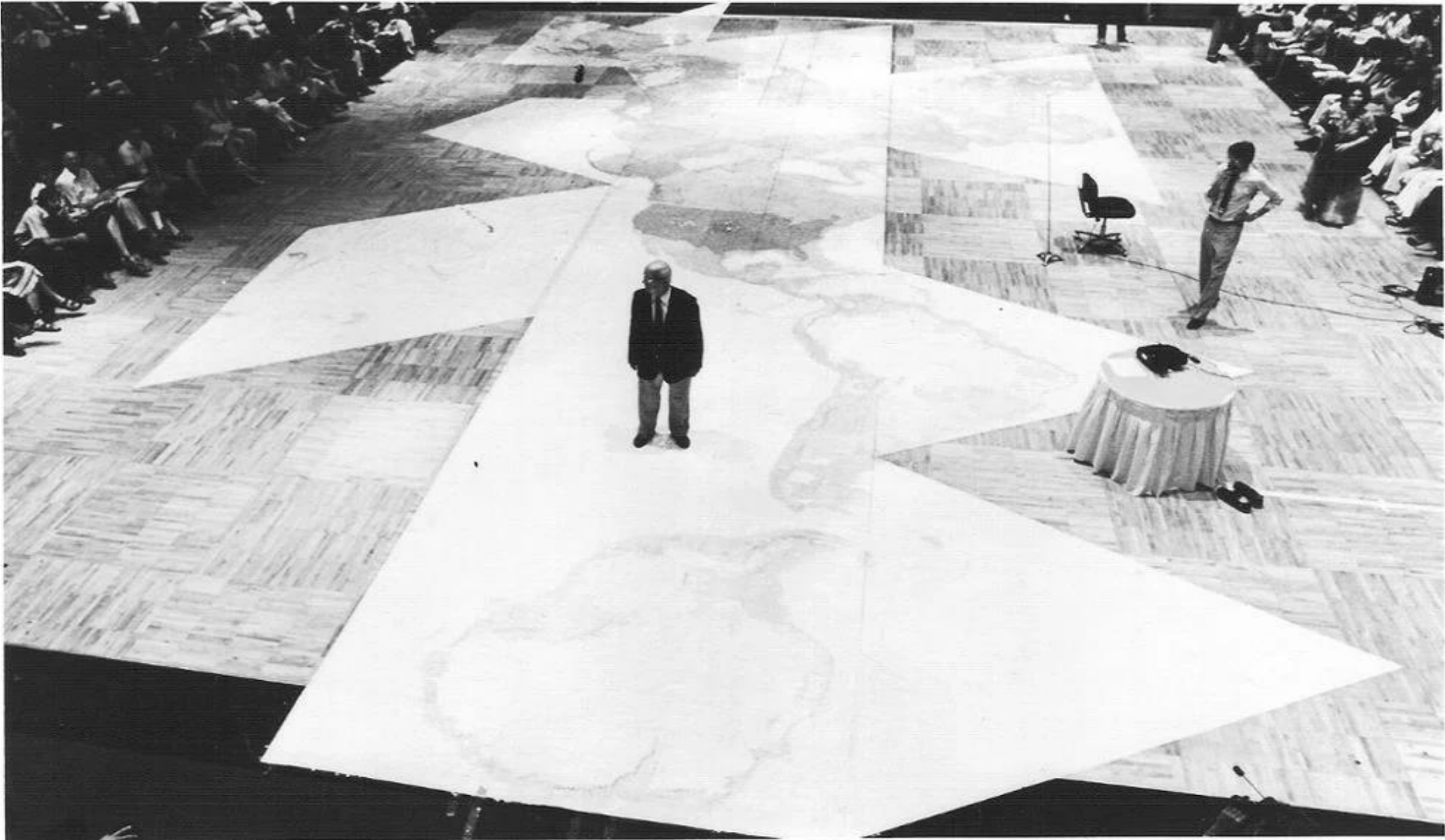


UE X : EXPERIENCE DESIGN

FUTURE OF UNIVERSITY



MEDIA X DESIGN LABORATORY FALL 2025

Midterm Review

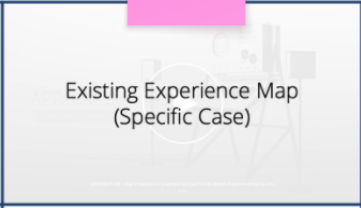
Midterm (180 seconds)

the verb that describes best your experience (can be changed if needed- you don't need to stick to old verbs)

VERB
 We solve the problem of feeling lonely or missing loved ones in the verb "to embrace" by developing virtual ghosting technologies that can give the "aura" of the missing person when confined alone at home, especially for the elderly person who will be our initial target audience. We will use subtle reproductions of the person's voice patterns, such as breathing rhythms, etc. to create a sense of presence, and precisely actuated manipulation of domestic dispositives (opening and closing of fridges, water faucets, etc.) by using IoT technologies (sensors and actuators) embedded in the domestic environment.

title: 150 words
 Project Team

Map of the current existing situation (and current issues)



Does not mean hand sketch, means UI Mockup



here you will generate an image that is representing how your system would look



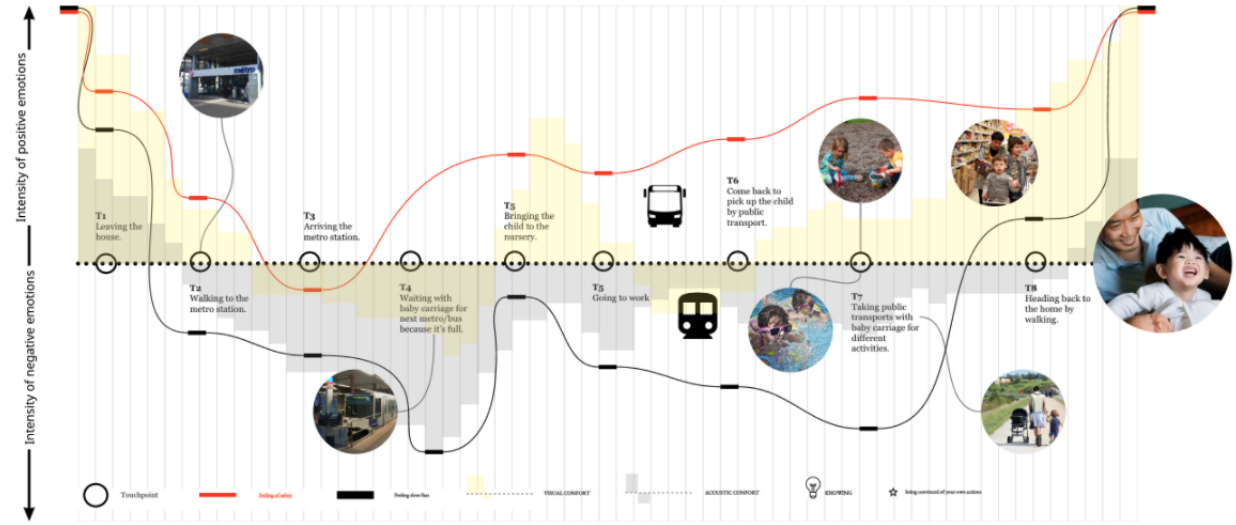
Map of the future situation (that will fix existing problems)

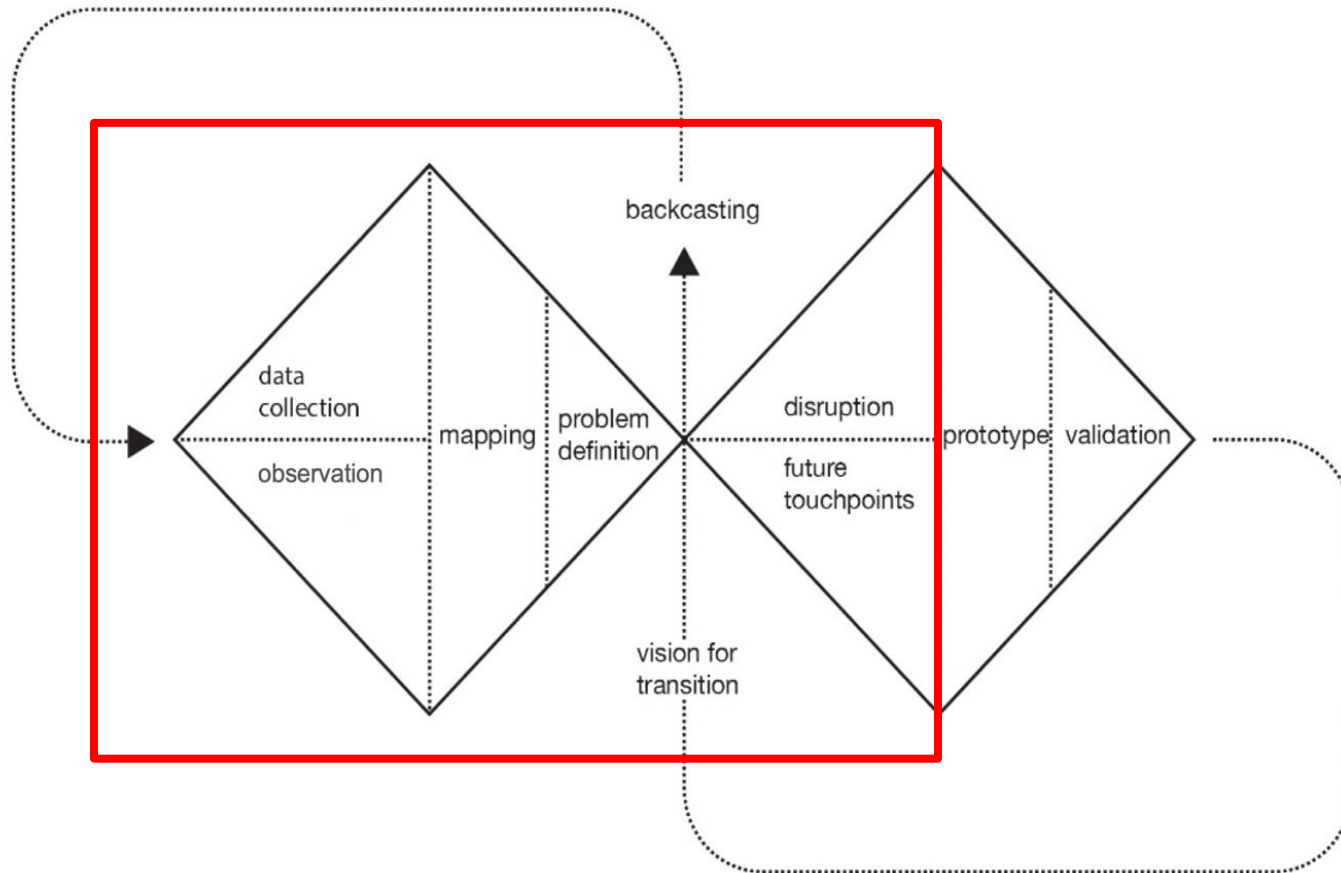


Existing examples that inspired you



[EXPERIENCE MAP]



