

SHUT UP!
SPEAK UP!
CARDS

EXPLORING
INTERACTIONS
2016 - 2017
FINAL PRESENTATION
DOUWE DE VRIES
4034511

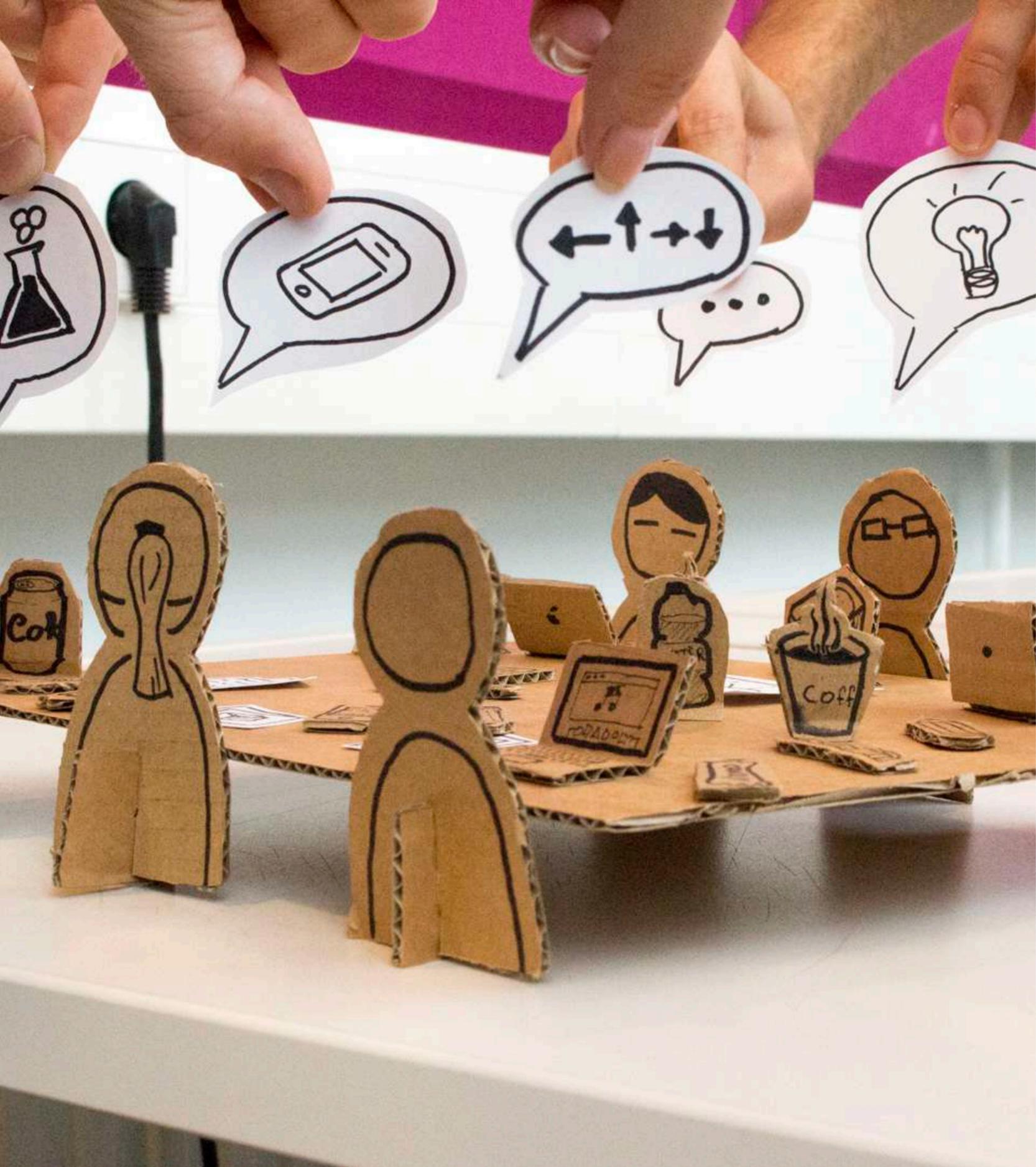


DOUWE DE VRIES

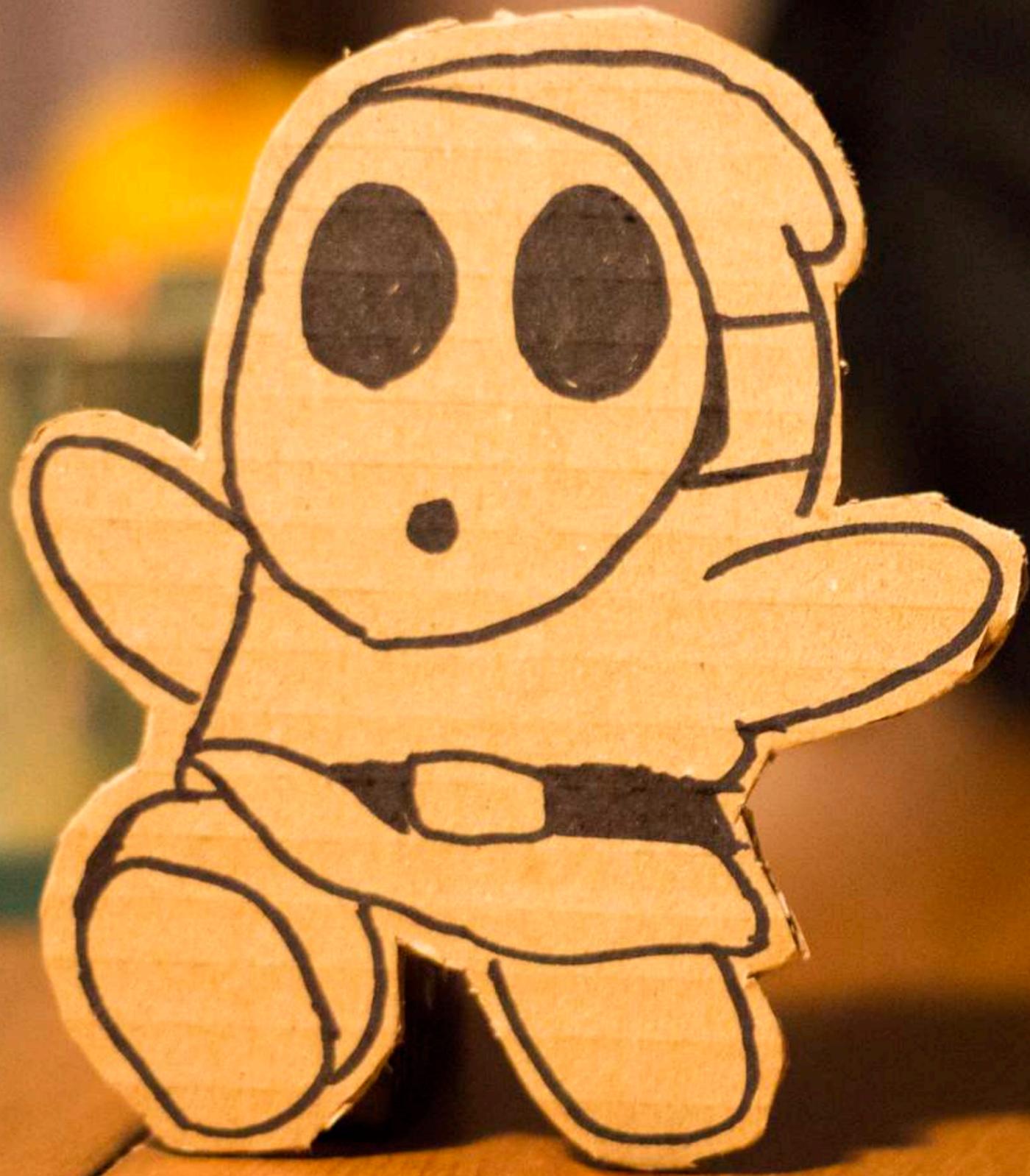
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TEAMWORK AT IDE



