

Aalto University
Askar, S. & Niemi, V.
2016

Prototype Concepts

DOM-E5061
Prototyping Experience

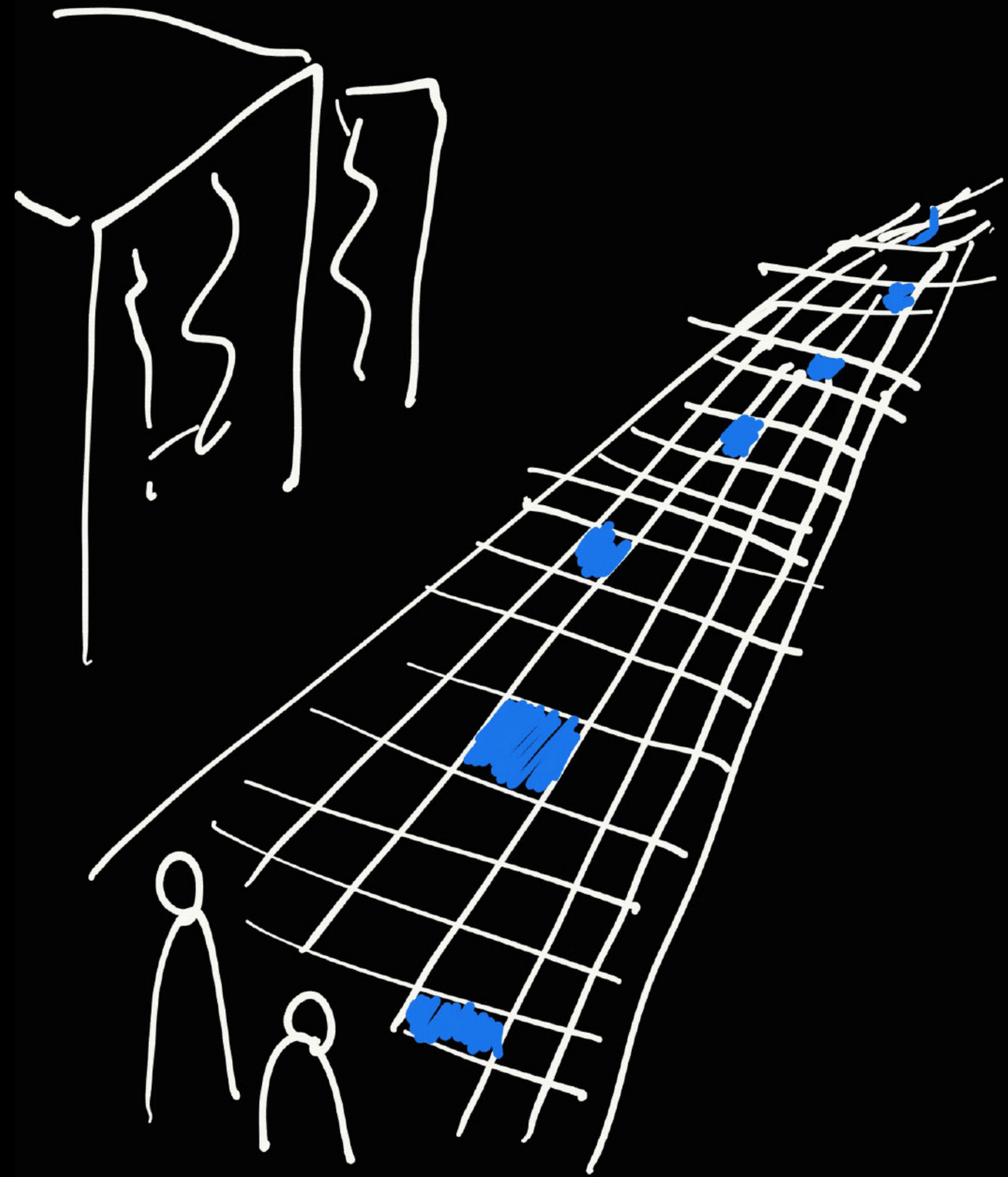
(1) Pathventure

What?

