



# Reflection moment

N O Bon O N  
U U

Roy Bendor | Sanne Kistenmaker

Cycle 1

4214307

Studio Blue

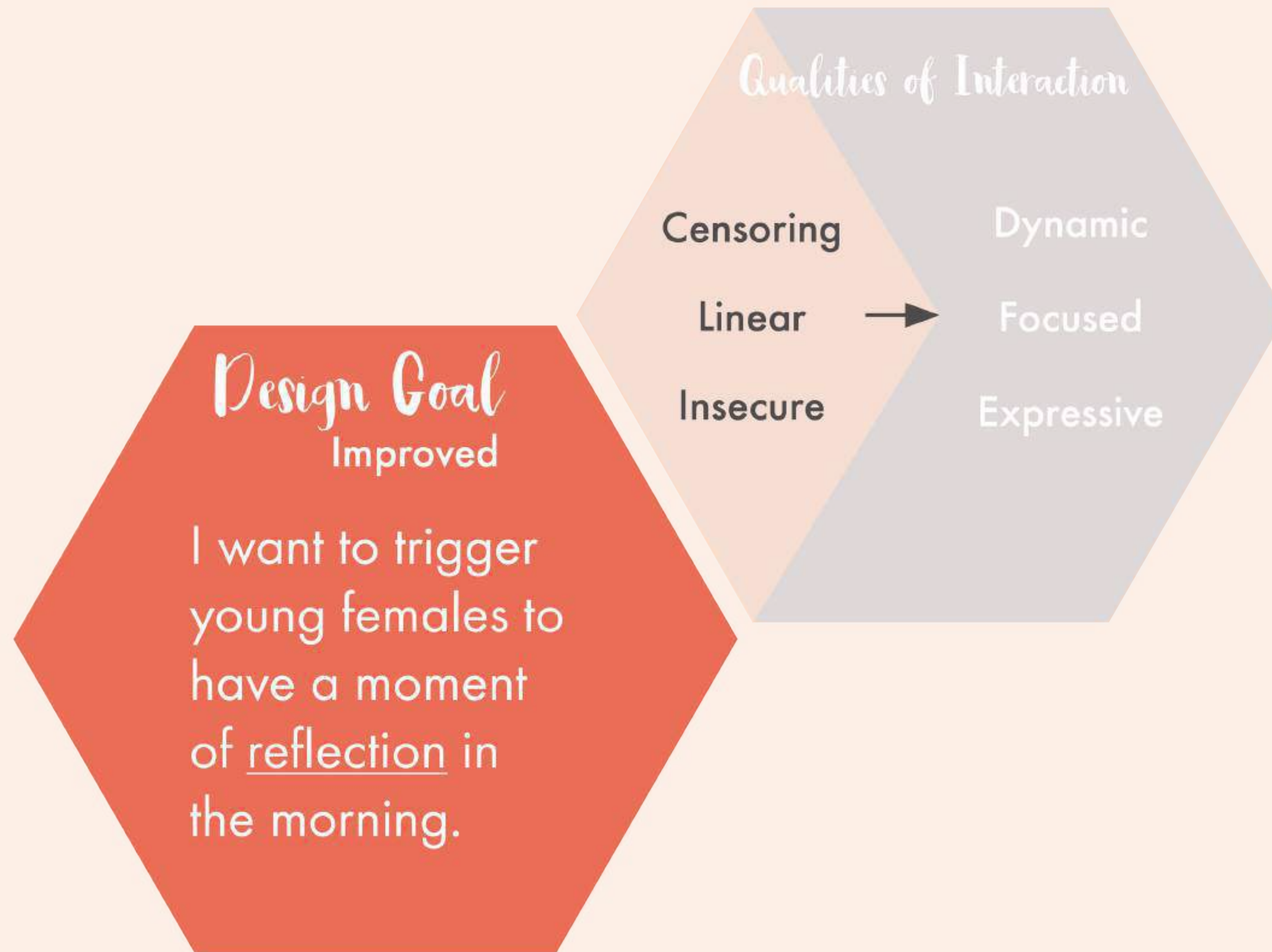


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# makeup

noun | make-up | /mā-, kēp/

Substances or  
interventions used to  
make someone look  
or feel more  
attractive.

