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Exploring Interactions 2016-17

design goal

To empower **Syrian refugees** in **moments** when their **identities are compromised.**

interaction vision

meet them

SUSTAIN

holistic research approach

- Interviews
- Meetups and events
- Literature review
- Maintained a blog
- Film screening
- Identity specialist
- Generative tools

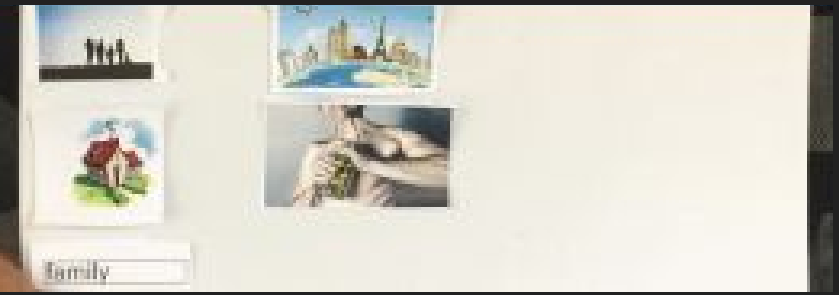
design and research explorations

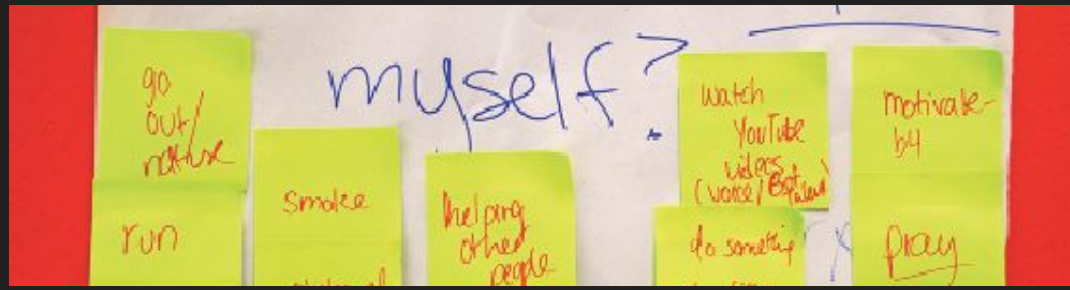
- Phase I: Generative sessions
- Phase II: Interaction Prototyping Round I
- Phase III: Interaction prototyping round II
- Phase IV: Final Round of prototyping and concept selection

phase I

"The refugee label can carry contextual stigma with it."

"We fall somewhere in between – like a tree who has [country of origin] roots but is nourished by Czech culture. I feel like a mutant."



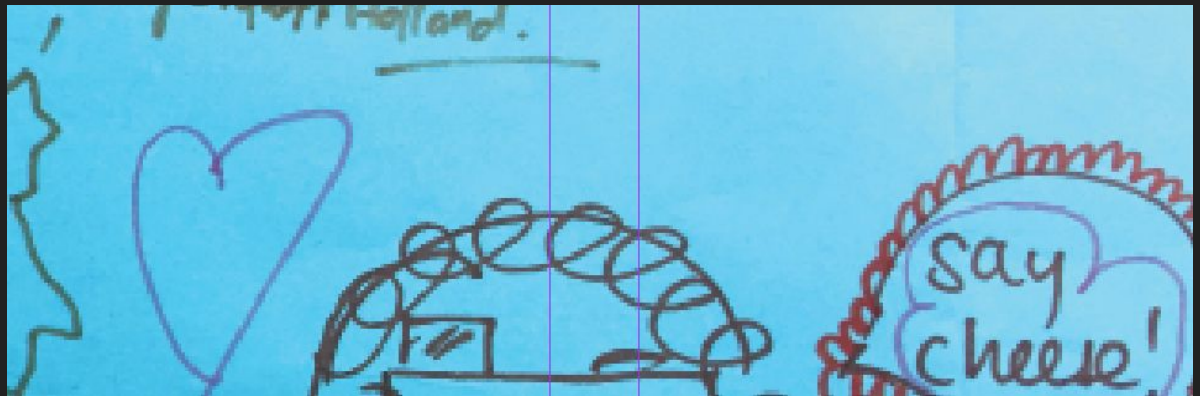


key takeaways

- Negative self concept is based on a perception refugees have
- Generating awareness about refugees is critical
- Empowering refugees is related to generating awareness

phase II

ELON
MUSK


Say
cheese!

key takeaways

- Participants welcomed the opportunity to connect with a stranger. This was empowering.
- Aversion to digital screens

phase III

Please click to hear this audio clip first.

key takeaways

- Materials with depressible, responsive properties can engage users at least initially
- Unusual shapes evoke curiosity and stimulate engagement
- Storytelling triggers should be somewhat open-ended and do not need to be personal

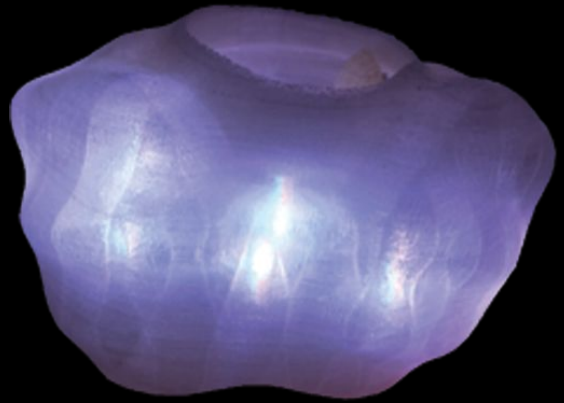
phase IV

Would you like to
tell a story?
No
Yes

key takeaways

- Ambiguous objects are welcome
- Anonymity is key to empowerment
- Novelty is important

final product



user test feedback

user test feedback

- “Wait...so what happens next?”
- Awkward to speak to an inanimate object
- Enjoyed the lights
- Clear how to use the product
- Made people smile

design goal

To empower Syrian refugees in moments when their identities are compromised.

thank you!