(20 pts – 3 hours) Trillllllium II! Come up with a potential application that you personally think would be interesting for the Trillium problem as a way to start the design team brainstorming. Draw a storyboard that illustrates the idea, and write a couple of paragraphs to justify why it this is an interesting design – what potential problems, values, or needs does it address, and why would people use it? Because you have not yet collected data from users, we would like you to view yourself as the user, and use your own background and needs as part of the justification for why the design is interesting. Mentioning an idea or two that you considered and decided not to pursue might be a helpful way to do this (as well as following Buxton’s idea of generating many ideas in order to increase the chances that you do the right one).

Two requirements: the application must be interactive: no information-only displays like a menu. The team manager also wants something “different, not like a food-ordering kiosk. Something people would talk about.”
Trillium 2

Following from Trillium 1 I wanted to continue focusing on what makes people choose Trillium over some of the other places to eat on campus (other than the food). As a user I definitely view Trillium as the most social place to eat. It’s usually loud with groups of people eating together and talking. Sometimes DJs even come in and play music for all of Trillium (which I’ve never seen happen at a different dining hall on campus). I also notice a lot more people reading the Cornell Daily Sun when I’m at Trillium. I’m not exactly sure why but when I go to Trillium I usually grab a Sun on the way in but I don’t do the same when I eat at other places. So the two things that I view as unique about Trillium other than the food: music and the Cornell Daily Sun are what I explored when thinking about what you could do with these large touchscreens.

I first thought about how to incorporate the Cornell Daily Sun. Many people only read certain sections of the Sun and also some people grab it and then don’t actually read it. So a way to reduce the amount of waste could be good. So I thought the touchscreens might be able to be a distribution point for the Sun. A user would go up and select the pages of the sun they would like and then there could be a printer where they could print the Suns for the user. It could be even more interactive with users being able to rate the different articles for the day and also comment on them. That way users could see which articles people are talking about and then choose to print those. This would reduce waste because the Sun would only be printed exactly the number of times people wanted to read it. People would also use it because they would have to use it to be able to get the Sun. But combining these touchscreens with some printing technology might not be possible and the Sun might not want people to only select certain sections to read. Far enough, good thought.

I then thought about just taking the rating and commenting on the Sun on its own. Users could use the touchscreens as a way to talk about that day’s issue of the Sun. Like I said earlier, users could rate articles and comment on them. The issue I ran into with this idea was the question of, “why would people use it?” The true answer is that people would only use it because they wanted to. If someone liked to discuss the articles then they would go out of their way to use the touchscreens. But I don’t think this is enough of a reason for people to use them to create a large enough user base.

So on to the idea of music. Overall when Trillium has days with music it seems like people really enjoy it. Because Trillium is already known as a social and loud place to eat the people who choose that don’t mind that there is music playing also. So I thought having these touchscreens work kind of like a
sophisticated juke box would be really cool. A user could see the playlist for the Trillium music and then could search through the library of music and select which songs they would like to add to the playlist.

You would need to be a Cornell student to use it and you would also want to limit people to only say 1 song per hour. So a user has to input their netid before they could choose a song. This doesn't necessarily address a problem or need but I think it makes Trillium a more desirable eatery. Trillium is always crowded so people obviously like eating in very social atmospheres. Music makes the environment more social. I also don't think it's completely necessary that this touchscreen solves a problem, it's just necessary that it is used! I think people would definitely use this because it's fun!

People like to control the music that is playing. The fact that juke boxes even still exist show that people like their function. If the interaction with the touchscreen was quick and easy enough then people would be able to quickly get up and add a song to the playlist.

In my opinion this use for the touchscreens matches the Trillium atmosphere well as well as the generation of people who would use it. People are constantly listening to music in college. In the libraries, at home, in the car something is always playing in the background. So adding this to Trillium makes sense and it would definitely be something people talked about!

Side notes

(1) decided did not need to enter password because:
- wanted to minimize interaction time for each user
- not so important for security; just wanted to limit 1 song/netid so 1 person doesn’t fill playlist

(2) for song library there are many options; 2 main ones are:
- partner w/ dis upload all songs they have
- partner w/ some online music site like GrooveShark

If simply make more effective,