IN THE PICTURE

Final presentation

Exploring Interactions 2017-2018

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Research insights cycle 1

Questionnaire, online research, family discussion

People generally have little time to spend with their family

Research insights cycle 1

Questionnaire, online research, family discussion

People generally have little time to spend with their family

Questionnaire, online research, family discussion

Family members want more real attention for each other

Quality time:

"Just having real attention for each other"

Change:

"More interest in each other"
''More in depth conversations"

Focus on 'healthy' families with young adult children

Research insights cycle 1

Focus on 'healthy' families with young adult children

Focus on dinner time; then families are generally together

Research insights cycle 1

Contextmapping

Role between parents and children change, need for sharing more things

"I would actually want to know how things are réally going at school.. now you only hear 'nice' or 'boooring'.."

Design goal

"My design goal is to stimulate parents and young adult children to move away from routine talks during dinner by **showing interest in personal relevant topics of their family members.**"

Interaction vision

Current interaction

Routinely

Superficial

Uninvolved

Unbalanced

Cozy

Desired interaction

Natural

Involved

Open

Surprising

Fun

Interaction vision

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Like.. ''**Making an unexpected stop for a nice viewpoint when road tripping**''

Ambiguous pictures and themes

There is a need for a **concrete starting point**

Question cards

There is a need for a **concrete** starting point

Cards with **too direct** questions do not result in a natural and fun interaction

What is the biggest challenge you are facing right now?

What does your ideal living space look like?

What goals do you want to achieve within 10 years?

What is important to keep enjoying your work?

What was the hardest thing about today?

What do you think about being a donor?

What is important to keep enjoying your work?

What is the most adventurous thing you have ever done?

What makes a healthy relationship?

What was the most interesting thing of your day/week?

What have you learned today?

How would you deal with choosing a study

What is your best holiday memory with the family?

Game with personal pictures

1. Take pictures related with your daily life
2. Guess who made it and what is on it
3. Talk about it

Game with personal pictures

Personal pictures bring in new and personal relevant topics and serve as a **natural starting point** for conversation

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Personal pictures bring in new and personal relevant topics and serve as a **natural starting point** for conversation

The game element makes everyone involved and makes it fun

Pictures should be related with **you** and your daily life. You should have a 'story' about it

Game with personal pictures | 2

Pictures should be related with **you** and your daily life. You should have a 'story' about it

Discussing about the score system moves them away from the real purpose; having conversation

Game with personal pictures | themes

Reminders are useful for not forgetting to take pictures and family members like it

Raad& Praat Maartje, leg nu je moment vast!

Raad& Praat Waar ben je trots op? Leg het vast!

Game with personal pictures | themes

Reminders are useful for not forgetting to take pictures and family members like it

Reminders with themes make them think about new things to capture → new input for game

Raad& Praat — Maartje, leg nu je moment vast!

Raad& Praat — Waar ben je trots op? Leg het vast!

Different themes

Concrete themes lead to interesting stories, open themes create freedom
→ a mix works

Daan Zwart

Wat is voor jou een leuke **familieherinnering**?
Leg het vast of zoek een oude foto
12:09

2 DECEMBER 2017

Wat is een grote **uitdaging van jouw passie**?
Leg het vast!
10:52

Typ een bericht

Wat is een **opmerkelijk object** uit jouw dagelijks leven?
Leg het vast!
IN THE PICTURE

Wat is een grote **uitdaging van jouw passie**?
Leg het vast!
IN THE PICTURE

Wat maakt jou **blij**?
Leg het vast!
IN THE PICTURE

Wat is voor jou een leuke **familieherinnering**?
Leg het vast of zoek een oude foto
IN THE PICTURE

Different themes

Concrete themes lead to interesting stories, open themes create freedom
→ a mix works

Include themes in the game (guessing theme) results in interesting stories and more food for discussion

Daan Zwart

Wat is voor jou een leuke **familieherinnering**?
Leg het vast of zoek een oude foto

12:09

2 DECEMBER 2017

Wat is een grote **uitdaging van jouw passie**?
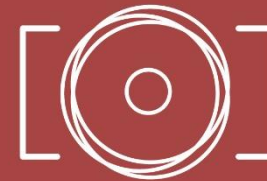Leg het vast!

