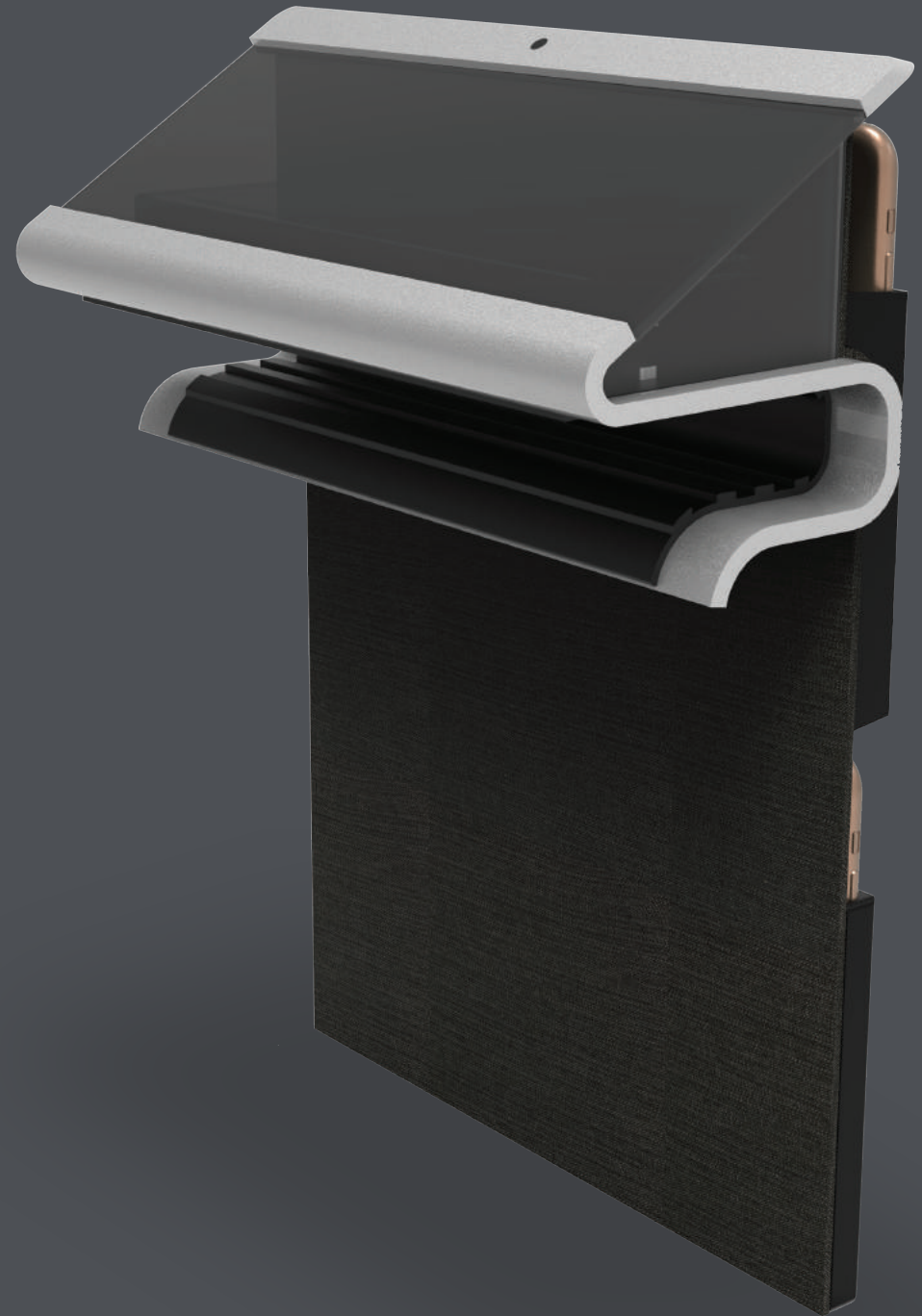


Curated Process Journal :

Project F**A**B

Bringing Family Together Through Meals



01

Reason for Design

Family Relationship Awareness

Rationality for Design Direction

03

Sketches

Ideation Process

05

Wireframes

Interface Design

02

Surveys & Insights

Design Approach

04

Mockups & Prototype

Final Prototyping Process

06

Photos

Product Structure

01

Reason for Design

The Beginning:

While moving towards a tech era especially in the young generation, parents have concerns with their children of using too much of technological products which will isolate themselves with the world.



