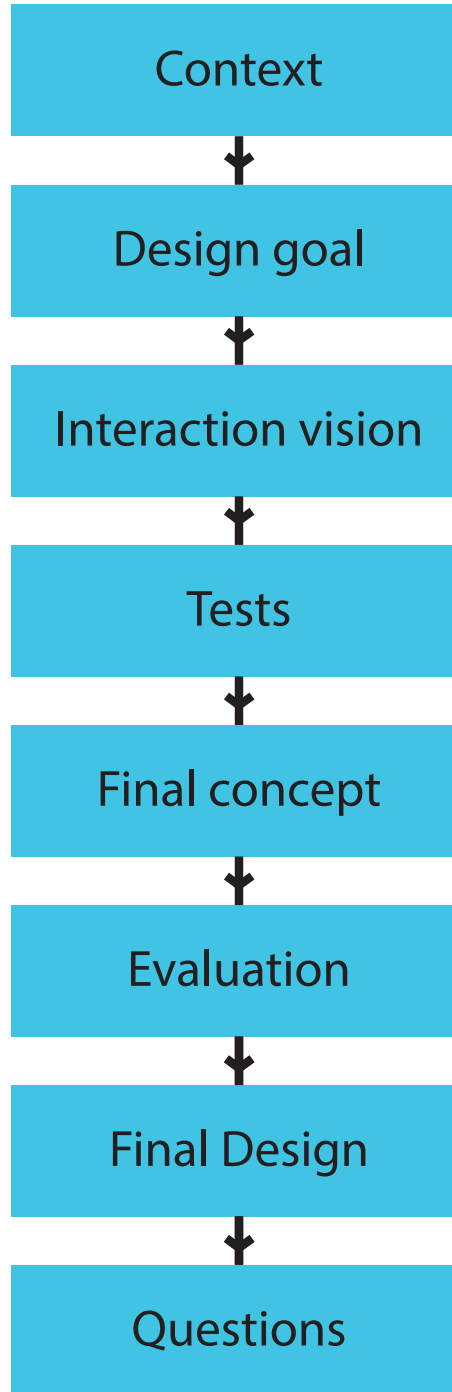Exploring interactions

Final presentation
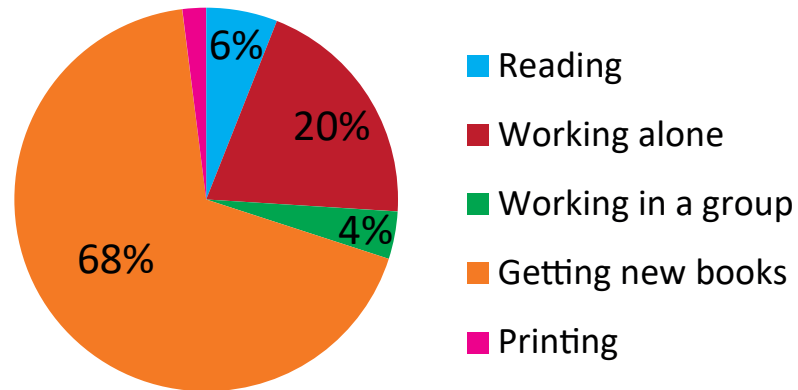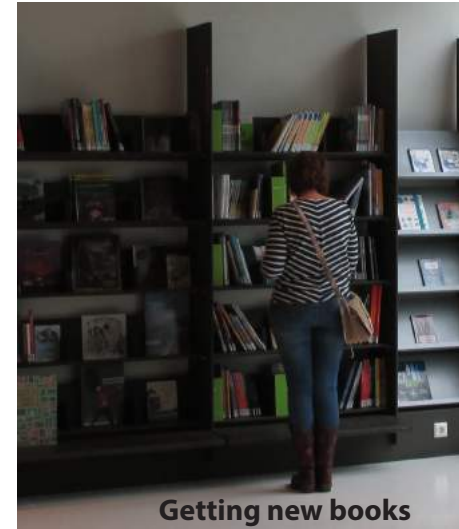
Iris Rattink - 4281470
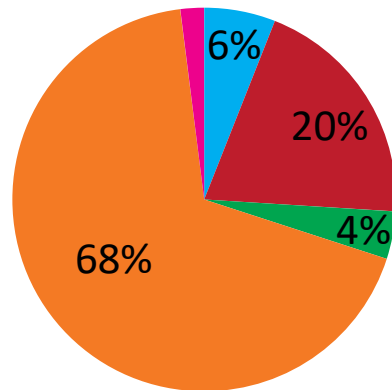
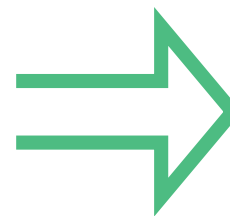# **Content**

Context

↓

Design goal

↓

Interaction vision

↓

Tests

↓

Final concept

↓

Evaluation

↓

Final Design

↓

Questions

Public library

Working alone

Working in a group

Reading

Getting new books

Printing

- 6%
- 20%
- 4%
- 68%

- Reading
- Working alone
- Working in a group
- Getting new books
- Printing

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Public library

Working alone

Working in a group

Reading

Getting new books

Printing

- Reading — 6%
- Working alone — 20%
- Working in a group — 4%
- Getting new books — 68%
- Printing

Getting books

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Current situation

Children picking books

- They don't know what to choose

- They judge a book by its cover

Waaah, so many books... Which should I choose?!

