Week 9: Group meeting

-brainstorming for our prototype/design

First Ideation: Developing the Speak To Me Bottle

Pros:
-already have results from this idea based on our Cultural Probes and how individuals of the church youth group utilized it in the 5 days they had it
-promotes sharing ideas anonymously

This is idea of the Speak to Me bottle comes from our persona (Sue) and one of our informance scenarios, where she feels self-concious sharing a personal problem/idea. The purpose with the Speak to Me bottle is that the group when led by their coordinator, will be sitting together, during the meeting, each person will get to write their own ideas, problems or something they would to share, and then they place it in the bottle. This process is anonymous. After everybody's put in their message into the bottle, the leader then shakes it, giving it a random effect. Then each group member will take turns taking out a message from the bottle, reading out the idea/problem, then initiate discussion.

Cons:
-nothing to really prototype or develop (in terms of the Physical form, it'd be similar to what our cultural probe looked like, and the purpose they had)

Based Assumption:
Some group members are self conscious about sharing ideas or participating in discussion

Second Ideation: Developing Virtual Bulletin Board

Pros:
-instant updates
-efficient for all individuals apart of the church
-network through online website ..(maybe if the church has a website)

This idea of the Virtual Bulletin Board comes from Rob's informance; having the ability to update Sue, about a meeting she had missed. It would be placed in the church, physically. It is in the form of a flat tv/lcd screen, placed on a wall and would display the various activities, events and groups that exist in the church. It will also display meeting notes from different meetings, events coming up and other church related activities. It can be seen similar to what a physical community bulletin board contains. Individuals from the church can also access the virtual bulletin board from the internet or anywhere outside of church, from their church website (assumption), and add to ideas for events, postings for group/group meetings.

Cons:
-overrated
-overly used
-time to maintain up to date news (mostly for the coordinator of the bulletin board)
-time commitment for leader
-possibility of developing into an app (overdone)

Third Ideation: Developing a Digital Whiteboard

Borrowing design usability from the Speak to Me Bottle + the Digital Bulletin Board

-a multi-purpose whiteboard
-discussion based space
        +intuitive interactivity

-made of glass
        +using touch sensors
        +can utilize an iClicker/Wii Remote accessory, where each individual can contribute their ideas somehow
        +each individual can utilize a tablet and contribute ideas through that medium, and it would transfer to the whiteboard, and display their ideas/thoughts
                +anonymous?

Cons:
-it takes away verbal communication from group meetings at the church
-becomes incredibly digital; can users that lack technological skill be able to use this design?

What can we create that can be prototyped into a **digital medium** some how, yet also **immerse physical/tangible characteristics**? If we create something digital, can it still initiate communication in the group meetings or will it take away from individuals taking part in discussion?

Final Ideation: Developing Message in a Bottle (temporary name)

Fulfilling the same idea as the Speak to Me bottle, but developed so that increases social interactivity and communication between group members and leader during meetings.

What happens:

Assuming that most meeting layouts consist group member sitting in a circle of some sort, so that each of them can see one another, with the leader in the middle or in some centered area, where they can help initiate and lead meetings.

Each individual of the social group (Youth Group) will be accessible to a wireless tablet (ipad or blackberry playbook possibly) and they will each get to type something they would want to share during this activity.

Similar to the Speak to Me Bottle, the messages they can share can be problems they need help or advice in solving, event ideas, a quote/affirmation they want to share with the rest of group or anything they feel they want to share, which will encourage discussion of some sort.

As individuals finish typing what they decide to share, they will send this message via a wireless network. Each of these messages will be anonymous, and no one's identity will be displayed further in the process, when sharing the ideas.

Once this process is finished, the leader will begin the Message in the Bottle activity. The messages sent from each tablet will be transfered to a wireless, tangible object. It will be a form of a cube or an actual bottle. Allowing it be handheld, increases the physical attributes the Speak to Me bottle had during this activity.

The object of the cube or bottle, will be a blank object (possibly a clear matte texture). When the first person to share a message out loud is ready, they will then touch the object and it will glow, revealing an anonymous message from one of the tablets. The

individual is able to read it out loud and share it. Group discussion begins.

When the person is ready to pass the object to the next individual to share a message, the object will lose its glow. This loss of glow/colour tells the system to delete or erase the current message that was just displayed, and when touched again, display a new anonymous message from one of the tablets. It will continue to cycle the messages until all of them are done be shared.

Why the physical object is so important during this activity is because it increases social and tangible activity. Our initial idea of the Speak to Me bottle, was that each person would take a message out and then pass the bottle to the next person. But limiting the form to be more handheld and interactive, can make the discussion and communication more of an enjoyable and timely experience. Our main objective for this activity and to make sharing ideas and personal thoughts more efficiently, and indifferent experience, but also not allowing being self-conscious stop one from contributing or participating group activities.