

MY ABC MANIFESTO

A

Provides answers

Narrative of production

Design for production

Make us buy

b

Asks questions

Narrative of consumption

Design for debate

Make us think

HOW?

How might we design a playful and reflective system, which encourages users to Question their desire to buy,

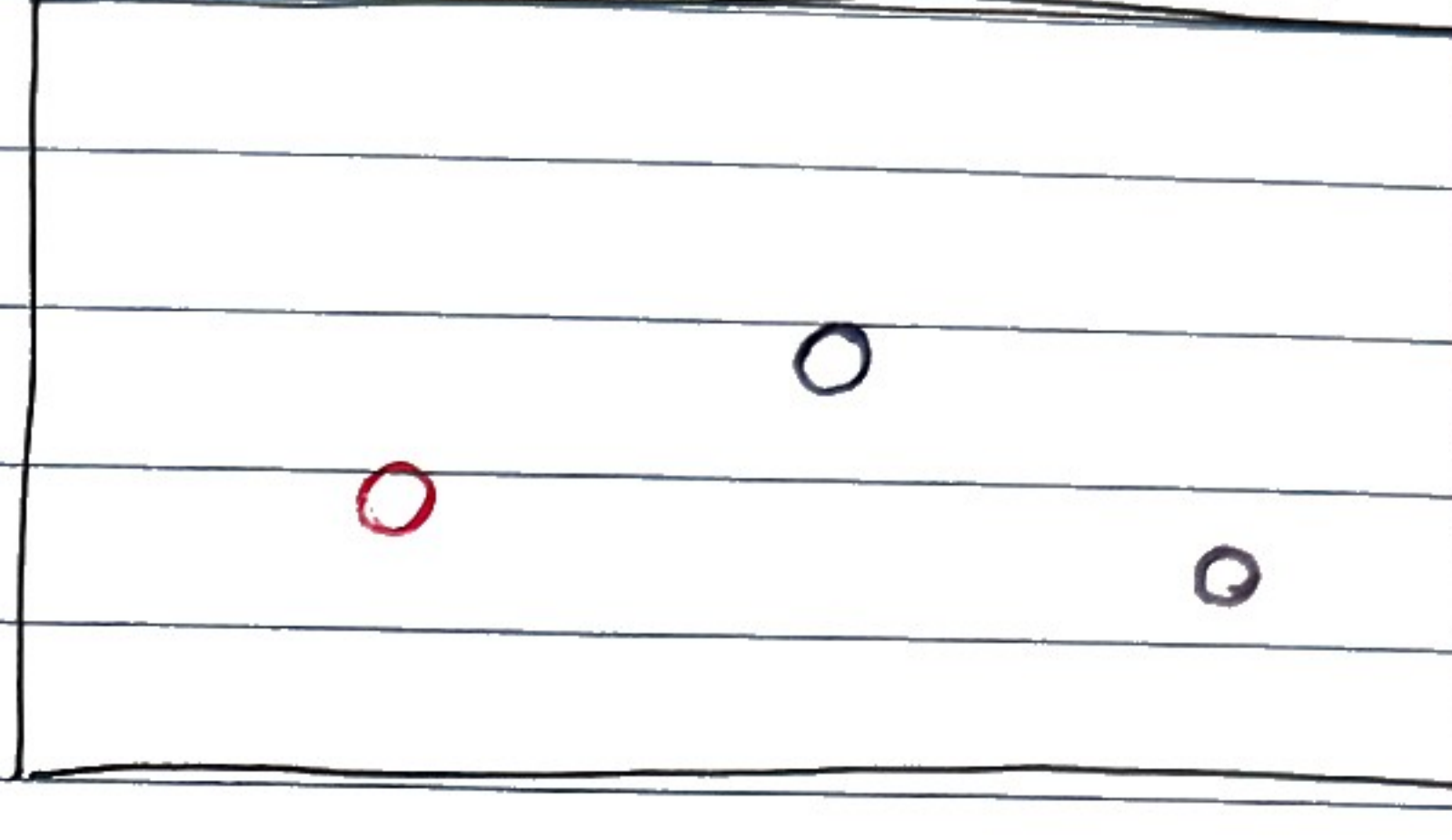
Aim: reduce impulsive consumption and waste.

potential format:

Books, film, map.

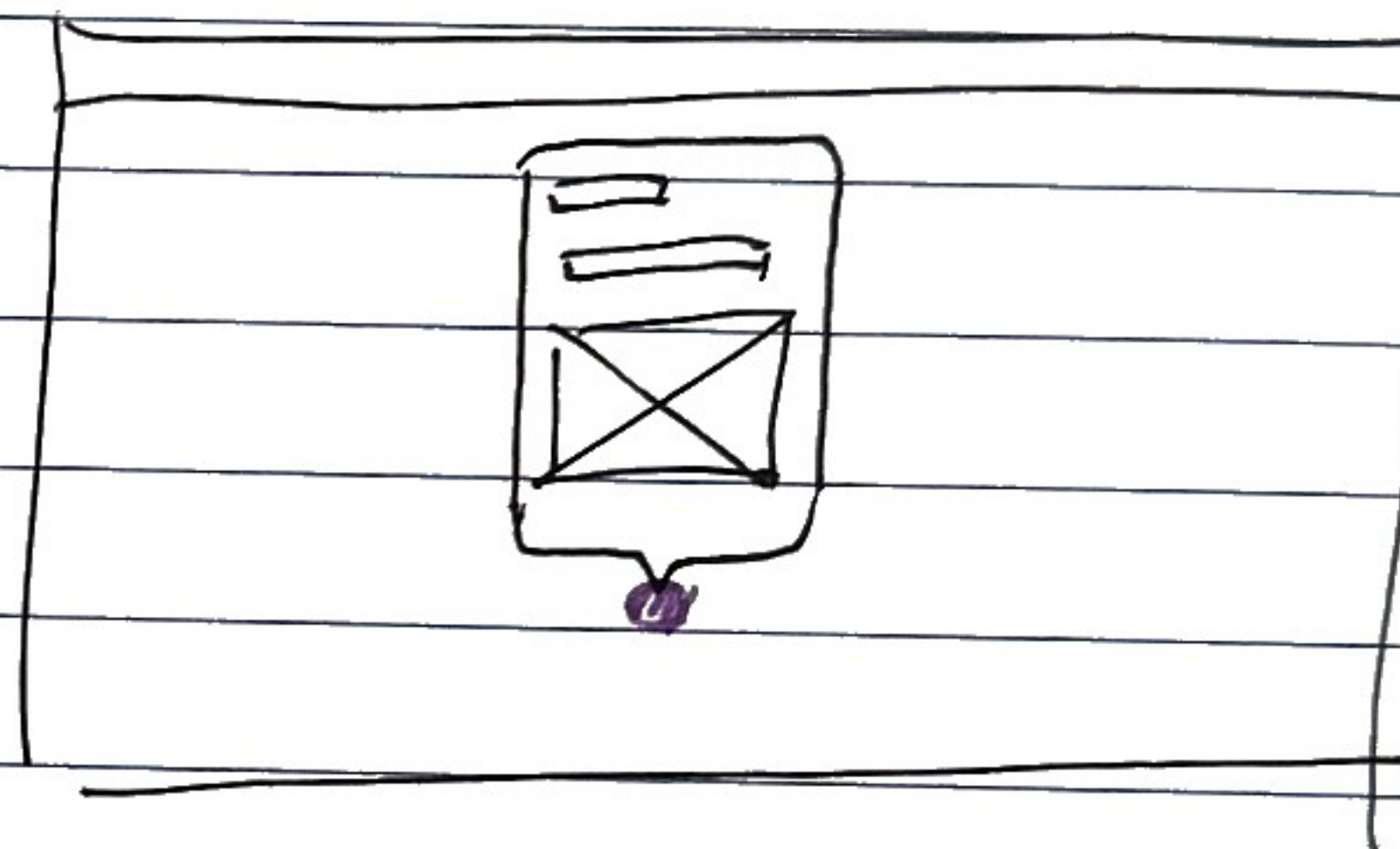
should be playful or celebrating.

