

Elevator

**Situation:**

Using the elevator to switch the floor

Target Group:

People who need to change the floor. People with walking disabilities

Setting:

Houses with several floors, mostly official buildings

Themes:

- Interaction with passengers
- Voice reaction

Elevator

Elevators could appear to be boring. People start to avoid each others interaction and eye contact, so they focus the eye-sight on the floor or the walls.

Notes:



Waste measurement system

**Situation:**

Daily live, households

Target Group:

Consumers,
environmentally friendly-
people

Setting:

Storage/waste room,
waste containers with
electric plug-ins, electricity
is given, visualisation/sound
system provided

Themes:

- Record and analyse frequency of wasting
- Measure waste amount
- Present consumption frequency statistics
- Present the waste consumption

Waste measurement system

*To increase the awareness of daily and/or personal consumption,
subsequently waste production.*

Notes:



Bus game-seats



Situation:

Intercity public transportation

Target Group:

Passengers

Setting:

Inside the bus, digital touch screen on the back of the seat; people continuing their journey

Themes:

- Provide several games for attraction (Snake, Solitaire, Tetris, etc)
- Present game statistics (City rankings)
- Record high-scores

Bus game-seats

Bus trips usually does not consume a lot of time from passangers. In order, to make a trip a little more attracting, the back part of the seats with a touch screen could provide classical casual games for travellers to spend their time more interestingly

Notes:

