

A person is walking away from the camera on a sandy beach towards the ocean. The scene is captured during sunset or sunrise, with a warm, golden light. The person is leaving a trail of footprints in the sand. The ocean is visible in the background, and the sky is a mix of blue and orange.

Willow

Reminiscence of
a dear departed

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User Interviews

- Semi structured Interviews of 5 people
- > 1 month of losing a dear one to 15 years of losing a dear one
- 4 were grandchild of the deceased
- 1 was child of the deceased
- Interviewees were between 25 to 50 years of age.



Insights from Interviews

Grandchild

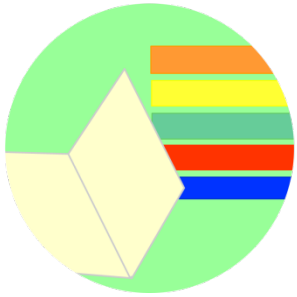
- Objects reminded stories, songs, and habits of grandparent.
- Details are blurry need help
- Reminiscent of an entire period
- Rituals and practices



Insights from Interviews

Child

- Physical mementoes
- Similar Personalities
- Don't design for parents who loose children



Literature Study

- Grief
- Opportunities for design in death
- Service Design
- Hindu Rituals
- Futurology



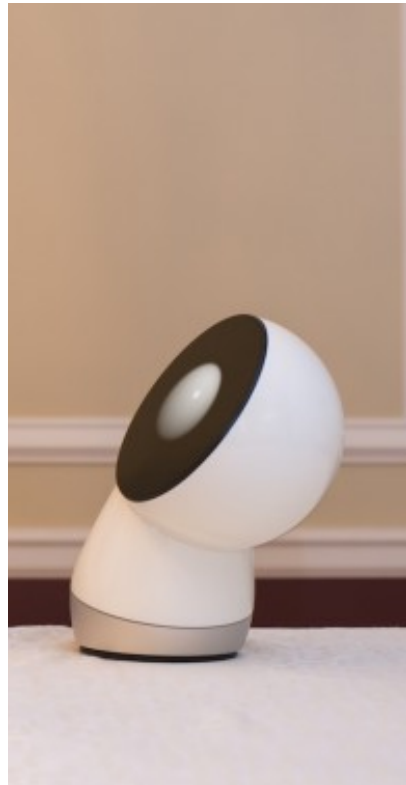
Triggers to Nostalgia

- Sensory stimuli
- Similar situation
- Similar People- age, habits, likes/dislikes, appearance
- Evocative Places
- Evocative exchanges – Reminiscing with another
- Logical Stimuli – eg. reading evocative content

Existing Technology



Affective wearable



Family Robot

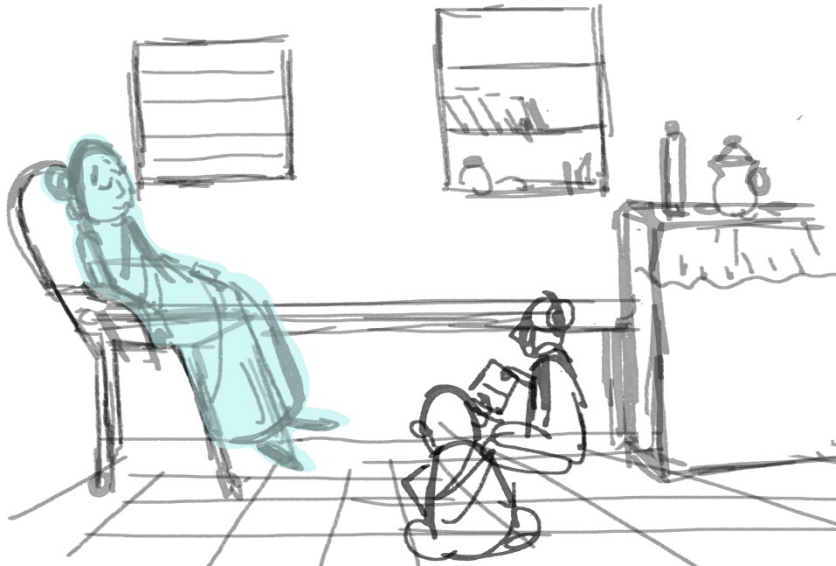


Perfume creator

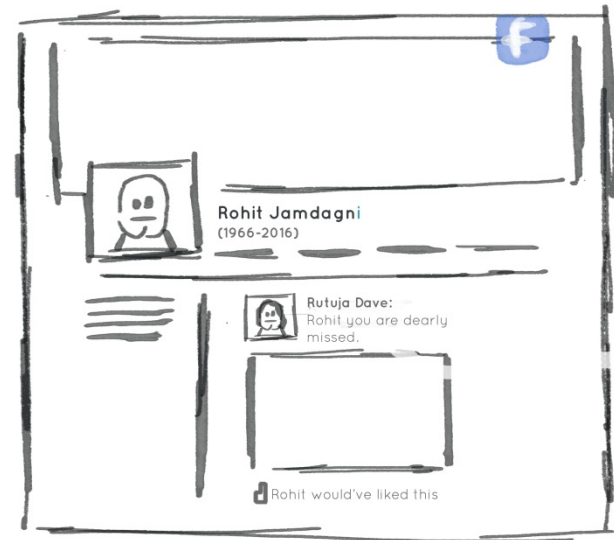


Ideation

Tangible-virtual Shrine to the deceased



Creating a virtual immortal





Ideation

Creating a presence



Conjuring a beloved for conversation



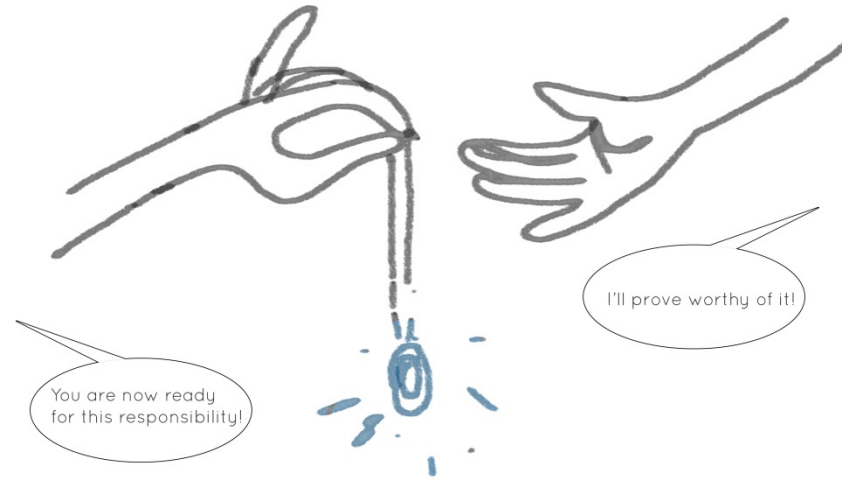


Ideation

Recreating a memory



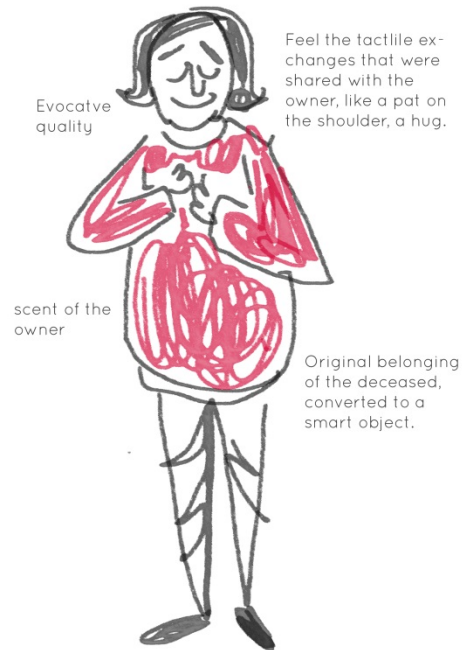
Heirloom





Ideation

Smart Mementoes





Ideation

Location tagging



Participatory Design Workshop

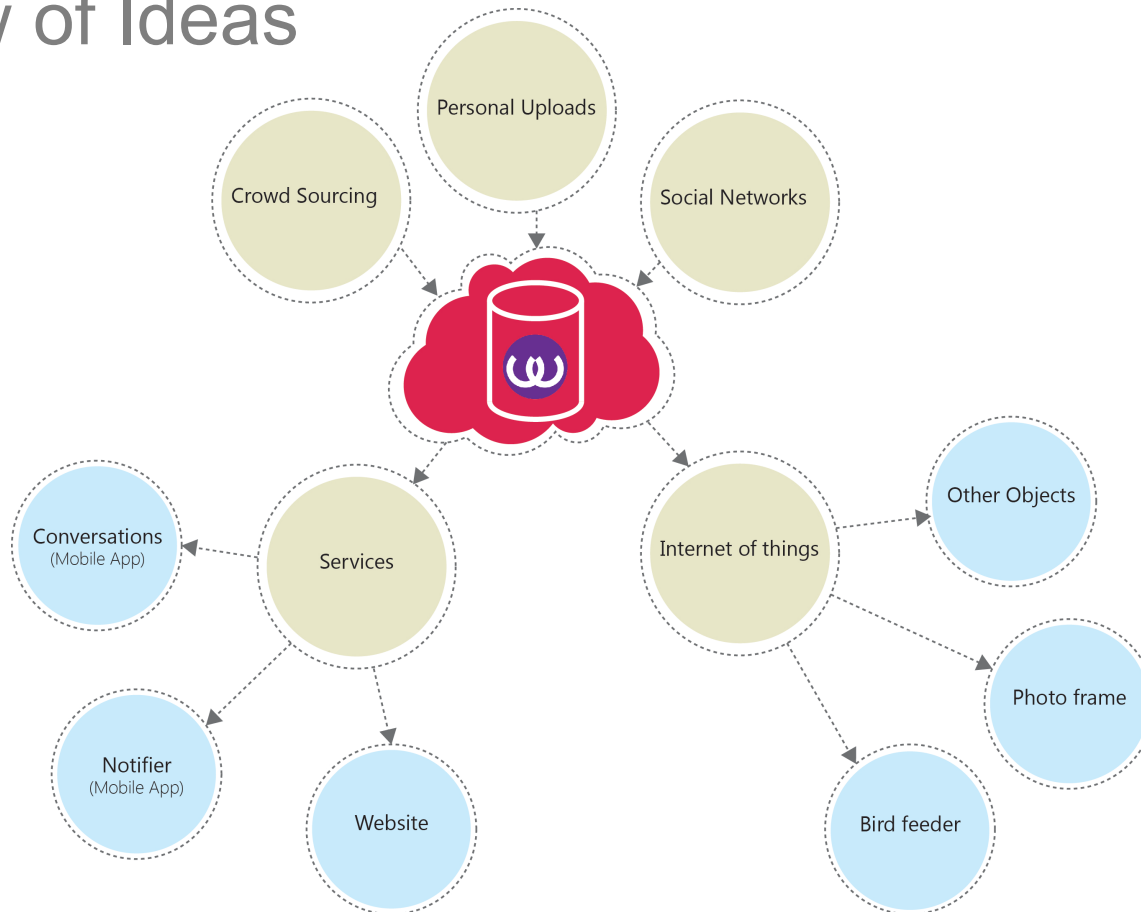
- 4 individuals
- 2 Sessions
- Discussion
- Ideation





