

Interactive Commuting

Using interactive technologies to make train stations a more joyful experience for everyone



sleepPRO™



INTRODUCTION



THE PROBLEM

Train stations are boring... That's a fact. I have been looking for a way to change this not just for regular commuters but for everyone. I want train stations to be somewhere people want to be. A place where children and adults alike want to be in.

I first looked at what is being done currently here and other places in the world. I then thought to myself what is it that I hate about the train station experience and what I would do about it. I developed my ideas, collected feedback and settled on a solution that would be able to gamify the platform.



THE PROPOSAL



THE PROSSES

I will be proposing a way to incorporate interactive technologies in order to add an element of gamification onto the platform using interactive projectors to entertain all commuters. Making people actively want to visit their local station.

MY IDEA

The initial inspiration for my idea was seeing what other countries were doing with their train stations. The main feature that had the biggest positive impact was hosting markets in open areas (main inspiration being Zurich train station in Switzerland). I wanted to further this by adding other community focused activities to stations such as social areas, live music, performers, live music and more. But the brief stated that my idea had to be able to be implemented into smaller stations as well. Knowing this I realised that not all stations have the space to have these activities, so I wanted an additional idea that could be placed in the space of a small platform. This is when I saw an interactive projector being used in a fast food restaurant to play some simple games. This got me thinking about where I have seen them before. I remembered them being used in classrooms where it would make coming up to solve a question a little more interesting as we got to use “the cool board”. (making something mundane joyful)



SYSTEM THINKING

One of my first steps was to discover the real problem behind the issue. From personal experience I know the main reason for stations being depressing is that it is only designed to serve one purpose (waiting for a train) and most of the time the trains are late meaning more time is spent there unnecessarily. My idea offers another reason for people to come and visit and this option isn't necessary. If someone doesn't want to visit the market they don't have to. The other half of my idea (the interactive projectors) give the commuters some thing to do if the train is running late softening the blow of learning that you are going to have to waste more time.

The main inspiration of the idea could also be its downfall as well, people are there to get a train and not have people trying to sell them items or being involved in a game they don't want to play. If this is the case my idea would become more of a nuisance rather than a solution. To combat this everything will have to be complete optional and sensitive to those not interested.

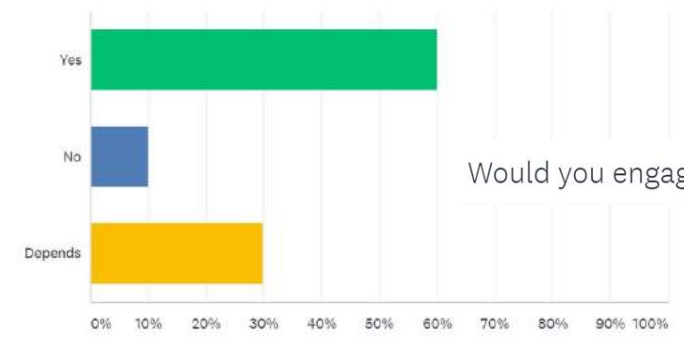
Overall my idea is trying to get people to come into the stations optionally meaning the overall joy will be increased as it make stations less of a necessity and more of a activity without it feeling forced on people.

MY REASERCH

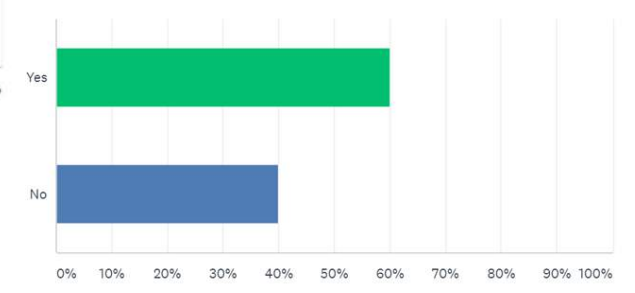
Primary Research

When I had decided on an idea I set out on gathering some primary research. This involved using survey monkey to create a survey that I sent to friends and family and they handed it onto others. From this I got a relatively large number of participants. I felt this was a good collective as my friends and friends of friends would gather info on young people and students. Parents and their friends would represent working adults and finally grandparents would represent older people and those who are retired. Below are some of the most important results relating to my project. More can be seen in the additional information.

Would you engage with market stalls on and around train platforms?



