

Personal Intelligence / **Ambience Mirror**

Concept Generation

16 March 2020

Process

We generated and voted on over fifty concepts for the user's interaction with the Ambience Mirror.

Voting Categories:



**User
Favorite**



**Ambience
Authentic**



**Money-
maker**



**Difficult or
Dangerous**

Process

We then synthesized concepts into five possible thematic directions.



Goals

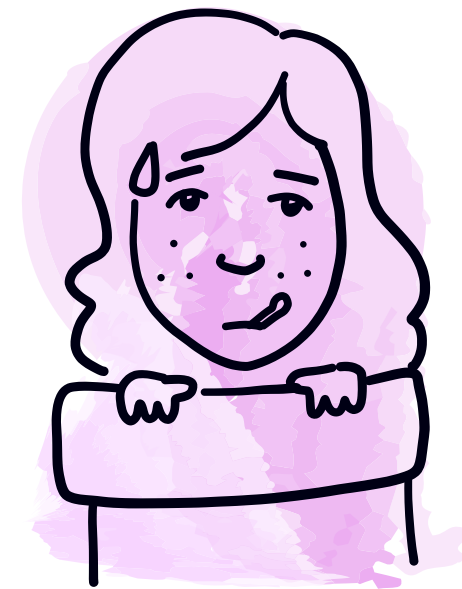
In this session, we will choose a theme and favorite concepts to move forward with.

Robust

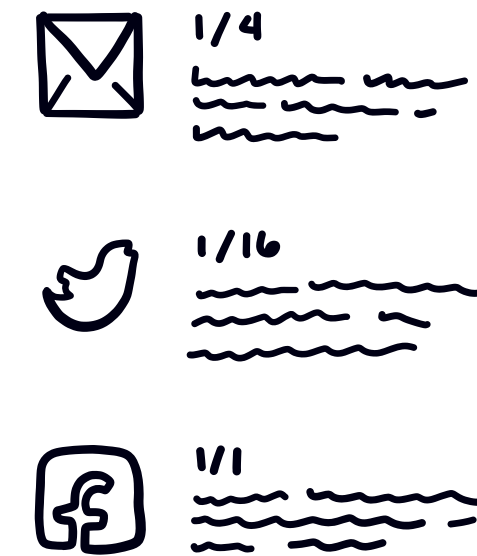
Providing rich at-a-glance information, categorizing engagement into themes, allowing deep dives into the details



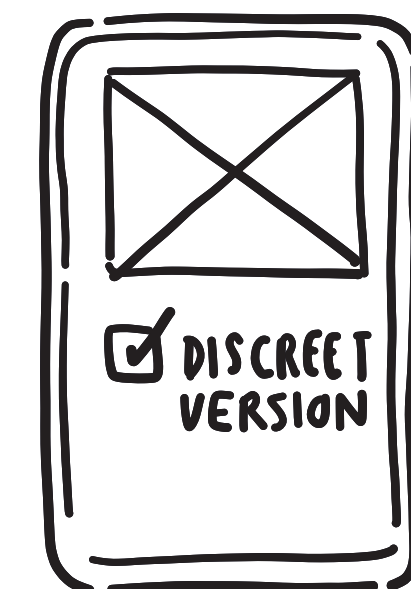
organize content into different themes (home, health, my day)



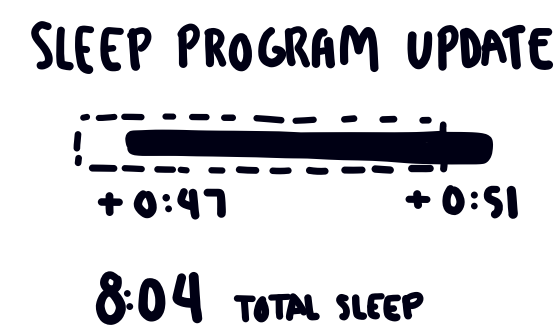
use data to make predictions that transcend scenes



