

# PROJECT 1

## People Watching

Design and New Media ARTD6115  
Gao Li



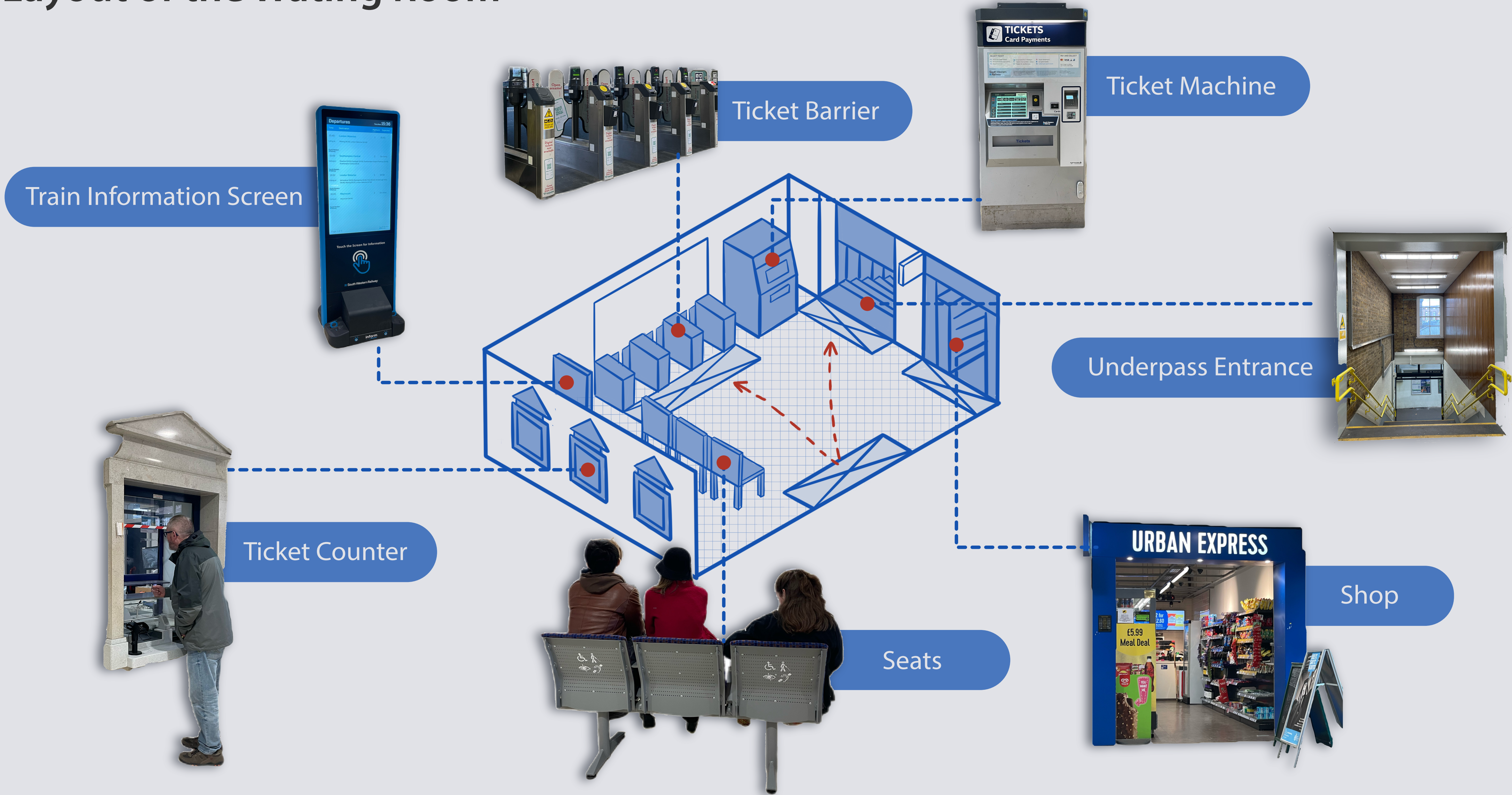