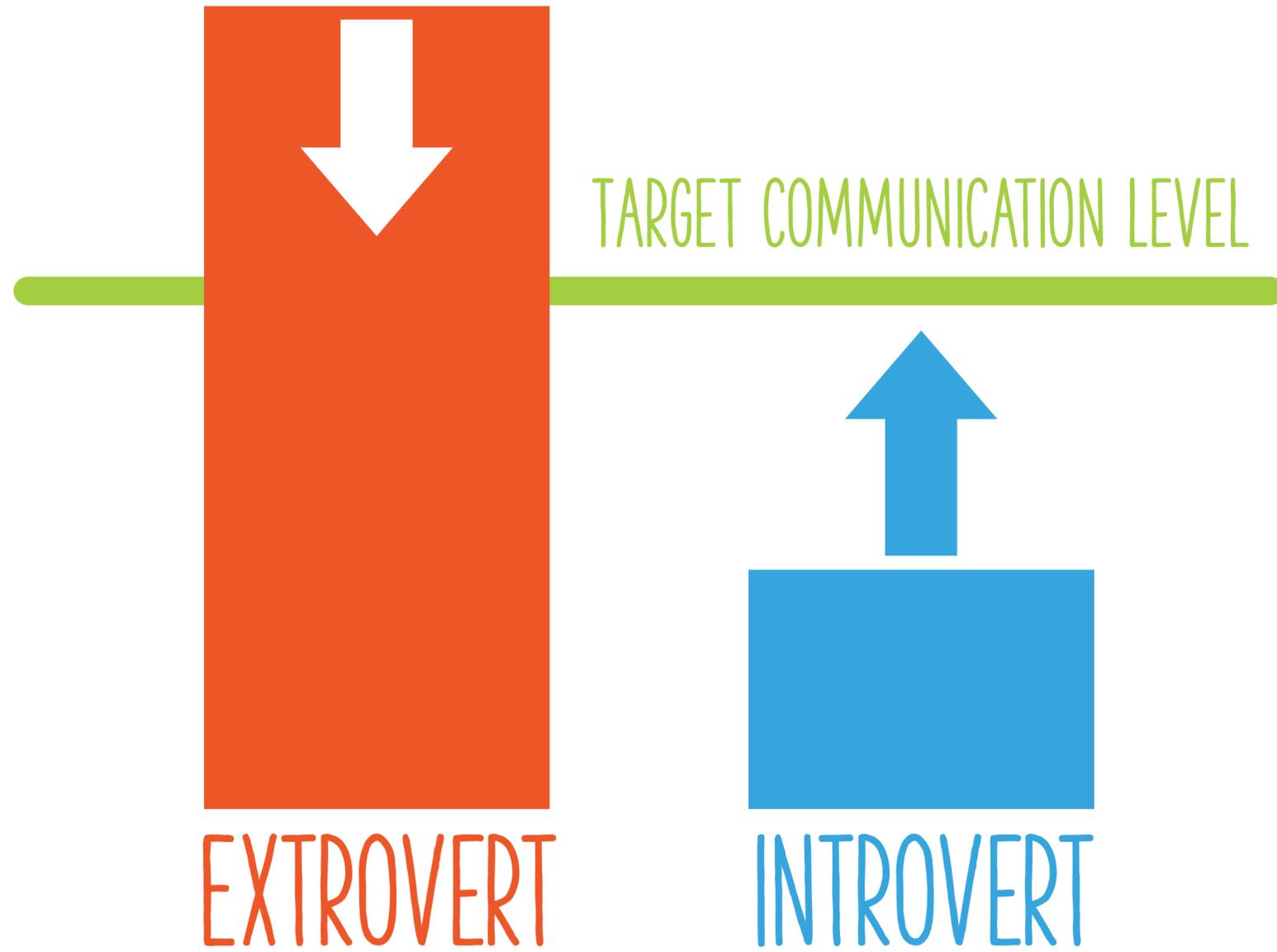
DIFFERENT ROLES



USER GROUP



"I WANT SHY STUDENTS TO BE ON THE SAME LEVEL OF COMMUNICATION AS THE REST OF THEIR TEAM DURING GROUP WORK AT IDE."



"I WANT SHY STUDENTS TO BE ON THE SAME LEVEL OF COMMUNICATION AS THE REST OF THEIR TEAM DURING GROUP WORK AT IDE."

