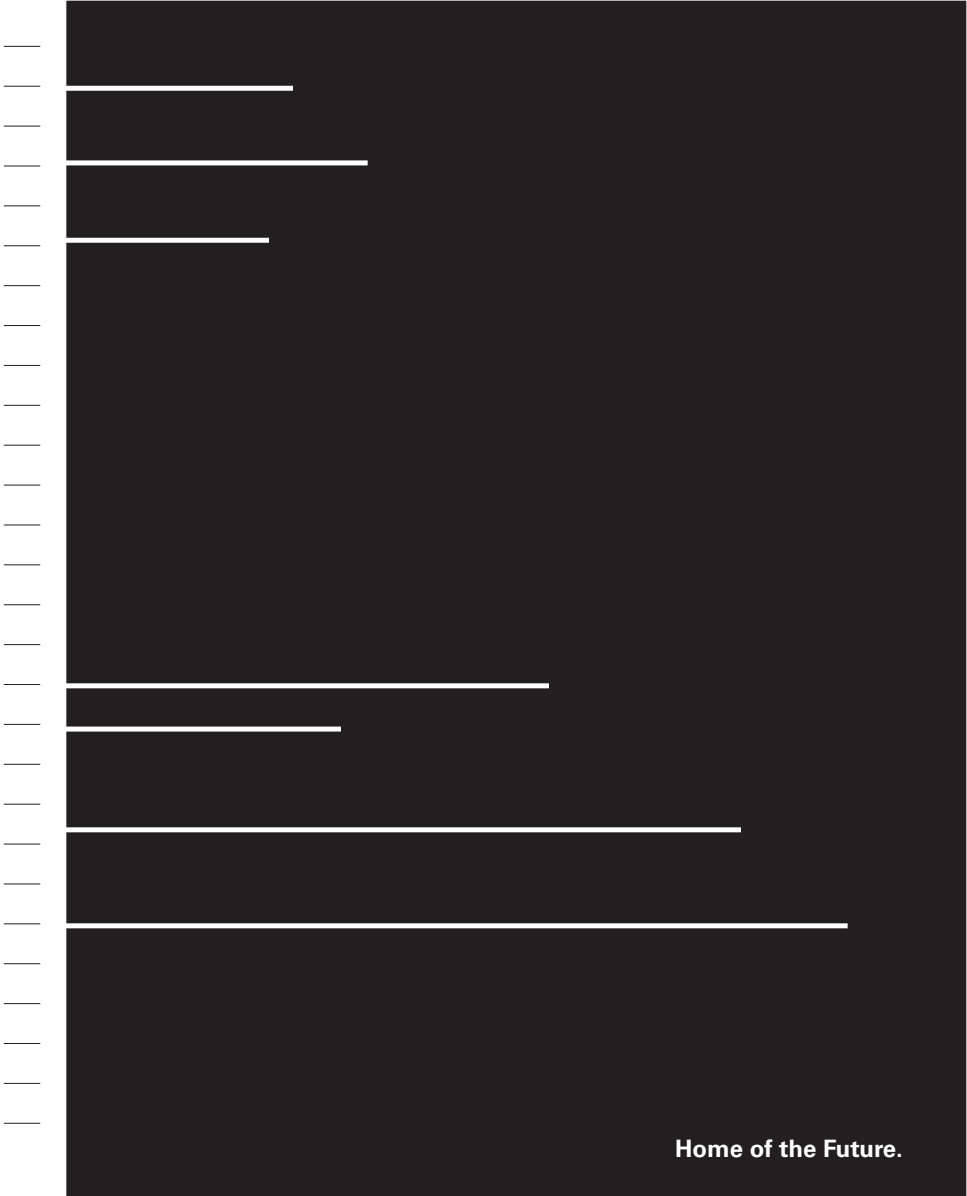


The Real Ideal.



Home of the Future.

Introduction.

