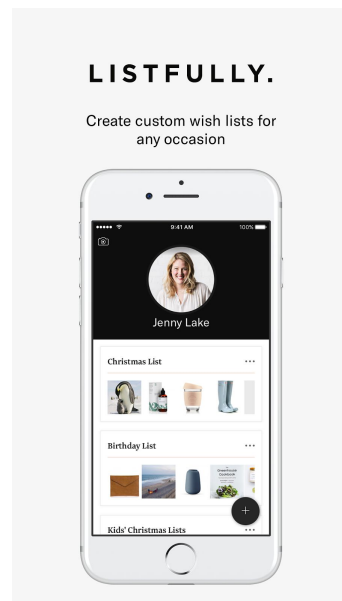


LISTFULLY.

Listfully is a platform where you can make digital wishlists and share them with family and friends. You can add products, services or experiences from any store or website, or add non-physical gifts like experiences or donations.

Our vision is to help people find more meaningful gifts, support small businesses, and reduce waste. You can find it at listfully.org or on the app store/Google play.

A web-based test version (MVP) was launched just before Christmas 2016 to family and friends. It has grown organically since - with little to no marketing. The app, which is especially designed to enhance the in-store experience, was just launched in August and will be tested throughout the fall this year.



What challenges could we use help with?

- How could we connect users with each other?
- Is there a better solution for “reserve vs. buy” action?
- How do we design for wide age range - up to grandparents?
- What can we do to get people using it more often?

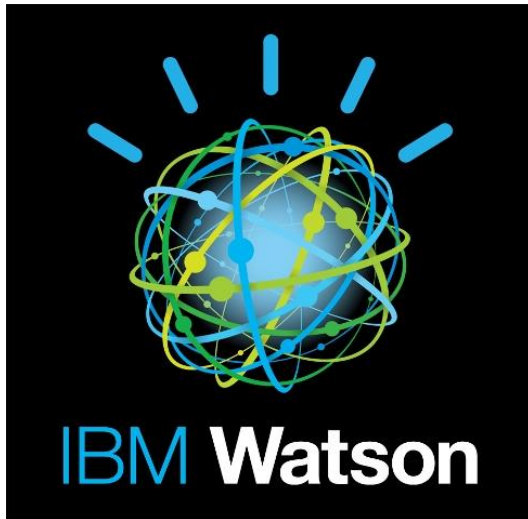
Throughout the next months, we will start getting real user data. Students will have great flexibility and freedom to help us:

- Move forward with our product roadmap
- Analyze user needs
- Make visual improvements
- Participate in the early phase of a promising startup

The right group will be self-motivated and enthusiastic - we move fast but have few resources! The web platform is built on Java Script and the mobile app in React Native. We are also working with shifter.no on a podcast about the experience of starting a startup and launching Listfully this Christmas season, and plan a highly visible launch campaign in traditional and social media. In addition, we are integrating with Norwegian websites and may be in up to 2,000 web stores before Christmas.

October - January will be a test season in the Norwegian market, after which we plan on obtaining a round of funding to focus on growing internationally. Listfully was founded by Christine Steinsholt and Marte Løge, with app development by Hans Kristian Koren. Contact us at hello@listfully.org!

Kunstig intelligens i biblioteket - INF2260 prosjekt 2017



Nasjonalbiblioteket har gitt støtte til Universitetsbiblioteket i Oslo (UB) for å utforske hvordan kunstig intelligens kan brukes i biblioteksammenheng, og hvordan vil det påvirke tjenestene og biblioteket forøvrig. Vi ønsker bidrag fra en gruppe inf2260 studenter i vårt arbeid.

Mulige prosjektområder:

- Ai-bibliotekar (chat bot, End-note hjelp, referansehjelp, hva mer?)
- Hvilke type Ai?
- Kvalitet av tjenester (End-note hjelp, referansehjelp)?
- Lage universellutformet og dynamiske tjenester
- Kuratering av metadata
- Ai - modeller som kan brukes i biblioteket

Vi kan tilby:

- Støttekontakt med 1 stipendiat fra IFI og en senioringeniør fra UB
- Arena for å teste nye prototyper
- Noe midler for å lage prototyper

Kontaktpersoner:

- Ahmed Mohammed UB: a.a.mohammed@ub.uio.no
- Andrea Gasparini UB/IFI: a.a.gasparini@ub.uio.no / andreg@ifi.uio.no



Ending Social Isolation



No Isolation build communication tools designed to reduce involuntary loneliness and social isolation. Social isolation is becoming a main cause of early mortality. Involuntary social isolation affects mortality four times more than obesity, and is much more prevalent. A research report from 2010 shows that perceived social isolation is as dangerous as smoking a packet of cigarettes a day, or even alcohol abuse.