Problem
Broken down into
3 scenarios



Over Indulgence
of Technology

User Behaviour

Lack of Realistic
Experience

Environment

Disconnect from
Social Interaction

Problem

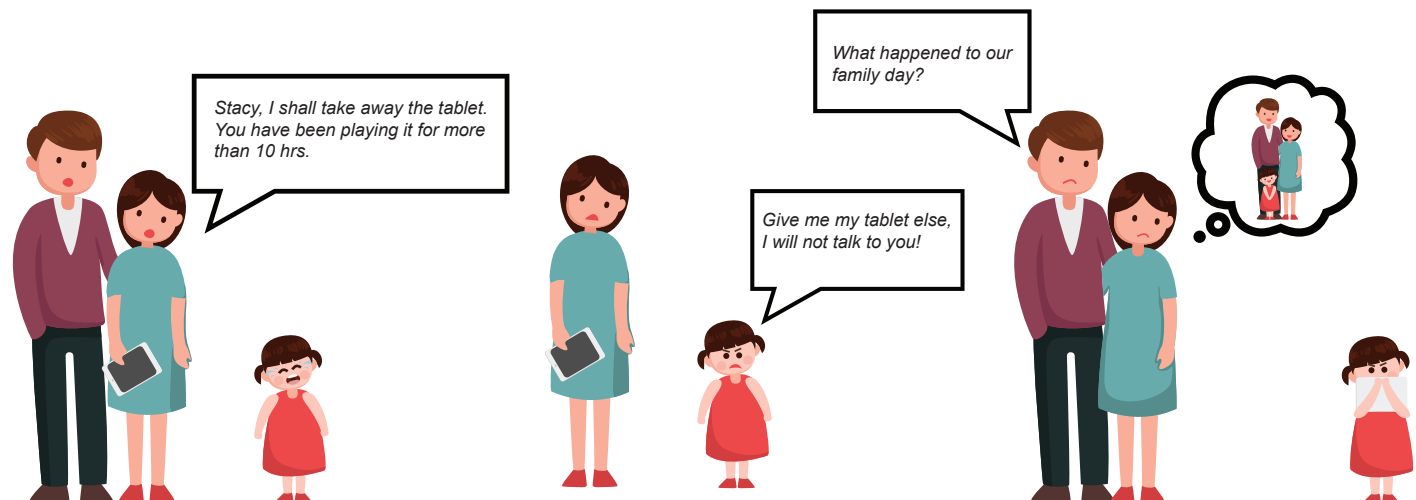
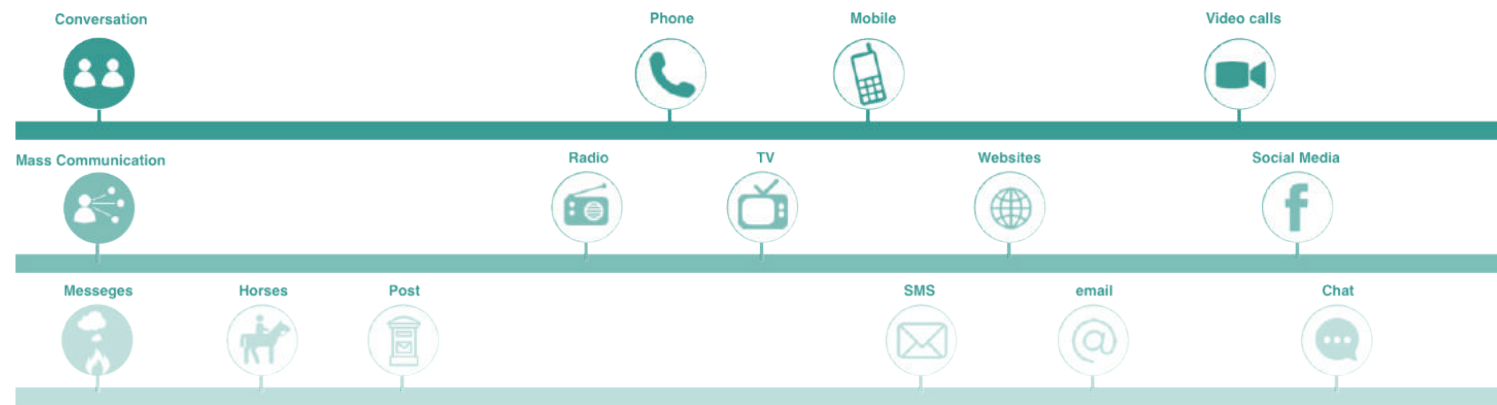
"Children Losing Social Skills Due To Technology"

Re-directing to Major Issue:

Communication is moving slowly where children and adolescents have trouble initiating a face to face conversation . It is because of the conveniency of text messages. Especially in a family, disputes will rise when family members do not communicate well, unless both parties agreed to have a shared value.



How Conversations have Evolved through Time



Family Relationship Awareness

Children are losing their social skills as they are given privilege to use mobile phones from young.

They will then grow up, isolating themselves in the digital world with mobile devices. Thus, resulting to the rising problem of family disputes where there is lack of social communication in the family.



It Changed My Life: How a mother lost her 11-year-old son to depression



Rationality for Design Direction

Decisions:

There could be a million of situations where people should limit their usage of mobile phones.

However, a family's problem that is kept behind closed doors became a serious problem over the years that people are oblivious about. The biggest issue of this matter, is the miscommunication in family and it has not been look upon yet.



02

Surveys

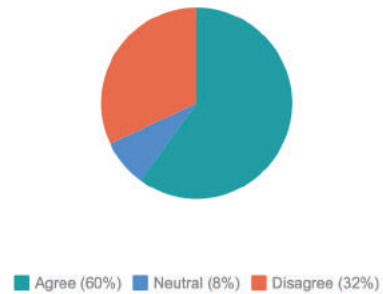
The Majority's Voice:

60% of parents agreed that the use of mobile devices during family time has reduced their interaction with their loved ones.

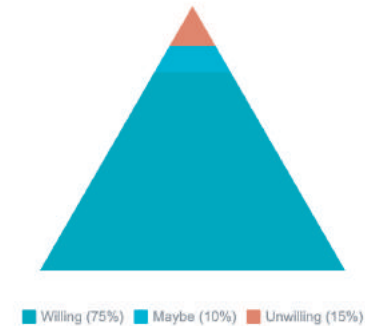
58% of parents said they feel unhappy when another family member uses a mobile device during family time.

75% of the parents said they were willing to have better self-discipline in staying away from their mobile devices during family time.

