

Project plan individual project

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Project plan individual project

Starting a project prepared is important, therefore I describe what my intentions are beforehand below. This is my 'individual project' where I decided to experiment with an idea I had.

Concept

A panel that scans your face for emotions prior to entering a room, the emotions needs to meet a certain level of happiness. If the level is not met, the person attempting to enter needs to show a laugh or a smile to the camera to set foot in the room.

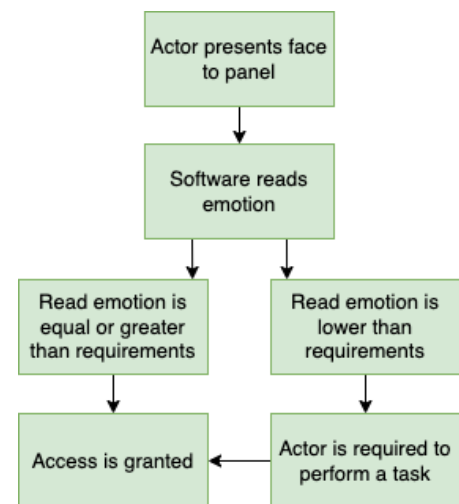
The idea is that forcing a person to smile in a bad mood will, hopefully, spark some sort of up cheering moment. Some meetings seem too serious for what they meant to be, using the panel at the entrance may lighten the mood. This may also help people express their opinions earlier during meetings, as the lightened mood makes it less daunting.

My envision

While I was busy conceptualising the idea, a lot of possibilities came to mind. The applications/ use of the panel are quite different, but are always linked to the same principle. Shown here, I sketched a diagram of this universal principle or protocol as you can call it.

Surely it is very simple, but the application of the product is more valuable. I want to test multiple situations, so I can research the behaviour of people interacting.

I also want to test the limits regarding the privacy of using peoples emotions, maybe people will take it the wrong way.



Protocol diagram

Goal

My goal is to create the experience described above. Researching ways of interaction with the user. The absolute goal of the experience is to “spark some sort of up cheering moment” when attempting to enter *the* room.

M Must	S Should	C Could	W Won't
<ul style="list-style-type: none"> - Read emotions - Give feedback based on the emotion - Have impact on <i>specific</i> person 	<ul style="list-style-type: none"> - Be a positive impact on <i>specific</i> person 	<ul style="list-style-type: none"> - Make any sort of event more <i>enjoyable</i> 	<ul style="list-style-type: none"> - Make the experience disruptive

Schedule

To have a sense of timing when performing my tasks, I need some sort of schedule that will help me manage my time.

My crucial tasks are listed below;

- Research software possibilities
- Create testable prototype
- Test different scenario's
- Documenting

Mon	Tue	Wed	Thu	Fri
Creating project plan	Research software possibilities	Research software possibilities	Research software possibilities	Create testable prototype
Create testable prototype	Create testable prototype	Create testable prototype	Create testable prototype	Create testable prototype
Test different scenario's	Test different scenario's	Test different scenario's	Test different scenario's	Test different scenario's
Test different scenario's	Test different scenario's	Test different scenario's	Documenting	Documenting

Stakeholder

As of writing the project plan I have not yet selected a stakeholder, as it is not clear yet what field of expertise is required. I will find my stakeholder during the assignment once I have converged the targeted field of expertise.