phase 3-one health

Presented by: ivan, weijia

Agenda

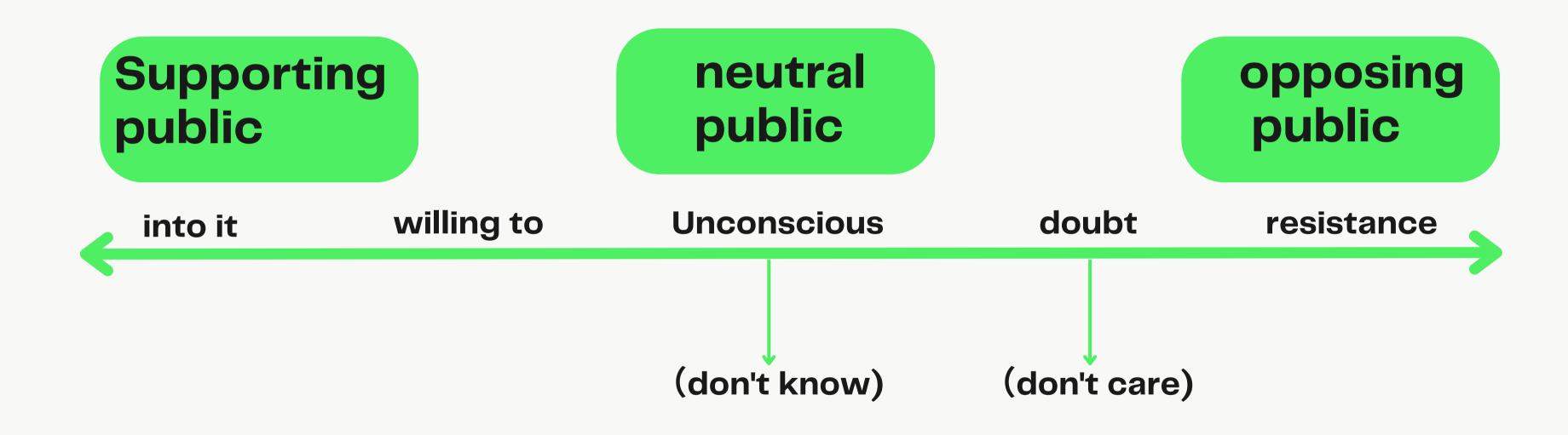


concept Prototype user feedback Summary

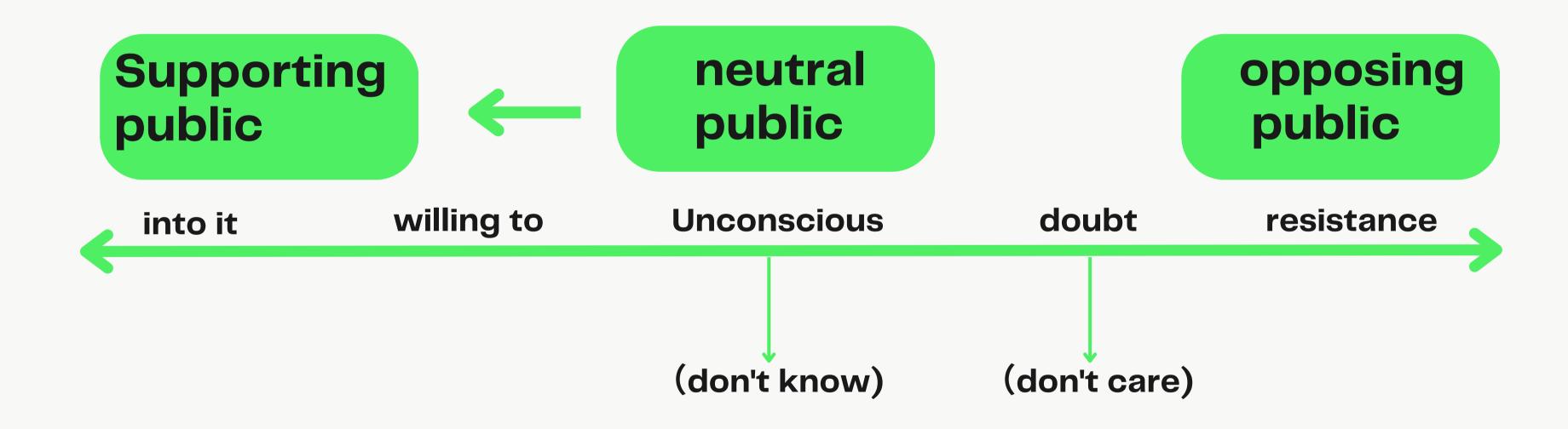
who

reoriented user

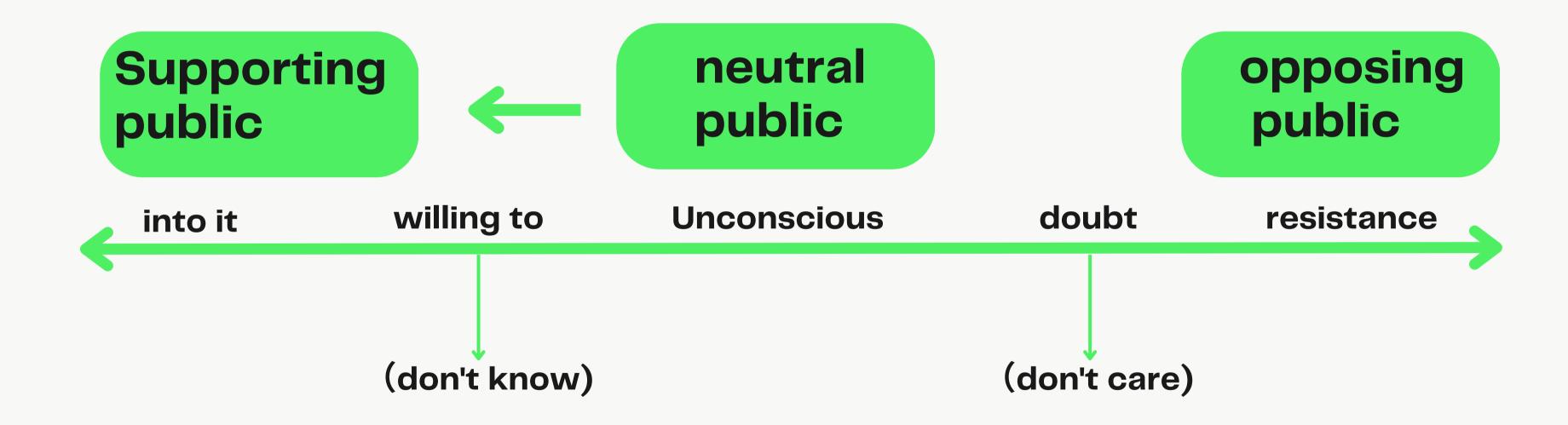
which kind of public we want to approach first



which kind of public we want to approach first



which kind of public we want to approach first





Who they might be?

Journalists

Environmentalists

student

Time and energy:

Students usually have more time and energy to engage in social movements than other groups. They are usually free from family responsibilities and professional pressures and can devote themselves more to social movements.

Sensitivity and awareness:

Students are usually more sensitive to social issues and have greater awareness and concern. They are usually exposed to a wide range of issues at school and in social activities and are able to better understand the impact and importance of social issues.

Enthusiasm and creativity:

Students are usually more enthusiastic and creative, they are usually younger, passionate and energetic and are able to bring new ideas and creativity to inject new momentum into social movements.

Media influence:

Students are often the subject of news media attention and they have a strong presence on social media, able to quickly spread information and generate public attention and support.