Would you engage with interactive screens and games on the platform



Department for Transport

Secondary Research

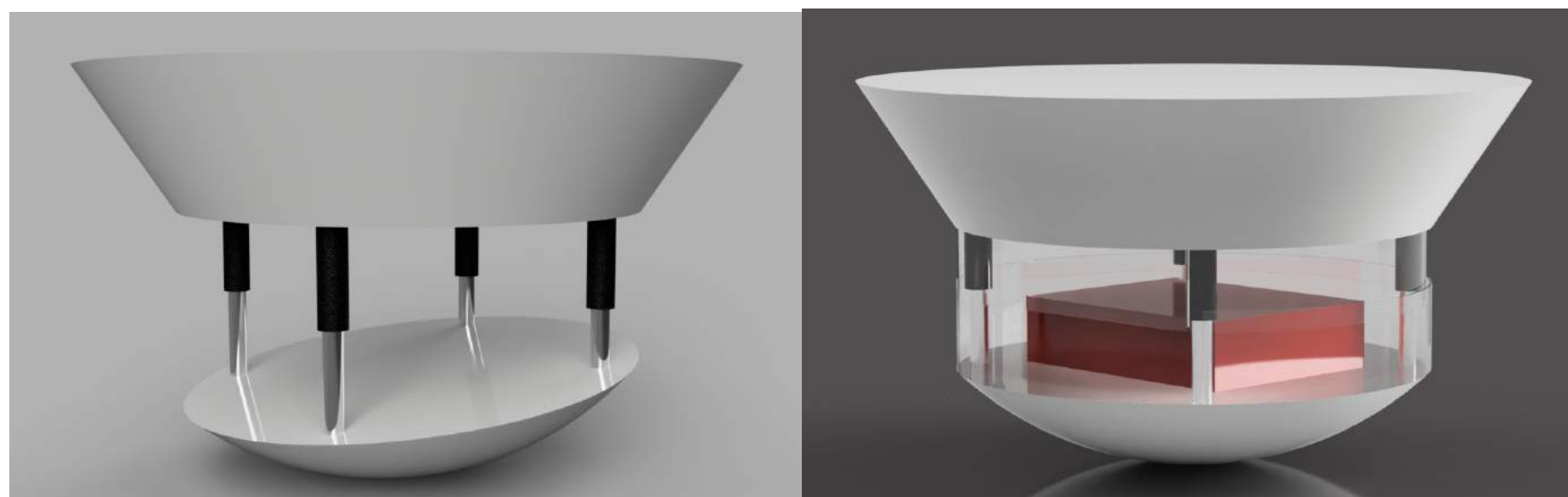
During this project I gathered information from a range of different sources including websites, fact sheets and books. I used websites to gather information from articles and when I was looking for specific information such as projector brightness and what projector I wanted to use. I looked at factsheets when I was wanting to find information that had already ben gathered (i.e. facts and statistics) rail use stats and information and specifications of projectors. Finally, I used books to find some of the theory behind some of the elements, for example design theory and what makes designs good.

HOW VIABLE IS IT ?

In terms of cost for the projectors is quite high due to the fact that it is a developing technology. To reduce the blow a bit I looked into powering them with solar energy. (upping the initial cost but they would start paying for them selves over time), however due to the fact that the a vast amount of the projectors would be located outdoors and would have to running on a high brightness this was not possible.

When I was considering a idea I wanted to make something that would have viability. I started with looking at what available technologies already existed, learning that it does help out with my design idea as I knew I could create it around already existing dimensions making it more accurate. I also did research into what is being done currently and there are multiple company's using the interactive technologies in education and education for people with special needs.

In terms of my design for my projector housing I wanted to make sure this was viable as well. I wanted it to be manufacturable so was keeping that on my mind when I was creating it. The housing has a curved design meaning most impacts will be deflected off and the adjustable height and angle mands it can be positioned depending on who is using it. It can also be closed if its not being used protecting it completely.



SUPPORTING INFORMATION

Survey questions

Below are the questions I asked in the survey along with the results displayed in a graphical form when necessary.

Q1. What annoys you most about train stations?

