

# BEEBOOP - INDOOR NAVIGATION

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## A wayfinding technology to facilitate indoor navigation

PROBLEM

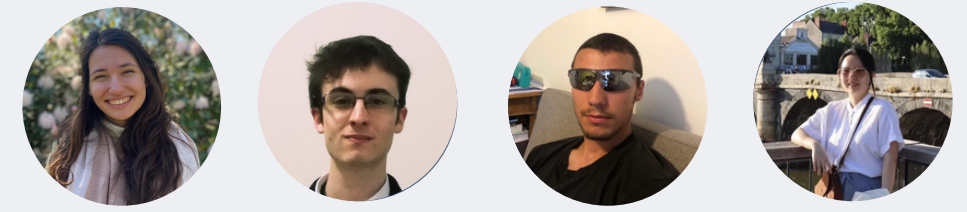
### DESIGN PROBLEM

Students need more extensive and detailed indoor navigation around their campus.

### USER PROFILE

International students that are new to campus and have a schedule to follow.

### THE TEAM



### PERSONAS

**John (extreme):** International student that only speaks english, colourblind, knows the classroom number he has to go to.

**Sue:** French student, wants to get to know the building and wants to find a new study room.

**Will:** He knows how to use kiosks and wearables, and has an idea of the building.

DESIGN

### CONCEPT

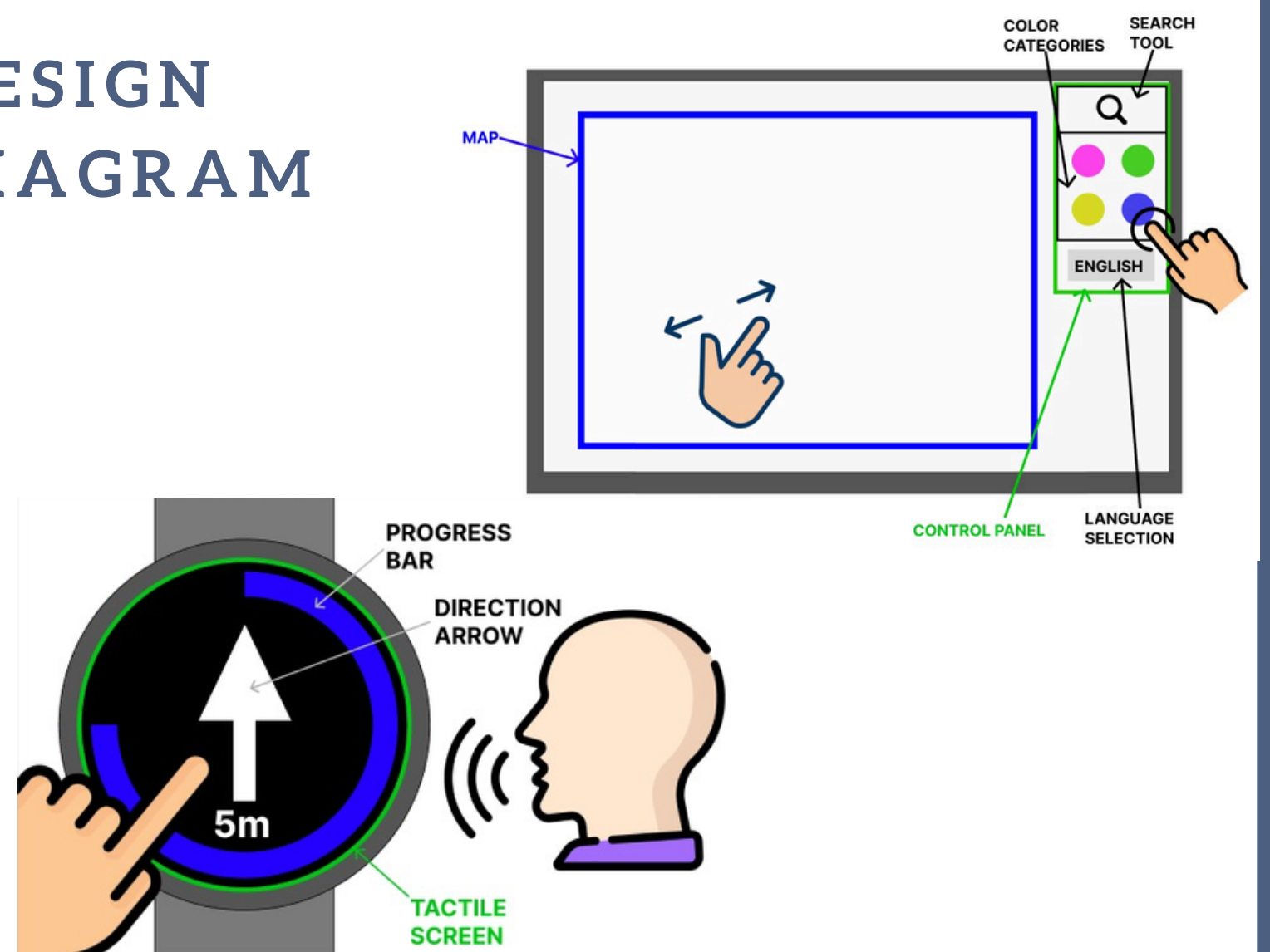
Wearable device combined with an interactive kiosk.



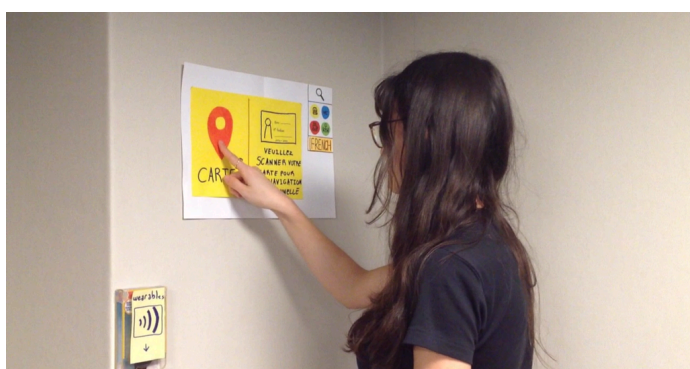
### KEY FUNCTIONS

- Preview and select the way on the kiosk
- Kiosk to get overview of the building
- Wearable for interactive navigation to the specific destination
- Real-time updates

### DESIGN DIAGRAM



### STORYBOARD



Sue uses the free indoor navigation on the kiosk



Will takes a wearable without using the kiosk



John chooses the path displayed on the kiosk



The wearable displays direction and current progress of John

PROCESS

### CRITICAL ISSUES

- Categories with colours were not defined** used to enhance the overall map, in categories such as study rooms
- Add clarity to the interaction with the wearable** by adding haptic feedback and colour mapping
- Add real time information to map** it can inform you if a certain room number has changed

### ALTERNATIVE IDEAS

- Webpage with map** offers always accessible detailed indoor maps
- Tangible waystones** in the building, that visualizes personalized navigation
- AR Glasses navigation** for personalized indoor navigation