REMARKS:

DO NOT ONLY FOCUS ON STUDENTS

which kind of public we want to approach first



(Those already involved in the conference)







NAME	PIERRE-ALAIN LEVÊQUE	DIEGO LANDIVAR	RONAN GROUSSIER
Description	Icam Engineer	Dr in economy of the development, CNRS	Part of HOP association for obsolescence scheduled.
Age	33 years old	35+ years old	30+ years old
Location	France, Concarneau	France, Clermont- Ferrand	France, Paris
Occupation	Head of the low tech lab S	Speaker for Origens media la	ab Manager of public affairs.
Their needs	Having new insights, curiosities and inspirations.	Take part in the debate with an Finterdisciplinary approach, elevate the awareness behind the ecological crisis.	Reenforce his influence, find a new projection to integrate in their projects, reports, create a bridge between one health and the obsolescence scheduled.

when

User Journey

1	Arriving at the conference venue.	Waiting for the meeting to start.	communicate with participants	Listening conference	Leaving the venue		
Sentiments (Thought Bubbles)	Excited and looking forward to it	Bored and at a little loss.	Don't know how to start a conversation	focused	Satisfied and fulfilled, motivated and looking forward to the next opportunity		
2	DELIGHTED						
Emotions (Mood Meter)	NEUTRAL						
	FRUSTRATED						
Possible Solutions (Opportunities to improve the experience)	Through visual elements and representations, people can feel the unique atmosphere of the meeting.	Provide engaging waiting areas, such as interactive displays, mini-games, or social activities.	Provide social ice-breaking props, such as topic cards or group activities.	Provide a satisfying visual and auditory experience.	Provide conference summary materials. Provide information and feedback mechanisms to encourage participation in future activities.		

User Journey

1	Arriving at the conference venue.	Waiting for the meeting to start.	communicate with participants	Listening conference	Leaving the venue		
Sentiments (Thought Bubbles)	Excited and looking forward to it	Bored and at a little loss.	Don't know how to start a conversation	focused	Satisfied and fulfilled, motivated and looking forward to the next opportunity		
2	DELIGHTED						
Emotions (Mood Meter)							
	NEUTRAL						
	FRUSTRATED						
		3					
Possible Solutions (Opportunities to improve the experience)	Through visual elements and representations, people can feel the unique atmosphere of the meeting.	Provide engaging waiting areas, such as interactive displays, mini-games, or social activities.	Provide social ice-breaking props, such as topic cards or group activities.	Provide a satisfying visual and auditory experience.	Provide conference summary materials. Provide information and feedback mechanisms to encourage participation in future activities.		

GOAL:

How might we engage participants during the waiting time and facilitate meaningful conversations about our vision of one health?

AXIS

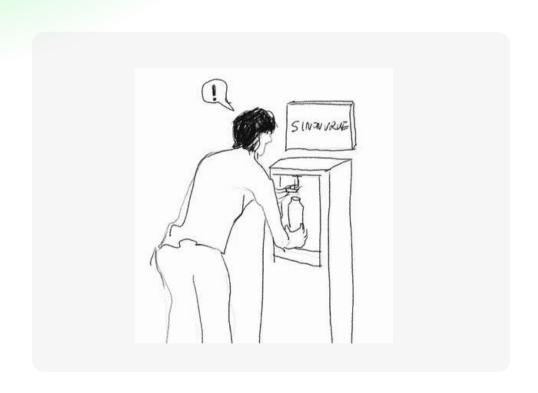
Imagine the world in 2070 where One Health is the general approach