Tiles with
marked
“checkpoints”

Why?

Encourages playful
participation in the
city, something fun
and random



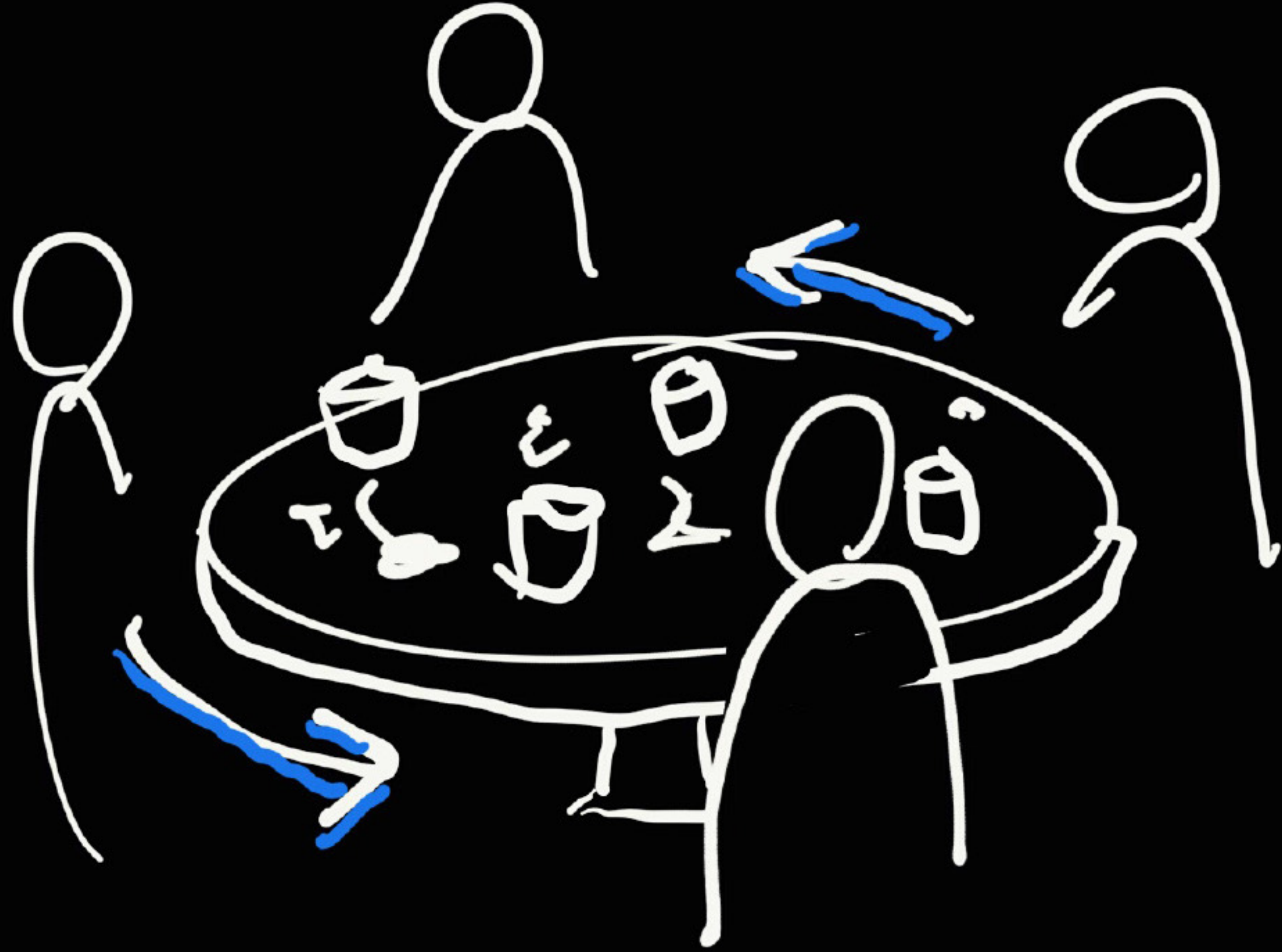
(2) Rotake

What?

