

Innovation Projects Website

Deliverable 1, 17.01.05

The guiding ideas in the development of this document came out of conversations and the analysis in the activities and goals of the Innovation Projects activity at Interaction Design Institute Ivrea.

The main goal of the website is to work as the main depository of the projects undertaken by the Projects Area. The site will facilitate the demonstration of the projects to potential clients, to our sponsors and to IDII internal and external community. It will provide an interface for IDII people (especially the Innovation Projects Team) to present the work and access all existing work materials internally and externally. The proposal for the structure has to fulfil following criteria:

- Demonstrate activities of the Innovation Projects Area which includes Internal Projects (research, exhibitions, prototypes), Applied Dreams projects, Client Projects (research, exhibitions, prototypes) and comes under general title of Innovation Projects
- Specify the criteria for projects presentation
- Provide a format and an interface for easy addition of the new projects
- Unify the projects presentation
- Provide the tools that might be required to access particular project files
- Centralise the location of the projects
- Provide flexible labeling of the information to accommodate protection of the internal files. (password protection of the internal files and info that will not be accessible to the outside but can be at any point accessed by specific team members)
- Provide flexible metadata for each project in order to facilitate search for relevant projects. (metadada labeling described later)

The following document is a proposal for the front end information retrieval and backend information management – **Content Management System (CMS)**.

1. Proposal for presentation of Innovation Projects
2. Project categories
 - a. Levels of categorization of the projects
 - b. Sublevels of categorization and metadada
3. Project Presentation Guidelines
 - a. Required presentation information
 - b. Additional presentation information
4. Frontend- what is available externally
 - a. Department communication Element
 - b. Projects Browser Element
 - c. Projects Filter Element
 - d. Internal Access Element
 - e. Home Page specific elements
 - f. Inner Level Navigation
5. Backend – what is available internally
 - a. Manager and Member Access
 - b. Structure of the interface
 - c. Fixed and Flexible elements of the interface
6. List of projects
 - a. List of projects qualified as Innovation Projects
 - b. List of projects that do not have currently sufficient materials available (problematic projects, which should be showcase but require additional work)
7. Development of the communication strategy and transgression into print materials

1. Proposal for presentation of Innovation Projects

Innovation Projects area is an active department within IDII that invests internally and finds external clients to invest into projects that include research, concept generation, workshops, prototypes, exhibition design, etc and delivers results according to the brief of the project. The project brief is proposed by a researcher, faculty member or client. The money invested into the project comes from internal or external funding (private and public companies, EU...). In either case, the projects has to generate value, short or long term through potential value of the concept or monetary value paid by the client for the services provided.

We need to present to the visitor of the page with the following information about the Innovation Projects Department:

1. General Description of the Innovation Projects Department
 - a. Visual and verbal description of the expertise – types of projects i.e service, application, interface design + examples
 - b. How the collaboration is structured, i.e. internal design teams, external designers, work on sight with the direct/indirect client involvement (length of the project, process etc).
2. Business model (?)

This info could be internal and partially external
3. Value proposition
 - a. How a company can benefit from the collaboration
 - b. List of the companies that collaborated with Innovation Projects which should also include projects produced.

We could consider adding quotes and feedback from the client but I am not entirely sure about that.

2. Project categories

All projects listed in the site fall into general category of Innovation Projects. The main distinction comes from where the project idea and sponsorship originate.

Internal -----AD -----External

||-----Innovation Projects -----|

Internal Projects are projects originated from Faculty members, they must have a faculty member as “sponsor” and are funded by IDII.

External projects are projects originated internally or externally IDII, they are sponsored by private or public companies and Institutions (EU, CNR..) and developed by the Innovation Projects team.

Applied Dreams is a mixed project. Its ideas could originate both internally and externally and sponsored internally or externally and usually developed by the team which integrates faculty, visiting Professors and students. The team works according to the client brief but has to carry a learning value and the range of results is usually wider than the guidelines. The range of result may vary from feasible to futuristic concepts.

a. Levels of categorization of the projects

Research -----Exhibition
Internal -----AD -----External

b. Sublevels of categorization of the projects

Client – FIAT, SONY, HITACHI, Telecom Italia Lab, Orange, EU

Industry – Mobile communication, Electronic Appliances, Automotive, AudioVisual Electronics, Domestic appliances etc

Project Category – Research, Exhibition, Internal, External, Applied Dreams

Design Category – Service, Physical Application, Virtual Application, Interface, Teaching Platform, Wearable computing

Year – which year work took place

Type of deliverable – video, physical prototype, concept paper, research paper, multiple etc

SubLevel Metadata – additional metadata to help categorise the project – Mobility, Elderly Design, Toy Design,

Types of classifications are fixed: i.e.