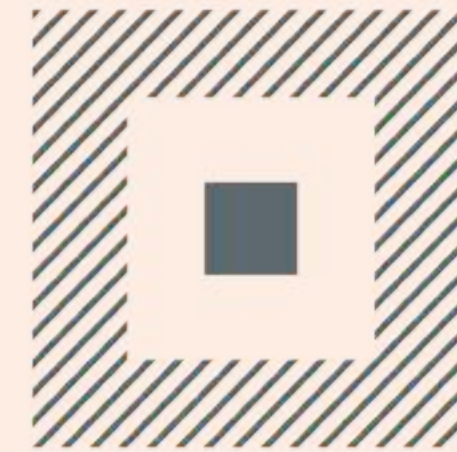




Future self  
- by rAndom Internationals



*Dynamic*



*Focused*



*Expressive*

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## Dynamic



### User control:

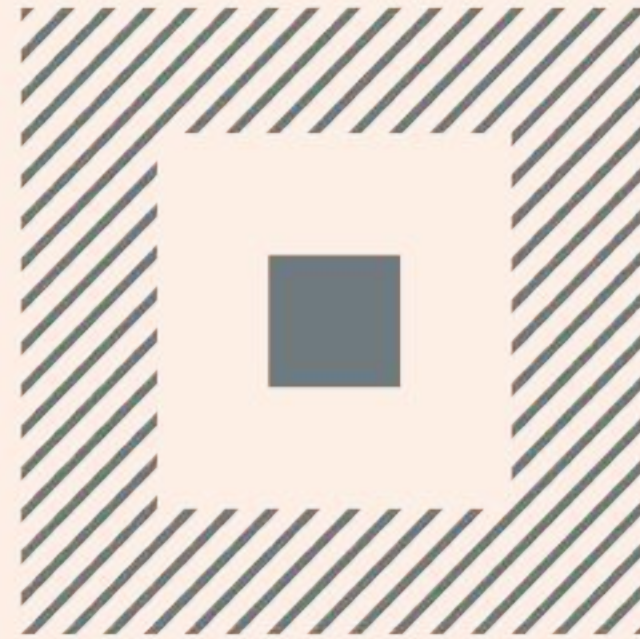
“You know you have the ability to re-shape the product in space.” (A form of co-creation)

### Responsive:

“We are feedback seeking creatures. That is why interactivity is such a powerful tool. ”

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## Focused



### Filtering:

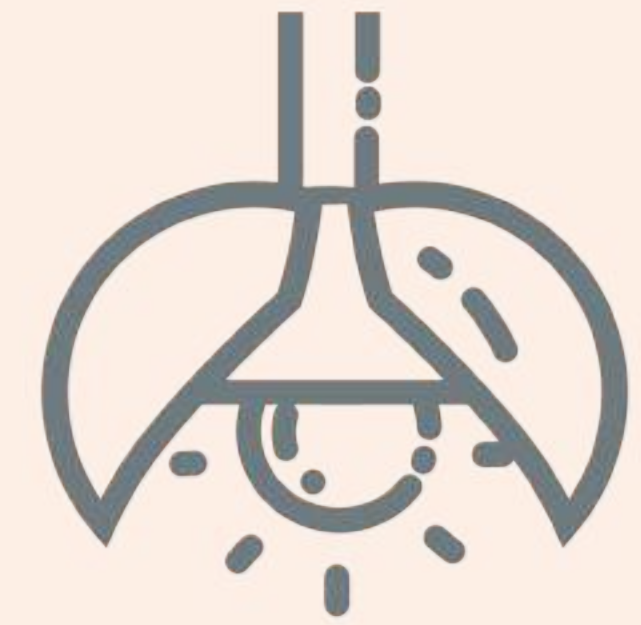
Bring something to the fore-ground while making the rest of the elements fade into the background.

### Interest:

Directing the user’s attention to something she is unaware of.

