# 2018 INTER-NAIONAL URBAN MEDIA WORKSHOP

# cape

Campus Asia Plant

**Environment innovation** 



### Context



China-Japan-Korea-U.S.
Professor and Student Exchange



Understanding of China and Media UX



Joint Research
Service Design for Media UX









### Abbreviations:

### CHINA

CUC - Communication University of China

BIFT - Beijing Institute of Fashion

Technology

BIGC - Beijing Institute of Graphic

Communication

BTBU - Beijing Technology and

**Business University** 

TU - Tsinghua University

### JAPAN

CU - Chiba University

#### **KOREA**

KU - KookminUniversity

SNU - Seoul National University

U.S.

SD - South Dakota State University

### Teams

Students were divided into the following four teams.

### MEDIA UX - Wearable sensors for media UX



### **URBAN REGENERATION** - Urban regeneration for CUC students and residents



### **THE WINTER OLYMPICS** - Experience Design for The Winter Olympics



### DIGITAL AGING PRODUCTS UX - Design for Elderly people



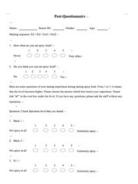
# MEDIA UX

Our research has shown that physiological sensors provide a valuable mechanism for quantifying the experience of audiences attending cultural events. In the strength of the applause or questionnaires, bio-sensors provide fine-grained timed data that can be used to infer the quality of the experience of the audience members. This team tried to make services and products by using physiological sensors.

















### "SPICE SEE"

We proposed products and services for people all over the world to enjoy spicy food. It is because the extent to which you feel the pain depends on the area you live in. Actually, in the experiment, we measured and analyzed the level of stimulation when eating spicy food using sensor.





#### **MEMBER**

DING Qiuyue -CUC Tan Xiaojuan -CUC YANG Yingzi -CUC LI Xiang -BIGC PENG Qizillah -BIGC ADANIYA Sei -CU KAWAKAMI Yohei -CU YANG Suzy -KU(TED) LIN Yicheng -KU(TED) BAYSINGER Colton -SD KLEIN Rachel -SD NORDBYE Kail -SD

## **URBAN REGENERATION**

Urban Regeneration and the community design continue in the same vein, but the scope has shrunk. Rebuilding an abandoned building or a backward area into a totally different space than before.



### "RECITY---COMMUNITY OF SANJIANFANG"

We presented a proposal about relationship between university and community around there. We thought that they should build win-win relationship in the wide range of fields, and we suggested several possible solutions.

#### **MEMBER**

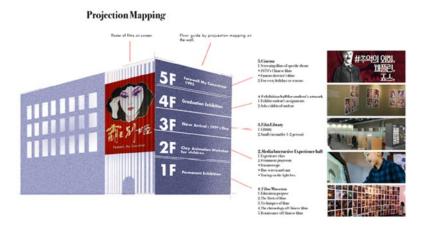
YU Ning -CUC
GAO Shangqing -BIGC
GUO Xinming -BIGC
KAWANOBE Ami -CU
OGURA Daichi -CU

### "RECITY---REGENERATION OF DONGMAN DASHA"

Proposal of regeneration project

#### **MEMBER**

ZHANG Bob -CUC LIANG Xutian -BTBU HUANG Qinyao -BTBU JANG Jongyoon -SNU KIM JunHyoung -SNU KIM Taehoon -SNU











### "MEMORY OF THE STREET"

Service and app design for tourists







### MEMBER

WU Xiaohan -CUC NIU Huizhen -BTBU HUSTOFT Monaya -SD STEPHANOFF Scott -SD YANG Jie -SD

# THE WINTER OLYMPICS

The 2022 Winter Olympics will be held in Beijing. The venues are distributed in three places, Beijing city, Yanqing district and Chongli in Zhangjiakou, Hebei Province. This team thought how to provide a good service for tourists and spectators to visit Beijing, and experience the ice and snow culture of China.





We propose the scheduling app for 2022 Beijing Olympic. It makes easy to make plans for watching Olympic games and guides to the venues.



GUO Wenchen -CUC WAN Xuzhu -CUC WANG Yunxian -BIFT FENG Jingyi -BIFT SEKI Yushi -CU JUNG Yuri -KU(TED) ZHANG Yz -KU(TED) CRIST Lyndsey -SD LARSON Whitlee -SD TUSHA Sam -SD













### "hiO-heyU"

In-ear device for Olympic games

### MEMBER

LI Danni -CUC
NI Ziru -CUC
SUN Yijing -CUC
ZHANG Tianlu -CUC
FANG Jiabao -BIFT
HUANG Qi -BIFT
KIM Soyoung -SNU

# DIGITAL AGING PRODUCTS UX

With the updated digital technology, new life style is coming. But it never waits for our old generation to adapt the new life style. This team tried to solve the problem of old generation's uneasiness, dissatisfaction, and inconvenience.

### "Digital Aging support system"

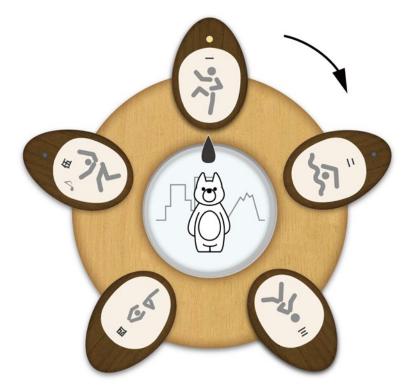
We propose virtual pet gamification devise to solve the insominia probrem for eldery. We designed friendly material of the devise and simple mechanism.



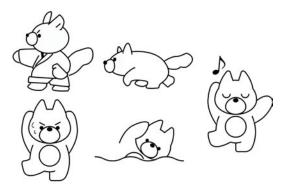
on the wall devise



on the phone







MEMBER

JIN Mengyao -CUC JIANG Bowen -BIFT OSHIMA Ryosuke -CU ONIYANAGI Mio -CU

### "WeStick"

TV stick for elderly people

#### MEMBER

LI Yanni -CUC
REN Guangjian -CUC
SUN Xiao -BIFT
BENSON Shelby -SD
BUGNER Cody -SD
KATZENBERG Gabriel -SD







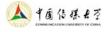
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TSINGHUA UNIVERSITY CHINA
SEOUL NATIONAL UNIVERSITY KOREA
KOOKMIN UNIVERSITY KOREA
COMMUNICATION UNIVERSITY OF CHINA CHINA
NATIONAL UNIVERSITY OF SINGAPORE SINGAPORE

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Dr. Ping LIU COMMUNICATION UNIVERSITY OF CHINA

Prof. Zhaochen DING BEIJING INSTITUTE OF FASHION TECHNOLOGY

Prof. Zhiyoung FU TSINGHUA UNIVERSITY

Prof. Young-hwan PAN KOOKMIN UNIVERSITY