

Appendix 1

Sketches of directions

**Encouraging face to
face interaction**

What

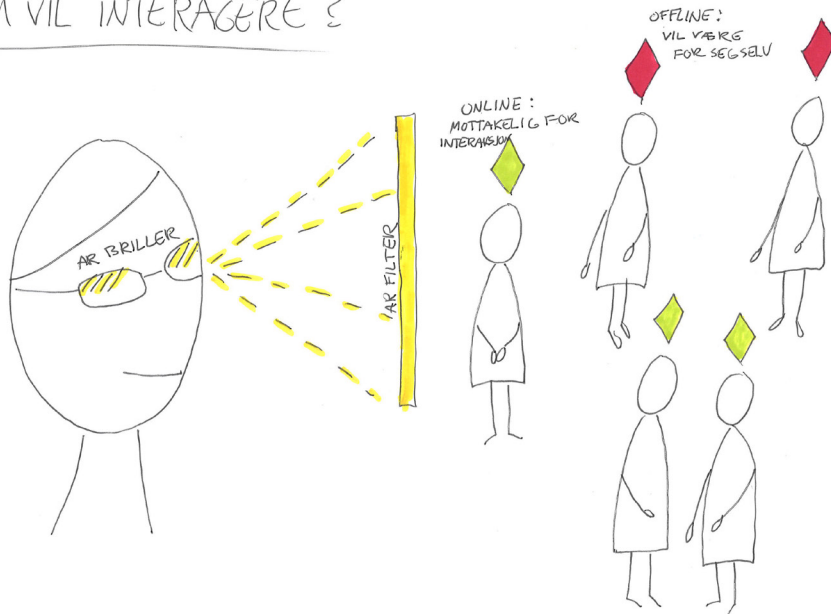
We wanted to lower the threshold to hang out, meet new people, strengthen friendships, accept each other as they are and encourage dialogue and trust in each other.

Why

This direction was primarily based on our research showing that media use is increasing, interaction with friends is decreasing. Also exploring how loneliness, uncertainty and pressure around expectations was rising. This made it natural to work towards a direction of youths interacting with each other face to face, rather than social media.



HVEM VIL INTERAGERE ?

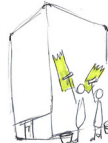




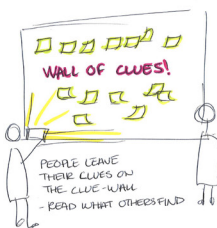
VIKE HAR SÅ SKRIBET PÅ ALDRIGE STEDER I LANDET "REAL-TIME".
KOMMUNIKERE MED JEAN PÅ ANDRE SIDER!



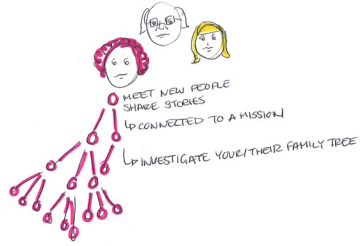
REAL LIFE STORYTELLING FROM PAST EVENTS USUALLY ARE
DIRECT SOUNDS, MUSIC, SPEECH FROM PLACES YOU ARE



PRINT CODES THAT CREATE QR - DESIGN THE PHONE THAT REPRESENT A STORY FROM THIS PLACE

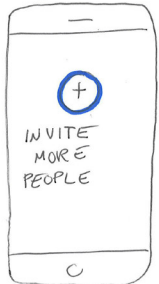
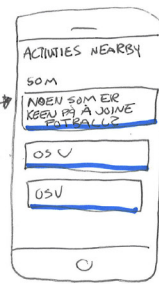
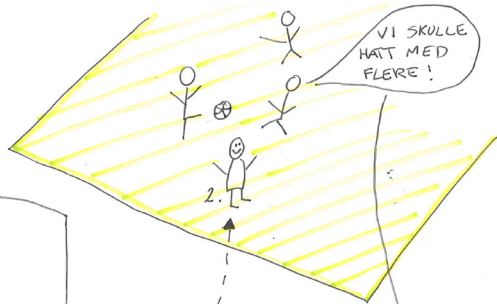


PEOPLE LEAVE THEIR CLUES ON THE CLUE-WALL - READ WHAT OTHERS FIND

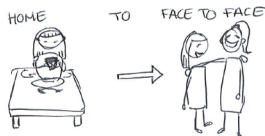


JOIN IT!

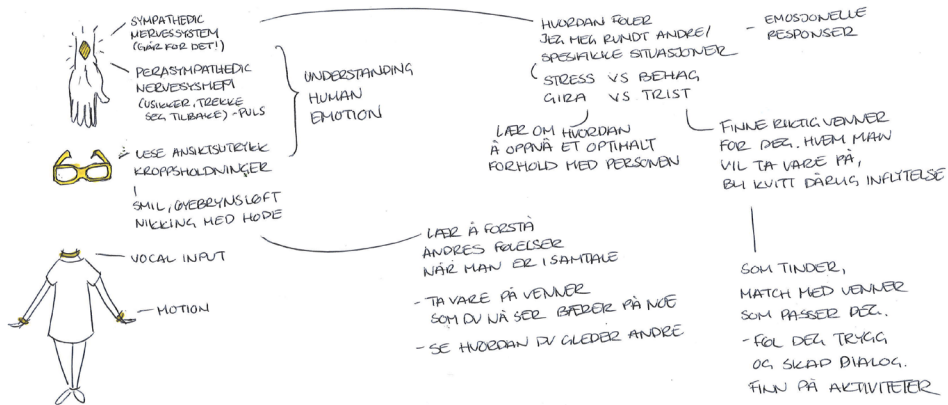
KUNNE ØNSKE JEG OGSÅ KUNNE VÆRE MED!



