

**Final**

**Presentation \_ cycle 3**

ID4250  
Exploring Interactions

2012-2013  
Interacting In Tomorrow's Society  
\_Social City

4205006  
Young-In Park

## Design Goal

*To encourage waiting people  
in Arrivals Hall in an airport  
to enjoy their waiting time together  
by sharing their stories and emotions*



# Interaction Vision

## Support Group



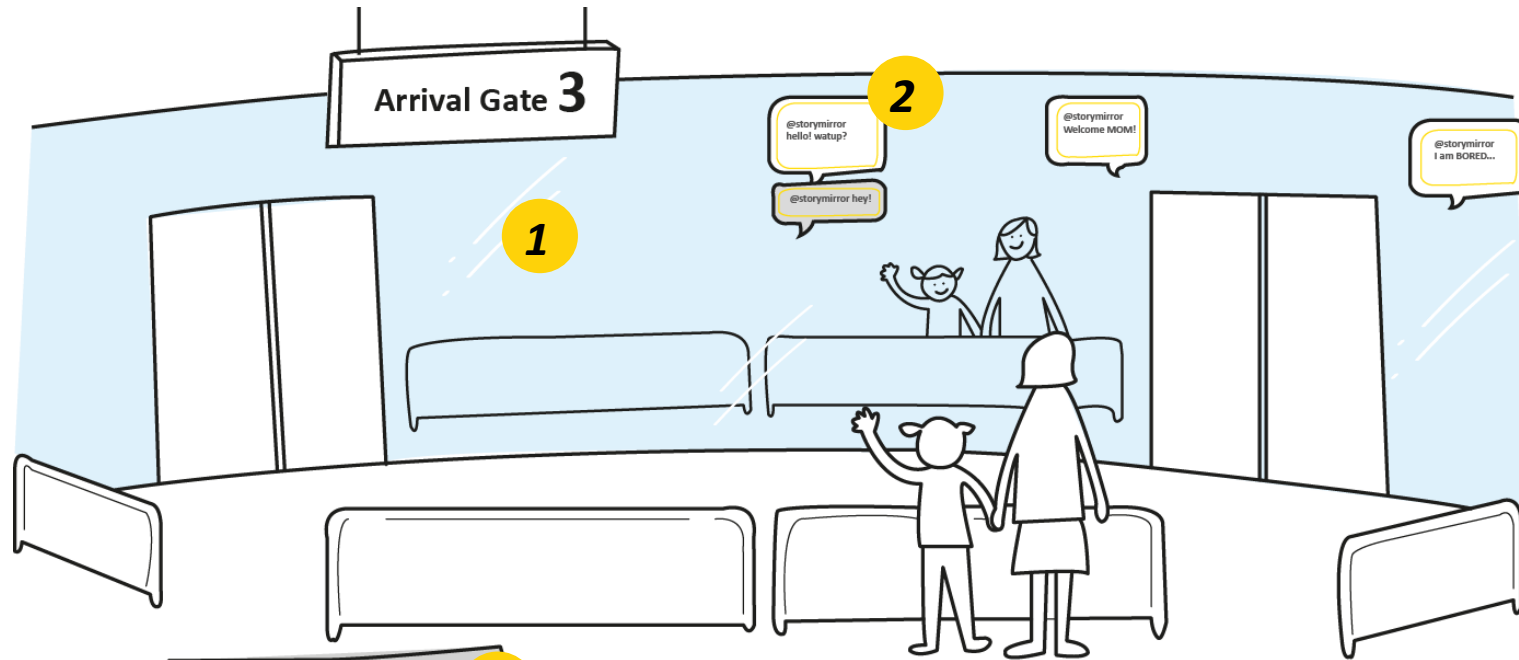