Design goal

Stimulate children, who read books categorised as for 9-14 years old, to help others in picking books in the public library of Delft by giving recommendations.
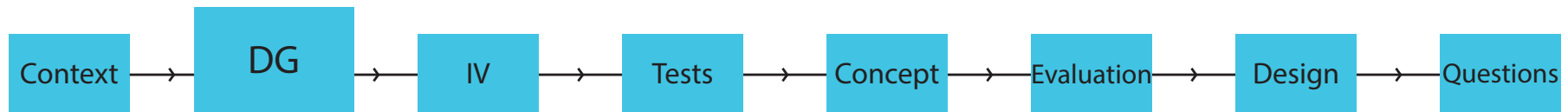
Interaction vision

It should feel like scoring the point of the match.

Characters of interaction	Design properties	Interaction qualities
Victorious (pride)	Celebration of scored goal Touched by teammates	Recognition
Joyous	Exuberant movements	Lively
United	Same outfit	Affinity
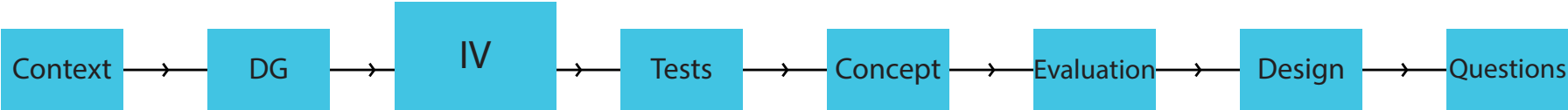
Context → DG → **IV** → Tests → Concept → Evaluation → Design → Questions

Initial idea: Sticker system

1

2

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
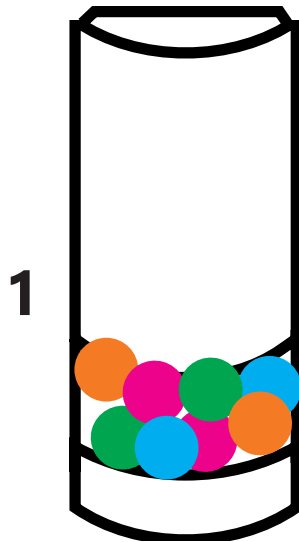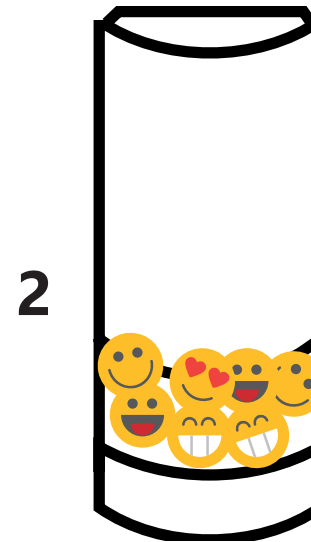
Initial idea: Sticker system

1

2
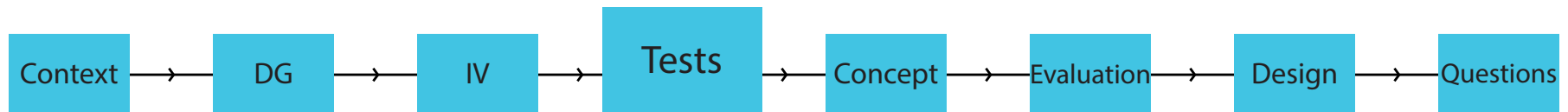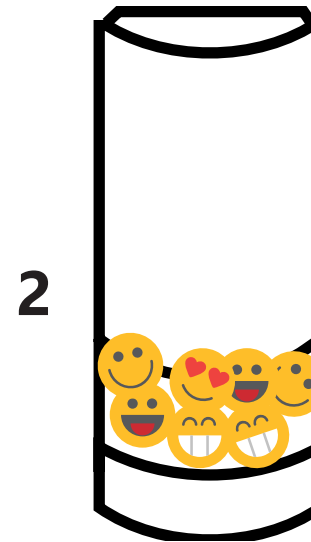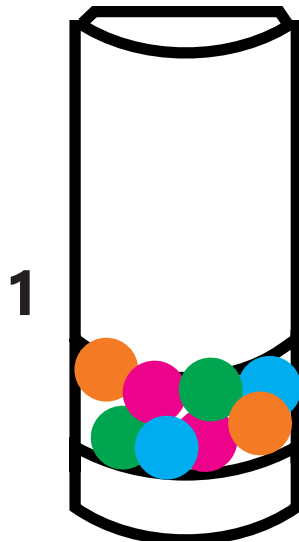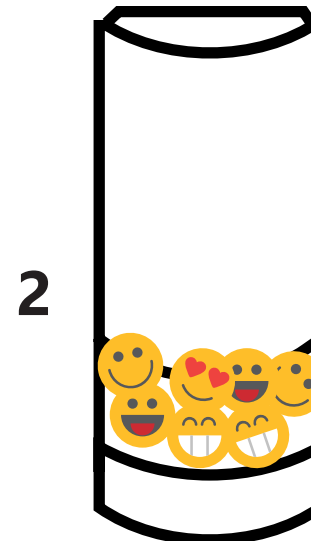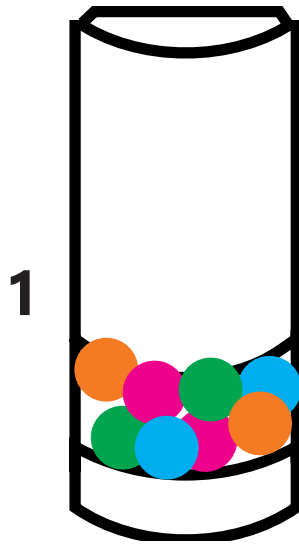
1. Indicates how
many children read the book.