Sushi-inspired
rotating table for
parties

Why?

“Sharing is
catering”, having
snacks/drinks
becomes interactive



(3) Kinetic Furniture

What?

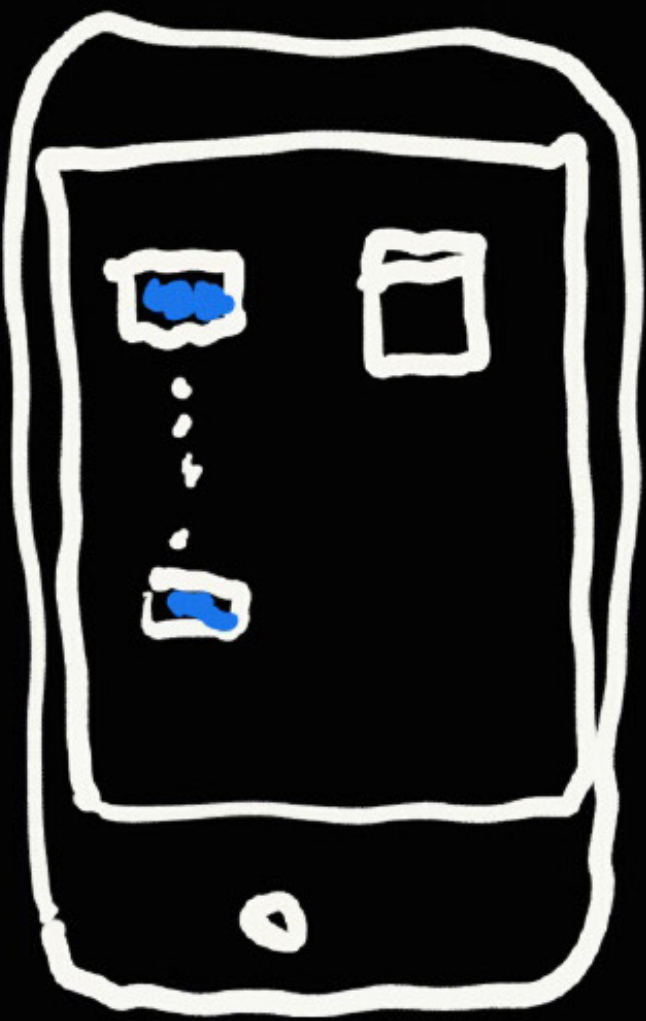
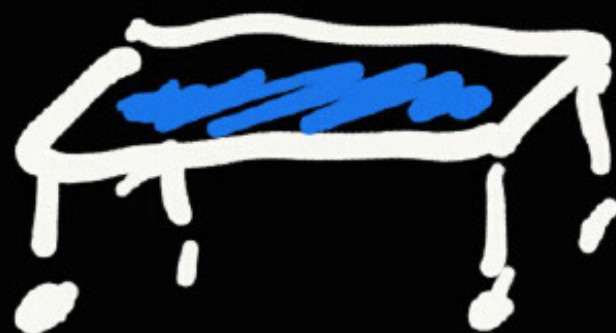