Low Interaction with Family due to Mobile Phones



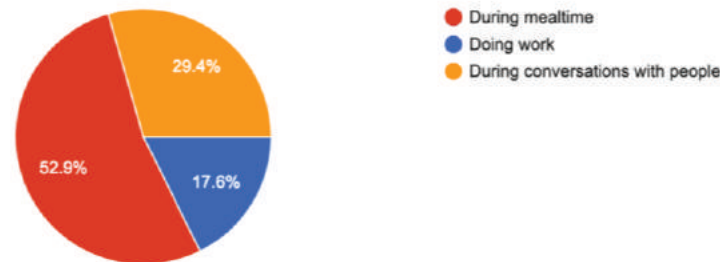
Self Discipline of Mobile Devices



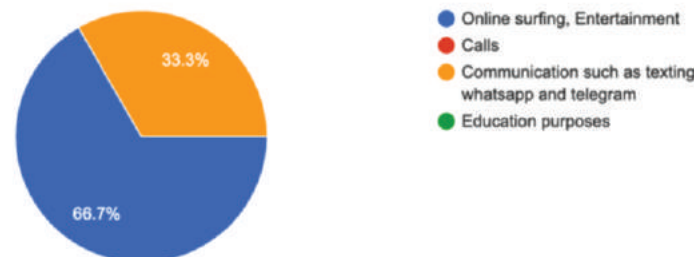
Reaction Against Using Mobile Phones During Meal Time



Which situation do you think that you need to reduce your usage of the devices?



Using these devices, what are the things you will do most



Ethnography



Insights

- Parents took initiative to put away their phones, the children followed too.
- Because of the reward of without taking their phones out from the box till the end of the meal, the users will be awarded a discount voucher. (Encourages users to use)
- Families thought the idea will not work out but as long as they have a conversation to start, putting phones away during meal time will not be an issue.

Scenario



Children seeking for attention from the parents



Kids have to earn points to use screen devices through completing tasks given by parents.



Parents have to work and have to make sure that their kids do their homework.



Parents can choose to join game or limit the time use of the child using the device from their own wearables.

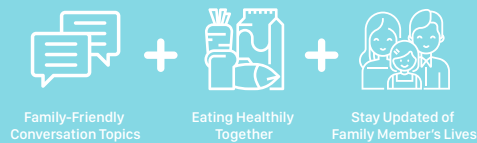
Insights from Fast Food Restaurant



Design Approach

1. To implement a conversation game as a trigger to understand your family members during meal time.
2. Serves as a phone charging station so that family members can charge and leave their phones away from them during meal time.
3. The game is optional for users to play but it serves as a topic starter to prevent awkward silence during meal time.

Market Analysis of Solution



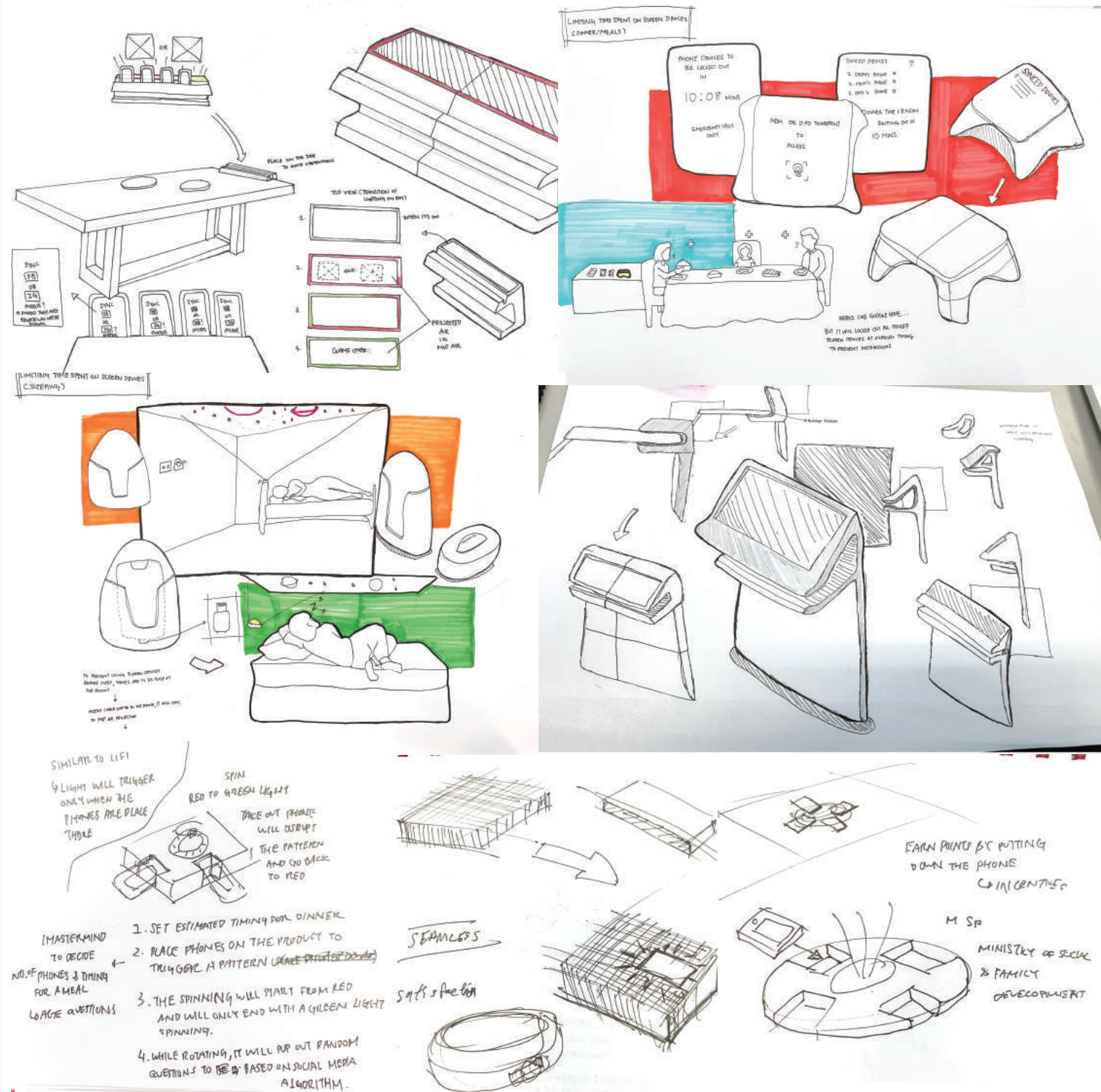
Conversate – The Card Game That Makes Dinner A Bit More Interesting



