Design Expo 2010 – Service meets Social

Curtis Wong
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eScience research group
Chair, Design Expo 2010

Design Expo 2010 – Service meets Social

An overview of Design Expo: what and why

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Design Expo

What is Design Expo?

- Annual Theme
- Top Design schools engage students in teams with semester project
 - Work with faculty and Microsoft product group design liaisons
 - One project selected to be presented at Design Expo

Why do we do this?

- Engaging design schools and raising awareness of MS design
- Opportunity to directly engage with MS designers
- Student opportunity to develop design solutions common theme
- Design Expo community
- Scavenger Hunt Game
- Informal design network

Clueless in Seattle – Scavenger Hunt game

Facebook comments yesterday from students from earlier years about the game happening again on Sunday

"Awe, my four year anniversary since my year doing the game. I loved it!"

"that was so much fun!"

"the best scavenger hunt ever"

"that was the best!!!"



Service meets Social – Shelley Evenson

Designing Services with Social Networking technologies

What's a service? Think everything from getting a coffee at Starbucks to being treated at your local hospital, from government services to financial services.

Social is all about people building and connecting through communities and sharing information and influence.

This year's challenge was to ask—What happens when service meets social?

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Designing services at the intersection of Social Networking technologies

Art Center College of Design Microsoft Liaison: Craig Hally Professors: Steve Kim & Todd Masilko

The Neighborhood

- Connects seniors with volunteer children
- Breaks isolation, builds social responsibility
- Great research and thoughtful presentation

Journey Share

- To coordinate, track and share transportation options
- Real-time data/itinerary updates
- Info sharing and member feedback
- Payment infrastructure, Ad model, viral growth
- Nice, clean UI presentation

Reflect

- Digitized wardrobe and personal stylist
- Online community where people and professionals interact
- Uses Natal-like interface to superimpose wardrobe on user
- Excellent, ambitious prototyping effort

Steps

software



TEACHER SHABING WEBSITE

- teachers can share lesson plans
- teachers can review students'work · better communication between teachers and parents is developed



BOOKSHELF

ODCCE - various learning applications can be downloaded for use in the classroom teachers can build their reputation and

earn money by creating new applications schools will be rewarded when the applications are downloaded

Armúnitar Callega of Design



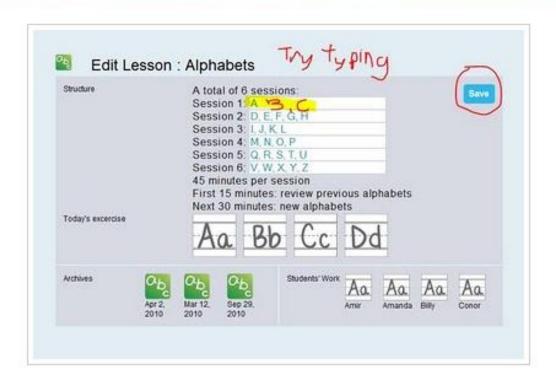


- · Is designed to be used in class
- · students can easily read, write, draw and paint on it
- · teachers can monitor the students' progress in real time



STEP2

- · is designed to be used for group activities such as games and puzzles
- · students can learn social skills from interacting with other students





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Designing services at the intersection of Social Networking technologies