what

concept summary

concept 3

concept 1



Listen to the water

concept 2



Follow the animals



Organic Democracy

ORGANIC DEMOCRACY

people will brith with species attributes

Birth Certificate

Name: zoe

Date of Birth: 17/05/2070

Gender: Female

Country: France

Species represented : Grass



ai generation



Born with different species attributes





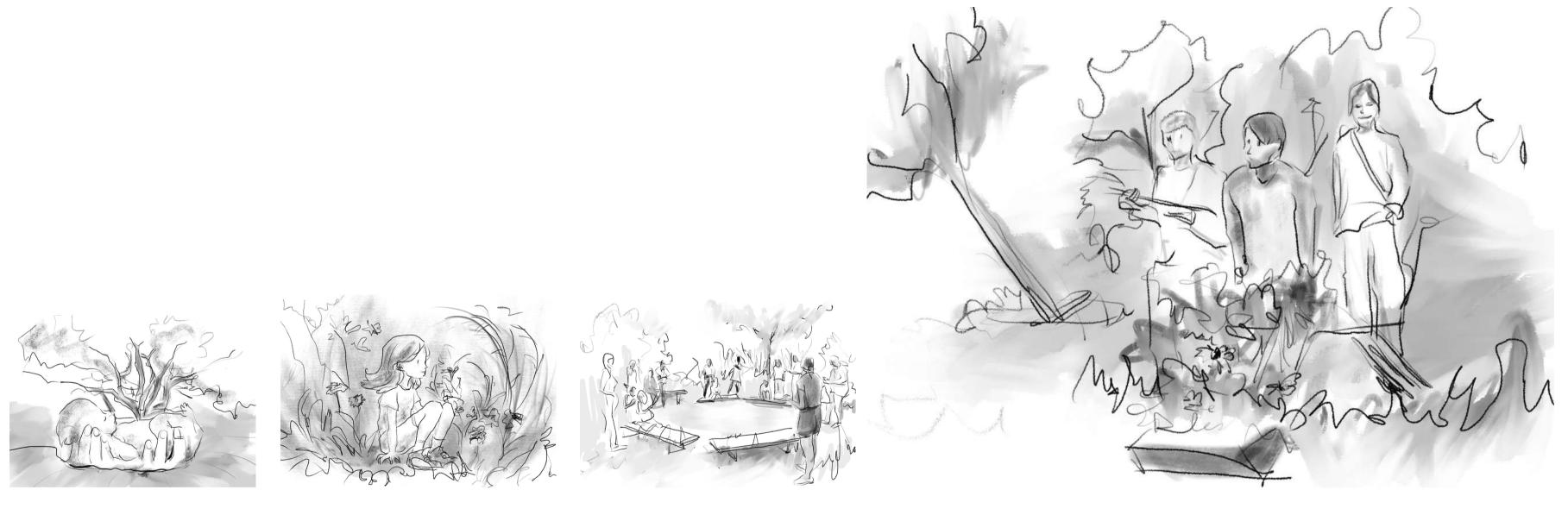
Observe and learn from other species.







Participating in the organic Democracy Discussion



Change lifestyle to a more sustainable one health way

Benefits of the 2070 world

Emphasis on overall well-being

Importance of community discussions

Itegration of wisdom

Conservation of biodiversity

pays more attention to overall well-being, not just individual physical health but also the health of society, the environment, and species.

Through discussions and collective decision—making, people can better understand different perspectives and interests and seek consensus. This participatory decision—making model promotes inclusivity, democracy, and fairness in society.

people from different social backgrounds learn from and draw upon the wisdom of each other's social attributes, incorporating them into their daily lives. This integration of wisdom brings new perspectives and problem–solving approaches, fostering innovation and collective progress.

places greater importance on protecting biodiversity, recognizing the unique value of each species in the ecosystem

how

How to make people living in 2023 feel the changes of 2070?

How to make people living in 2023 feel the changes of 2070?