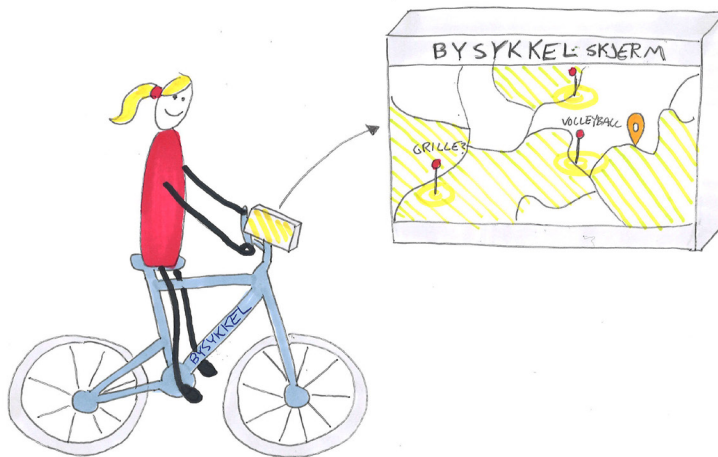
- MULTILAYER
- STÆRKE VENNSKAP - DIALOG - TRUST
- POSITIVE EMOSJONER
- MENING (VERDIER)
- OPPNÅELSE



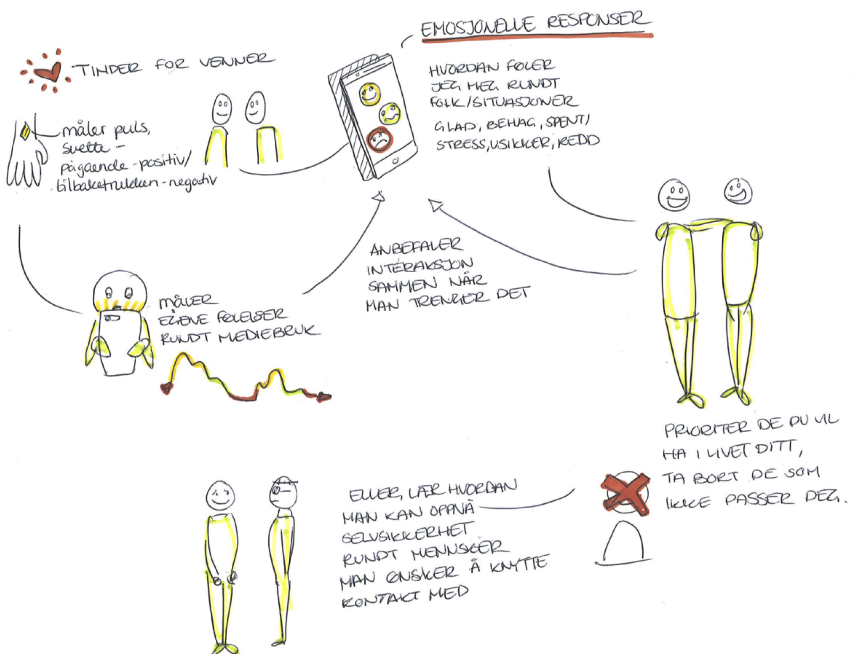
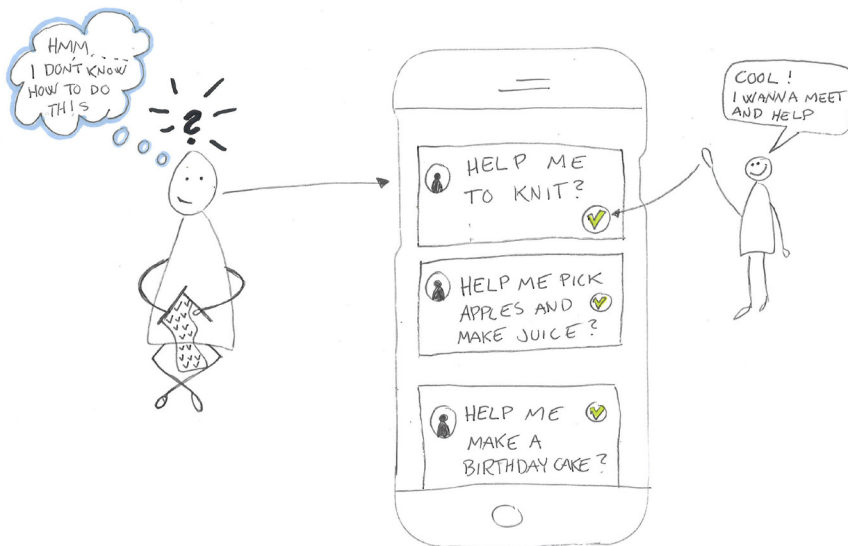
BEKREFTELSE



CITY BIKE SCREEN = FIND PEOPLE + ACTIVITIES



ASK FOR HELP = MEET AND HELP

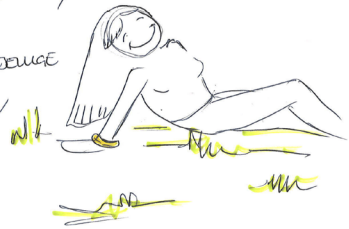




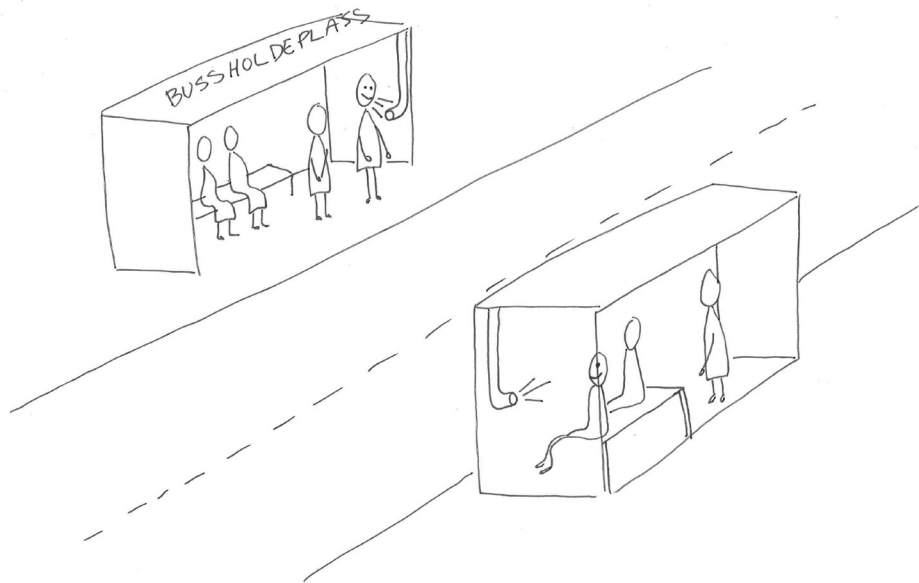
KENN PÅ FØLELSERNE
TIL DINE NÆRMESTE
VENNER.