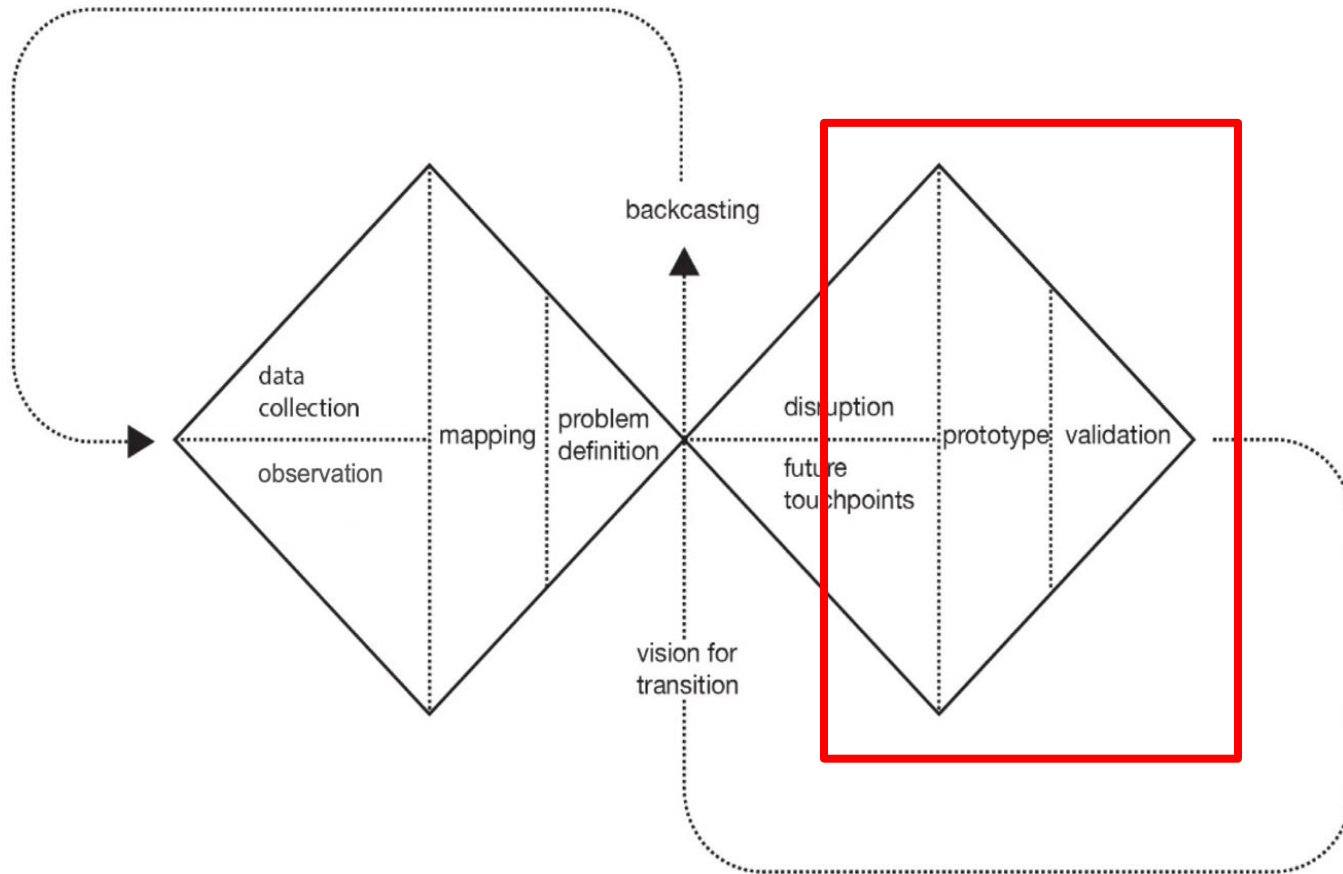


Midterm Template (Midterm presentation will last 180 seconds)

<p>SUBMERGE / EMERGE</p> <p>We focus on enabling students establish a sustainable rhythm of submersion into their university work for the purpose of emerging back into their everyday life regularly and gracefully.</p> <p>To that end, we've first analyzed how a specific university class with varying degrees of intensity affects students during the semester in terms of their energy levels, but also their level of investment in other courses.</p> <p>As a result of this analysis, and taking inspiration from previous work, we imagined a companion app that helps students make sense of their workload across different classes and accommodate it into their daily lives.</p>	<p>Existing Experience Map - Studio BA1</p>	
	<p>Future Experience Map</p>	<p>Precedents - References</p>

Midterm Template (Midterm presentation will last 180 seconds)

<p>Reflect</p> <p>We address the issue of how students often encounter challenges but rarely reflect deeply on them to improve their learning. The project develops a collective reflection platform where individuals can share, classify, and revisit their learning experiences. By transforming these moments into shared learning resources, the platform encourages open dialogue and fosters a supportive culture within academic environments. Using simple digital tools, each experience is documented through short narratives and visual templates, then stored in a searchable database that connects students with similar journeys. Reflect aims to turn personal experiences into collective insights — promoting resilience, empathy, and continuous growth in design education.</p>	<p>Learning process without using the app</p>	<p>Future Interface</p>
<p>AI Image</p>	<p>Learning process with the app</p>	<p>Precedents/References</p> <ol style="list-style-type: none"> "The Present-Tense Experience of Failure in the University" (2020) https://www.researchgate.net/publication/344034661_The_present_tense_experience_of_failure_in_the_university_reflections_from_an_action_research_project An interdisciplinary review of learning through failure in higher education https://www.tandfonline.com/doi/full/10.1080/00131911.2025.2475829#abstract <p>3. Falling forward: After surviving failure you've got great stories to share" </p> <p>Fuckup Nights (2012-present) </p>



Midterm Template (Midterm presentation will last 180 seconds)

<p>SUBMERGE / EMERGE</p> <p>We focus on enabling students establish a sustainable rhythm of submersion into their university work for the purpose of emerging back into their everyday life regularly and gracefully.</p> <p>To that end, we've first analyzed how a specific university class with varying degrees of intensity affects students during the semester in terms of their energy levels, but also their level of investment in other courses.</p> <p>As a result of this analysis, and taking inspiration from previous work, we imagined a companion app that helps students make sense of their workload across different classes and accommodate it into their daily lives.</p>	<p>Existing Experience Map - Studio BA1</p>	
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Final Review

VERB

We solve the problem of feeling lonely or missing loved ones in the verb "to embrace" by developing virtual ghosting technologies that can give the "aura" of the missed ones, when confined alone at home, especially for the **VERB/TITLE** will be our initial target audience. We **ABSTRACT (150 WORDS)** reproductions of the missed one's typical action patterns, such as breathing rhythms, scents, movement behaviours, and precisely actuated manipulation of domestic dispositives (opening and closing of fridges, water faucets, etc.) by using IoT technologies (sensors and actuators) embedded in the domestic environment.

APPARATUM

THE INSTALLATION INSPIRED BY THE POLISH RADIO EXPERIMENTAL STUDIO

VIDEO
(90 SECONDS)

APPARATUM - the installation inspired by the Polish Radio Experimental Studio

KEY IMAGE

EXPERIENCE MAPS
BEFORE + AFTER

SYSTEMS DIAGRAM

INTERFACE



VERB/TITLE
ABSTRACT (150 WORDS)

VIDEO
(90 SECONDS)

KEY IMAGE

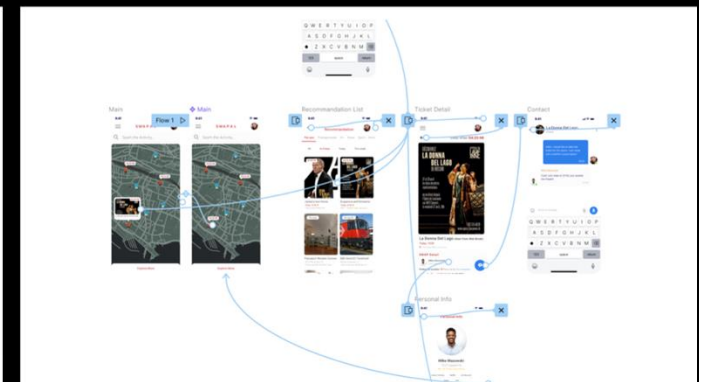
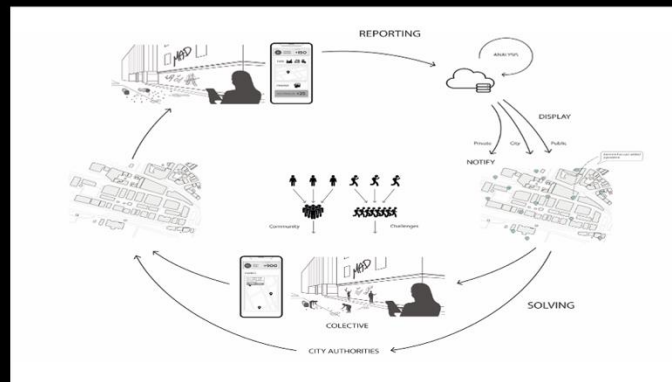
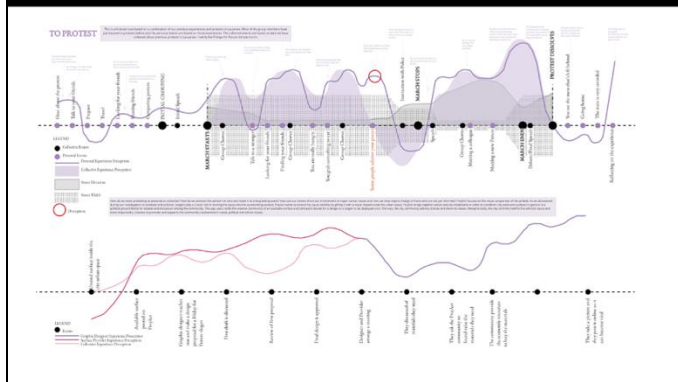
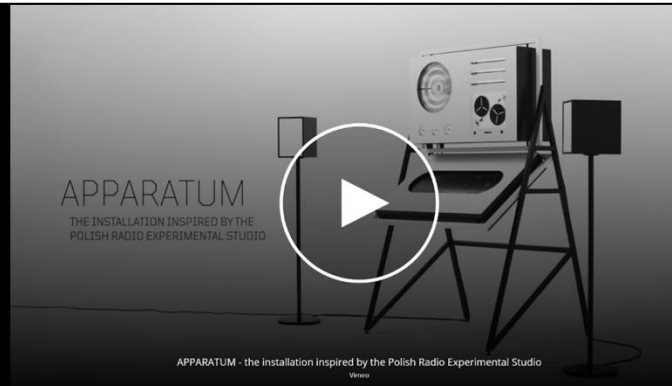
EXPERIENCE MAPS
BEFORE + AFTER

SYSTEMS DIAGRAM

INTERFACE

VERB

We solve the problem of feeling lonely or missing loved ones in the verb "to embrace" by developing virtual ghosting technologies that can give the "aura" of the missed ones, when confined alone at home, especially for the elderly people who will be our initial target audience. We will convey the aura of "the other" by subtle reproductions of the missed one's typical action patterns, such as breathing rhythms, scents, movement behaviours, and precisely actuated manipulation of domestic dispositives (opening and closing of fridges, water faucets, etc.) by using IoT technologies (sensors and actuators) embedded in the domestic environment.



The digital display wall is divided into several sections. The top-left section features a photograph of hands using a screwdriver on a device on a wooden table. The top-right section is titled 'smarTrade' and contains a flowchart with icons representing various stages or components. The bottom-left section is also titled 'smarTrade' and shows a circular flowchart with multiple smartphone icons. The bottom-right section is titled 'smarTrade' and displays a grid of various icons and text blocks.



VERB

We solve the problem of feeling lonely or missing loved ones in the verb "to embrace" by developing virtual ghosting technologies that can give the "aura" of the missed ones, when confined alone at home, especially for the **VERB/TITLE ABSTRACT (150 WORDS)** will be our initial target audience. We reproduce the reproductions of the missed one's typical action patterns, such as breathing rhythms, scents, movement behaviours, and precisely actuated manipulation of domestic dispositives (opening and closing of fridges, water faucets, etc.) by using IoT technologies (sensors and actuators) embedded in the domestic environment.

