



Engaging designs for children and teenagers in hospital waiting rooms



KULU is a research and design project based at IFI. One of our research partners is the Akershus University Hospital in Lørenskog. We organise design workshops with teenagers with long-term or chronic health challenges. You can read more about our activities on the KULU website: kulu.no



The Akershus University Hospital houses a children and youth clinic. The clinic has its own entrance and waiting area.

Would you like to join Team KULU?



We are looking for students who want to work on designs to make the entrance and waiting area a more playful, inviting, engaging, and informative space for teens, young children, and families.

August 2014

Exploring new technologies at Kampen Care+

One of the ongoing research projects of the DESIGN group is the study of new technological opportunities at Kampen Care+. Several of the group members are currently doing research at Kampen and we have over ten master students affiliated with this case. This project offers an opportunity to work on one of our department's own research projects in close collaboration with our group members.

After studying users, technology and equipment for two years, we are now ready to explore new design solutions tailored for the residents at K ampen. Our long-term goal is to develop and experiment with ideas and prototypes that will help the elderly become more independent and self-sustainable. We have used familiar technologies such as televisions, tablets, cameras and simple sensors already, but are looking to expand our array of tested technologies to more novel solutions such as Leap Motion, Kinect v2 and body-based sensors.

This project is mainly aimed at students who (1) want to help build functioning prototypes that will be tested on real users, and (2) want to work in close collaboration with elderly users.

Challenge:

How can we use novel technology to create a better living situation for the elderly?

Technology provided (if desired):

1. Leap Motion
2. Kinect v2
3. Arduino eHealth Kit
4. Other devices or sensors may also be available upon request

What else we will provide:

- Access to real user with real user problems
- Access to previous research data in the same project
- Supervision by people participating in the same project
- A fully equipped apartment at Kampen that can be used for testing/living lab
- Equipment for recording, monitoring, video recording etc.

Contact persons:

Suhas G. Joshi (joshi@ifi.uio.no)



Schlumberger Perspectives / Profiles

Summary

Several applications offer the ability to customize the User Interface to cater to different types of user.

Petrel (a Schlumberger product) is a geological & geophysical software application that is used by various kinds of users that differ in their area of specialty, as well in their level of expertise. It is therefore important to ensure that the User Interface can be customized to support this variance in user profile.

There are many facets that could comprise such a 'profile' including:

1. Menu / toolbar / ribbon layout.
2. Contextual (menu, mini-toolbar, ribbon tab) options.
3. Hide 'irrelevant' commands / operations / functionality.
4. Keyboard shortcuts.
5. Arrangements of windows.
6. Color schemes.
7. Language.
8. Level of detail / help / assistance.
9. ...

Various pre-packaged profiles can then be deployed with the application that attempt to target the different client user-groups. Additionally we may allow users to create their own profiles to customize and configure their workspace to their liking.

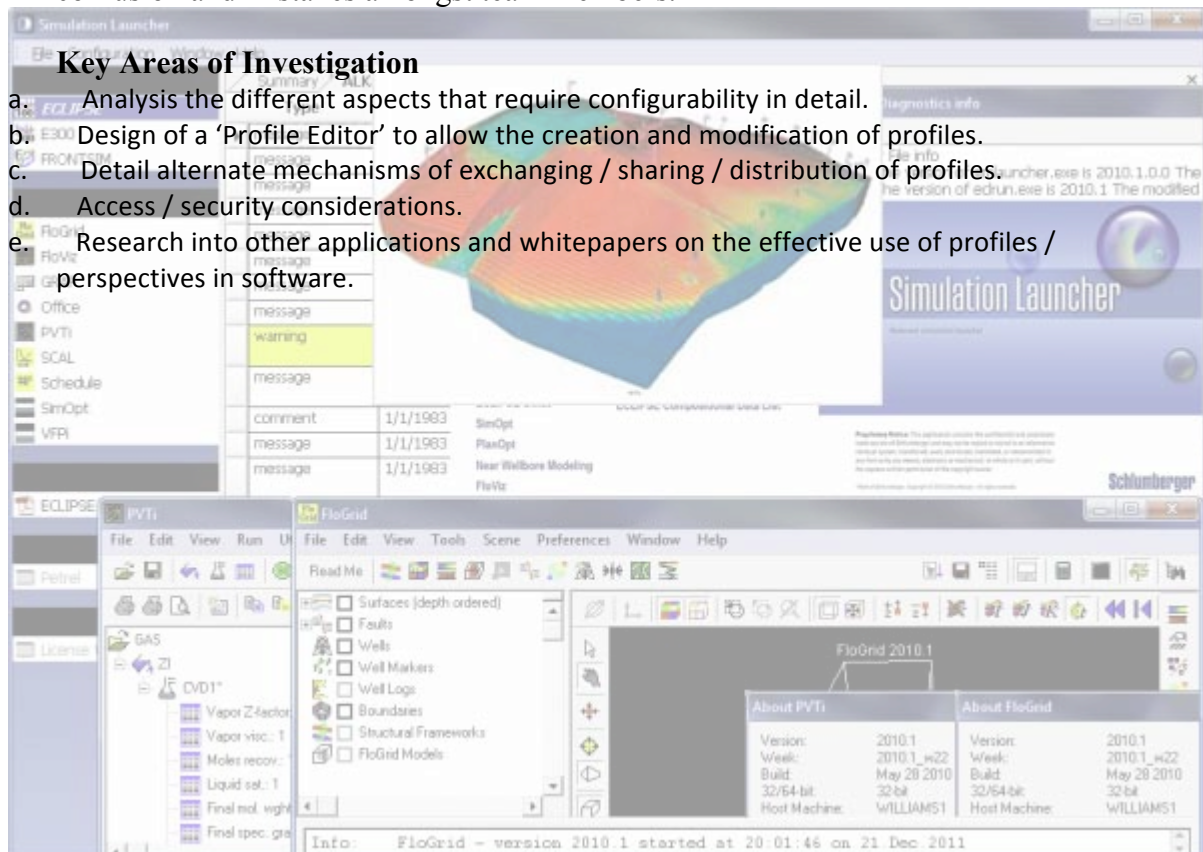
These specific profiles can then be:

1. Exported and reimported on a different machine to recreate the same environment.
2. Shared among a group / team to ensure consistency.

It may also be necessary to restrict customizability as some clients may not want their individual teams to be able to completely customize everything. As an example, it may be necessary to restrict the user customization of keyboard shortcuts to avoid confusion and mistakes amongst team members.

Key Areas of Investigation

- a. Analysis the different aspects that require configurability in detail.
- b. Design of a 'Profile Editor' to allow the creation and modification of profiles.
- c. Detail alternate mechanisms of exchanging / sharing / distribution of profiles.
- d. Access / security considerations.
- e. Research into other applications and whitepapers on the effective use of profiles / perspectives in software.



Sunnaas Hospital

Nutrition and Recovaescence

Project 1

- Develop app with pictures of foods / dishes (with computed daily recommendations and nutritious content, in accordance with Sunnaas recommendations)
- Color code different food groups, with specific recommendations for how many units of spaceific color group one should take daily, as related (recommended) for the disease / condition / treatment goals.
- Graphs and bar graphs showing consumption compared to individual energy and nutritional needs, weight management, as well as tips to what can be undertaken further.
- This app will hang together with recommendations during patient education provided by Sunnaas related to nutrition / lifestyle.
- The app can be used in several areas, such as the rehabilitation of various functions (both diet / lifestyle for use by patients

Project 2

Other ideas for correcting nutrition plans for patients who need to change their diet habits. Persuasive design? Gamification? Combining gamification, persuasion and movement?

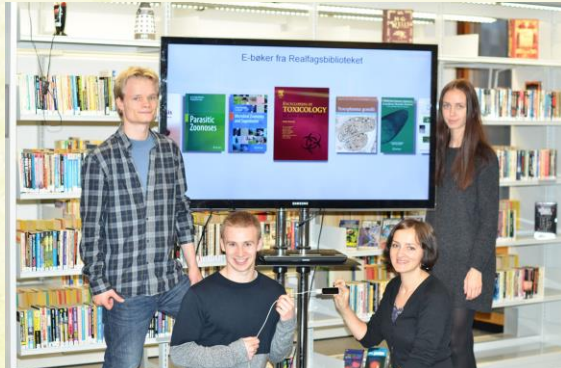




UiO :

University of Oslo library projects

2014



This year we have made a quantum leap and are preparing to launch a UX-lab. You have the possibility to help the library decide how such a lab can be like. We will use different design methods in the spirit of Design Thinking.

UBO is the biggest academic library in Norway. However, the library does not always know which services our users want or need. Furthermore, new technologies and media makes it possible for the library to engage its users in new ways than before, but exploring and engaging all these new possibilities is not feasible for the library itself.

UBO has for the past two year been working closely with student projects in INF2260/4460 in developing prototypes and ideas for innovative library service. We offer a team of library staff, who will cooperate closely with the project groups, facilitate equipment, rooms, and give technical assistance. Student projects at the library this year are:

1. UX-Lab in the Academic Library. Be a maker, be creative, and help the start-up of the UX-lab in the library.
2. LEAP Motion @ the Library. Explore how the motion sensor Leap can be used in the Library.
3. E-books. Use different type of new tech (Beacon and Leap Motion) to visualize the 42 collection or e-books. Combine the Digital and the physical library!
4. PhD on track: this service needs your help. How can freshman PhD students get information about research issues form this site in a new way?

