

Evaluation Board 1

Design Team: Art Vector Client: Babilonia

BACKGROUND

Our society is influenced by social apps. This behavior reduce the direct human interactions. In Italy teenagers and young adults meet in bars and squares but in some circumstances the quality of the stay in the squares is not good.

CONTEXT

In Naples there is Bellini Plaza, surrounded by many universities and frequented by teenagers and young adults.





OUR REQUEST

We would like a project that improve the permanency in plaza/square, in particular in Bellini Plaza.

REQUIREMENT

A physical structure that must be washable, sturdy, intuitive, eco-friendly, if possible, consistent with the context and interactive.

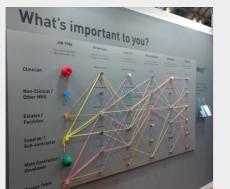






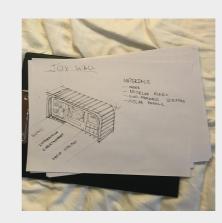


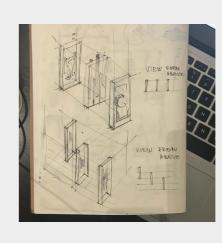
We initially received 8 ideas. We agreed with them what the best aspects are, such as the use of ecosustainable materials, a "wall" that helps interaction and the use of special musical instruments to be used in the community.

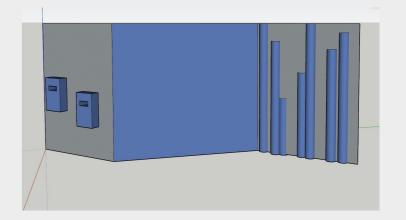




FIRST SKETCHES







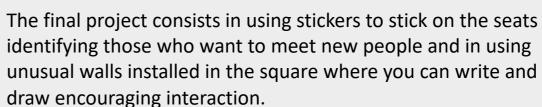


















EASY TO USE	Very easy to use
INTERACTIVE	Quite interactive
CONTEX	Not very consistent with the contex
STURDY	Very resistant

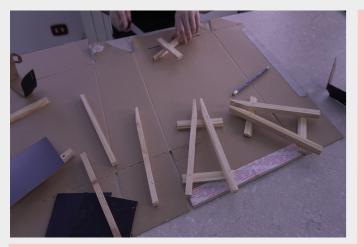


Evaluation Board 2

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PROTOTYPING PROCESS

We made the prototype using mainly cardboard to make the base and the people. For the walls, on the other hand, wood and slate tablets were used on which we wrote with tempera colors. The bench was made with wrought iron and wooden sticks. The stickers, on the other hand, were simply printed. The model was made to scale.













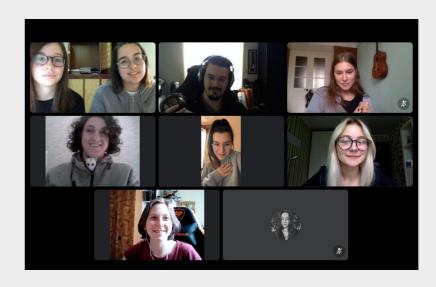


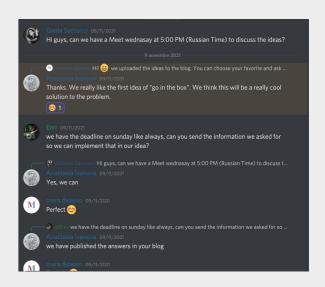






The communication took place on Discord. The girls immediately showed themselves to be nice and kind. However, the meetings were only requested by us and often in order to receive materials we had to ask for them several times. Having made few meetings made the work uncooperative and we often had to do it alone.



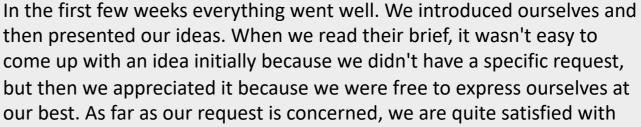


DEADLINE	Quite respected
FEEDBACKS	Few answers
BLOG	Active communication on the blog
DISCORD	Quite active

FINAL EVALUATION SI SI SI SI







the final result, the requirements have been met. We just wanted the concept of face-to-face interaction to be expanded even further.