

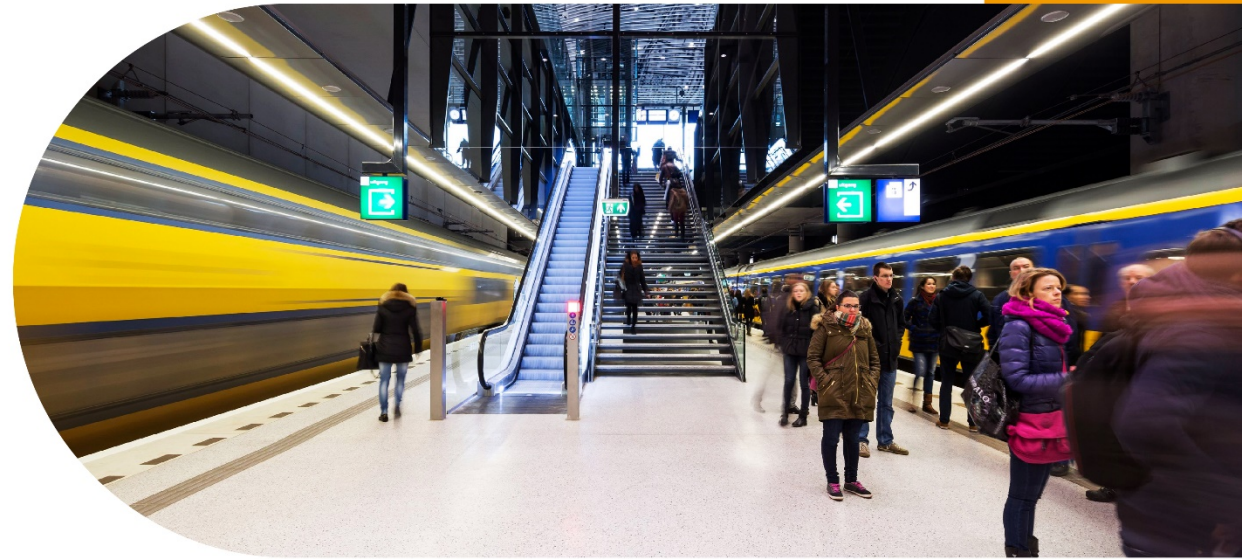


High Five
MUSIC

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Exploring Interactions 2017/2018
Mobility Studio

Context

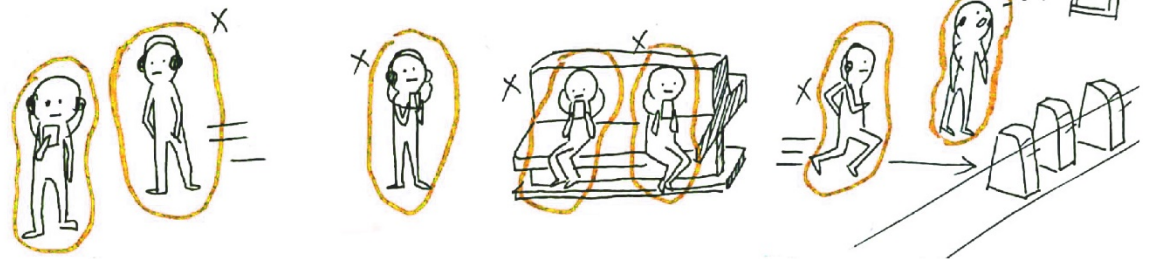
People individually listen to their own music by earphone while waiting for trains at Delft Station.



Passive

Alone

Boring



Design Research



Observation
& Sketching



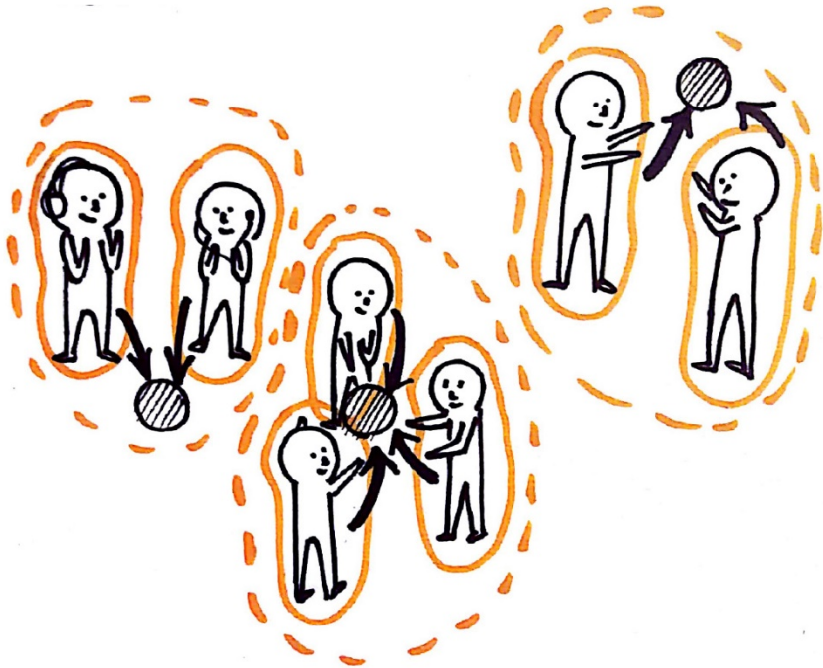
Interview



Booklet

Design Goal

Creating connection between people
for fun and active ambiance.



