Smart Social Inventories

"

Customers and product users are demanding a more emotional and significant encounters with the products. unique experiences are mostly rewarded and generated to attract loyalty and creating user satisfaction by producers.

"

Bauhaus Universität Weimar

*MfA Media Art and Design
Interface Design
Summer 2014*

Project Students

*Elahe Rostami
Andrés Arteaga*

Concept

In many of today's societies the meaning of ownership is changing. Consumers, particularly young ones, are more interested in experiences than possessions as it does not come with costs and responsibility.a good example is the tendency for sharing homes, cars ,couches, food or clothes with complete strangers. This kind of cultural shift led to the mega trend of the sharing economy.a good example would be trends of thrift-store shopping and how it is getting more common.

As well, it is beneficial by allowing a much more efficient access as well as creating diverse interaction experiences. This is well in line with other macro trend of experience design. The concept of Experience Design includes all the ways that users come into contact with a products, services, events or environment. Customers and product users are demanding a more emotional and significant encounters with the products. unique experiences are mostly rewarded and generated to attract loyalty and creating user satisfaction by producers.

On the other hand it can be seen how everything around us is getting smarter. As the Internet of Things becomes present in every scene, smart technology will move beyond practicality practices such as medical, fitness, security, etc, and into more subjective, artistic scenarios. We would love to see technologies and computing coming out of "the flat squares " and making all objects smart and communicative.

Objective

1. To create experience of sharing and personal human connection.

2. To take another step towards the future of democratic accessibility with Internet of things.

3. To reduce waste and human footprint on earth.

Target User-Consumer

All people of a community with access and basic knowledge of Internet and technology specially age group (15-50) early adopters to the sharing economy trend.

Problem Statement

1. Excess consumerism and waste in todays overbuilt and over owned world.

2. Uneven availability of access to goods according to geographical borders.

3. Limitations of screen base human computer interaction.

Design Criteria

Components

A network of "Smart Shared Inventories"

Technology

Internet of Things platforms Gathering Data from sensors and readers from on smart inventories. Making data available and accessible in user friendly online platforms.

CookCity

> *A smart platform connecting community members in food sharing, where everyone can be both producer and customer (prosumerism). Allowing meaningful dining experiences breaking geographical and cultural barriers.*
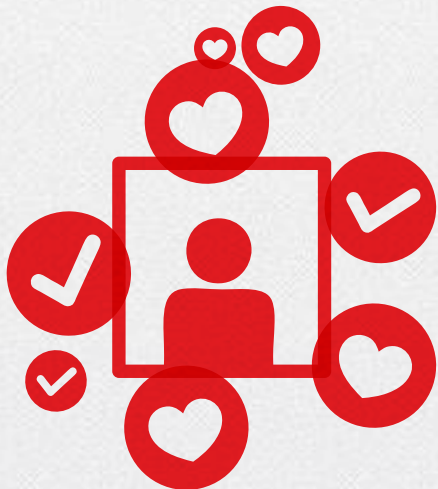
Bauhaus Universität Weimar

*MfA Media Art and Design
Interface Design
Summer 2014*

Project Students

*Elahe Rostami
Andrés Arteaga*

Statement

Allowing dining experience to be shared in a community of cooks, hosts and guests coming together.

User Interaction

After the container purchase, the user have to register in the web page or mobile app in order to create a user profile.

With the new profile, the user is with connected with the community, now he can invite and know new people.

When the user cook the meal and put it into the container, the container data will be displayed to the invited users, allowing them to know the position, temperature and other data recopiled from the container sensors.

In a sharing community, the feedback and reviews from others are very important. So a user with good reviews will have more possibities to invite or to be invited.