↓ link to their daily life

benchmark



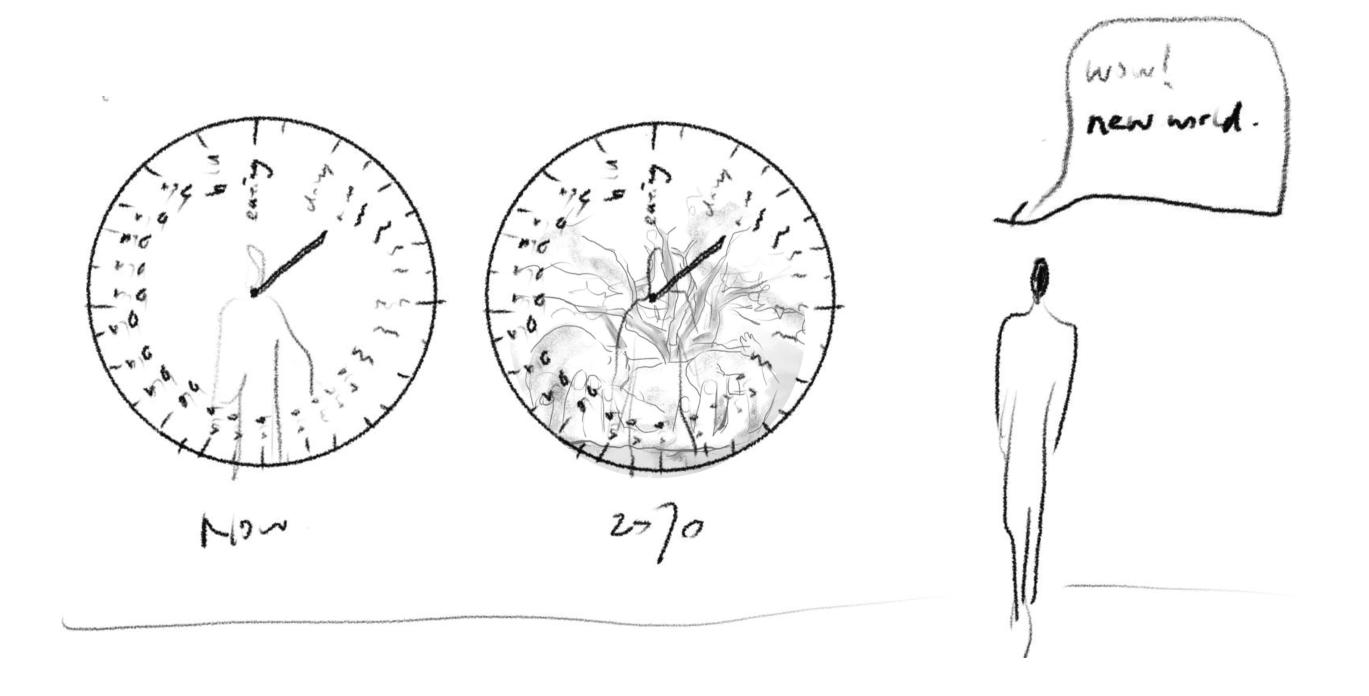




Mimétienne Video 127, black & white, stereq, ed. of 5 & AP, 2011 Courtesy de l'artiste & Klemmia, Berlin 1/5 Private Collection

Draft design

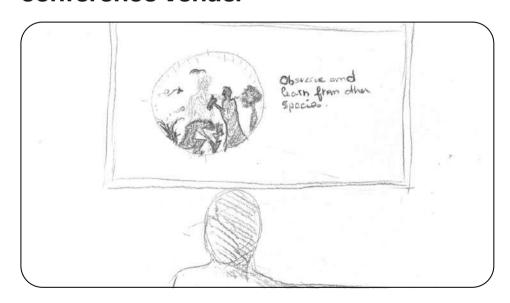
- Links to their daily habits- time
- Projecting themselves into the world of 2070



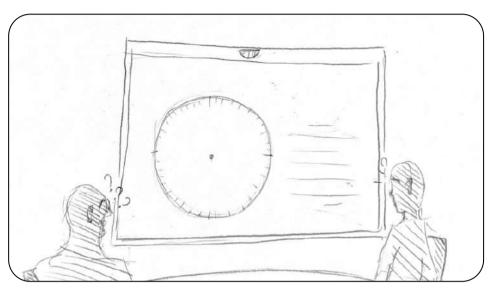
User scenarios



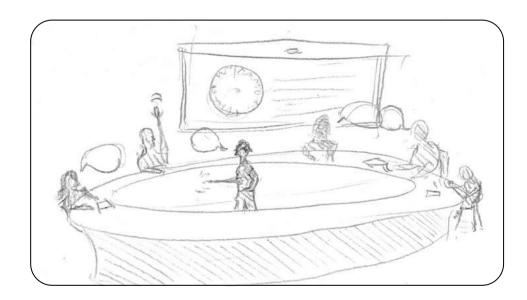
1. The target user enters the conference venue.



