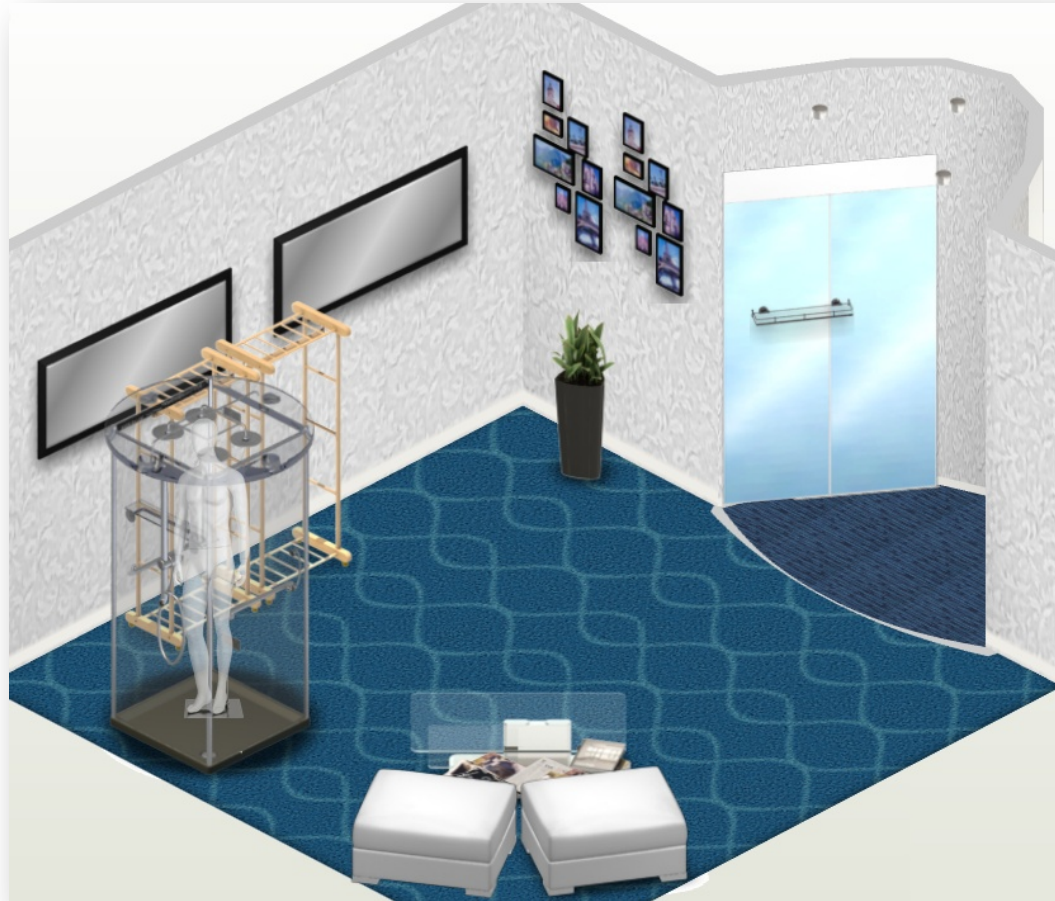


Weather Room

Improving Sensory Shopping
Experience

Project idea

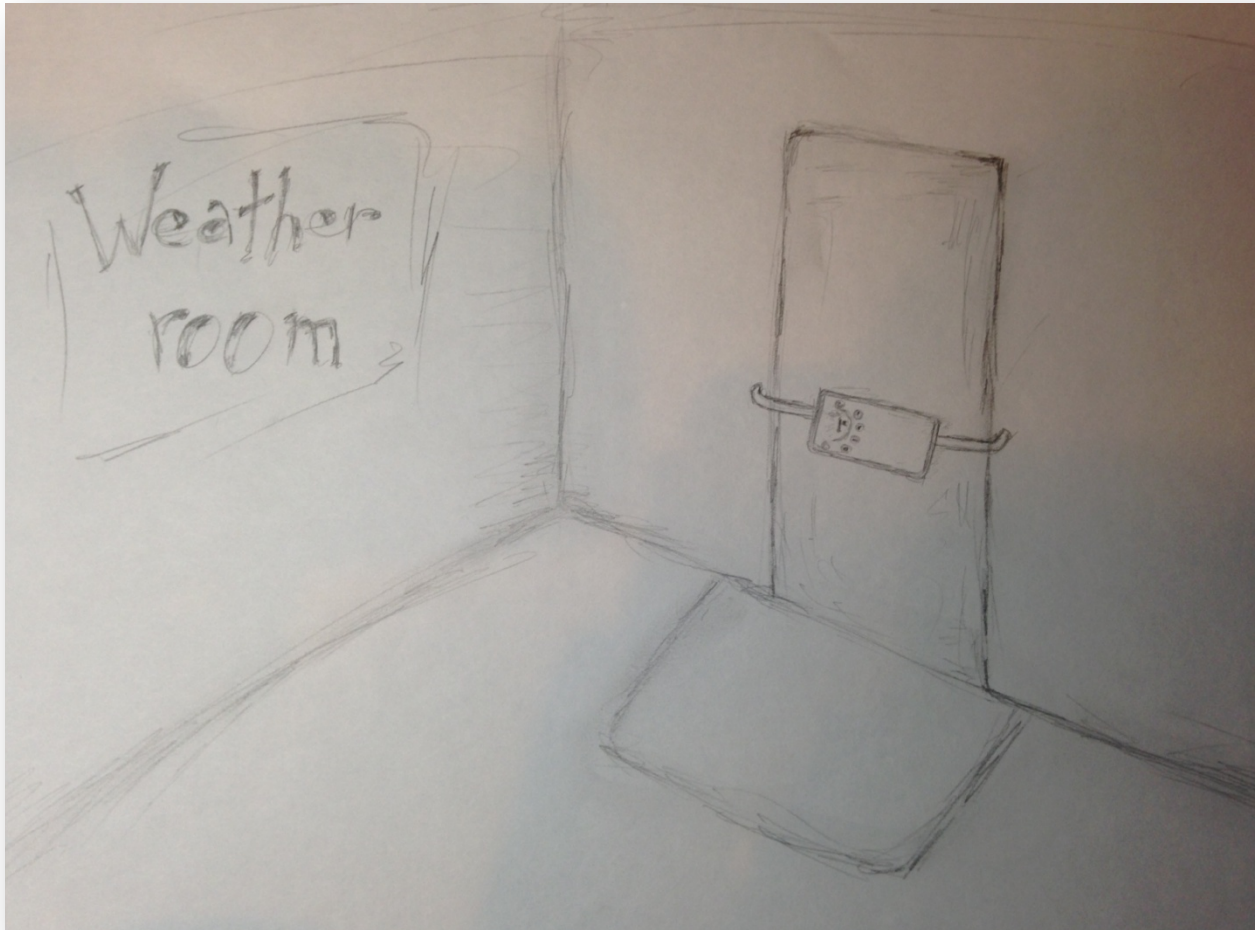
- Simulating weather conditions



The First Three Questions

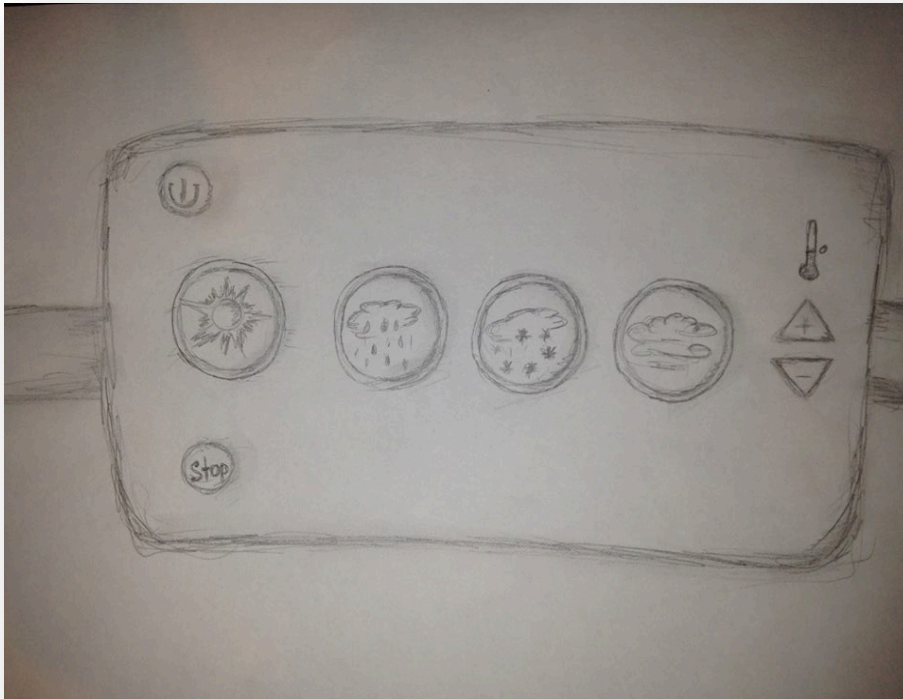
- Who are the users?
 - 25-50 years old
- What do they want to do with the system?
 - Simulate weather conditions
- What is the context?
 - This is a dressing room in a shop. Users can be alone, with friends or their kids