Ideas from P D Workshop

Overview of Ideas

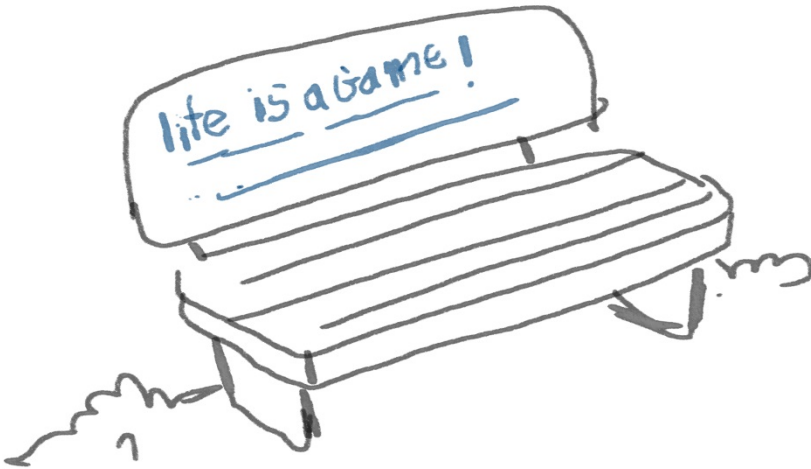




Ideas from P D Workshop

Static Installations

Interactive Installation





Ideas from P D Workshop

Interactive Locket



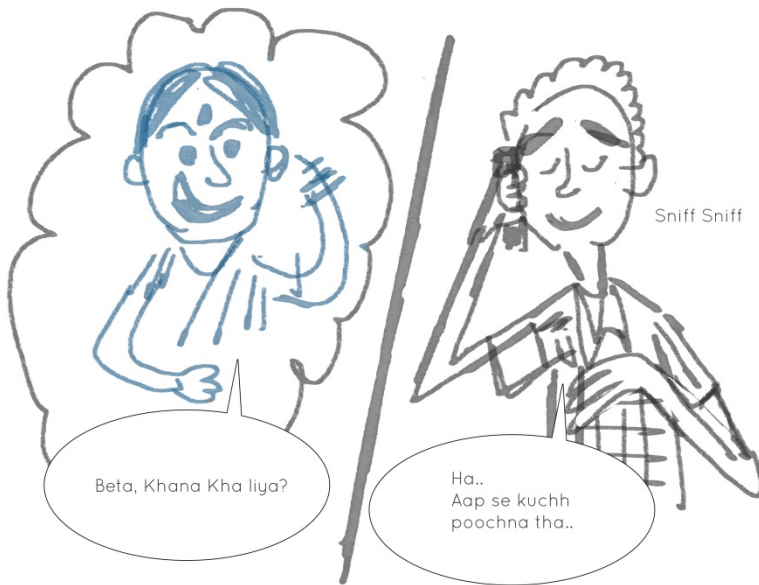
Interactive Photo frame



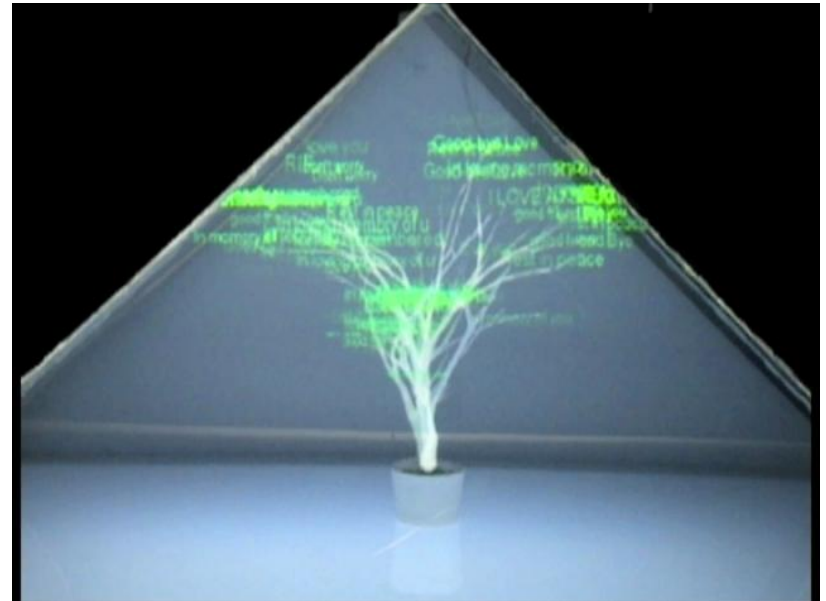


Ideas from P D Workshop

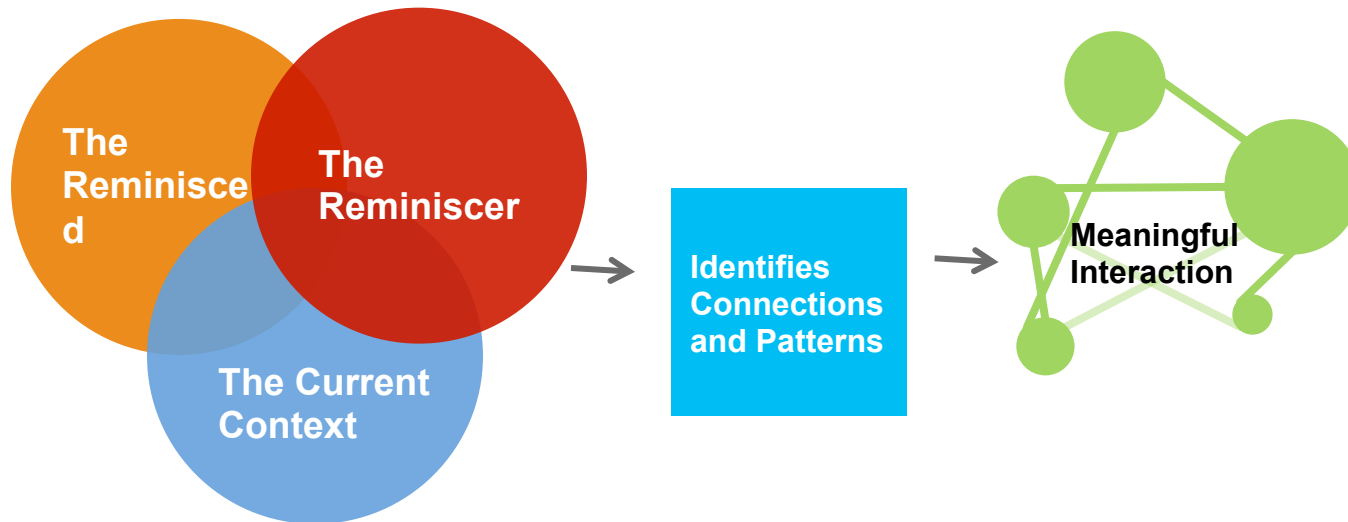
App for phone call



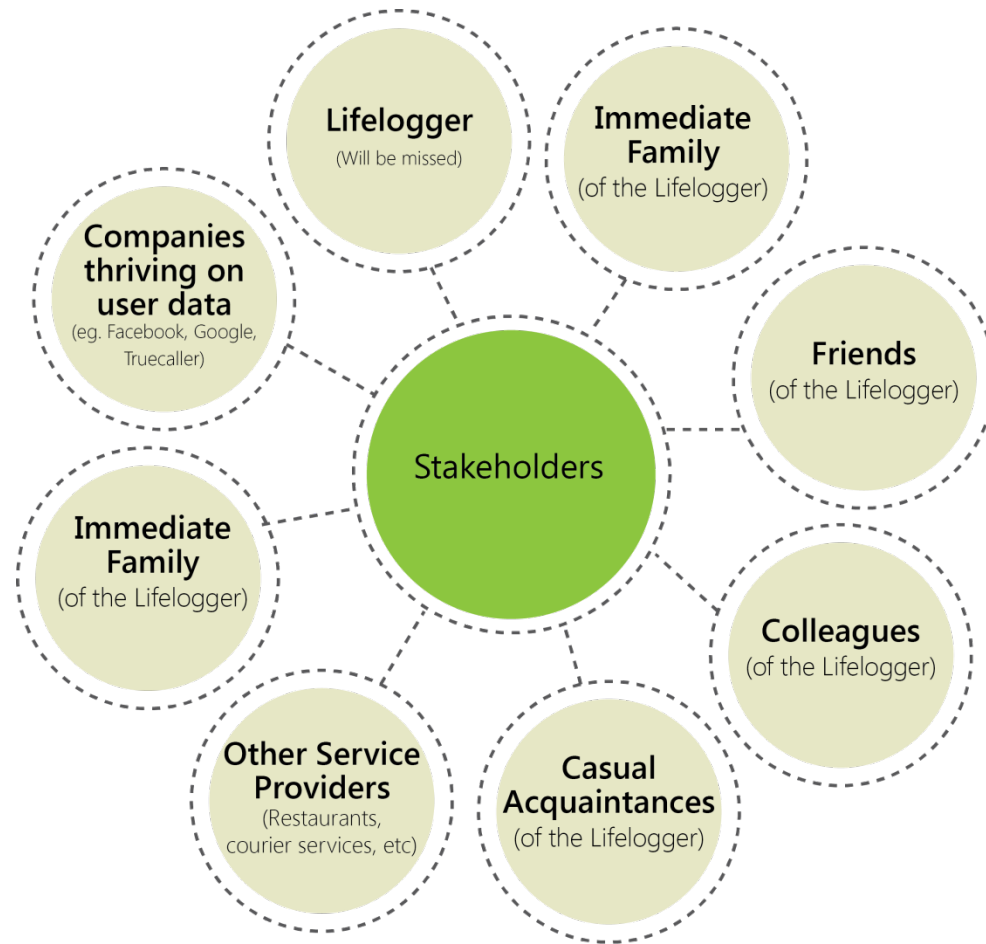
Mourning Tree Installation



Concept Development

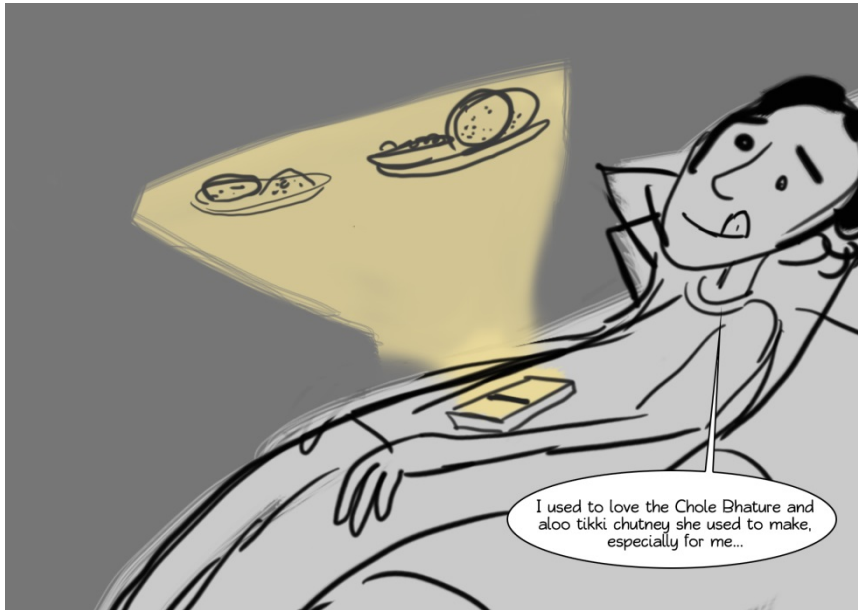


Stakeholders



Initial Scenarios

Identifying nostalgia through conversation



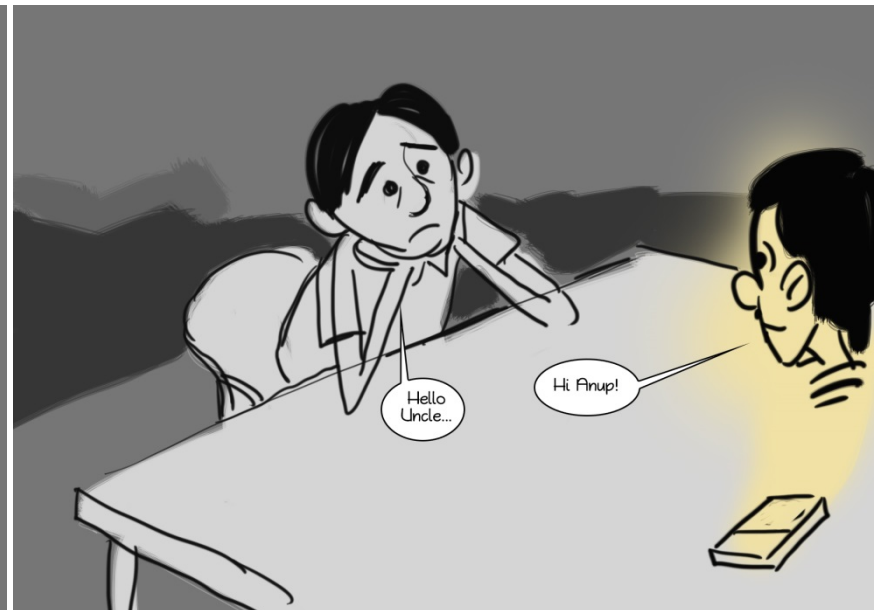
Initial Scenarios

System senses Nostalgic memory



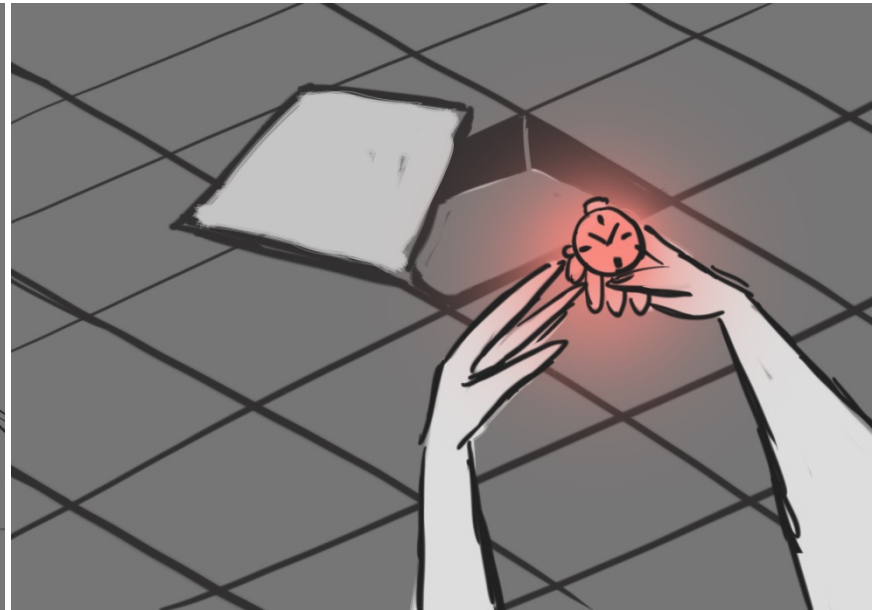
Initial Scenarios

Applying patterns of Reminiscence to help user



Initial Scenarios

Receiving prescheduled messages from the Lifelogger



Known Constraints & Assumptions

- Only for Children, grandchildren and friends
- Not for spouse and parents
- Ownership of Data
- Only remembering one relation at a time
- Need for effective and unobtrusive affective devices
- Personal devices would be more intuitive and smart in their interactions
- Use phase does not begin until user shows signs of acceptance of the loss.