Sketches

The Start of the New:

Drawing out ideas to find the ultimate solution to tackle the issue. Many sketches were thought through instantly.

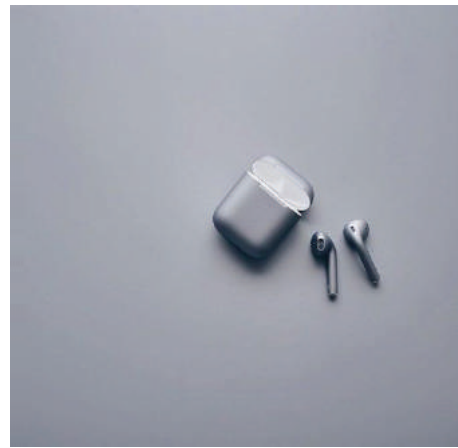


Ideation Process

Looking for Ideas:

Through ideating ideas, the best way is be inspired by beautiful products that suits the direction of the product. The inspired design should be futuristic, seamless and contrast to have a modern feel to be placed on the dining table in the living room of a modern looking BTO flat.

Moving towards a new era, people tend to have their meal in the living room than in the kitchen due to the lack of entertainment.



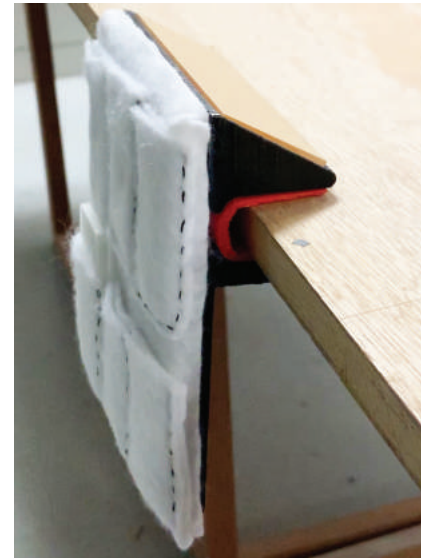
04

Mockups

User Testing:

Built a rapid prototype to test out the flow and observe how the users uses it.

Once the structure of the prototype is done, a rough design of the interface is then designed in order to test out the full experience of using the product. A variance of prototypes were made to try out the experience as well as the solution to see if it is working well.

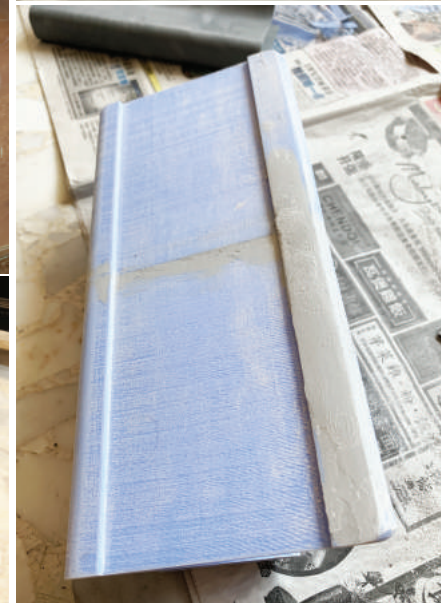
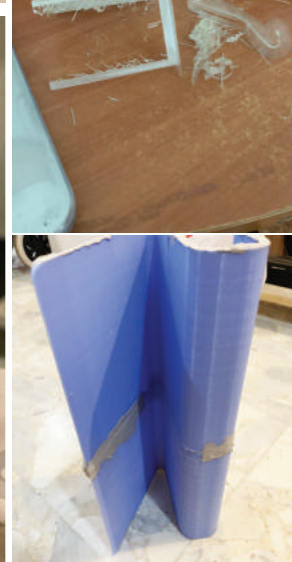
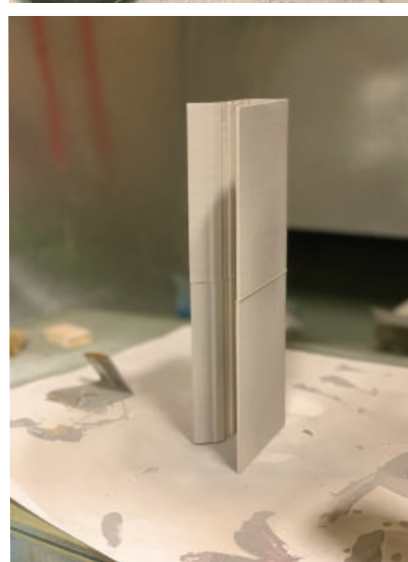
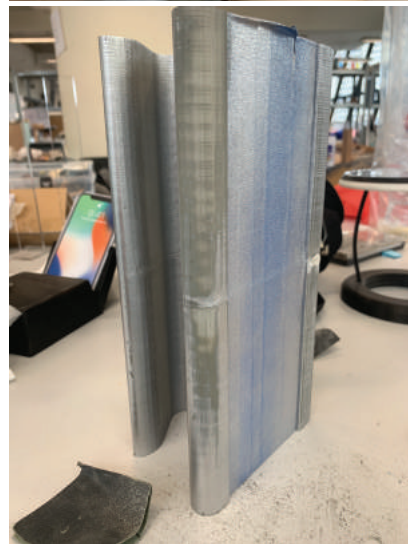
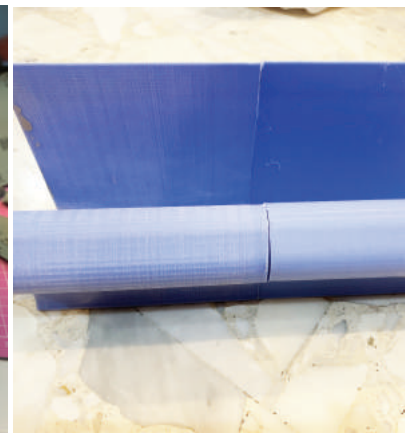
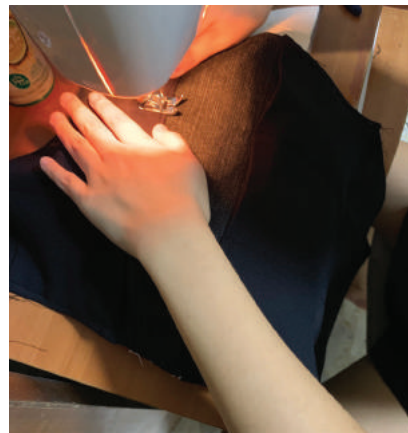