Low Fidelity – Room Design



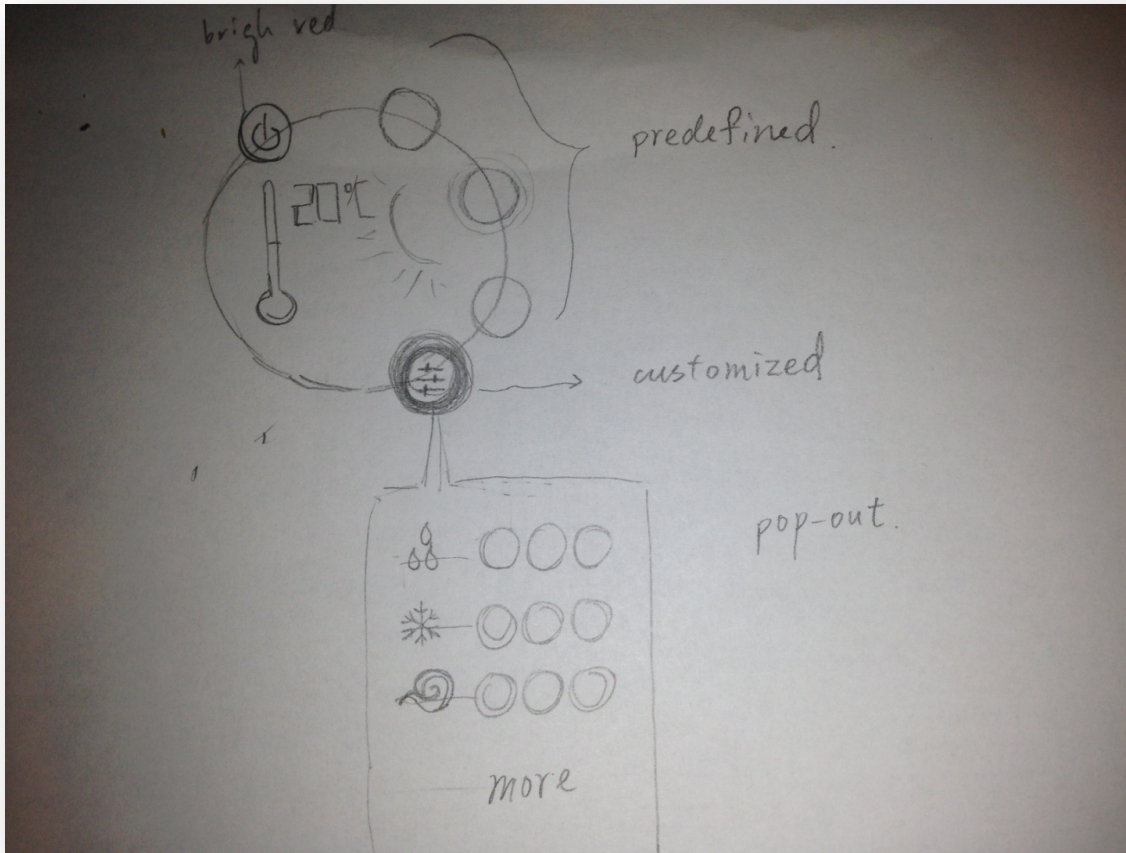
B.Bakiu C.Y. Tsai M.Mentiu O.Boldbaatar P.Lena S.Bakiu - "Weather room"

