



D4.2 Prototyping report of the definition and creation of novel interaction methods aiming to engage people in creative content creation in public and urban contexts.

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Date: 31/05/2019

General Introduction & Content Overview

The current document represents the complete content overview of Deliverable (D) 4.2. The document is continuously updated with new chapters, containing the latest activities and findings of task (T) 4.2: Design and development of work package (WP) 4: Interaction Design of the CityStory project. The central challenge of this WP is to understand how physical interaction components (e.g. installations in the city, mobile units) can be intertwined with digital interfaces (e.g. smartphones, public displays). The purpose of this particular deliverable is to report on the design and development of multiple smaller scale experiments and prototypes that investigate novel interaction methods to engage people in creative content creation in a public and urban context. The results documented in this report will further serve as input to inform the ongoing research activities of WP2 and WP3 and will be evaluated within WP5.

Until this moment, the document contains the following chapters:

Chapter 1

Contains all activities carried out in between August 2019 (M01) and May 2020 (M09). In particular it describes the conceptual design through an iterative process, work distribution amongst the involved partners and future steps to carry out the two proposed studies involving the ‘*Consultation Frame*’ and the ‘*Citizen Dialog Kit*’.

Contents

1	<i>Design Ideation</i>	2
1.1	Bonding Objects (Urban Planners / Policy Makers).....	3
1.2	Two Dimensional Statements (Geographical Area).....	4
1.3	Sketch It (Urban planners / policy makers).....	5
1.4	Selection and First Evaluation	5
2	<i>Design Iterations</i>	7
2.2	Selection and Second Evaluation	10
2.3	Preliminary Distribution of Work Packages.....	11
3	<i>First Demonstrator</i>	11
3.1	User Journey	11
3.2	Technical Infrastructure	15
4	<i>Proof of Concept</i>	16
4.1	POC 1A Consultation Frame	17
4.2	POC 1B Personalised Polling	23
4.3	Identifying User Groups	24
5	<i>Future Steps</i>	24

Chapter 2

Contains all activities carried out between April 2020 (M10) and October 2020 (M17). In particular it describes the prototyping process of the StoryCatcher, a physical design intervention for citizen consultation (conceptually defined in D4.2, chapter 1); the efforts of designing a touchless and corona-safe interaction channel for the Citizen Dialog Kit (CDK), a research prototype developed by the Research[x]Design lab outside the CityStory context; the deployment of both prototypes in two individual pilot studies; and finally the overview and results from the CityStory Year 1 (Y1) demonstrator in collaboration with the municipality of Antwerp.

Contents:

1.	Introduction	2
2.	Prototyping	3
2.1	StoryCatcher	3
2.2	Citizen Dialog Kit	6
3.	Pilot studies	6
3.1	Methodology	6
3.2	Results & Takeaways:	9
4.	CityStory Y1 demonstrator	13
4.1	Methodology	13
4.2	Results & Takeaways	17
5.	Conclusion	29
5.1	Future Steps	29