The meal is served. If everything is allright then, the cooker will appreciate it with a positive review.
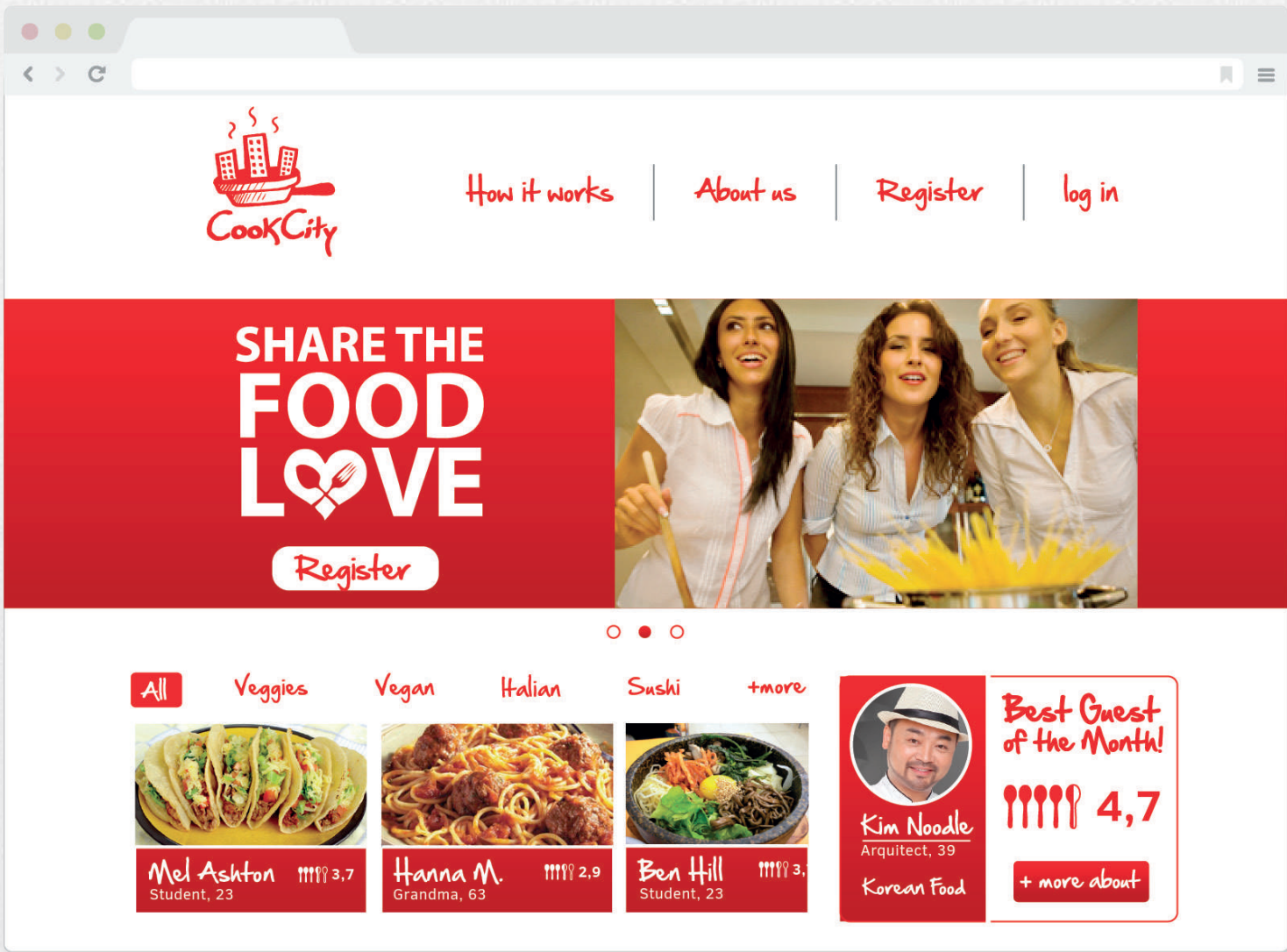
Web Portal