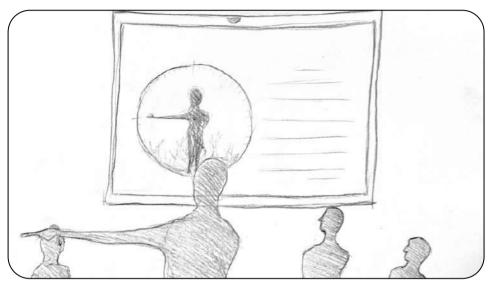
4. Read more about the possibilities in the new world.



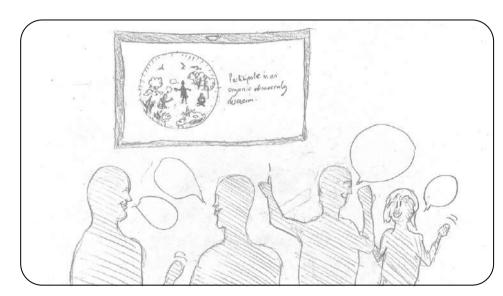
2. Seated and attracted by the screen.



5. Trigger discussion.



3. Comes to see for himself and compares the differences.



6. Exchange some new perspective before the meeting start.

prototype





before after



Born with different species attributes

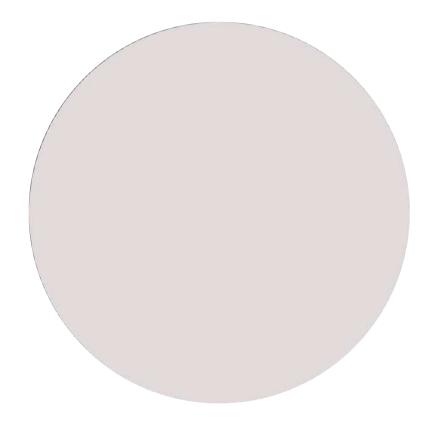
Observe and learn from other species.

Participating in the organic Democracy Discussion

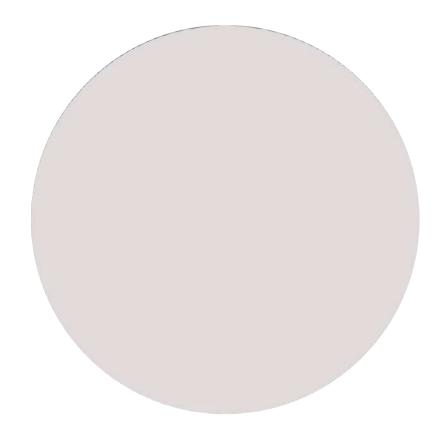
Change lifestyle to a more sustainable one health way



Born with different species attributes



Observe and learn from other species.



Participating in the organic Democracy Discussion



Change lifestyle to a more sustainable one health way

why

economic aspects

0

cost assessment

no developer maintenance involved, ordinary computers can run it 2

upgradability

so we opted for an electronic version as it is easier to update, whereas with paper it might be necessary to print a lot at once but would be completely useless if it needed to be updated afterwards.

3

sustainability

the lower economic cost approach is usually closely linked to sustainability 3

adaptability

can be implemented in a variety of settings and environments.