Final Concept

User Roles



Lifelogger



Reminiscer



The Lifelogger

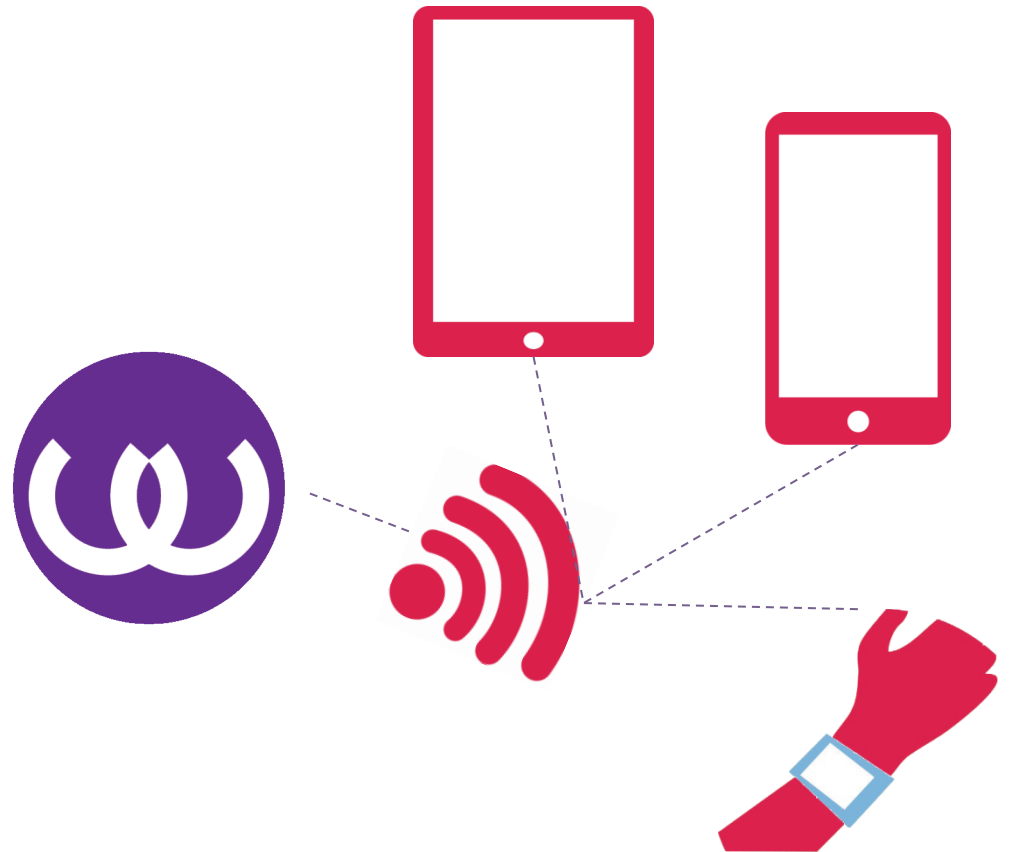
- A reflective individual
- Interested in self development through self reflection
- Concerned about their loved ones
- Concerned about the state of their digital property after their death