APPARATUM

THE INSTALLATION INSPIRED BY
POLISH RADIO EXPERIMENTAL STUDIO

VIDEO
(90 SECONDS)

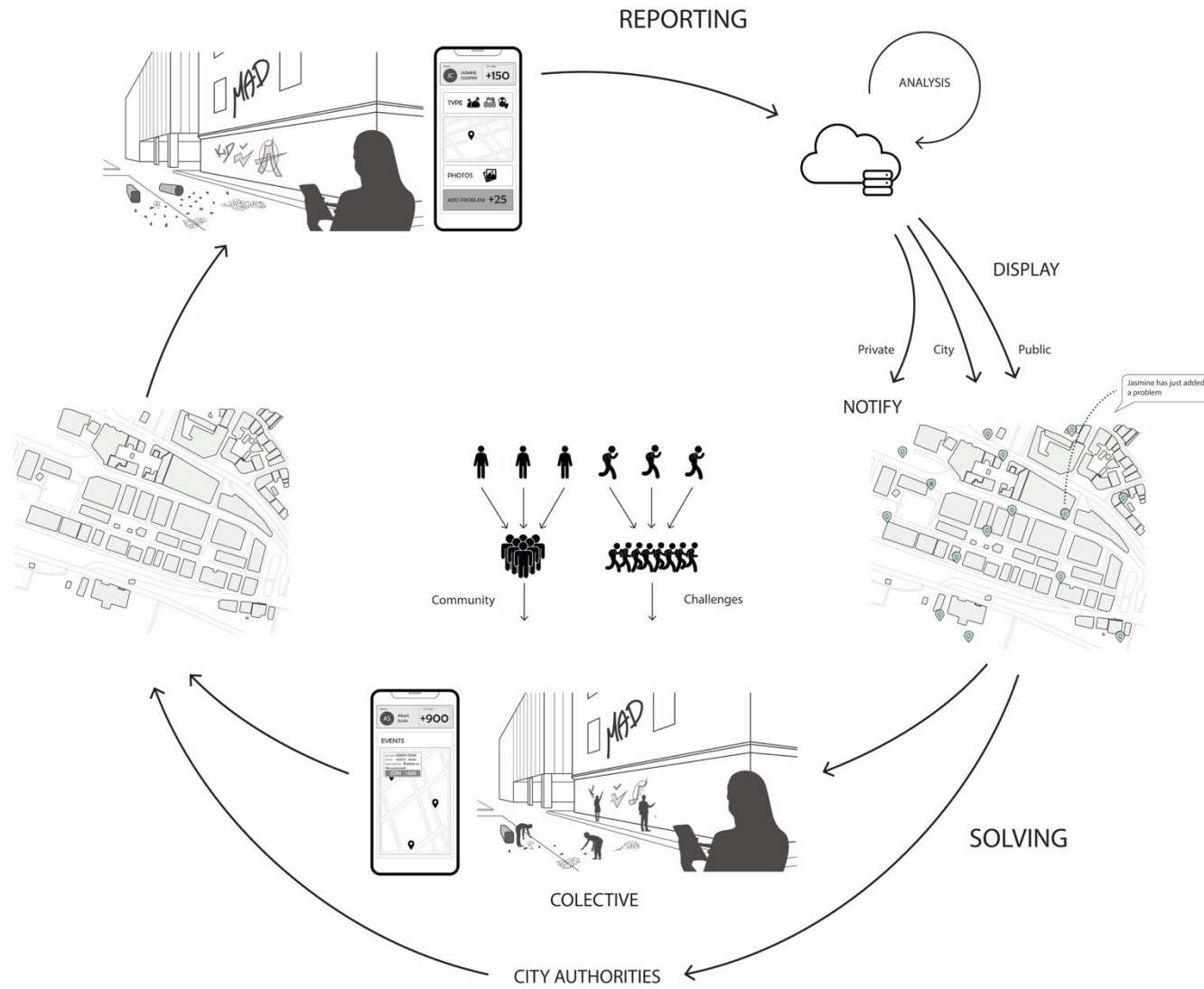
APPARATUM - the installation inspired by the Polish Radio Experimental Studio