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## Expressive



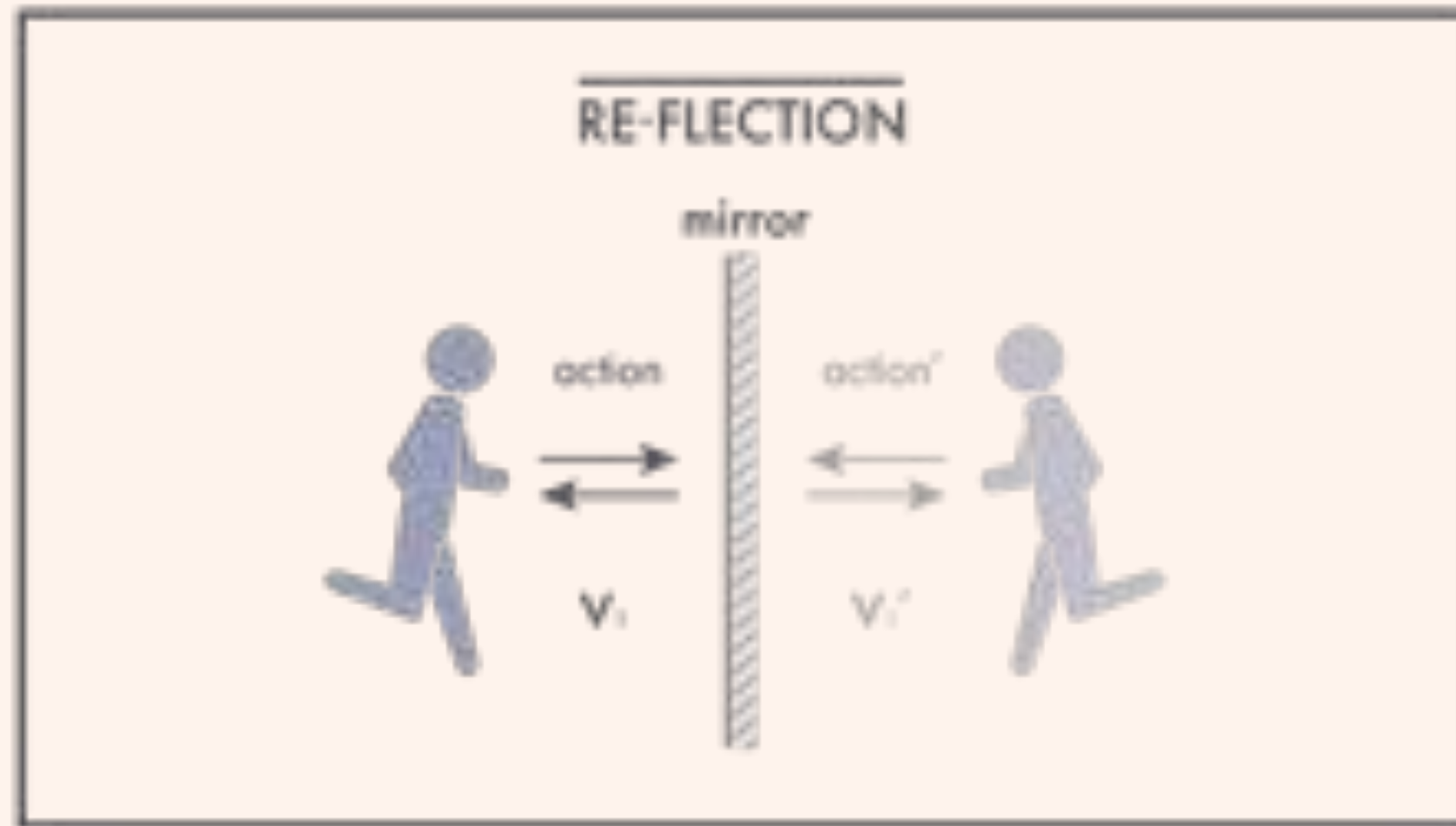
### Awareness:

You may ask a question: “What is going on here?” — Actively reflecting.