(BY LEVELING OUT COMMUNICATION)



COMMUNICATION
IN GROUP WORK



COMMUNICATION
IN GROUP WORK



COMMUNICATION IN GROUP WORK



COMMUNICATION
IN GROUP WORK



SHY

DISTANT

UNCOMFORTABLE



PLAYFUL
INTUATIVE
REASSURING



EMPOWERED

COMFORTABLE

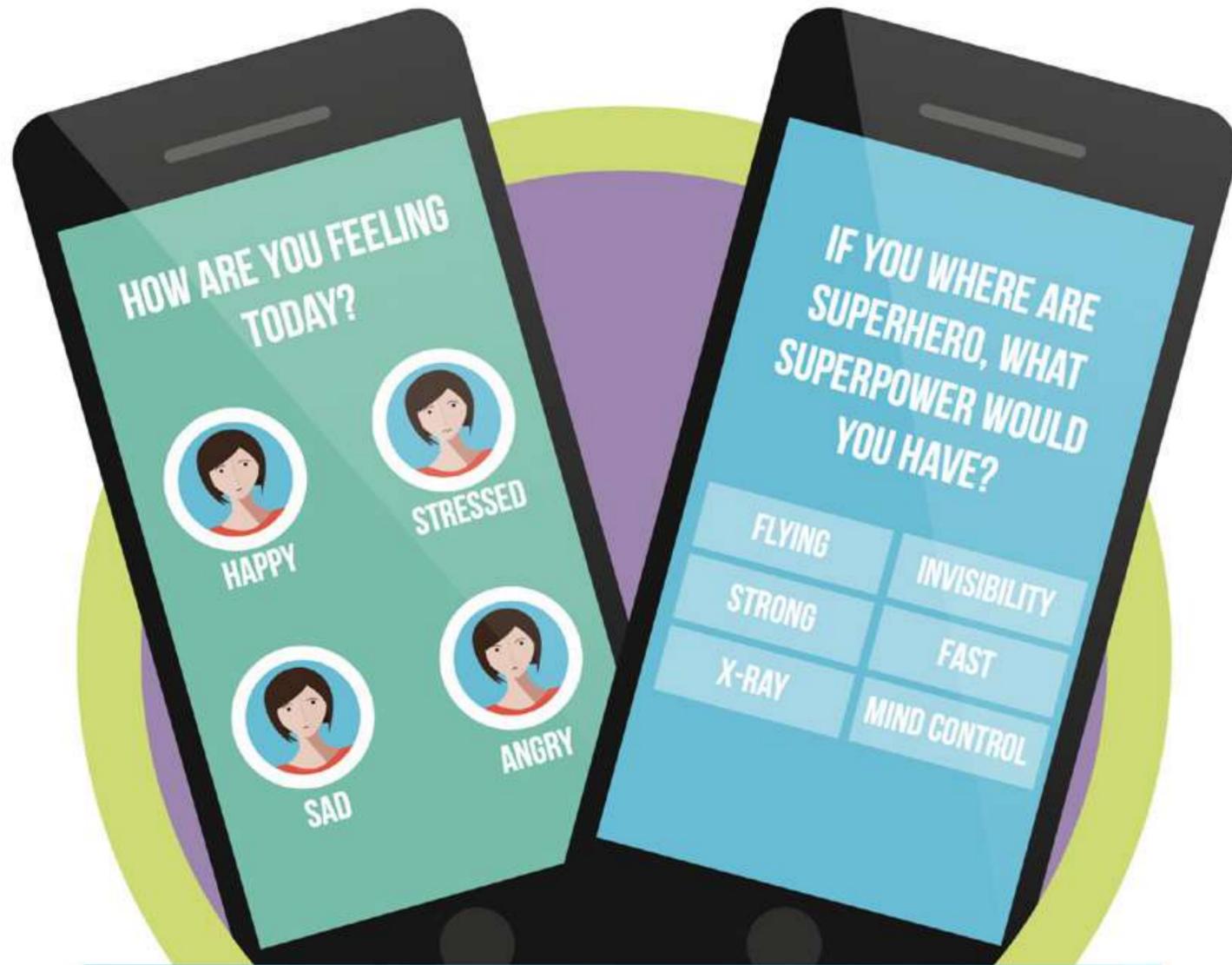
UNDERSTOOD



EMPOWERED
COMFORTABLE
UNDERSTOOD



CYCLE 2



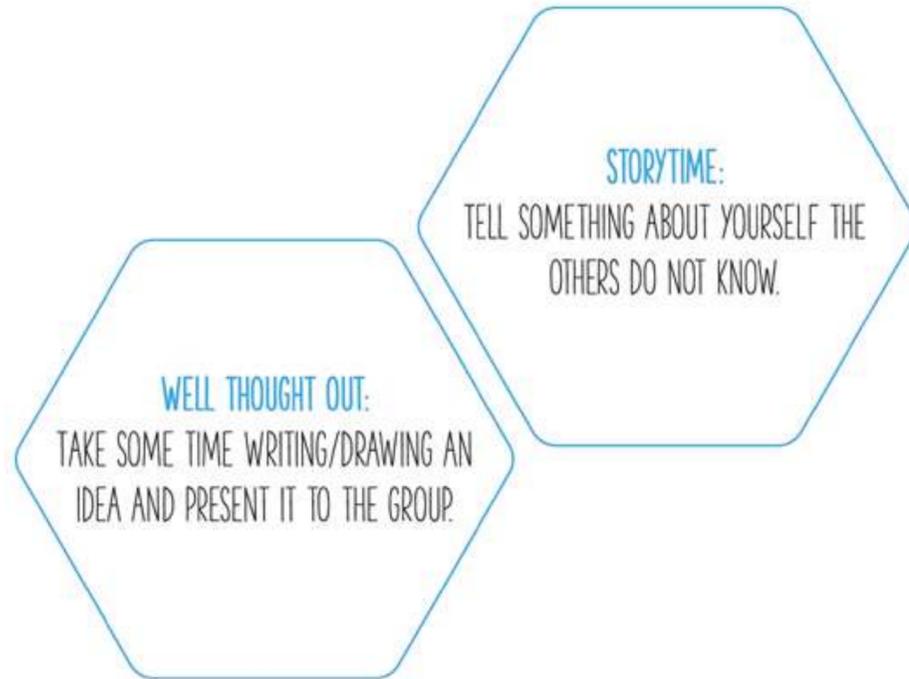
CYCLE 2: CONCEPT

LEVEL UP

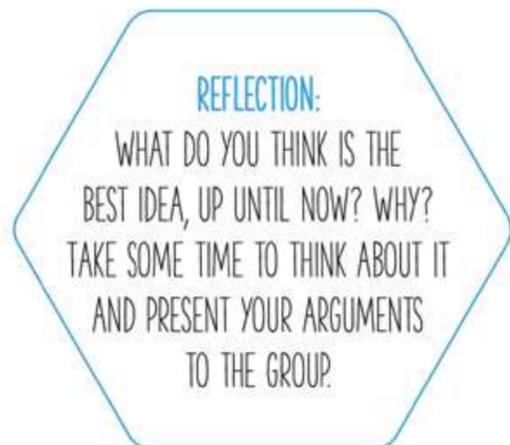
A team building app that brings team members on the same level.



VIDEO



INTERACTIONS



SPEAK UP!

GURU:

ADVISE SOMEBODY ON HOW TO DO SOMETHING YOU ARE GOOD AT.

STORYTIME:

TELL SOMETHING ABOUT YOURSELF THE OTHERS DO NOT KNOW.

WELL THOUGHT OUT:

TAKE SOME TIME WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

HELP ME!

IS THERE SOMETHING THAT YOU FIND DIFFICULT? ASK THE GROUP TO HELP YOU.

REFLECTION:

WHAT DO YOU THINK IS THE BEST IDEA, UP UNTIL NOW? WHY? TAKE SOME TIME TO THINK ABOUT IT AND PRESENT YOUR ARGUMENTS TO THE GROUP.

ON A ROLL:

TRY TO MAKE AT LEAST THREE NEW COMMENTS WITHIN THE NEXT TEN MINUTES.

INTERACTIONS

SPEAK UP!

POSTIVE FEEDBACK:
DURING THE COURSE OF THE DAY, TELL YOUR GROUP THREE THINGS THAT YOU THINK ARE GOING WELL.

CONSTRUCTIVE CRITICISM:
DURING THE COURSE OF THE DAY, TELL YOUR GROUP THREE THINGS THAT YOU THINK THAT ARE GOING NOT SO GOOD/NEED MORE ATTENTION.