1. Making a trustworthy community

2. Allows guest to check on containers sensors

3. Community connectivity, Rating.

4. Putting and searching offers.

Mobile App

1. Geographical sensitive, Gps, in order to follow the container position.

2. Checking the food state through the data call from the container sensors.

3. Container recognition ID through the QR-Code Scan.

3. Community connectivity, Rating, Posting and hosting offers.
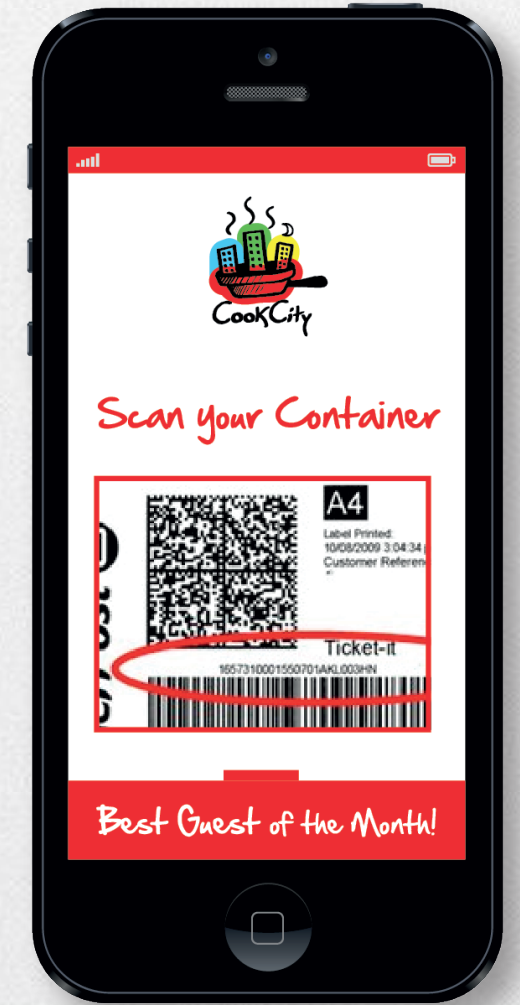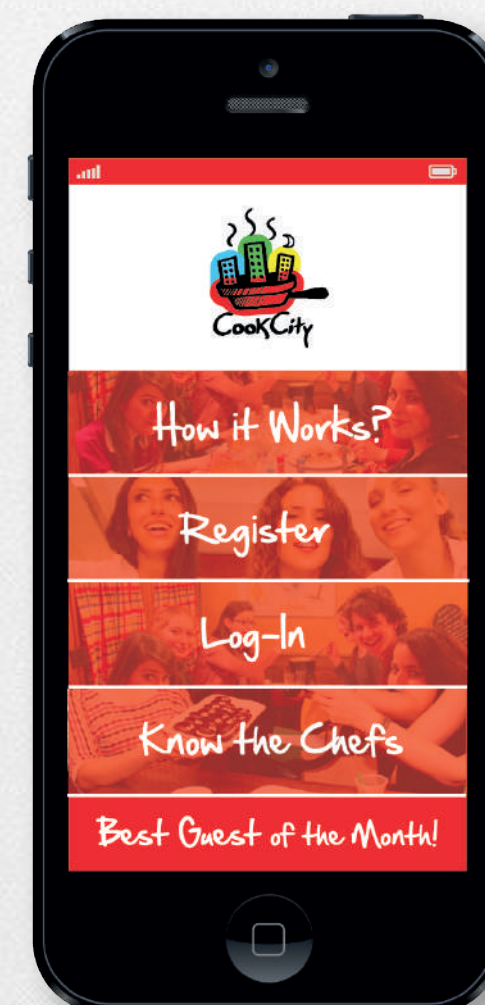
ShareBook

"This is a smart public library platform. It uses technology to standardize book sharing allowing users to access data on shared books. That is by means of the online web community, mobile technology and internet of things."

Bauhaus Universität Weimar

MfA Media Art and Design
Interface Design
Summer 2014

Proyect Students

Elahe Rostami
Andrés Arteaga

Display   RIFD Printer

ISBN Scanner   Book Slot   Transparent Cover

RIFD Antenna

Rotational Cover

Sharepoint Table

The design of this smart public book inventory allows users to:

1. Register a new book *through the ISBN-Scan which recognize the material in order to print a RFID Sticker. In case the book doesn't have a ISBN ID, the user should put the information of the book manually through the touch display.*
2. Lend a Book, *which is only possible letting a new book or a already registered book.*
3. Checking the Data Base *in order to search register books or another users.*

