

Week 3 report

DEP 301 : Collaborative Design Project

Ideation and concepts

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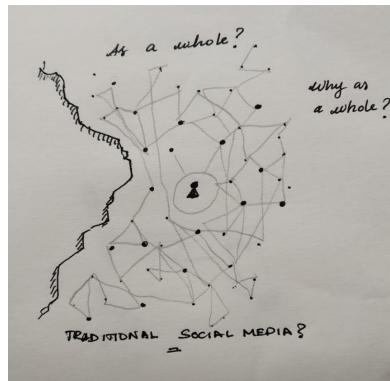
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1. Abstract:

This week, the focus was on ideation for possible solutions to enhance the interaction in campus- with people, places and events. We looked at how best to divide the space, localise the experience, and what motivates users to interact with each other. We also explore using AR to aid with content sharing and gamifying the whole experience while helping users experience the insti culture.

2. Location based grids

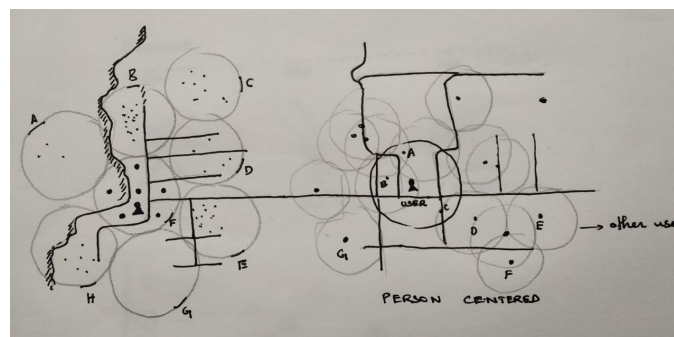
The primary aim of this project is to aid with location based social interaction. This brings forth the need to create grids that would demarcate spaces leading to easier interactions with the same and the people in it. We then looked at the different ways to do the same.



2.1 Person centric grids

This method involved creating a radius around the user and keeping them notified of people and events in their immediate vicinity. This space would keep changing then as the person is on the move.

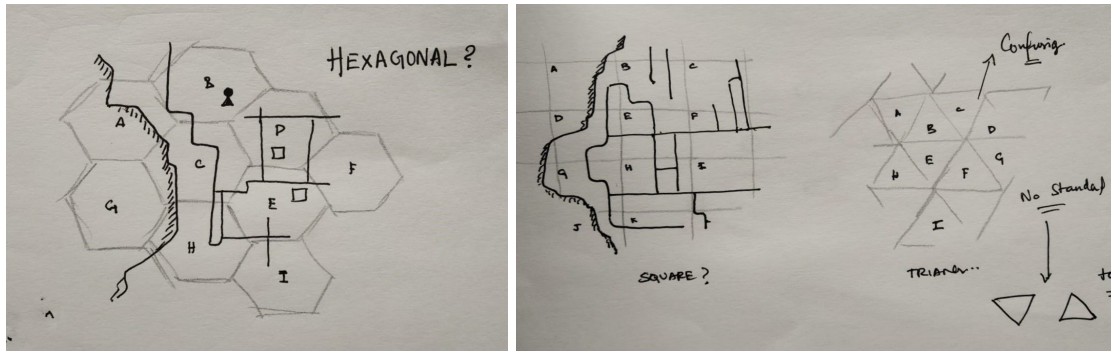
While this would be useful for interaction among individuals and also to direct the user to a certain experience, it wouldn't help much in informing or motivating the user to attend these events or plan them out beforehand.



2.2 Grid with uniform divisions

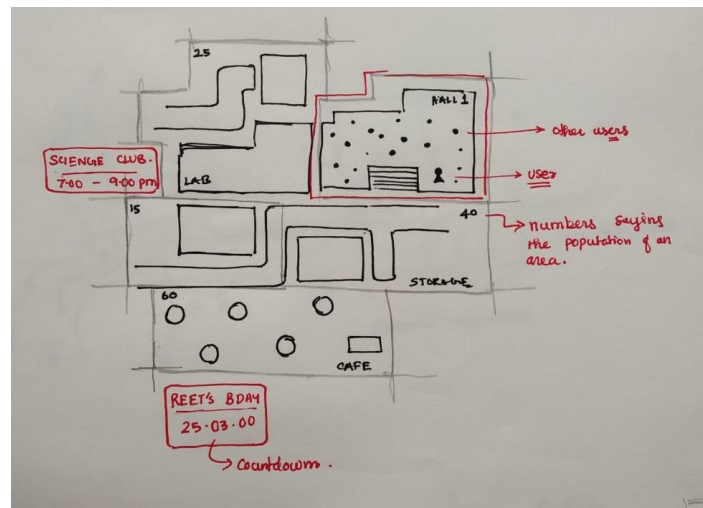
This method involved dividing the insti space into uniform areas, preferable in the shape of hexagons as they ensure the best packing. This way users enter and leave these hexagonal areas and can interact with the space.