GURU:
ADVISE SOMEBODY ON HOW TO DO SOMETHING YOU ARE GOOD AT.

STORYTIME:
TELL SOMETHING ABOUT YOURSELF THE OTHERS DO NOT KNOW.

WELL THOUGHT OUT:
TAKE SOME TIME WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

SUMMARY:
AT THE END OF THE DAY GIVE A PRESENTATION ABOUT THE WORK YOU DID TODAY.

YOU'RE THE BOSS:
DURING THE COURSE OF THE DAY, DELEGATE AT LEAST ONE THING.

HELP ME!
IS THERE SOMETHING THAT YOU FIND DIFFICULT? ASK THE GROUP TO HELP YOU.

REFLECTION:
WHAT DO YOU THINK IS THE BEST IDEA, UP UNTIL NOW? WHY? TAKE SOME TIME TO THINK ABOUT IT AND PRESENT YOUR ARGUMENTS TO THE GROUP.

ON A ROLL:
TRY TO MAKE AT LEAST THREE NEW COMMENTS WITHIN THE NEXT TEN MINUTES.

INTERACTIONS

SHUT UP!

AFTER YOU:
YOU ARE NOT ALLOWED TO COMMENT ON THE NEXT THING BEING SAID UNTIL AT LEAST TWO OTHER TEAMMEMBERS COMMENTED.

OUT OF IDEAS:
YOU ARE NOT ALLOWED TO COME UP WITH NEW TOPICS FOR THE NEXT TEN MINUTES. YOU ARE ALLOWED TO COMMENT.

WELL THOUGHT OUT:
TAKE SOME TIME (AT LEAST 5 MINUTES) WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

DRAW BEFORE YOU SPEAK:
DRAW THE NEXT IDEA BEING PROPOSED, ONLY WHEN YOU ARE DONE YOU ARE ALLOWED TO COMMENT ON IT.

INTERACTIONS

SHUT UP!

PICASSO:
YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, DRAW THEM OUT.

AFTER YOU:
YOU ARE NOT ALLOWED TO COMMENT ON THE NEXT THING BEING SAID UNTIL AT LEAST TWO OTHER TEAMMEMBERS COMMENTED.

HEMINGWAY:
YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, WRITE THEM DOWN.

CHAPLIN:
YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, MIME THEM.

OUT OF IDEAS:
YOU ARE NOT ALLOWED TO COME UP WITH NEW TOPICS FOR THE NEXT TEN MINUTES. YOU ARE ALLOWED TO COMMENT.

WELL THOUGHT OUT:
TAKE SOME TIME (AT LEAST 5 MINUTES) WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

DRAW BEFORE YOU SPEAK:
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INTERACTIONS

SHUT UP!

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YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, WRITE THEM DOWN.

HOW YOU DOIN':

ASK SOMEBODY WHO HAS NOT SAID ANYTHING FOR A WHILE ABOUT THEIR OPINION.

WELL THOUGHT OUT:

TAKE SOME TIME (AT LEAST 5 MINUTES) WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

GETTING PERSONAL:

THINK OF SOMETHING YOU DO NOT KNOW ABOUT YOUR GROUP MEMBERS AND ASK THEM ABOUT IT.

INTERPRETER:

WRITE DOWN/DRAW YOUR NEXT IDEA AND LET SOMEBODY ELSE PRESENT IT TO THE GROUP. STAY QUIET UNTIL THEY ARE DONE.

DRAW BEFORE YOU SPEAK:

DRAW THE NEXT IDEA BEING PROPOSED, ONLY WHEN YOU ARE DONE YOU ARE ALLOWED TO COMMENT ON IT.