10:52

Typ een bericht

Wat is een **opmerkelijk object** uit jouw dagelijks leven?
Leg het vast!

IN THE PICTURE

Wat is een grote **uitdaging van jouw passie**?
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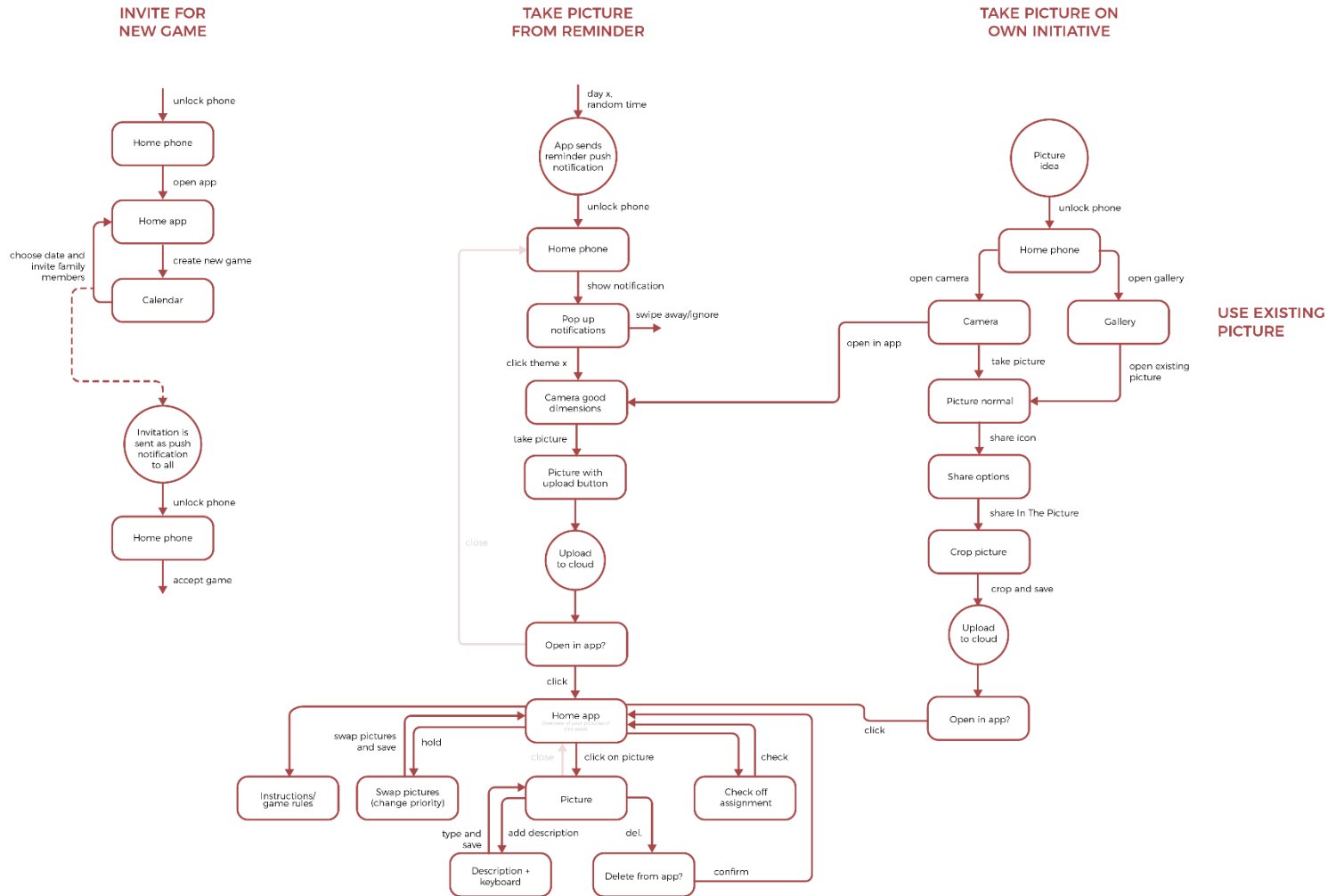
IN THE PICTURE
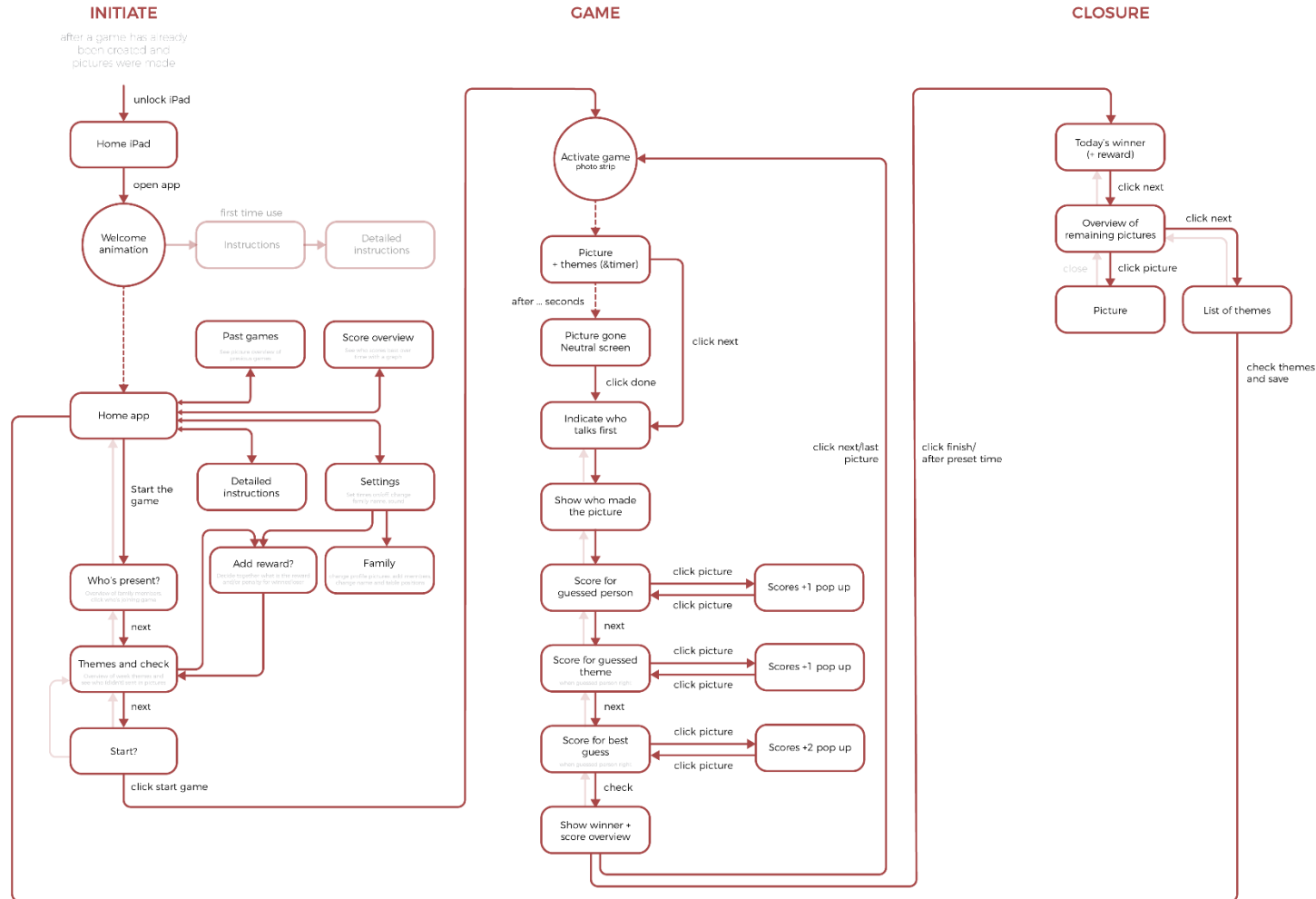
Wat maakt jou **blij**?
Leg het vast!