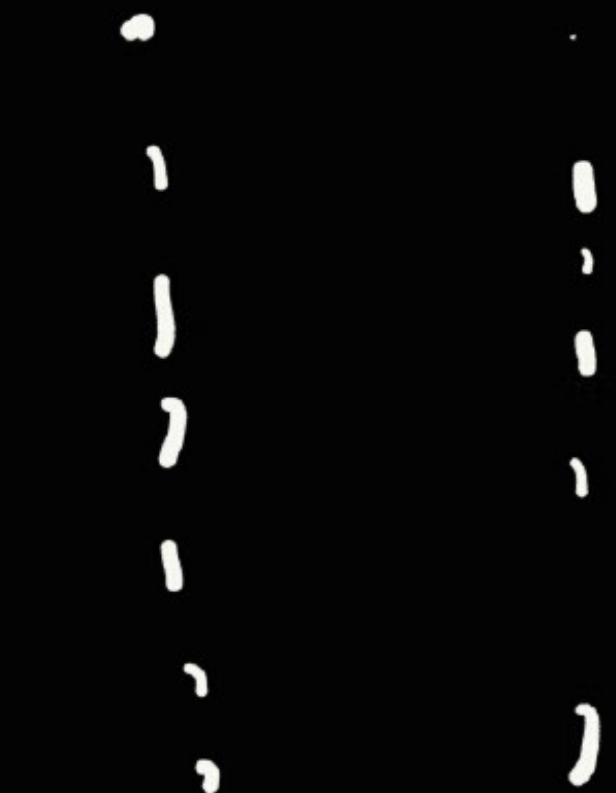
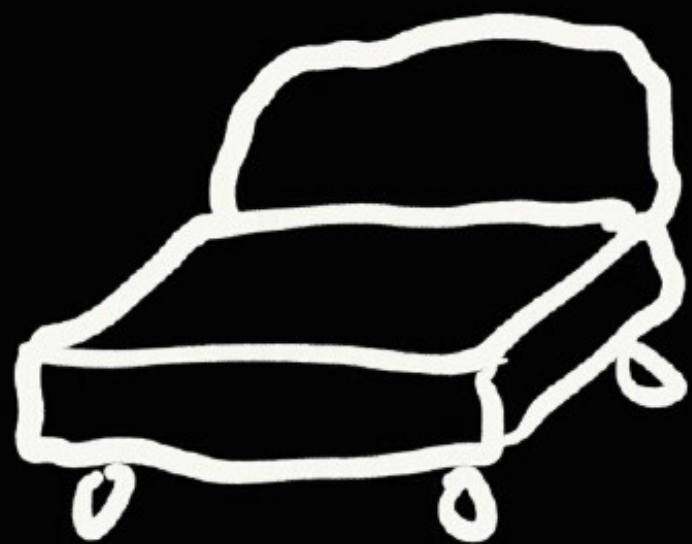
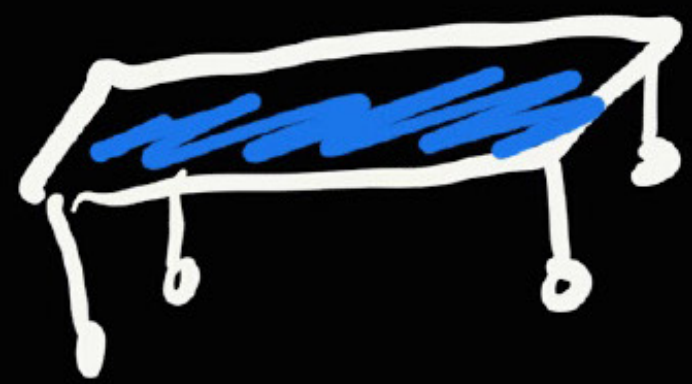
Wheels+motors

You can move furniture
with a digital system
(app or wearable)

Why?

