

## **Design Goal**

To increase the community feeling in Blijdorp, Rotterdam by creating a clean and beautiful neighbourhood.

### **Interaction Vision**

The spiral of people



## Context research

- Lack of connection
- The current interaction: closed, separate and remote
- The desired interaction: caring, relaxed, safe, trust, cosy and connected.



## Key insides Prototyping research

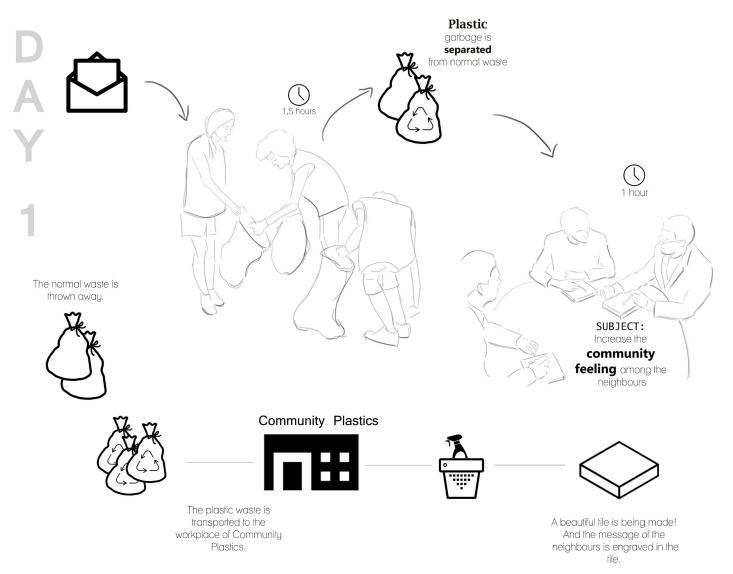
- Designing a tile in a group of people increases the connection between these people.
- Creating the tile yourself adds value to the maker of the tile.
- A personal message triggers the most feeling of connectedness.
- Recognition in a neighbourhood increases the feeling of safety.
- The common goal will be: Creating a clean and beautiful neighbourhood together with all your neighbours.

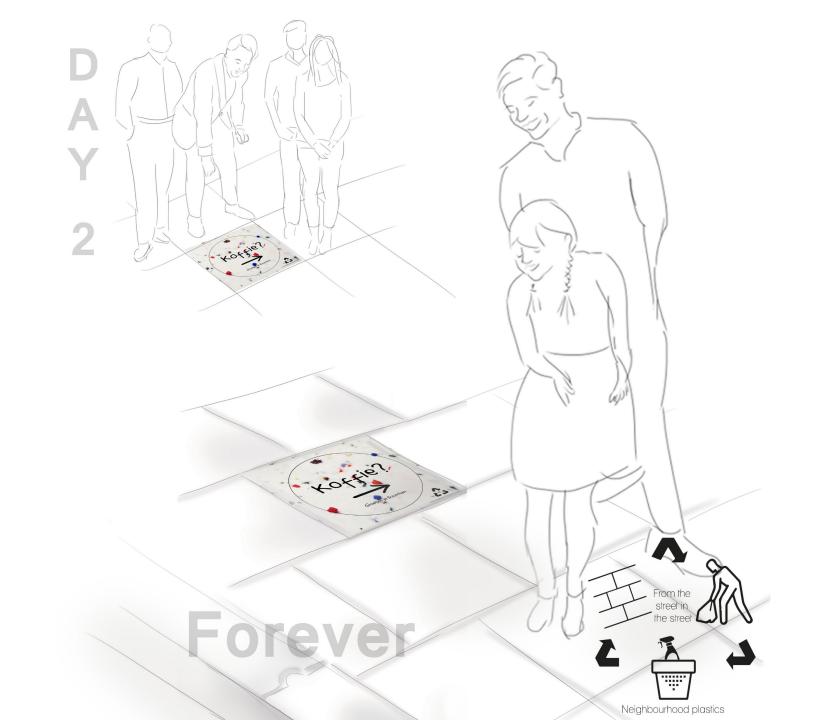








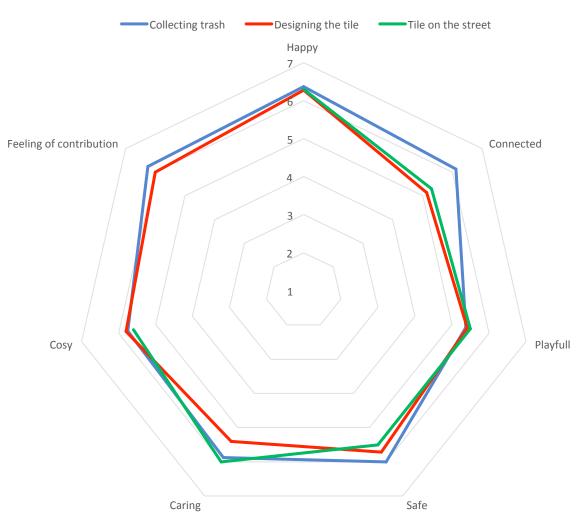






# So does Neighbourhood Plastics increase the social connectedness?



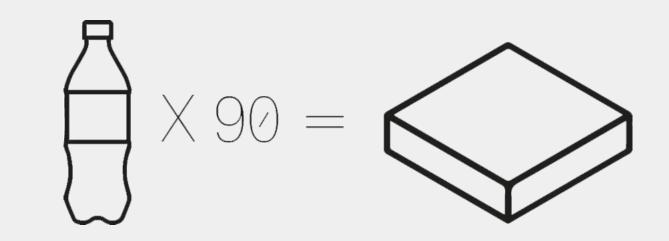


#### Interaction Qualities Final Concept

## **Results Evaluation Study**



- Design guidelines for collecting the trash during the clean-up day.
- Ask the participant one month before the cleanup day to collect their own plastic waste.





The sentence on the tile will be a personal message.

Guidelines sentence:

- The text must end with greeting from your neighbours.
- The sentence on the tile should match the material.

## Clean-Up day. Greetings from, your neighbours! Tine, Wies, Hannah, Floortje, Abdul, Joop, Jesse en Maria!

