

# STANDING IN THE TRAIN

*Interaction design exploration for standing experience in the train*



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# PROCESS

## CIRCLE 1

### IDEATE

#### Explore the context

Observation

#### Explore current and desired interaction

Booklets

Interview

Online survey

#### Explore different interactions

Design intervention

#### Formulate design goal and interaction vision

## CIRCLE 2

### ITERATE

#### Develop three design directions

Creative session

Interview

#### Prototype testing and choice of one concept

Prototype testing

Observation & Interview

## CIRCLE 3

### DEMONSTRATE

#### Further development of 'relaxing pillow' concept

Prototype testing

Evaluation with design goal and interaction vision

#### Final prototype and evaluation

Prototype testing

Evaluation with design goal and interaction vision

First Insights

Second Insights

Third Insights

FINAL DESIGN

# FIRST INSIGHT

Not being able to do something meaningful

Standing in the train is energy consuming

Nothing interesting to explore in the environment

Have a delight moment with train environment?

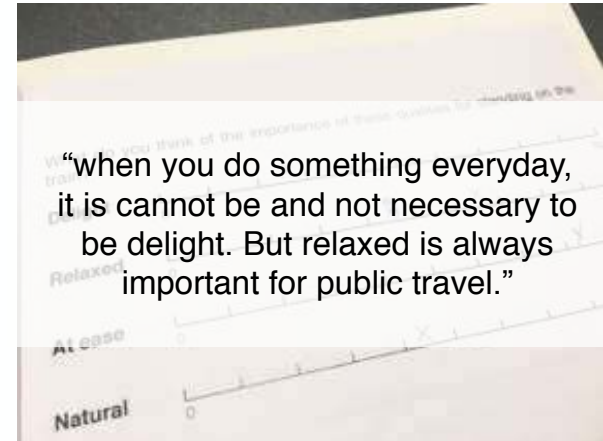
Delight   Relaxed   Natural   At ease?



# SECOND INSIGHT



Relaxed is more important and meaningful



NO

**Have a delight moment with train environment?**

Delight   Relaxed   Natural   At ease?

NO

They need to be more specific



# DESIGN GOAL

feel refreshed

have a enjoyable moment

Have a delight moment

break personal bubble and engage with

I want students to **have a relaxing moment** while **standing against the wall** in the train on their way to school.

# INTERACTION VISION



*Taking a shower alone and enjoying a relaxing moment*



## Relaxed

No need to think about anything  
Stand in a comfortable posture  
Body is free to move

Relaxed



## In control

Adjust position according to yourself  
Control the process of shower

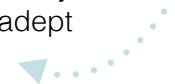
At ease



## Spontaneous

Taking a shower is not a pushed activity  
The whole process is familiar and adept

Natural



## Immersive

Surrounded by water  
Multi-sensory feeling  
such as touch, sound, smell

Delight



# DESIGN DIRECTIONS



Relaxed

In control

Spontaneous

Immersive



Relaxed

In control

Spontaneous

Immersive



Relaxed

In control

Spontaneous

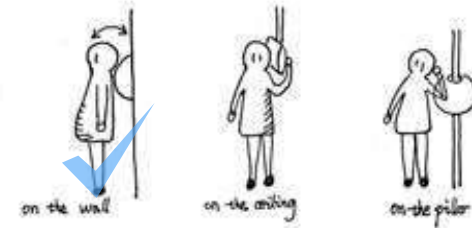
Immersive



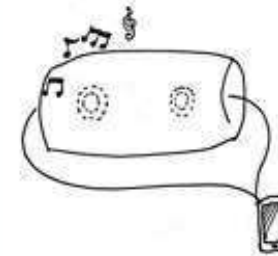
# THIRD INSIGHTS

## Have a relaxing moment Taking a shower alone

Where is the pillow?



How to make it more relaxing?



What types of music to play?







