

Problems and Research

SDGDs





We examined the role that plant IoT kits can play in addressing issues such as food waste and food shortage due to population growth.

research





After building our own research kit, we used it to explore the relationship between the target millennials and their plants.

Problems

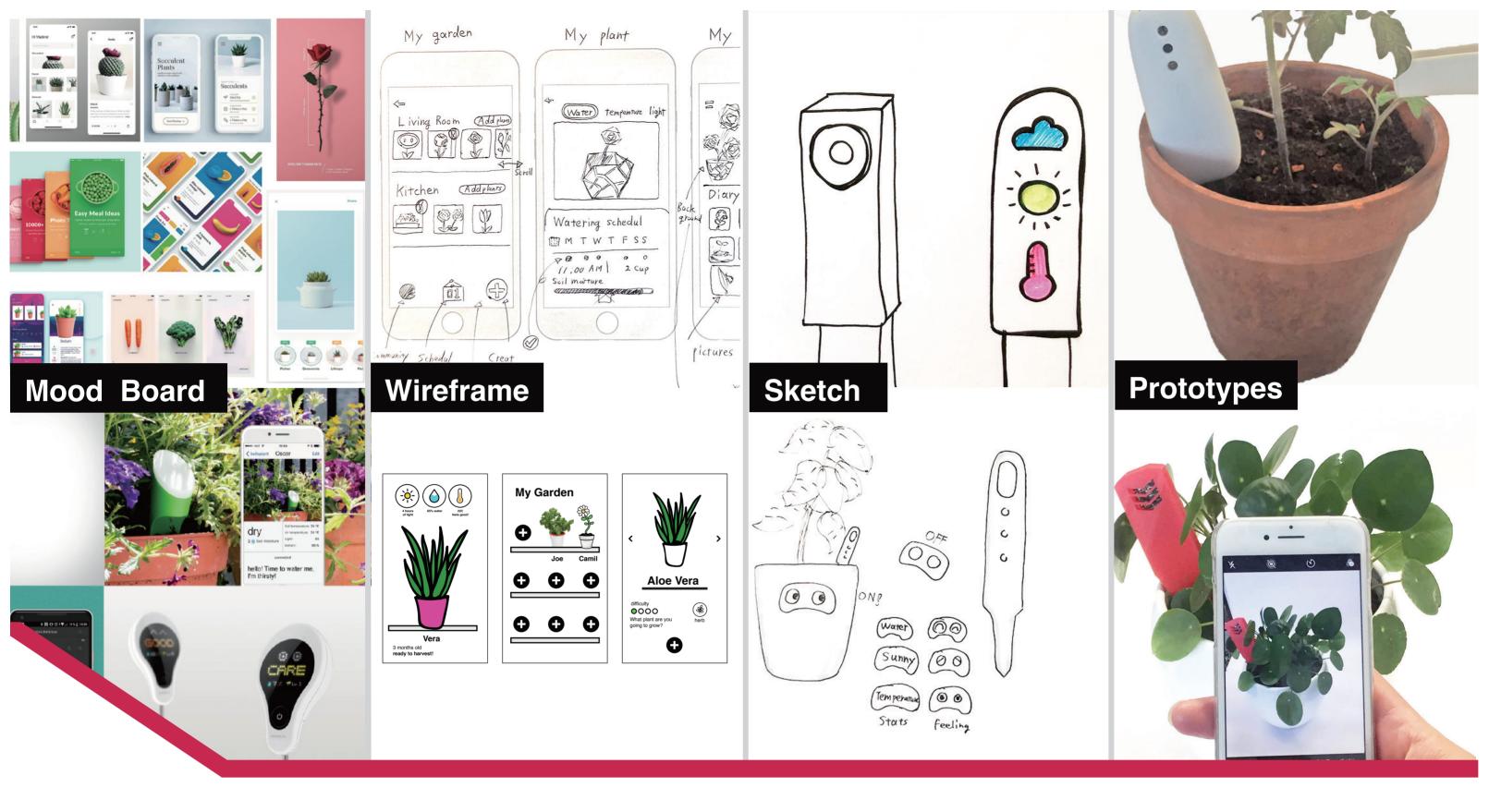




Forget watering

Plants death

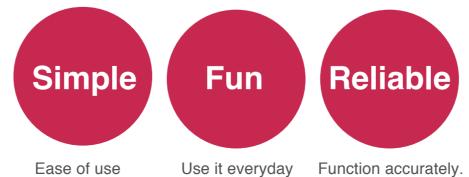




Ideation

We looked at competing products and drew ideas based on the functionality needed for the stick. We also tested ideas with wireframe and 3D models.

Three design concept











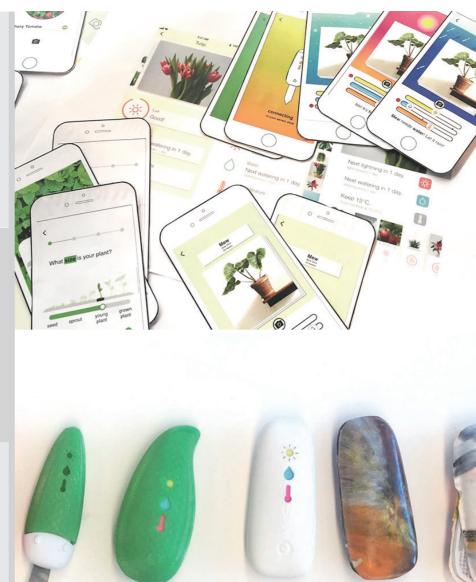














User Testing

Using the prototype we built, we can identify what the user wants and refine the design.

Test flow



They use paper UI parts to create instant wireframes.



Ask the user to draw a blank wireframe of the features they want.



Ask users about their favorite prototypes.

Resulting Feedback

Usability

and concise.

can continue to use.

Provide content that users

The function is clear

Utility

Accessibility

Desirability

The user can obtain the plant information immediately.

The app is so clean tha someone would feel familiar with it.



Showcase

The concept of the exhibition is a stylish cafe that appears on Instagram. We tried to create an atmosphere that millennials would like.

Contact info

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