Aware

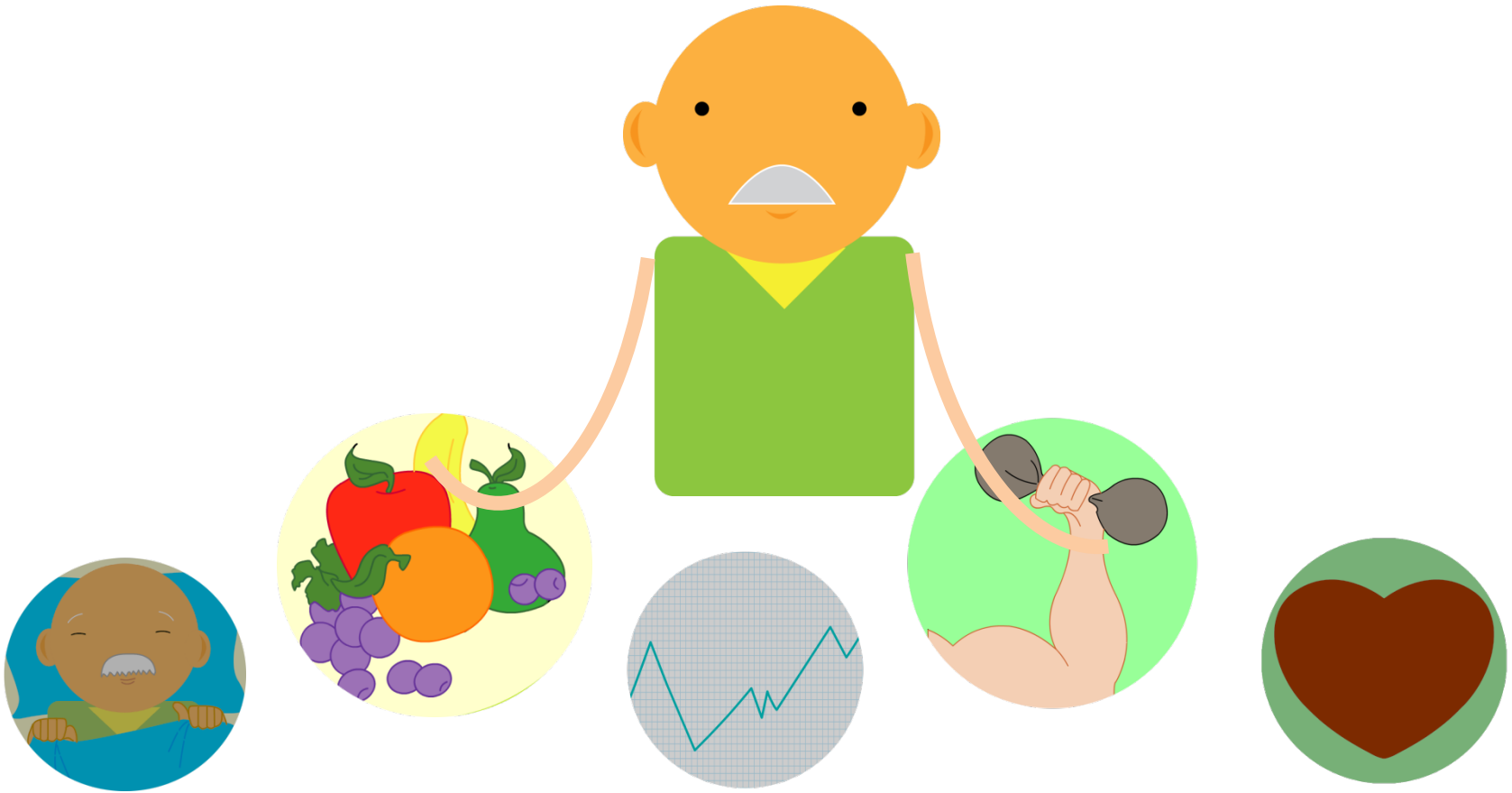


Join

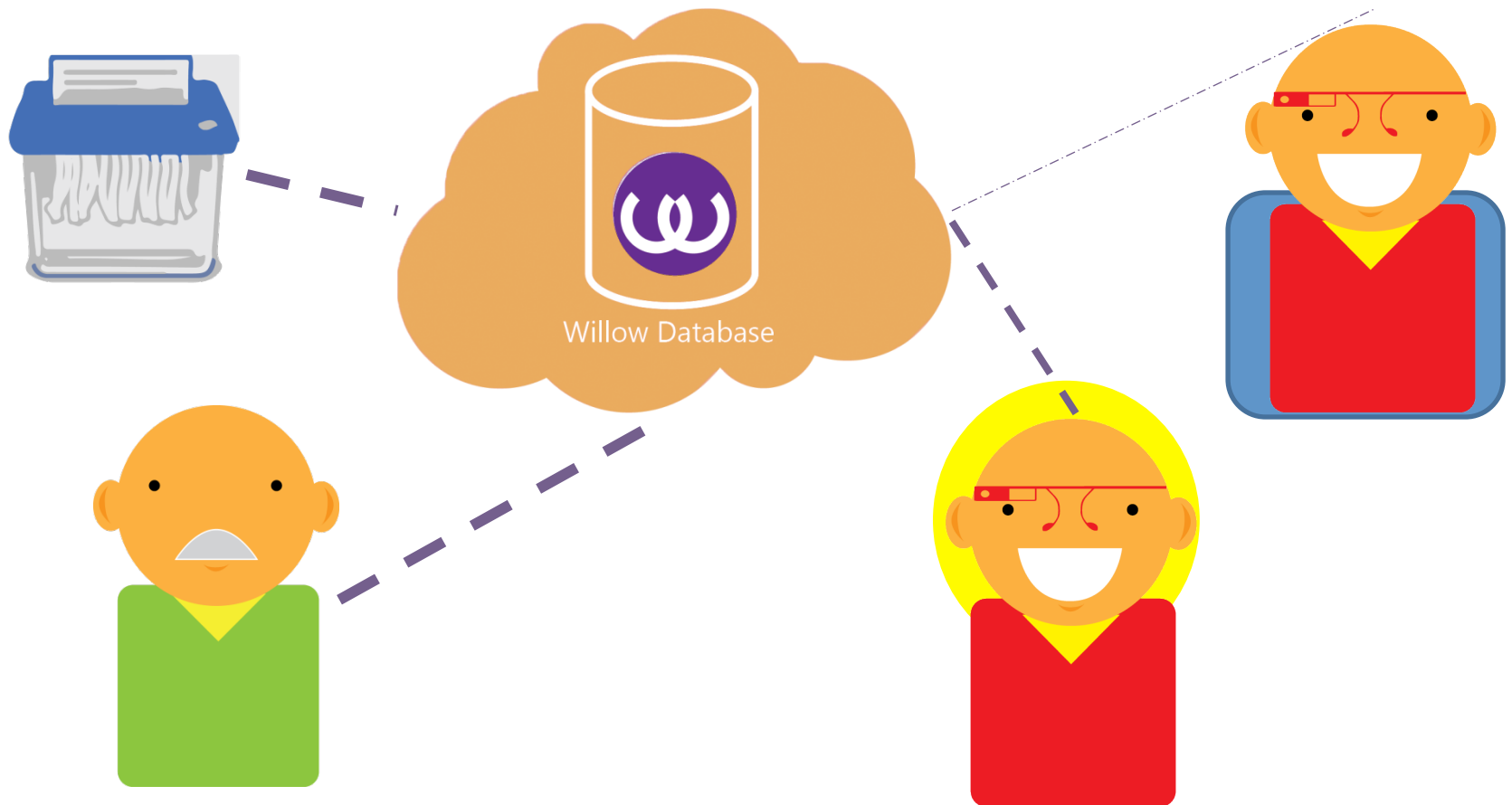
Privacy



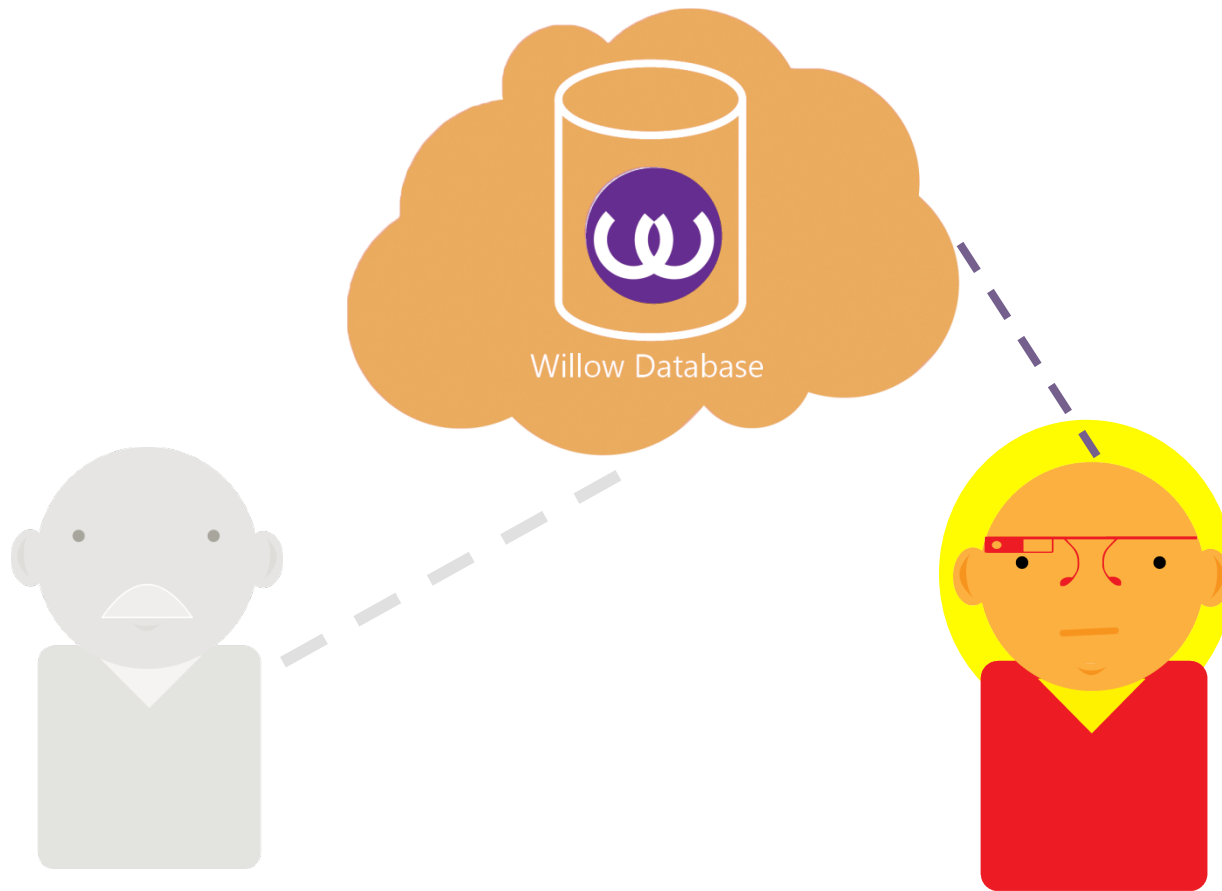
Use



Develop



Leave

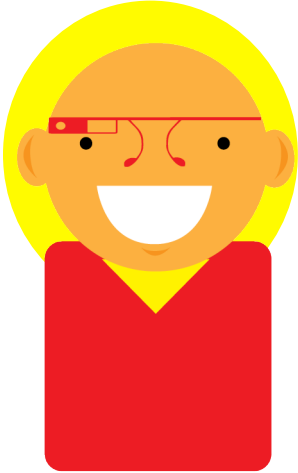




The Reminiscer

- Relative/ Friend of the Lifelogger