[client] [industry] [project type] [type of design] [year] [type of deliverable] [sublevel metadata]

It will be a constant feature of the back end, and the member will be required to select an option from each category.

But the options inside each category can be altered, i.e. if the menu does not include an option that describes the project, it can be added and then it will be present for other members to use as well.

3. Project Presentation Guidelines

a. Required presentation information

The following information has to be provided when project is added to the site (the interface is described in the BACKEND section of the document

- a. Private – Public (choose whether any of the information of this project is private or public, if private is chosen none of the projects will be presented publically but access internally)
- b. Title
- c. Subtitle
- d. Client (Sponsor)
- e. Date
- f. Participants
- g. Brief
- h. Project Description (Process taken during the workshop – user research / interviews / external design teams...)
- i. Visuals (photos taken during the workshop/ project happening if available)
- j. Download Presentation Materials (optional, if available) (public – private option)

- k. Project's website – link to the detailed site if exists / or might have been requested by the client
- l. Results / Concepts
 - i. Private – Public (choose whether this particular project of the workshop is public or private)
 - ii. Title
 - iii. Description
 - iv. Visuals
 - v. Download Presentation Material (video, director, ppt, flash etc) – if available (public/private)
 - vi. Fillout the **Sublevels of categorization of the projects** (pulldown menus provided)
- m. Fillout the **Sublevels of categorization of the project** (pulldown menus provided)
- n. Research gathered during the project (public - private)

b. Additional presentation information

Provide the tools needed to view the downloaded presentation materials.

Provide all printed materials / communication materials, designs produced to communicate the workshop – available private.

4. Frontend- what is available externally

The following figure is **NOT** a design proposal. It's a visual representation of the information displayed on the page. The Elements of the information structure are discussed in more details below.



fig 1. HomePage

a. Department communication Element

Innovation Projects department is an active department within IDII that invests internally and finds external clients to invest into projects that include research, concept generation, workshops etc and delivers results according to the brief of the project. The project brief is proposed by a researcher, faculty member or client. The money invested into the project comes from internal funding or external client. In either case, the projects has to generate value, short or long term through potential value of the concept or monetary value paid by the client for the services provided.

We need to present to the visitor of the page with the following information about the Innovation Projects Department:

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition

- >Contacts

fig. 2 *Department communication Element*

What we do: General Description of the Innovation Projects Department

Expertise: Visual and verbal description of the expertise – types of projects i.e service, application, interface design + examples

Who and How: How the collaboration is structured, i.e. internal design teams, external designers, work on sight with the direct/indirect client involvement.

Business model (?)

This info could be internal and partially external

Value proposition: How a company can benefit from the collaboration. List of the companies that collaborated with Innovation Projects which should also include projects produced.

Contact Information

b. Projects Browser Element



Project browser is an organized list of links to the projects. The "Project Browser Link" takes a visitor to the page that describes visually the types of projects and the categorization of projects, i.e. how the Client projects are different from AD projects, and research projects in terms of client participation, idea generation, sponsorships etc...

This visual element should be thought through and design to be used in printed materials and web as part of Identity and Communication of the Innovations Projects Department.

List of Projects is listed in the section : **Projects List**

fig. 3 *Projects Browser Element*

c. Projects Filter Element

FIND :

by client ▼

by industry ▼

by project category ▼

by design category ▼

by deliverable ▼

by year ▼

keyword :

Select from any / all project filters, or type a keyword

The Projects Filter Elements allows the team of the Innovations Projects Department to easily select projects relevant for the presentation to the client on line and off line.

The filters “client”, “industry”, “project category”, “design category”, “deliverables”, “year” are fixed CATEGORIES (we could discuss how to rename them if necessary to reflect the categories).

The SUBCATEGORIES are visible on pull down of the CATEGORY.

SUBCATEGORIES are a flexible element. They can be added, removed and renamed by the members with relevant access through a backend interface (presented in the “**Backend**” section).