ABSTRAKTE FIGURER
SOM FREMSTILLER FØRSCJENGE
EMOSJONER

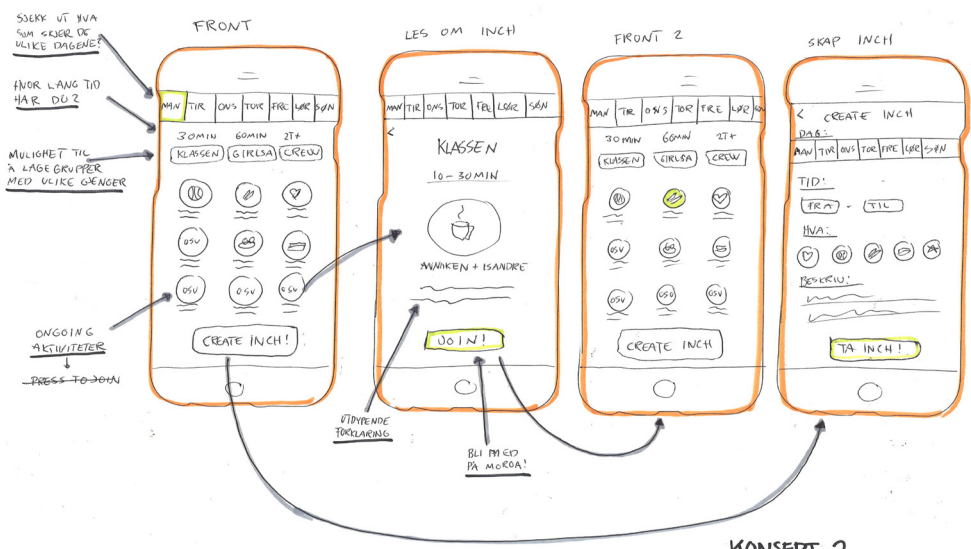


TALK PERSONAL WITH STRANGERS





- WEAK TIES
- COMMUNITY BUILDING
- INTERACTION IEL
- FORTALE / DISCUSSION
- CONNECT BETTER



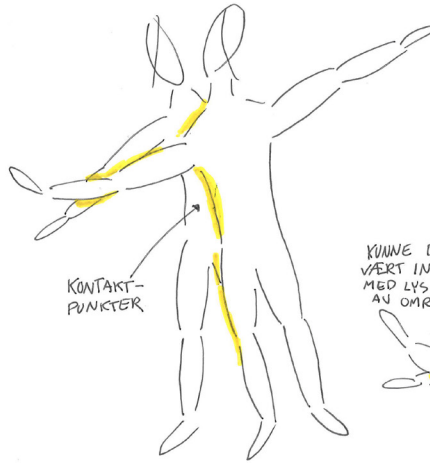
KONSEPT 2.

KONTAKT GAME

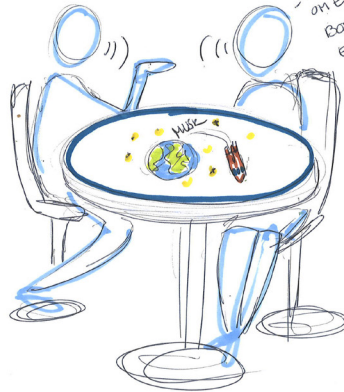
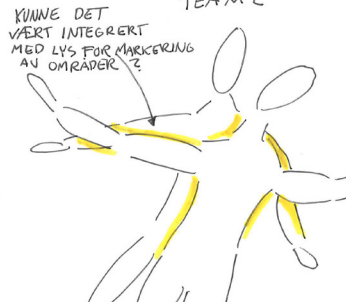
POINTS ?

STILL MOMENT:	
TEAM 1	
TEAM 2	
ORIENTATION	
TEAM 1	
TEAM 2	

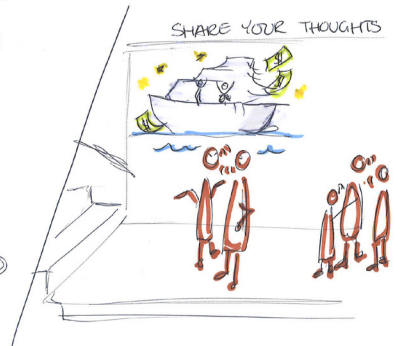
TEAM 1



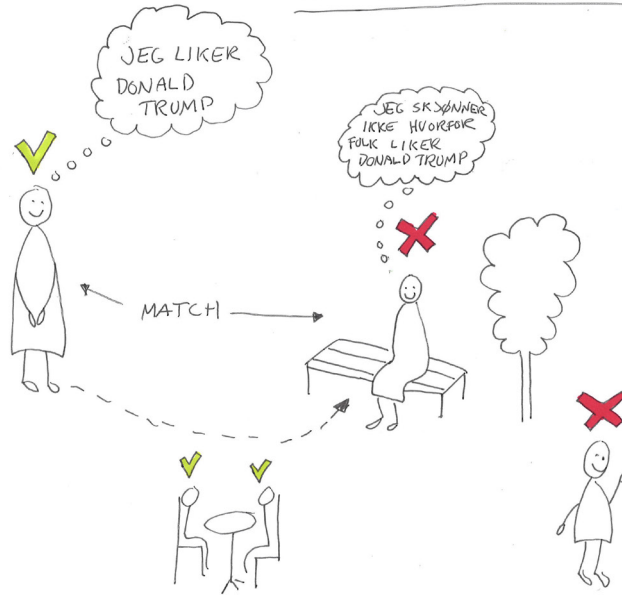
TEAM 2



- WIKI U PRÆTER OM ET EMNE, FORMER ROBOTS ILLUSTRATIONER ETTER SAMTALTE EMNET.