Time line

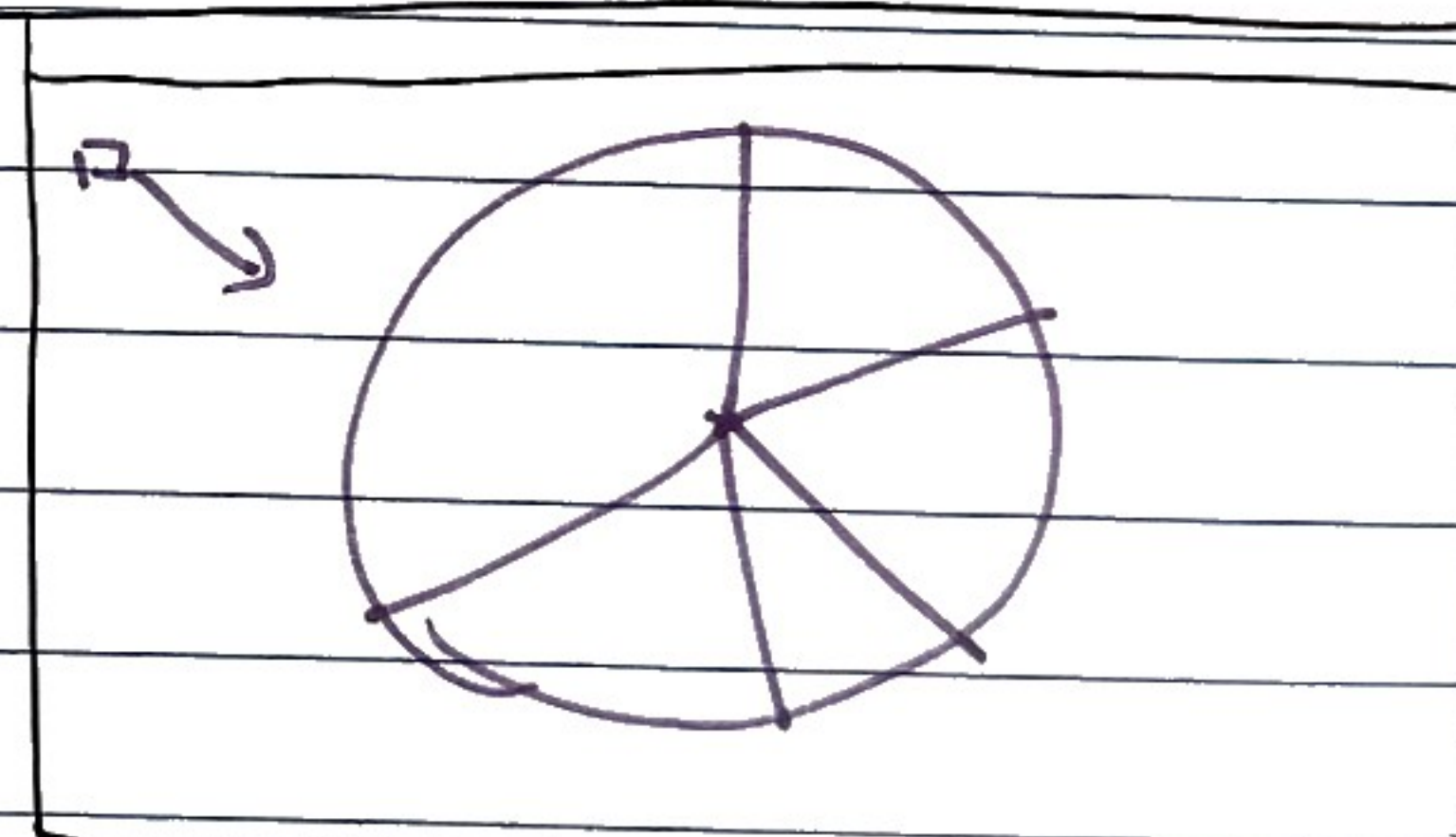


Interface layout.

