

Week 2 report

DEP 301 : Collaborative Design Project

Interactions in and around insti

Abisek A
Krishna Nair

Index

1. Abstract
2. Interactions in Insti
3. Location based
4. Augmented reality
5. Reward system
6. Problems that need addressing

1. Abstract:

Owing to the pandemic situation, our departure from the insti and its prolonged nature was quite sudden and unexpected. The inability to return to campus has also allowed us to ponder about what we miss the most about insti and the activities we'd like to engage in when we get to return. It has also made us realise about the lost opportunities. Keeping these in mind, we decided to take up social interactions in and around insti as what we would like to further work on and in the process, develop a solution that can be replicated in other similar settings.

2. Interactions in insti

The first thing that needed to be done was, of course, to look at the different kinds of interaction and how different people go about it. This also takes into account their natures, priorities, interests.

Sociologists identify five common types of interaction: exchange, competition, conflict, cooperation, accommodation. Examples of all five types can also be seen in the relations among the different citizens of insti.

We then needed to look at ways to cater to all five types keeping in mind the fact IIT Bombay serves as a hotspot for human interaction as it is a common space for people from different backgrounds with different interests. This also amplifies the need to ensure that it is a safe space for everybody.

3. Location based

A location based system that primarily aided interaction with the people and the environment in one's immediate vicinity became the topic of focus. We brainstormed on creating a temporary location based social media system that would enable the user to leave behind memories/photos and form new friendships as well. The experience of the place can be enhanced by providing information about it and getting to know people in real time in a real (and not entirely virtual) setting. This also would help organising micro-events and make plans to tag along with people with similar interests.

4. Augmented reality

Augmented reality could aid in putting up works of interest in different areas in the insti. This would offer a platform for almost anyone to showcase their skills and talents while adding to the experience of a certain place to the casual viewer. It can also be used to alert the users of various events that are taking place. The kind of anonymity this system has the scope to offer can also be seen as an encouraging factor to a considerable part of the targeted user.

Another field of interest was the wall art around insti, especially the SAC walls. Incorporating AR would help manage and curate the artwork better and also improve the street culture that seems to have taken a hit due to the pandemic.

5. Reward system

A reward system that offers motivation and also keeps the engaged is essential. A likely solution that is being considered is to allow users to collect points/badges that can be translated into a digital currency of sorts. The latter can then be used to avail offers or be used in exchange for certain goods or services that can be offered by collaboration with the other stakeholders.

6. Problems that need addressing

One key question that needs addressing is what motivates people to step out of their comfort zone? This issue is more significant now that the pandemic situation and the safety scares associated with it compounds the primary issue. We also need to look at what stops people and limits their social interactions. This is an essential topic that needs addressing considering the crowd we're targeting.

The extent of digitization of human interaction is also something that needs a lot of thought. The anonymity and flexibility interaction on a virtual platform through a screen offers can create a comfort zone that will require quite some amount of conscious effort getting out of.

Offering a way to personalise a public space that doesn't hinder anyone else's interaction with the space and/or count as vandalism is another problem that needs answering.

Keeping the users informed about the various activities and events that happen on campus is also something we're looking to address.

Another field of interest is the interaction of the human residents with the animals in the institute.