FIND YOUR OPPOSITE FOR DISCUSSION



Use social media info to learn what you have in common with the person next to you, or just a fun fact to start conversation

Digital detox

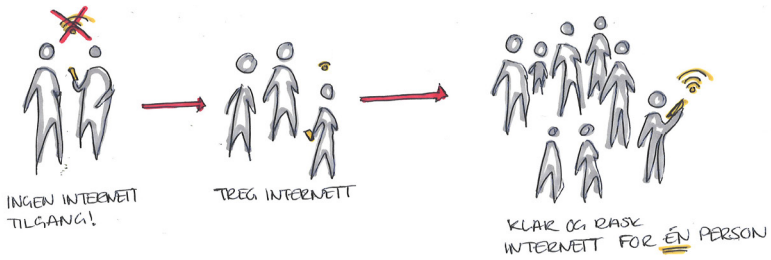
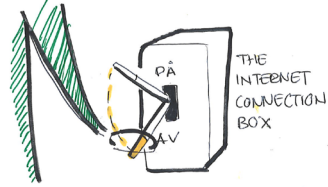
What

Motivating and encouraging time off screen.

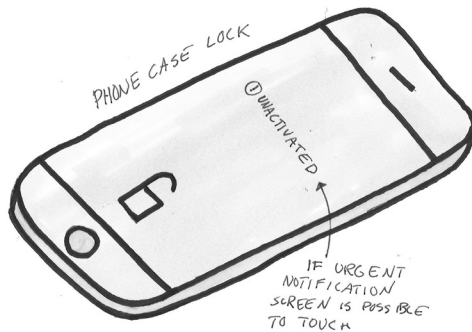
Why

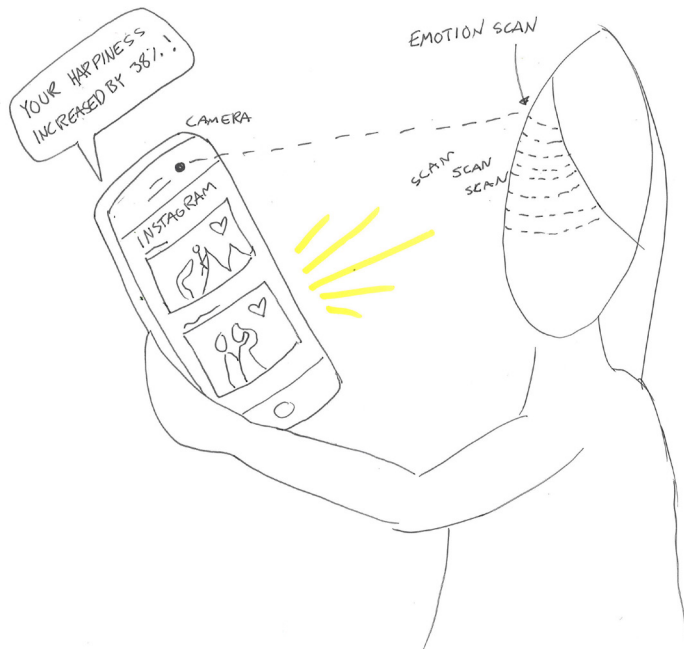
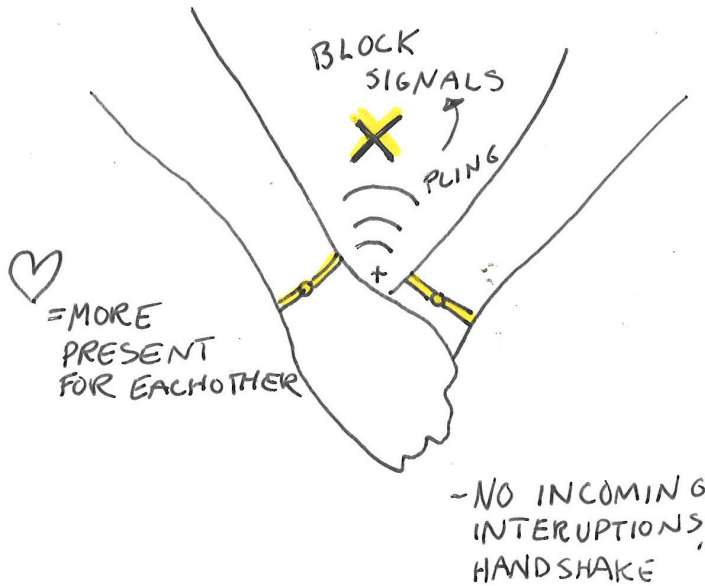
People sometimes can not be wary of their time spent on SoMe, and this creates a barrier from what is really going on in the outside world. With this in mind we wanted to look into how we could make a shift in making people pay attention to the more important things in life.

THE PARTY-POOPERS



PHONE CASE WHICH MAKES IT IMPOSSIBLE TO TOUCH

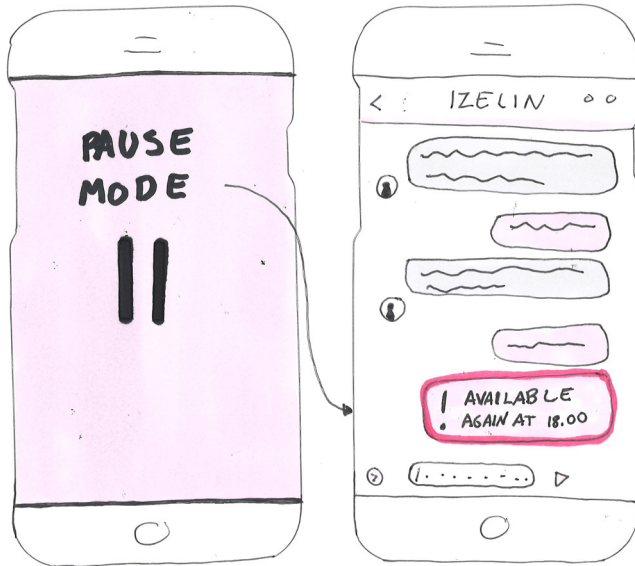






UKENS TIME SPENT
SHAMING!
GET A REAL LIFE!!

