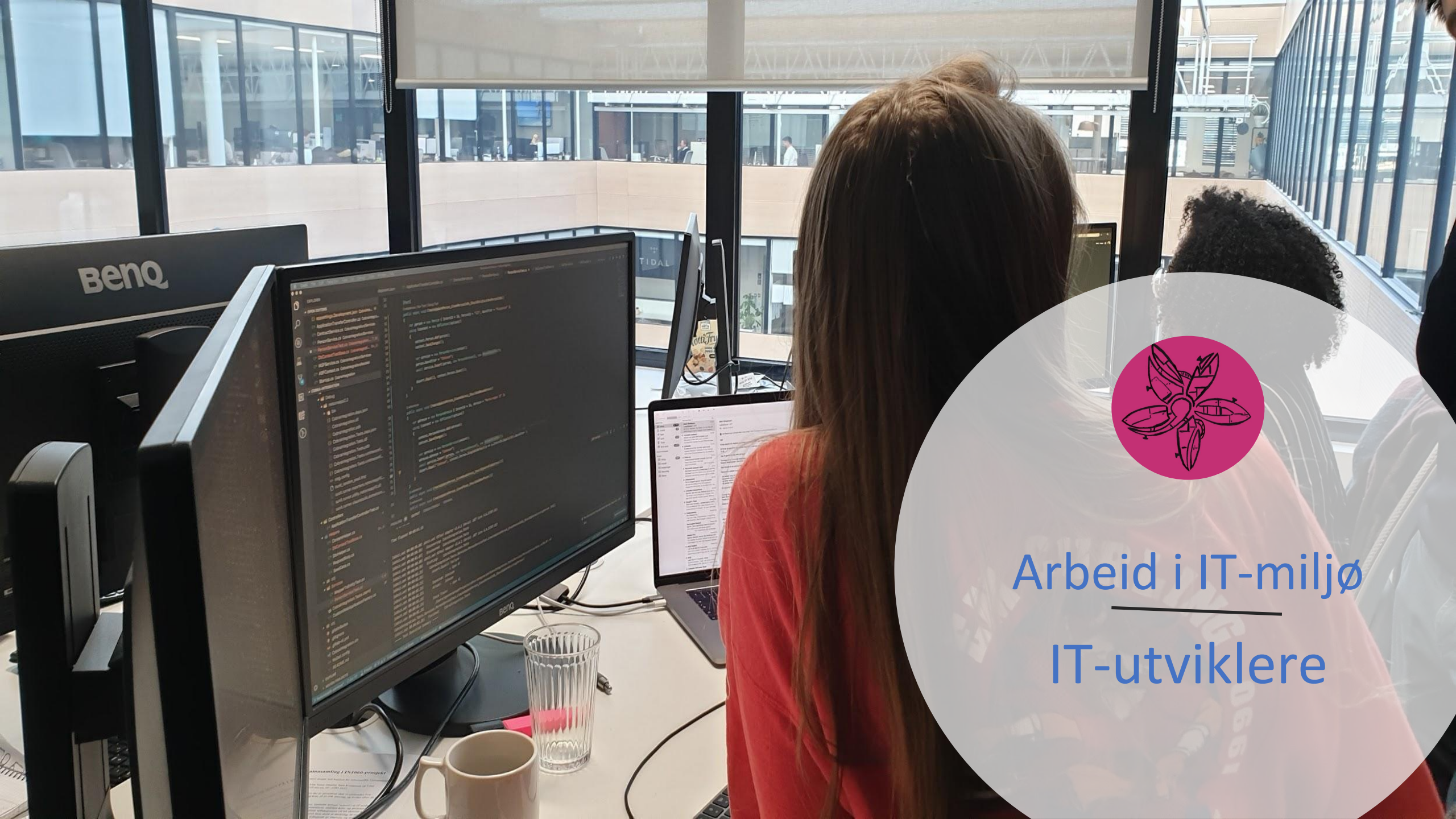




DALIAS

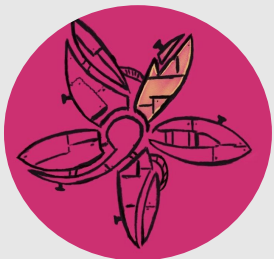
ALAA – DIANA – DING – LENA - SARA



Arbeid i IT-miljø

IT-utviklere

Problemstilling og veien dit



Overordnet idé

*"Kan kartlegging av **IT-ansattes** arbeidsvaner- og miljø utforme den fremtidige arbeidsplassen for alle?"*

Mer konkret problemstilling

"Hvordan kan vi motivere utviklere til å huske å ta pause?"