- Must have accepted the loss and overcome their grief to make full use of service
- Affectionate towards the Lifelogger

Aware



Nominee
Notification

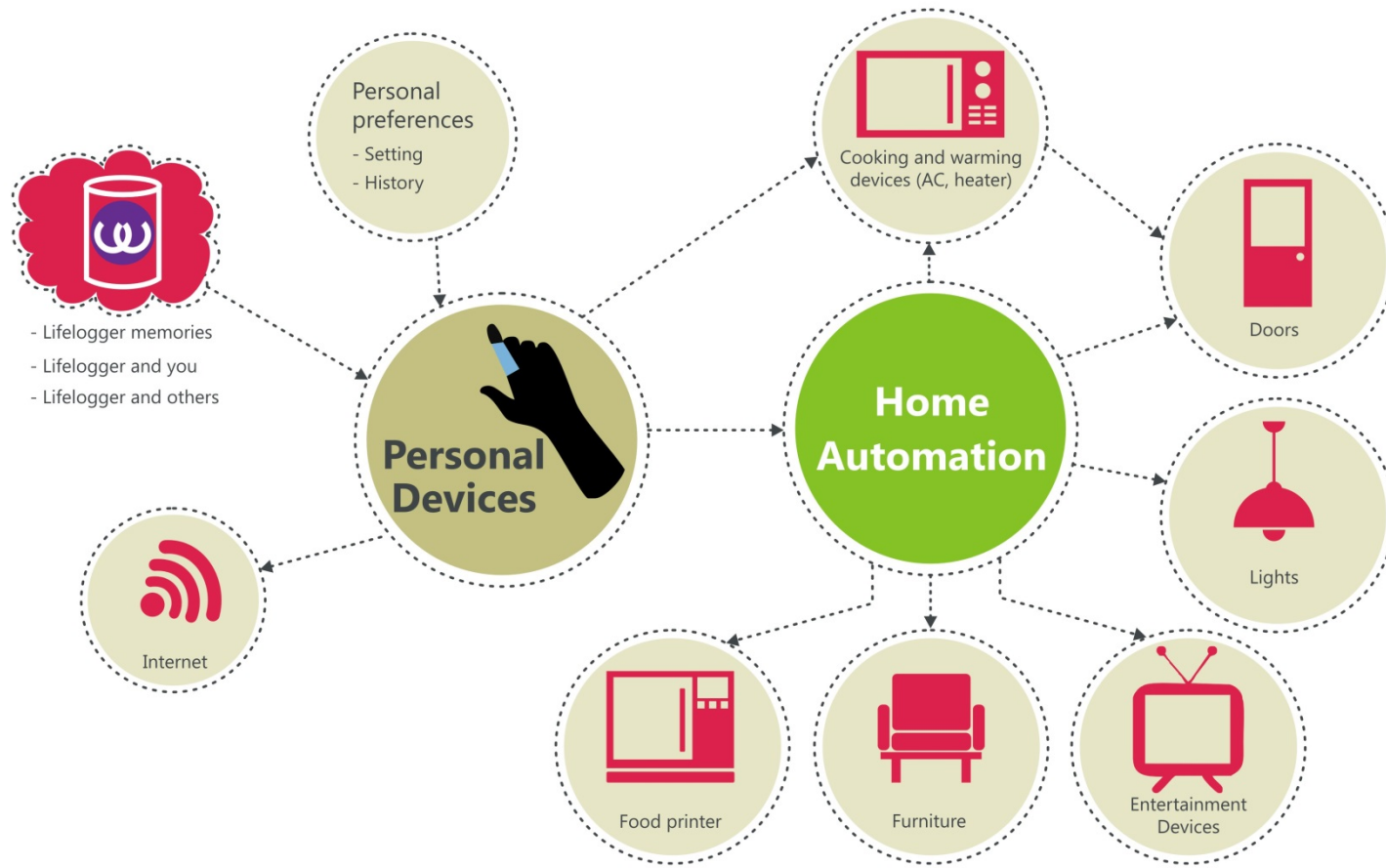


News of passing



Distant relation
Encounter

Join



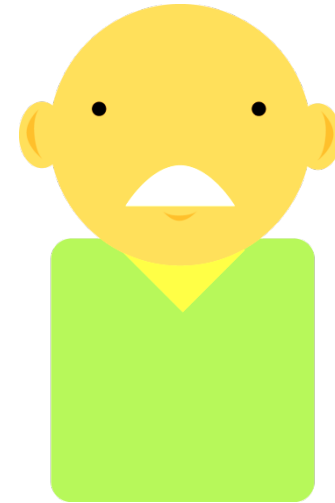
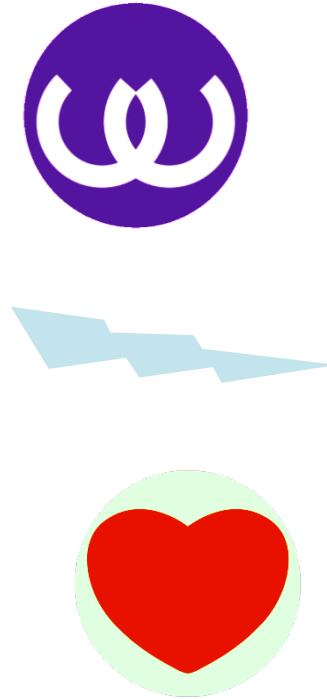
Use