Interaction Vision

Making people enjoy the waiting moment for fun.

Interaction Characteristics

- # Active
- # A Sense of Participation
- # Surprising
- # Humor

Design Properties

- + the willing to do something
- + push a cup or a bottle of milk
- + a cup of milk

Design Qualities

- v Strong
- v Enjoyable
- v unexpected



Final Design





— How to use? —

High-five each other,
Enjoy music together!



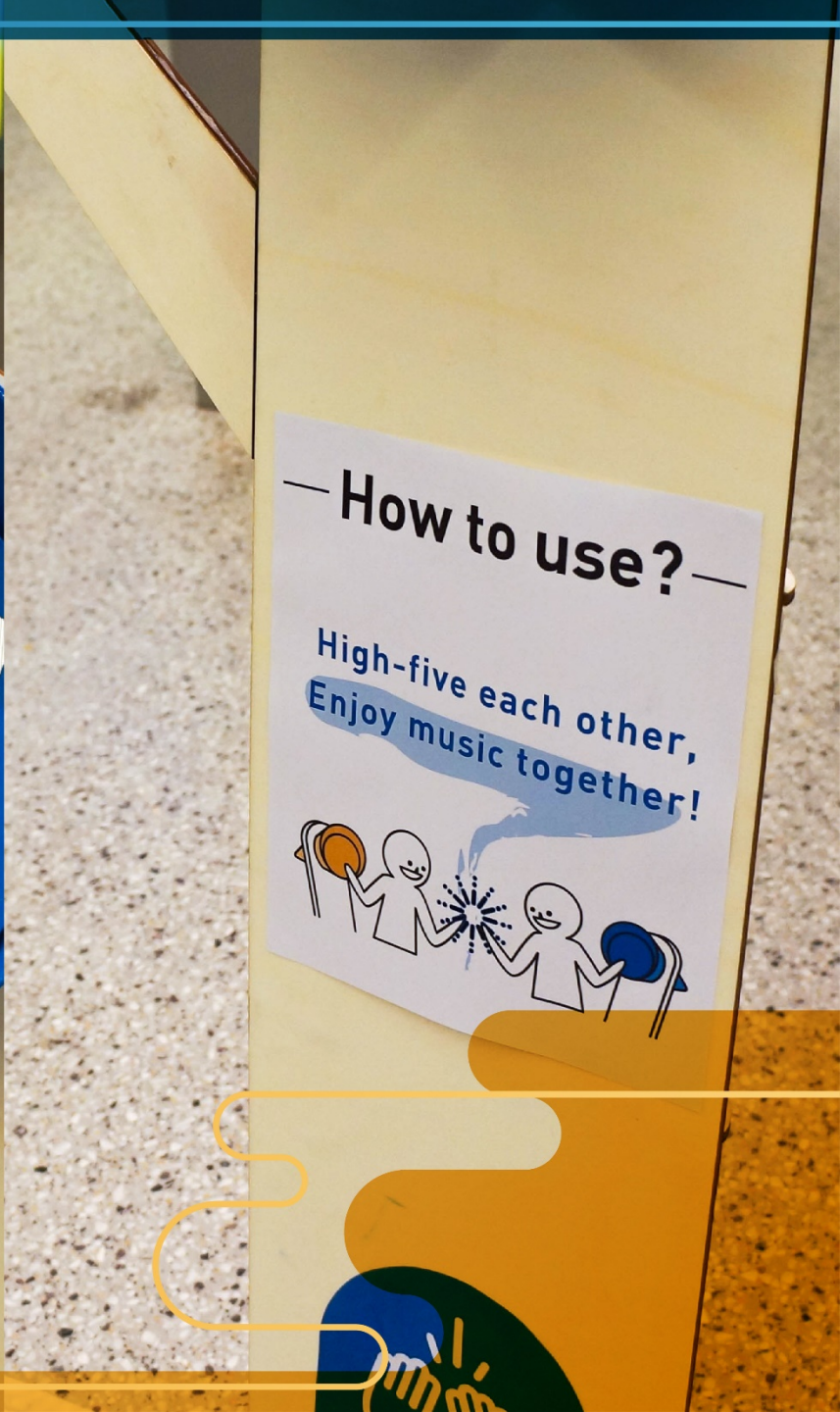
TU Delft

How to use? —

High-five each other,
Enjoy music together!



