

SPACETALK
JOURNEYMAN



Your companion for the road

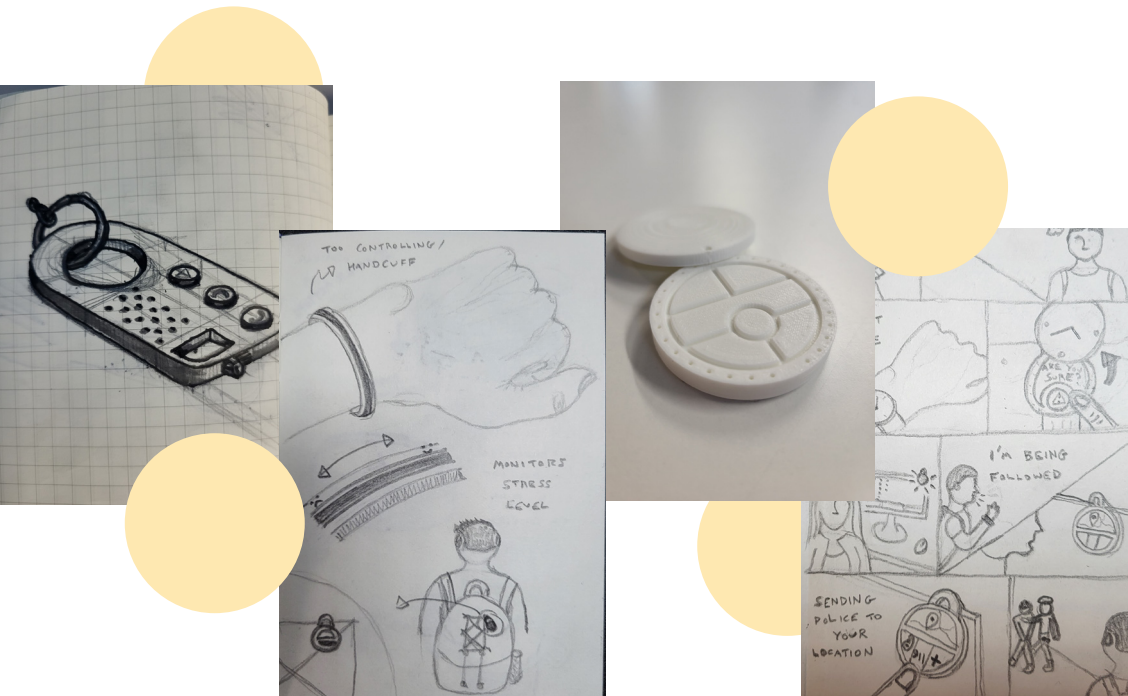
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Initial Ideas

The problem I decided to address is the global shift towards generations of 'iPad Children', kids addicted to the lure of modern technology. I wanted to design a device with the functions of an early mobile phone combined with a desirable modern aesthetic. All features will be tailored towards ensuring personal safety and easy communication to benefit the child's mental health.

Is it possible to design a device that allows peace of mind for both the child and their parents?



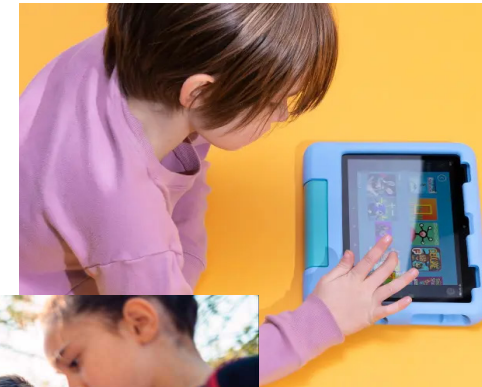
User Groups

Middle Childhood

- Desire for independence
- Testing boundaries
- Prioritise friends and acceptance
- Responsibility and purpose

*Only about 24% of children who have experienced bullying will ever tell their parents, only 14% will tell a teacher, only 41% will tell a friend and 28% won't tell anybody
(Look Through Their Eyes)*

