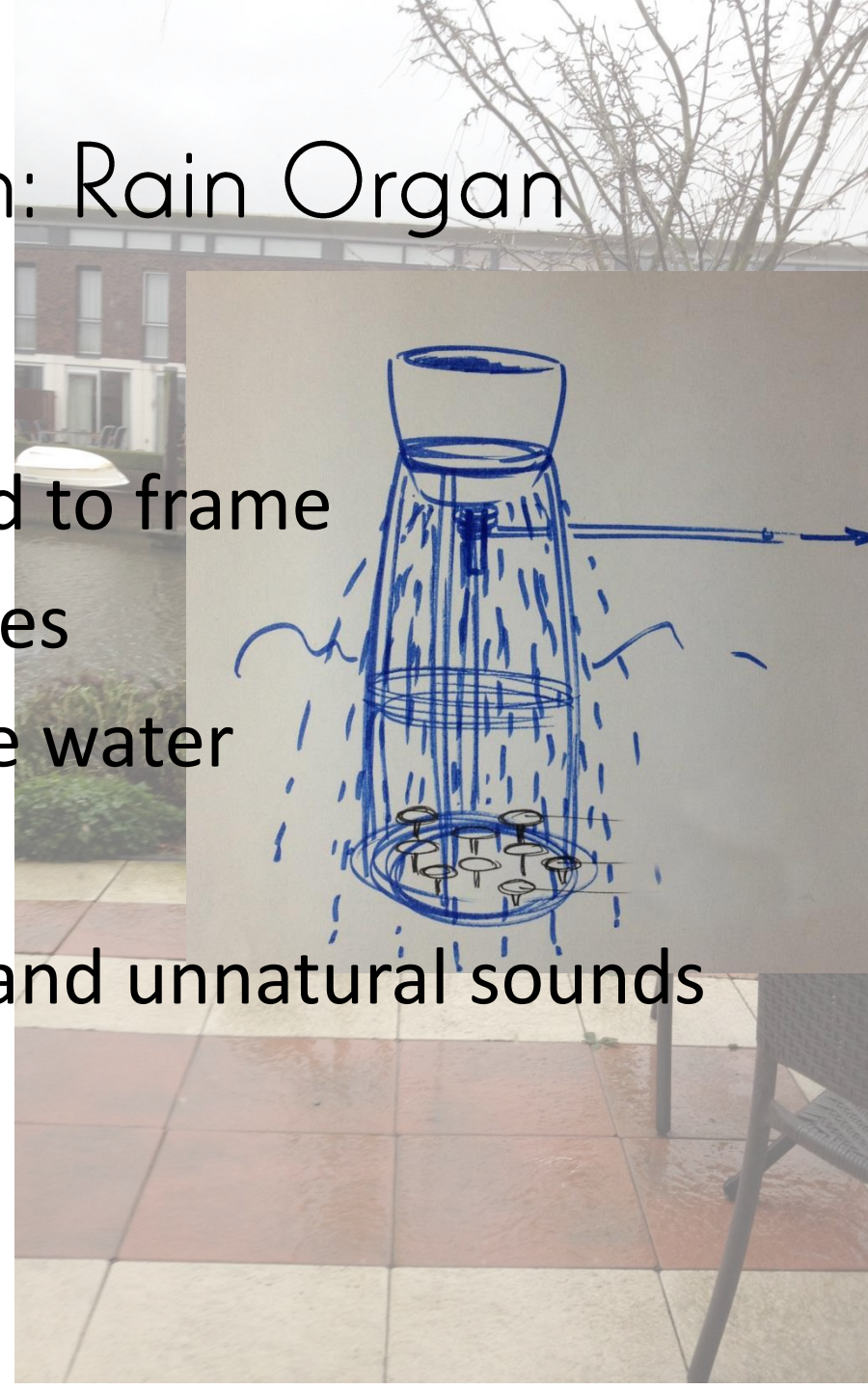
- Second Phase: using rain as music



The Final Design: Rain Organ

In the garden...

- Wooden rain barrel fixed to frame
- Double bottom with holes
- Turn the rope to sprinkle water
- Pull rope to turn axis
- Music made by natural and unnatural sounds



Mock up



Evaluation Study

Videos

Intended Interaction and Effect

- Will people be **encouraged** and **confident** when using or after using the intervention?
- Is it **familiar** to people to experience rain like this? To sprinkle water by hand and make music.
- Is this interaction experienced as **energetic**?

Results

Feedback from the user:

- Good visualization of problem
- Compassion is given and therefore encouraged
- Pulling feels forceful, somewhat difficult.
- Using the rain feels natural
- Music not clearly perceived.

Q?