Initial idea: Sticker system

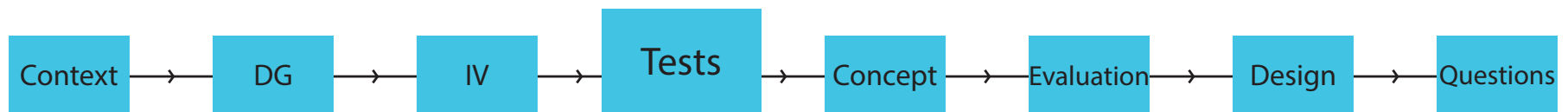**1**

2
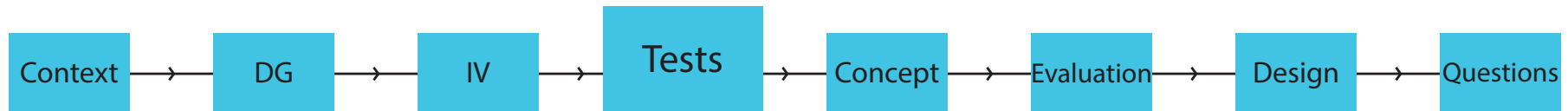
1. Indicates how
many children read the book.

2. Indicates how
children experienced the book.

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Sticker system

What is the influence of using stickers to indicate:
- how many people have read the book
- what people thought of the book

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Sticker system
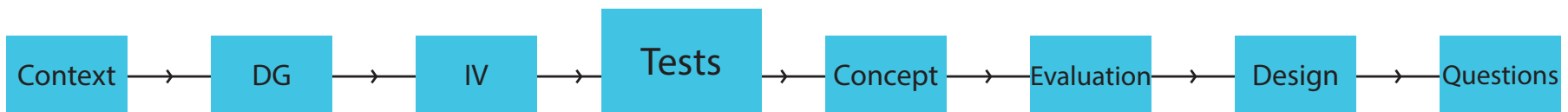

Size: 1 IDE student

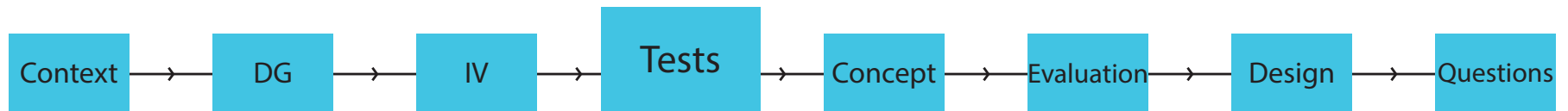# Sticker system

Size: 1 IDE student

Insights:
- Guided choice
- Too little information

Stickers with children

What influence does seeing the opinion of other children have on the behaviour of children?

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Stickers with children

Size: 3 groups of 3 (8-12y)
- Group 1: Smileys
- Group 2: Thumbs
- Group 3: Both

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Stickers with children

Size: 3 groups of 3 (8-12y)
- Group 1: Smileys
- Group 2: Thumbs
- Group 3: Both

Insights:
- Easy to understand meaning
- Smileys > thumbs
- Choice driven by stickers
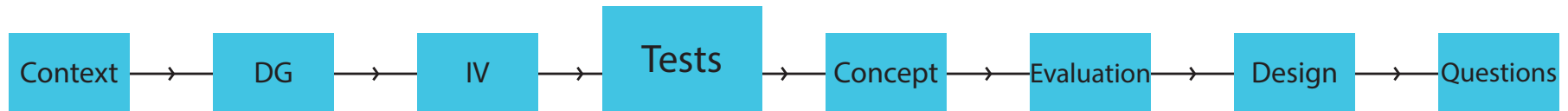
Quotes

"Just an opinion of other children." - group 2

"I saw children liked it." - group 3

"You can give your own opinion and maybe help other children." - group 2

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Selecting stickers and descriptions

Which stickers and descriptions are best to use?

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Selecting stickers and descriptions

Size: 16 children (10-12y)
- 8 smileys ⟶ words
- 8 words ⟶ smileys

Context → DG → IV → **Tests** → Concept → Evaluation → Design → Questions
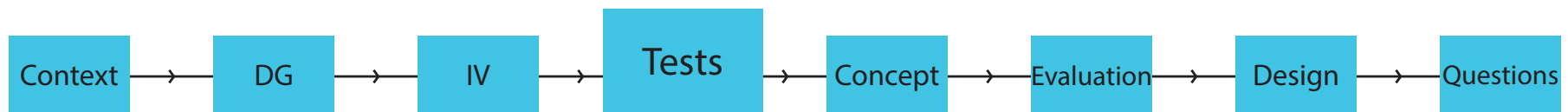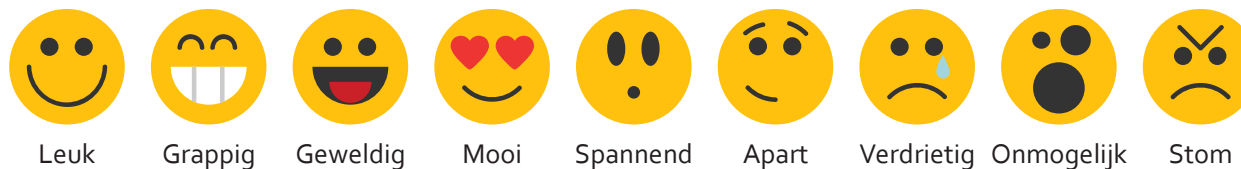
Selecting stickers and descriptions

Size: 16 children (10-12y)
- 8 smileys ⟶ words
- 8 words ⟶ smileys

Insights
- Like sharing opinion
- Most didn't struggle combining smileys and words.