Low Fidelity 1

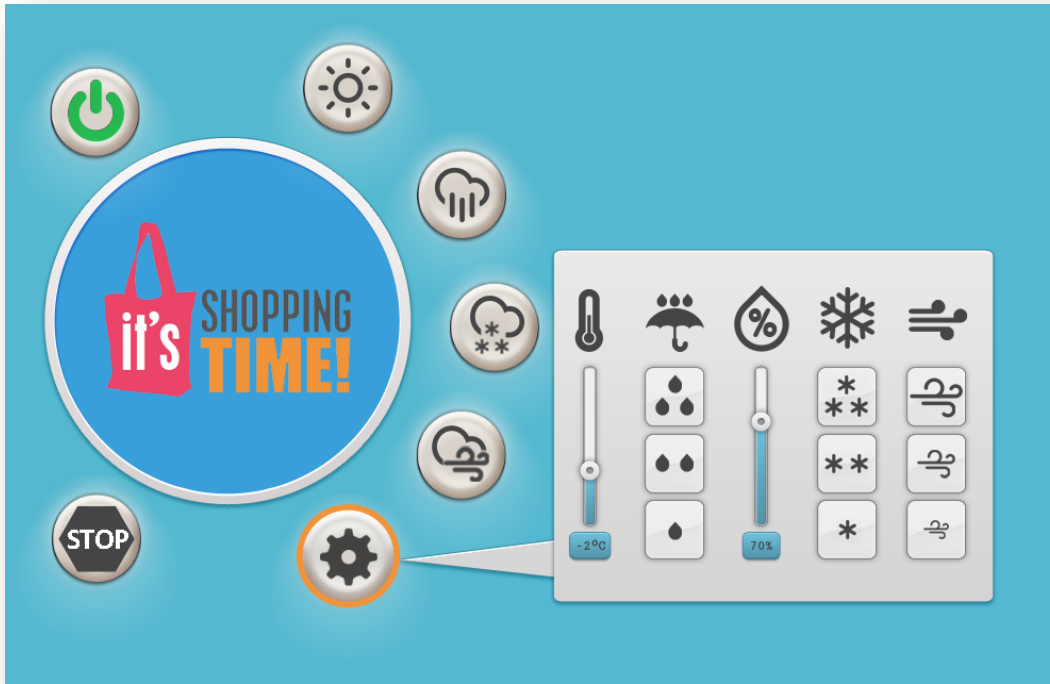


- User feedback:
 - more feedback
 - more interactivity
 - touch screen

Low Fidelity 2

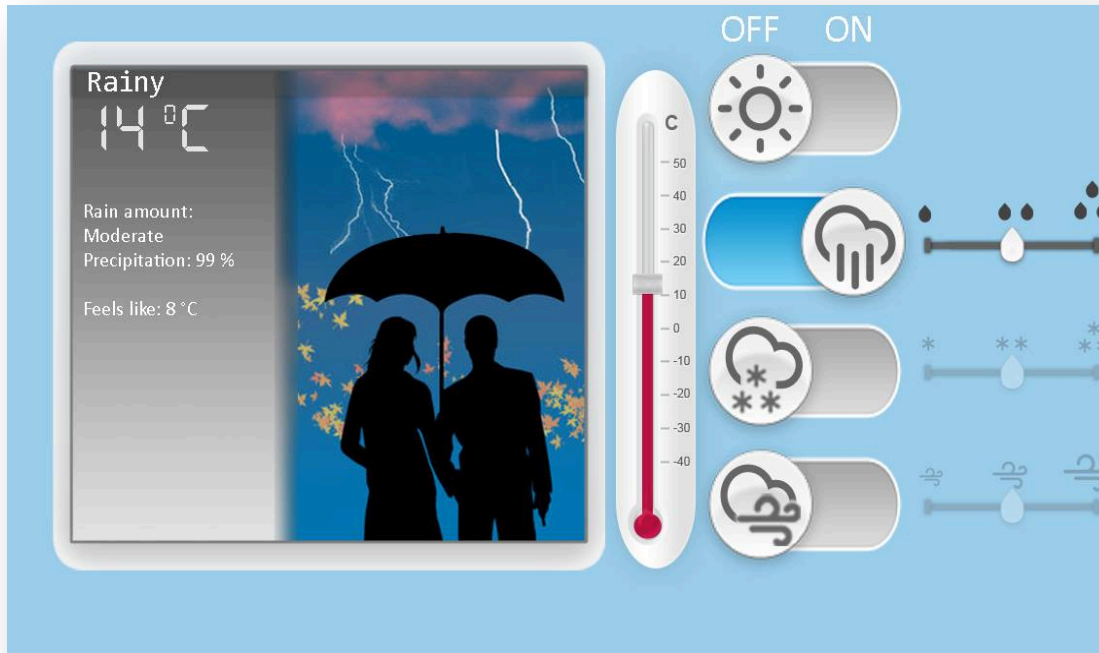


Middle Fidelity 1