AUTO RESPOND

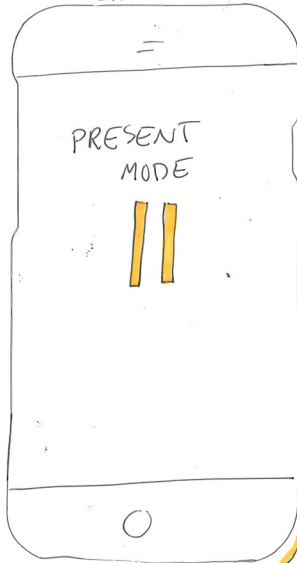


SIGNAL FREE ZONE



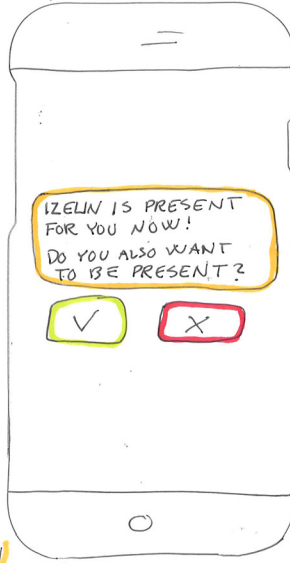
SIGNAL/AIRDROP/BLUETOOTH

IZELIN PHONE



AWARENESS

ANNIKEN PHONE



DELER STATUS
MED DE PÅ VENNELISTE
INNEI RADIUS



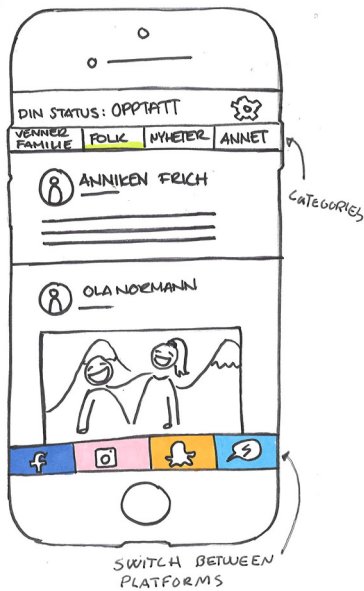
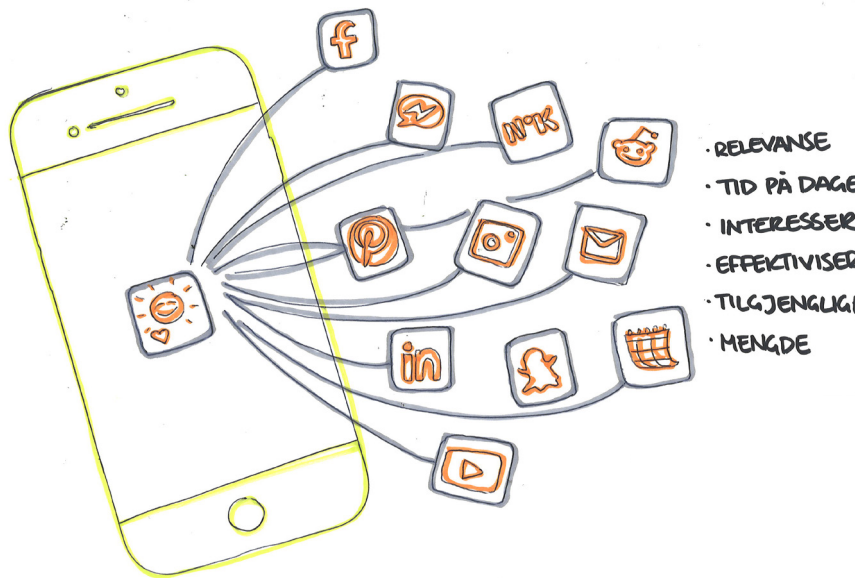
Merging existing social media platforms

What

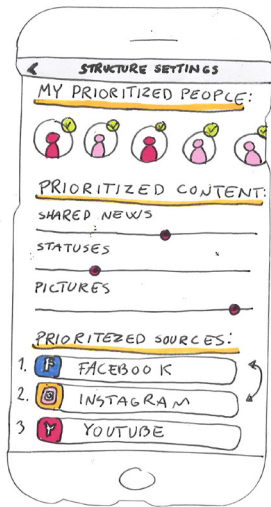
This direction was based on the idea of merging several different social media platforms into one separate app, helping control and overlook them all in one place.

Why

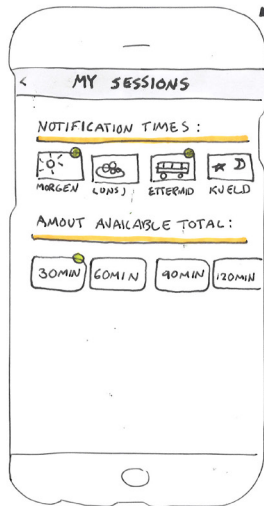
This was based on an idea of making it more manageable and time saving, having them all in one place. Some of the teenagers we talked too, expressed a wish of having this. We also looked into the possibility to filter, restrict and customize the content from these services. Allowing only to see things which was relevant for the user.