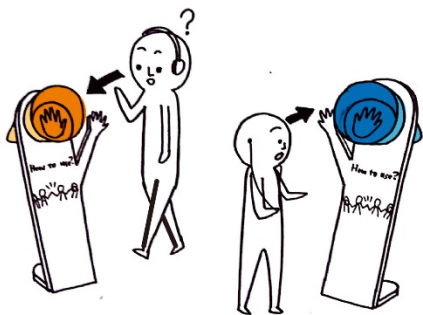
TU Delft



Storyboard

1

Notice



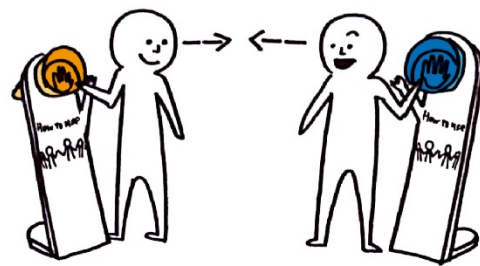
2

Understand



3

Join



4

High Five



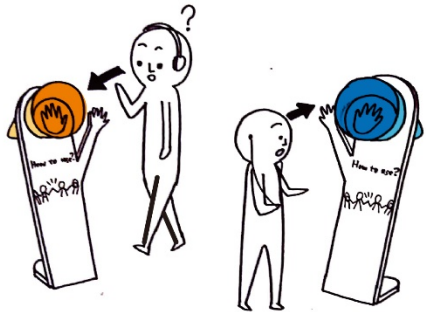
5

Enjoy Music Together



1

Notice

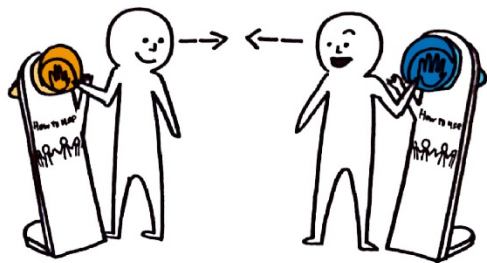


2

Understand



3 Join



4

High-five each other



5 Enjoy Music Together



Tests



At first, it attract groups of friends, couples and family.



Tests



More passengers notice the devices.



Tests



Users teach each other how to play it.

Tests



→ 6 people



→ 8 people



A big group of passengers play music together!

Feedbacks



#highfivemusic

So many people like it. Thank you for your design. And maybe you can add a hashtag on it, then you can track your design.



It's so great. Just need to touch each other, it will play music. So cool! But, I have a advice that the stands are not really stable, maybe you should tape it. :)

Feedbacks



It's really really cool. Thank you for your design. That's really interesting.

I like it and it's so cool and really interesting.
How do you come out with the idea?



Prosocial Behavior



High Five Music provides people

- ***a simple way to bring joy to others*** and also
- ***increases people willing to do something for others.***

In addition, music created by people's high five will

- ***decrease the distance between strangers*** and
- ***reduce indifference in the society.***

Mobility



High Five Music creates

- ***an easier and relaxing waiting time.***

The atmosphere at the train station is no longer boring, but

- ***more enjoyable.***

Mobility can be

- ***a better mood & relaxing commuting time.***

Three Values from High Five MUSIC



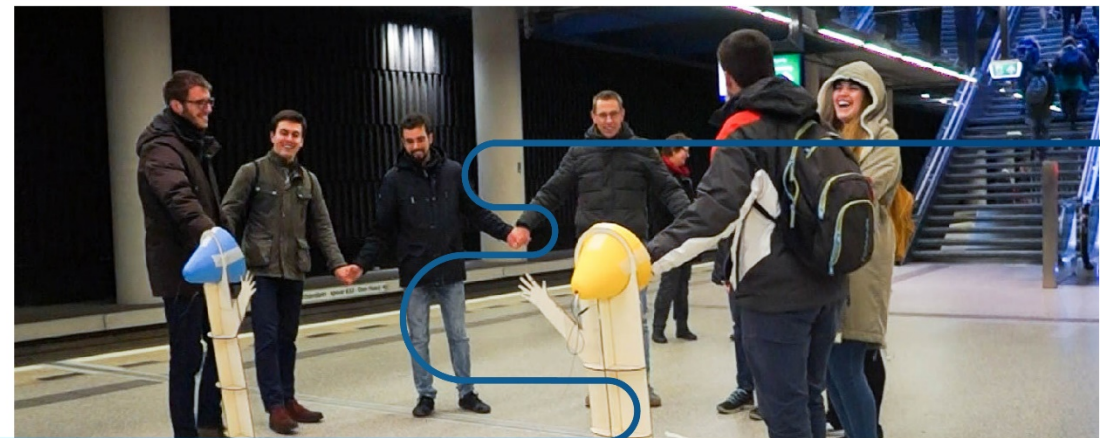
Easily have fun together



Create connection
between people



Provide a better atmosphere at
the waiting time





Thank you for your attention!

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