Users are able to easily and comfortably access selected books by rotating the transparent rotating cover . the RFID scanner, Display and the RFID Printed are as well mounted to the rotating cover in order to create an effective interaction from all directions.
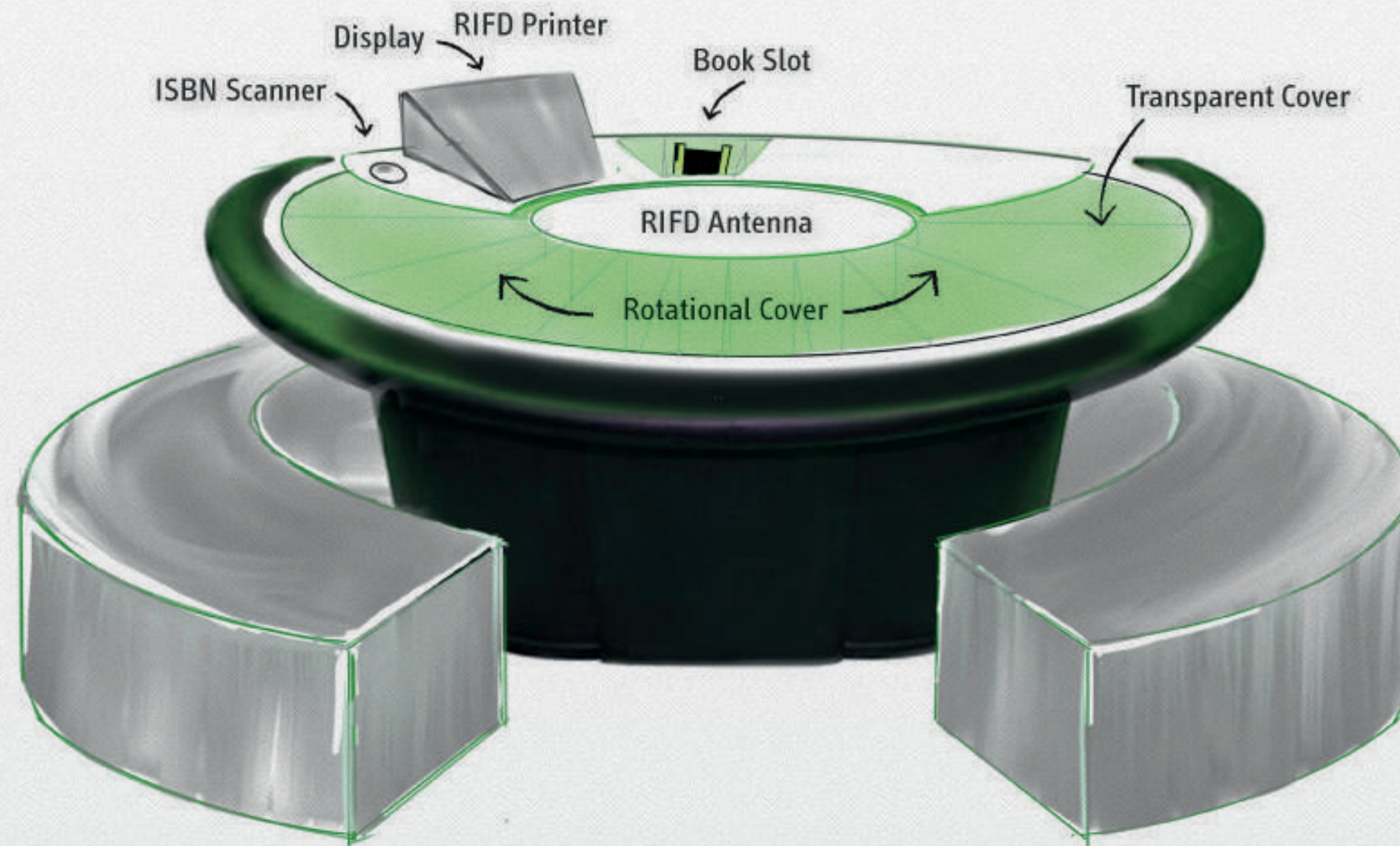
Statement

To create a public space for sharing and exchanging books.
Give an impulse to the reading habit, knowing people and creating a community through the book exchanging.

User Interaction: To add or lend a new book

ShareBook

1. *The user place the book in the scanner drawer and allow it to be scanned for its ISBN code.*
(In case the book is not registered with an International Standard Book Number, enter basic description using the keyboard as instructed.)

2. *After the registration, the user place the RFID sticker on the back side of the book.*

3. *Scan the book on the RFID scanner to open the shelf door and place the book.*

Building a Community through data gathering.

Each book, literature material or user which is registered in the data base, will support a big community interested in everything about books.