VALUABLE CONTENT



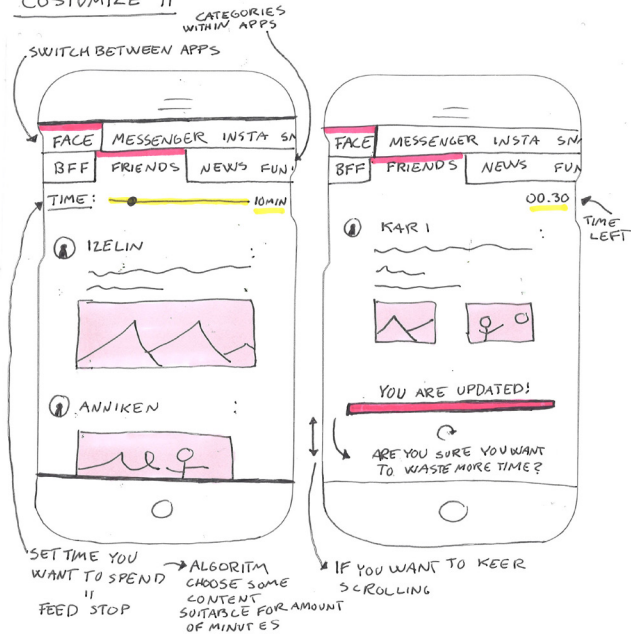
TIDSBRUK / BEGRENSET MENGDE



PRESETS ? DIETS



COSTUMIZE IT



Redesigning existing solutions

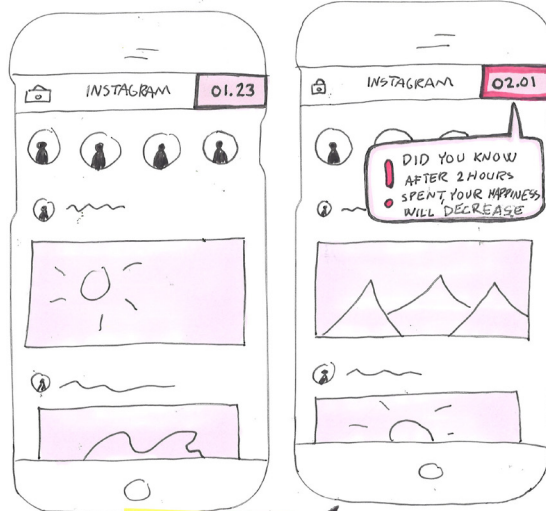
What

Iterations of small interactions that could be placed into already existing social media platforms and on phones operative systems. Which eventually could help the users gain better control on their daily media use.

Why

We wanted to improve areas where social media platforms make the mistake of not meeting the users needs.

AWARE OF TIME SPENT



22 min
Just as much as a "Risk & Morty" Netix anime

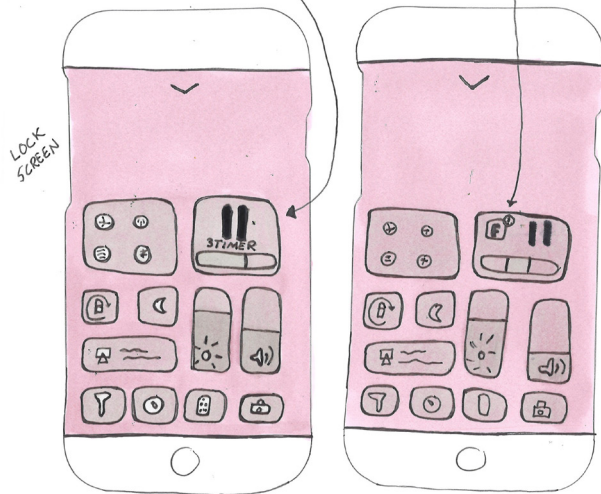
20 MIN
Just as much as a meditation session

WARNING

34 min
Just as much as a walk to the store and back

PAUSE MODE

URGENT !