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
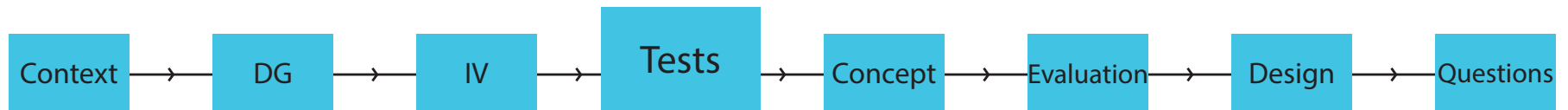
Selecting stickers and descriptions

Size: 16 children (10-12y)
- 8 smileys ⟶ words
- 8 words ⟶ smileys

Insights
- Like sharing opinion
- Most didn't struggle combining smileys and words.

Selection

| Leuk | Grappig | Geweldig | Mooi | Spannend | Apart | Verdrietig | Onmogelijk | Stom |

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Recognition

Does recognition lead to pride?
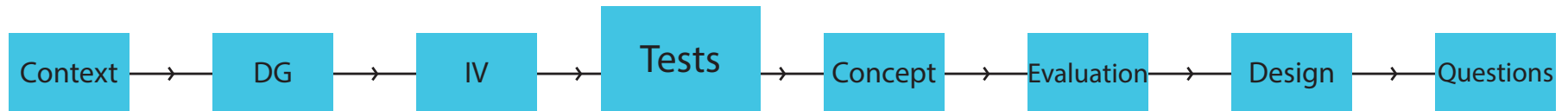
Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Recognition

Size: 8 children (8-11y)
- 4 artists
- 4 assesors

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
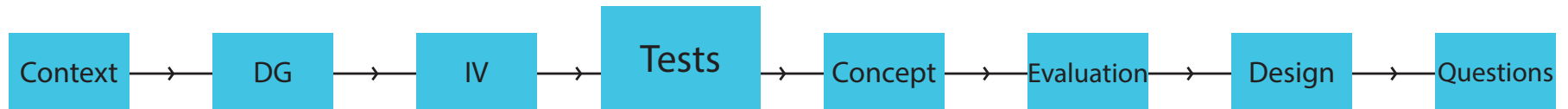
Recognition

Size: 8 children (8-11y)
- 4 artists
- 4 assesors

Insights:
- Feeling more proud
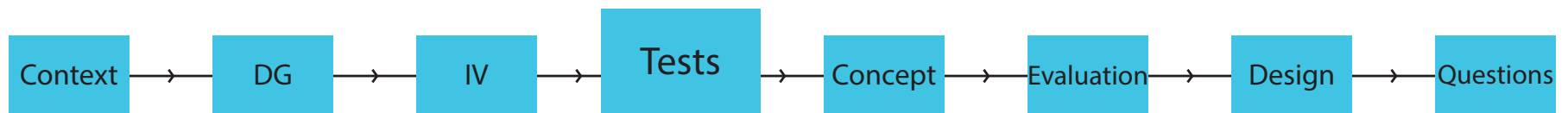- Lack leads to less pride
- Stickers make happy

Quotes

"When someone likes my drawing, I like it more myself."

"I first thought it is really beautiful, so I gave 4. Then I got this out of 6 stickers, so now I will make it lower." (got 1 sticker)
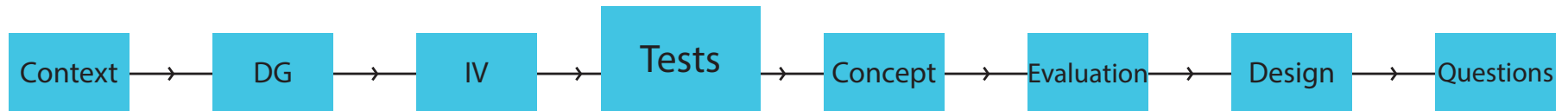
Context → DG → IV → **Tests** → Concept → Evaluation → Design → Questions

Stimulance

What type of recognition is preferred?

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Stimulance

Size: 14 children (10-12y)

Context → DG → IV → **Tests** → Concept → Evaluation → Design → Questions

Stimulance

Size: 14 children (10-12y)

Results

What scored highest?	#	Avg. Participating score (1-7)	Avg. Proudness score (1-7)
All scenarios the same	2	6	5,5
Default message	3	6,7	5,7
Personal message	2	7	6,5
Competition	3	6,7	7
Default + personal	1	6	6
Personal + competition	0	-	-
Default + competition	2	7	7
Unable to categorise	1	-	-

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Stimulance

Results

What scored highest?	#	Avg. Participating score (1-7)	Avg. Proudness score (1-7)
All scenarios the same	2	6	5,5
Default message	3	6,7	5,7
Personal message	2	7	6,5
Competition	3	6,7	7
Default + personal	1	6	6
Personal + competition	0	-	-
Default + competition	2	7	7
Unable to categorise	1	-	-

Size: 14 children (10-12y)

Insights
- Default message + competition score best
- Opinions of frequency of messages differs

Context → DG → IV → **Tests** → Concept → Evaluation → Design → Questions

Final concept

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Final concept

Placing recommendations

U heeft *Dagboek van een vlogger* teruggebracht...