Affinity diagram

→ Tre hovedtemaer

- Pause
- Team-work
- Sitte



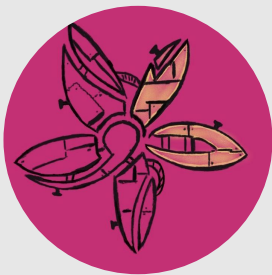
Problemområde

- Glemmer å ta pauser
- Beveger seg for lite

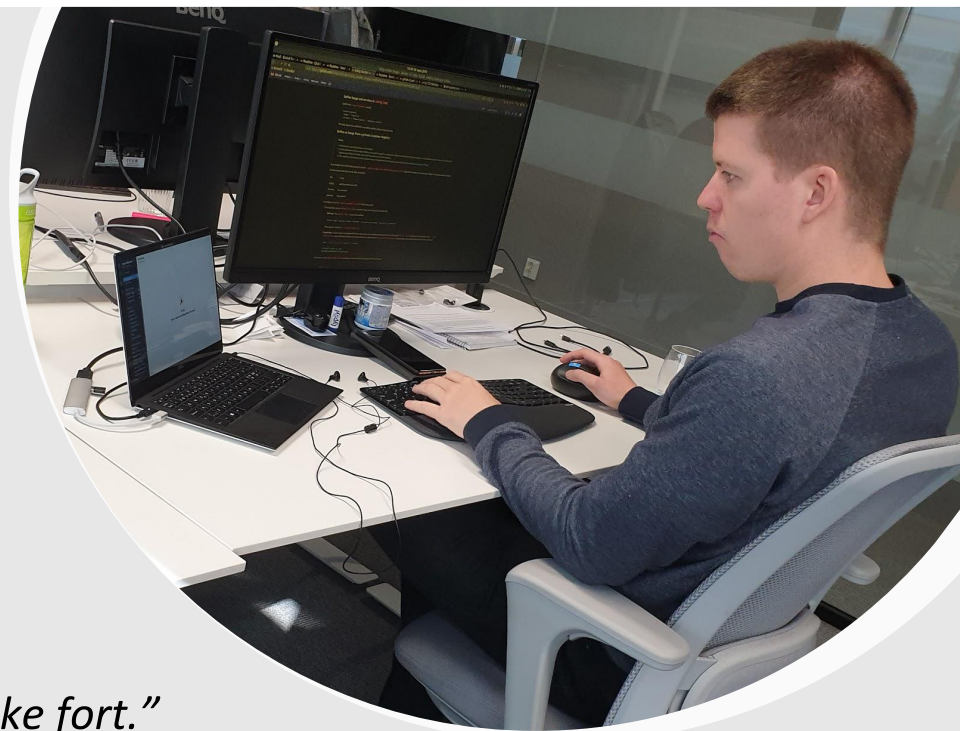
“Mange er bevisste, men glemmer det når de er fokuserte.”

“Man glemmer det, hvis en skal konsentrere seg så går tida ganske fort.”

“Jeg prøver å ha en liten pause hver time, det har jeg forsøkt, men det er vanskelig.”