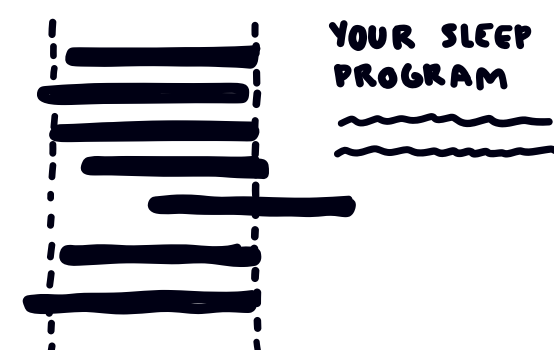
provide the user with previews of information



allow the user to select less overt visualizations



provide helpful visualizations of program data



allow the user to dig deeper into historical visualizations



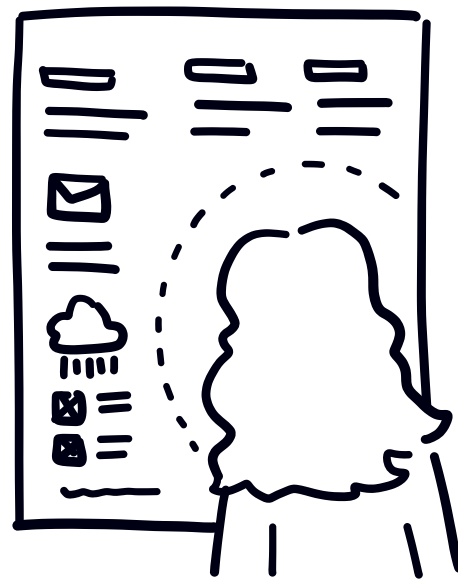
show certainty with predictions



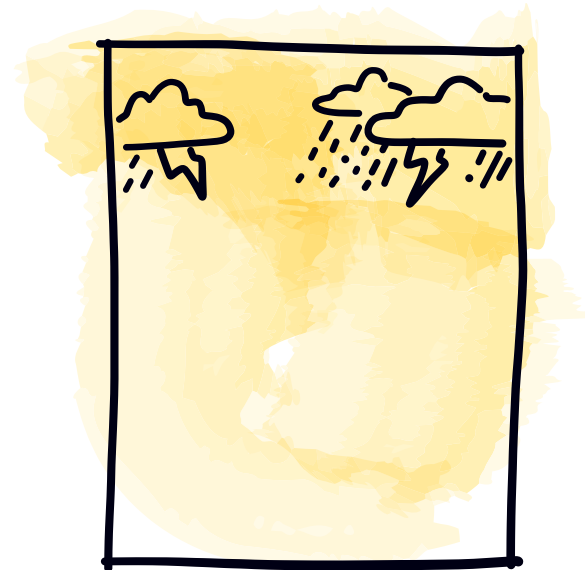
modify content by “flicking” modules from the phone

Emotive

Creating an experience full of emotion, providing understanding through feeling



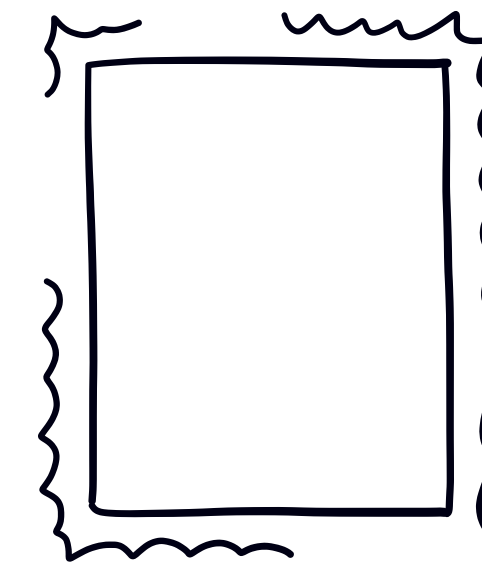
detect the user's position and move content around them



show weather conditions



allow users to leave messages to each other



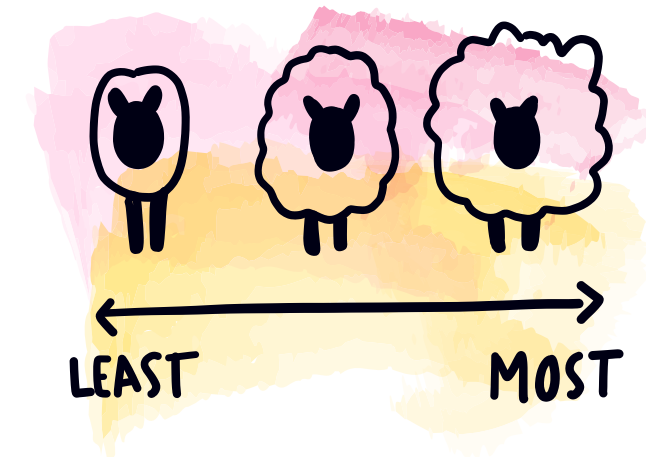
show camera and microphone engagement with light