Wat vond je van het boek?

Leuk   Grappig   ...veldig   Mooi   Spannend

Apart   Verdrietig   Onmogelijk   Stom

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
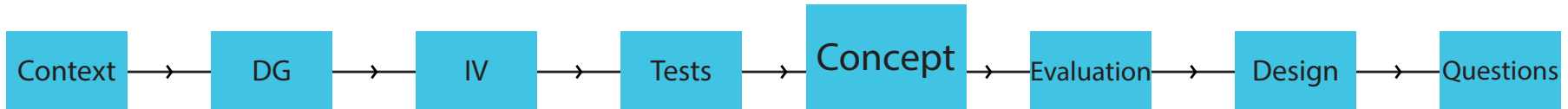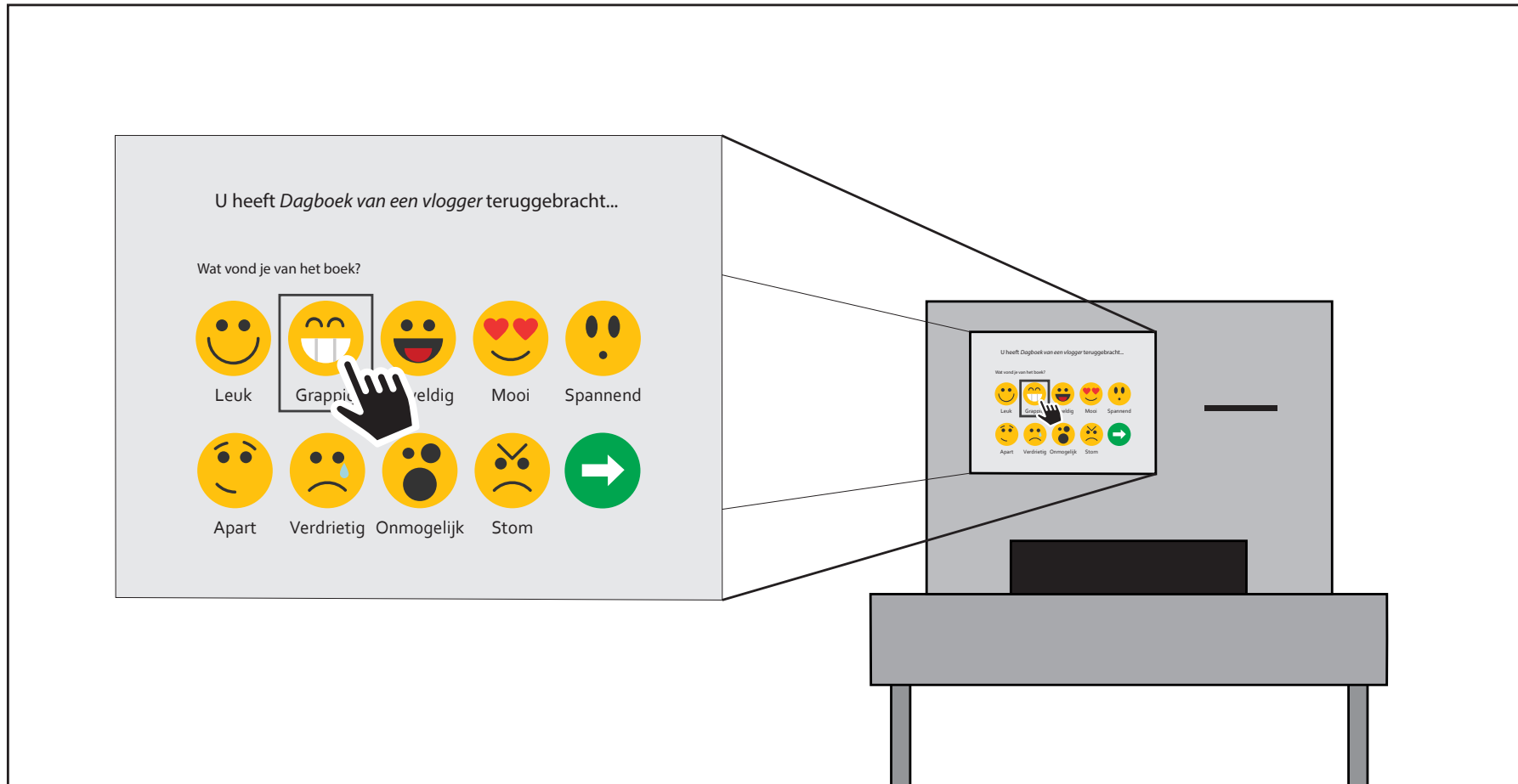
Final concept

Settings of participation

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Final concept

Filter books
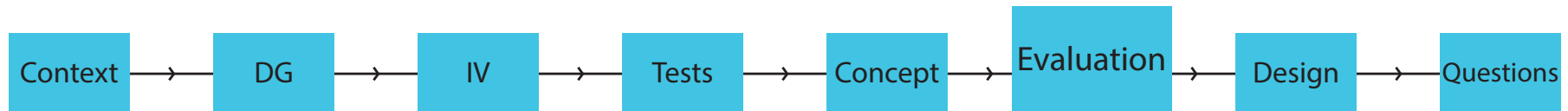
Evaluation

Evaluation by answering:
- Are children influenced by seeing the recommendations
 in their choice for books?
- Are children willing to place recommendations?
- Are the selected smileys and descriptions understandable?