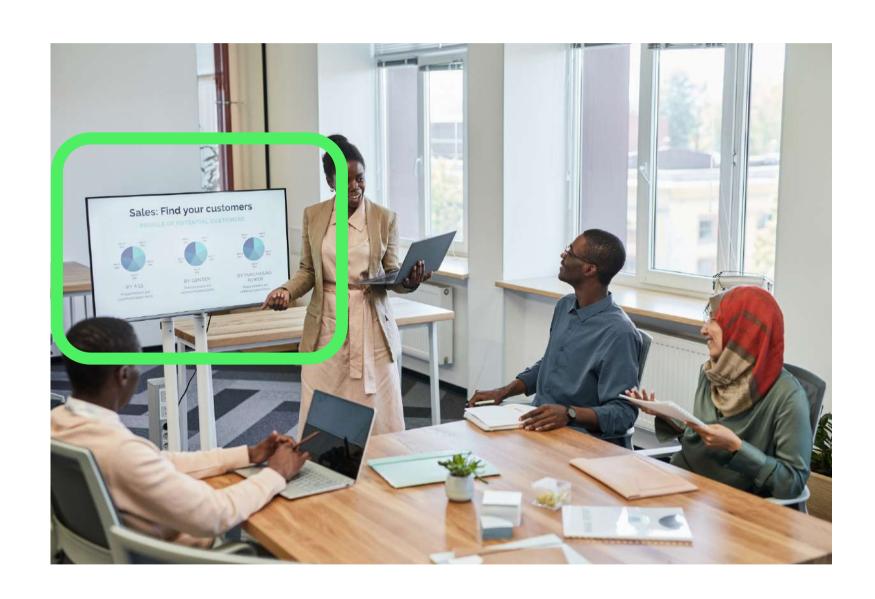
Technology selection







Front camera



Technology selection



Front camera

cost assessment

upgradability

sustainability

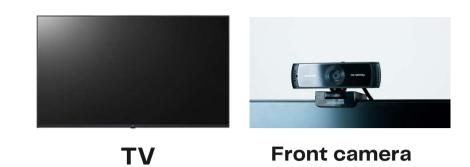
adaptability

Generally, conferences have screens, so we use the computer screens available in the venue, and then the most common cameras

Electronic things are more likely to be updated and iterated

The most common TVs and cameras are easy to adapt

Technology selection



0

cost assessment

2

upgradability

3

sustainability

4

adaptability

Generally, conferences have screens, so we use the computer screens available in the venue, and then the most common cameras Electronic things are more likely to be updated and iterated

