## Elevator awkwardness

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# Design goal

- I want to reduce the awkwardness between strangers riding the elevator in order to make the ride more enjoyable -



Context
The elevator

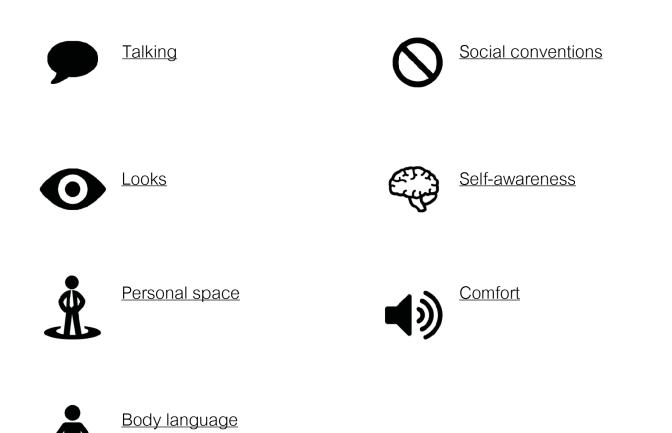


Target group
Strangers



<u>Duration of interaction</u> 20 seconds

#### The seven elements of awkwardness





### Testing





Don't make is subtitle

Music can change the ambiance quickly

A game like element keeps it interesting









## Questions?