It would be cool

“Use the force”



(4) Hot Seat

Heat reacting public transport seats

Maybe it's fun to spot that a seat is warm and then decide to sit on it

HS: "Tämän takia lämmin bussinpenkki ällöttää"

(5) Selfie Stop

Social media embedded on bus stops

- Certain words or themes or might "filter towards" playful messaging

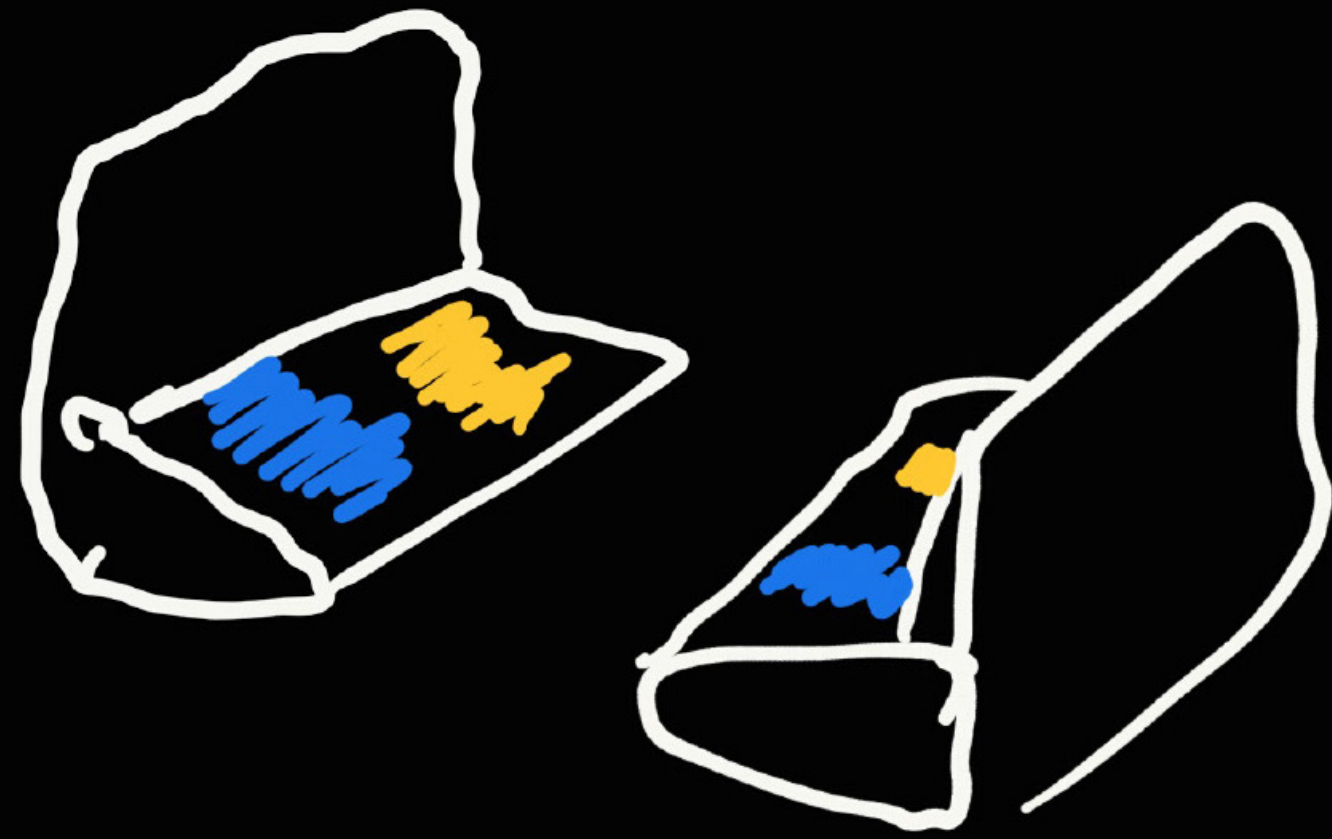
- Selfies... fun to interact for younger people, fun to watch for elderly