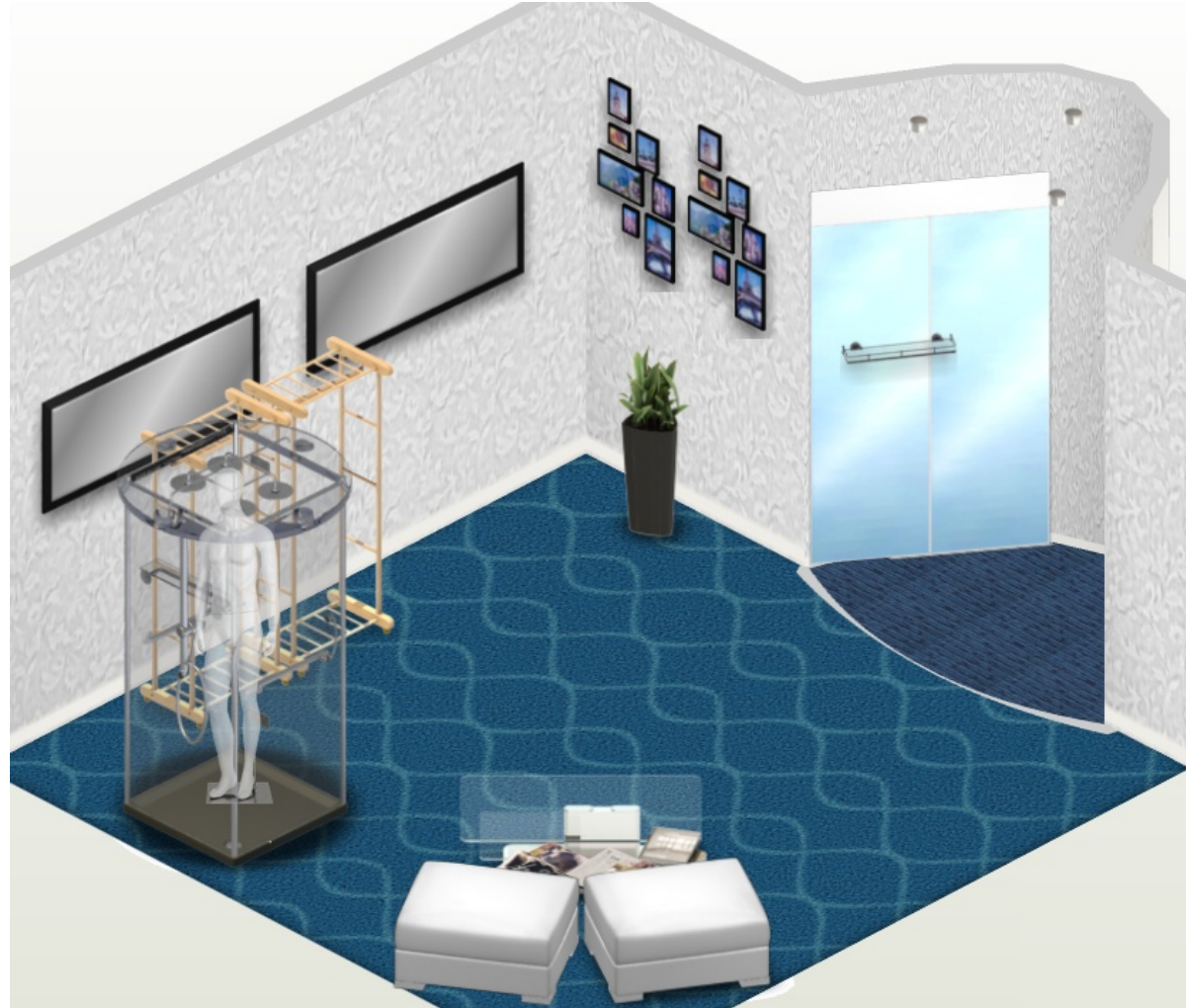
- User feedback:
 - too many colors
 - information panel gives false affordance
 - advanced settings are confusing
 - buttons are too small
 - cannot select two options at a same time

