Stop..Look..Interact..
Explore the physical surrounding and socially engage with other people in the park.

The trees in Westlake park light up with music as people pass by. This is a light interaction concept as the user does not have to opt-in to experience the magic.

The pots in Westlake park are paired randomly using sensors. When a user touches a pot, it lights up and plays an instrument sound with the pot its paired with. This is a medium interaction concept where two people need to interact with the pot to create music.

There are two Kiosk at either end of the park where users can play a two player games. This is a heavy interaction concept where people have to go out of way to interact.

Top Three Concepts

Interactive Trees Concept
The trees in Westlake park light up with music as people pass by. This is a light interaction concept as the user does not have to opt-in to experience the magic.

Interactive Potted Plants Concept
The pots in Westlake park are paired randomly using sensors. When a user touches a pot, it lights up and plays an instrument sound with the pot its paired with. This is a medium interaction concept where two people need to interact with the pot to create music.

Remote Gaming Kiosk
There are two Kiosk at either end of the park where users can play a two player games. This is a heavy interaction concept where people have to go out of way to interact.

Our Process

Research
The user research methods include observations, surveys, unstructured interviews and secondary research about what other projects have been designed for engaging users in public space.

Ideation
For Ideation we diverged to generate large sets of concepts and then converged upon ten solid ideas that resonated the most with our user research and the needs of the space.

Storyboarding
We held a design session to sketch our storyboard for the top three concepts in order to explain each concept to visitors of the park.

Top Three Concepts

Interactive Trees Concept
Interactive Potted Plants Concept
Remote Gaming Kiosk

Evaluation of Storyboard

Number of Users
Interactive Trees Concept
Interactive Potted Plants Concept
Remote Gaming Kiosk

Video Prototype
We created a short video to showcase the interactive potted plants concept in action as our final deliverable.

Stop..Look..Interact. is a conceptual experiment using the Human-Centered Design to design interaction in physical space such as Westlake Urban park. The goal is to design an Environmentally Embedded / Context sensitive interface that works in large space with multiple users thus creating small, positive behavioral changes in transient users.

Darwin Witt Smith
dcwitt@uw.edu

Bharadwaj Sridhar
sbhat2@uw.edu

http://stoplookinteract.wordpress.com