Carnegie Mellon University

Microsoft Liaison: Shelley Evenson

Professors: Chris Kasabach, Vanessa Sica & Bruce Hanington

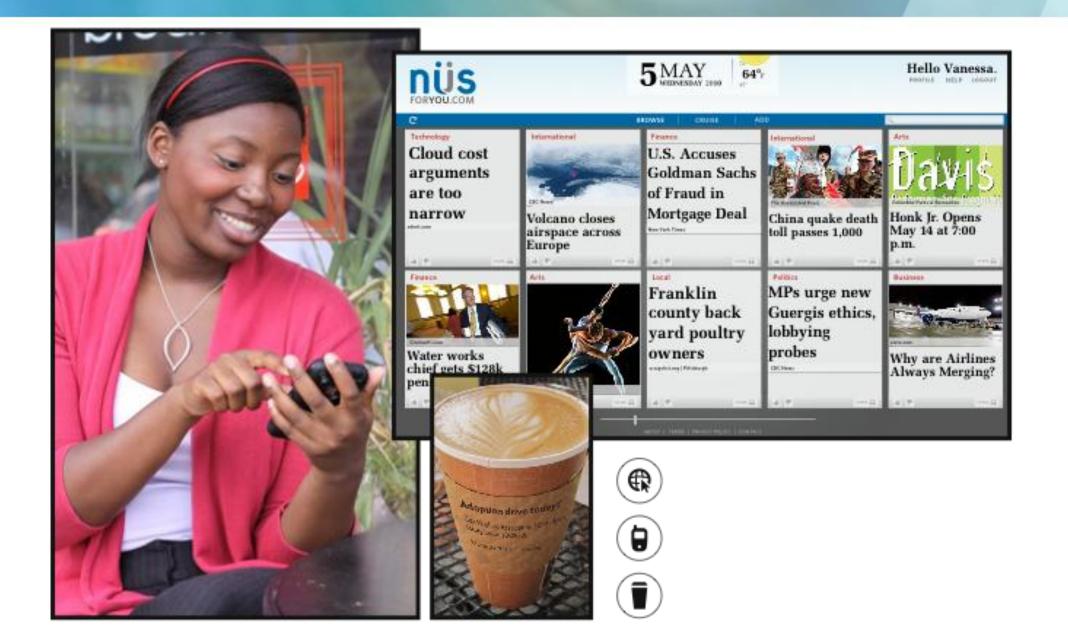
Carnegie Mellon University teams





go play current-c synchronicity

nus



metaStar

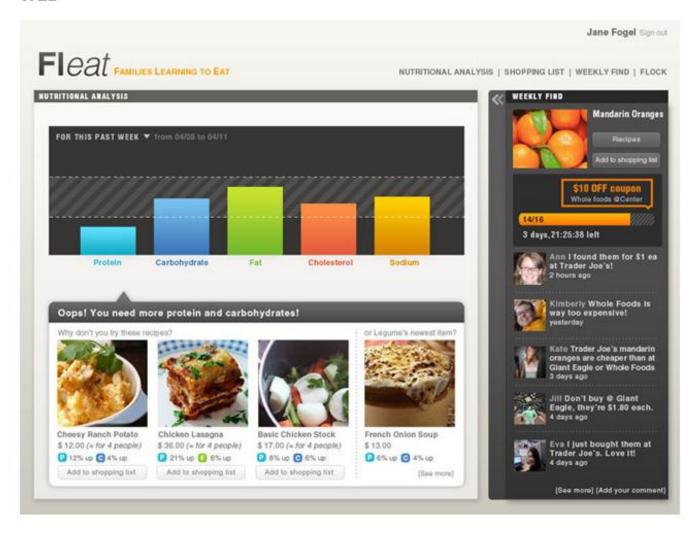


Fleat

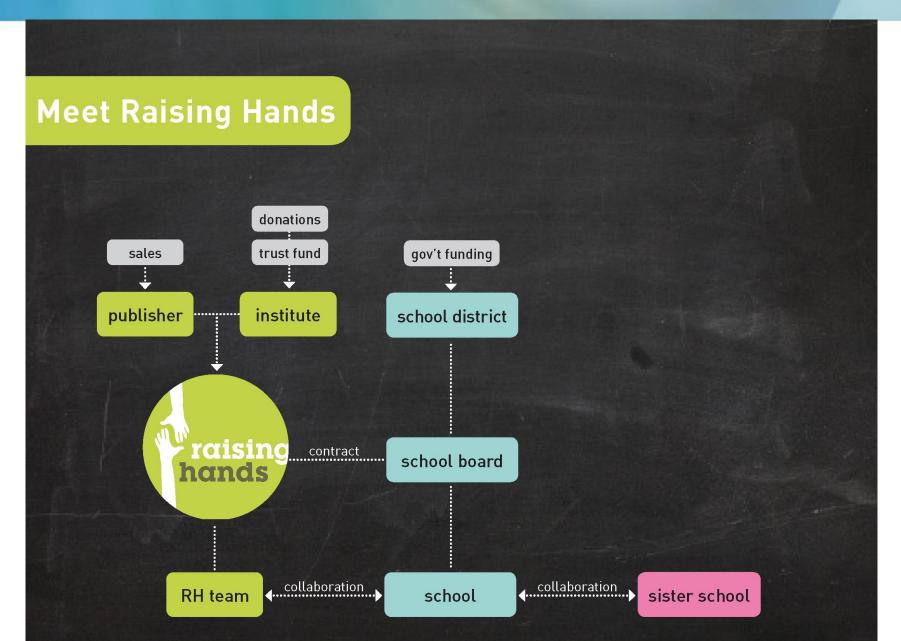
MOBILE



WEB



raising hands



cumulus



A Research Revolution











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Central Saint Martins College of Art & Design Microsoft Liaison: Tim Regan & Richard Banks Professor: Caroline Till

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NYU Interactive Telecommunications Program Microsoft Liaison: Georg Petschnigg Professor: Nancy Hechinger











Our Process

Additional Criteria

Three D's

Class Structure

Collaboration + Competition

Outside Judges

VCs, Entrepreneurs, CEO, a Dean, an artist



Welcome Ian | logout

New Prompt

Plant a new Tree

Preferences

chat

Print your tree

Good Old Days in the North Country

Add your memory

Man I forgot how awesome those summers were ... riding bikes, swimming in swimming holes, making bows and arrows, playing every sport known to man, hiking up Tuckerman's, playing "guns" in the Tassy's woods, going up to camp ... man, those days were so fun ... we didn't even know how good we had it!