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# Layout of the Wating Room

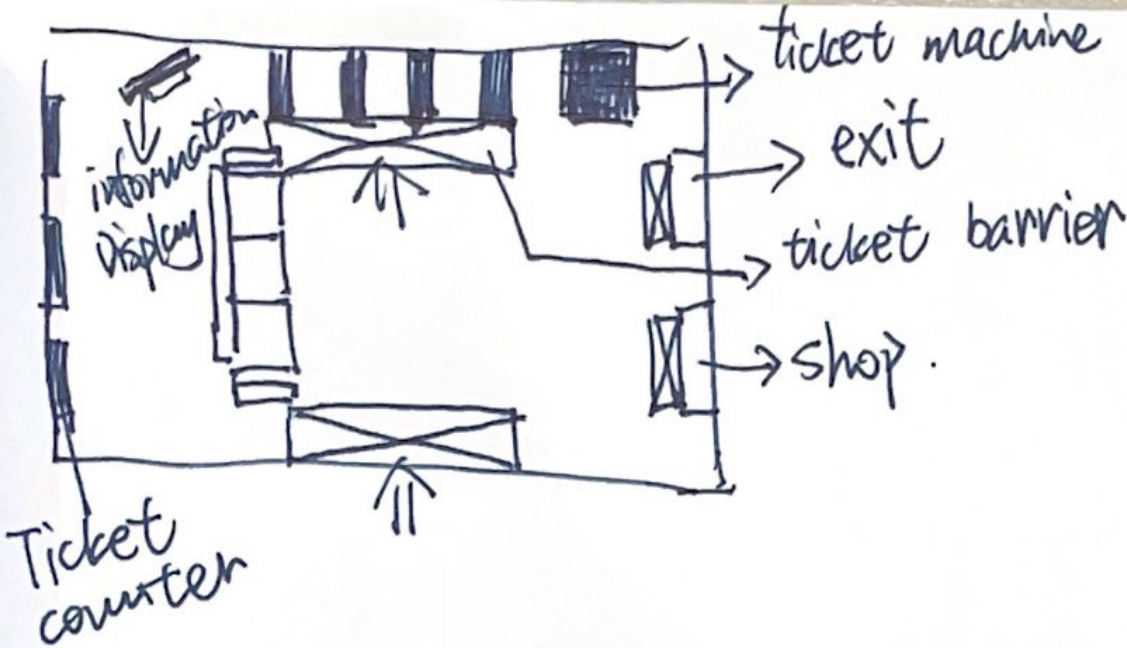
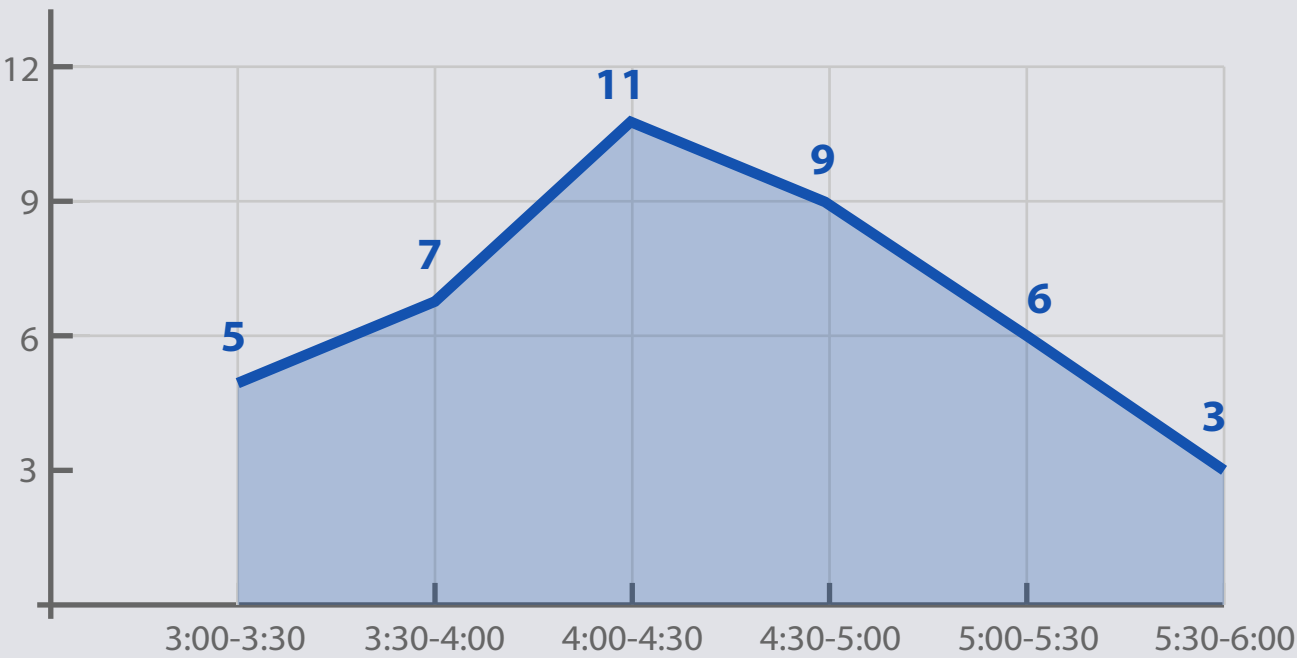