Context → DG → IV → Tests → Concept → **Evaluation** → Design → Questions

Seeing recommendations

Size: All children going to the 9-14 years section during 23/12/2017-10/01/2018

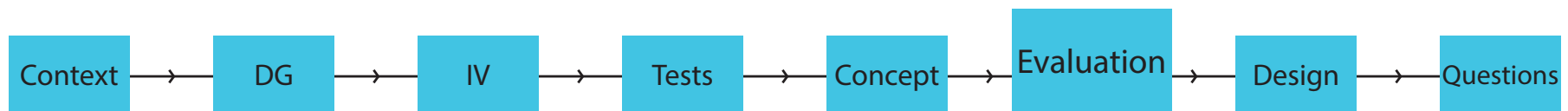Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
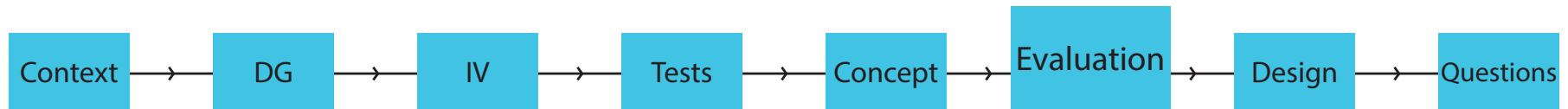
Seeing recommendations

Size: All children going to the 9-14 years section during 23/12/2017-10/01/2018

Results

	Book 1	Book 2	Book 3	Book 4	Book 5	Book 6
Month before 22/11/2017-22/12/2017	1x	0x	0x	5x	1x	2x
	-	-	-	-	-	-
Test period 23/12/2017-10/01/2018	3x 23/12, 27/12, 06/01	0x -	1x 28/12	7x 23/12, 23/12, 03/01, 03/01, 06/01, 06/01, 08/01	0x -	4x 23/12, 29/12, 02/01, 02/01

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Seeing recommendations

Size: 21 children (8-12y)

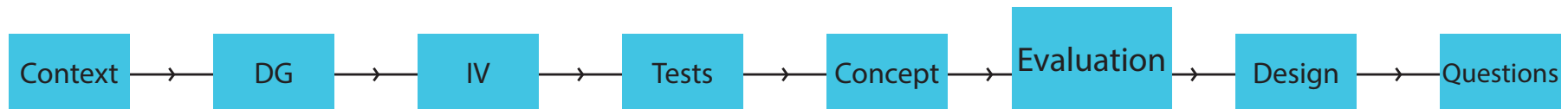Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
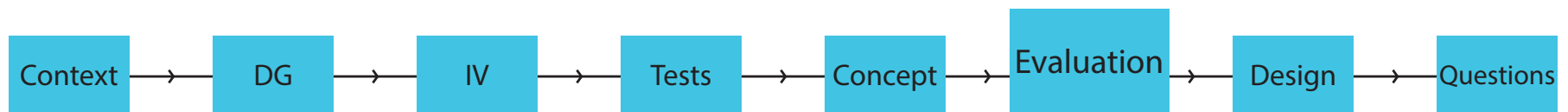
Seeing recommendations

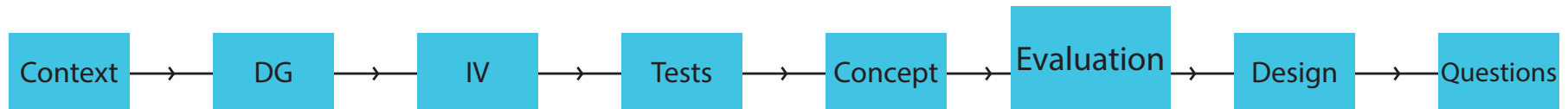**Size:** 21 children (8-12y)

Insights
- 14 think it would help
- 5 immediately started to choose a book
- 3 out of 5 who didn't think it would help already know well themselves what to read

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Placing recommendations

Size: All children going to the 9-14 years section during 10/01/2017-17/01/2018

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Placing recommendations

Results

Day	Recommendations in box	On board
Wednesday	6	-
Thursday	0	-
Friday	4	-
Saturday	2*	-
Sunday	Closed	-
Monday	0*	-
Tuesday	0	-
Undated	2	7

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
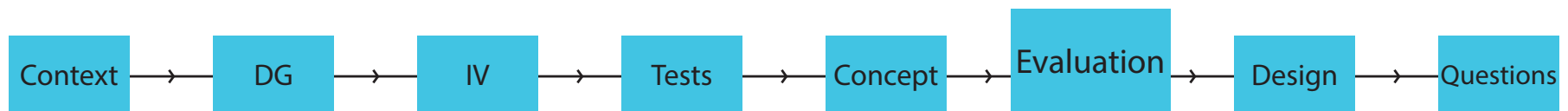
Placing recommendations

Results

Day	Recommendations in box	On board
Wednesday	6	-
Thursday	0	-
Friday	4	-
Saturday	2*	-
Sunday	Closed	-
Monday	0*	-
Tuesday	0	-
Undated	2	7

Insights
- Recommendations also on influence board
- In 4,5 days 21 recommendations were made

