OCKO

INTERACTION DESIGN WORKSHOP

INTRODUCTION

If you've ever stood in a queue, you'll know it can take forever and be extremely frustrating. Now imagine a preschooler in the same situation – kids are very inpatient and nervous in such situations, irritating other customers who are already frustrated by having to wait. Also, child's laughter is not nearly as annoying as crying and fighting.

In certain stores and institutions there are convenient playpens which occupy kids while the parents do their business. Our intention was to design a solution for the locations for which these playpens aren't suitable, but there's a need for calming the children.

The basic concept is enabling children to use a child-suited camera to record their immediate environment, and display the recording on on-site displays, distorted in ways kind find amusing and fun.

RESEARCH

GOALS

Our product's main goal is to calm the children and entertain them for a period of time long enough for the parents to complete their business.
The secondary goal is to make parents sure their children are happy and safe, as well as making making the stay on the location a more pleasant expirience for the children, parents and everyone else inside.

TARGET GROUP

The product's primary target group are the children and everyone wishing to have some fun while waiting.
Secondarily, the product targets the parents and other users of the location.

RESEARCH

Our group formed two research teams. Team one observed the institutions in which our product would be implemented. The three locations chosen differ in size and interior design. The first location is the Split ferry station office – a small space with fairli limited person-space interaction. Then, the Split main post office, medium in size and with moderately dynamic space design. Finally, there is the telecommunications centre in Zagreb's Hoto Tower: a vast space designed to make users walk through it and interact with the space and staff dynamically. The research has shown that the product would be much needed in those and similar spaces, because children distract their parents, and indirectly everyone else, and the efforts to solve this problem are currently minimal.

Team two went to the children and observed their behaviour with differently shaped toys and their reaction to various on-screen image distortion effects. The conclusion: children most often like to squeeze and throw soft, spherical toys, and as far as effects go, they like funny face distortions and x-ray like image colouring.

Kids being a very delicate target group, the ergonomics of the product are very important: it must be entirely childproof to protect them from injury while throwing and squeezing the soft toy-camera.

CONSTRUCTION

Our product would be made of elastic, but strong rubber and would be filled with flour. Other option is that the whole poduct is made of a strong sponge. In the middle U sredini bi se nalazila bežična kamera koja bi podatke slala do prijemnika, na računalu bi se slika obrađivala, deformirala i slala na ekrane koji bi to prikazivali.

Proizvod bi bio izrađen od elastične, ali čvrste gume i bio bi punjen brašnom. Druga opcija je da se čitav proizvod napravi od čvrste spužve. U sredini bi se nalazila bežična kamera koja bi podatke slala do prijemnika, na računalu bi se slika obrađivala, deformirala i slala na ekrane koji bi to prikazivali. Unutar proizvoda bi se nalazili senzori koji bi nakon određene granice (kad dijete dovoljno stisne kuglu) mijenjali tip deformacije. Tip deformacije bi bio izabran od onih koje su djeca favorizirala u istraživanju. Same deformacije bi se programirale u Matlab-u.

CONCLUSION

Prototype of our product has encountered to a good reaction with the kids as well as with he institutions. Kids like to play with new toys and explore the world with their own specific way. Institutions are aware of the “problem” witch is created when kids arrive, but are unable to solve it. Our product pleases both sides to a mutual satisfaction.