Hvordan lage avis ungdom vil lese?

Hvordan designe for debatt på nettet?

Hvordan skape lokalt engasjement på nett?

Hvordan designe for humanitært engasjement på nett?



Edda Media
(Case - lokale medier)



NRK
(Case - nasjonal medier)



Kongsvinger
(Case - off. sektor)



Plan Norge
(Case - humanitær virksomhet)

Opinio



OPINION | PERDUCCO

je)

Forskningspartnere

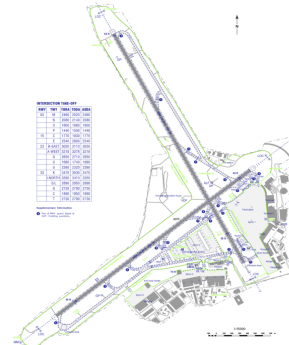
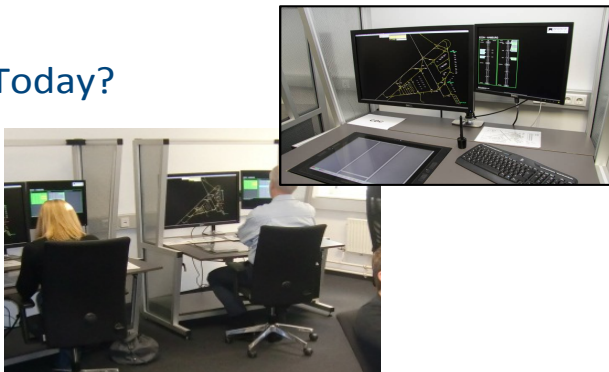
Forskningspartnere:



SINTEF

Improving training of Air Traffic Controllers SINTEF

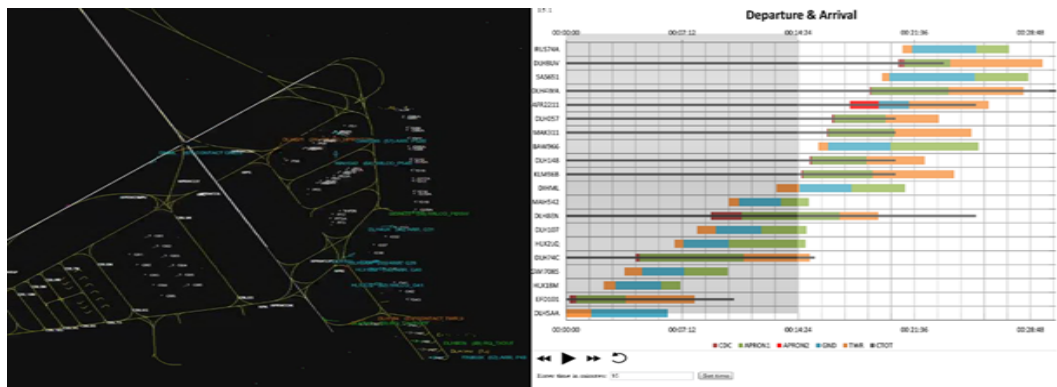
Today?



Tomorrow?

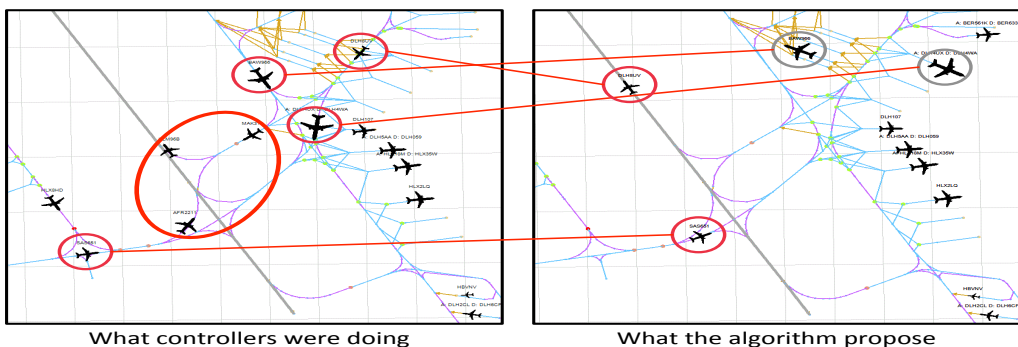
- Interact with an automatic generated optimal solution (present and search)
 - Improve learning
 - Improve trust

A post-simulation assessment tool



SINTEF optimization and ATC on simulation exercises at Hamburg.