version 1



popup. 
texts, 
images, 
videos,



Statistics

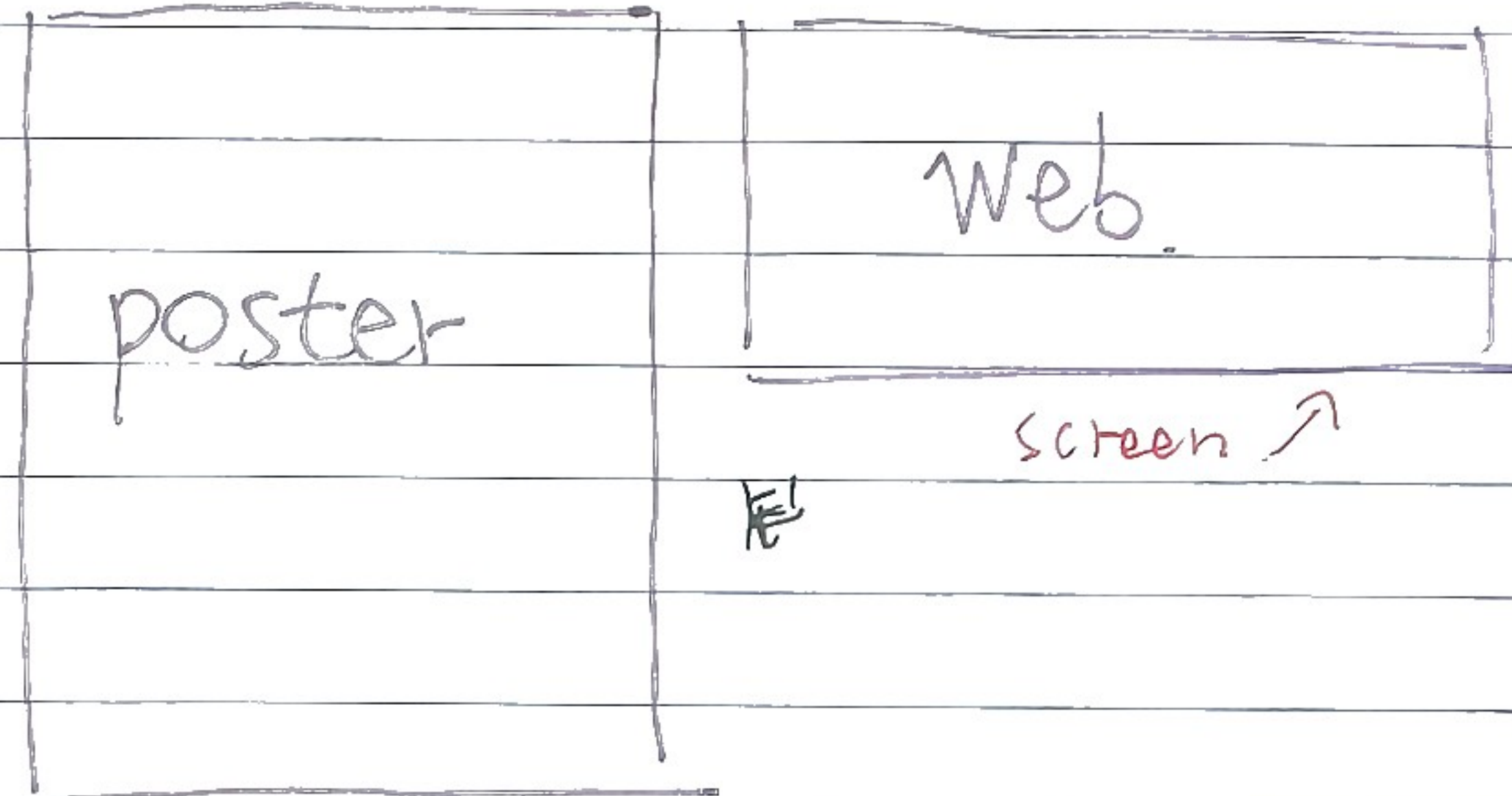


HEAT MAP
as reflection of consumption

wed 30. Feedbacks

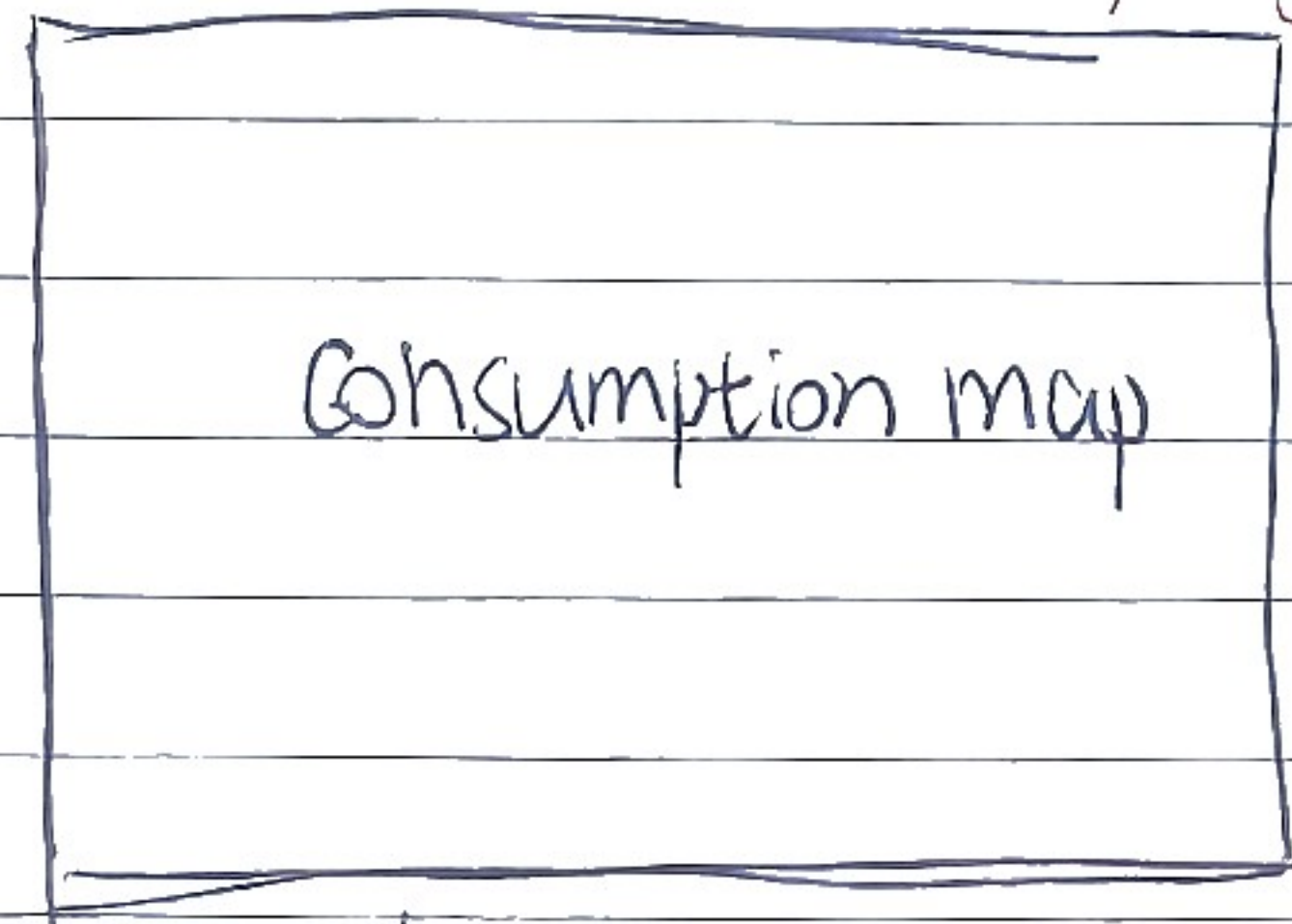


Some functions that I can't achieve can be puted on the poster.