Middle Fidelity 2



- User feedback:
 - add the START\STOP button
 - stop the system when the user moves from the “simulation zone”

Final version – Room Design



Final Version – Control Panel



Senses Addressed

In our project we are addressing to the following senses:

- Sight

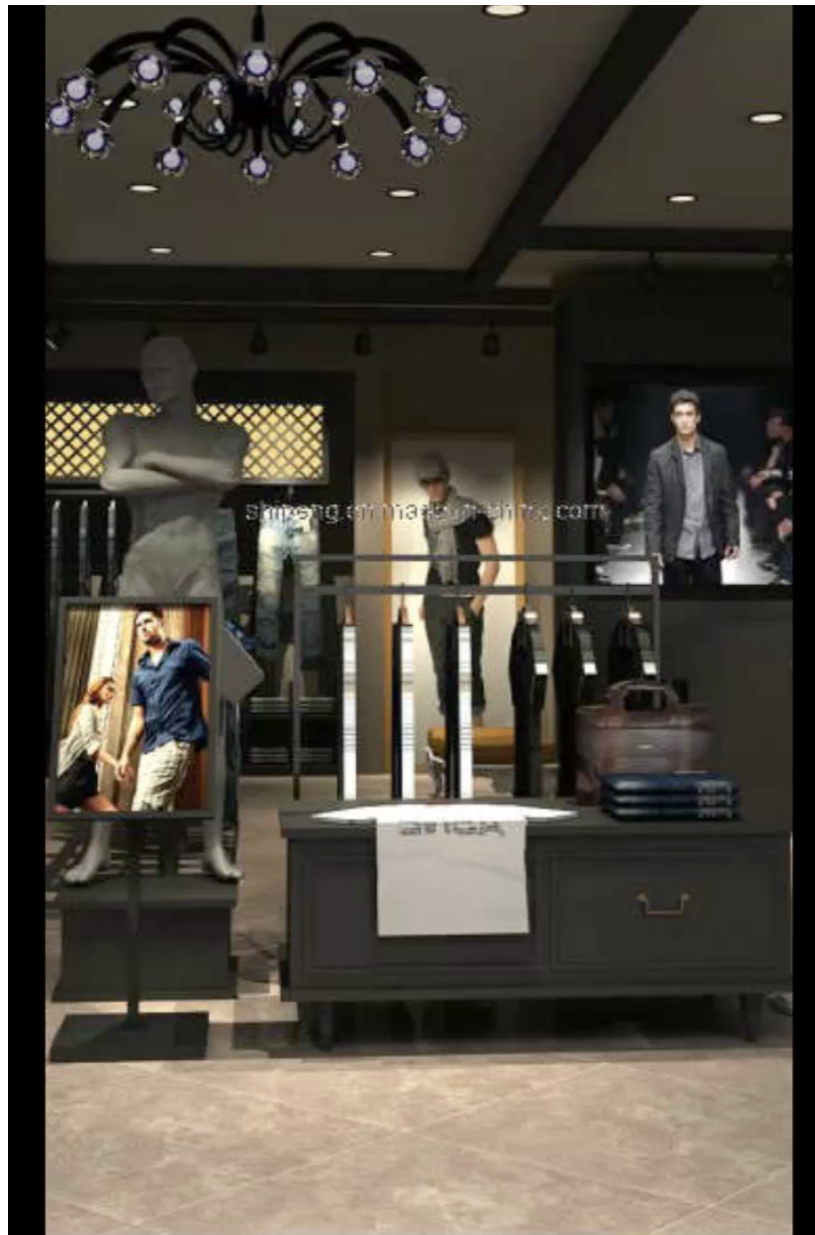


- Hearing



- Feel





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Our team



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