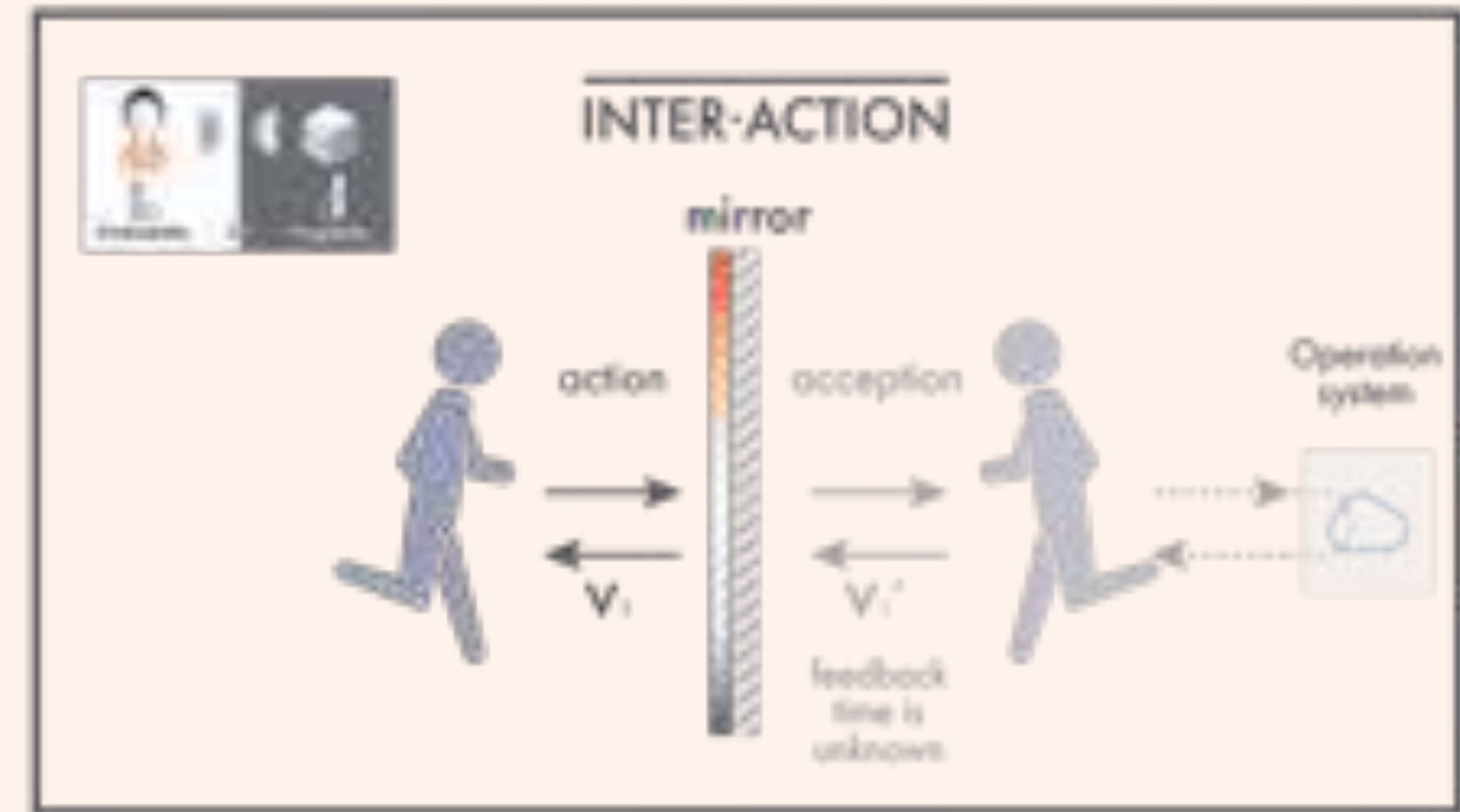
### Reveal:

Through the use of light, the mirror will give you feedback based on your mood.