+ 0.6 lbs
- 1:03 hrs sleep
+ 1125 steps

present data in relative terms



show the user what they'll need rather than just data



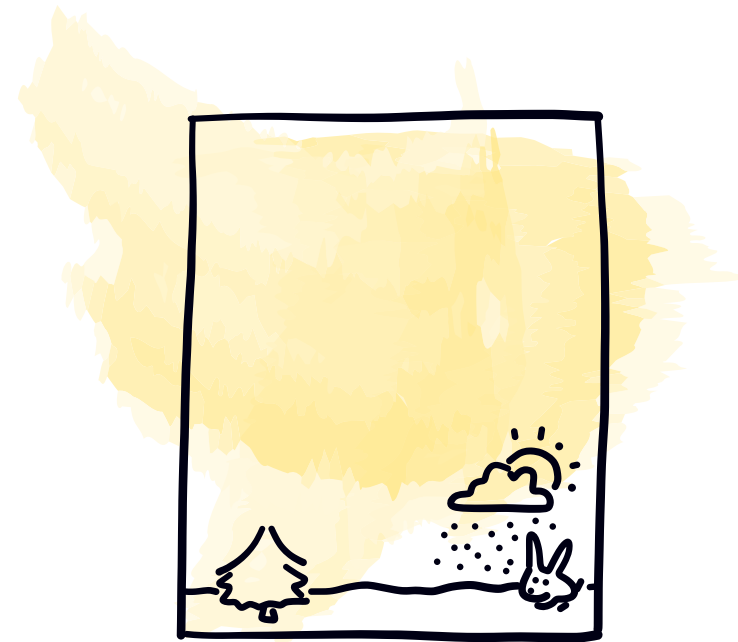
use metaphors to present potentially sensitive information



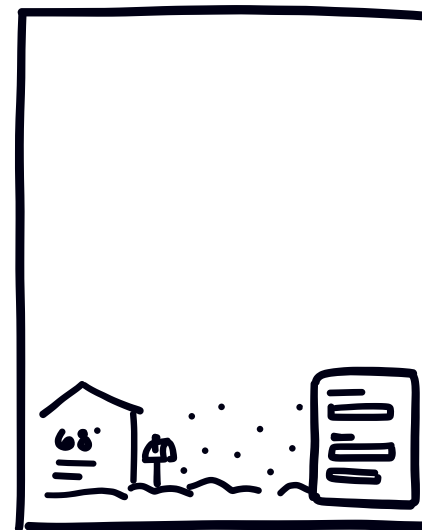
celebrate special days

Playful

Engaging the user through play, creating an experience that focuses on joy over all else, providing small activities every day to provide a sense of achievement



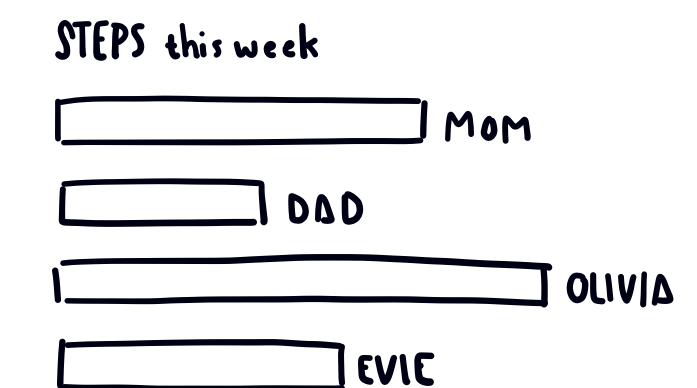
use ambient scenes with nonpersonal data as screensavers



