

Design Thinking Assignment

Name:

ID#:

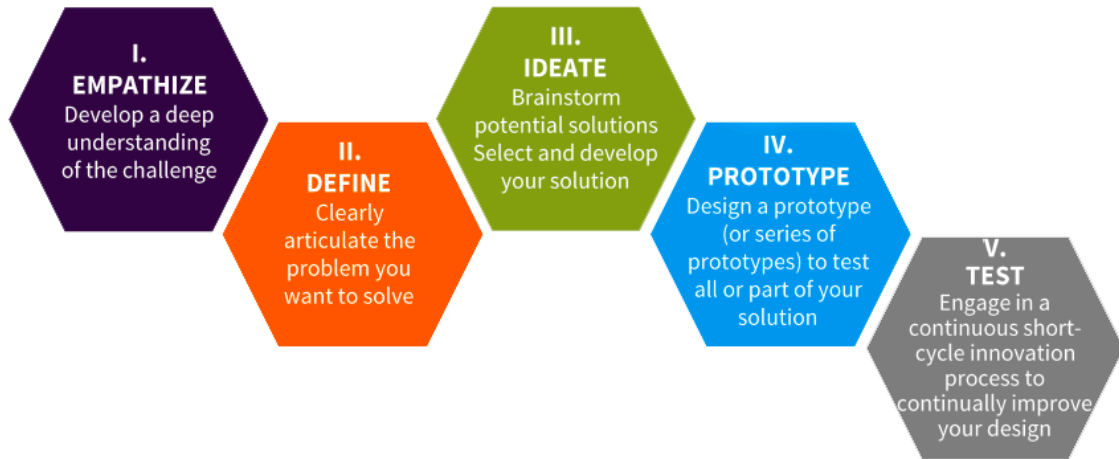
Through augmented reality, designers and researchers are constantly asking themselves how to reconnect individuals from one city to the next in new and innovative ways. How could you use wearable technology to not only connect individuals, but to also improve their life and their city? What would you measure or share? What problems would you solve? What new relationships between you and your environment would you facilitate?

We recently saw the video on Sony's new smart glasses and several of you were in consensus regarding the impractical nature of this device. From the crooked and bulky nature to the impractical large attachable hardware, the majority of you did not find the device to be of any major benefit.

Given this discussion we had, how can you design a new form of augmented reality so that individuals alone do not benefit from it – but entire communities would benefit as well.

Using design thinking (identify a problem, user group and need, before designing a solution) design and imagine new methods of connecting individuals from one city to the next.

Consider the myriad of inputs and outputs that come alive in our cities. Can you imagine new ways to capture those activities in the form of wearables? How could we benefit from this? You're encouraged to untether from the increasing ubiquity of screens and rethink your future relationship with the city in ways that benefit you and your neighbors. Follow the guidelines of the design thinking process (as discussed in class and described below).



DESIGN PROBLEM & BRAINSTORMING

IDEATE

DEFINE

PROTOTYPE

TEST