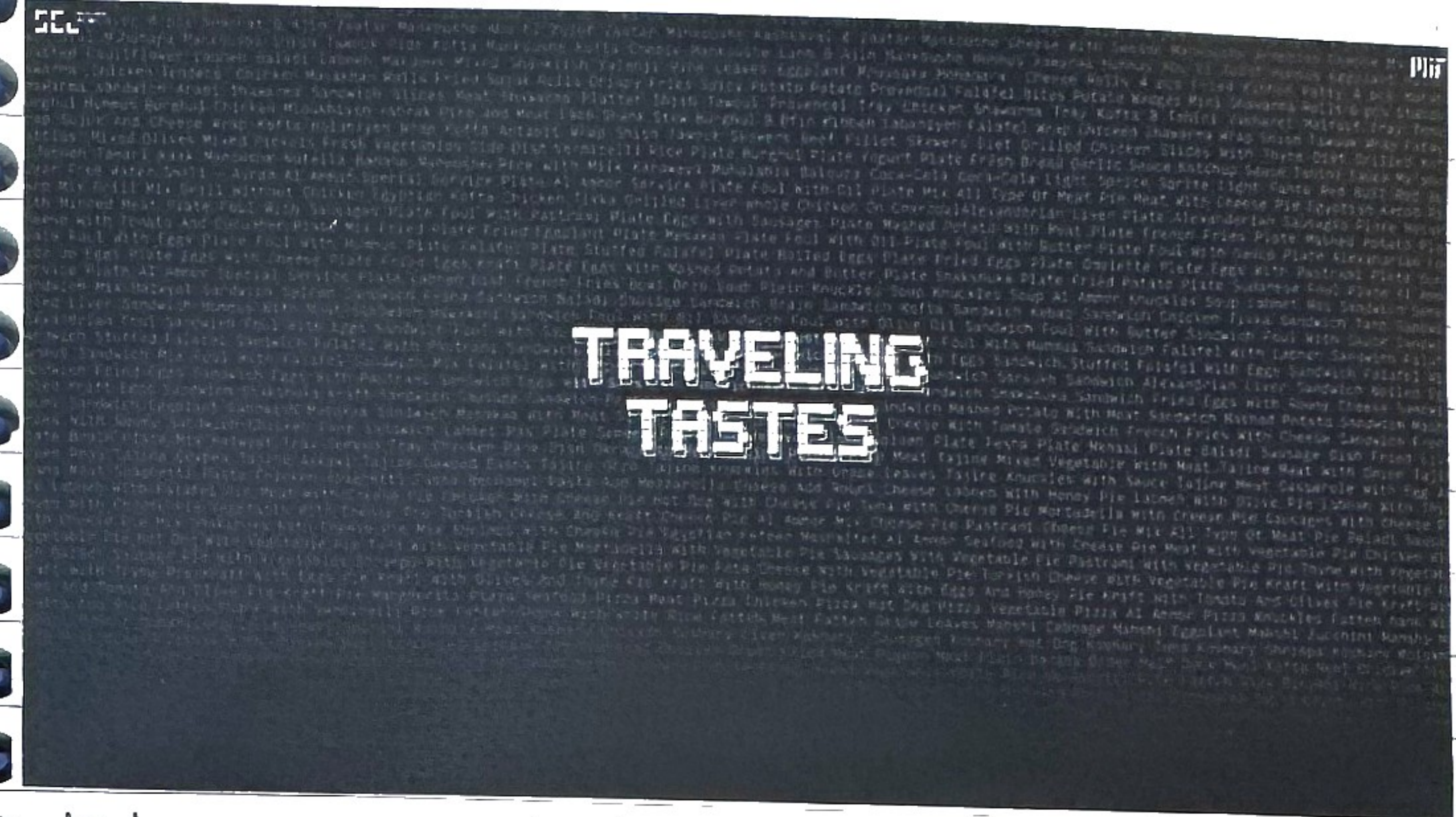


visulazation → others consmputation!

welcome and page

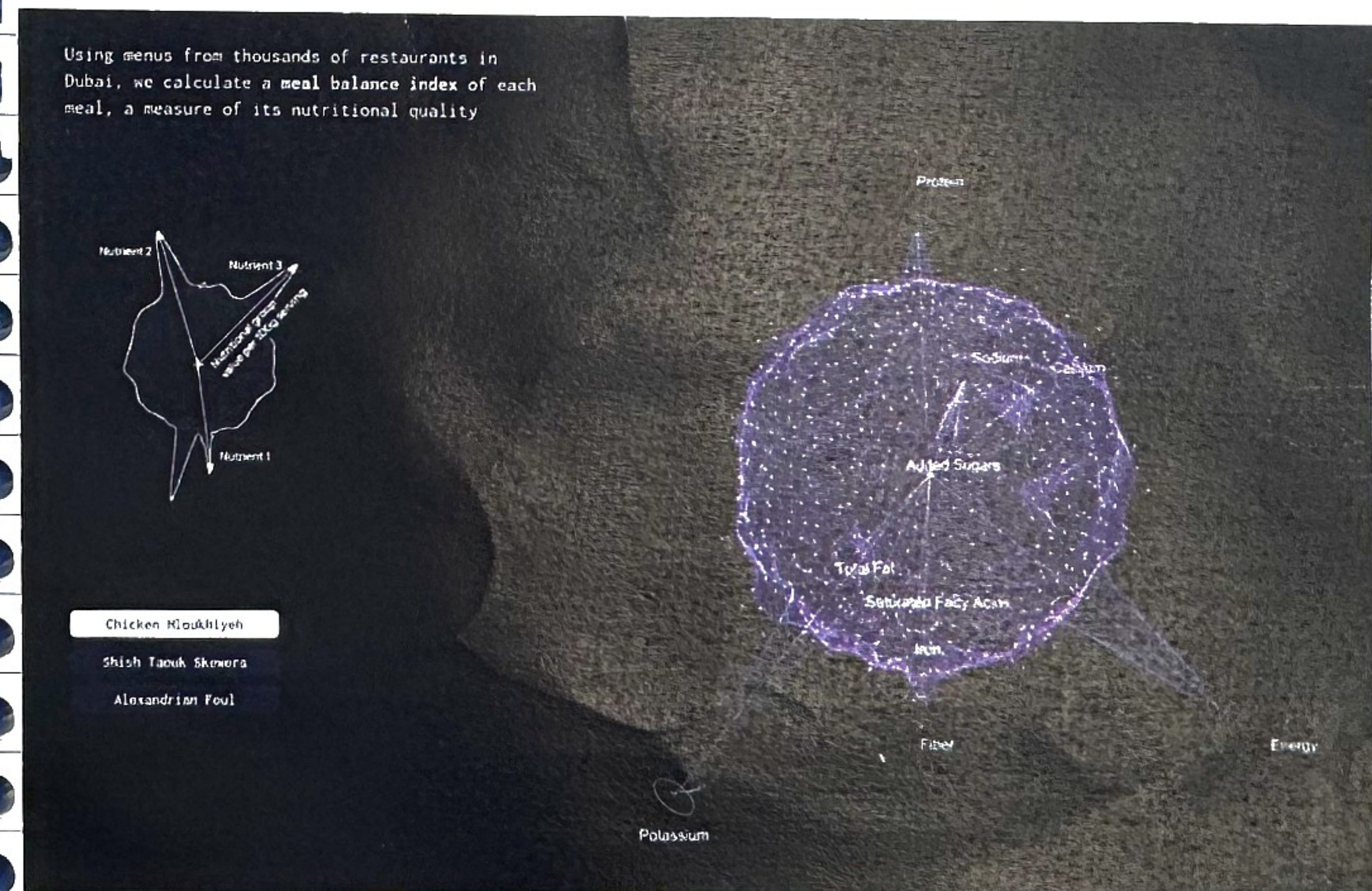


welcome page.