Final Prototyping Process

The Challenge:

Sewing the fabric for the phone slot was tedious task to do in a novice perspective of using a sewing machine. Took a long time to sand the 3d printed model and when it is joined, it had quite a number of obvious gaps. Initial plan was to use a normal putty to seal up the holes but it was fragile. The last resort was using car putty.

Printing the 3d model was not easy too as the 3d printer has an error for quite a number of times until it became stable.

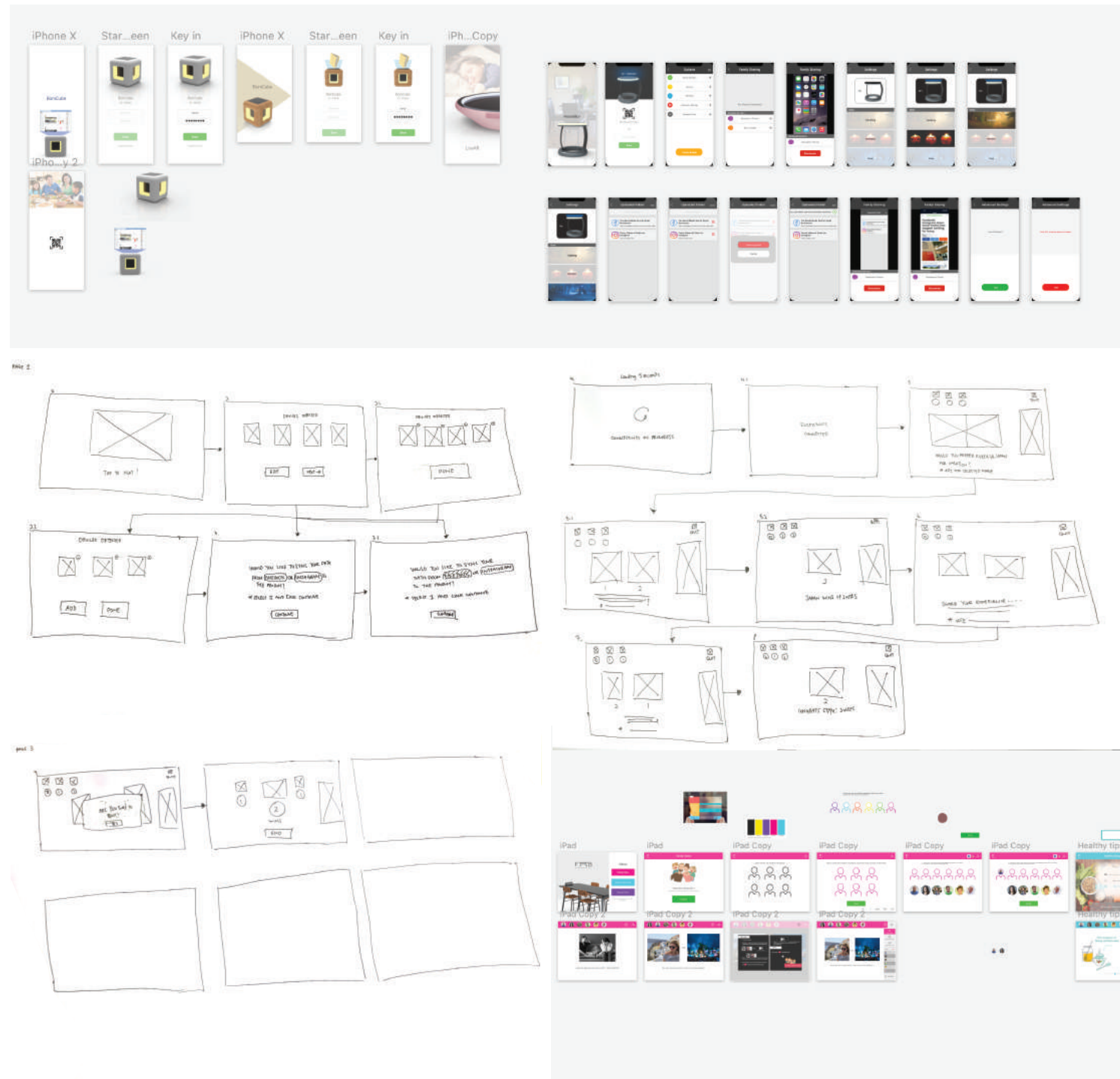


05

Wireframes

Creating Wireframes:

Drawing out ideas to find the ultimate solution to tackle the issue. Many sketches were thought through instantly.