KEY IMAGE

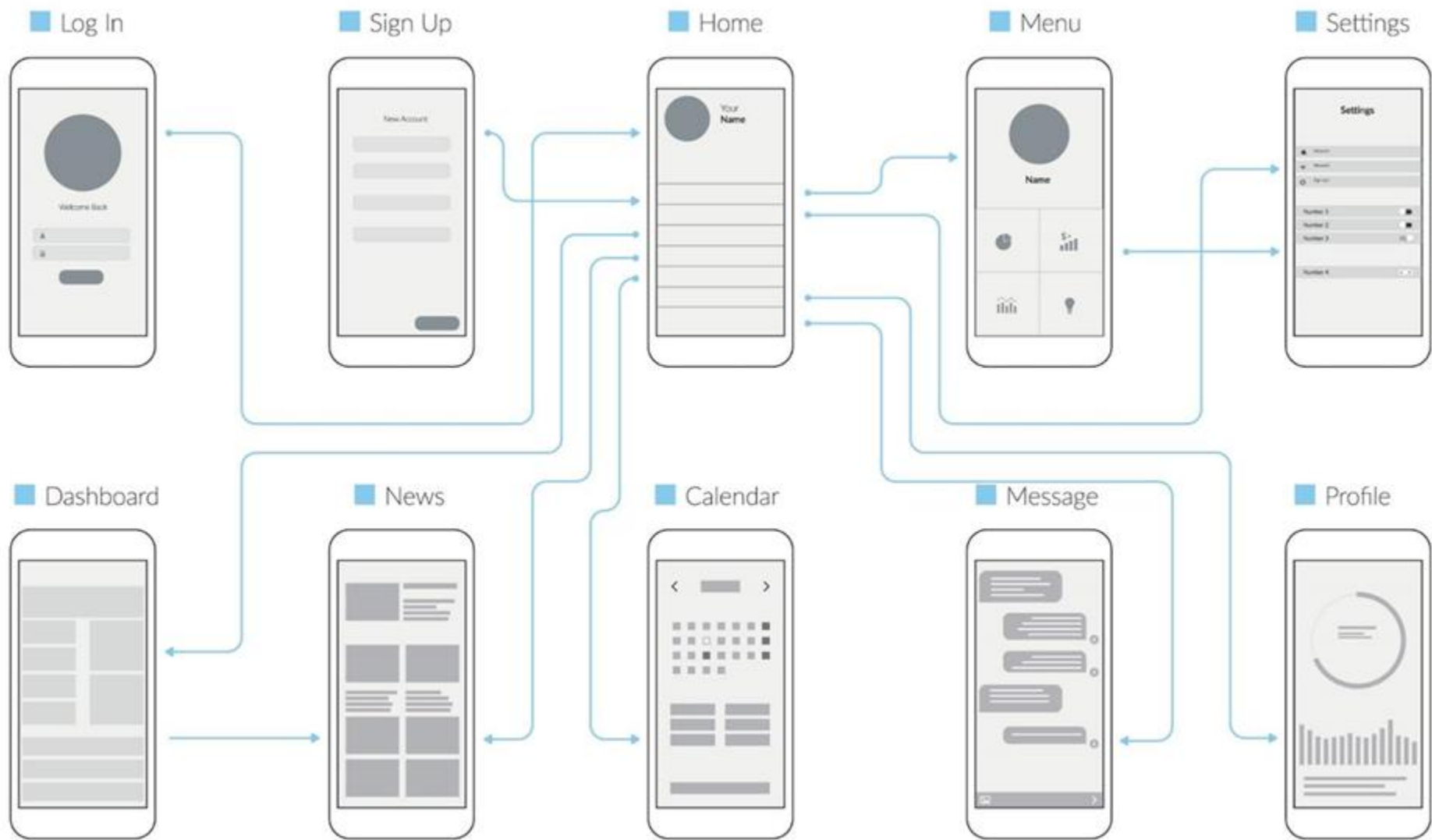
EXPERIENCE MAPS
BEFORE + AFTER

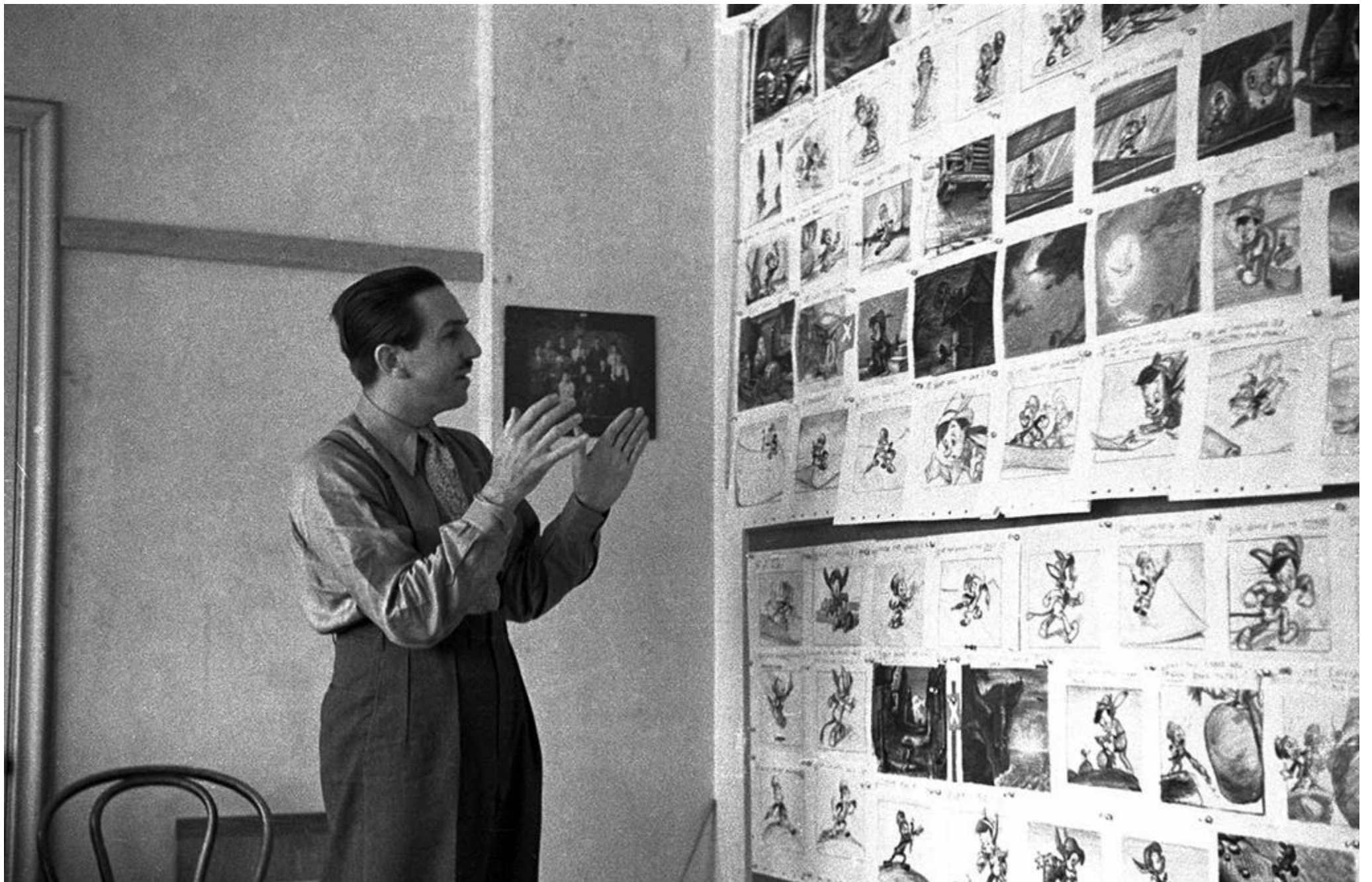
SYSTEMS DIAGRAM

INTERFACE

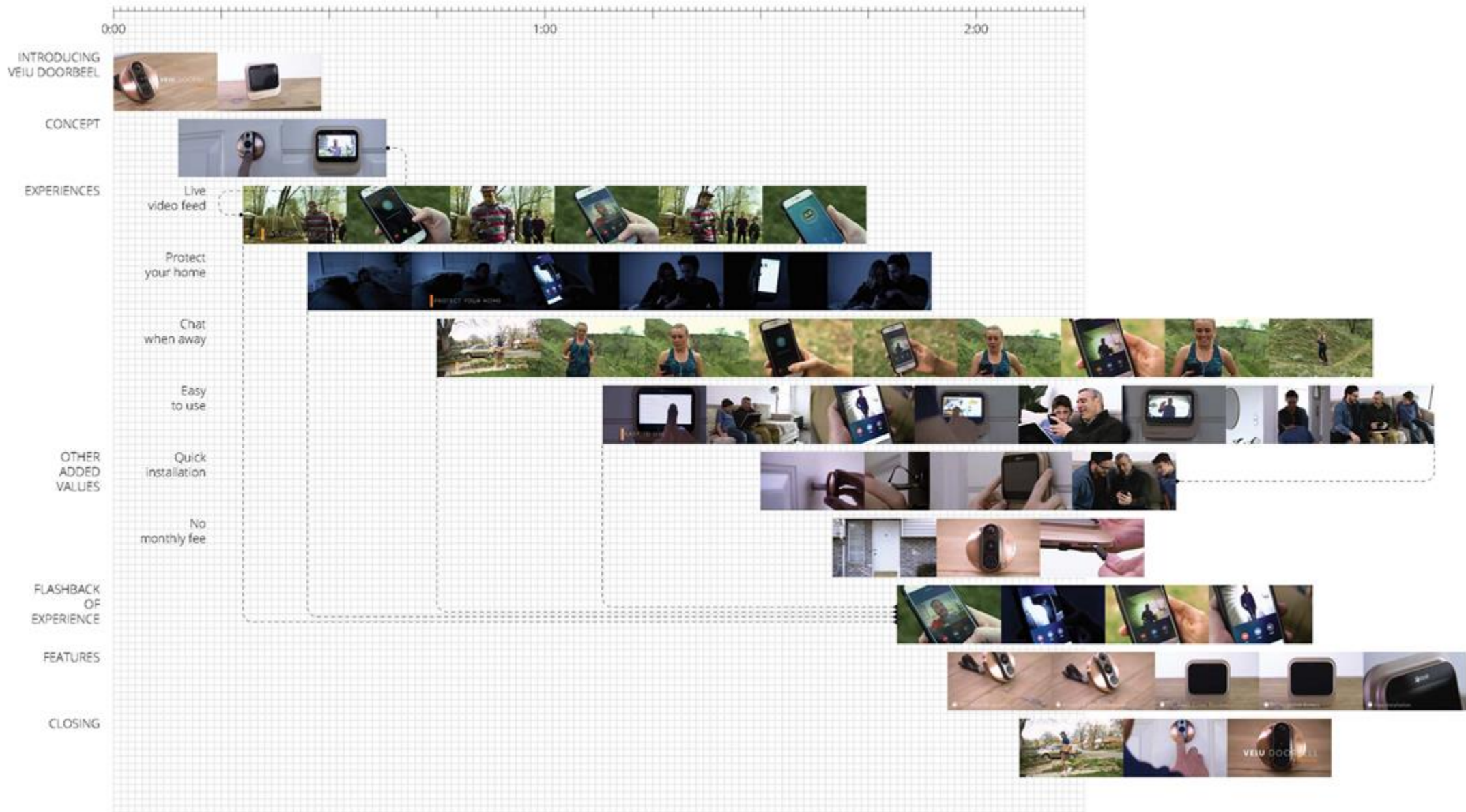


Systems Diagram – To Clean (MessHunter)
 MxD lab – UEX 21





Walt at the pinocchio storyboard meeting





The Three Little Pigs Storyboard Drawing (Walt Disney, c. 1930s)

In the 1930s, the Walt Disney Studios developed storyboards as a tool for creating engaging and coherent stories. A storyboard is series of sketches that maps out a story and allows filmmakers to visualize the sequence of the plot. Story sketches are created to depict the key storytelling moments of a film

VERB

We solve the problem of feeling lonely or missing loved ones in the verb "to embrace" by developing virtual ghosting technologies that can give the "aura" of the missed ones, when confined alone at home, especially for the **VERB/TITLE ABSTRACT (150 WORDS)** will be our initial target audience. We reproduce the reproductions of the missed one's typical action patterns, such as breathing rhythms, scents, movement behaviours, and precisely actuated manipulation of domestic dispositives (opening and closing of fridges, water faucets, etc.) by using IoT technologies (sensors and actuators) embedded in the domestic environment.

APPARATUM

THE INSTALLATION INSPIRED BY
POLISH RADIO EXPERIMENTAL STUDIO

VIDEO
(90 SECONDS)

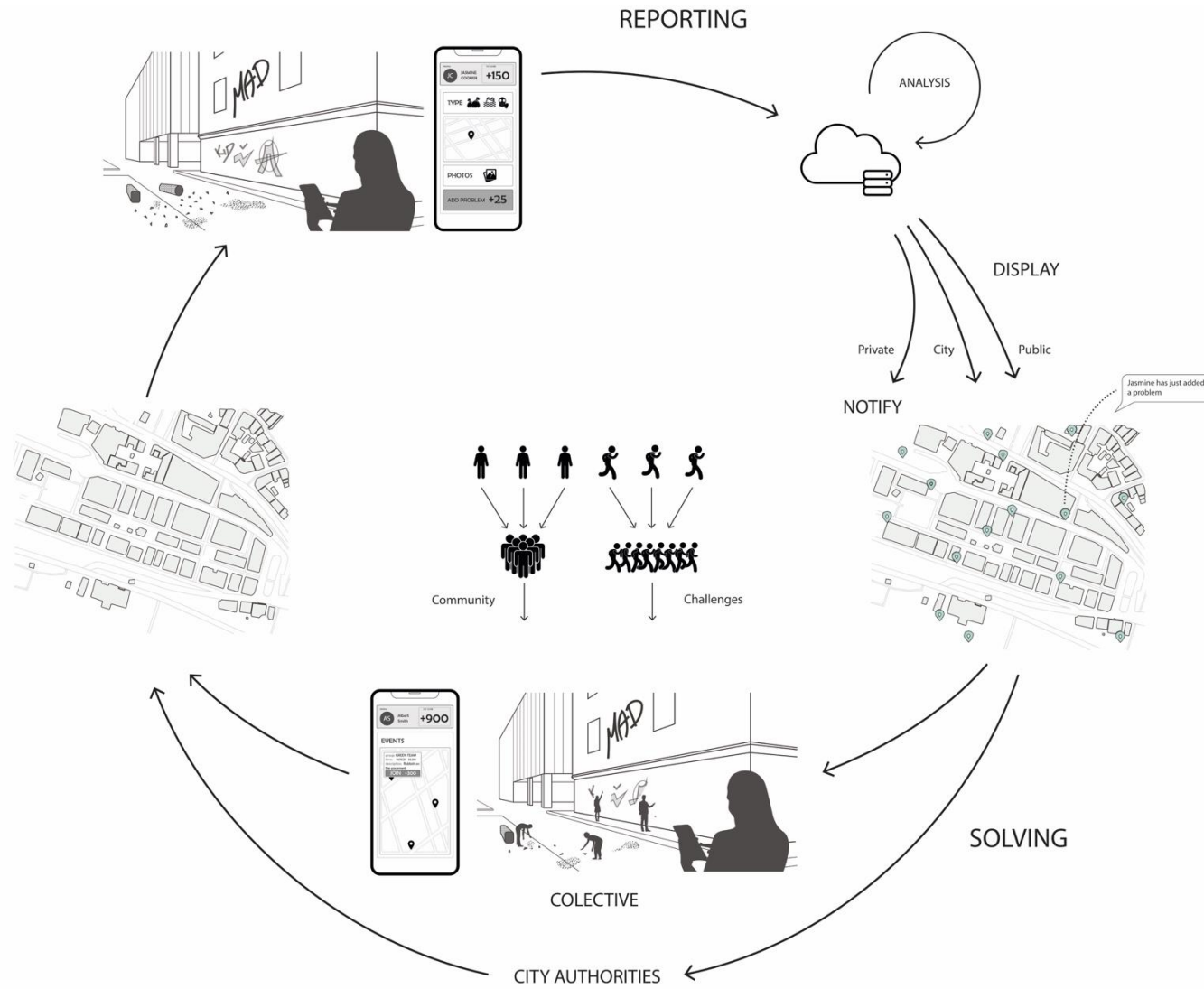
APPARATUM - the installation inspired by the Polish Radio Experimental Studio

KEY IMAGE

EXPERIENCE MAPS
BEFORE + AFTER

SYSTEMS DIAGRAM

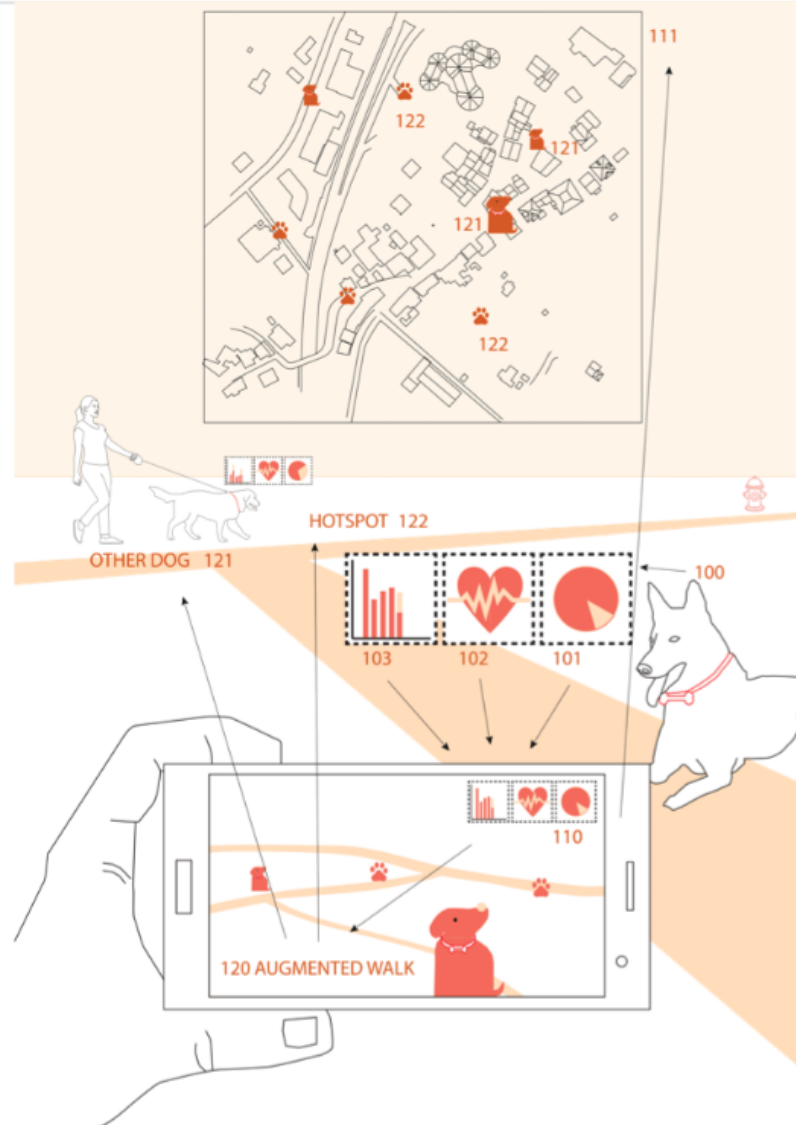
INTERFACE



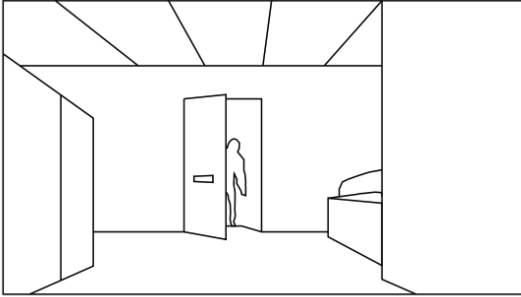
Systems Diagram – To Clean (MessHunter)
 MxD lab – UEX 21