When presented with the idea of creating “a home of the future,” we were excited about creating a way that the house could not only interact with its inhabitants, but help improve their quality of life. We utilized the smart- house technology to create a system that provided “reflections through projections,” highlighting and annotating parts of the house and everyday life that could be improved or changed. This led to the creation of a life consultant that was helpful and constructive without being intrusive or obnoxious.

Contents.

- 01 Problem
- 02 Ideation
- 03 Final Design

creating a way that the house could not only interact with its inhabitants, but help improve their quality of life.

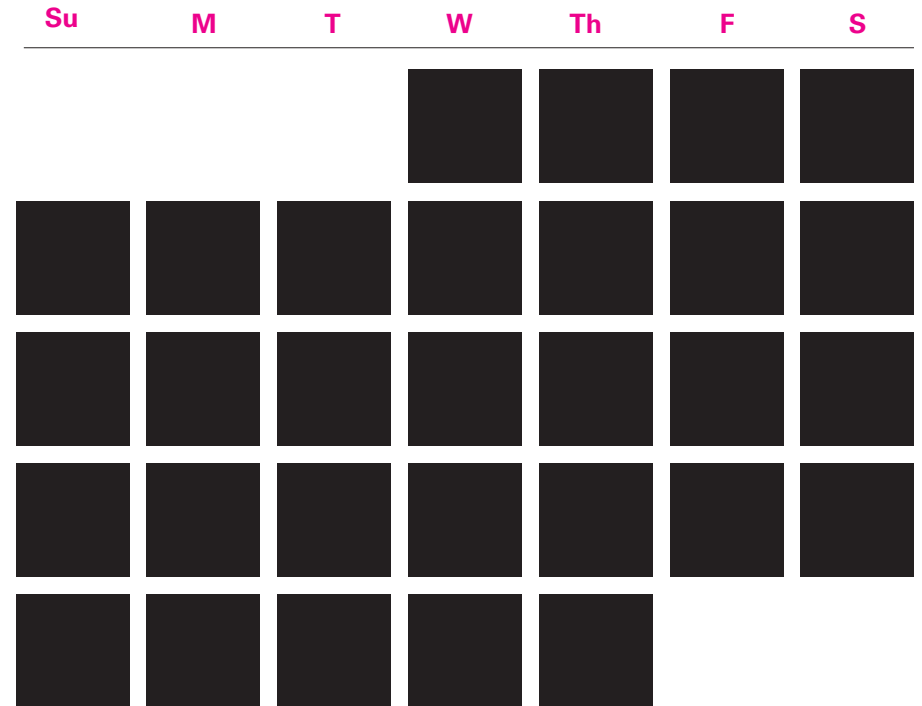
Using your home as a life consultant.

There's too much to explore. Balancing the obligations of life with free time is a constant struggle. People have goals to learn a new language before traveling, read Oprah's book club book or lose 15 pounds, but often allow these desires to become secondary to work or other obligations.

Real selves often don't match ideal selves. Frequently, self-serving biases do not match their actual selves. Someone perceives himself to be an environmentalist because he uses organic dish soap, yet he doesn't realize the negative environmental impact his 45 minute showers have, but how will he ever realize this?

People are busy. Everyone from swinging singles to soccer moms have calendars crammed with activities and "to do" lists coming out of their ears. It's hard to get through everyday tasks and chores, let alone organize life enough to find time for relaxation or entertainment.