Helpful  
Support

Sympathetic  
Understanding

Feeling  
Of Bonding

# Final Design Concept

## "StoryMirror"



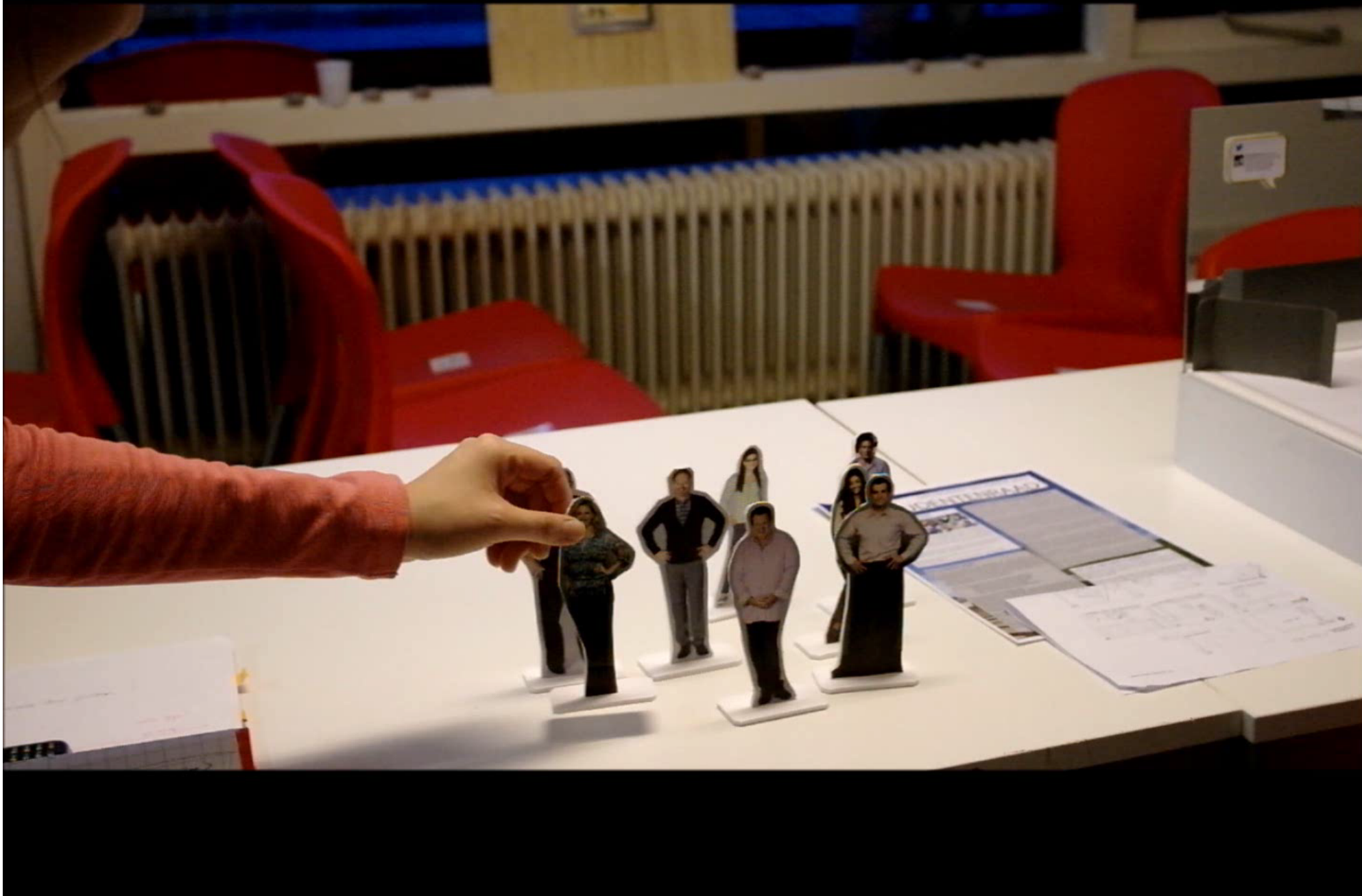
① Mirror wall

② Screens  
Planted on the  
wall

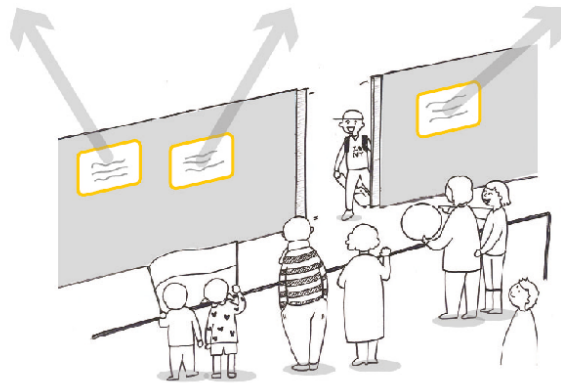
③ Placards  
With various  
images

## *Interaction Scenario*

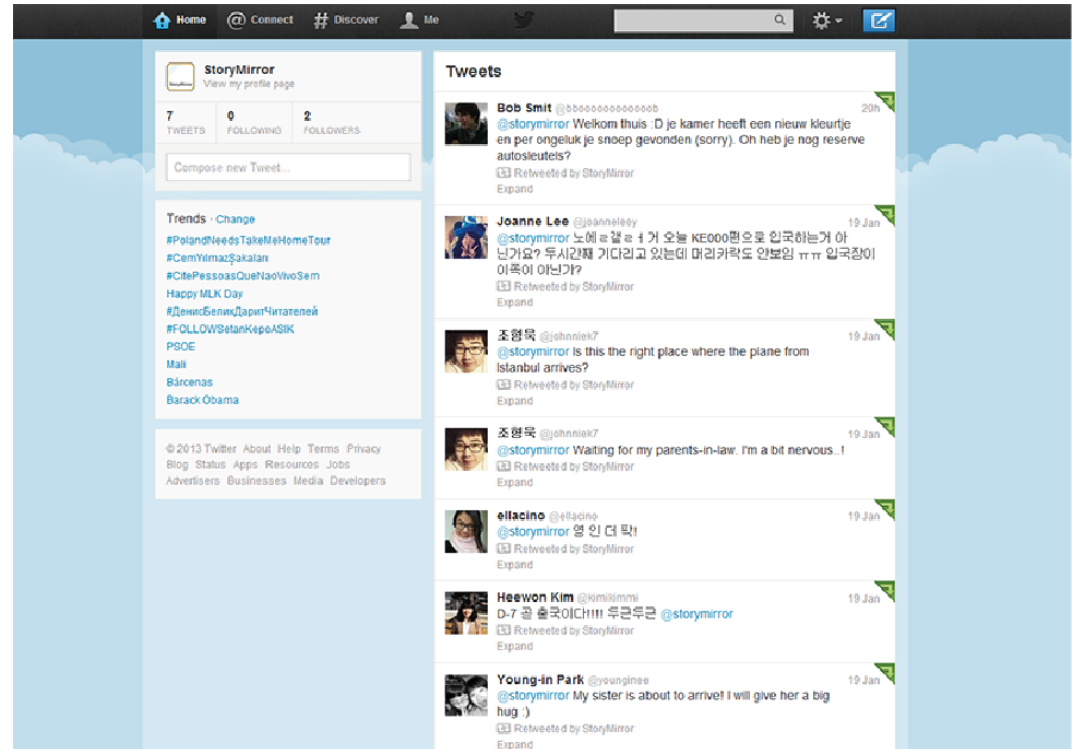
Test



# Test



Imagine you are waiting for someone  
at Arrivals Gate in an airport.  
What would you tweet to @storymirror?



# Evaluation



Helpful  
Support

3

Sympathetic  
Understanding

Feeling  
Of Bonding



## Further Suggestion

- *Contents of placards – Convey messages in more detail (emojicons?)*
  - *Position of placard stand – Easier accessibility*
    - *Twitter screens – Better visibility*
- *Interaction also with the arriving people in Luggage hall*