PAW MATES

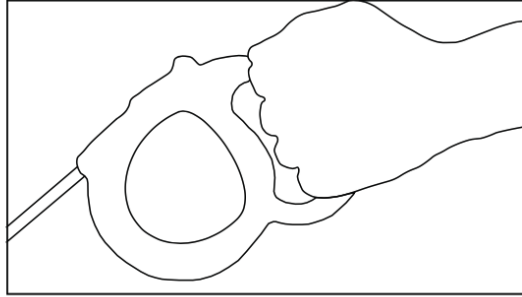
The dog wears the collar. (100) The collar records all the data corresponding to the health of the dog. (101) (102) (103) This information is stored in the application (110) and is shown on the display. During a walk, GPS data (111) is collected in order to indicate the position of other Paw Mates and hotspots. The option (120) allows you to increase the experience of the walk and to enter in symbiosis with your dog. A compass indicates the tracks your dog is following (121-122). The electronic nose implanted in the collar transmits the smells your dog perceives. Thus the Mates understands his dog better.



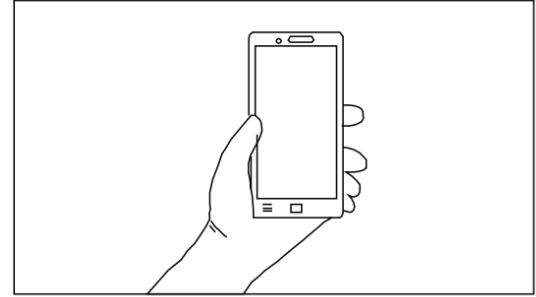
SYSTEMS DIAGRAM



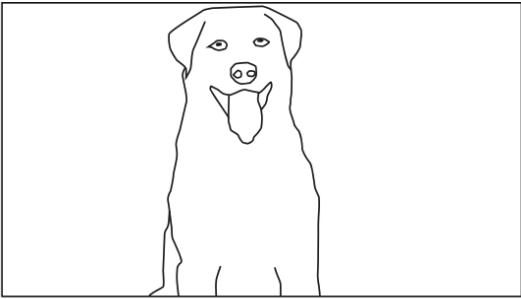
1. Depart from home



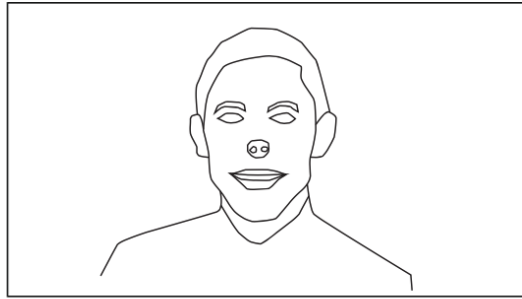
2. Take the leash



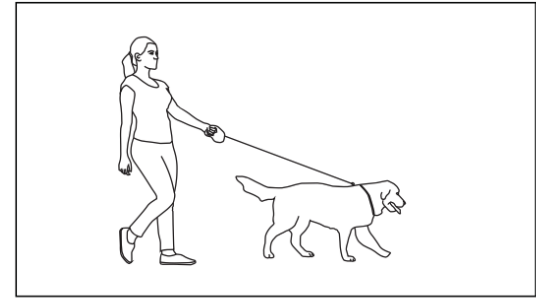
3. Action the device



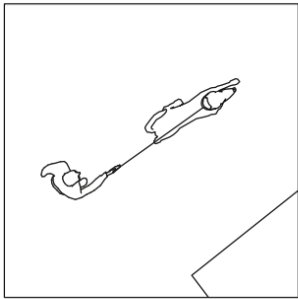
5. Truffles dog



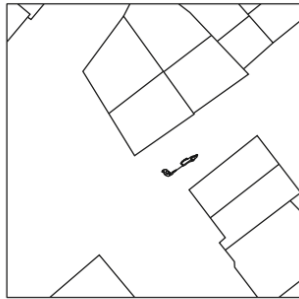
5. Truffles human



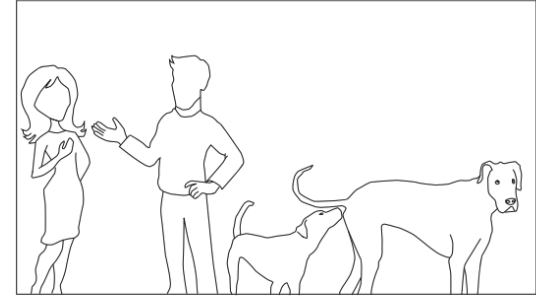
6. Walking the dog



7. Zooming out



8. Displaying interface



9. Meeting between dogs and owners

The Smart Clubbook

The person sitting on the couch is reading her physical book **102**. She has one part of a book that she wants to discuss and maybe share about some key points. She uses her phone **100** to scan the part of the book.

The scan is then transferred on the network **104** and compared using AI to all book in the database **105** in order to find the right book to which the text corresponds using a text matcher algorithm **108**.

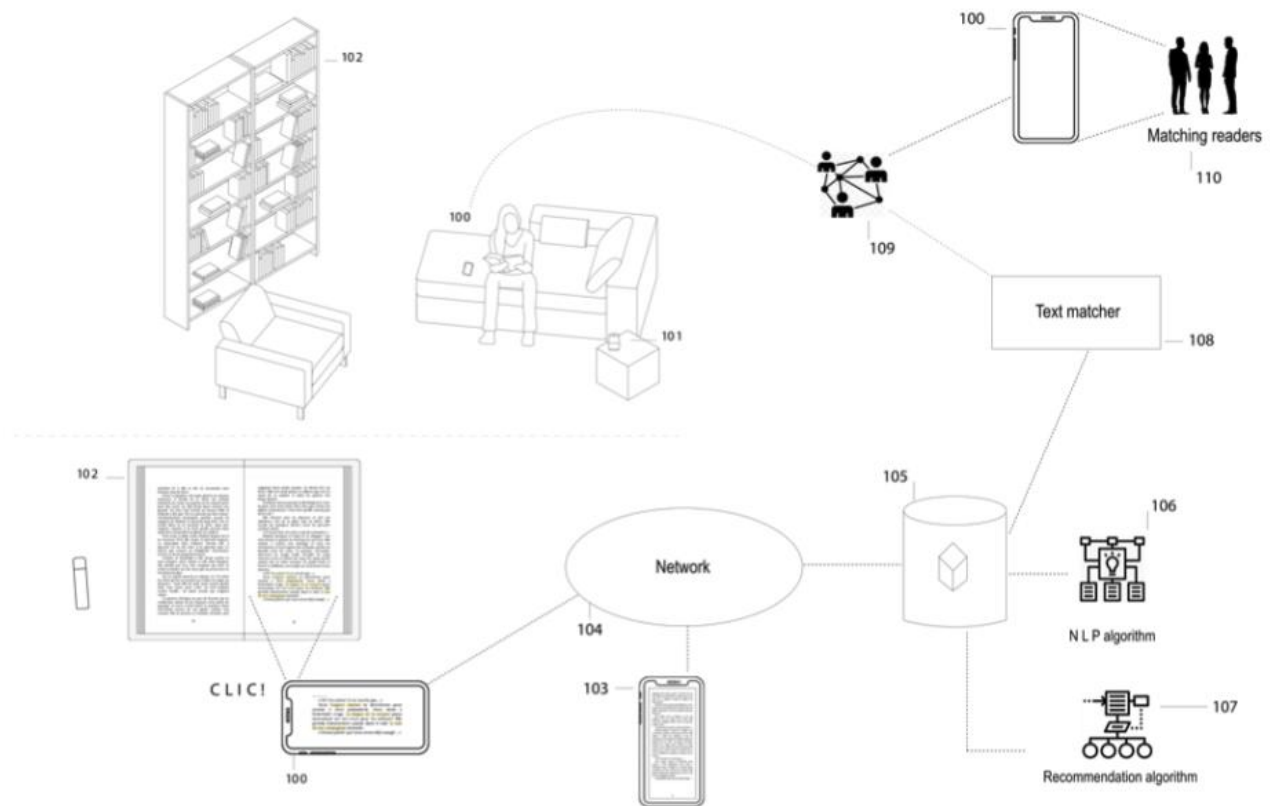
Once we have the book a search algorithm for persons willing to share about is run. Matching reader will then be notified by the possibility to connect with each others **109**.

If the AI is incapable of connecting you with available readers, it can connect you with past debates related to this specific part or other parts of other book that deal with the same topic using its recommendation and NLP algorithm **106, 107**.

If it's an ebook **103** or a physical book you can still read it to alexa **101** but you can also scan the part of it that you are interested in and you will also be redirected.

We can also take it further :

- Then we can think about of using the Natural language processing (NLP) **106**. We can try to cluster parts of the same/other books that are similar and relate people using it. We will then create communities of interest for certain themes. The contents of the debates/share will remain public (with the authorisation and consent of the people involved in) for future searches.