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
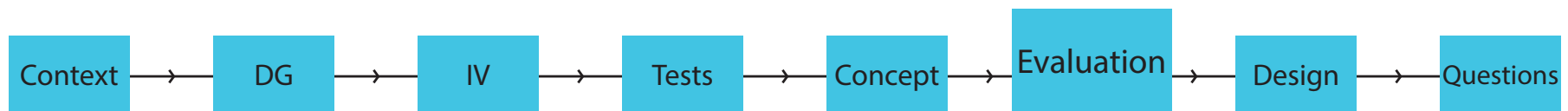
Placing recommendations

1. I thought it was .... to do.

Dumb ├─────┼─────┼─────┤▆▆▆█▆▆▆├─────┤ Fun
        1   2   3

2. I do it for .... .

Others ▆▆▆▆▆█▆▆▆├─────┼─────┼─────┤ Myself
                   5   6

3. I feel .... .

Not proud ├────┼────▆▆▆█▆▆▆▆▆├────┤ Proud
            2

4. I would do it .... .

Once ├─────┼─────┼─────▆█▆▆▆▆├─────┤ Always
        2   3

5. I think that it .... others.

Doesn't help ├───┼───┼───┤▆▆▆█▆▆▆┤ Does help
        1   2   4

Size: 21 children (8-12y)

Context → DG → IV → Tests → Concept → **Evaluation** → Design → Questions
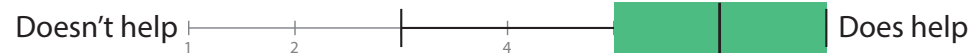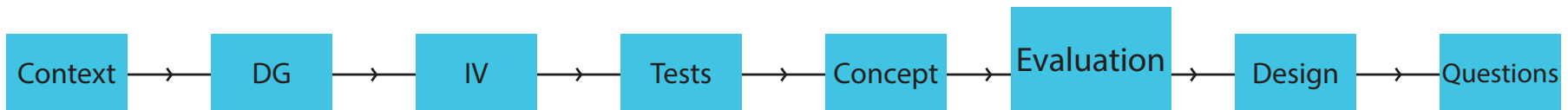
Selected smileys and descriptions

Size: 21 children (8-12y)

+

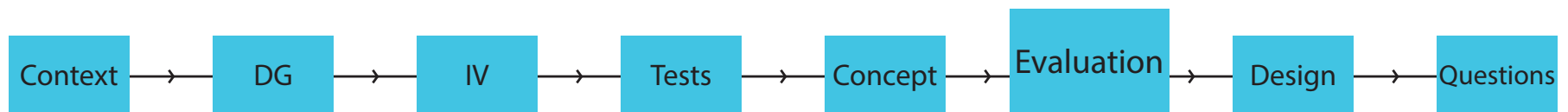All children going to the 9-14 years section during 10/01/2018-17/01/2018

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Selected smileys and descriptions

Results

Used in:	Leuk	Grappig	Geweldig	Mooi	Spannend	Apart	Verdrietig	Onmogelijk	Stom
Forms	2	5	4	3	-	-	-	-	-
Board	1	2	-	1	1	-	-	1	1
Questionnaire	5	4	7	1	4	-	-	-	-
Total	**8**	**11**	**11**	**5**	**5**	**0**	**0**	**1**	**1**

May leave selection	0	0	2	2	1	8	1	12	0
Used in previous test	10	12	15	8	6	11	5	8	2

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Selected smileys and descriptions

Results

Used in:	Leuk	Grappig	Geweldig	Mooi	Spannend	Apart	Verdrietig	Onmogelijk	Stom
Forms	2	5	4	3	-	-	-	-	-
Board	1	2	-	1	1	-	-	1	1
Questionnaire	5	4	7	1	4	-	-	-	-
Total	**8**	**11**	**11**	**5**	**5**	**0**	**0**	**1**	**1**

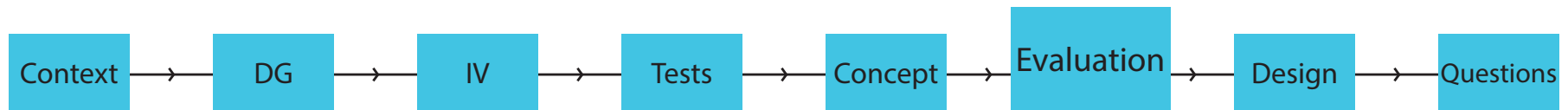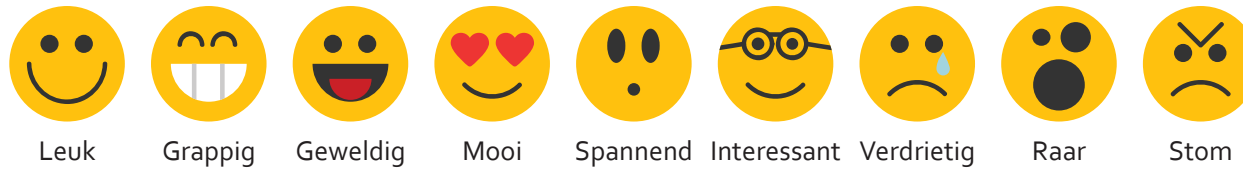|	Leuk	Grappig	Geweldig	Mooi	Spannend	Apart	Verdrietig	Onmogelijk	Stom
May leave selection	0	0	2	2	1	8	1	12	0
Used in previous test	10	12	15	8	6	11	5	8	2

Insights
- Description of 'Onmogelijk'-smiley doesn't fit
- 'Interessant' should be added
- Selection scores a 7,9 on average

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
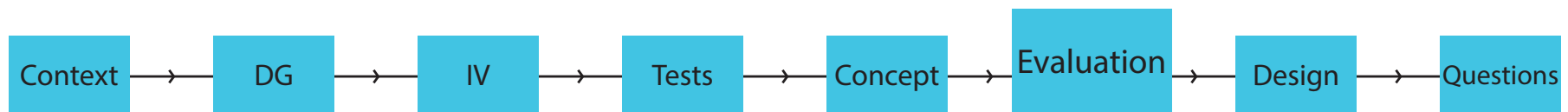
Selected smileys and descriptions

Final selection

Leuk   Grappig   Geweldig   Mooi   Spannend   Interessant   Verdrietig   Raar   Stom

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

Conclusion

- Design goal is met:

      It stimulates children to help others in picking books.