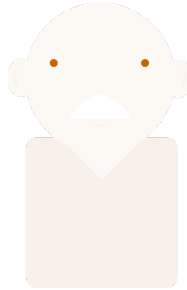
Understanding the Reminiscer

- Interactions with the Lifelogger
- Recent History
- Affective data – Physical indications of the mental/emotional state
- Users Response to the System
- Patterns of Reminiscence

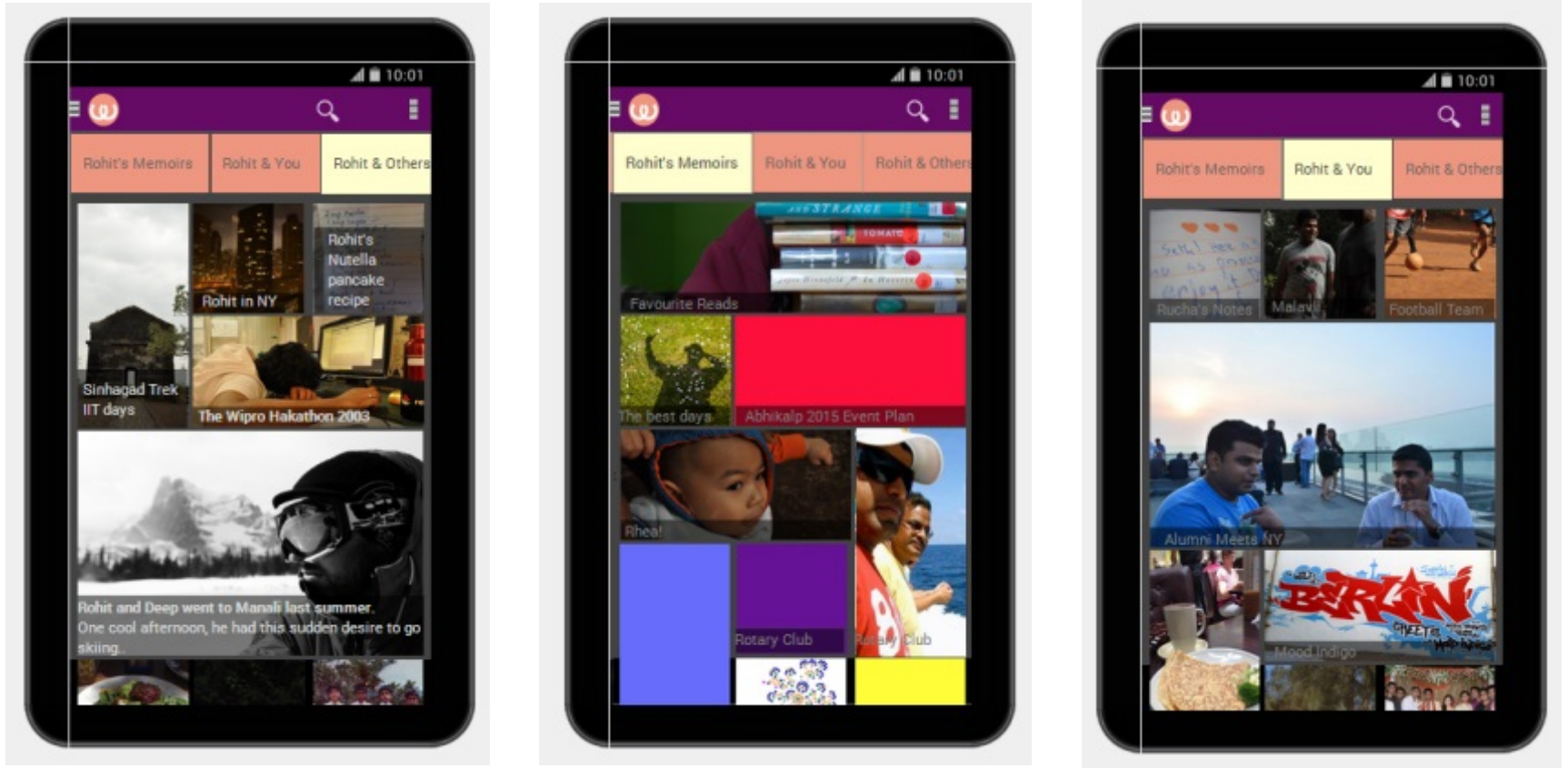
Develop



Leave



Designing Visual Interactions

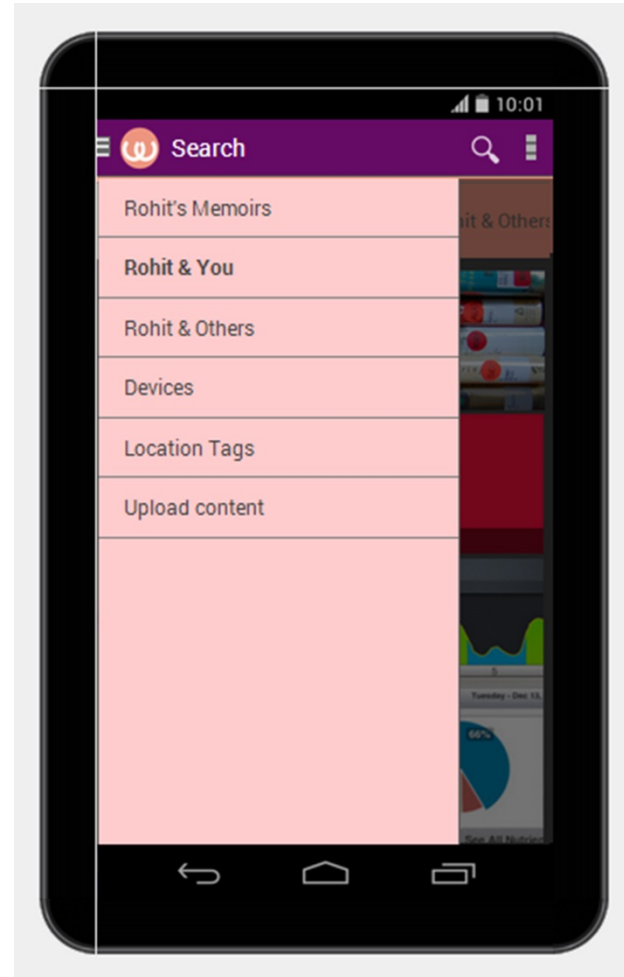


Basic Navigation and Classification of Content

Designing Visual Interactions

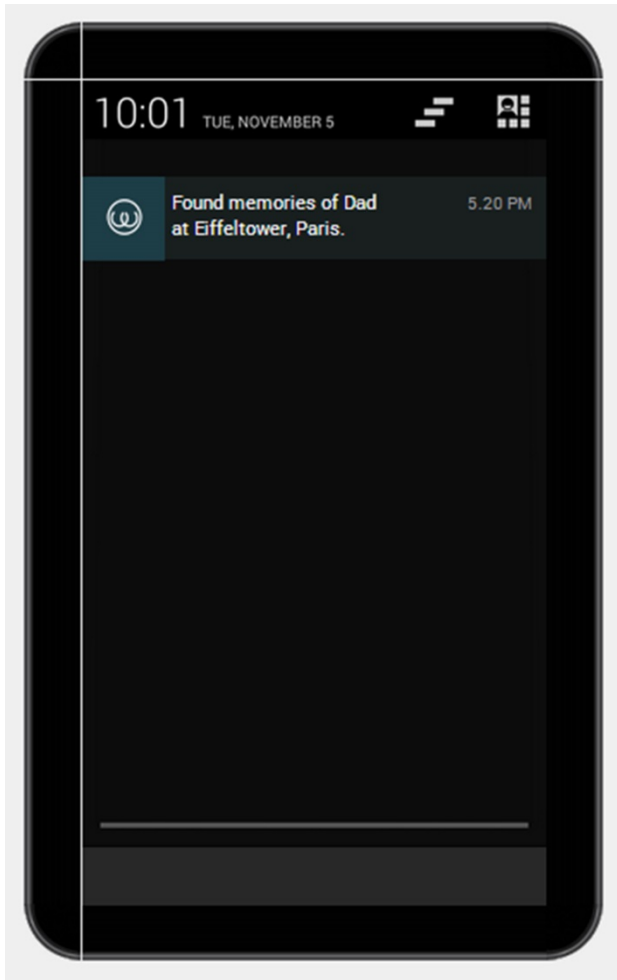


Loading Page



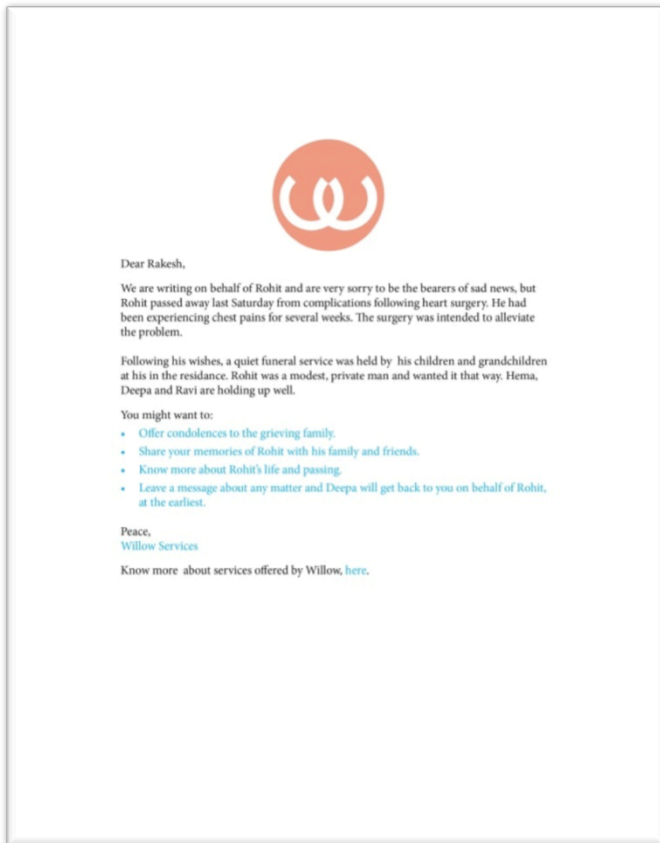
Basic Navigation

Designing Visual Interactions

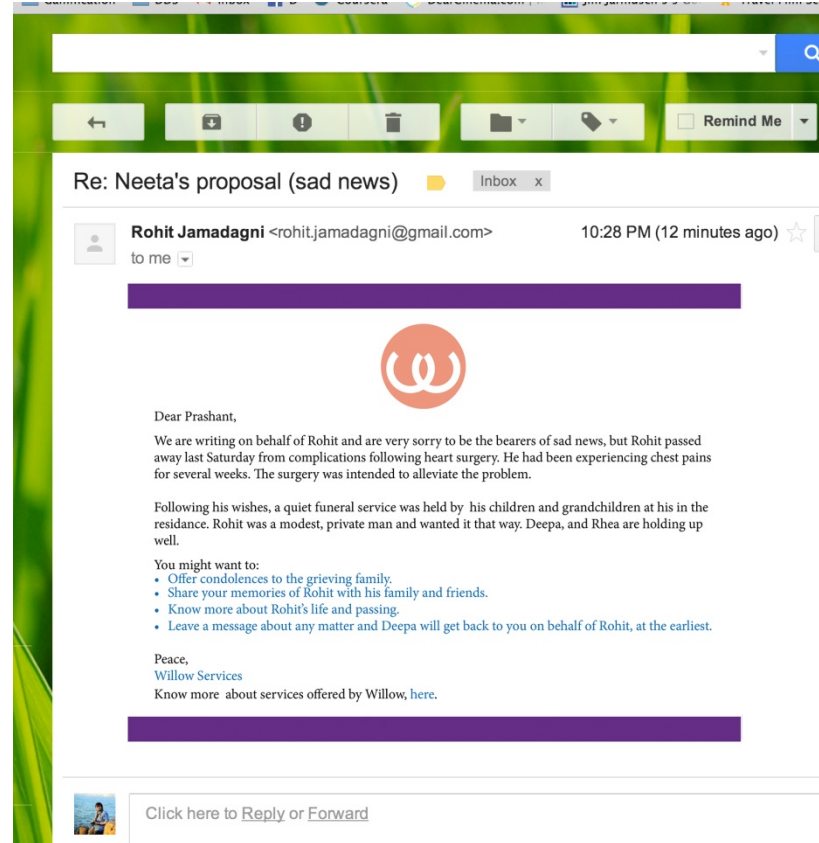


Access Location Tag

Designing Visual Interactions

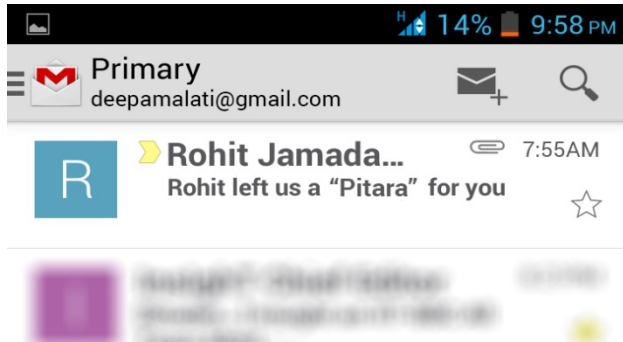


News of passing

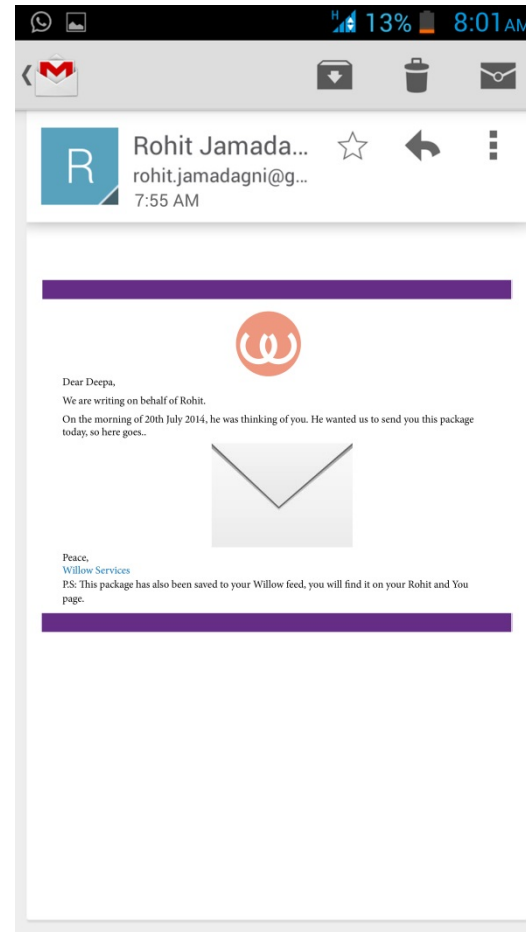


Distant relation Encounter

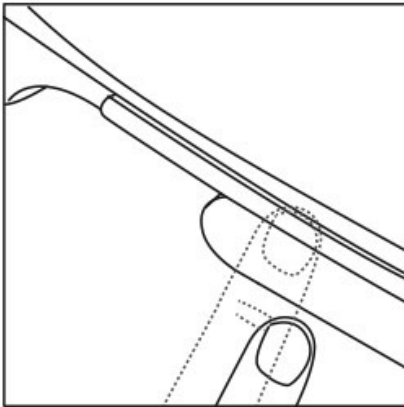
Designing Visual Interactions



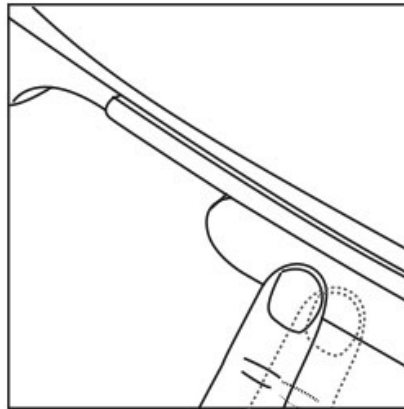
Receiving a 'Pitara'