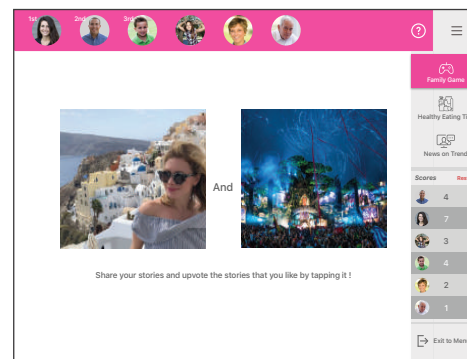
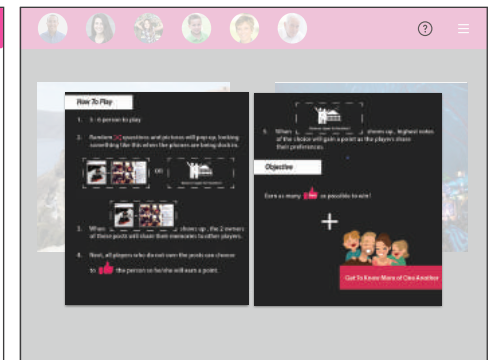
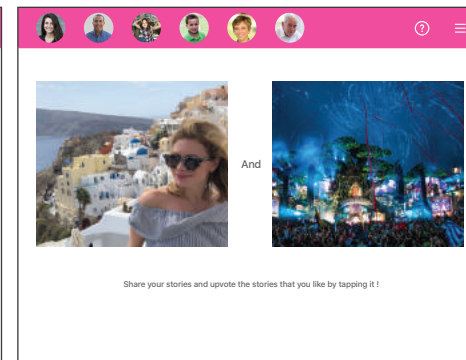
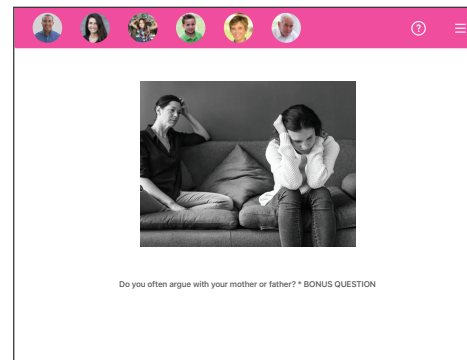
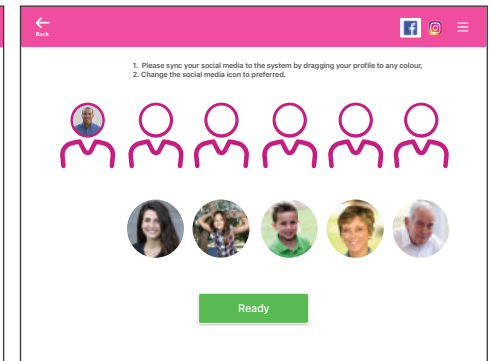
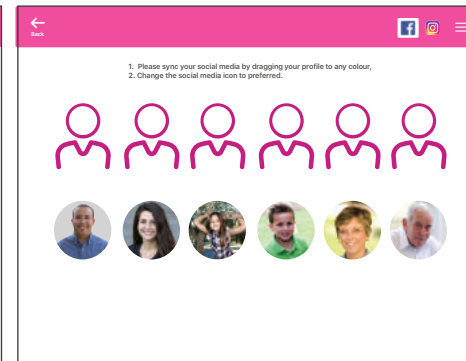
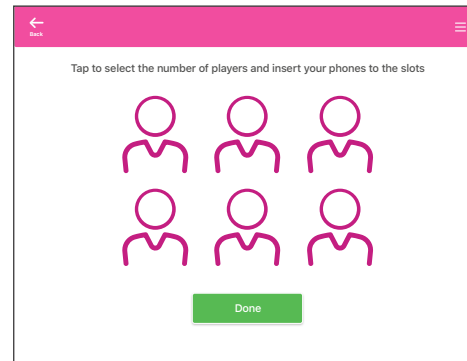
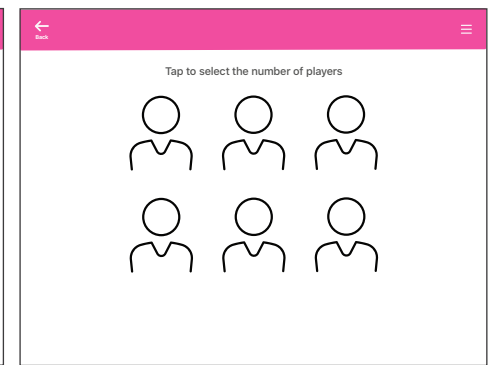
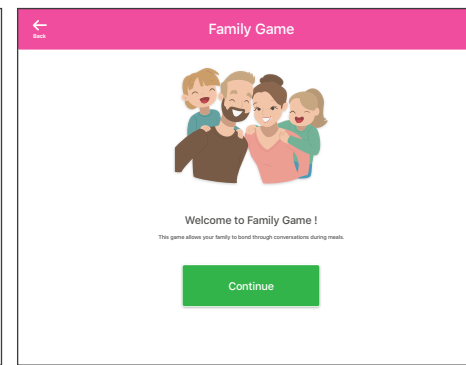
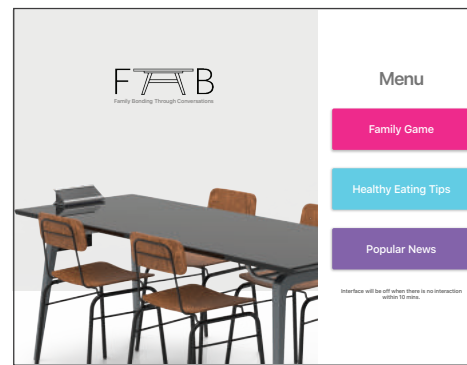