Keywords field allows search of projects via specific keywords.

fig. 3 Projects Filter Element

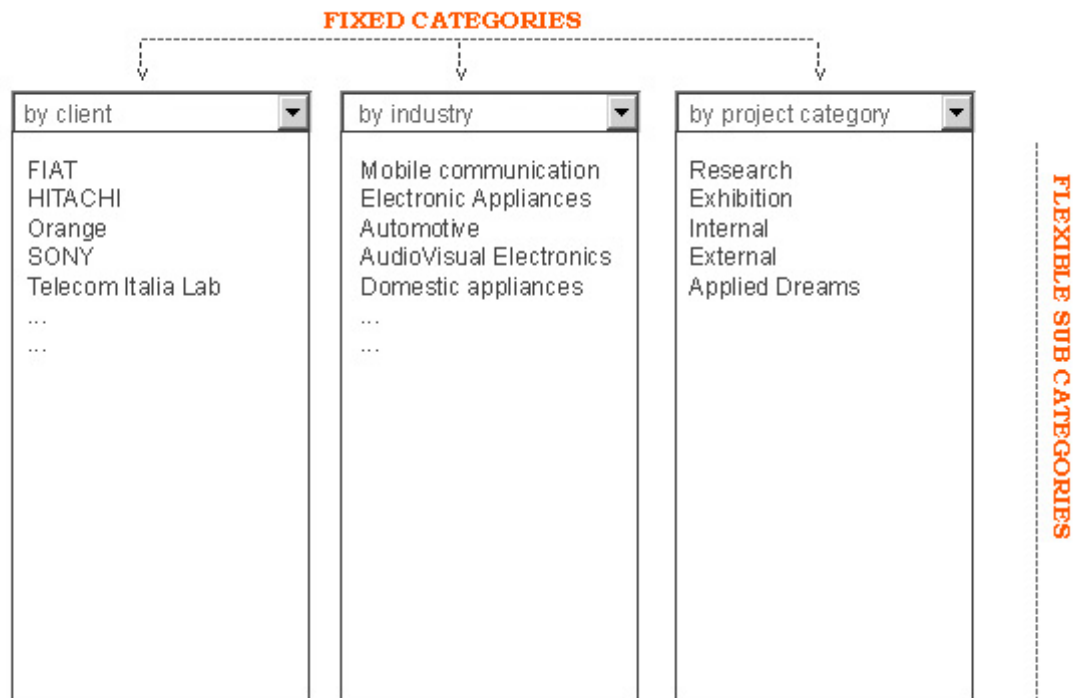


fig. 4 Projects Filter Element – SUBCATEGORIES

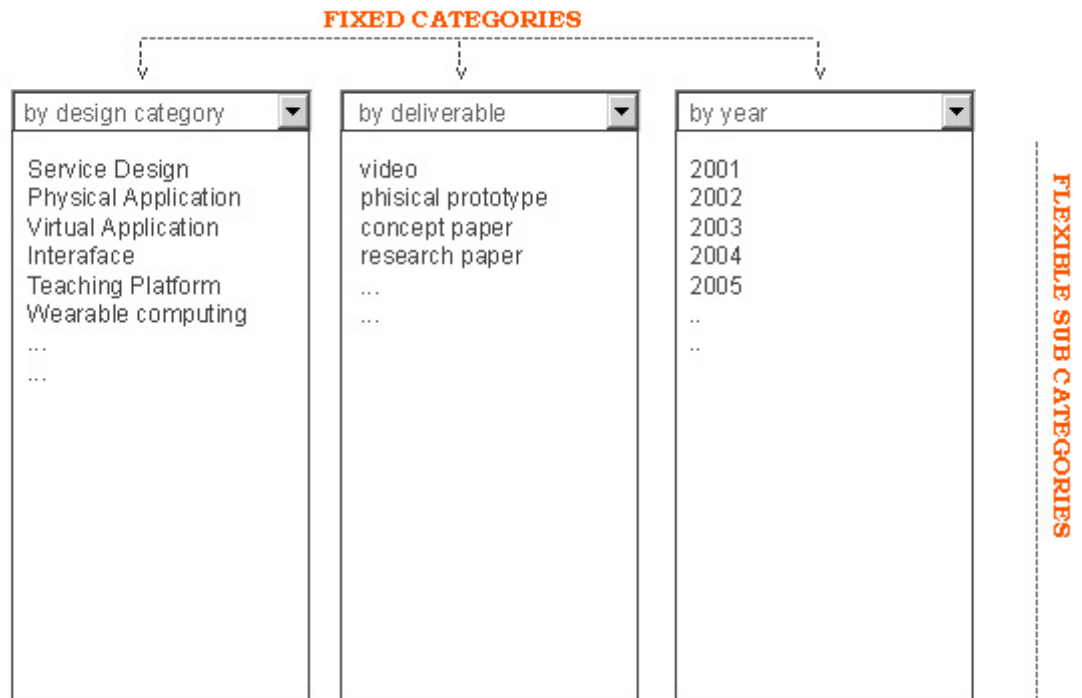


fig. 5 Projects Filter Element – SUBCATEGORIES

d. Internal Access Element



fig. 6 Internal Access Element

Internal Access element allows the members access to the backend interface of the site.