The most common TVs and cameras are easy to adapt

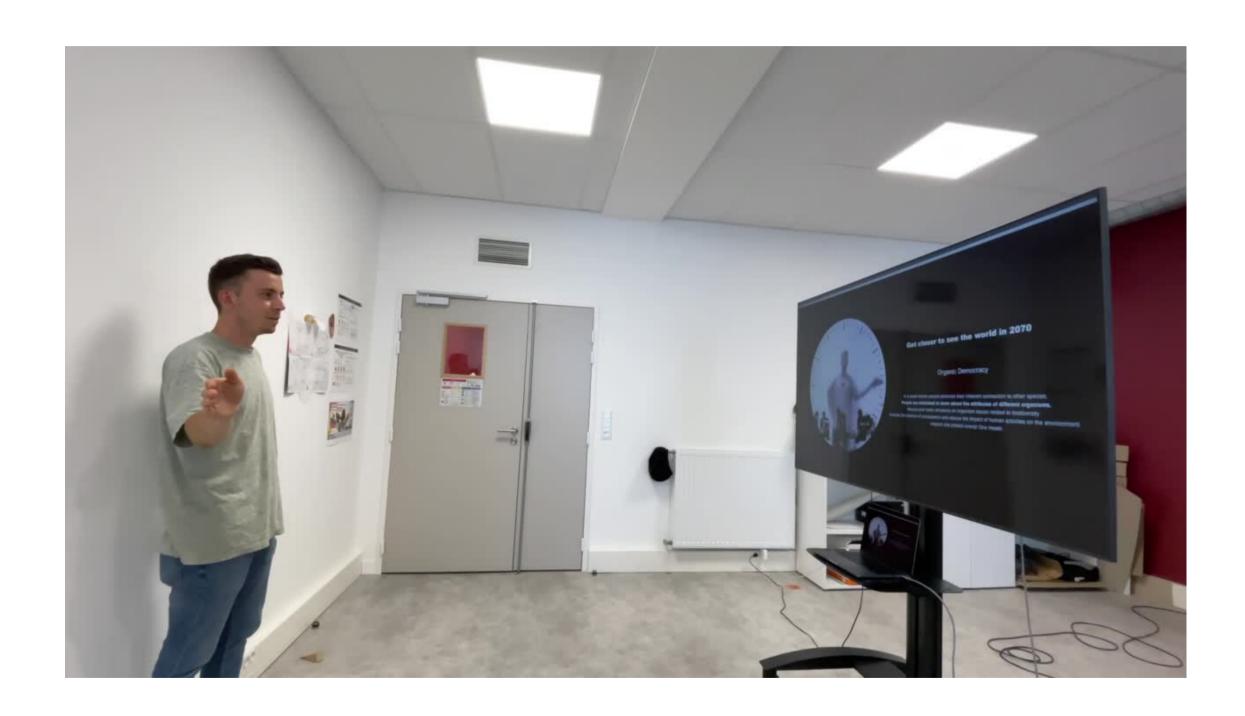
Attractive and immersive

When people see something moving that will draw their attention to it. Visual displays will be quicker to understand Interaction makes people more engaged and involved

Summary

WHO	person who will attend the meeting		
WHEN	the waiting time before the meeting starts		
WHERE	the meeting room		
WHAT	organic democracy in 2070		
WHY	cost assessment, upgradability, sustainability, adaptability		
HOW	project themselves into 2070, link to their Daily		

user tests





Marc



Emilie



Laura

user flow

user flow

1 .noticeable (is it attractive?)

2.Understandable (What to do?)

3 .user experience (how to play?)

4 .context (is it understandable?

5 .animations (context link?)

user flow

1 .noticeable (is it attractive?)

2.Understandable (What to do?)

3 .user experience (how to play?)

4 .context (is it understandable?

5 .animations (context link?)



Marc



Emilie



Laura

1.noticeable 2.Understandable 3 .user experience 4.context user flow (is it attractive?) (What to do?) (is it understandable? (how to play?) Marc **Emilie** attractive by somebody is moving inside the clock,Curious

5.animations

(context link?)

1.noticeable 2.Understandable 3 .user experience 5.animations 4.context user flow (is it attractive?) (What to do?) (is it understandable? (context link?) (how to play?) Marc **Emilie** after seeing the text and attractive by somebody is image change,can guess moving inside the what to do, but it's not very clock, Curious obvious

1 .noticeable 2.Understandable 3 .user experience 5.animations 4.context user flow (What to do?) (is it understandable? (is it attractive?) (how to play?) (context link?) Marc **Emilie** after seeing the text and where to place their hand? attractive by somebody is image change,can guess moving inside the it's difficult to read pictures what to do, but it's not very clock, Curious and text at the same time obvious

1.noticeable 2.Understandable 3 .user experience 5.animations 4.context user flow (What to do?) (is it understandable? (is it attractive?) (how to play?) (context link?) Marc **Emilie** after seeing the text and where to place their hand? The text is too small to attractive by somebody is image change,can guess moving inside the it's difficult to read pictures read easily, but what to do, but it's not very clock, Curious and text at the same time understandable obvious

user flow	1 .noticeable (is it attractive?)	2.Understandable (What to do?)	3 .user experience (how to play?)	4 .context (is it understandable?	5 .animations (context link?)
Marc	✓	✓		X	X
Emilie	✓	?	?		?
Laura		?		?	✓
	attractive by somebody is moving inside the clock,Curious	after seeing the text and image change,can guess what to do, but it's not very obvious	where to place their hand? it's difficult to read pictures and text at the same time	The text is too small to read easily, but understandable	Sometimes it's hard to link some animation to a specific desirable scene because the interpretation is quite large.

Upgrade and improvements:

2.Understandable 3 .user experience 1 noticeable 5 animations 4.context user flow (What to do?) (context link?) (is it attractive?) (how to play?) (is it understandable? Sometimes it's hard to link some animation to after seeing the text and attractive by somebody is where to place their hand? The text is too small to a specific desirable image change,can guess moving inside the it's difficult to read pictures read easily, but scene because the what to do, but it's not very clock, Curious and text at the same time understandable interpretation is quite obvious large. **Giving clearer** Give a tutorial and to clarify the text parts to Make the animated guidance avoid turn sentences into scenes more in reality keywords easy to misunderstandings and easy to understand understand quickly

Thank you

(feel free to try prototype)