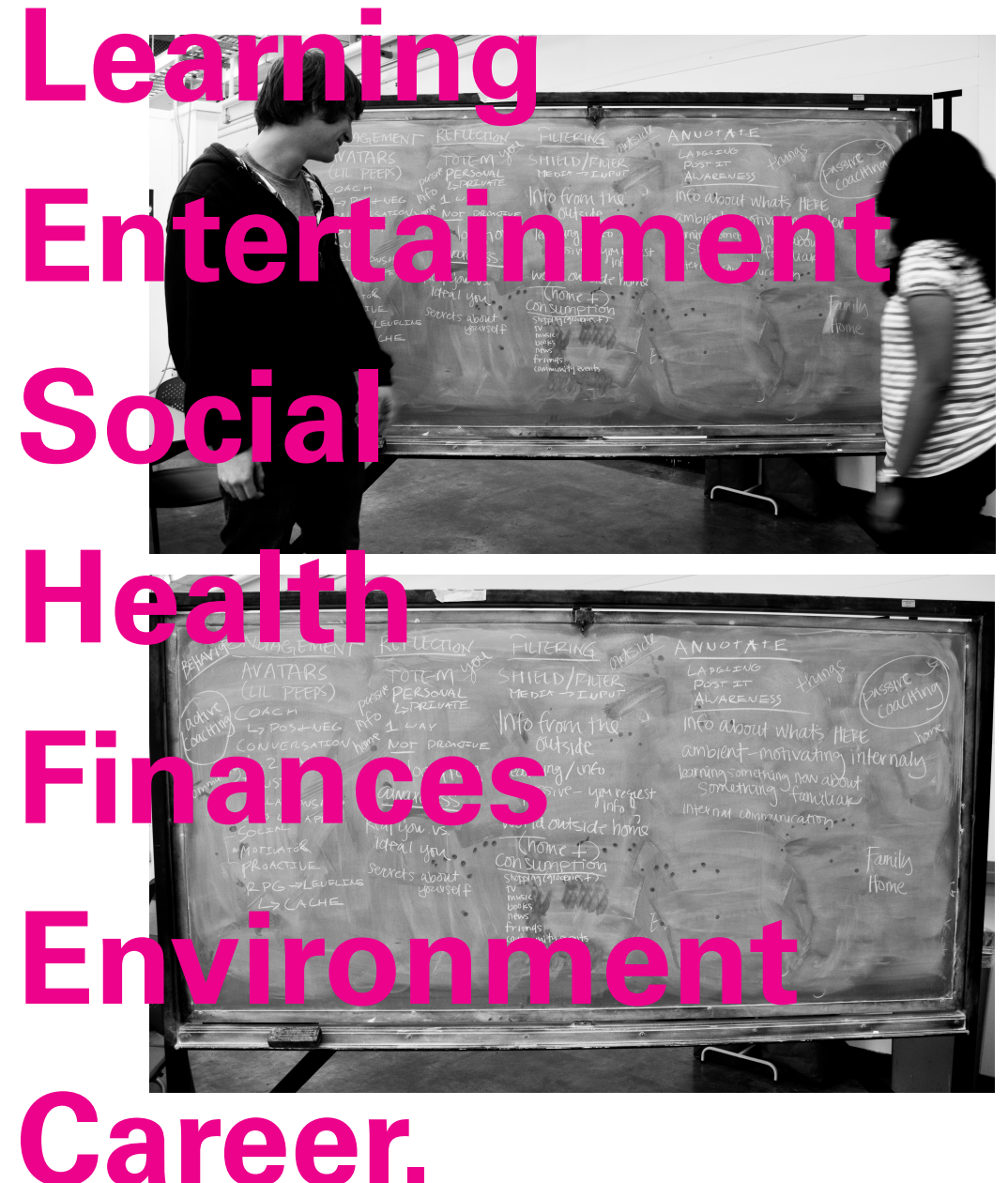
Deciding to utilize the home as a life consultant arose through brainstorming the problems with everyday life.



Brainstorming

“Real to Ideal” originally began as “The Life Coach,” where we brainstormed how the house could coach a person through all areas of life, including, Learning, Entertainment, Social, Health, Finances, Home, Environment and Career.

- How can the house direct and assist you in your daily activities?
- How can it help you achieve your goals?
- How can we use exaggeration to visualize typically intangible ideas?
- Can the users trust the system? When does trust go too far?



In attempting to design the solution, we found four realms that the technology could reside in.