Add/Modify projects provides an interface for modifications and addition of the new projects to the site.

Access Internal Documents allows the members access all internal documents relevant to the project that are hidden from the unauthorised user. Such link is important in order to be able to access print, research and presentation documents remotely when the need arises. Such cases could be presentations abroad, on location when extra printed materials are required or certain presentation files are missing or not working, a computer failure, CD loss etc.

e. Home Page specific elements



fig. 7 Home Page specific element

This element is not required but suggested as a homepage feature to attract the attention of the non-guided visitor/potential client.

The suggested structure of the element:

A Visual representation of the project (directly supplied from the backend DB), Title of the Project, Subtitle (tagline), Client and Date.



Title: Multiplus

Client: FIAT , 2003

How do New Mobility Services
affect Design of the car?

[click to see the result](#)

Larger impact to be given to the Question from the Brief, and a link “click to see result” which leads the visitor directly to the relevant project section.

f. Inner Level Navigation

Inner Level Navigation if Projects Browser Tool has been used

Assuming the Home Page Specific Element (**fig.7**) and the Projects browser element (**fig.3**) are considered as an appropriate approach the proposed structure for the second level navigation is described below. **(In this drawing and the following ones the right hand side and top elements remain the same as on the homepage.)**

PROJECT BROWSER

CLIENT PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

APPLIED DREAMS


- > project 1
- > project 2
- > project 3
- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2



Title: Multiplus

Client: FIAT , 2003

How do New Mobility Services affect Design of the car?

[click to see the result](#)

Main text Area

Intro Text

fig. 8 *Second level Navigation*

The Projects links on the right hand side lead to the change of the element on the right hand side. The Visual, Title, Subtitle, Client, Date, etc change according to the selected project. This way the visitor/team member fast skip through the projects without going into the details of it.

If the project is the one selected to view then clicking on the “click to see the result” will lead to the page with full project description.

PROJECT BROWSER

CLIENT PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

APPLIED DREAMS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2



[Brief & Process](#) | [Concepts](#) | [Download Presentations & Research and Tools](#)

Multiplus

Client: FIAT , 2003

projects.interaction-ivrea.it/multiplus

How do New Mobility Services affect Design of the car?

Based around Fiat's six seater 'Multipla', the project looks at the evolving interaction between people and cars in everyday situations. An interdisciplinary team of researchers and designers was formed to investigate the following questions;

" How do new mobility services affect the design of the car?"

" How can we encourage the creation of communities through the use of traditional private cars?"

" What are the user behaviours and experiences that make a car a 'community car'?"

" How can we design for communities rather than for individuals?"

" How can we customise the experience for a community?"

Interaction Ivrea is supporting Fiat in designing and communicating new user experiences based on higher levels of customisation and personalisation. The project shows that the Multipla can be treated as a platform for new service solutions that support the needs of people as members of communities.

One of the main directions taken by the project team was to consider the Multipla as a mini-community car. Here the mini-community is built upon the purposes for which the car might be used, such as going to the supermarket, going on a ski-trip and others. The project shows that sharing a car might be a desirable future for people, a convenient strategy for companies and a better solution for the environment.

fig. 9 Second level Navigation



fig. 10 *Third level Navigation*

Each Project Information Page consists of 3 pages. 1st page is the one that is presented when the full project info is selected, called “Brief and Process” (fig. 9). This page outlines the Brief questions, and shortly describes the process if it has any significance to the project.

2nd page – “Concepts”, presents the Concepts generated, images of the concepts, or links to video scenarios, or prototype videos.

3rd page – “Download Presentations, Research and Tools” has all downloadable materials of the project – even if they have been already presented on the 2nd page. The purpose of the 3rd page is fast access to the presentation materials and any other research and communication materials produced during the workshop. Some of the files will be accessible externally, others only when a member is logged in.

It also provides support tools for viewing the presentations, flash player, Qtplayer, Codex etc...

Second Level Navigation in case “Projects Filter Tool” has been used.

If a Search or filtering has been performed, relevant results will be yielded by the internal search engine and will appear on the main text area of the site. The results will appear in the following format:

Title , Client , Year , website link (if exists), 1 Line question from the brief.

At the same time, projects that have been returned by the search engine will appear **highlighted on the left hand side** in the Projects Browser. The duplication of the results will allow easier navigation once one project is selected for viewing since the projects will remain highlighted on the left until a new search is performed.