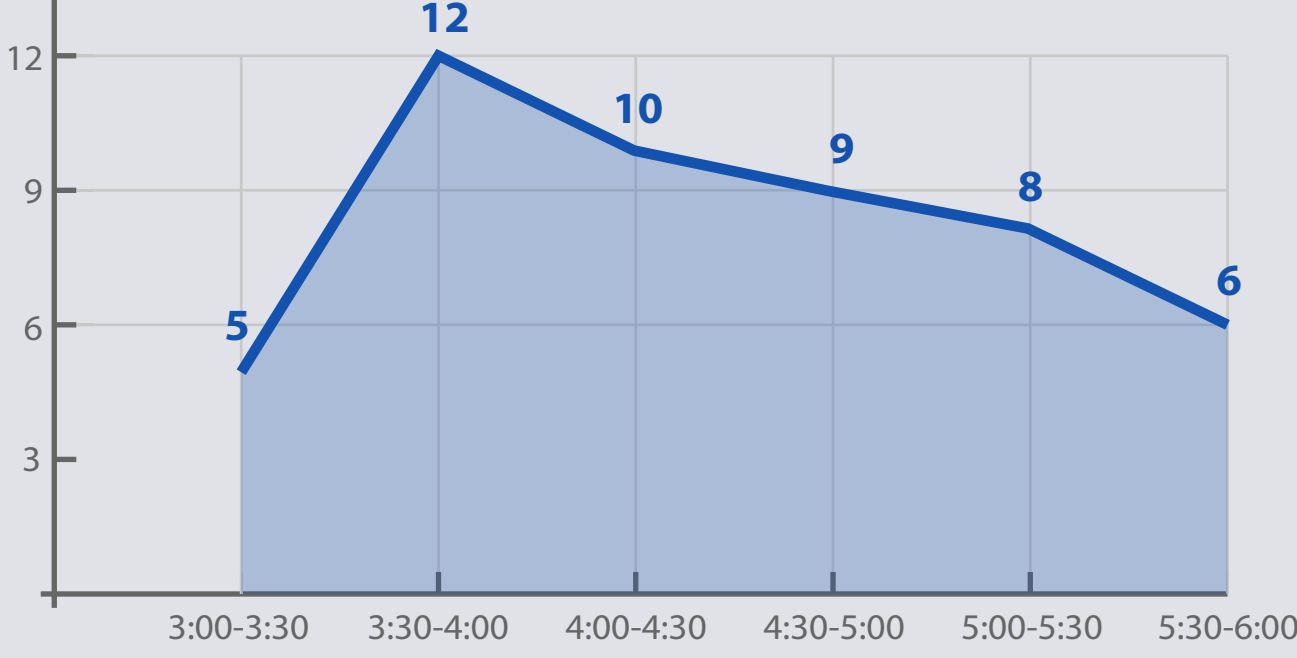
# Record of Facility Usage



Total: 41



Total: 50





# Record of Facility Usage

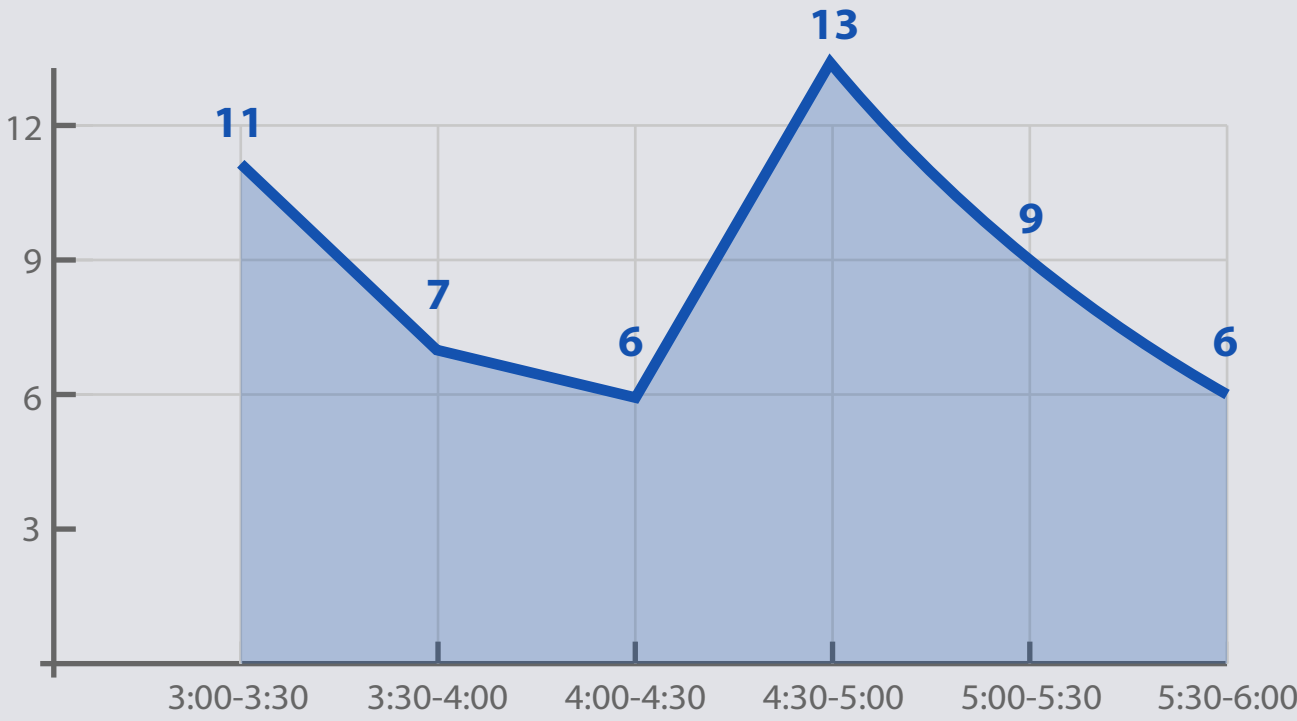
Ticket Counter



High useage

Popular among families and the elderly

Total: 52



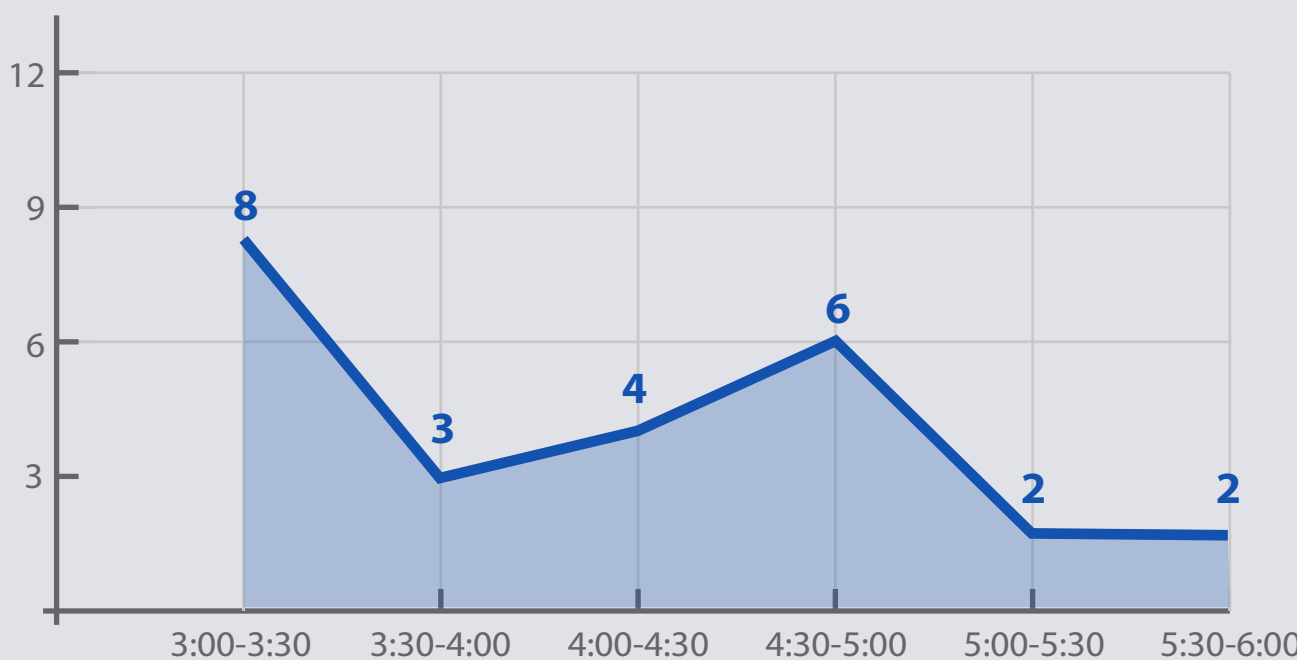
Ticket Machine



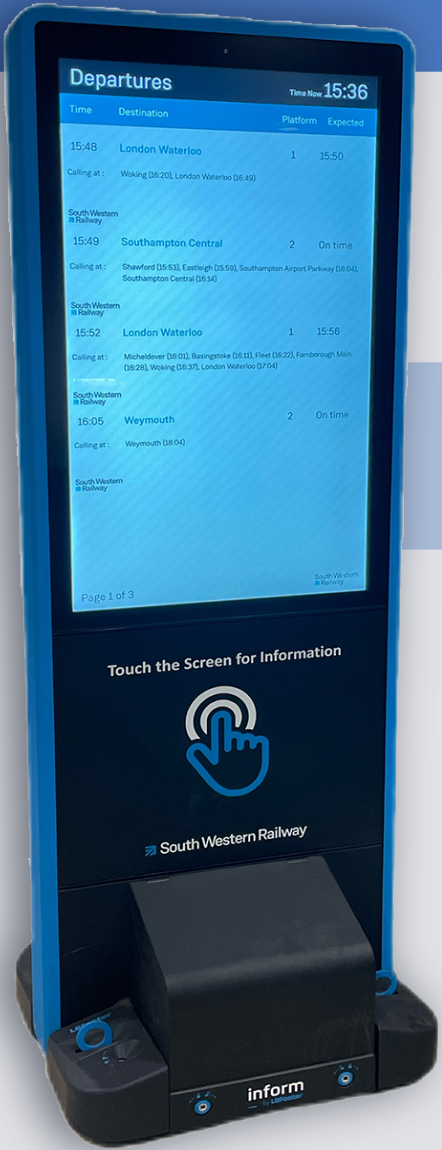