# Reflection + Interaction



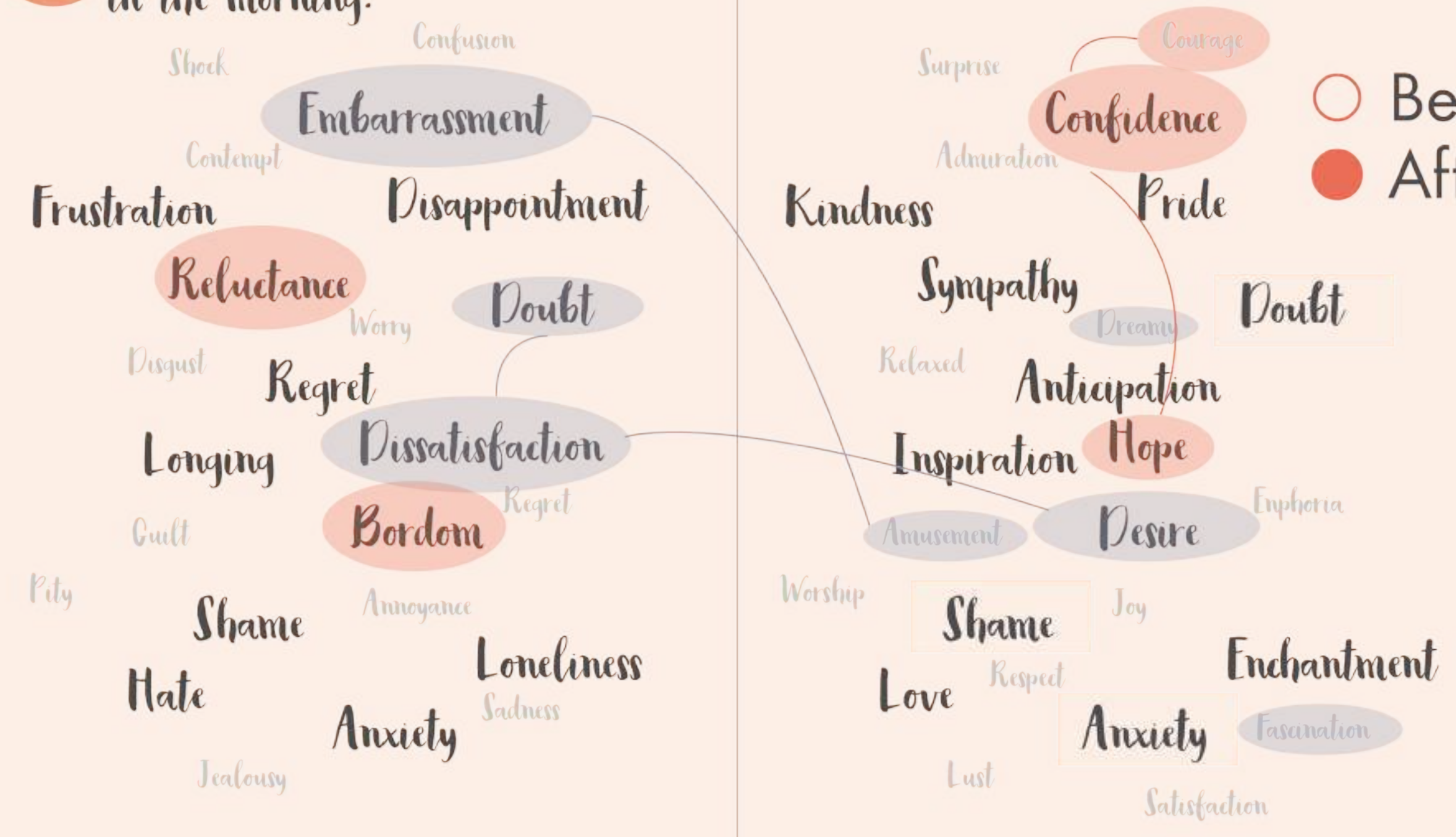
+







5 Please highlight the negative and positive emotion you experience in the morning.



6

How do you rate your interaction when you look into the mirror?

○ Before test  
● After test

Static	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Dynamic
Linear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	Responsive
Expressionless	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Expressive
Conscious	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Reflexive

# User testing

Does my design trigger a moment of reflection?