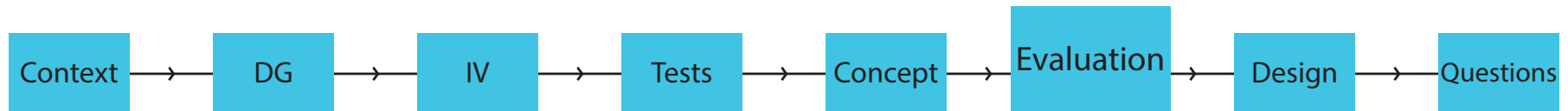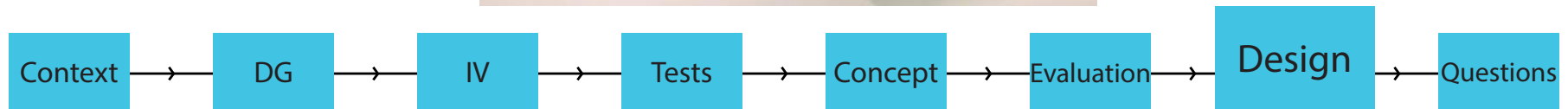Context → DG → IV → Tests → Concept → Evaluation → Design → Questions
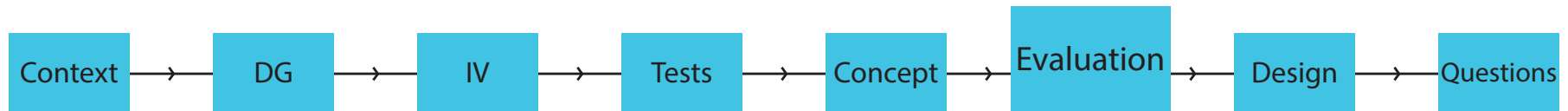
Conclusion

- Design goal is met:

    It stimulates children to help others in picking books.

- Digital ⟶ physical

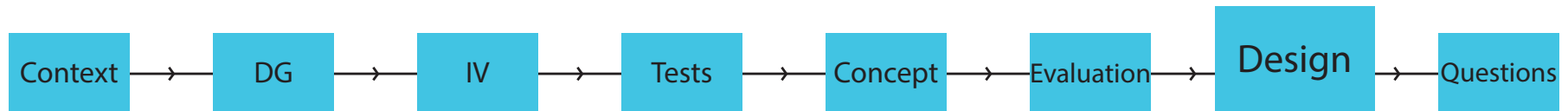| Context | → | DG | → | IV | → | Tests | → | Concept | → | Evaluation | → | Design | → | Questions |

De aanbevelingskast

De aanbevelingskast

Movie

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions

De aanbevelingskast
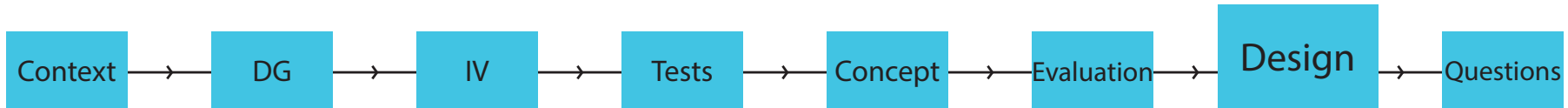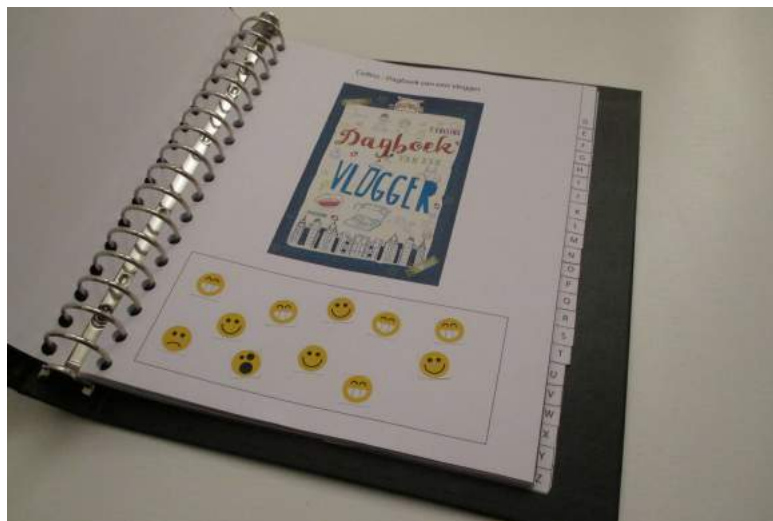
Questions

Do you have any questions?

Context → DG → IV → Tests → Concept → Evaluation → Design → Questions