PROJECT BROWSER

CLIENT PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

APPLIED DREAMS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

SEARCH RESULTS for SERVICE Design:

1. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?
2. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?
3. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?
4. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?
5. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?
6. Multiplus, FIAT , 2003
<projects.interaction-ivrea.it/multiplus>
 How do New Mobility Services affect Design of the car?

FIND :

by client ▾

by industry ▾

by project category ▾

by design category ▾

by deliverable ▾

by year ▾

keyword :

Select from any / all project filters, or type a keyword

Spouse project visual

fig. 11

Once project is selected, the process is the same as described/shown in fig 9.

5. CONTENT MANAGEMENT SYSTEM – what is available internally

Information delivered to the users of the website is managed and maintained via CMS system of the site. To suite the needs of the Innovation Projects department there are 3 levels of information access which requires a system of 5 types of users.

LEVELS of Information:

Published - Officially published on the website for Public access

Unpublished – Site under development not accessible to public

Private – a full version of the Published site that includes materials NOT available to public.

a. Manager and Member Access

User 1. – Manager

Manager has top level administrative access to new project space and set up access for Project Leader. He also creates access for All innovation Projects Department Members.

User 2. – Project Leader

Project Leader has access and priveleges to create new project space and Create Project Team Members who can access, edit, add new inforamtion to the unpublished project site.

User 3. – Project Team Member

Project Team Members are set by the Project Leader and are allowed to access, edit, add new information to the **Unpublished** project site that they are involved in.

User 4. – Innovation Project Area members

Innovation project team has access to view all projects on **Private and Unpublished** site but cannot modify them.

User 5. – All Users

Unrestricted access to the **Published** websites, requires no setup or password. This is a general user who visits the website.

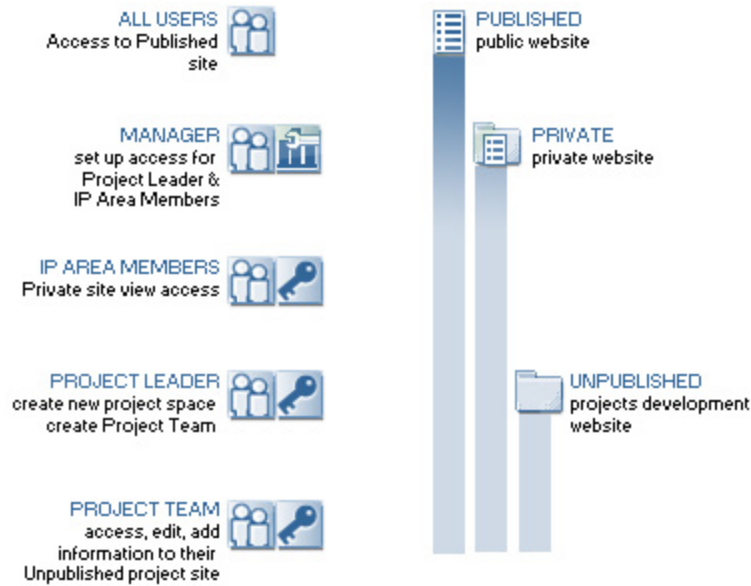


fig. 12 Users and Access

Published Site – has been discussed in the FrontEnd chapter. It's a public access website for Innovations Projects Area

Private Site – is an exact copy of the Published site, but makes all the materials not available for public available to the authorised users. Project Leader of the particular project can make changes to the content of the site.

A webmaster will create passwords for the Innovation Area Team. All team members will be able to see the private files, not available to the public.

A webmaster will create passwords for the Team Leaders and they will be able to allocate team members for editing of the site.

Once a Team member is logged into the Private site, he will be presented with the options of editing Content (fig. 13) of the projects he is member of.

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition

>Contacts

PROJECT BROWSER

CLIENT PROJECTS

- > FIAT : Fiat Multipla
- > FIAT : 360 Micro
- > TI : VMI
- > TRENITALIA: The future of train travel

APPLIED DREAMS

- > New Interactions in Mobility : FIAT
- > project 2
- > project 3
- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

Welcome Simona Maschi
 You are authorised to browse the internal files of all the projects
 You are authorized to edit highlighted Projects

INTERNAL ACCESS

- > LOG OUT
- > Create New Project Space and the Team



Brief & Process | Concepts | Presentations, Research, Tools

Multiplus

Client FIAT, 2003
projects.interaction-ivrea.it/multiplus

How do new mobility services affect design of the car?