Behov: økt velvære og bedre helse



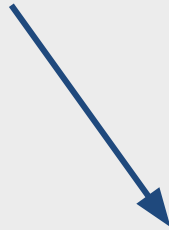
Behov



Konsept



Form1



Form2



Konsept

Hente drikke → motivert bevegelse

- Mer bevegelse
- Mer væske
- Bedre konsentrasjon
- Dekorasjon på kontorpulten

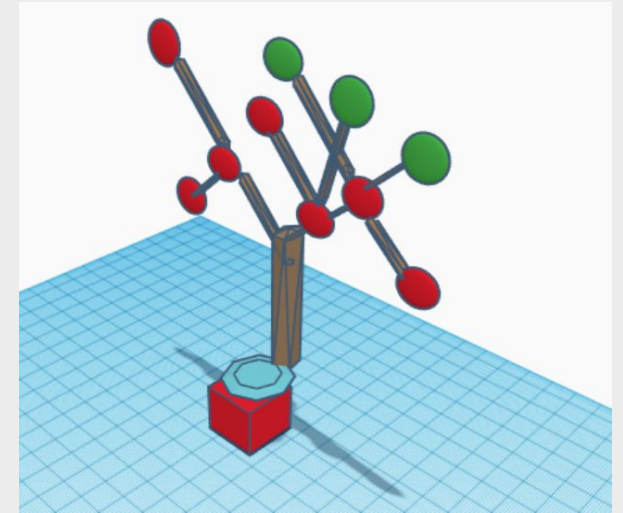
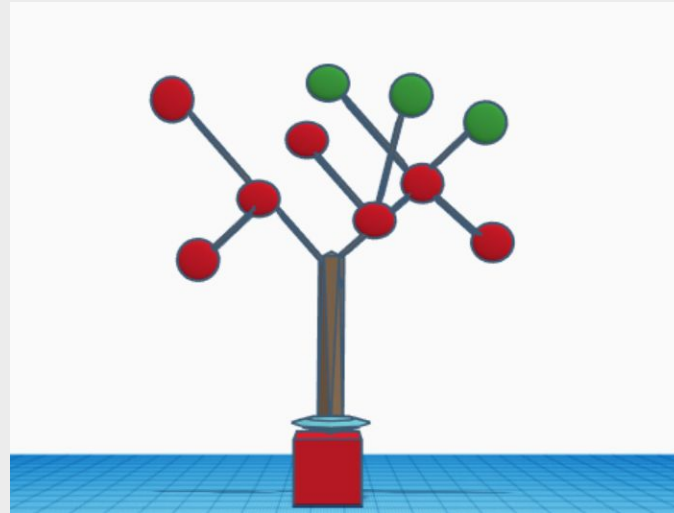
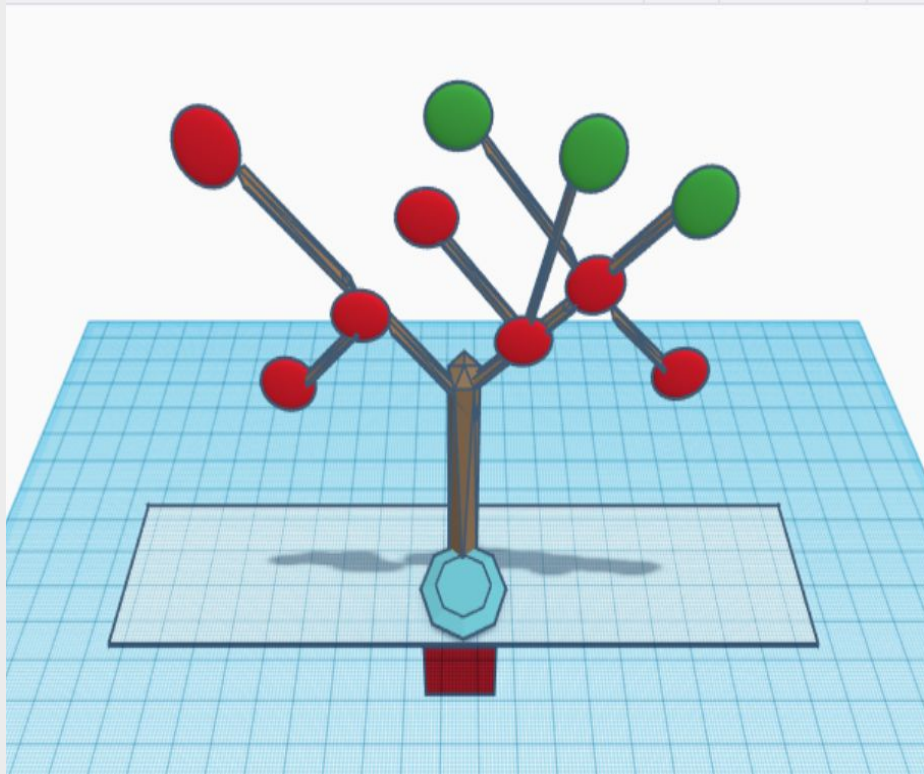
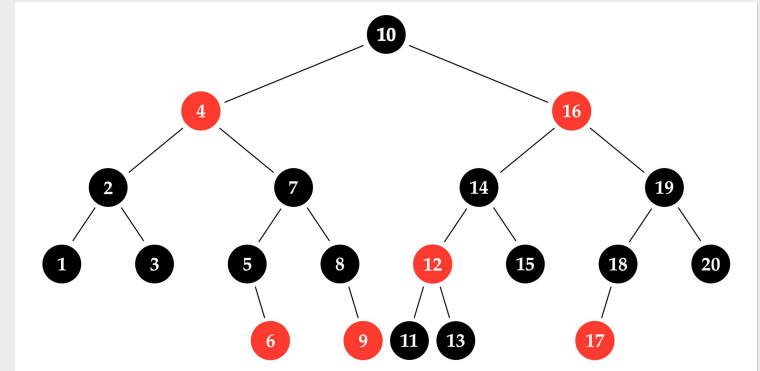