Busy bustling and smelly

Lack of facilities (toilets, waiting rooms, ticket offices, seating etc) and

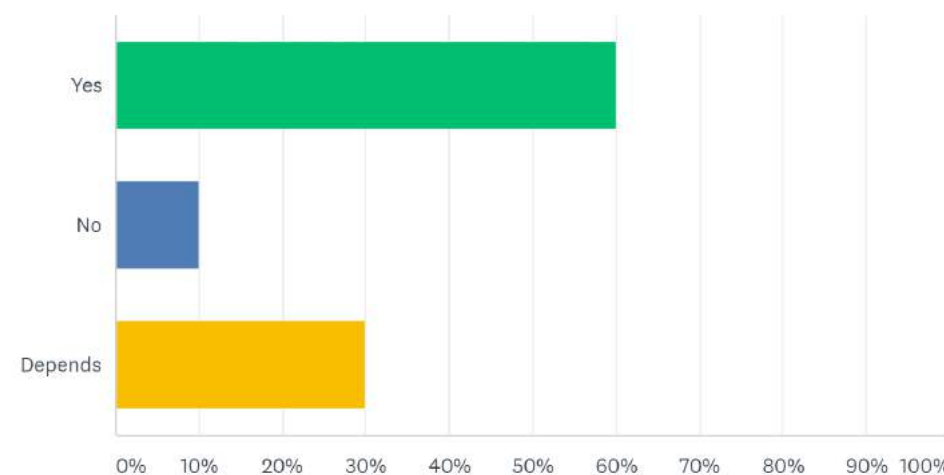
Can't work out where the right platform is

Late trains and also dull and boring design and depressing feeling

Platform altercations always being said at the last minute and overpriced food and drink options putting a lot of commuters off

Dull and boring with nothing to do. plus grumpy and miserable staff

Q2. Would you engage with market stalls on and around train platforms?



Q3. What would your opinion be on having live music around a train station?

It would probably wind me up, especially as trains tend to be late

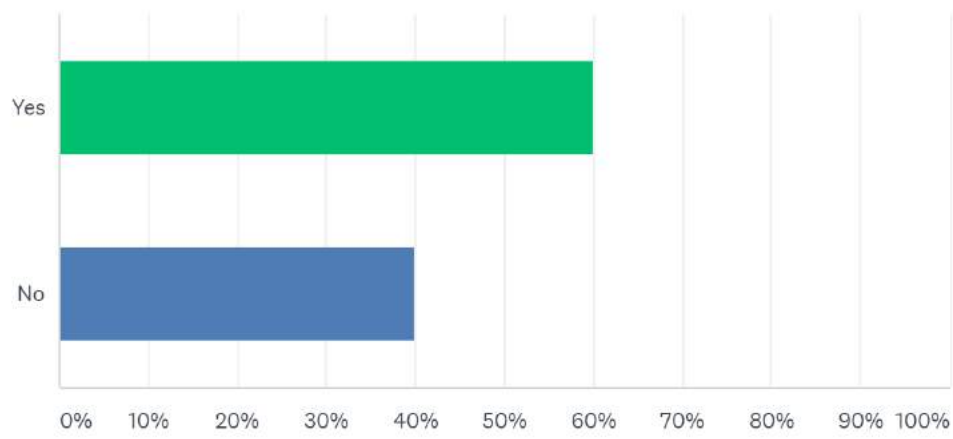
Depends on how loud and intrusive it is

Good as it would break the silence and would involve community.

Not the place for live music

A good idea bringing some positivity to what is seen as a boring and to a lot an everyday commute.

Q5. Would you engage with market stalls on and around train platforms?

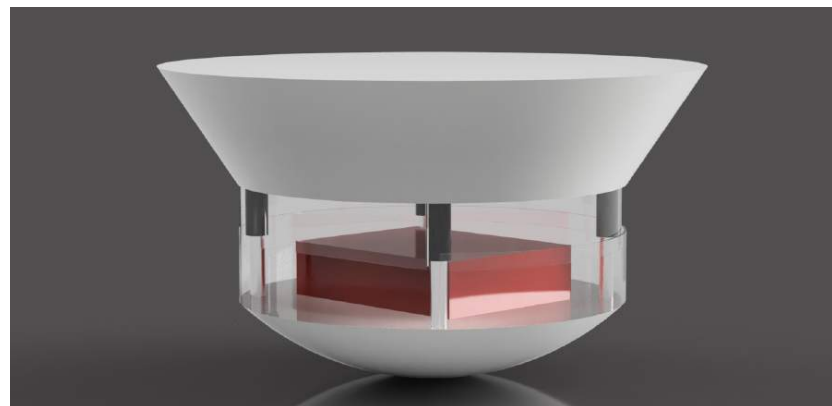


Projector Housing Design



Closed

The closed form of the housing will be used at night or when nobody is using it. This will fully protect the projector vandalism and theft.



Open 1

This is the standard open design for when the projector is in use. This is for when the projector is mounted in the best possible location. It also has a clear plastic barrier to help the projector.



Open 2

This is for when the projector needs to be mounted at more of an angle for example if a small child is wanting to use it.

Zurich image <https://skyhigh.life/travel/lausanne-zurich-first-class-train/attachment/zurich-station-markets/>

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