Chat



Michael Mabes



Bruno Perez Pacieri



Carolina Lazo



Yvonne Gonzalez



Paloma Baytelman



Manuela Viera-Gallo



Gabriel Monje Coccolo



Pilar Troncoso





Photo



Phone







Video



You guys remember the first time we biked up to Emerald Pool? We couldn't have been more than, what, 12? It was like this mystical swimming hole we had only heard about ... I don't even know if we knew if if was real, right? Biking up like 10 miles of hot winding dirt roads on a rumor ... wouldn't catch me doing that these days! I remember feeling so psyched when we actually rolled up to it! It was like Indiana Jones times. And then it was ... who's going to jump off that ledge first ... and OF COURSE Mike did it. I took my kids to the pool here in St. Louis the other day, and I was thinking how different it was when I was a kid. Next time we're back up north, I'm gonna take these kids to Emerald.





helping those who help the homeless

Project Streamline helps those who help the homeless by providing outreach workers with communication tools that facilititate:

- Knowledge sharing across organizations
- Smarter methods of reaching the homeless
- Simplifying paperwork

Project Streamline consists of:

- Mobile Phone Application
- Common sharable database
- Social Networking Site

Bunmi Adeleke, Dharmarajan R Ayakkad Lisa Maria, Peiyu Liu

Project Streamline streamline.org@gmail.com

Mobile App for Capturing Data







Photo Capture

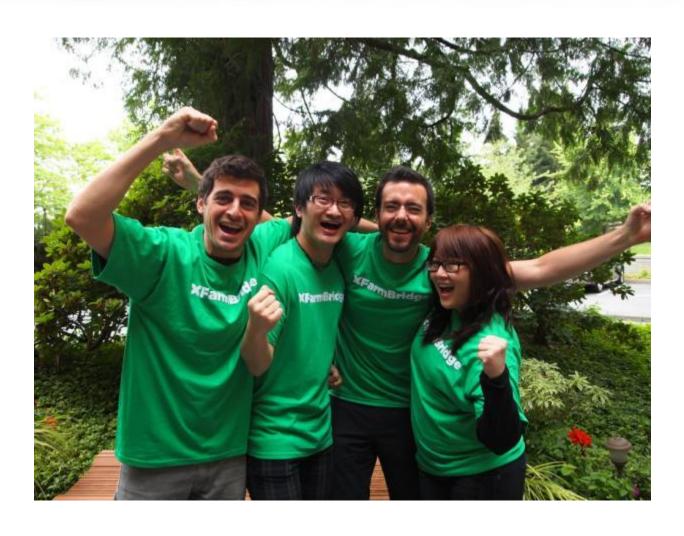
Profile Capture

Search Results

Social Networking Site for Organizations



What Makes a Winner?



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Designing services at the intersection of Social Networking technologies

Universidad Iberoamericana Microsoft Liaison: Vincent Ball & Joe Fletcher Professor: Jorge Meza, Ariel Mendez & Georgina Duran









Teens who are not able to attend school need a chance to improve their knowledge and skills without relying on government run school which simply cannot scale to the population growth of México; this leaves many without education. Kueponi is a system that creates and facilitates partnership between universities and companies that provide teens with a chance to obtain competitive and technical skills in place of school.



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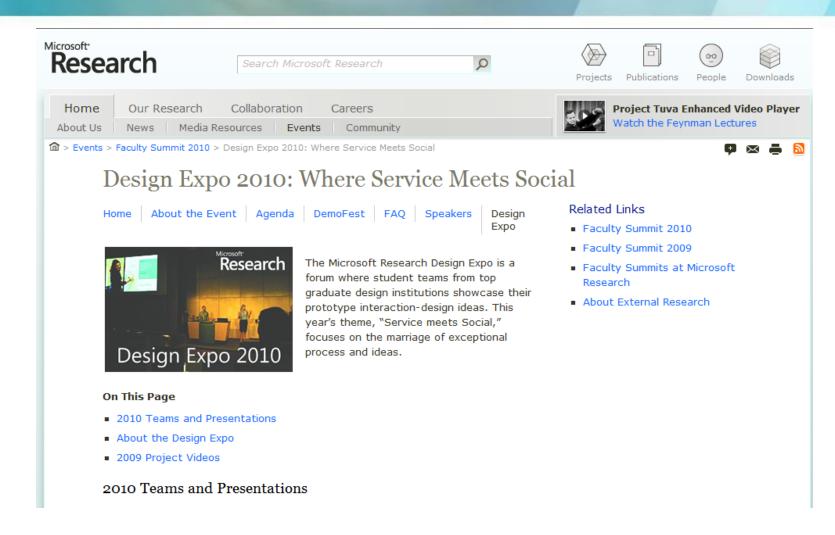
Designing services at the intersection of Social Networking technologies

University of Washington
Microsoft Liaison: Yong Rhee & Sander Viegers
Professor: Axel Roesler

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Design Expo 2010 website

- Expo Details
- Participating School Projects
- Video presentations



http://research.microsoft.com/en-us/events/fs2010/designexpo.aspx

Closing thoughts

Demofest 2010

TOMORROW - Tuesday July, 12 10:15 am - 12:45 pm Microsoft Conference Center – McKinley room

Come talk to the students and see the demos of the prototypes up close!

Acknowledgements:

Co-Chairs Shelley Evenson & Mike Kasprow

Tremendous help from MSR team: Susan Dawson, Heather Mitchell, William Dangel, Jenifer Carlson, and Tom McMail

Faculty Summit 2010

Q&A

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