Welcome page → Pixel Art → Text-based Visualization

Data visualization. → Radarchart



A localness index reveals how certain variables such as cost, wait time, and cuisine variety drive non-local ordering patterns



→ Interactive Data Storytelling

Playability

Exploratory tasks:

E.g. "Browse consumption records from at least three different countries."

"Find your most expensive purchase in Paris."

Challenging task:

E.g. "Only display Necessary consumption, keep for 2 minutes."

"View all January irrational consumption."

→ Achievement Badge system.

3

Three countries.

100

view more than 100 records.

FIRST TIME

First time open ...

Basic / Advanced Achievements

First time

do something over 100...

} Badge, title, Rank bar

Story Mode (storytelling)

Travel stories. → light on the countries I've been, at the same time, tell the stories via images and videos.

Heatmap



Urban Data Visualization



Ideas

User can choose different countries' storylines.

▼
Spain
France
German
Greece

After click, Jump into the country scale page, and shows the consumption records and the self-reflection.

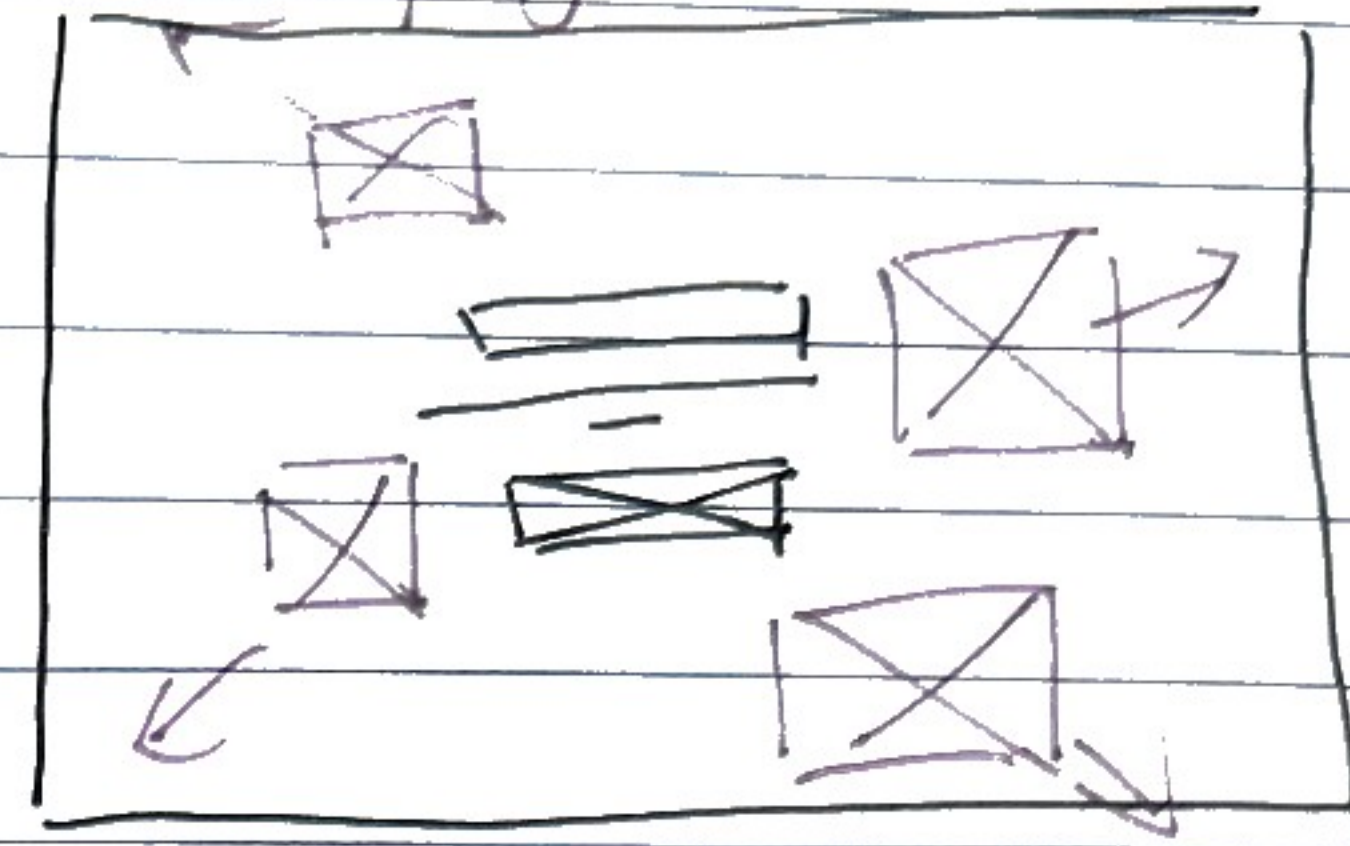
Task lists. Exploration tasks

- ① visit at least 3 different countries' details.
(Open and close the popups)
- ② Find the most expensive purchase in xxx
- ③ Find at least 5 different type of consumption in details (Open the popup)