Few people used it

It was used by people across all age groups

Total: 25

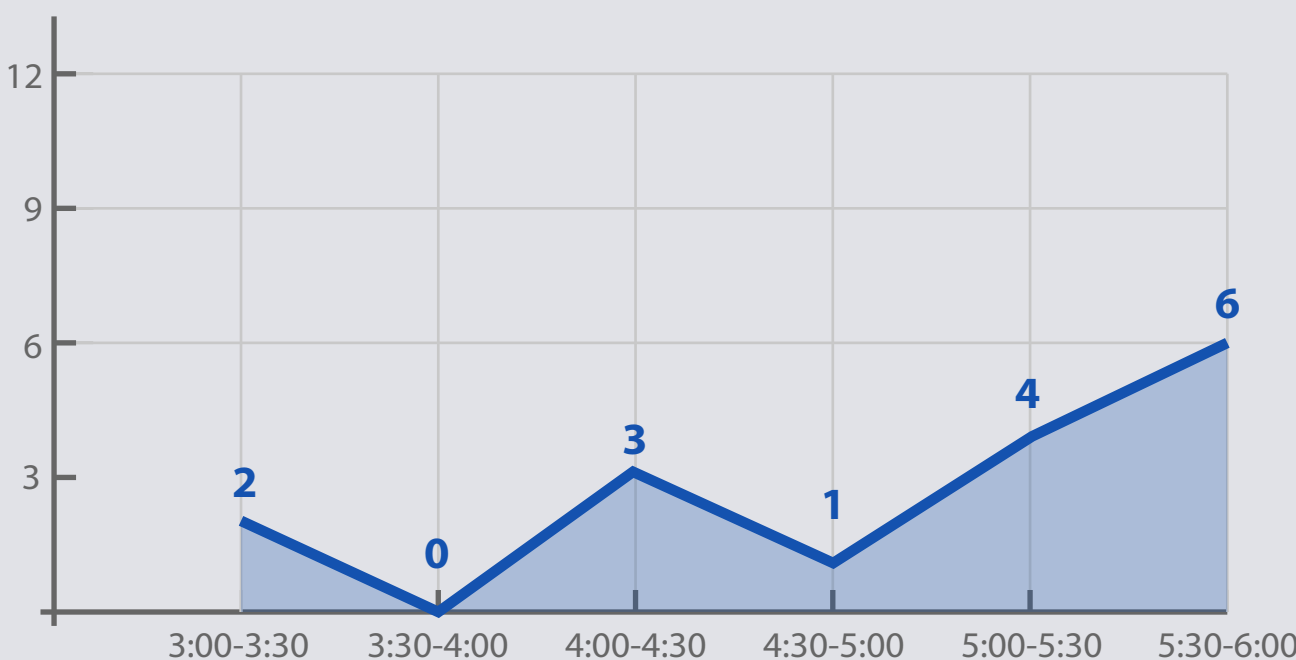


Train Information Screen



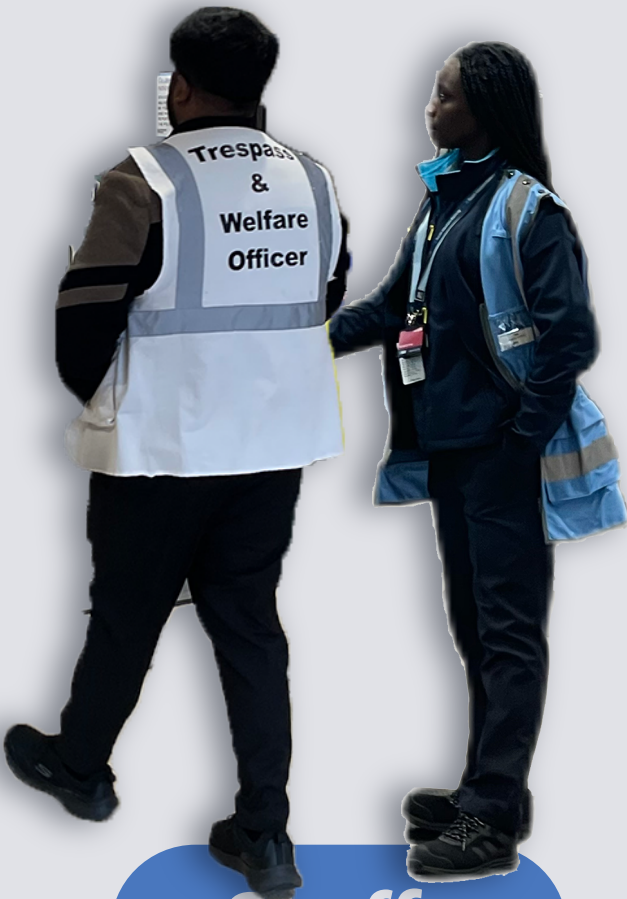
Few people paid attention to it

Total: 16





# Type of Crowd



Stuffs

1



Students

3



Travellers

5

Family

2



Cyclists

4



Pet Owners