Want to adjust position

Don't like the shape



Don't know how to interact

Difficulty in movement of pillows

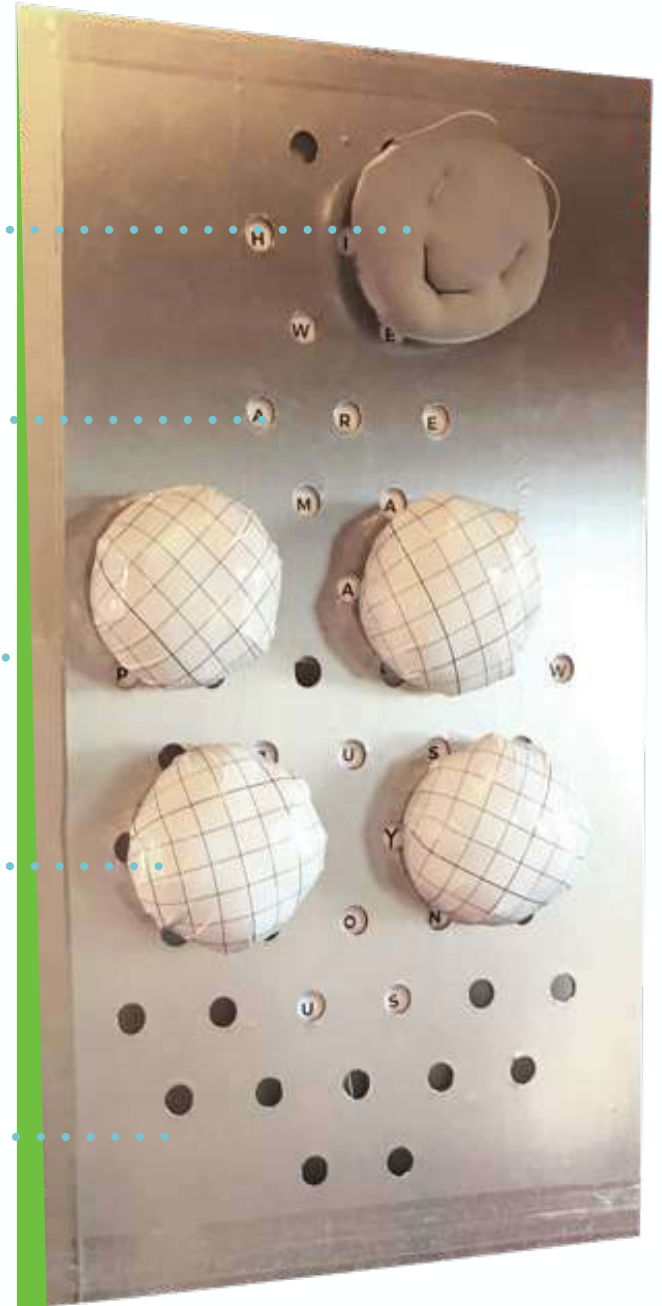
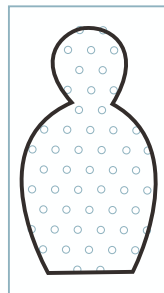
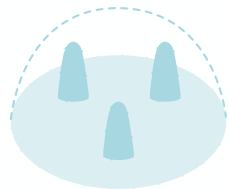


# THE RELAXING PILLOW



Instruction words

A bit slope



# FINAL TEST



5 students at IDE



5 students commuters on the train

## 1. With guide

"It is really interesting, I like the music part but it is a bit hard to hear. Maybe the top pillow can be designed into surrounding shape."

"The pillows at the bottom can be bigger so that they support my body better."

"The music pillow is not so obvious."

## 2. Without guide





"It's really relaxing! Feels like my own massage chair."

"I'm curious and the holes are inviting."

"I feel safe and supported."

"It feels cozy and comfort."

# EVALUATION

Relaxed		massage music supported distraction
In control		adjustment friction
Spontaneous		natural posture inviting welcome smile
Immersive		tactile visual auditory

## Effects achieved

**Take user's mind away** from the current situation, so that they won't keep thinking about the awkwardness of keeping balance in public space.

The users' **attitude** towards the unstable train environment changed **from negative to positive**.

They are **physically more open and relaxed**.