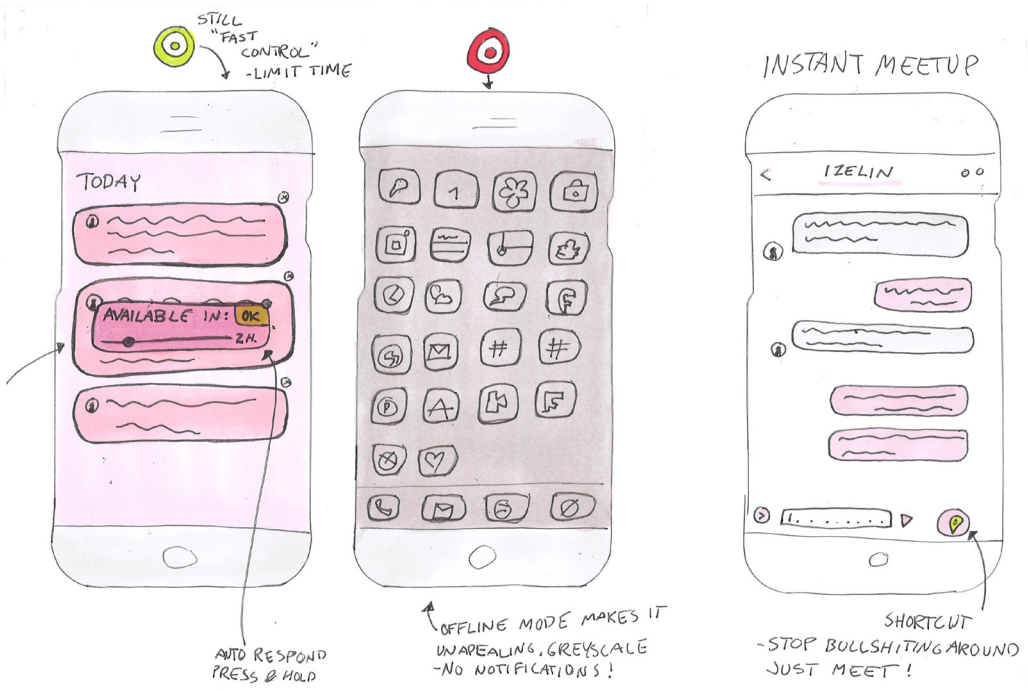
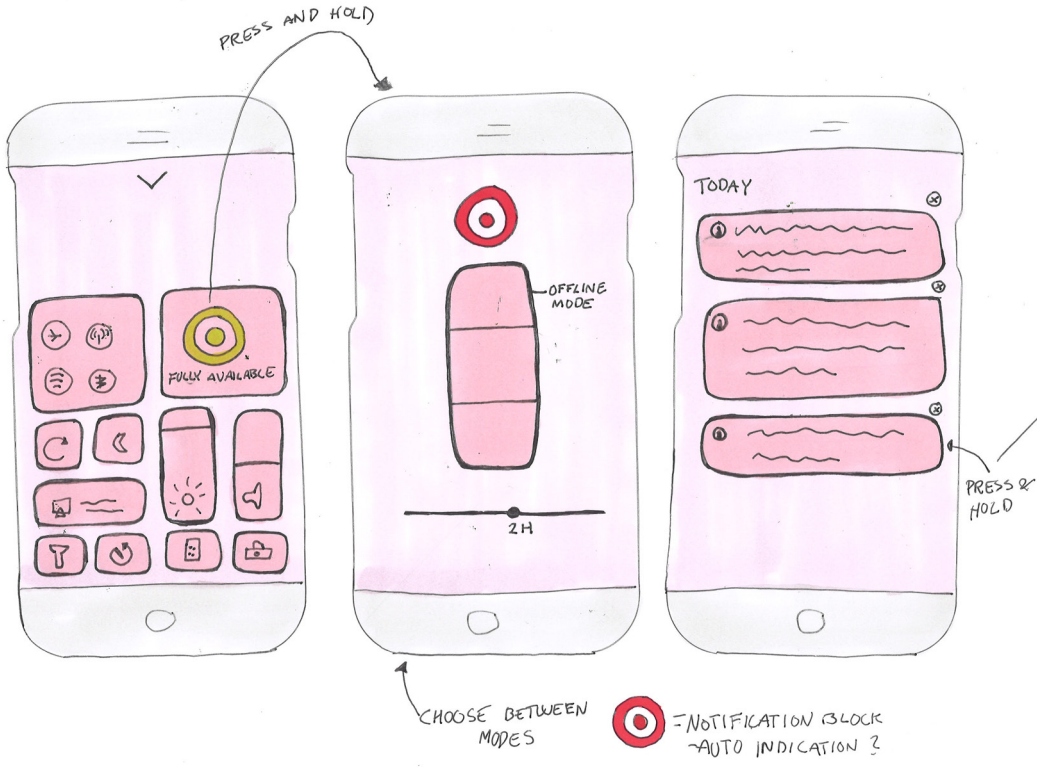


LOCK SCREEN

SLIDE UP!
SHORTCUT

PAUSER ALT
UTENOM TÆST
+ TELEFON

FOLK KAN DT
SENDE BESKJEDOM
HAST OPPTEIL BRUKERENOM
DE VIL SJERKE



Indepentent social media platform

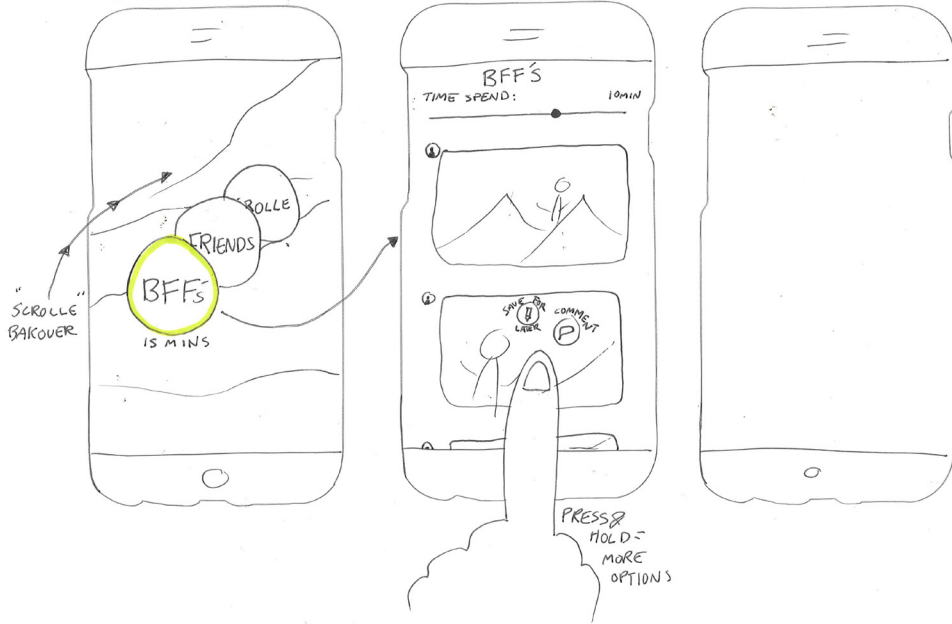
What

Designing a social media platform from scratch.

