









my design goal is to <u>stimulate</u>
<u>visitors</u> at the rotterdam markthal to
<u>consume</u> food in a <u>sustainable way*</u>.



my interaction should feel like building a sand castle

characteristics & affordances

freedom pride stimulation exploration

research question

> inspire & support exploration

design exploration folding paper

> exploration & stimulation











design exploration folding paper with numbers

> exploration & freedom









design exploration folding paper with instructions

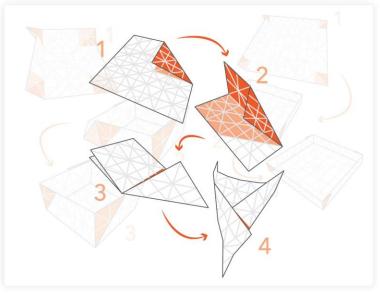
> exploration & stimulation











design exploration testing in context

> exploration, stimulation, & freedom











insights

ambiguity pride levels of interaction



design exploration living hinge

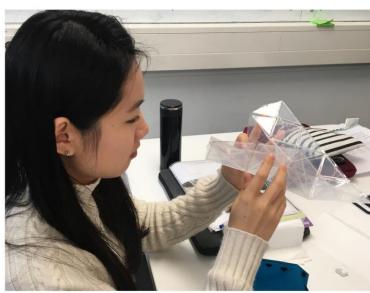






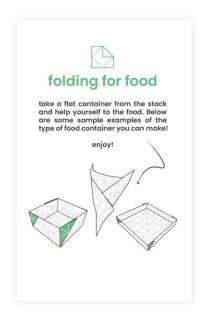






evalutation test 1

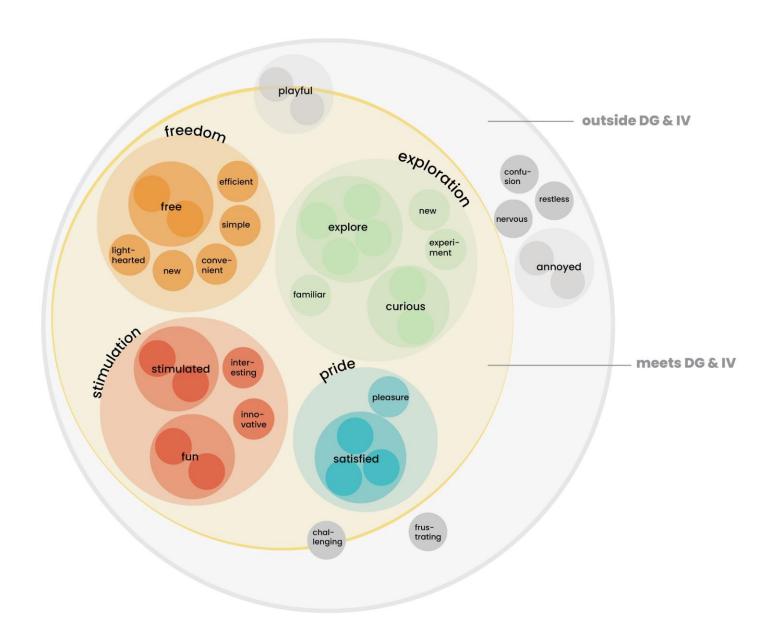
folding paper with illustrations







how to mitigate negative reactions?



insights

ambiguity pride levels of interaction

too many options

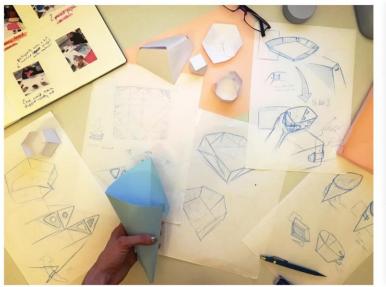
design exploration

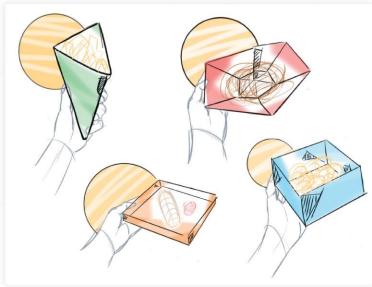
bowl, plate, box, cone

> exploration, freedom, & stimulation





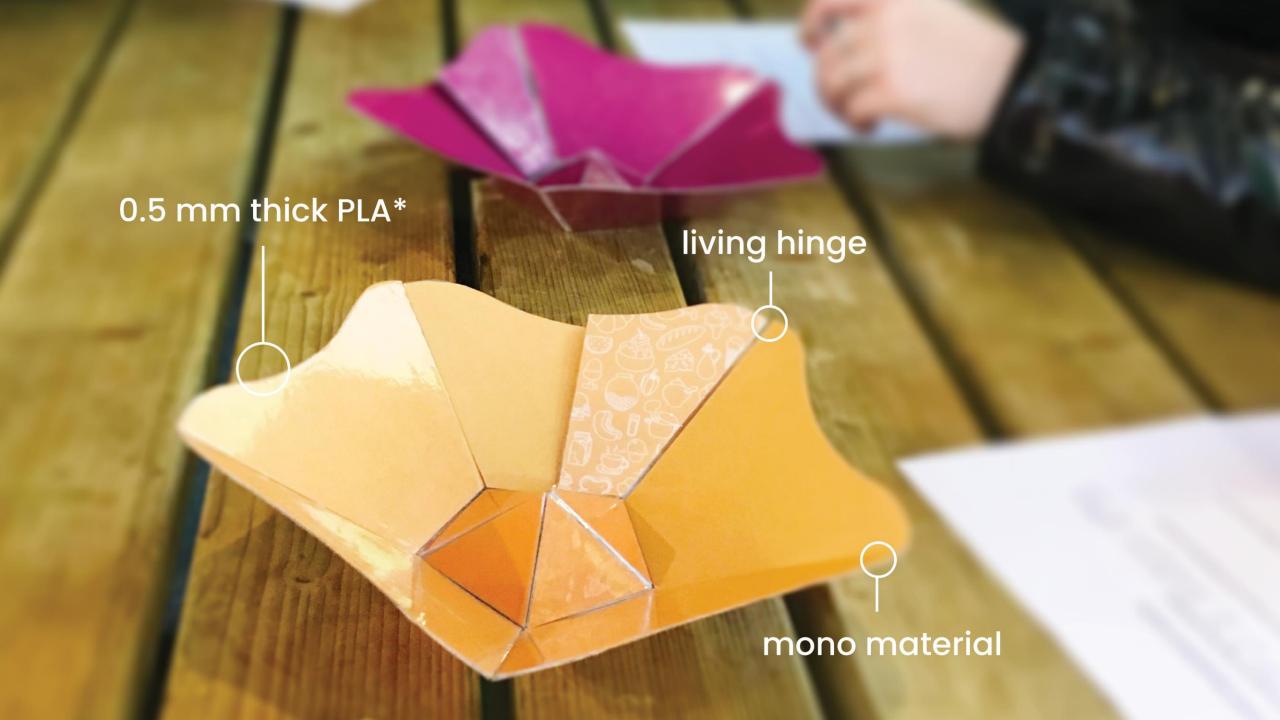


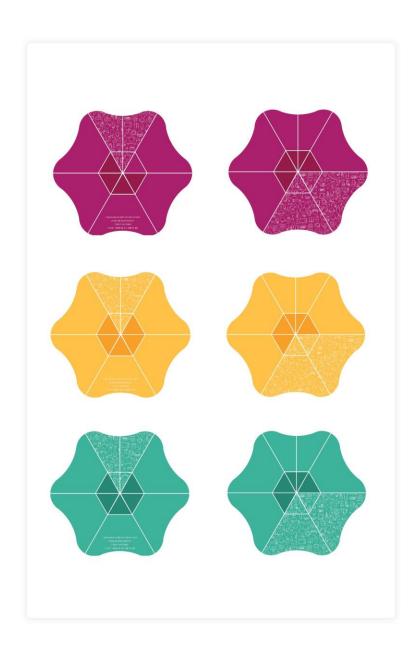


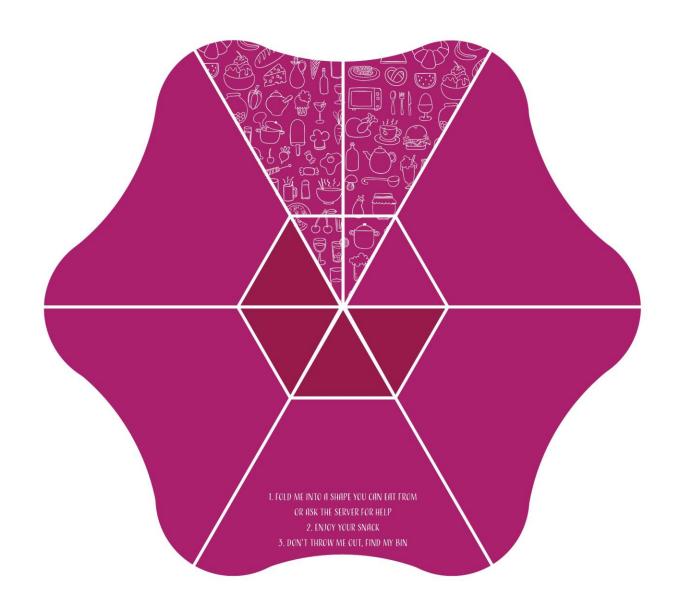
insights



what now?

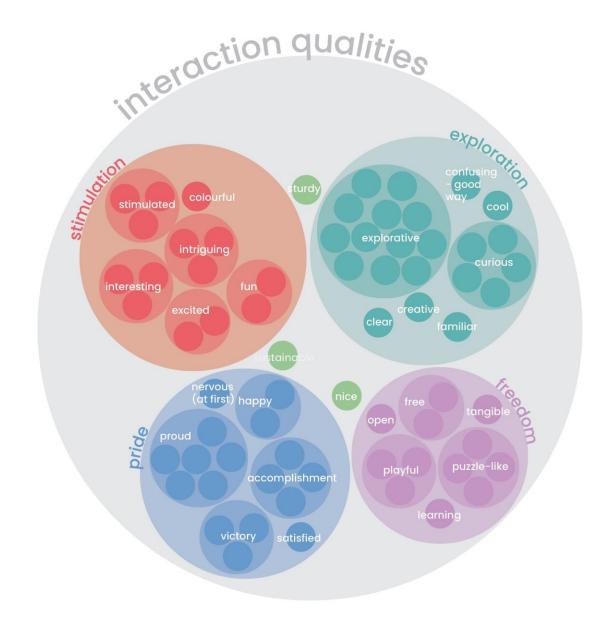












2

research question

interaction vision

design goal

intended interaction



envisioned flow