Based around Fiat's six seater 'Multipla', the project looks at the evolving interaction between people and cars in everyday situations. An interdisciplinary team of researchers and designers was formed to investigate the following questions;

- " How do new mobility services affect the design of the car?"
- " How can we encourage the creation of communities through the use of traditional private cars?"
- " What are the user behaviours and experiences that make a car a 'community car'?"
- " How can we design for communities rather than for individuals?"
- " How can we customise the experience for a community?"

Interaction Ivrea is supporting Fiat in designing and communicating new user experiences based on higher levels of customisation and personalisation. The project shows that the Multipla can be treated as a platform for new service solutions that support the needs of people as members of communities.

EDIT

FIND :

- by client
- by industry
- by project category
- by design category
- by deliverable
- by year

keyword :

Select from any / all project filters, or type a keyword

fig 13. Private Access

ABOUT

- > What we do
 - > Expertise
 - > Who and how
 - > Business Model (?)
 - > Value proposition
- >Contacts

PROJECT BROWSER

CLIENT PROJECTS

- > FIAT : Fiat Multipla
- > FIAT : 360 Micro
- > TI : VMI
- > TRENITALIA: The future of train travel

APPLIED DREAMS

- > New Interactions in Mobility : FIAT
- > project 2
- > project 3
- > project 4
- > ...

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ...

EXHIBITIONS

- > project 1
- > project 2

Welcome Simona Maschi
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INTERNAL ACCESS

- > LOGOUT
- > Create New Project Space and the Team



FIND :

- by client
- by industry
- by project category
- by design category
- by deliverable
- by year

keyword:

Select from any / all project filters, or type a keyword

IMAGE EDITOR

Select a new image from the image library of the project:

-  Highway Patrol
by: Walter Aprile
-  Highway sign
by: Walter Aprile
-  Service Station
by: David Slocombe

DONE

ADD a new image

BROWSE

Fig. 14 Image Editor

ABOUT

- > What we do
 - > Expertise
 - > Who and how
 - > Business Model (?)
 - > Value proposition
- >Contacts

Welcome Simona Maschi
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INTERNAL ACCESS

- > LOGOUT
- > Create New Project Space and the Team

PROJECT BROWSER

CLIENT PROJECTS

- > FIAT : Fiat Multipla
- > FIAT : 360 Micro
- > TI : VIVI
- > TRENITALIA: The future of train travel

APPLIED DREAMS

- > New Interactions in Mobility : FIAT
- > project 2
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- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

PUBLISHED UNPUBLISHED

Title

Client

Date

Project Leaders

Authors

Credit

Brief Question

Brief

Based around Fiat's six seater 'Multipla', the project looks at the evolving interaction between people and cars in everyday situations. An interdisciplinary team of researchers and designers was formed to investigate the following questions;

" How do new mobility services affect the design of the car?"

" How can we encourage the creation of communities through the use of traditional private cars?"

MODIFY CATEGORY

industry

project category

design category

keywords :

If you dont see classification you need go to Category Editor

(URL field is missing here)
Fig. 15 Brief Editor

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition

>Contacts

PROJECT BROWSER

CLIENT PROJECTS

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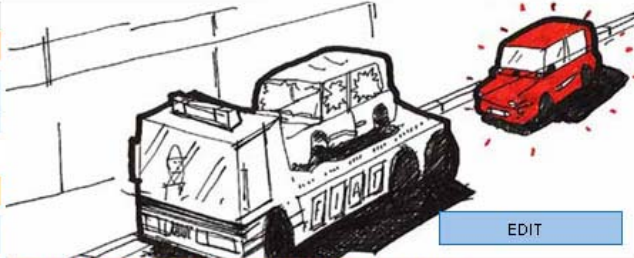
Welcome Simona Maschi
You are authorised to browse the internal files of all the projects
You are authorized to edit highlighted Projects

INTERNAL ACCESS

- > LOGOUT
- > Create New Project Space and the Team

MORE

- >Concept 1:
Service for Elderly
- >Concept 2:
Service for the young
- >Concept 3:
Service for kids



Brief & Process | Concepts | Presentations, Research, Tools

Multiplus

Client FIAT, 2003
projects.interaction-ivrea.it/multiplus

CONCEPT 1: Service for the young

Author: Gaurav Ghada

Based around Fiat's six seater 'Multipla', the project looks at the evolving interaction between people and cars in everyday situations. An interdisciplinary team of researchers and designers was formed to investigate the following questions;



" How do new mobility services affect the design of the car?"

" How can we encourage the creation of communities through the use of traditional private cars?"

" What are the user behaviours and experiences that make a car a 'community car'?"

" How can we design for communities rather than for individuals?"

" How can we customise the experience for a community?"

Interaction Ivrea is supporting Fiat in designing and communicating new user experiences based on higher levels of customisation and personalisation. The project shows that the Multipla can be treated as a platform for new service solutions that support the needs of people as members of communities.



Service Scenario
by Gaurav Ghada
Flash

EDIT

Fig. 16 Private access for Concepts

Fig 17. Concept Editor

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition
- > Contacts

PROJECT BROWSER

CLIENT PROJECTS

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- > FIAT : 360 Micro
- > TI : VMI
- > TRENITALIA: The future of train travel

APPLIED DREAMS

- > New Interactions in Mobility : FIAT
- > project 2
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- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

Welcome Simona Maschi

You are authorised to browse the internal files of all the projects
You are authorized to edit highlighted Projects

INTERNAL ACCESS

- > LOG OUT
- > Create New Project Space and the Team

MORE

- > CONCEPT 2
- > CONCEPT 3
- > CONCEPT 4

> ADD NEW CONCEPT

CONCEPTS

CONCEPT 1: Private Published

Title

Author


Description

Concept Description setting tells which group of radio buttons the field belongs to. When you select one button, all other buttons in the same group are unselected. If you couldn't define which group the current button belongs

Images



 Private Published



 Private Published

Add New Image

Title

Author

OTHER FORMATS FOR THIS CONCEPT

Video

Private Published

ADD MORE FILES

Author

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition

>Contacts

PROJECT BROWSER

CLIENT PROJECTS

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- > FIAT : 360 Micro
- > TI : VMI
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RESEARCH PROJECTS

- > project 1
- > project 2
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- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

Welcome Simona Maschi
 You are authorised to browse the internal files of all the projects
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[EDIT](#)

Brief & Process | [Concepts](#) | [Presentations, Research, Tools](#)

Multiplus
 Client FIAT, 2003
projects.interaction-vrea.it/multiplus

Service Scenario Presentation
 Author: Gaurav Ghada

Based around Fiat's six seater 'Multipla', the project looks at the evolving interaction between people and cars in everyday situations. An interdisciplinary team of researchers and designers was formed to investigate the following questions;




Download:

- [QT video - PC](#)
- [Codec - PC](#)
- [QT Player - PC](#)

Service Research
 Authors: Simona Maschi, David Slocombe, Roberto Mantanari, Laura Polazzi

Research gathered during the duration of the workshop has been compiled and edited. Maps have been attached and diagrams created.



Download:

- [Research PDF PC and Mac](#)

[EDIT](#)

INTERNAL ACCESS

- > LOG OUT
- > Create New Project Space and the Team

MORE

fig 18. Private Area Documents

ABOUT

- > What we do
- > Expertise
- > Who and how
- > Business Model (?)
- > Value proposition

>Contacts

PROJECT BROWSER

CLIENT PROJECTS

- > FIAT : Fiat Multipla
- > FIAT : 360 Micro
- > TI : VMI
- > TRENITALIA: The future of train travel

APPLIED DREAMS

- > New Interactions in Mobility : FIAT
- > project 2
- > project 3
- > project 4
- > ..

RESEARCH PROJECTS

- > project 1
- > project 2
- > project 3
- > project 4
- > ..

EXHIBITIONS

- > project 1
- > project 2

Welcome Simona Maschi
 You are authorised to browse the internal files of all the projects
 You are authorized to edit highlighted Projects

DOCUMENTS

Private Published

Title

Author

Description


COncept Description setting tells which group of radio buttons the field belongs to. When you select one button, all other buttons in the same group are unselected. If you couldn't define which group the current button belongs

File replace file

File type

Format MAC PC

image: replace file



DONE

INTERNAL ACCESS

- > LOGOUT
- > Create New Project Space and the Team

MORE

- > Scenario of Use scenario.avi
- > Presentation presentation.ppt
- > Simulation simulation.fl
- > ADD NEW FILE

TOOLS

- Video Codec PC
- Video Codec MAC
- FLASH Player PC
- Flash PLayer MAC
- QT Player PC
- QT PLayer MAC

> ADD NEW TOOL

fig. 19 Documents Editor

ABOUT

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- > project 2

DOCUMENTS - Add new file to this section

Private Published

Title

Author

Description

File

File type Format

MAC PC

image:

MORE

- > Scenario of Use scenario.avi
- > Presentation presentation.ppt
- > Simulation simulation fla
- > ADD NEW FILE

Fig. 20 Adding a new document to the project

ABOUT

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- > LOGOUT
- > Create New Project Space and the Team

TOOLS MANAGEMENT

Title

Link

or

File

Description

Format MAC PC

MORE

TOOLS

- Video Codec PC
- Video Codec MAC
- FLASH Player PC
- Flash PLayer MAC
- QT Player PC
- QT PLayer MAC
- > ADD NEW TOOL

fig. 21 Managing tools

Unpublished Site – Is a Project Development site, accessible by Project Leader and Projects Team members.