**A / B = ?**

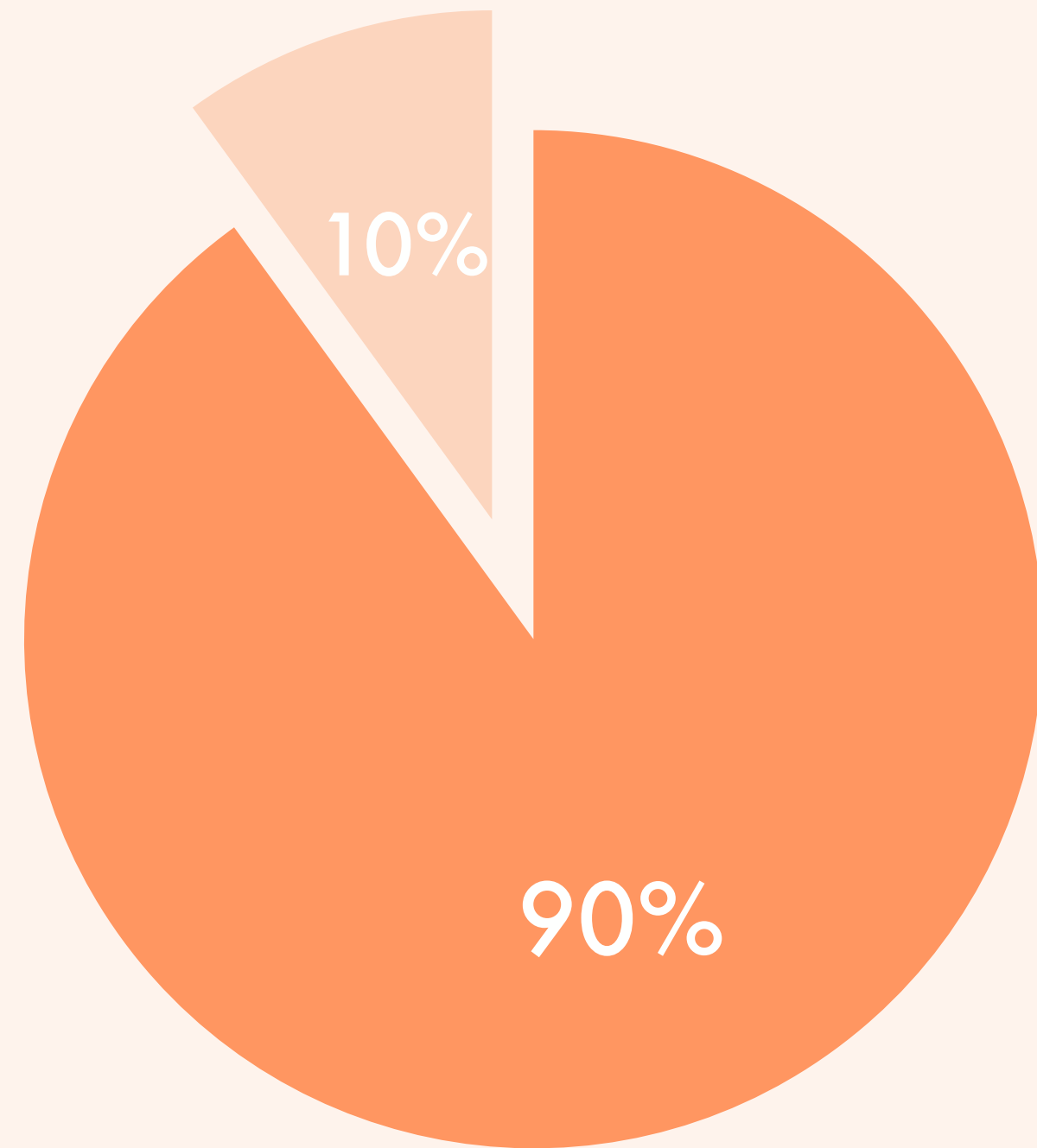
No colour feedback

Colour feedback

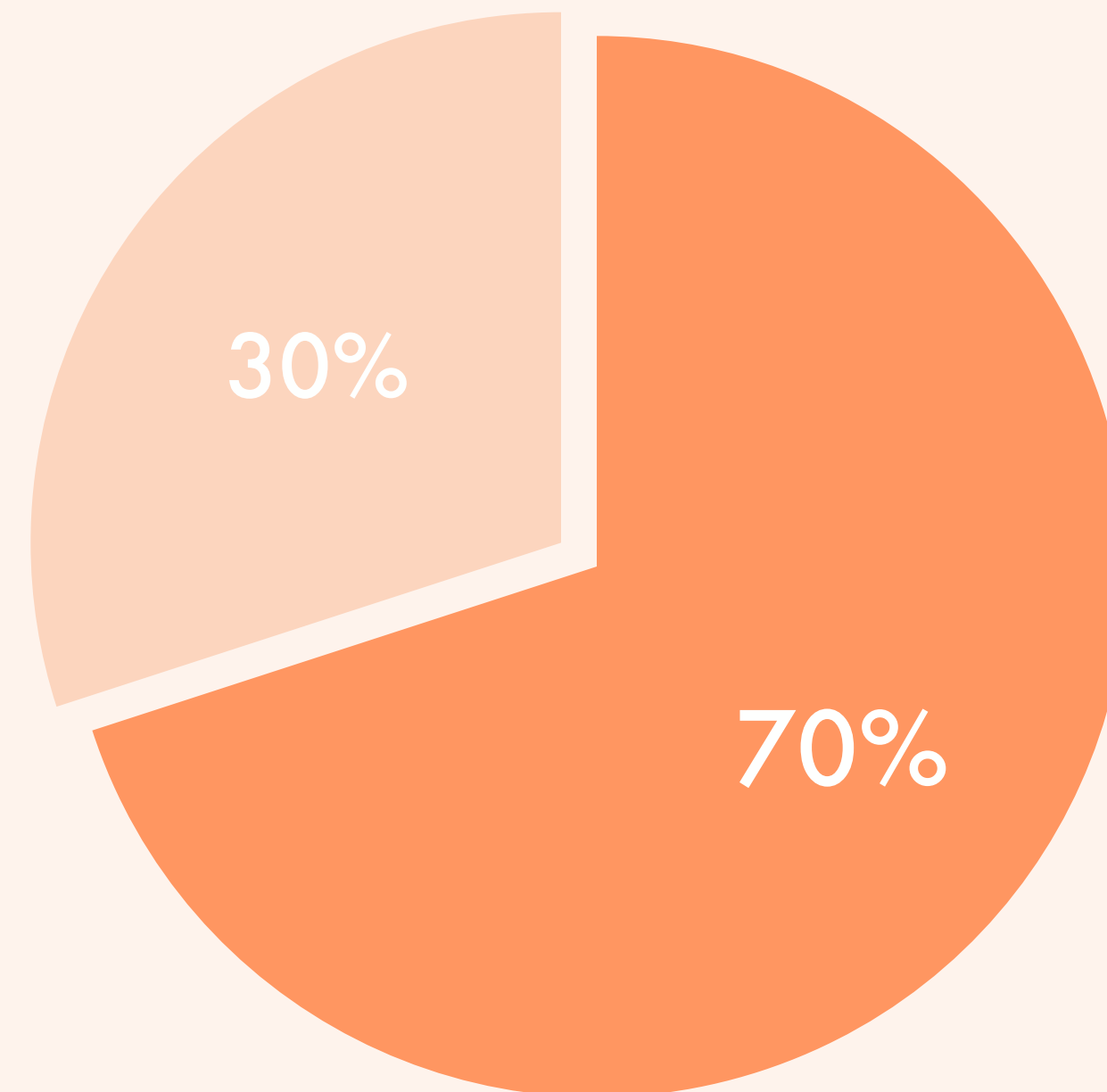


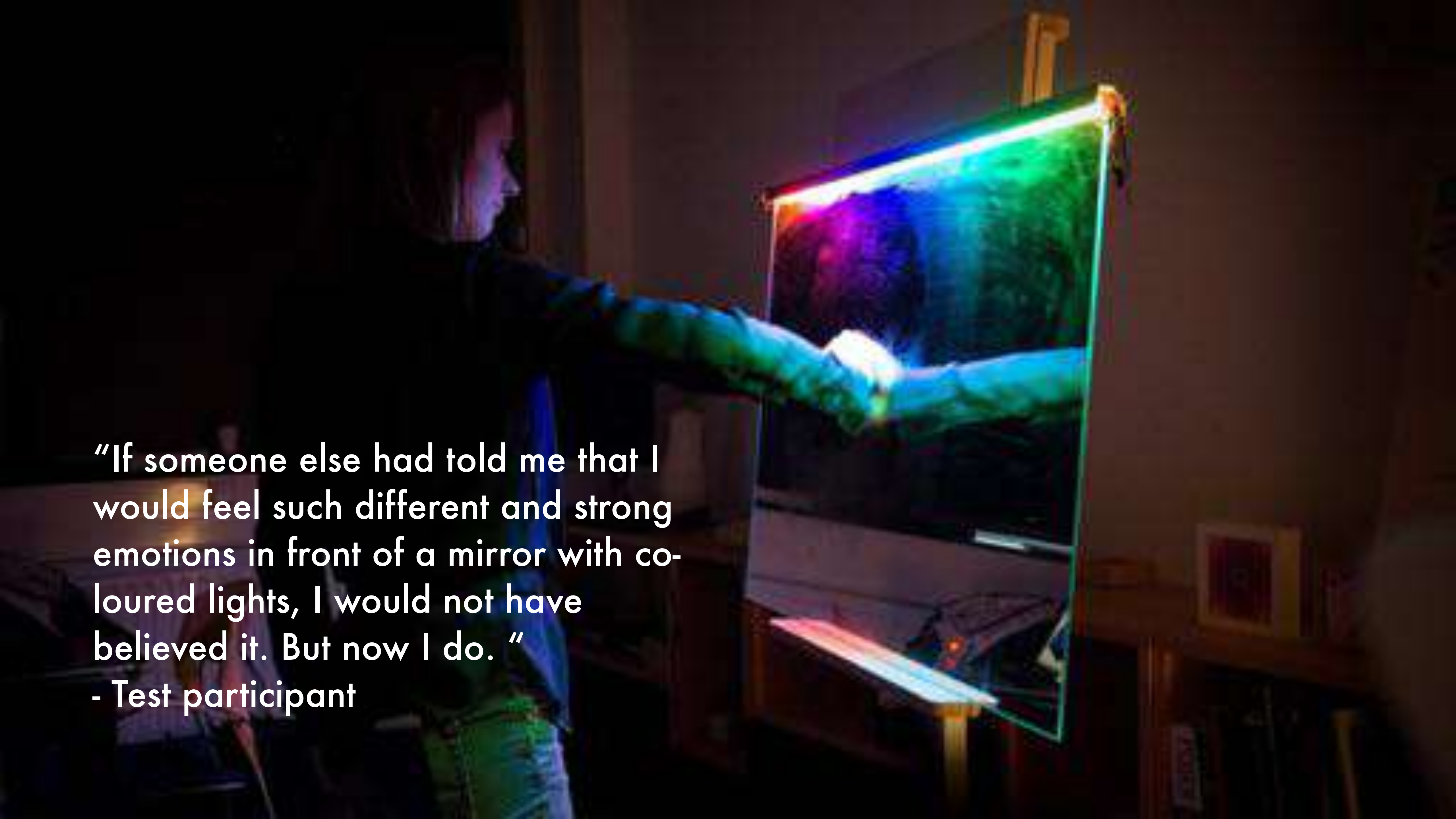
# User test result

Which one of the two setups were more reflexive for me?



Would you recommend this to your girl-friends?



A person with long dark hair, wearing a dark long-sleeved top, is standing in a dimly lit room. They are looking at a large mirror that is illuminated with vibrant, multi-colored lights (red, orange, yellow, green, blue, purple). The person's right arm is extended towards the mirror. The background is dark, with some faint outlines of furniture or wall decorations.