IN THE PICTURE

Wat is voor jou een leuke **familieherinnering**?
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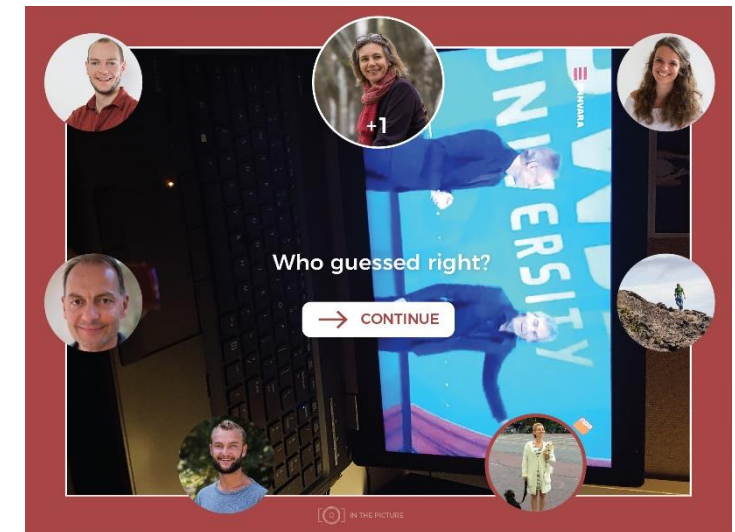
IN THE PICTURE

Design flow and screens of apps

**INVITE FOR
NEW GAME**

unlock phone

Home phone

open app

Home app

create new game

Calendar

choose date and
invite family
members

Invitation is
sent as push
notification
to all

unlock phone

Home phone

accept game

**TAKE PICTURE
FROM REMINDER**

day x,
random time

App sends
reminder push
notification

unlock phone

Home phone

show notification

Pop up
notifications

swipe away/ignore

click theme x

Camera good
dimensions

take picture

Picture with
upload button

Upload
to cloud

close

Open in app?

click

Home app
Overview of pictures of
this week

**TAKE PICTURE ON
OWN INITIATIVE**

Picture
idea

unlock phone

Home phone

open camera   open gallery

Camera   Gallery

open in app

take picture

Picture normal

share icon

Share options

share In The Picture

Crop picture

crop and save

Upload
to cloud

Open in app?

click

**USE EXISTING
PICTURE**

open existing
picture

swap pictures
and save

hold

close   click on picture   check

Instructions/
game rules

Swap pictures
(change priority)

Picture

Check off
assignment

type and
save

add description   del.

Description +
keyboard

Delete from app?

confirm

APP 1 - NOTIFICATIONS WITH THEMES

Design flow and screens of apps

INITIATE

after a game has already been created and pictures were made

unlock iPad

Home iPad

open app

Welcome animation

first time use

Instructions → Detailed instructions

Past games
See picture overview of previous games

Score overview
See who scored last, over time with a graph

Home app

Start the game

Detailed instructions

Settings
See times on/off, change family name, stand

Who's present?
Overview of family members, click who's joining game

Add reward?
Decide together what is the reward and/or bonus for winner/star

Family
Change profile picture, add members, change name and take pictures

next

Themes and check
Overview of some themes and see who didn't sent in pictures

next

Start?

click start game

GAME

Activate game
photo strip

Picture + themes (&timer)

after ... seconds

Picture gone Neutral screen

click done

click next

Indicate who talks first

Show who made the picture

Score for guessed person

click picture → **Scores +1 pop up**
click picture

next

Score for guessed theme
when guessed person right

click picture → **Scores +1 pop up**
click picture

next

Score for best guess
when guessed person right

click picture → **Scores +2 pop up**
click picture

check

Show winner + score overview

click next/last picture

click finish/ after preset time

CLOSURE

Today's winner (+ reward)

