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## Project Update

### A Video Messaging Display for Passers-by

#### Scope

I would like to design a display that shows the history of people in a public space where they would only have a transitory stay, for example, the lobby area where people wait for the elevator. These places gather many people throughout a day; it would be a great arena for facilitating social interactions. However, as people normally are not staying too long in such locations, they are not engaged to start much social interaction with others. I would propose a system that displays the history of the location in terms of how many people have been there, as a way to initiate more social dynamics among the passers-by. Many people actually have a regular pattern of dropping by these places, so it opens up a design space for an asynchronous video messaging display, which not only depicts the history of people but also provide a platform of serendipitous information exchange.

#### Current Design

The main concept of the interface is using a clock because it functions well for both foreground and background displays. As a peripheral display, it can show at a glance the crowdedness over a period of time or in a day; and when it's brought to attention, it shows in details of each video recorded message according to the time. For the current stage, I've done some initial designs of the interface and now working on the programming part of capturing and playing videos.

#### Next Step

The system will be implemented on a wall-mounted display where a GUI will render the clock and visualize its video messages. My original idea is to have sensors installed to detect if there is a person being close to it, which will trigger the video playback according to the current time. More iterative design sketches will be done to find an appropriate way of interacting with the system, e.g. posting and reading video messages. Some basic concerns would be whether it is based on touch-screen, computer-vision or other tangible media input mechanisms. After finishing the interface design with fully functioning recording and playback systems, I would also like to think about the possibility of extending it to a networked version. The web could a better place to browse and annotate the archived messages and the question is how to have a seamless link from the physical space to the virtual space.

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