With the apply of the RFID Sticker in the books and the registration in the data system, the user can follow a lot of information of the book, like in which place and time was borrowed, or even know (if the user allows that) who has it in the right moment. The community users can know which books are placed in a ShareTable *in Paris, Budapest or NewYork. If someone looks for a X-Book or X-Author, and someone placed in a ShareTable a X-Book, the interested user will be notified.*

The data connecction is any case primordial.

"Gathering information to build a well connected community: People and Books"
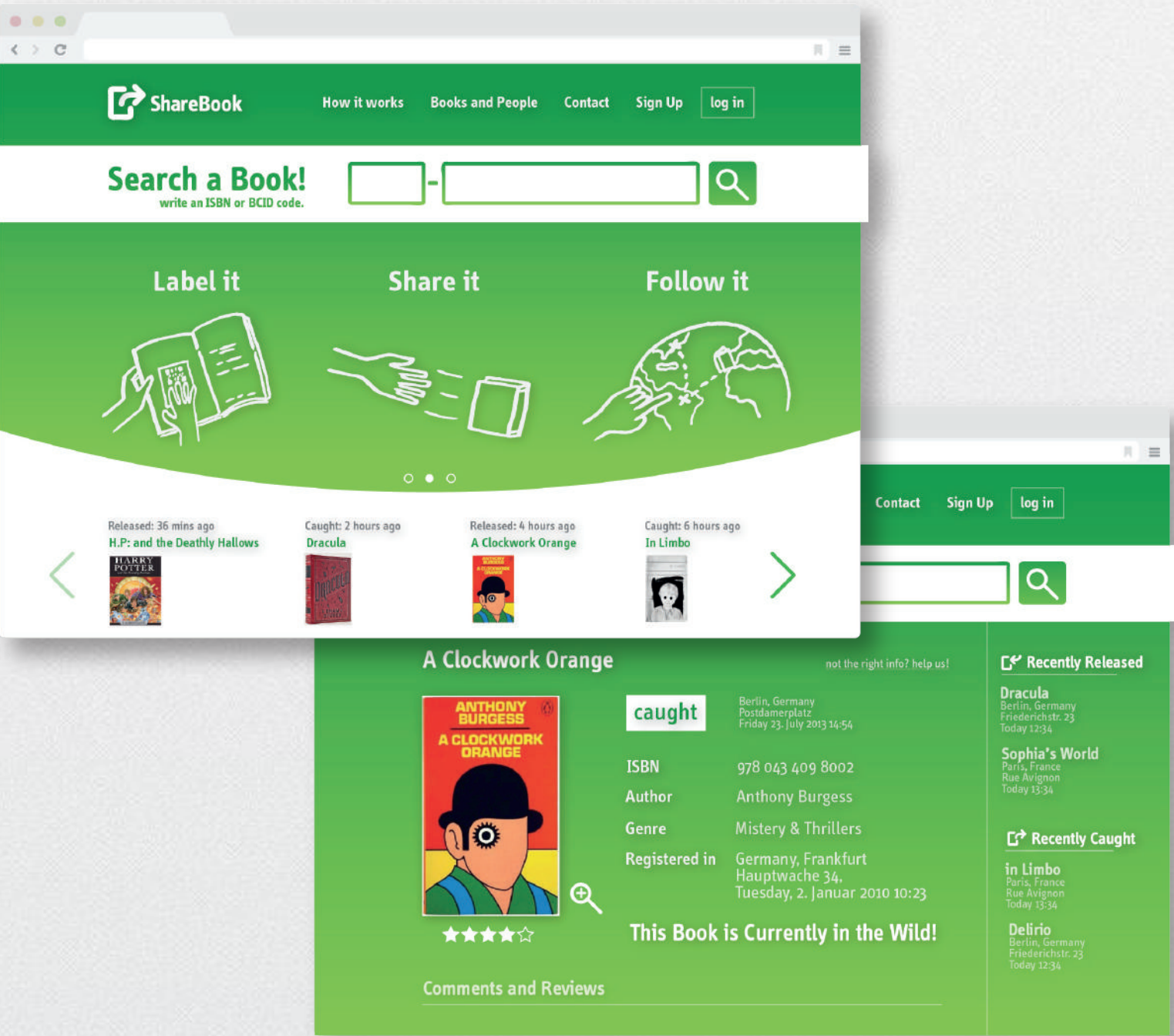

Info-Data Gathering

Harry Potter!