click next

Overview of remaining pictures

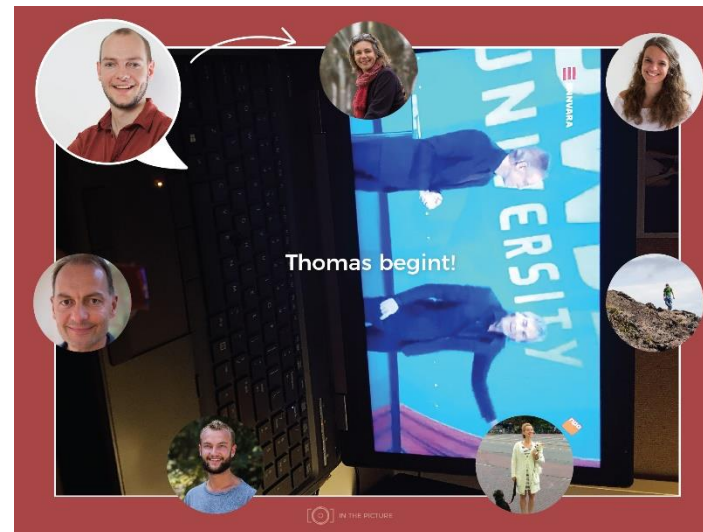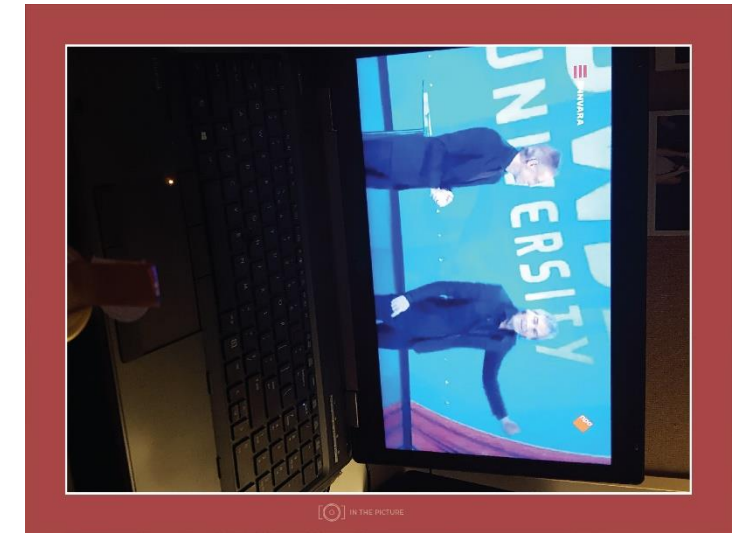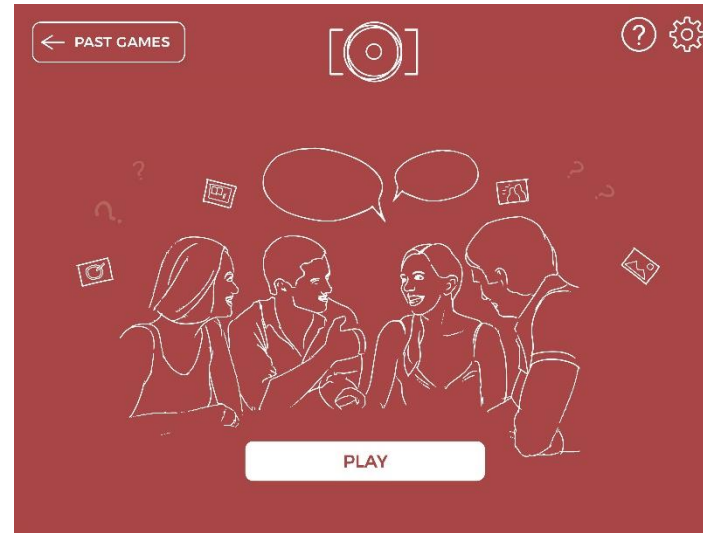click next