6



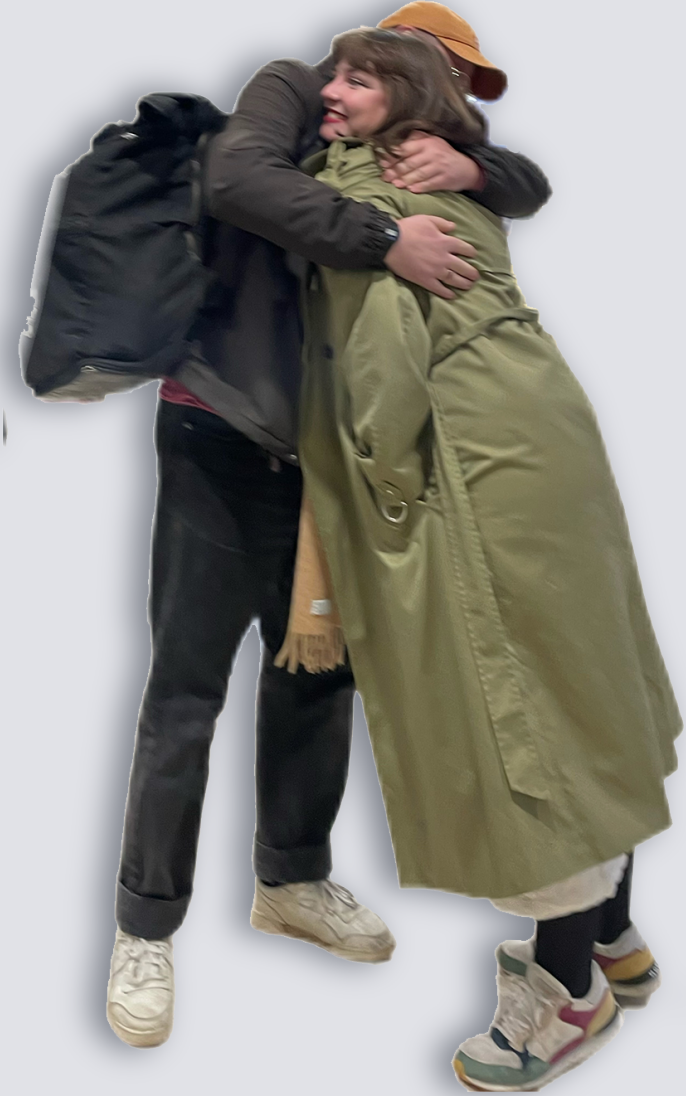


# Emotions



1

People waiting the train



2

People waiting to meet friends



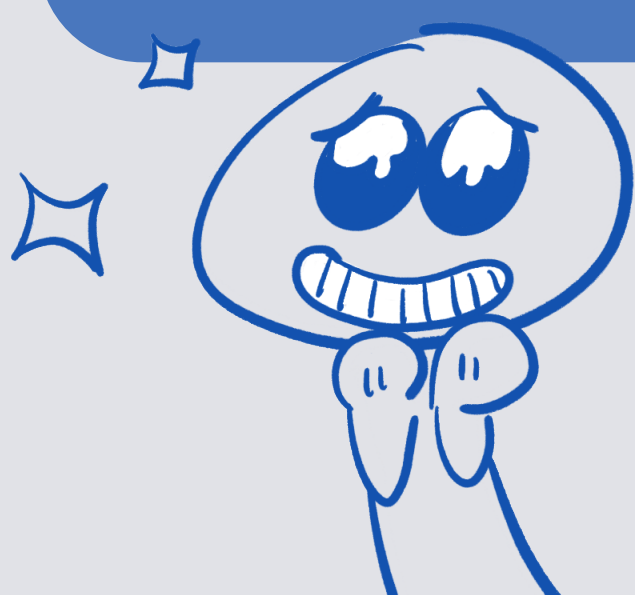
3

People saying goodbye to friends

Relaxed  
Patient



Expectant  
Happy



Reluctance  
Sadness





# Interview — What are you waiting now?



## Local Resident

She was seeing a friend off and was waiting for the train to arrive.

## Student

Taken the train home  
There was still half an hour before the train arrives.

## Businessman

Went to London for work  
The train hadn't arrived yet and it was a bit cold outside, so he ate something in the waiting room first.





# Type of Sounds



Crowd Noise



Trains Noise



Ticket Barriers Noise



Announcement





# Summary

Through my three-hour observation of the Winchester train station waiting room, I realised that such a small lounge is not just a place to wait, but it is also a place for emotional connection, a space for people to stop and interact with each other for a short period of time.