However, since most users are accustomed to a certain layout of the insti, this grid might prove to be cumbersome as the gridlines are bound to cut into the pre-existing areas (like SAC or gymkhana, for instance). Also, since these spaces are of different areas, uniform grids probably won't prove as effective.



2.3 Pre-existing areas

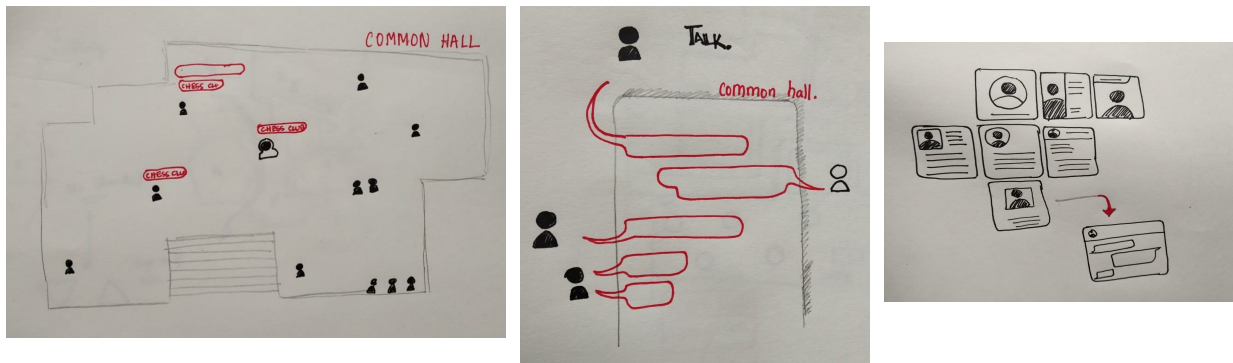
Most spaces in insti are event centric. For example, gymkhana grounds is where sports related activities take place, SAC hosts most cult club gatherings, LT-PCSA and Convo hall is where official events with a larger audience takes place. These areas of significance are also what most instizens are already comfortable with for navigating around the space as well. Thus, using these pre-established spaces would be most apt. Letting users know the number of people in the space would also help in crowd management and prevent overcrowding.



3. People around us

We now look at what we would want to talk to a stranger about and what would motivate us to do the same.

Motivating factors could be common interests, academics, events that both parties would like to attend. Users also bond with those from the same batch and department, especially by cribbing over courses, professors and sharing interesting anecdotes. Seniors are also a crucial element in the insti interaction.



Common chat rooms can be created which allows access to everyone in a particular space and enable communication.

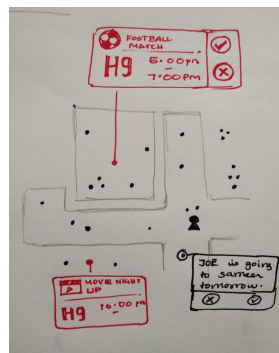
Private conversations between adjacent users (after viewing their profiles, thereby learning about their interests) are also a way to enhance communication.

4. Events

Apart from acting as a digital notice board of sorts to keep users informed about events, micro events (like a game of frisbee, or a movie night) can also be hosted and invites sent out.

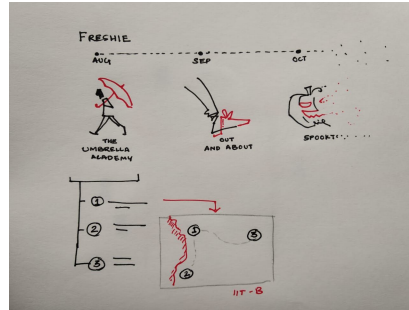
This increases ease of discovering and participation.

It also offers a scope to incorporate a reward system to motivate users to join in even if they aren't thick friends with the host.

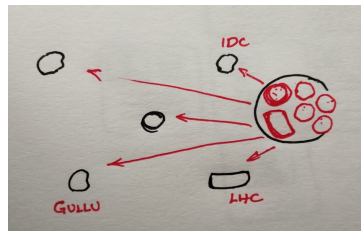


5. Motivational factors

A gamified system with a narrative based on the chronological occurrence of events from the time the user enters the insti until they leave it would help keep the users updated about milestones and other activities that are essential parts of the insti culture.



Creating a scavenger hunt of sorts that involves finding parts of a whole scattered around the insti would also encourage users to explore different spaces and find the motivation to step out.



6. Content sharing

With the help of Augmented reality, works of art, music and other media can be posted in several locations of the Insti. Users can even post ephemeral content and live photographs of interesting events in that location itself.