INTERACTIONS



EXPERIENCE



AESTHETIC EXPRESSION



CHAPLIN:

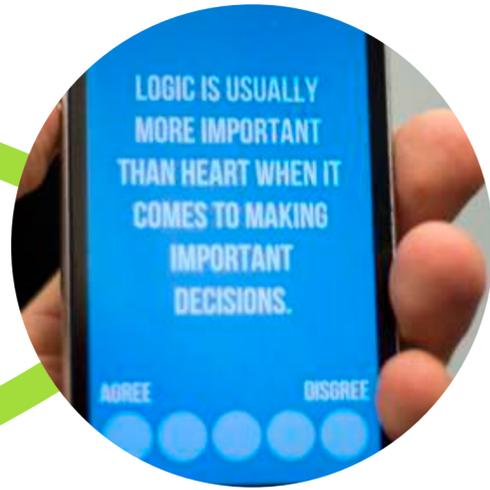
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AESTHETIC
EXPRESSION



LEVEL UP

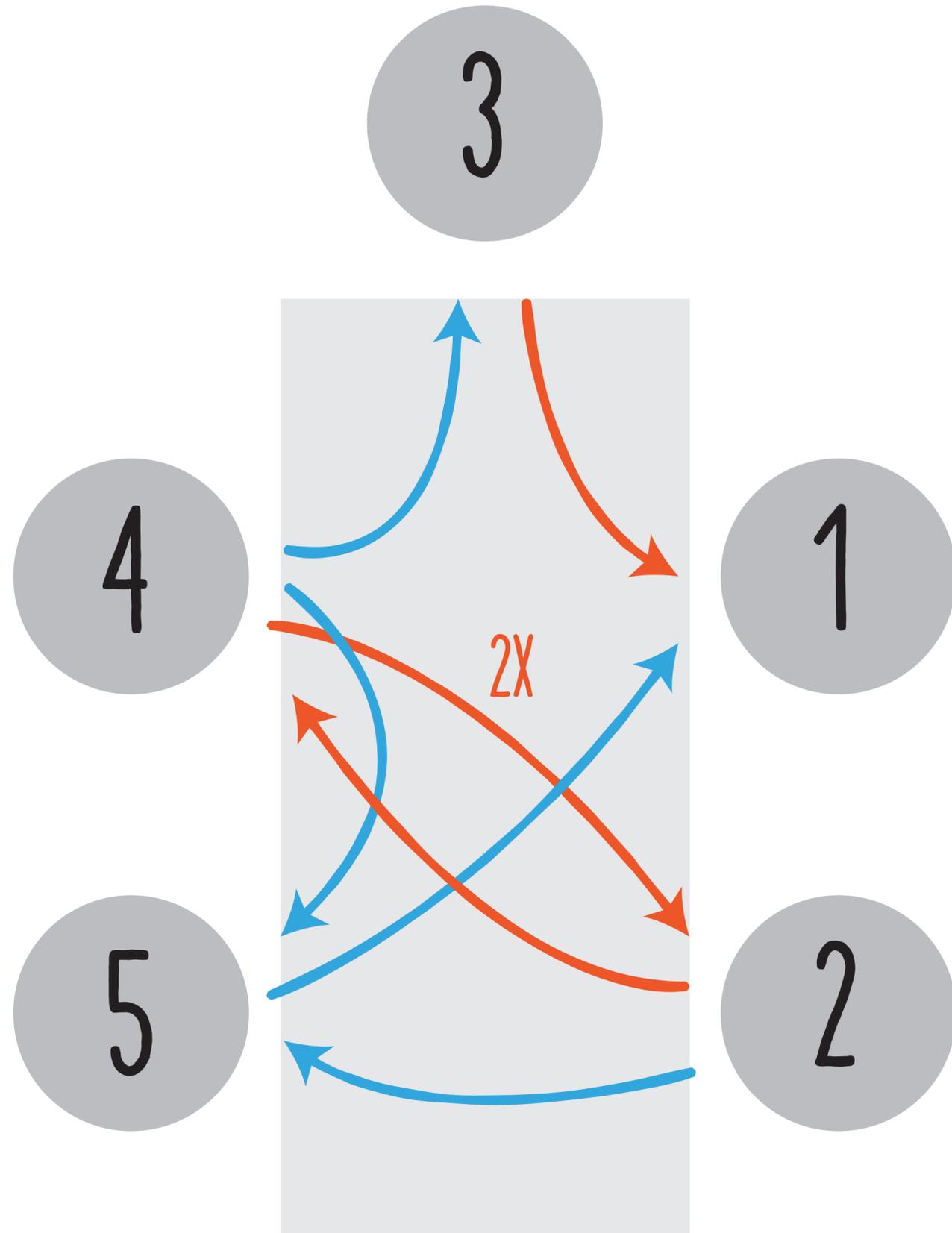
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ITERATIONS