“If someone else had told me that I would feel such different and strong emotions in front of a mirror with coloured lights, I would not have believed it. But now I do. ”

- Test participant

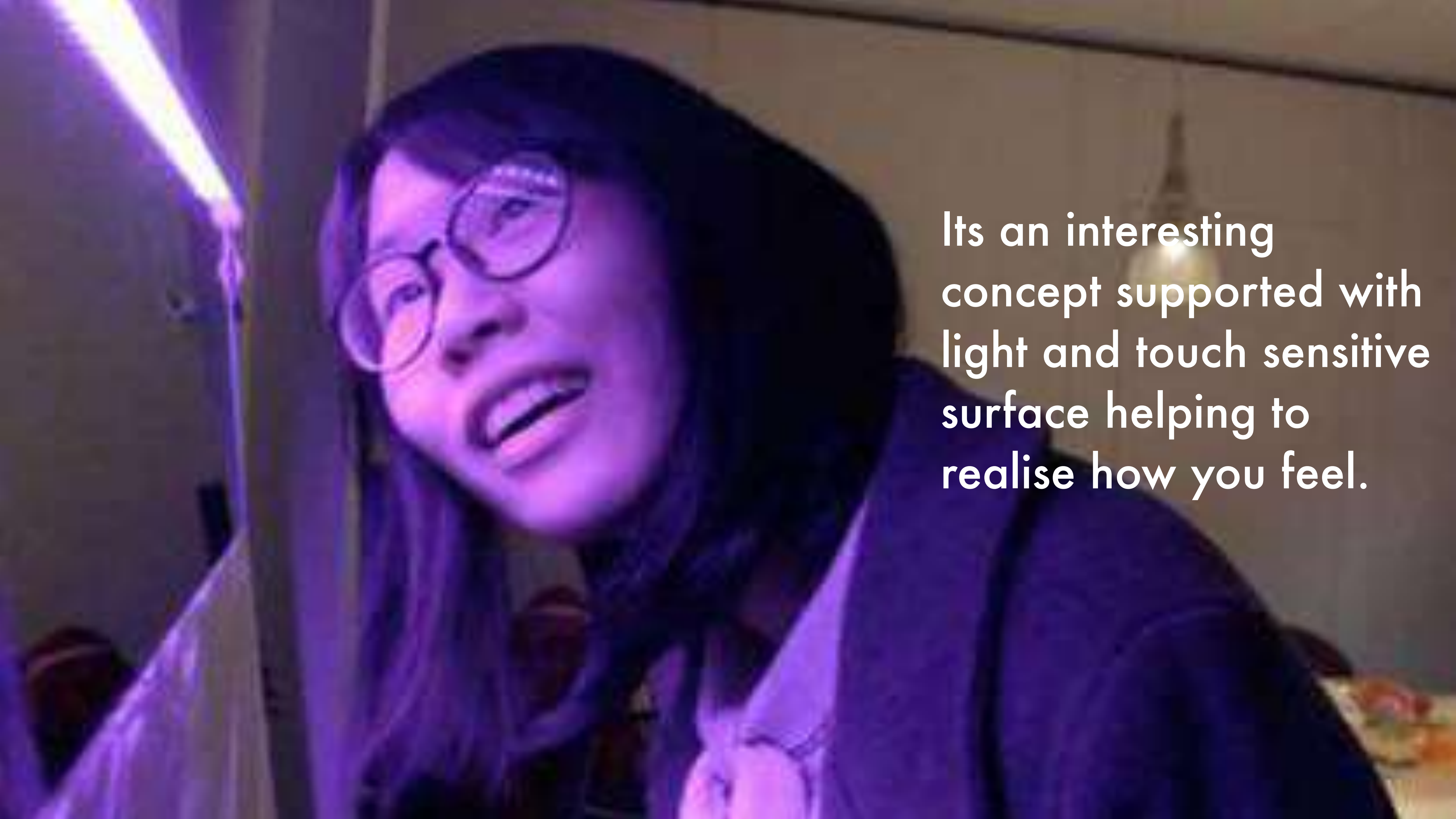


“Through this experience, I learned that i am not afraid as much of my reflection as I used to be.”

- participant



Maybe the moment of reflection is being triggered by the setup of the environment, but not purely from the interaction itself.

A woman with dark hair, wearing round glasses and a blue hijab, is shown from the chest up. She has a surprised or excited expression on her face, with her mouth slightly open. The background is a plain, light-colored wall. The lighting is soft and even.

Its an interesting  
concept supported with  
light and touch sensitive  
surface helping to  
realise how you feel.





## *Future Recommendations*

- Adapt more irregularity in the way light appears and moves.
- Add more touch points between user and the product to engage her during interaction.



*Thank you for listening :)*