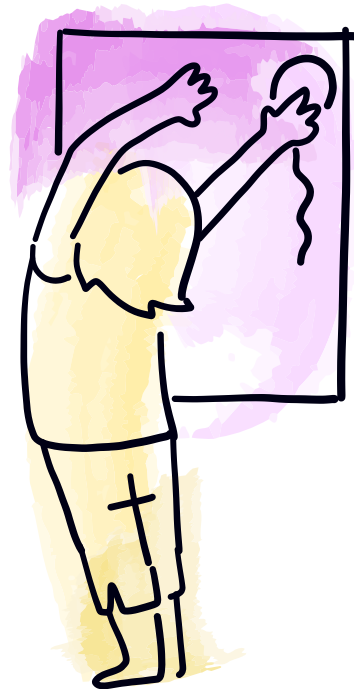
show data within scenes



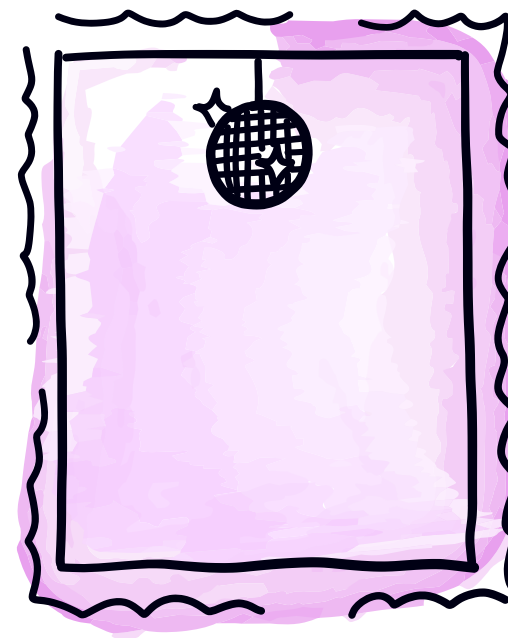
measure compliance in streaks



capture nonsensitive data in competitive formats



engage users with interactive exercises



use creative names and scenes for lighting

DAILY CHALLENGE:
Eat an apple 🍏

provide users with daily health challenges



allow users to try on different face filters

Subtle

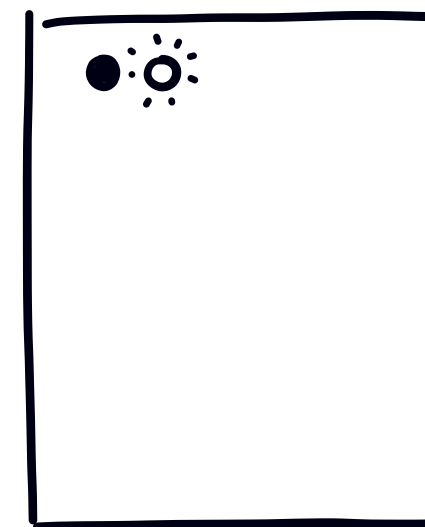
Engaging only when engaged by the user, using light to draw attention, forcing prioritization of information



don't show anything until engaged by the user



allow the user to pick the top 10 things



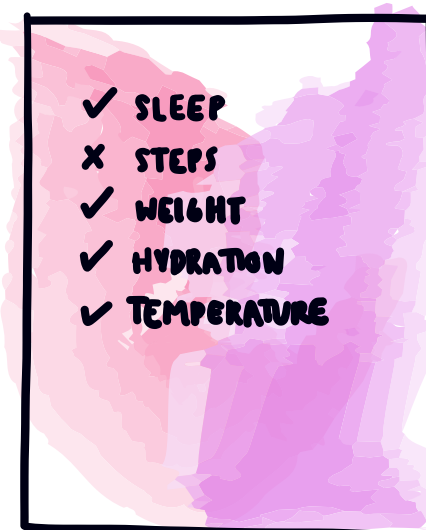
use simple cues like lights to show recording



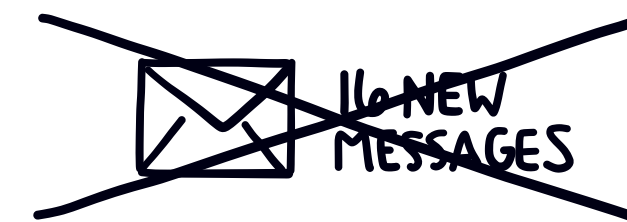
use an app to select info for the mirror