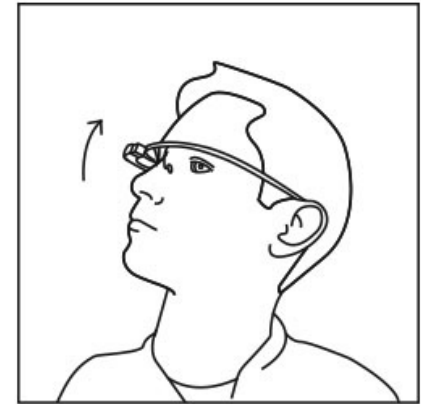
Designing Visual Interactions



Exit menu

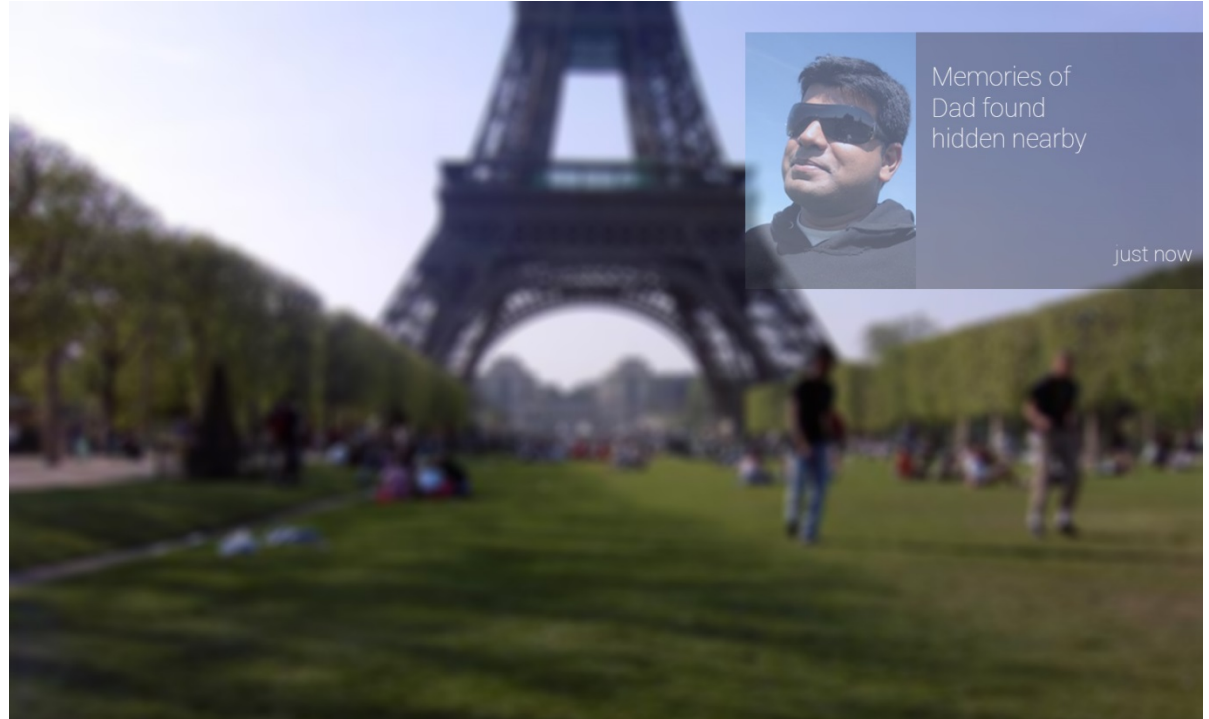
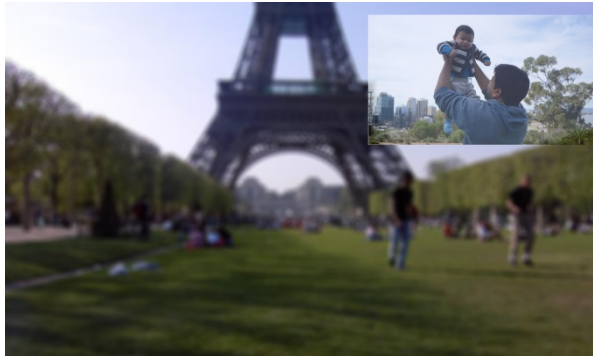


Scroll through
options



Wake up Glass

Designing Visual Interactions

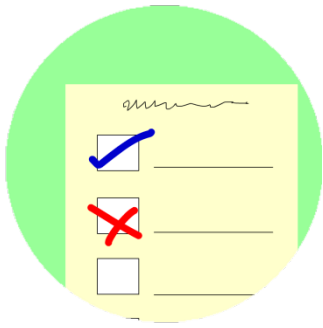


Designing Visual Interactions



Science Fiction Prototyping

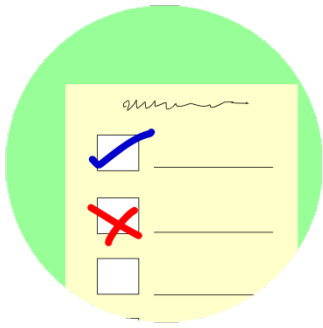
- Short Story
- Introduce Idea
- Initiate discussions



Feedback

Initial Feedback

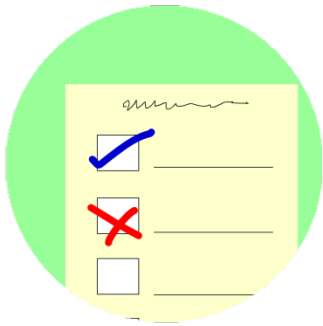
- Lifelogger's role unclear
- Unsuitable for spouse
- All contacts must be immediately intimated upon Lifelogger's Death
- Where does it end?



Feedback

Second Iteration

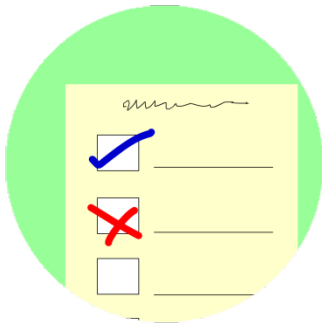
- Will it affect the mental emotional balance and interfere with the process of moving on?
- There can be more applications to this system other than reminiscence for this system
- Suggestion-Must have highly intuitive search capabilities
- Please launch as soon as possible



Evaluation

You found the scenario believable. (Why?)

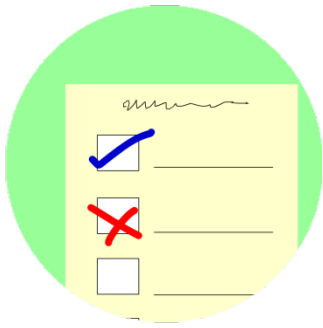
- Strongly Agree
- Agree
- Disagree
- Strongly Disagree



Evaluation

You think such a scenario can take place within the next 5 years. (Why?)

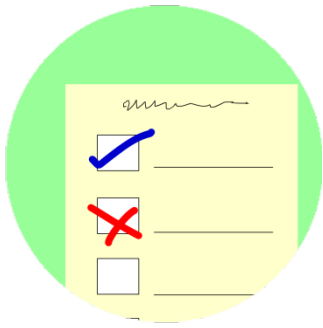
- Strongly Agree
- Agree
- Disagree
- Strongly Disagree



Evaluation

You would sign up for this service in Rohit's role.
(Why?)

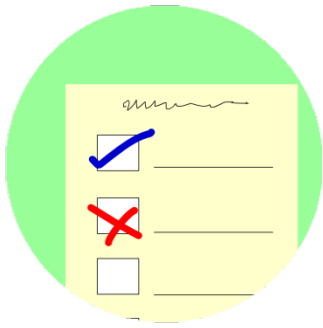
- Strongly Agree
- Agree
- Disagree
- Strongly Disagree



Evaluation

You would sign up for this service in Prashant's role. (Why?)

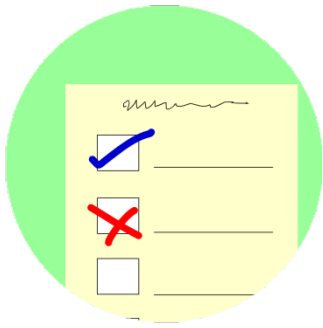
- Strongly Agree
- Agree
- Disagree
- Strongly Disagree



Evaluation

You would sign up for this service in Deepa's role.
(Why?)

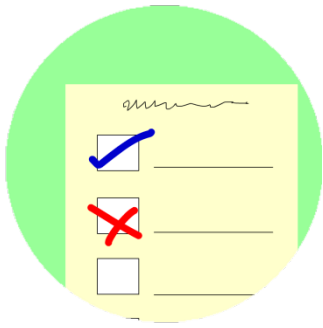
- Strongly Agree
- Agree
- Disagree
- Strongly Disagree



Evaluation

You would sign up for this service in Rhea's role.
(Why?)

- Strongly Agree
- Agree
- Disagree
- Strongly Disagree

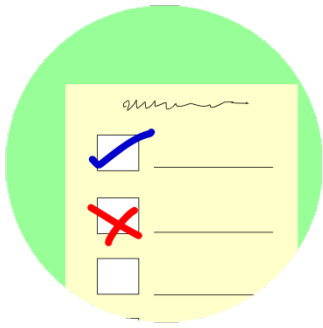


Evaluation

How do you think "Willow" Service, that's shown in the story, could be made better

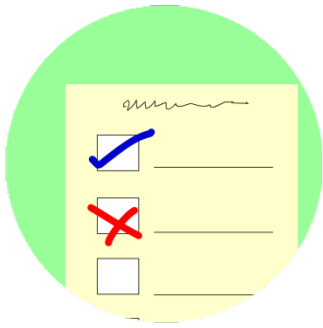
Any doubts? Suggestions? Comments?

What did you find least believable? Why?



Overall Feedback

- Scenario believable – 13/13
- Possible within 5 years -12/13 (technology is available)
- Most will sign up as Logger -11/13 (to give love, care and happiness)
- Majority will sign up as friend -9/13 (to help in bereavement and to have fond memories)



Overall Feedback

- Majority will sign up as wife -8/13 (To have fond memories)
- Most will sign up as daughter- 11/13 (To have fond memories)
- Majority found nothing hard to believe -9/13

Scenario Video

Part of Aware Phase

Answer FAQs of distant contacts

What	Who	When	Where	Why	How	Other
Passed away	Lifelogger	Thursday evening	Mumbai	Heart attack	On the way to the hospital	Will ask Nominee and get back to you.

Take messages on behalf of family, if family wishes and allow respite to the grieving, when required.

Inform about facility users to share and access, eulogies and memories of one another.

Acknowledgements

- Illustrations- Shyam Wanare, Snigdha Bannerjee
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- Cover (Original Image) - Marcelo Jorge Vieira-<http://goo.gl/zGEIw9>
- Images- www.startupover.com, www.jibo.com, www.empatica.com