

People Watching in South Downs cafe

This project is my observation of South Downs Cafe. This is a cafe with a special theme of cycling and football. Through field observation, I studied the behavior and emotional changes of customers in coffee shops. I use Sketchbook to record observations and visualize customer needs, which reflects the importance of user experience to users. I summarized three interesting observations. Second, the environment of regional design optimizes the customer experience. Third, derivatives attract different kinds of people.

Notes Take with you all the tools you might need for collecting the data. Take food and drink too and clothes for char weather. Make sure you stay for the full three hou

Deliverables

ate a well-craffed, odf do service your choses place - as defi

The document

Use presentation software such as Ka Limit your work to between 8 & 12 sli Export the document to petitionial scanned from your sketchbooks and you collected and how you organite The document should be largely visu innotations Other media may be use here are working links for everything

Feedback and assessment

Be prepared to share this pdf docum scheduled crit session. For final asses module, the pdf document should I on your portfolio website. You will rethroughout the project in the form of in futorials and the final crit,

Related blog task

There will be a related blog task, after you will be asked to use formal user to clarify, organise and simplify your guidance on this will be discussed in the blog lask. PEOPLE WATCHING

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The alm of this project is to build a rich picture of people

involved in a particular aspect of everyday life. Through this project you will gain first hand experience of the COLLECT an OMPREHEND elements of the SC design process model.



What to do

Choose a PLACE from the list below or find something similar Pedesbrian footbridge, tas / coffee shop, library / museum, gallery, cafe, outcoor public place where people galter, bus tram /subway step, park/ garden / viewpoint, a place where people guesse og for a forry, train, tickets etc. Making sure that you are not breaking any laws, find a safe and comfortable pla to sit or stand for THREE HDURS. Your task is to observe and ecord the interactions between the USERS and the PLACE you

What to record over the three hour period, COLLECT data about the USERS a the PLACE. Use a variety of technicules to record who the USERS are, and what they do in the PLACE. The data you collect should e multi-faceted - a mix of visual, aural, actions, behaviours, intentions, emotions, quantitative (numbers, measures, timebased) demographic or other forms you can think of. Techniqu include, but are not finited to: drawing, sketching, protography sound recording, mapping, text, notes, graphing, verbally collected data, categorising, ephemera (discarded items you collect in the place) and anything else you think might be useful Following your data recording, organitie and tidy up everything you have collected.

Yunxuan Zhu **MA Communication design Project I: People watching**

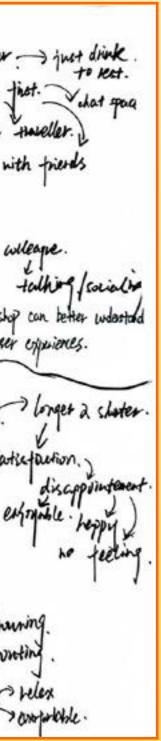


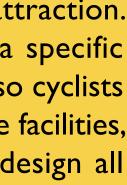
Inspiration

User (intention Plan smuds from people/ TU'S game. herely work to work This project is about the interaction between users and place. I collect and analyze information about people's interactions with the cafe in Winchester. Firstly, I will explain inspiration why I chose the coffee realwshop. I will talk about the useful information I have observed in the cafe, including "target audience, purgerence. location, price, brand value and environment". Next, I will understand the user's mood and behavior through a multi-sensory way. I use some different research methods and skills to make the data nteraction and treshiess. pretects more expressive. I make observations and take notes. I interview with some customers and do the cottee shops 2 use questionnaire. For tools, I use some photography, infographics, and collages. a where where Behavior The southdowns social " letomer's needs, and impraver their new computerees.) HEW WARDING brand wowing times) just drink motion wer's labit time changes. longer à shoter. social betasing institut changes **Technical** Location neer's motions enjoy with triends. facility how many times. -> reat time. Hether or no Separal times -> fatical/ activity relevation special situations) alone reather good / bo ortrable. treedom MANNE Why choose User Inspiration South Downs cafe Coffee shop is a public place with a wide range of users. Coffee shop is a popular place for people in the UK. People have a high demand for coffee envirønment shop. In terms of ordering, dining, and environment, coffee shops help me analyze the interaction between users and the environment. émotions value South Downs Cafe is a cycling and football attraction. The distinctive brand positioning appeals to a specific Social target demographic, not just commuters, but also cyclists Coffee and sports enthusiasts. Spacious space, complete facilities, convenient location and unique surrounding design all psychology provide a unique user experience.