(6) Illuminating Footsteps

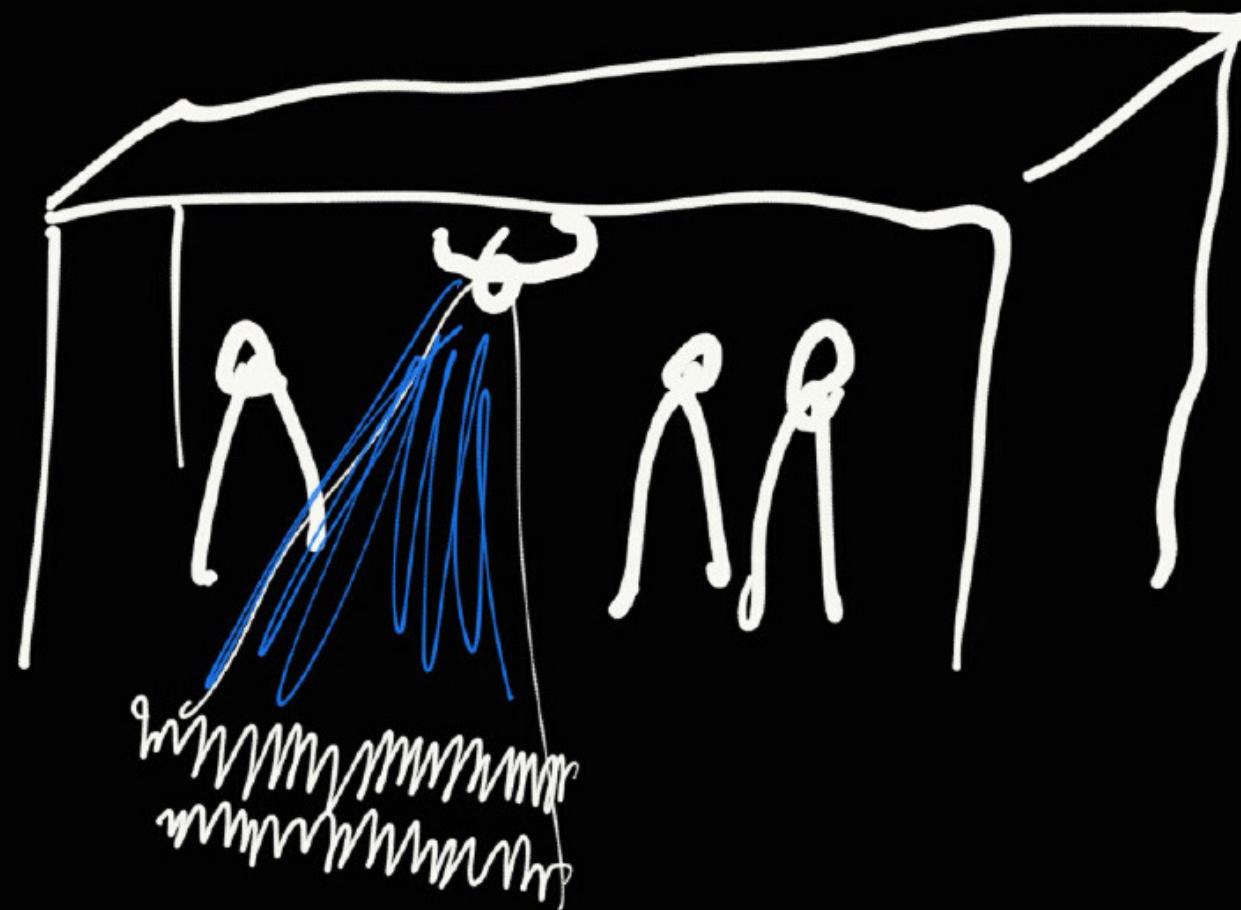
An area which records where people have walked at