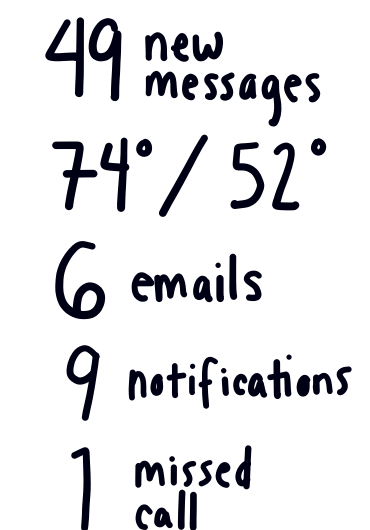
keep information short and simple



reduce information to simple pass-or-fail summaries



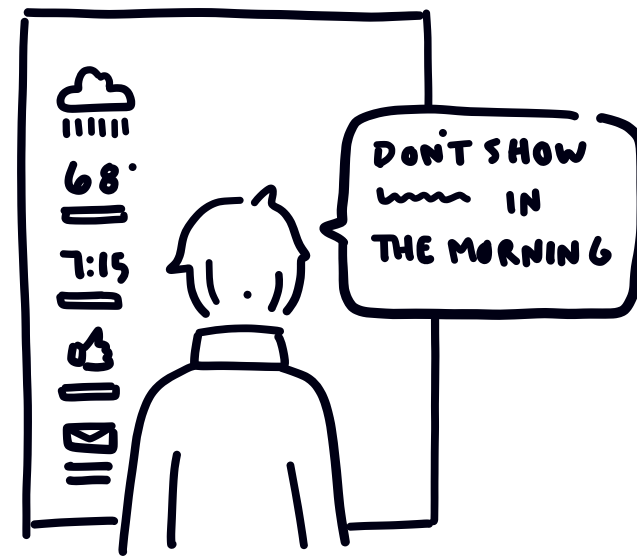
default to showing no email or social media



show all data types together in one dashboard

Talkative

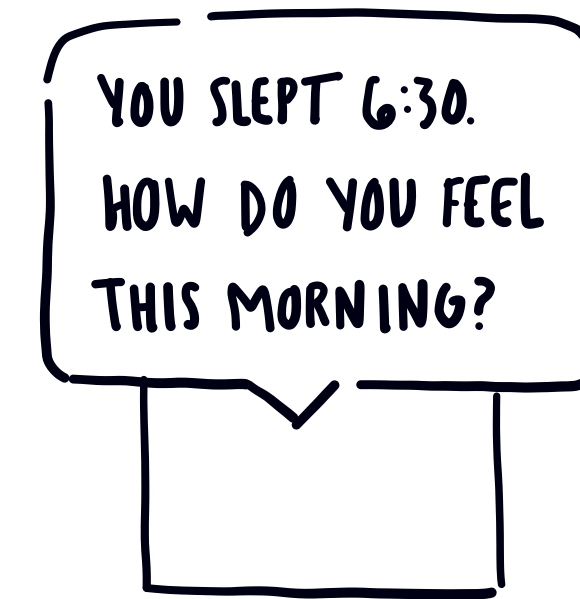
Engaging the user through humanlike conversation, presenting data and recommendations in human ways, giving the Ambience Mirror a personality



use a reductive process to create the ideal display



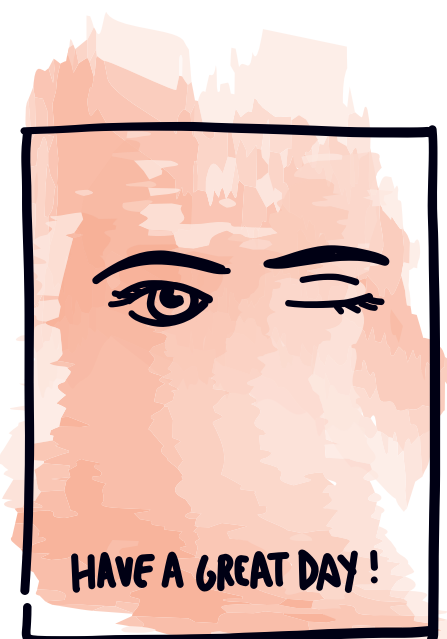
allow the user to add new modules to their interface



ask questions



give the mirror an avatar and a personality



give the mirror a face and voice for engaging the user



remove all information when the mirror is listening



provide insights as a part of the conversation