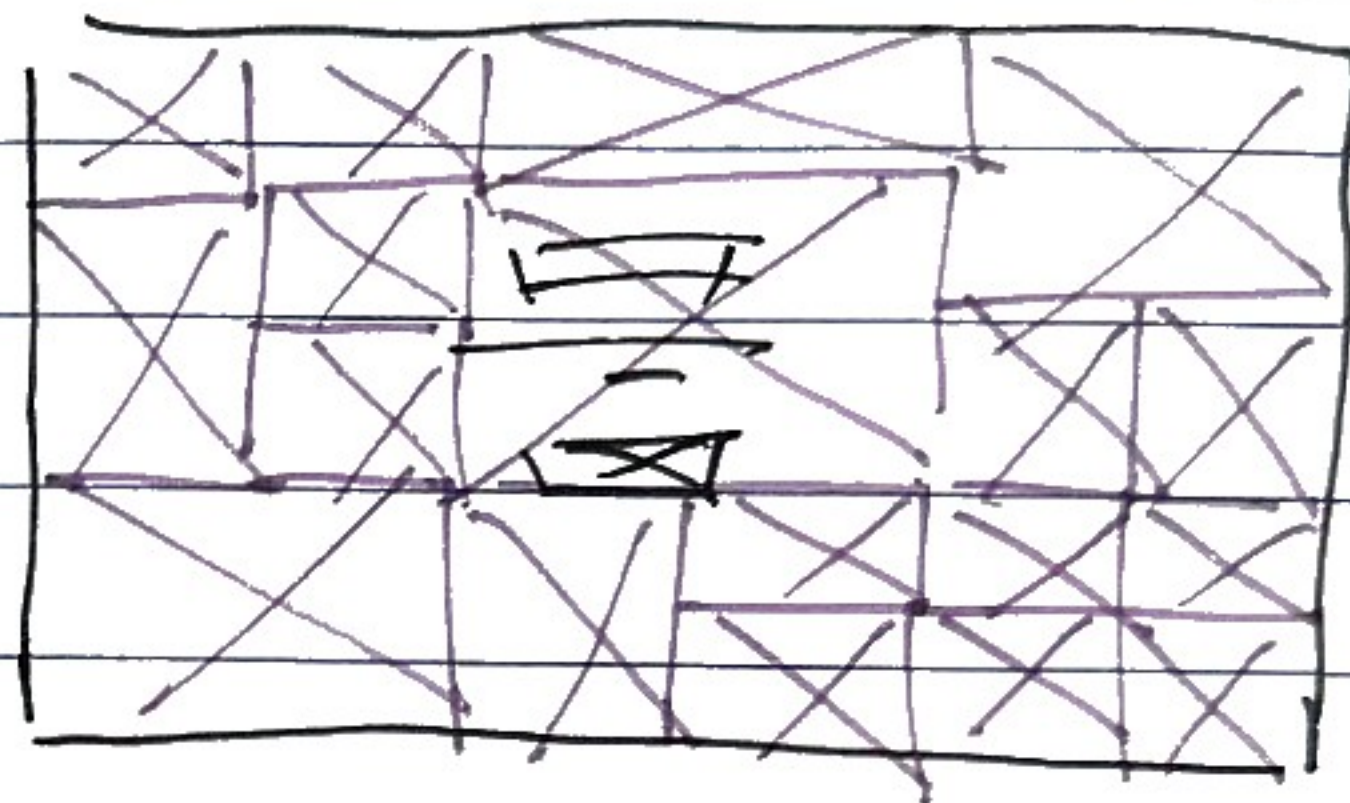
Challenge tasks

- ① whole year spending records.
- ② Find a purchase over 200
- ③ Explore all spending categories
- ④ use the timeline to explore different time periods
- ⑤ Toggle the heatmap view
→ Necessary. Ambiguity, impulsive

Cover page



images out the page from central



→ images fills the entire page, has different sizes, disappears when moved to the right.



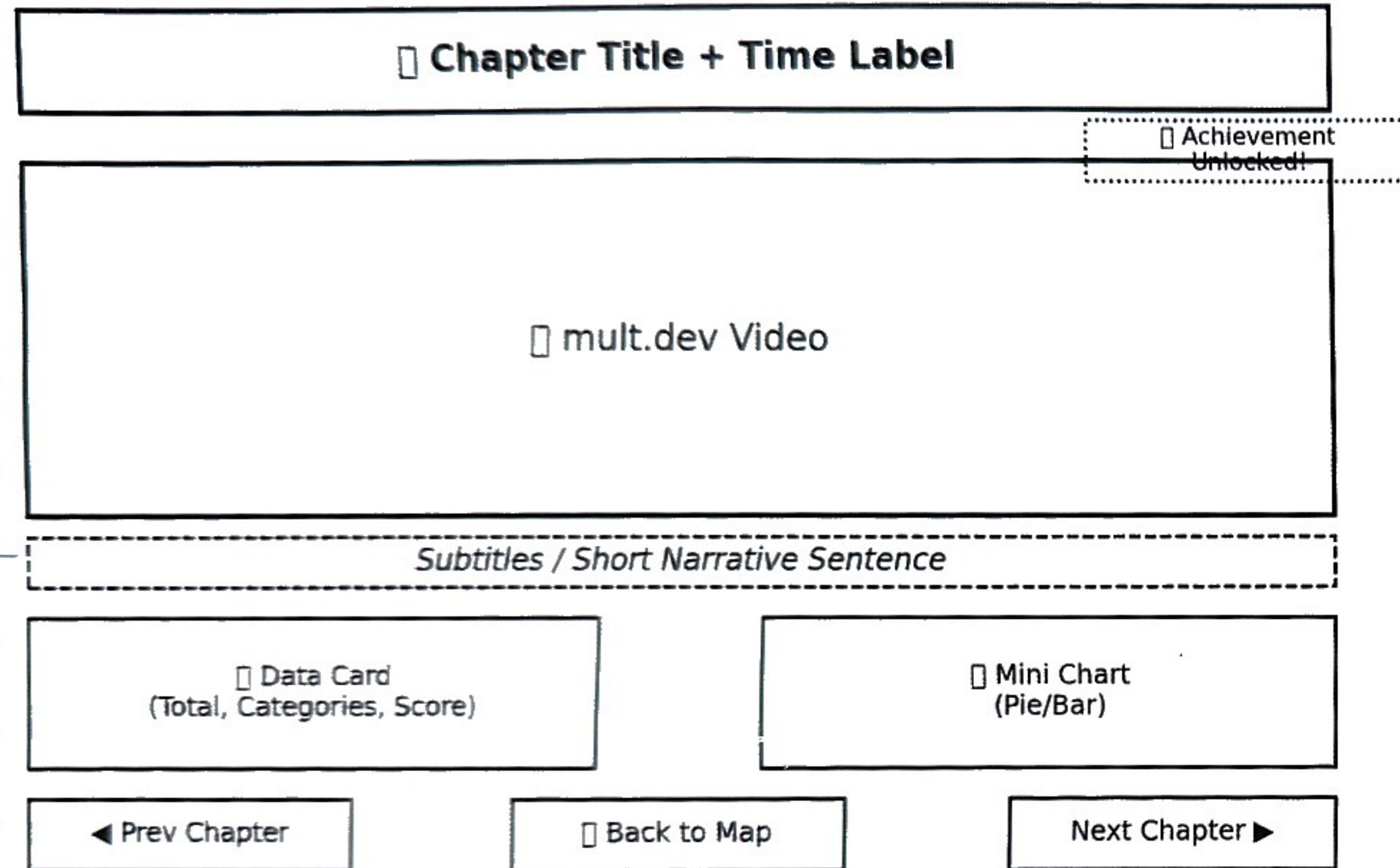
Use the texts to fill in all the page, and let them move to left quickly and differently.