Interface Design

Final UX/UI Interface:

Phase 1 is to design an interface for family game. This interface helps to bond family members through conversations based on their daily lives and memories spent, which they post it on social media.

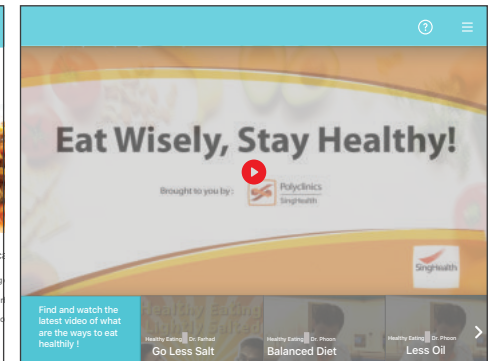
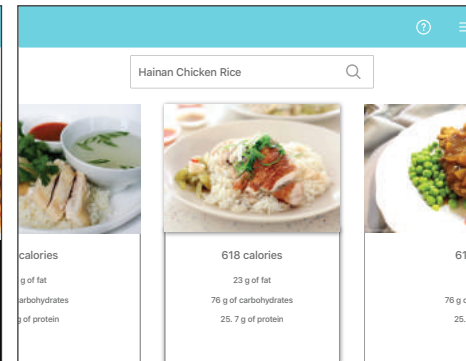
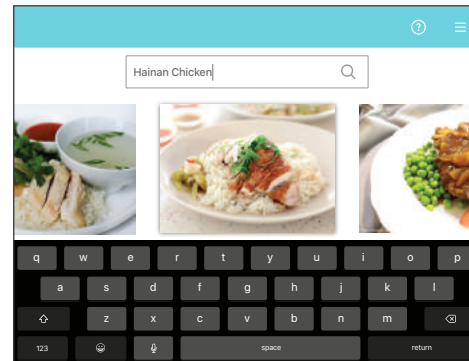
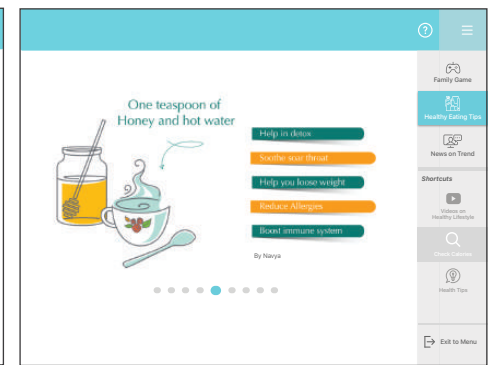
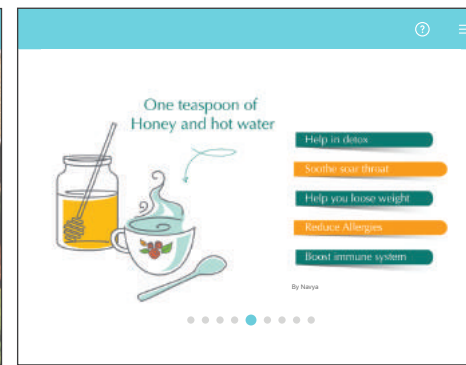
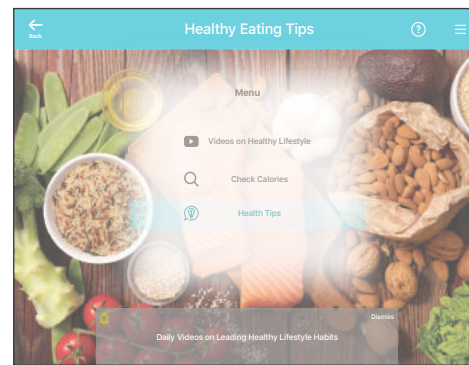
The objective of this game is to get to know more of each other rather hiding behind mobile phones, shutting themselves from creating real conversations with their family members.