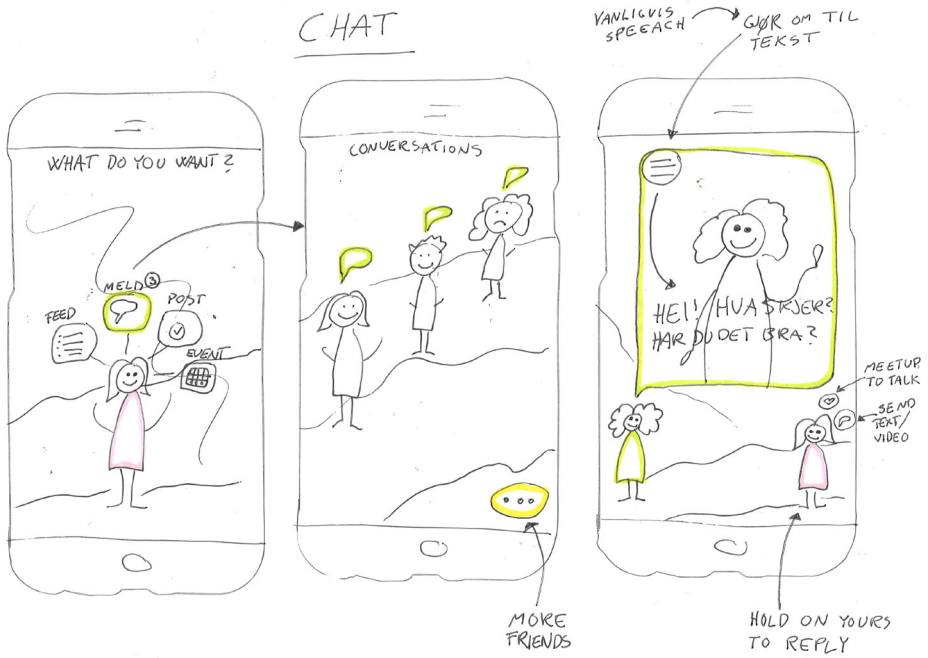
Why

We believed that social media platforms today use a lot of mechanisms and tricks to make their users spend too much time on their platform. So we wanted to fully focus on the users needs.

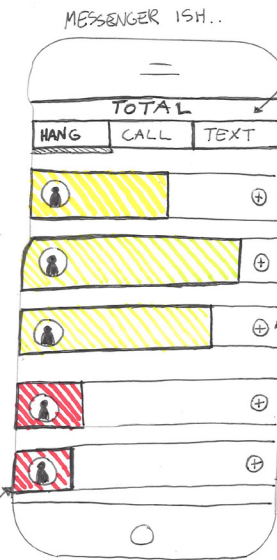
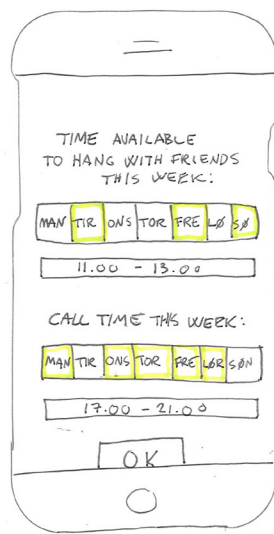
FEED



CHAT



MAINTAIN GOOD FRIENDSHIPS - CALCULATES PRIORITATIONS



OVERVIEW OF SOCIAL CONTACT

CALCULATES WHAT YOU SHOULD PRIORITIZE TO OBTAIN HIGH QUALITY IN YOUR FRIENDSHIPS

ADD NEW HANGOUT

WARNING, YOU SHOULD DO SOMETHING ABOUT THIS

Awareness on teens social media use

What

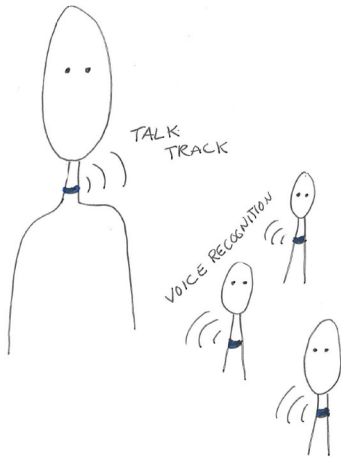
Bringing awareness on today's social media use through different measures, some of the ideas more discursive than others.

Why

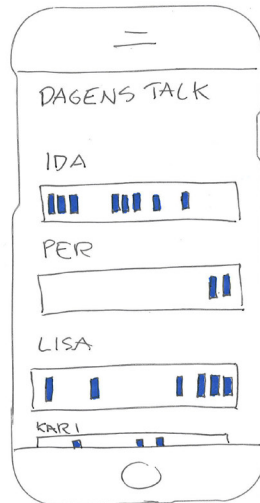
We believed awareness around social media use and seeing the proposed solutions would make an impact and encourage considerations in their everyday life.



TALK TRACK



SKRITTELER I S1



INNSIKT I DAGEN
 SAMTALER,
 HVEM DU
 INTERAGERER
 MED + KVALITET?

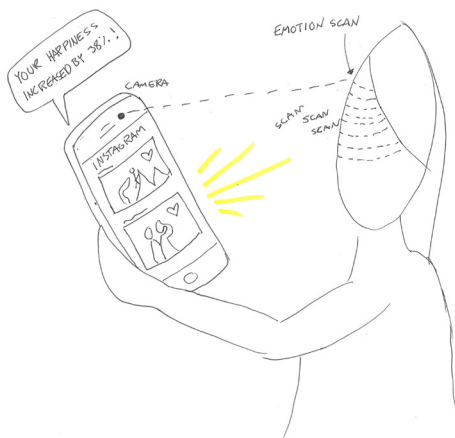
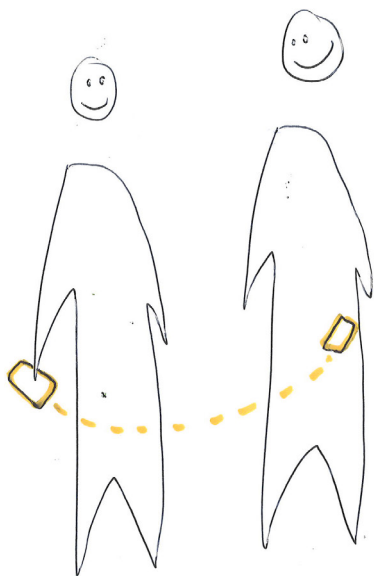


MONITOR
EMOTION
ON YOUR PHONE

FORTELLER
HVER VENNE DU
HAR UTTRYKT
DÅRLIGE / GODT
EMOSJONER TIL
SPESIFIKKE SIDER

NOTIFICATION
 ⚠️ DIN VENN HAR
 DET IKKE SÅ BÆR...
 HVA MED Å TA ET
 PÅSEK FOR Å TROSTE HENNE?





VITNEMÅL	
MATE	2
ENGELSK	4
NORSK	6
SPANSK	5
NATUR	4
TOTAL	4 DAGER
FRAVÆR	1053 MIN
<u>MOBILBRUK</u>	

YEARLY SUMMARY - SOCIAL MEDIA