*Road traffic injuries are the leading killer of children this age
(World Health Organisation)*



User Groups

Working Parent

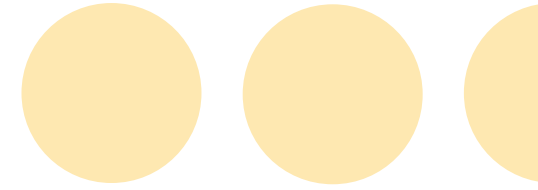
- Stressed/forgetful
- Family first
- Fears being overprotective
- Teaches good values
- Committed to work

*Third of parents won't let their children walk to school because of fears about speeding cars
(Daily Mail)*

*In the UK, parents believe 10 is the safe age for kids walking alone to school
(You Gov)*



Human Factors



Laser cutting MDF prototypes made me realise that a watch would be difficult to design a screenless interface for due to dimensional constraints. Thus, I developed larger PLA 3D printed prototypes that could clip onto a pocket, belt, bag, or keychain. This increased versatility and made the interface easier to design in a way that is understated rather than absorbing.



Visual Language

I felt like the product still lacked a uniqueness, a personality. So I took inspiration from the Little Signals range designed by Map Project Office in collaboration with Google Seed Studios. With a simple colour scheme highlighting interactive components and geometrically simple forms, the range advocates a more calming interaction between humanity and technology.

With the stress children can experience at school, often through bullying or struggling to understand a subject, having a soothing interaction with the tech companion possessed a unique desirability aspect that expanded the function of the product from a personal safety device to a general wellbeing tool.