Formkonsept

- Trær
- Blomster

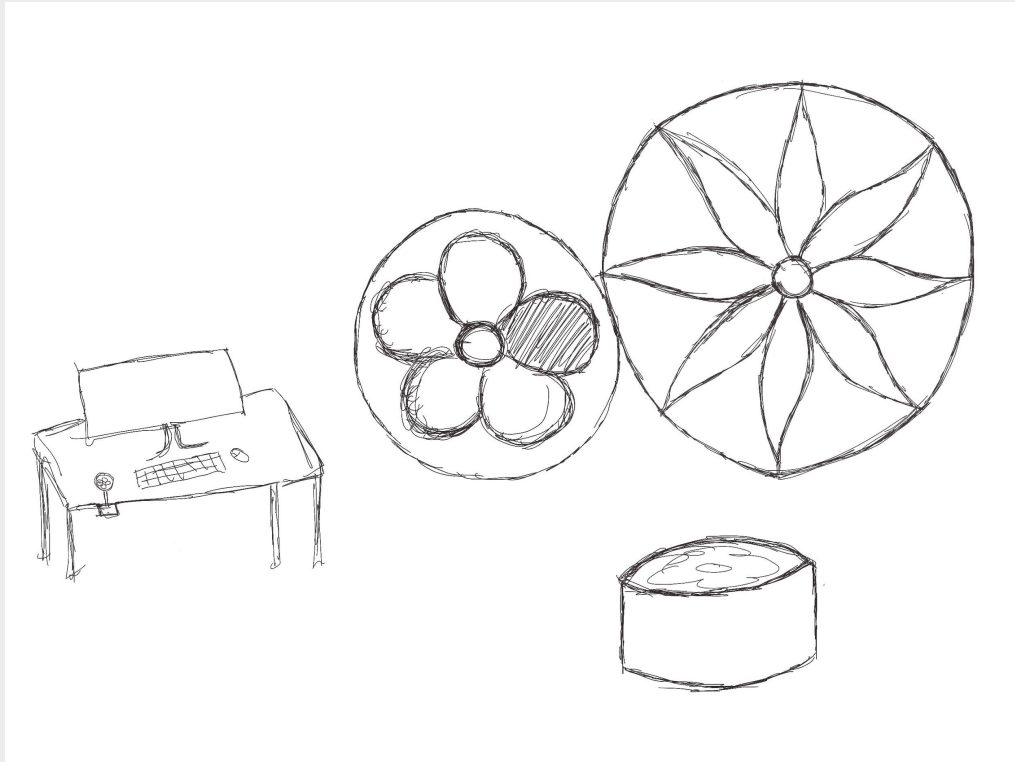
Prototype 1:

Formkonzept - Tre; red black tree



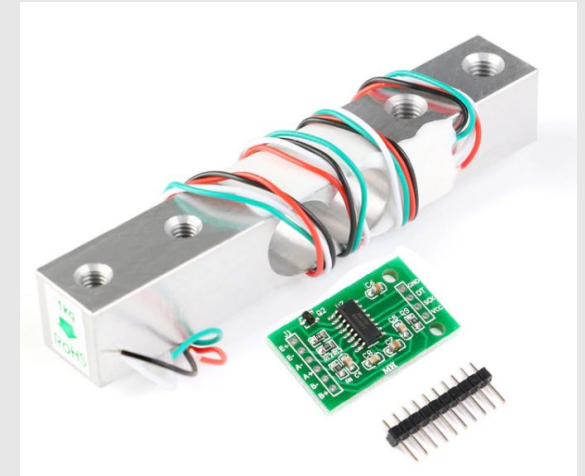
Prototype 2:

Formkonsept: brikke/coaster å sette glass på

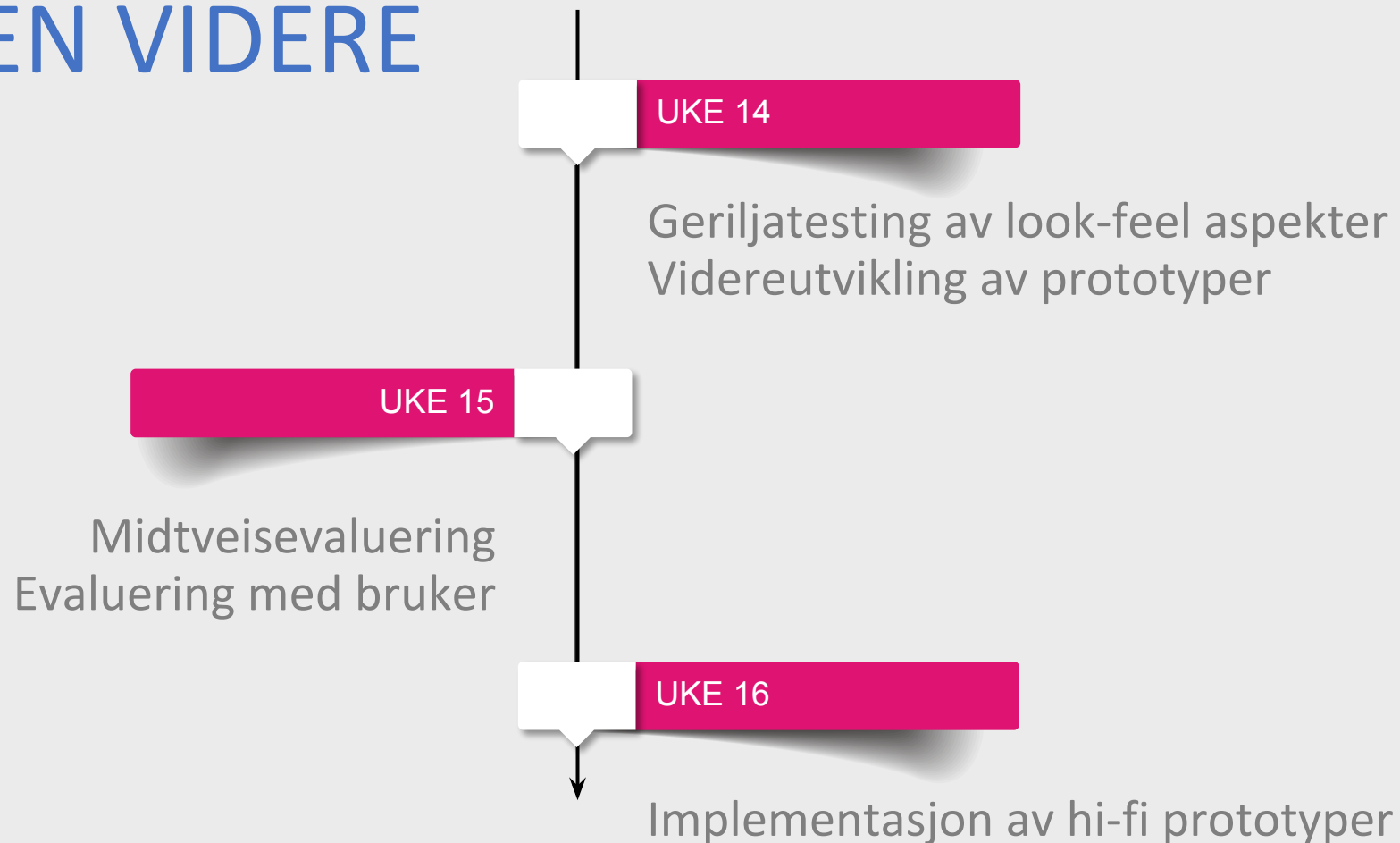


Arduino

- Komponenter
- Hvordan
- Til hva



VEIEN VIDERE



TAKK FOR OSS