EVALUATION



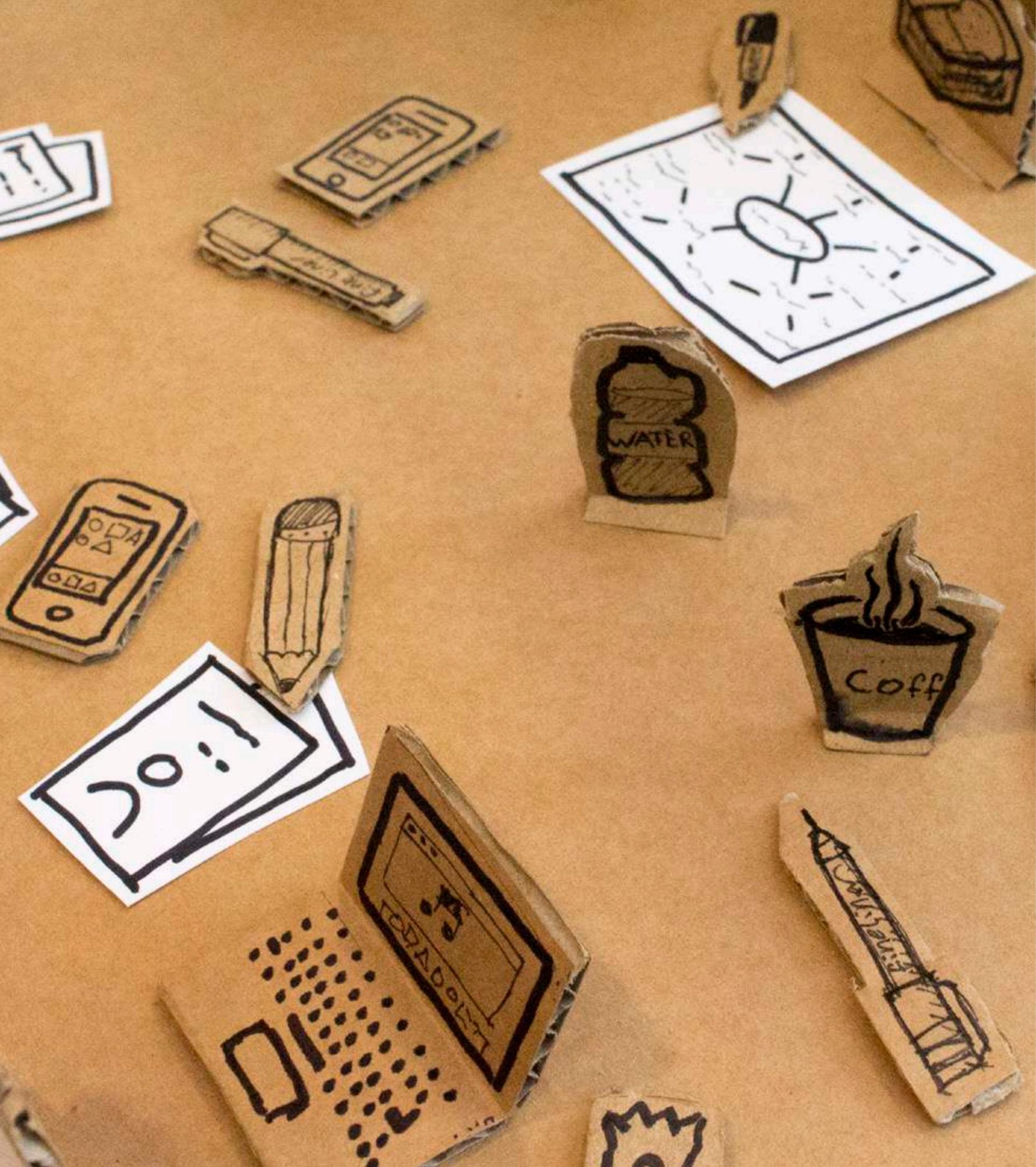
EVALUATION



FINDINGS



“I THINK THE CARDS CAN HELP GROUPS
FIND THEIR WAY, [...] AND MAKE YOU
THINK ABOUT YOUR OWN BEHAVIOR
IN THE GROUP.”



QUESTIONS?