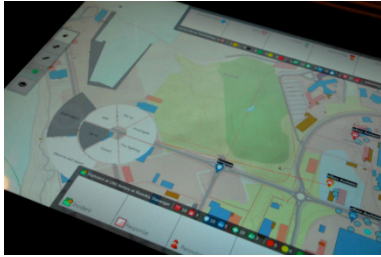
Run 3 at 16:48:03



What controllers were doing

What the algorithm propose

SINTEF project: Supporting emergency management using Google Glass



Background

The human-computer interaction group at SINTEF is currently involved in several EU projects in the field of emergency management. Through these projects we have developed several decision-support systems for first responders and incident commanders. One such system is MASTER, which aims to increase the situation awareness during emergencies by showing relevant information about the incident to the first responders (e.g. resources, patients, risks, photos). Another system called GGS aims to help first responders monitor and control unmanned vehicles during search and rescue. These systems are currently available on devices such as multi-touch tables, tablets, PCs and phones.

Challenge:

Head-mounted displays such as Google Glass are now becoming available on the market, and we would like to investigate how and if these types of devices can be used to support emergency management. The task of the students is therefore to develop and test a proof-of-concept solution that uses Google Glass to (you do not necessarily have to do both points):

- Display relevant information during emergency response (e.g. patients, risks, messages).
- Support interaction with responders and unmanned vehicles during the response.

An important aspect of the task is to design the solution so that it can present information in a clear but nonintrusive manner, without generating information overload. The design of the solution should take into account that the first responders will also use other devices to acquire information. The group may decide to focus their work on one of the two points above. We would like to emphasize that the group should have good programming skills to take on this task.

We offer:

- Access to one pair of Google Glasses
- Access to relevant data sets that can be used for testing
- Help with the technical development
- Lab to test the solution in a controlled environment

Contact details:

Aslak Wegner Eide (aslak.eide@sintef.no) and Antoine Pultier (antoine.pultier@sintef.no)



The Internet of Things

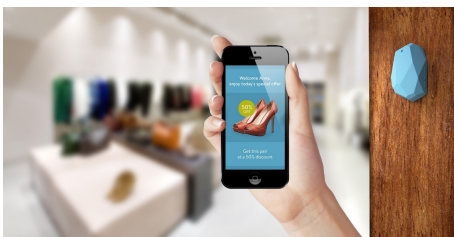


Copyright © 2014 Accenture. All rights reserved.

2

iBeacons are small, cheap and can be everywhere

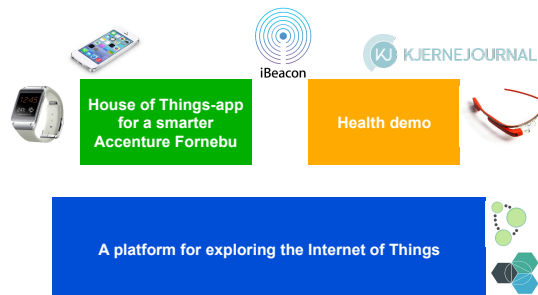
- Small, cheap, Bluetooth Low Energy-based and battery driven units that can be deployed both indoors and outdoors, and enable your things to be *physically context aware*. It is claimed to be one of the most disruptive technologies of 2014.



Copyright © 2014 Accenture. All rights reserved.

3

Summer Internship 2014 Deliverables



Copyright © 2014 Accenture. All rights reserved.

4



Inspired learning through play

Vision

Oslo Barnemuseum is a non-profit organization working to establish an interactive museum for children ages 0-12 with inspiring activities for learning through play. Play experiences found in children's museums help develop children's creative thinking, self-confidence and understanding of the world.

Planned exhibit themes include multicultural, health, environment, art and science. The museum is currently operating as a "mobile museum" which visits schools, preschools and festivals with hands-on activities.

Projects

1. **Mobile Museum** – engaging and transportable activities that give a sample of the potential for Oslo Barnemuseum

Task: Design and prototype an activity for the mobile museum

Design criteria:

- Engage multiple senses
- No language or reading required
- No (or minimal) queues
- Bring strangers together for meaningful interaction
- Built in child-size proportions (easy to reach and use)
- Easy transport, low cost

2. **Children's City Tapestry** – part of the EU's "People's Smart Sculpture Project" for participatory art in cross-cultural urban spaces

Help create a tangible social network for children in Oslo that will elevate children's engagement and voice in issues important to them.

Task: Design and prototype an activity that will produce digital content which can be stored, later accessed and built upon by children. Theme: the environment and energy use in Oslo.



Design input and prototyping opportunities

Oslo Barnemuseum cooperates with Oslo schools' after-school programs (aktivitetsskoler) and can arrange visits with children during the course project.

Contact Katie Coughlin: katie@oslobarnemuseum.org (English or Norwegian language)