“A system diagram is a simple and very high level description of a system that exists or needs to be built”

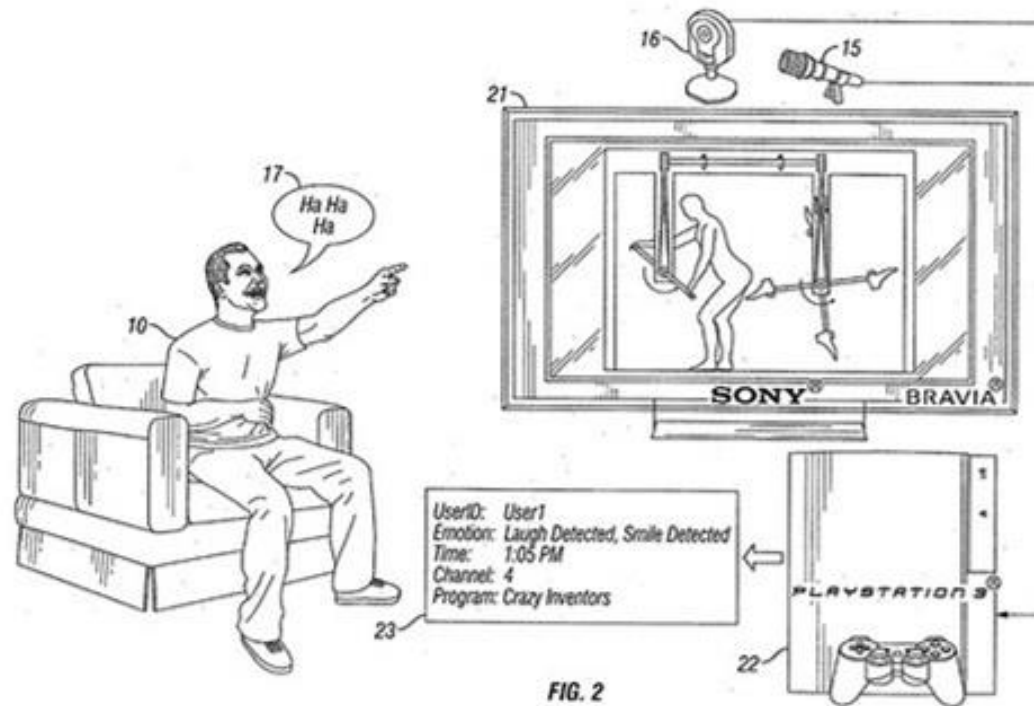


FIG. 2

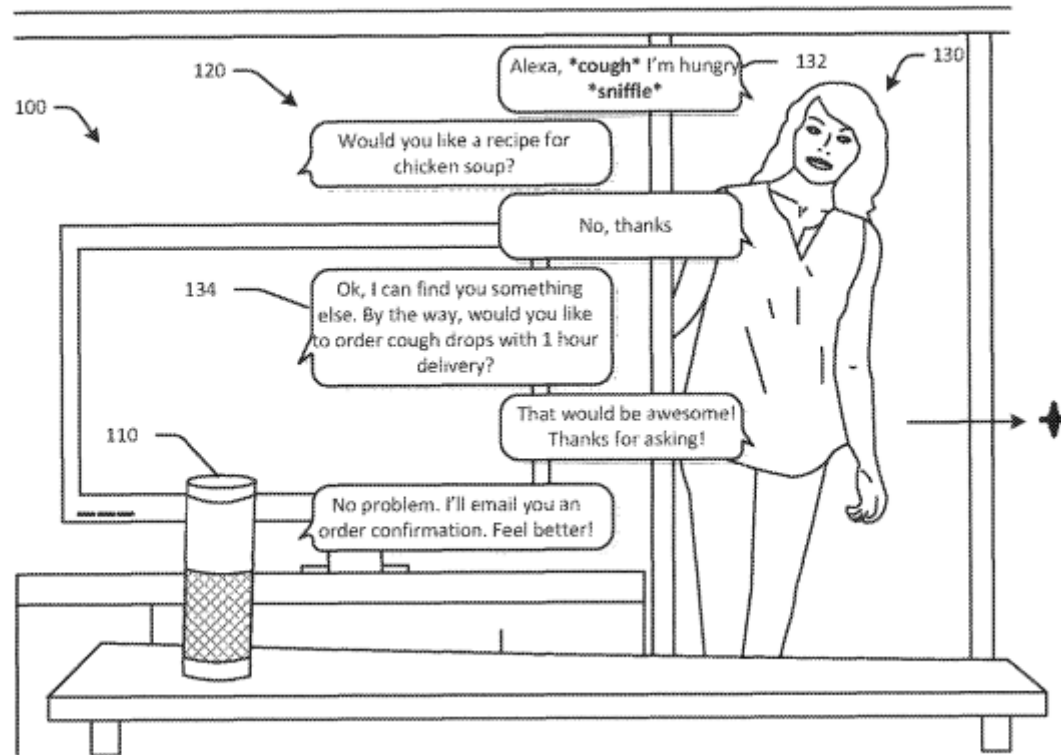
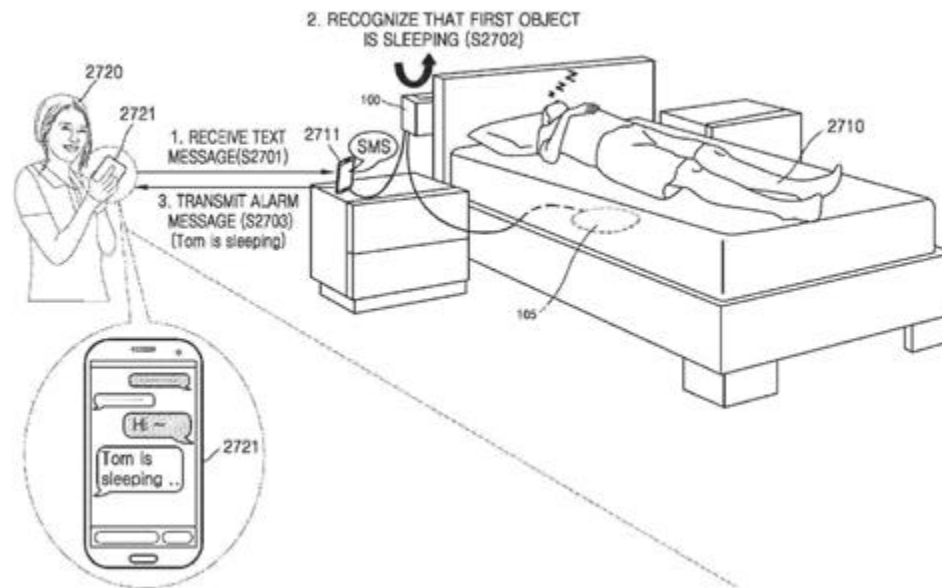


FIG. 27



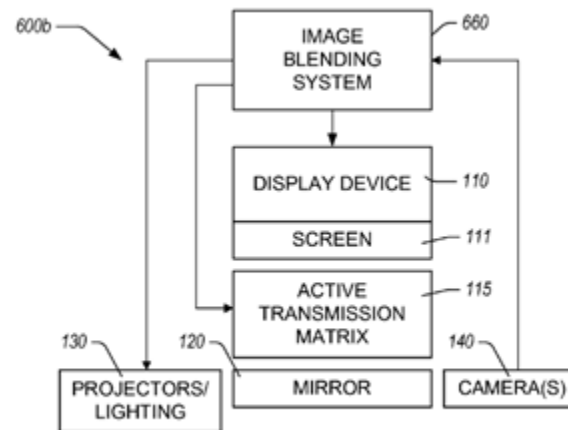
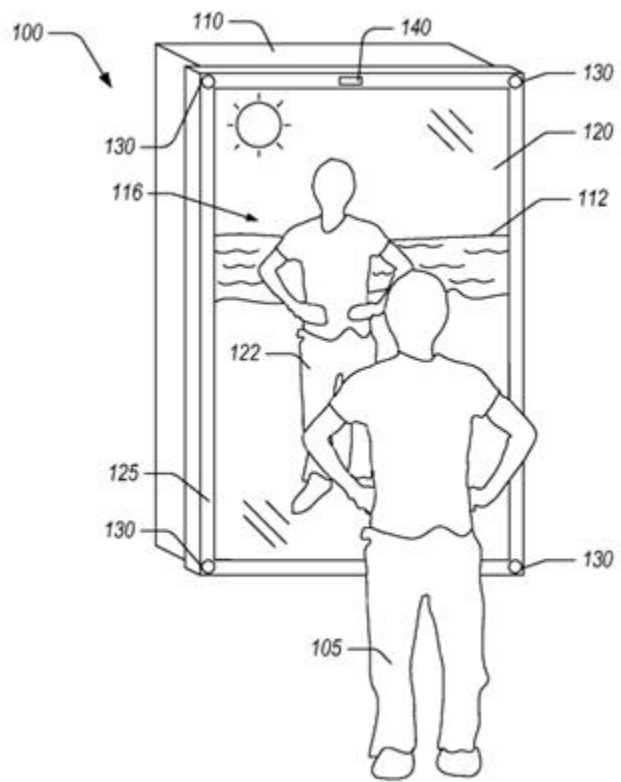