Mindmap & South Downs cafe

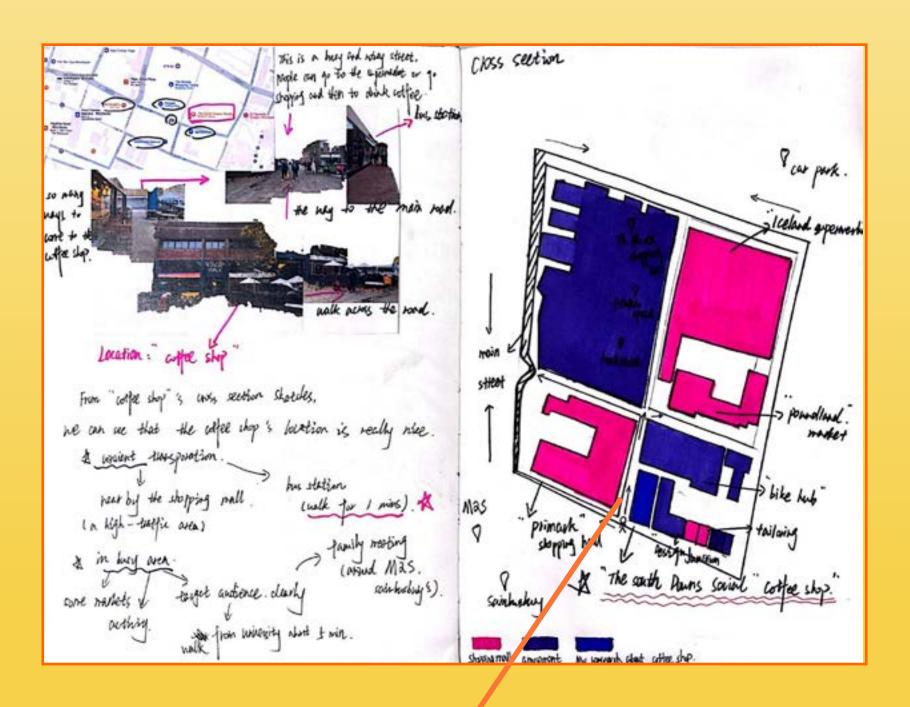




Research

Primary research - Location

This is the plan and spatial distribution of South Downs Cafe that I have drawn. The cafe is located in the main street of Winchester, opposite M&S supermarket and Primark shopping mall (the pink area), which reflects the large flow of people. A I-minute walk to the bus stop provides convenient conditions for users. In addition, it is close to the bike shop(the purple area) and creates a connection with the coffee shop, which not only attracts cyclists but also makes it easy for other users to enter the shop.





South Downs Cafe



Observe by taking photo

The orange highlight points are the location of the coffee shop. Through these signs, it can be clearly seen that the distance between the coffee shop and the surrounding places is very close, and the geographical advantage is strong.



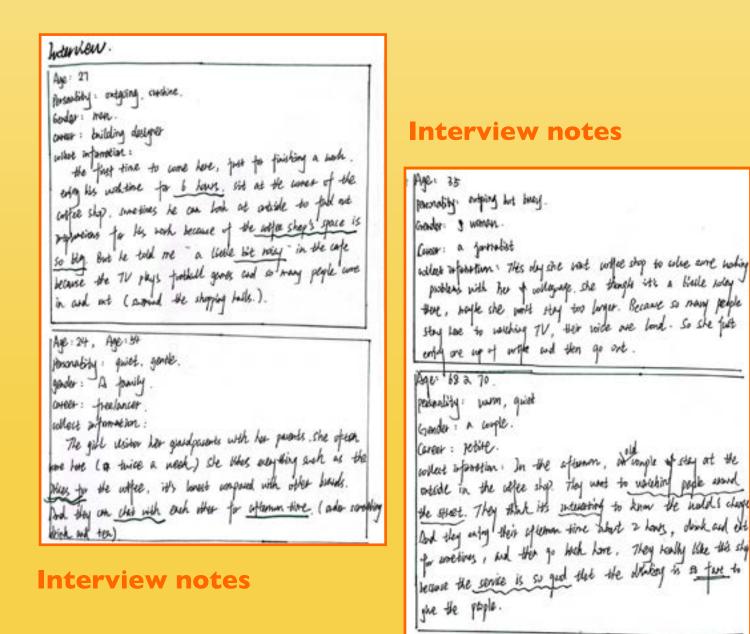


Primary research - User group

Though my observation, South Downs Cafe's customer base consists mainly of cyclists and football fans as well as local residents.