You might want to change your path, because previous paths are being displayed

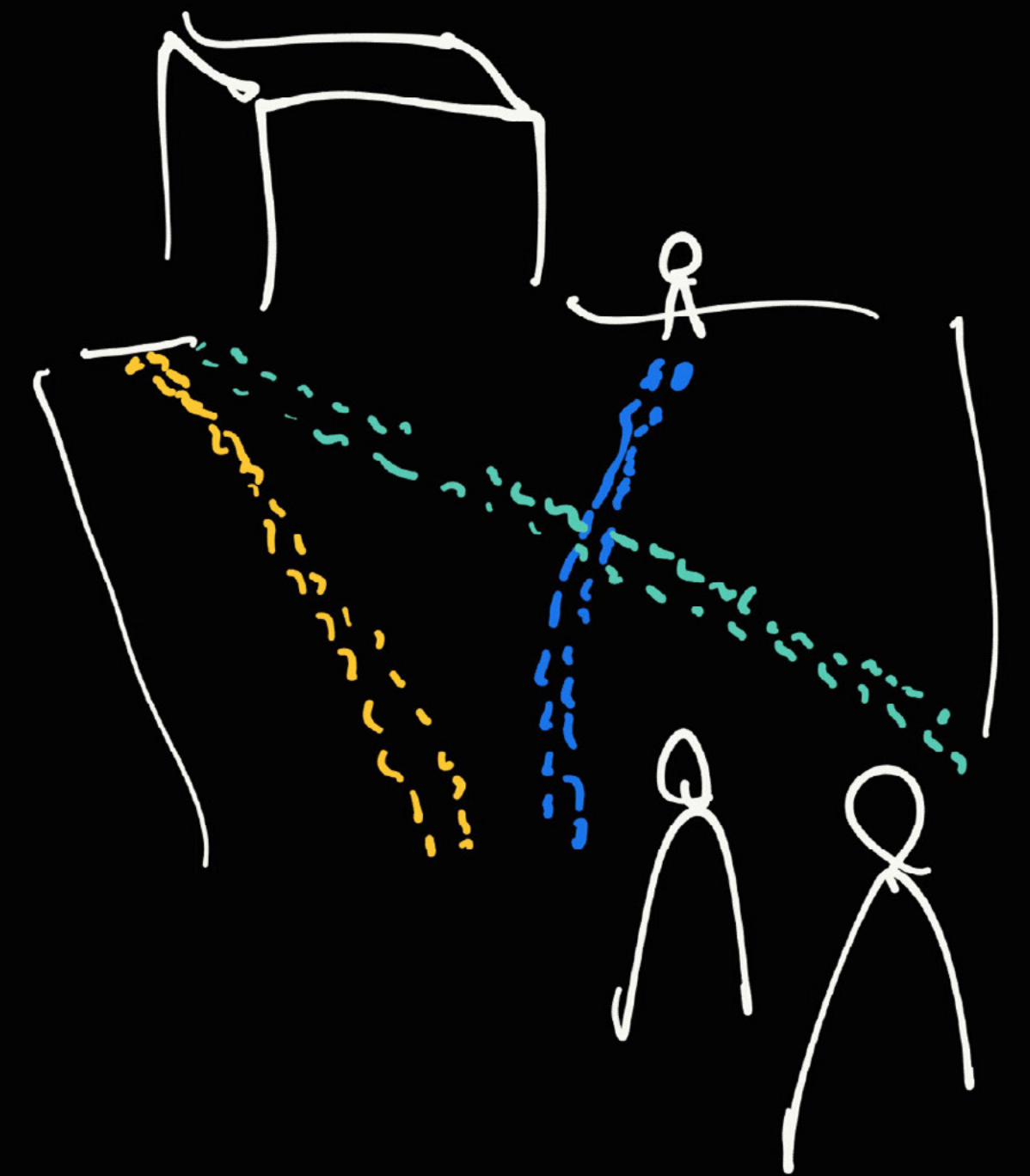
(4) Hot Seat



(5) Selfie Stop



(6) Illuminating Footsteps



¹ Pathventure

² Rotake

³ Kinetic Furniture

⁴ Hot Seat

⁵ Selfie Stop

⁶ Illuminating Footsteps

Thx

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