Baudelaire

J.K Rowling

Poetry!
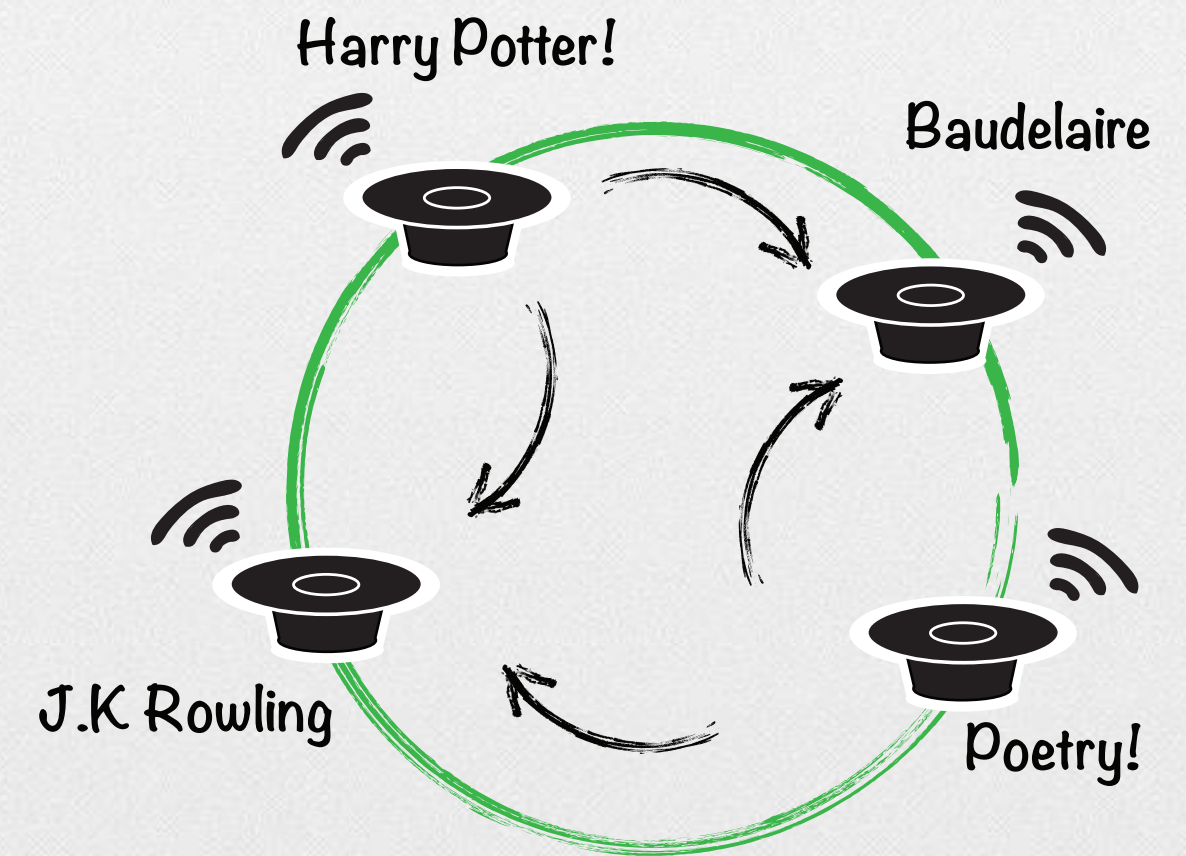
Community

Web and Mobile App.

Bibliography and References

The Collaborative Economy Is Exploding, And Brands That Ignore It Are Out Of Luck
http://www.fastcoexist.com/3027062/the-collaborative-economy-is-exploding-and-brands-that-ignore-it-are-out-of-luck

How To Design For The Sharing Economy
http://www.fastcodesign.com/1672396/how-to-design-for-the-sharing-economy

Trust in the Sharing Economy: An Exploratory Study
http://www2.warwick.ac.uk/fac/arts/theatre_s/cp/research/publications/madiss/ccps_a4_ma_gmc_kf_3.pdf

Special Thanks to

Prof. Jens Gelhaar   **Johannes Deich MfA**   **Michael Markert MfA**

Project Students

Elahe Rostami
Andrés Arteaga