Interface Design

Final UX/UI Interface:

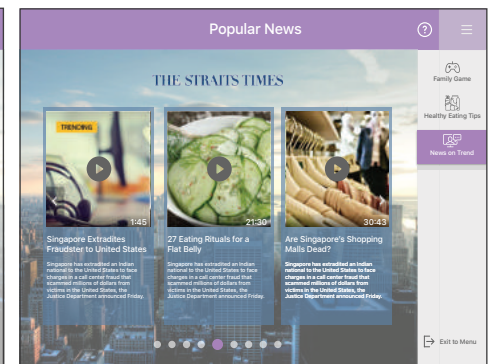
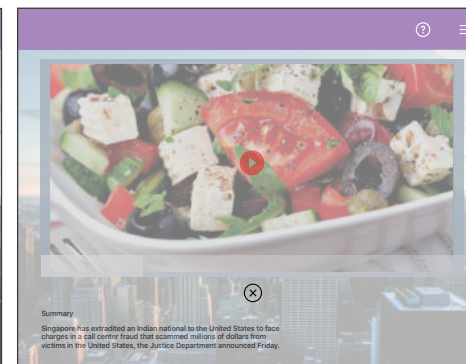
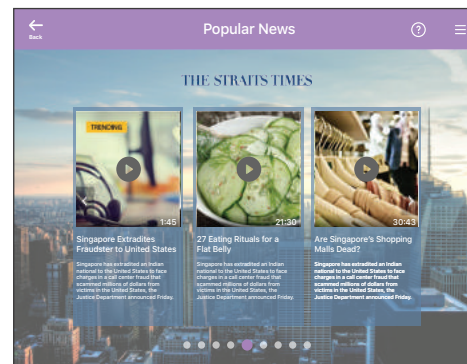
Phase 2 is to design an interface for family to talk about healthy eating. This topic helps to encourage one another to eat healthily and thus, being able to share a common topic



Interface Design

Final UX/UI Interface:

Phase 3 is to design an interface for families to be updated with their surroundings. News are topics that can trigger new conversations between family and being able to share their thoughts.



06

Photos

The End of the Beginning:

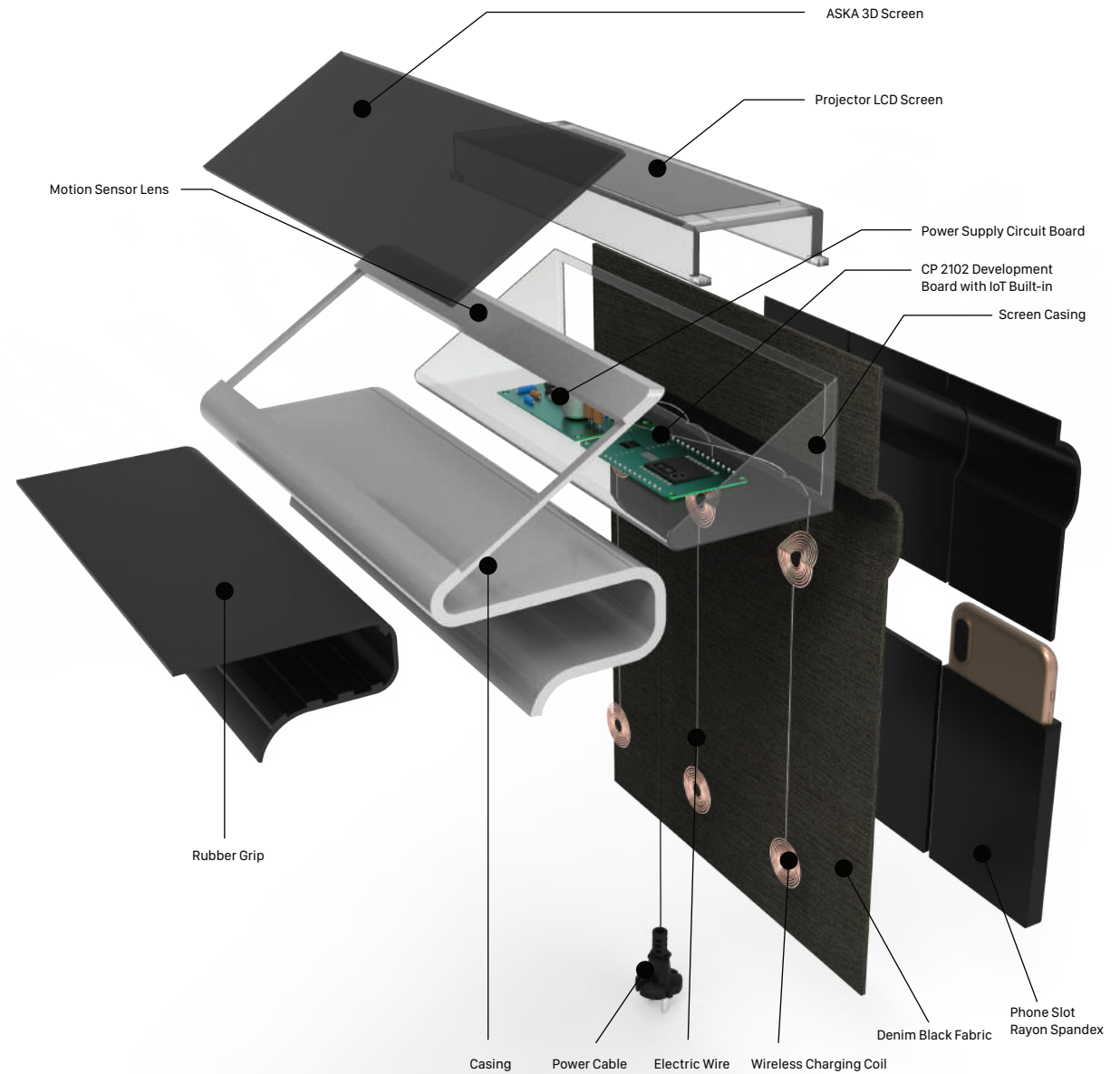
Final model is done with the lighting built in. It is to show the components inside, giving it a light weight feel. The augmented reality(AR) interface is then portrayed through renderings to give it a realistic outlook.



Product Structure

The Skeleton:

The exploded view shows the break down of the essential parts of the product.



Product Structure

Usage:

It is also placed in the context of how it looks like when the actual users are using it. The product experience of the way users use it from the beginning.