FIG. 6B

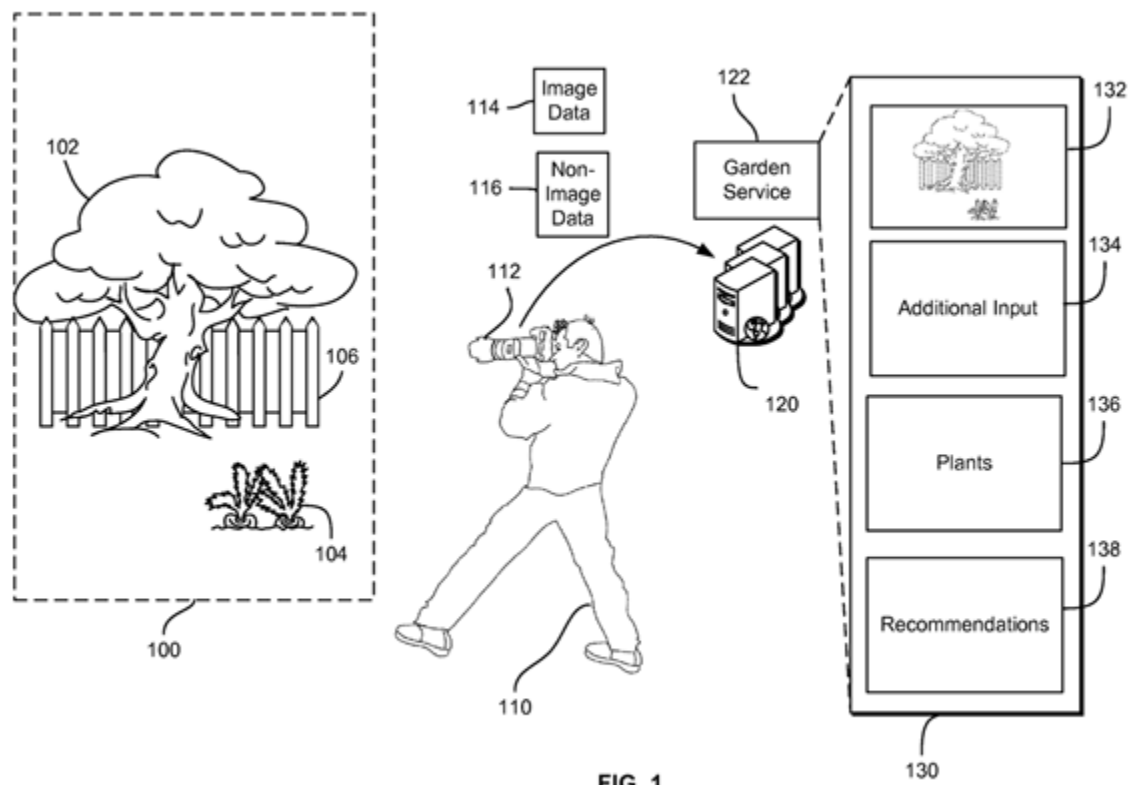
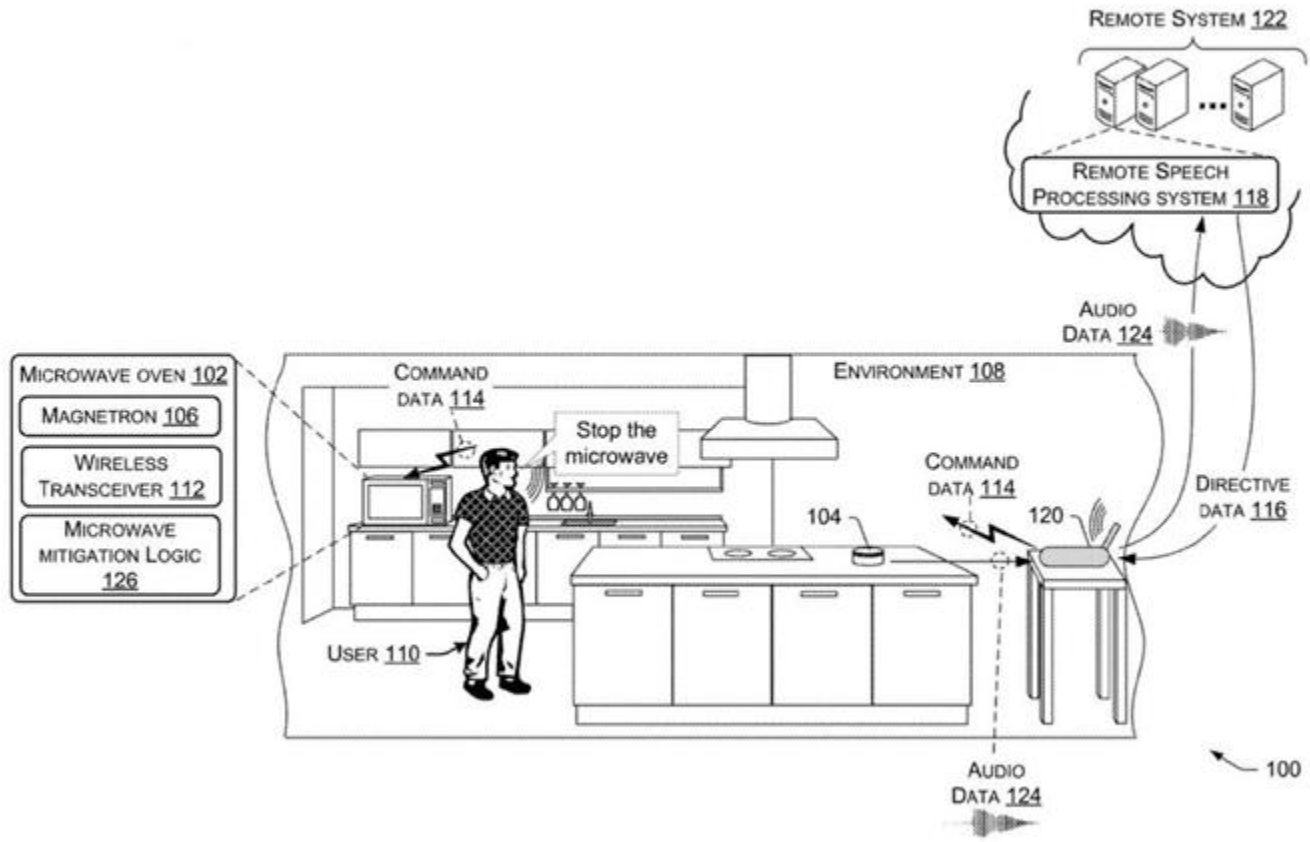
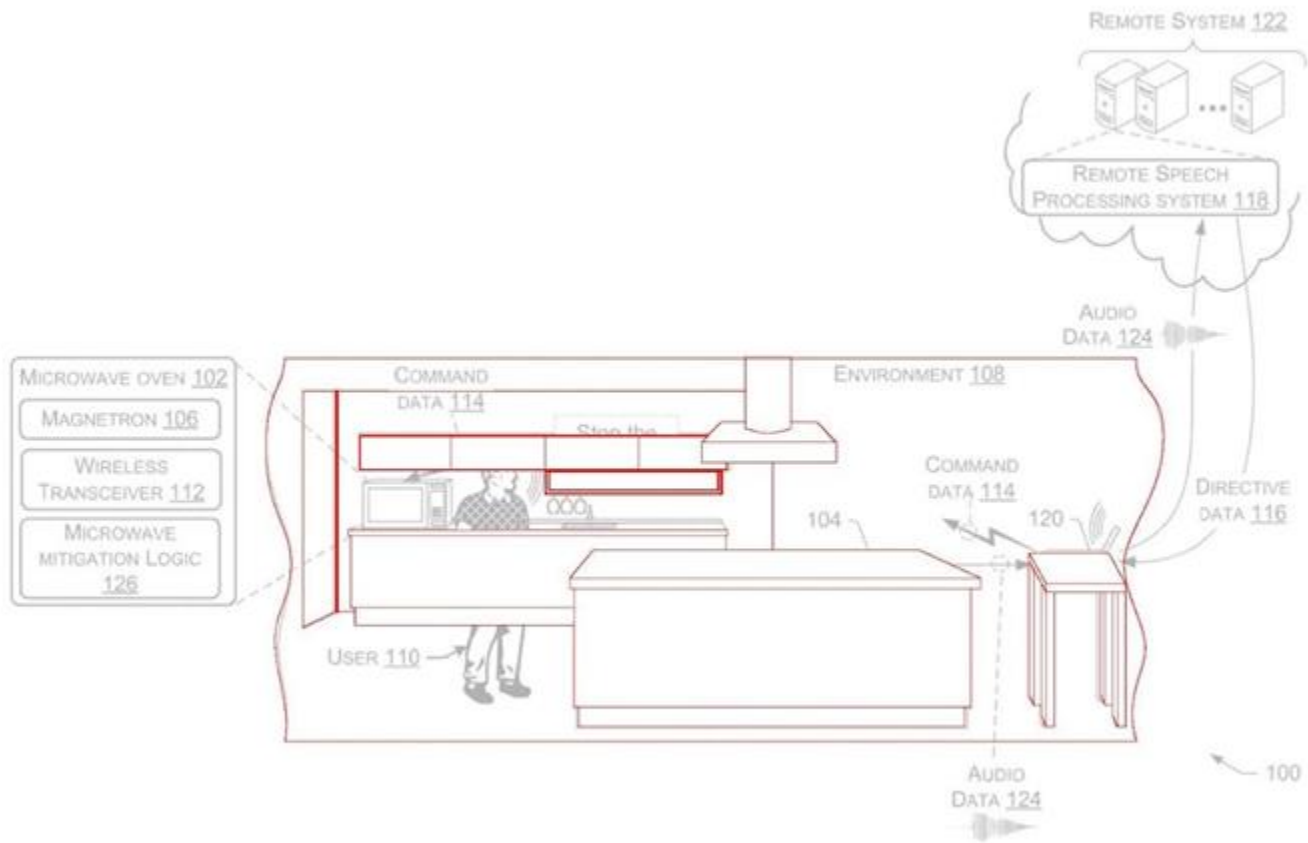
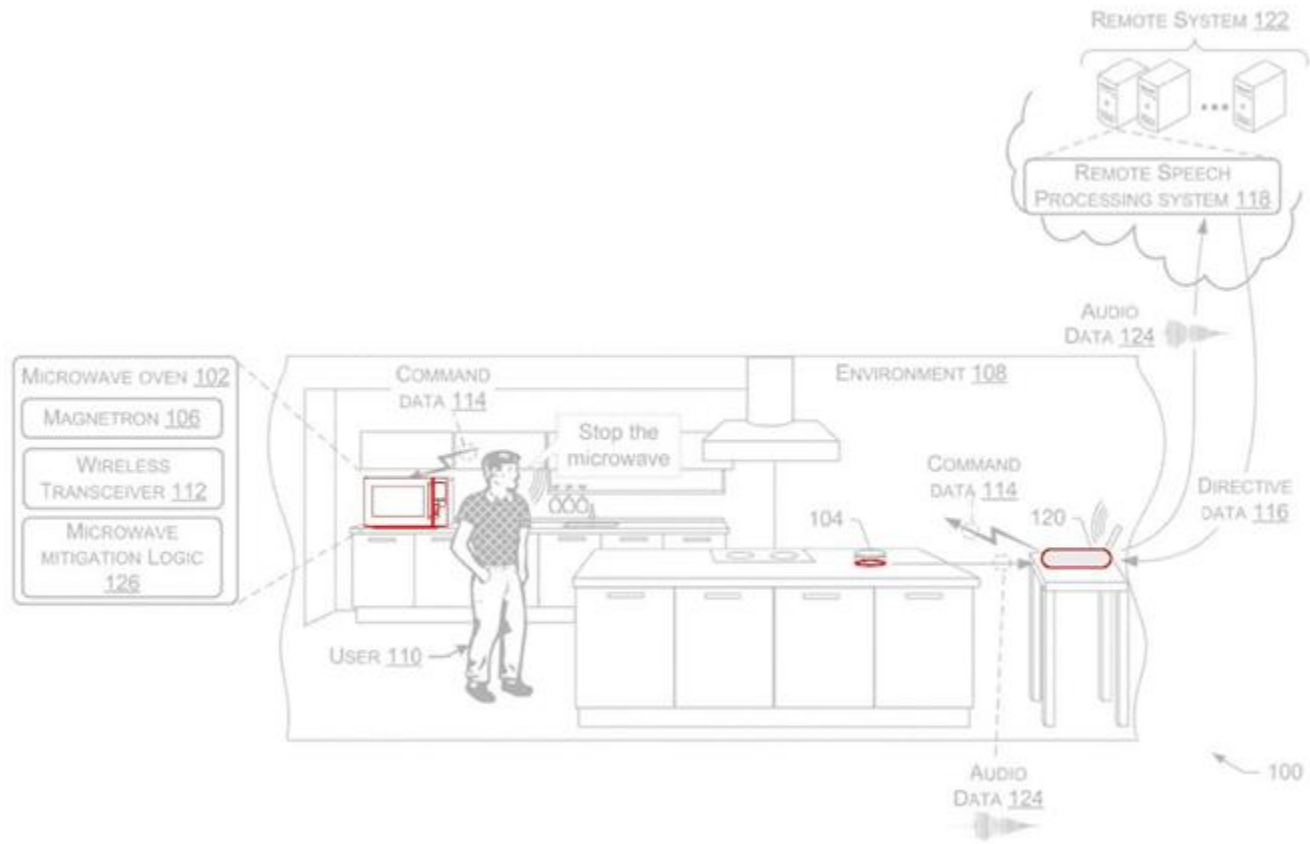