I interview some riders use it as a rest place after riding. I interviewed some of the customers and asked them how they felt about the coffee shop. They believe that the theme of the store is different from other commercial cafes, with many iconic themed products such as jerseys. In addition, they like the decoration of the store, which is very distinctive and can take photos freely.

Some fans or visitors can come to the store to watch the game and buy football products. A place where local residents often take a short rest after shopping.



Taste slowly, move gracefully, like a "ritual sense." **Prefer cappuccino with desserts** like scones, cakes or muffins, **Choose a small round table to** chat with friends

Analysis of PACT

leave before dinnertime **Only one person takes the order,** match coffee and snack platter Choose a spacious seat near the TV laughing, talk in a relaxed tone

cyclist & footballs fans

a rest place, convenient parking interested cycling products characteristic environment watching games with friends

-Retired people

leisure and relaxation needs **Get together with the family Prefer coffee with less sugar** Like natural light good seats do not like too noisy atmosphere

freelancer

Alone: a workspace An outlet for laptop use. Look at prices first rather than quality A quiet seat by sitting by the window

A steady income, busy work time, Care about price Like American for keep clam Hope complete order quickly **Care about quiet environment** because meeting **Office worker**





Primary research - Questionnaire

According to the survey, I found people aged 25-34 are more likely to come here than any other age group. Target audience are cyclists, football fans and local people. Cyclists come here for a rest stop. And other people are willing to here for afternoon and usually stay for 2 to 3 hours. Because they want to watch football games with friends.







Visual

Order Appearance **Seat selection Facial expression Body language**



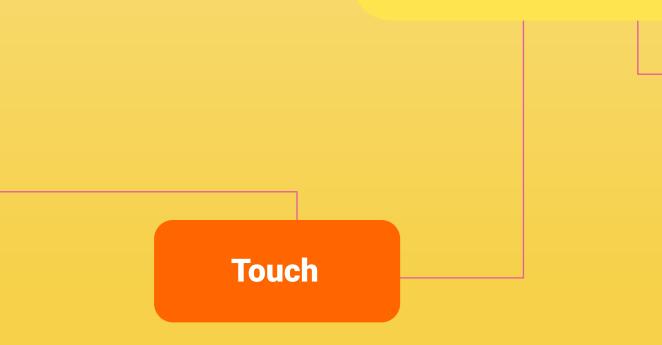
Auditory

Primary research Multisensory

I analyzed the user's multisensory changes in the coffee shop. Coffee shop's space layout, background music, high-quality drinks attract users' attention and bring more customers.

Order with the waiter **Background music** Sounds of people around **Content/ tone of conversation with friends**





Frequency of touching objects (coffee cups, electronic devices) Hand movements (temperature of drink) Item placement and environment

Smell

Taste

Food/Coffee taste **Try new flavors Air circulation** The smell of the surroundings Deep breaths when entering the store



The choice of coffee and food **Taste expression** Sweetened or unsweetened options Whether to adjust the taste

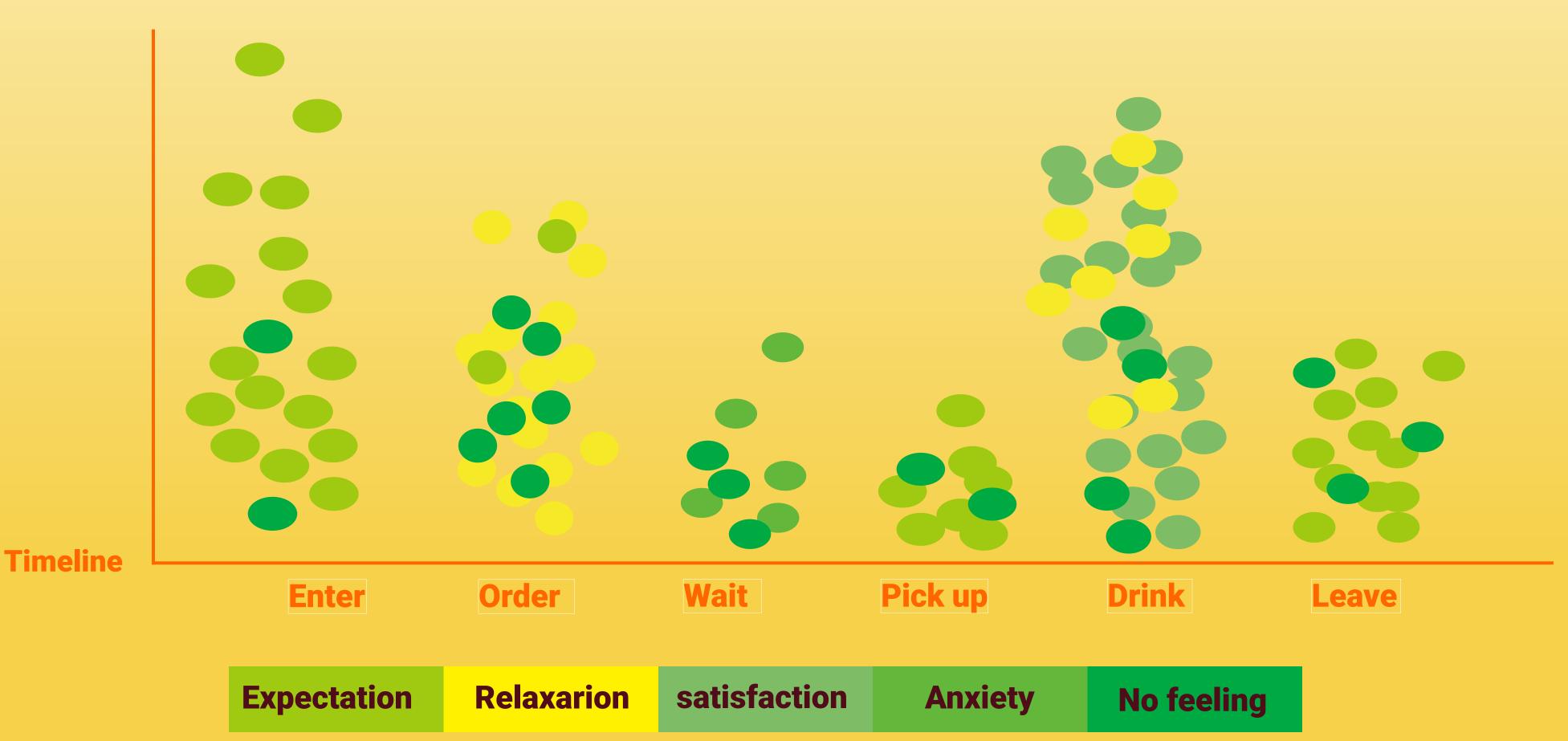
SUPPOSITING STATES

E CAFE I EN



Primary research - Mood

To better show the changes in user mood, I put the green circles in the visual graphic below as coffee beans. I divided it into 6 stages: When user first enter the store, they have expectations. In the order and waiting, their emotions become calm, sometimes there will be a slight anxiety. After they get the coffee, they start to enjoy drinking the coffee, they feel satisfied. After leaving, they feel happy which impressed by the coffee shop. In short, it also reflects cafe's service and environment meet the personal preferences of users and make people's enjoying the happy time.



The mood change of user from entering to leaving

Primary research - Behavior

I record 3 hours about user they enter and leave the coffee shop. The peak time for coffee shops is 2pm, when there is a lot of traffic, such as cyclists, and locals are in the shop. They discussed and chatted happily, and the atmosphere was lively. There are many waiters in the coffee shop, customers do not have to worry about waiting in line for food, and the service attitude is still positive. Because of the changeable weather, fewer people went out at 3:30 in the afternoon. At closing time, the chairs were put away and the environment became quiet.

3:30 PM



Few people



Peak hour





Closing time







Primary research - Environment

The cafe forms a multifunctional space, it divided into three areas: the lively atmosphere on the ground floor, the quiet work environment on the second floor and the open street area outdoors. This meets the diverse needs of cyclists, football fans, workers and other customers.

The regional design enables customers to make personalized choices and experience different environments, which further reduces the emotional distance between the coffee shop and customers, optimizes customer experience, and reflects the unique value and emotional design concept of the coffee shop.



Primary research - Interesting points

The Cafe successfully attracts cyclists, football fans and other customers through its distinctive theme positioning, bright environment and diverse products, friendly services. This kind of friendly brand design not only meets the material needs of customers, but also strengthens their emotional connection and increases customers' sense of trust.



Bright environment: theme football products, like cups or clothes



derivative: bicycle books, sunglasses, helmet, glove



Serve up quickly, friendly services, high quality cakes



Summary & reflection

Through the observation of South Downs Cafe, I deeply realized the importance of user experience to the environment. In this project, I learned to pay attention to user needs to attract their trust in the brand, and then improve the user experience more comprehensively. In addition, in the process of research, I learned to use different research methods to record user information, such as the primary research methods of taking photos and interviewing. I also presented a large number of words by making inforgraphic, which helped me to spread my inspiration and generate more ideas in the future design process.