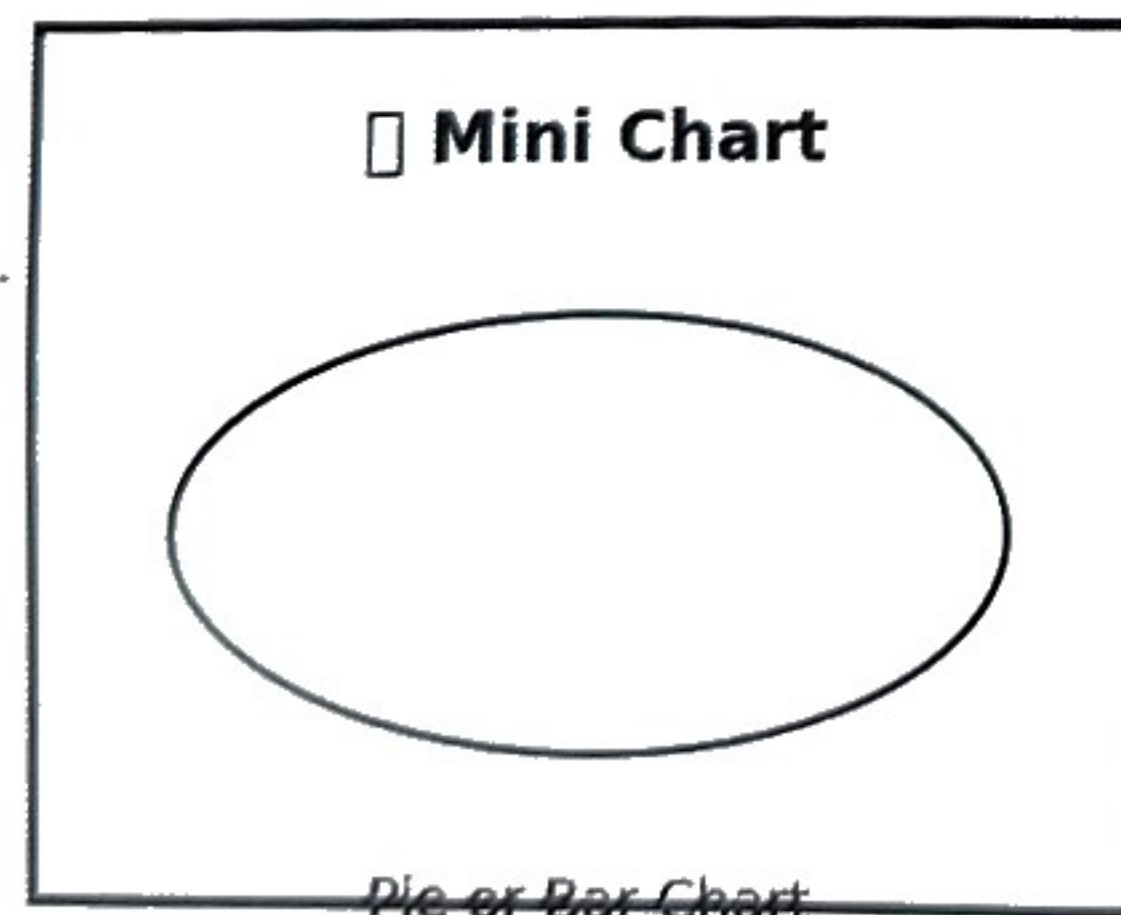
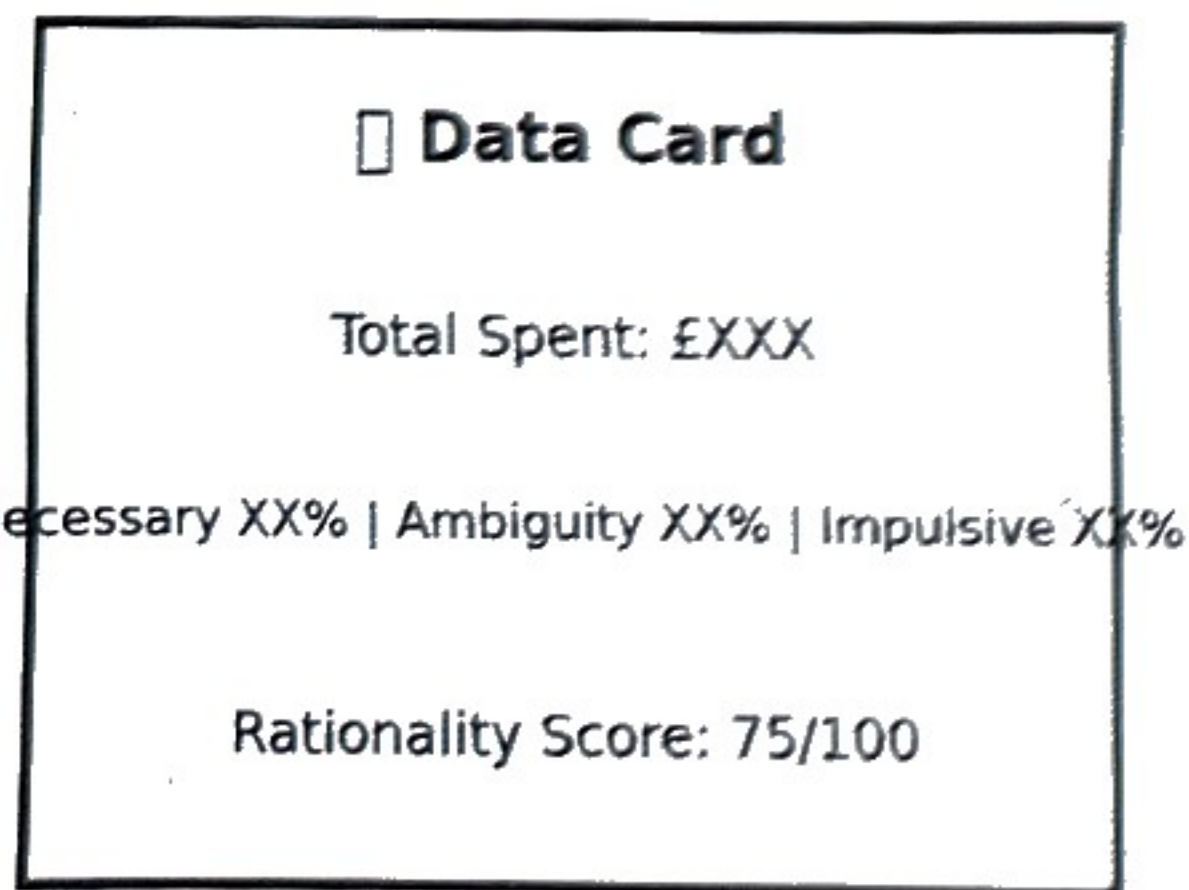
Story mode