FIG. 1



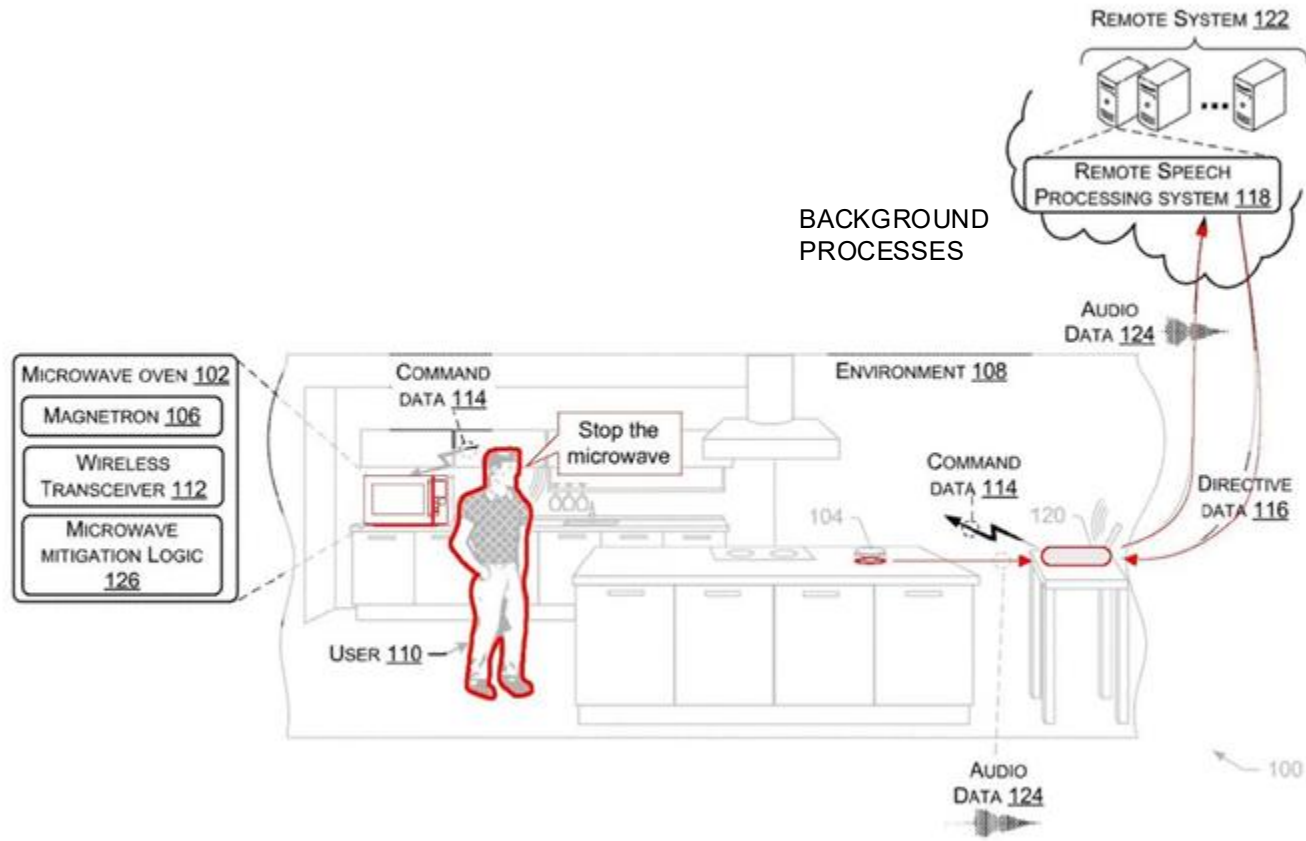


SETTING



INTERFACE

BACKEND



USER INTERACTION

VERB

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APPARATUM

THE INSTALLATION INSPIRED BY
POLISH RADIO EXPERIMENTAL STUDIO

VIDEO
(90 SECONDS)

APPARATUM - the installation inspired by the Polish Radio Experimental Studio

KEY IMAGE

EXPERIENCE MAPS
BEFORE + AFTER

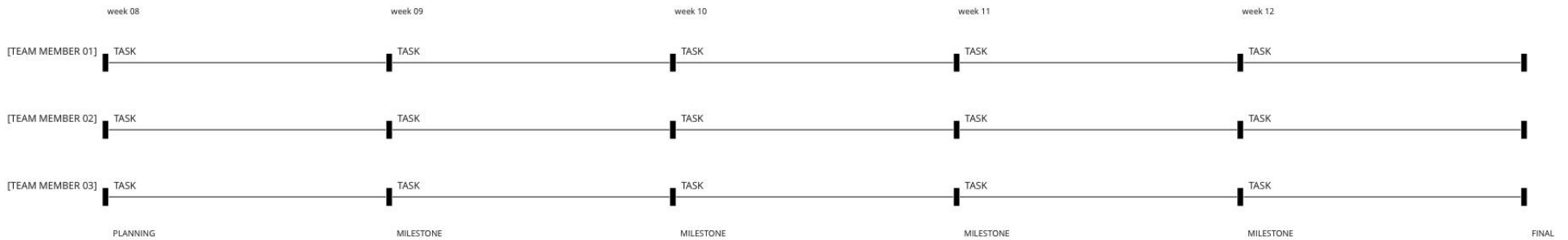
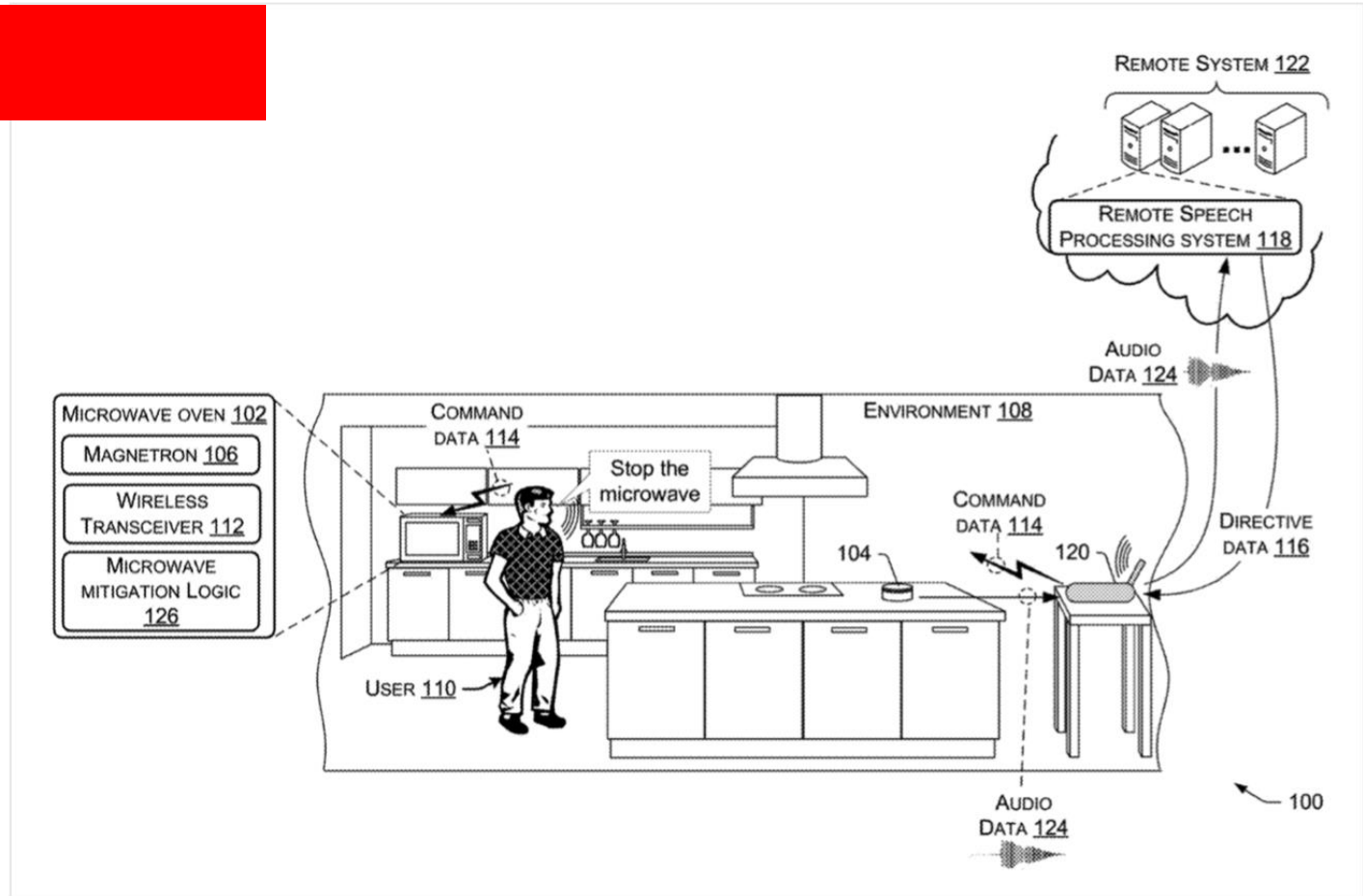
SYSTEMS DIAGRAM

INTERFACE

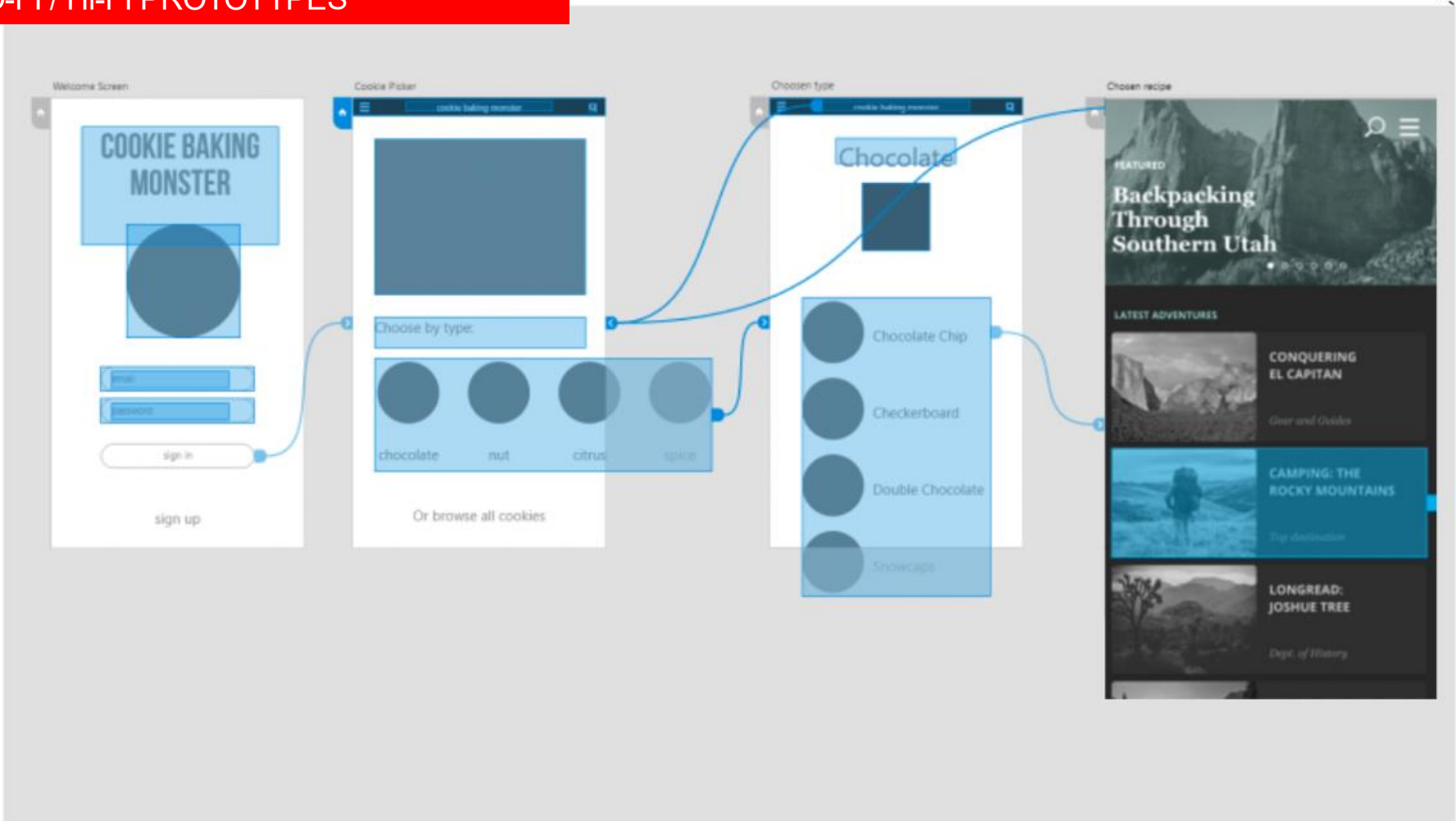
WEEK 8: SYSTEMS DIAGRAM

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Pellentesque scelerisque sapien ac tortor aliquam, et maximus augue vehicula. Vivamus fringilla viverra dui ac semper. Aenean dignissim elit id nulla lobortis, vel finibus lorem viverra. In sed mi suscipit, lobortis lacus eu, sollicitudin ante. Aenean sodales ut odio id dignissim. Nam id dignissim tellus. Sed in ipsum ut quam vestibulum iaculis. Etiam lacinia et felis varius fringilla.



WEEK 09: LO-FI / HI-FI PROTOTYPES



LOW FI / HIGH FI PROTOTYPE

WEEK 10:
STORYBOARDING