click picture

close

Picture

List of themes

check themes and save

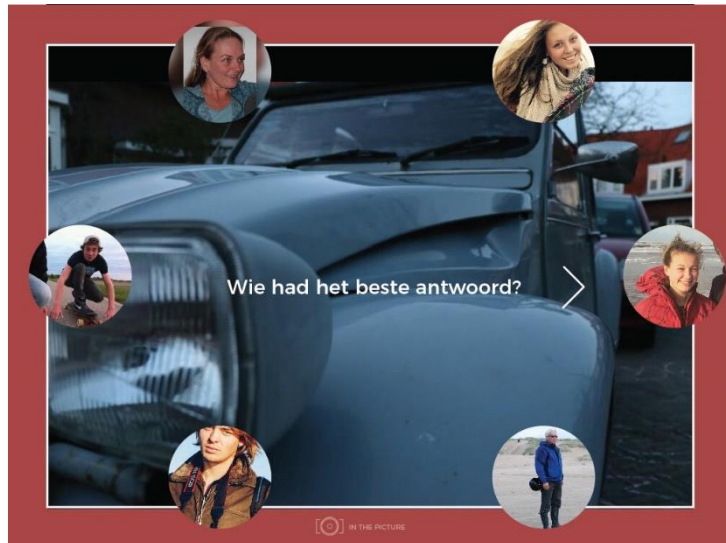# Design flow and screens of apps

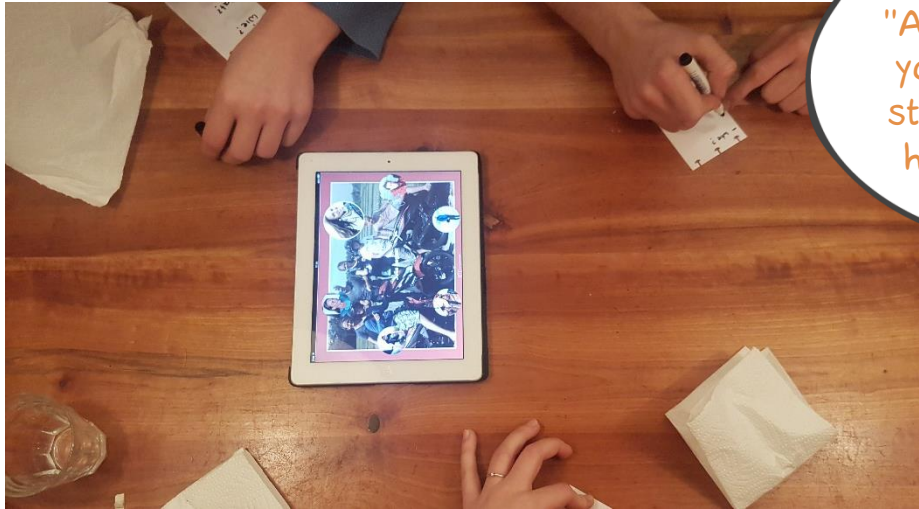Try again with score system, designed screens would provide more guidance

Final evaluation test

Score system is a valuable addition (points for best story), because everyone does his best to come up with the best answer

Final evaluation test

Design goal evaluation

Design goal

"
My design goal is to stimulate parents and young adult children to move away from routine talks during dinner by **showing interest in personal relevant topics of their family members.** "

Pictures bring in new and interesting and **personal relevant** conversation **topics**.
The game element makes them **show** their **interest** in each other

"It felt really good when someone knew the picture was from me and why I took it. I found that nice to hear. But I also really liked it when I knew the answer very precisely, like 'ah I know that one, I know that person well'."

Interaction vision evaluation

Desired interaction

Natural

Involved

Open

Surprising

Fun

Personal pictures serve as an easy and **natural** starting point for a conversation.

"It feels very natural to have a deeper conversation because you can discuss around the pictures in front of you, and the pictures and themes are related with our real life."

Interaction vision evaluation

Desired interaction

Natural

Involved

Open

Surprising

Fun

The challenging element and the guessing makes everyone involved, pictures make them curious

"The people who guess right make sure you'll be seen, that they know you and that they're involved with you. And the people who guess wrong make the game funny."

Interaction vision evaluation

Desired interaction

Natural

Involved

Open

Surprising

Fun

The game makes them curious and open to hear each other's stories
The game is open because there are endless possibilities for content

"You can choose yourself where the game is going, because you choose what pictures you make."

Interaction vision evaluation

Desired interaction

Natural

Involved

Open

Surprising

Fun

Answers can be surprising when you didn't expect it.
The pictures are also surprising since you never know what's coming.

"Sometimes I didn't expect that someone knew something from you, which is very nice.''

Interaction vision evaluation

Desired interaction

Natural

Involved

Open

Surprising

Fun

The game is much fun!

"It's obvious that this succeeded. We had to laugh a lot!"

Final design

- Game box with materials
  - Cards
  - Markers
  - Cloths
- Game app (iPad/tablet)
- Phone app

Movie