

- ① People watching.
- ② Focus Museum
- ③ InLink APP.

- 1. optimise time management
 - 2. Enhancing user testing
 - 3. Interdisciplinary co-operation
- Plan

- ① Integration of theory and practice
- ② Achievement value
- ③ Shortcoming and improvement direction

Evaluate

Review

Describe

Interpret

- ① Interaction (people ↔ stations)
- ② Function { time management
incentive mechanism
- ③ problem: lost luggage, overweight, /unuseful
emotion: home mode (night light)

- Short-term Motivation
- Emotional Design
- User behavioural difference.