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Welcome Simona Maschi
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CREATE NEW PROJECT SPACE AND TEAM

UNPUBLISHED
 PUBLISHED

Title:

Date:

Project Leaders:

Simona Maschi Barbara Ghella Victoria Gunta David Slocombe Natasha Sopleva Line Ulrika Victor Zambrano Crispin Jones Dario Buzzini	>> <<	Simona Maschi Barbara Ghella Dario Buzzini
--	--------------	--

Team:

Simona Maschi Barbara Ghella Victoria Gunta David Slocombe Natasha Sopleva Line Ulrika Victor Zambrano Crispin Jones Dario Buzzini	>> <<	Victoria Gunta Line Ulrika Victor Zambrano Crispin Jones
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If you have new people joining the project who do not appear on the list fill in their names and email addresses and send a request to the webmaster. The new members will receive their access via email:

Jeremy Irons - g.iron@s.yahoo.com; Simona Brusa - s.brusa@lp.com
 Francis Lee - f.li@fli.com

INTERNAL ACCESS

- > LOGOUT
- > Create New Project Space and the Team

CREATE

- > Project Description
- > Project Brief
- > Concepts
- > Documents
- > images

fig. 22 Creating a Project Space and a Team

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- > LOGOUT
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CREATE

- > Project Description
 - > Project Brief
 - > Concepts
 - > Documents
- > images

MODIFY CATEGORY

industry

project category

design category

keywords :

If you dont see classification you need go to Category Editor

[EDIT CATEGORY](#)

Project Brief - Olympic clock Design

UNPUBLISHED PUBLISHED

Title

Client

Date

Project Leaders

Authors

Credit

Brief Question

Brief

ADD a new image

title:

Author

file

Fig 23. Starting a Project site

-----Below this line is unedited text -----

Access of internal documents

1. List of Projects

2001 Projects:

Summer Research projects that took place at IDII and were sponsored by the school:

WorldView

Subliminal Furniture

CleverBrix

....

2002-2003:

Researches Projects:

Box

Faraway

Fluidtime

Mobile Embodiments

Innovation Projects:

Box – Victor Vina CLIENT: IDII

Design for future needs- Jan Chrisoph Zoels, Silvia Gabrielli CLIENT: Wirlpool

The Fiat Multipla – Simona Maschi CLIENT: FIAT

Fluidtime – Micael Kieslinger CLIENT: IDII

The future of train travel- JCZ, Walter Aprile, Stefano Mirti with IDEO London, Sottsass Associati, Trenitalia

Mobile Embodiments- Analia Cervini, Juan Kayser CLIENT: IDII

Processing- Casey Reas, Ben Fry CLIENT: IDII (?)

ViVi – Simona Maschi, LiveWork CLIENT: Telecom Italia

CONVIVIO(?)

La mia 500 –part of exhibition or part of the loop?

Applied Dreams:

Hitachi – Facce Del Futuro Workshop

Sony – The Digital Delicacies Workshop
Telecom Italia Lab – New Services

EXHIBITIONS

Grace Under Pressure – Info point for DARC, Bienally di Venezia 2002
BIG TORINO (?)

2003 – 2004

Applied Dreams

Telecom Italia Lab – Visions of Video Communications workshop
FIAT New Interactions in Mobility Workshop

HITACHI – The creative Future of Video Surveillance Workshop
Orange Customer experience group – Managing Time in a Mobile Environment Workshop

Innovation Projects:

Programma 2003 – Hernando Barragan, Massimo Banzi, Yaniv Steiner CLIENT : School?
Instant SOUP – Yaniv Steiner CLIENT : IDII
360 Micro – Simona Maschi CLIENT: FIAT
SchoolAgain – Walter Aprile, Britta Boland, Stefano Mirti
CICCIO

Missing is SONY summer workshop with Michal and Georgio—any info on that?

Exhibitions:

Cluster Opening
Ciccio at Intimacy Florence 2003
This is Today Milano 2004
BITE: A taste of Interactive Explorations Torino (Sandretto) 2004
Firenze World Vision – Florence 2004
Ciccio goes to China Architecture Biennial Beijing (?)
Science Week – Genova
Death in Venice - Venice

