



Diseñadores



Magnus Stokkeland, Sara Haug Amundsen,
Eilif Tanberg og Emma Rist Malkomsen

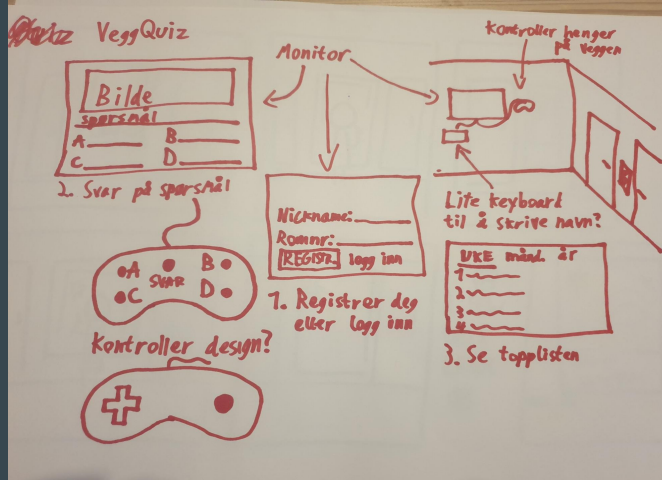
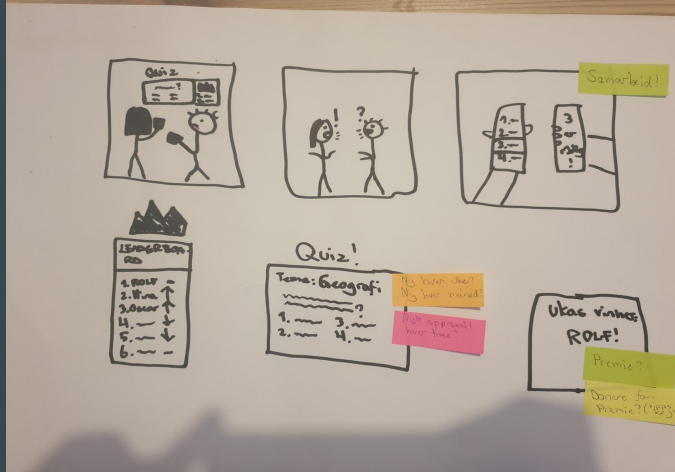
Problemområde

- Naboskap
- Startet som en antakelse basert på undersøkelse og egne erfaringer

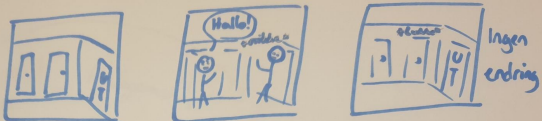
Konsept og visjon

- Konsept: Tilgjengelighet
- Ikke noe spesifikt formkonsept
- Visjon: Skape et samlingspunkt

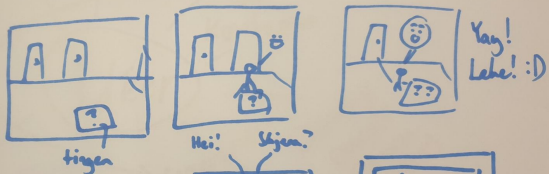
Prototyper



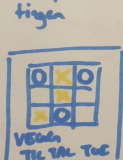
Scenario 1
(uten denne tingen)



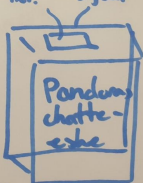
Scenario 2
(med denne tingen)



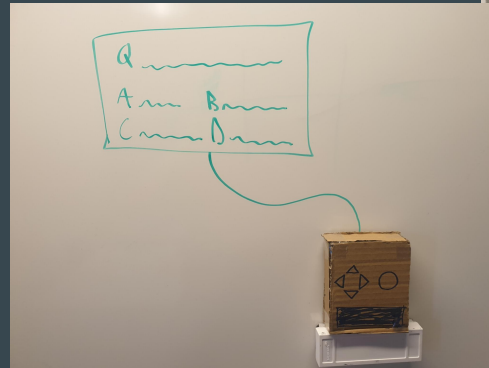
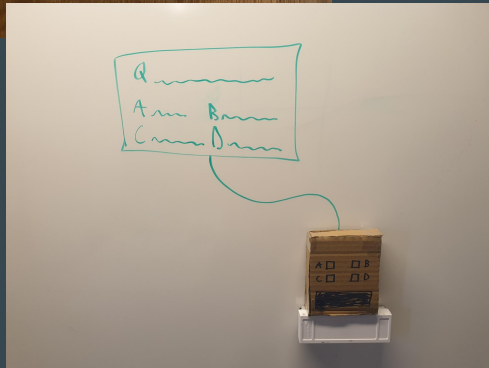
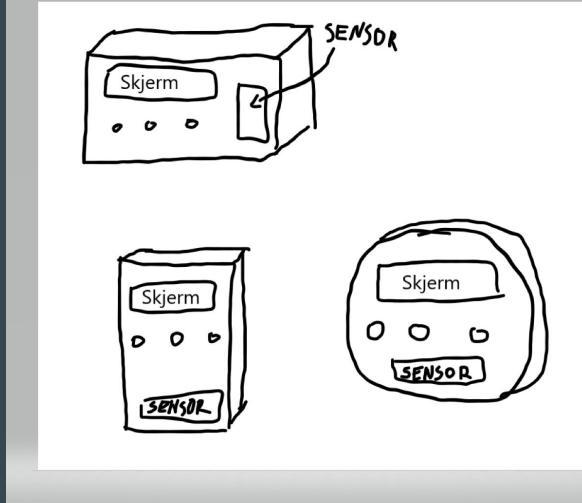
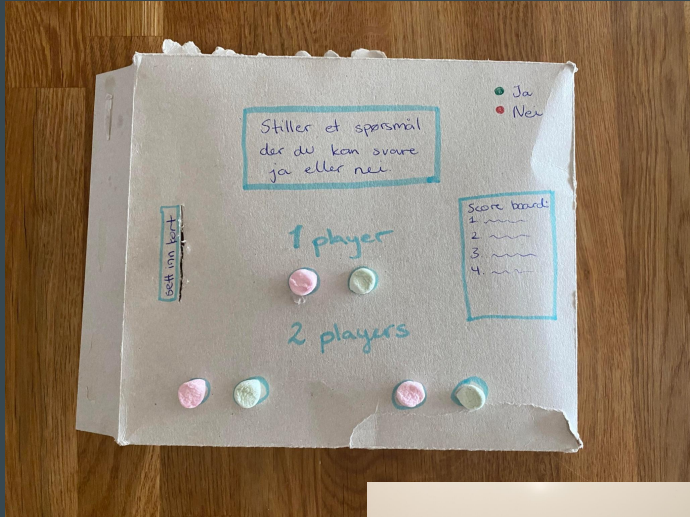
Hva er denne tingen?



andre spill:
sokkelen, byggesett



Prototyper



Evaluering

- Planlegger evaluering av form-prototyper
- Brukertestning, wizard of oz

Tekniske utfordringer

- Hvor strenge krav er det til arduino?
- Redd for å lage noe som blir for teknisk komplisert og ikke gjennomførbart
- Krav for kompleksitet