Aim: increase the playability

Record my personal travel story

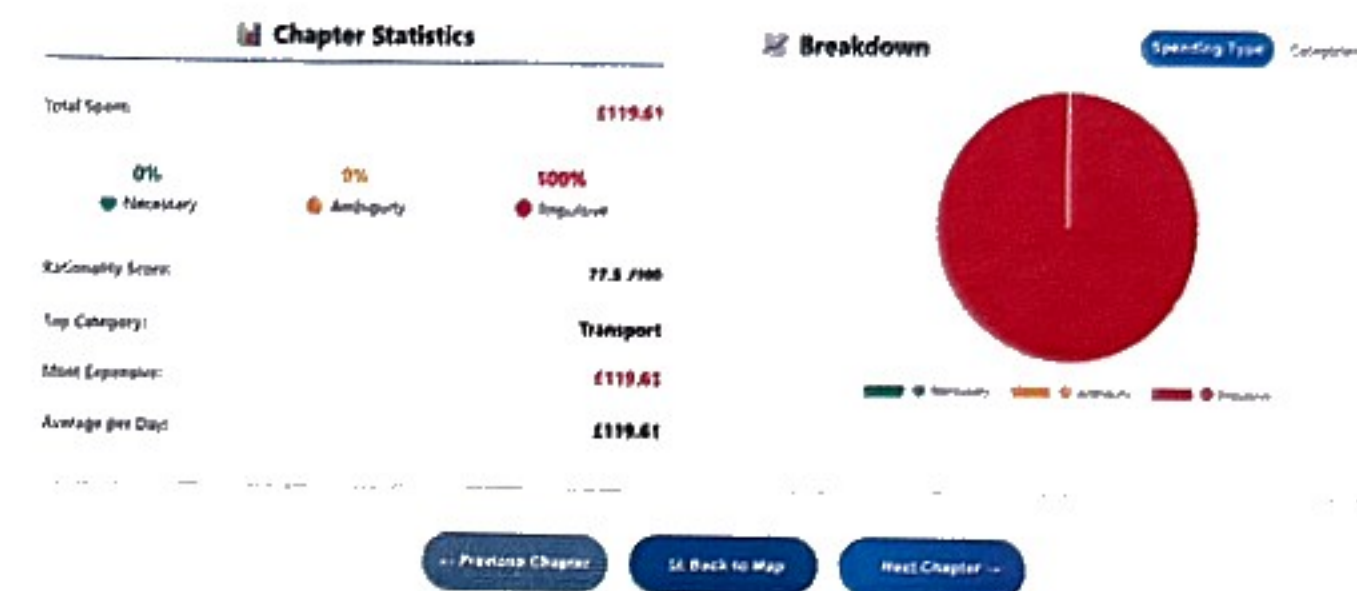
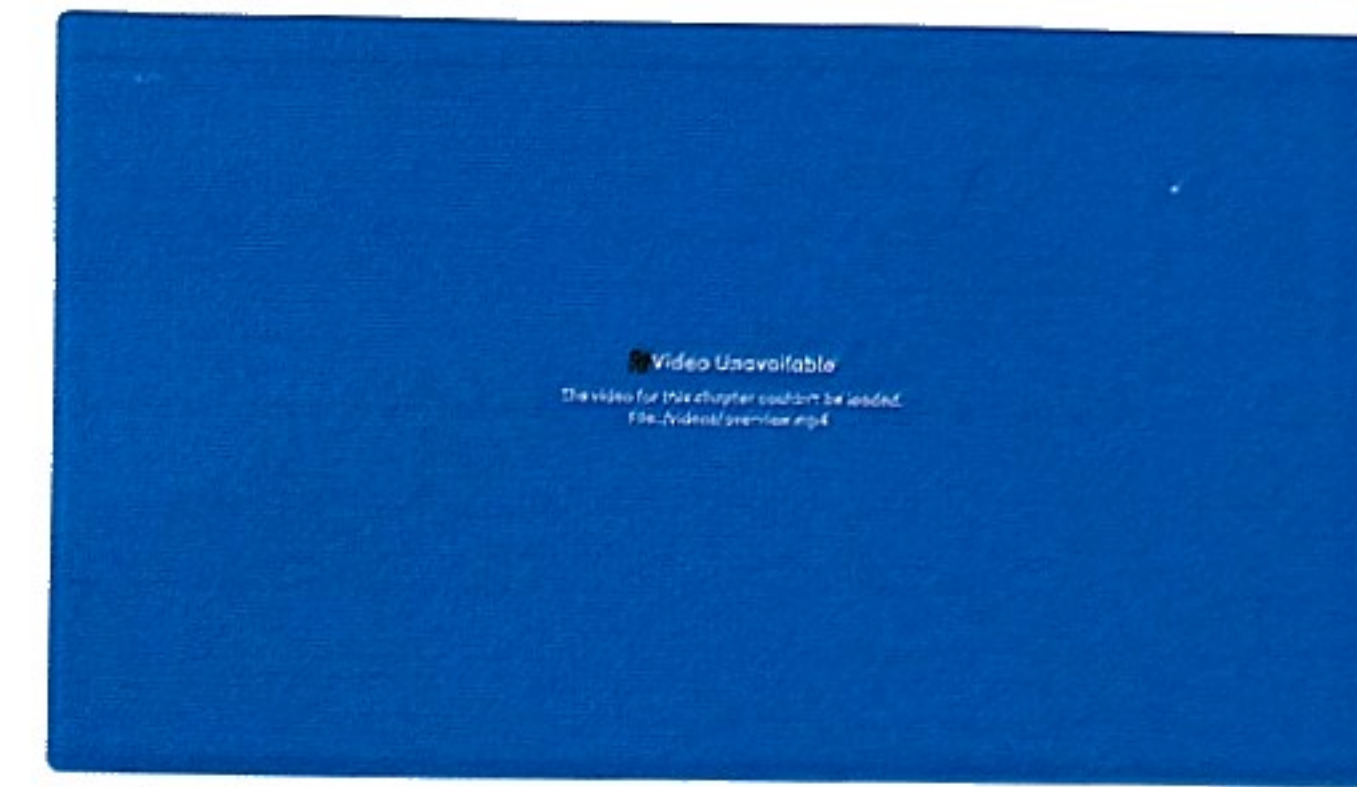


Wire frame



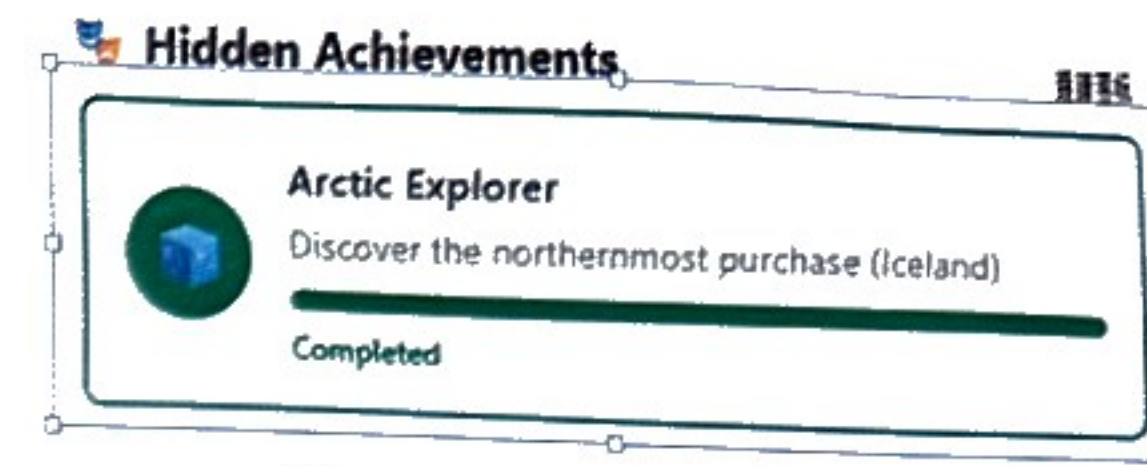
Hi-Fi

Story mode



The aim of story mode is to increase the playability via video playing, data collection and interactive buttons.

Hidden Achievements



Unlocked achievements
Explore the farthest places to unlock

Unlocked achievements
Speed is the answer

Unlocked achievements
The desire to explore must be strong