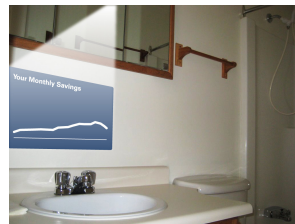
1. Avatars (little people: coaches/ friends)

- + Provides both positive and negative feedback
- + Able to converse
- + Trusting relationship (less like a pet)
- + Social networking/ social motivation
- + Motivating
- + Role Playing-esque
- + Provide positive feedback and rewards for good behavior



2. Reflection (A virtual "totem" of your values, showing how your ideals line up with up with your actual goals as interpreted by the system)

- + Personal and relatively private
- + One-way, no back and forth communication
- + Provides awareness
- + The "real you" vs. the "ideal you"



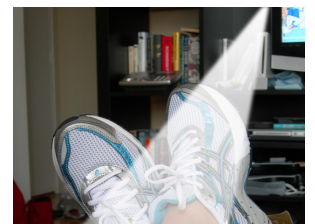
3. Filtering (A shield/filter that draws input from the outside world in order to better inform and educate the user in accordance with their values)

- + Pulls into from the outside world, tailoring it for use in the home and individual user's wants and needs
- + Passive system: you request the information
- + Consumption: provides information such as: shopping, TV, music, books, news, friends and community and events



4. Annotating (Creating visual cues and information that passively encourages user awareness about current intangible ideas by making them more visible and understandable)

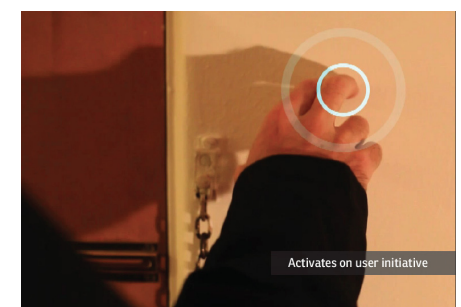
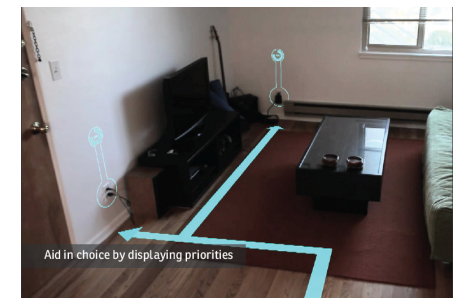
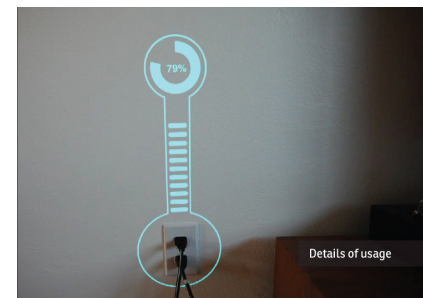
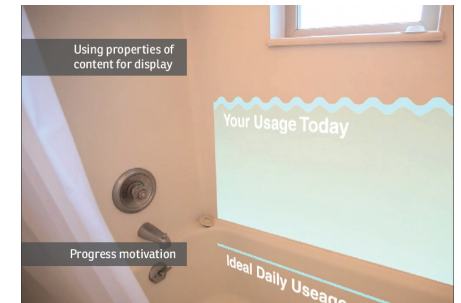
- + Ambient motivation: encourages user to understand complex ideas by presenting them in a more user-friendly way.
- + Learning something new about something familiar
- + Internal communication within the house



Information as Feedback

Through our extensive ideation and narrowing process, and a complete re-direction, we settled on a solution that allows the house to positively influence its inhabitants by providing productive feedback and information that is ambient, yet encouraging.

We created this life consultant by utilizing the house to display ambient cues relating to a person's current task or goal. By taking areas where action is typically invisible and visualizing it, mundane or incomprehensible tasks such as water consumption become engaging and interactive. This idea of visualization can be applied in all of the areas of life from health, to finances, to calendars and scheduling, helping to streamline life's obligations, increase productivity and achieve goals.



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