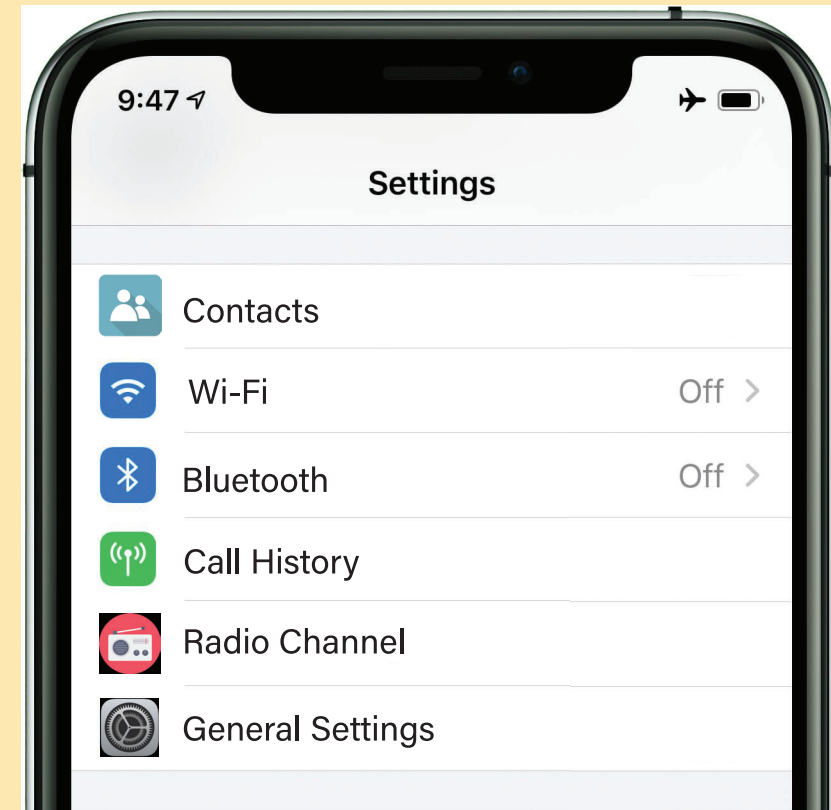


Interaction Design

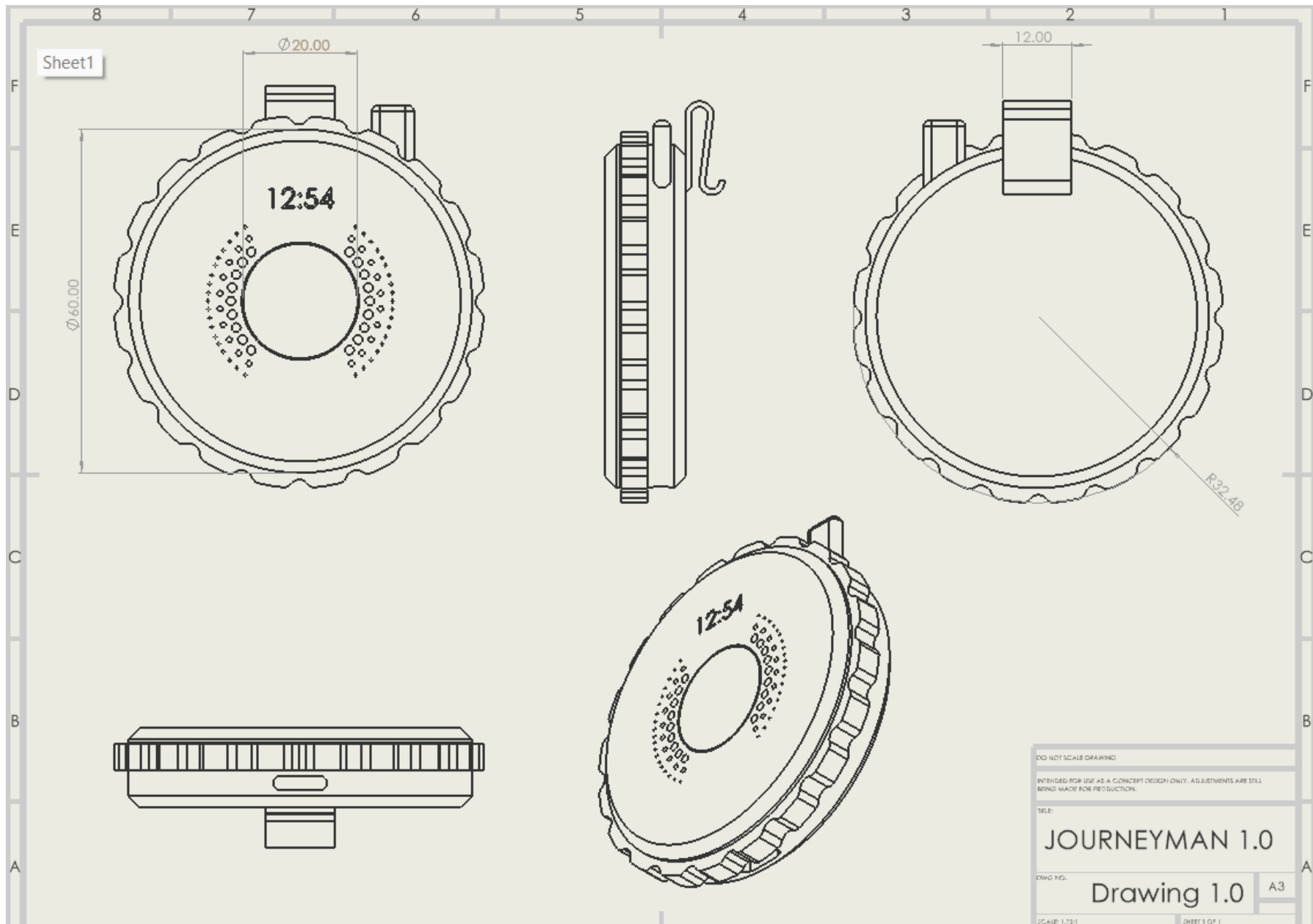
Clip at your convenience.



Phone Out.
Set Up.
Phone Away.



Orthographic Drawing



Final Prototypes