We will never make a product without thoroughly investigating the user's true pain-points. Our first product is the now well known avatar robot AV1, a remotely controlled telepresence robot for children with long-term disease. Our second product is targeted towards seniors suffering or recovering from cancer and their family members.

You can read more about us and social isolation on:

→ www.noisolation.com

Project proposal

Our design task is open, as we want you to explore ideas and user groups. Therefore, we are looking for a creative, empathic and open-minded group.

Through your project we want you to:

- Identify a target group suffering from involuntary loneliness or social isolation thoroughly understand their world view and true pain-points
- Use whatever innovative technology or service you can think of

Please don't hesitate if you have any questions regarding our project:

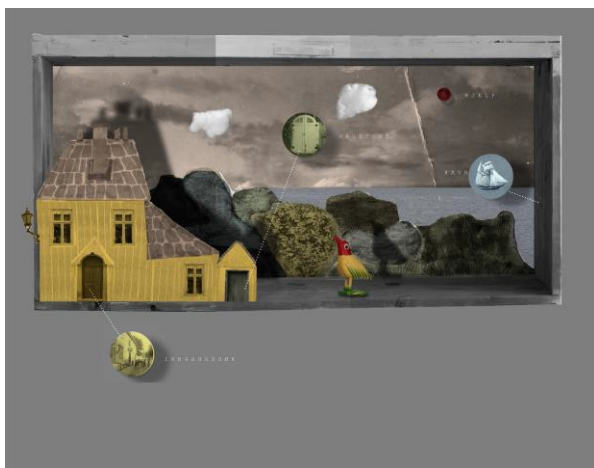
Simon Oliver Ommundsen
ommundsen@noisolation.com

Spartacus Forlag ble startet i 1989 og gir ut mellom 40 og 50 titler per år innenfor et bredt spekter av non fiction. Vi utvikler aktivt ny norsk sakprosa, med særlig fokus på dokumentar, historie, biografier, essays og populærvitenskap. Hvert år lanserer vi også viktige oversettelser av bøker som fortjener å komme på norsk.

Store kunstnere som Henrik Ibsen og Edvard Munch har allerede lenge hatt sine egne, statlig finansierte nettsider: <http://www.ibsen.uio.no/> og http://www.emunch.no/welcome.xhtml#.WYr_OenRY2w.

I forbindelse med utgivelsen av forfatter [Merete Morken Andersens](#) biografi om Amalie Skram, *Blodet i årene*, som utkommer våren 2018, vil vi skape en nettressurs som kan brukes av leserne av verket (som i papirversjonen utkommer i flere bind), men også av skolelever og andre som er interessert.

Vi synes det er på tide at også Amalie Skram får sin egen ressurs. Den vil vi utforme med særpreg og poesi, i form av et digitalt hus, formet etter huset forfatteren vokste opp i i Bergen på midten av 1800-tallet.



Amalie Skrams hus skal kunne by på kunnskap og opplevelser for både de som leser biografien og de som kun er nysgjerrige, eller vil ha kunnskap om noen av de emnene som Amalie Skrams liv dreier seg om. Det er altså et poeng at det digitale huset ikke skal fremstå som «skolsk», men at grensene mellom den kunnskapen man møter i skolen og ellers i livet, utviskes: Amalie Skrams hus skal ha noe magisk over seg, samtidig som det skal være kvalitetssikret og holde en faglig standard som gjør at også forskere kan bruke det.

Det viktigste innholdselementet er **tidslinjen**. Det er en samling med ca 7000 hendelser som av forfatteren er organisert i programmet Timeline Maker Pro. Hendelsene kan sorteres etter dato, sted, person eller kilde. På denne kan man altså finne ut [hva annet som skjedde parallelt med det som foregår i boka](#). En annen ressurs er digitale **slektstrær** for Amalie Skram og hennes krets, laget i slektforskningsprogrammet Ancestry. En tredje er Arkivet, med arkivskap med skuffer der Amalie Skram brev og romaner kodet i programmet NVIVO.

Nettressursen skal også ha en **postboks**, der lesere kan poste sine brev til Amalie og hennes krets, slik at stoffet også er i bevegelse.

Vi har organisert grupper med interesserte konsulenter og skoleelever som ved behov kan fungere som superbrukere.

Kontakt: Merete Morken Andersen

merete.m.andersen@usn.no

MECS

Multimodal Elderly Care Systems



CASE 1 – Exploring the design of digital feedback for motivating elderly to use

Keyword: digital feedback, elderly, motivation, affective computing, robots

Background

[Multimodal Elderly Care Systems](#) focuses on exploring ways of developing in-motion digital technologies, such as robots, for the independent stay-at-home elderly. Among our project collaborators, is Kampen Omsorg Pluss, an organization in Oslo, Norway, providing living facilities for the self-sustained elderly, over 67 years old that still do not have major health problems that necessitates a continuous health surveillance. The elderly are residents here, living in their own homes, while they still have various activities together in a common area. We at University of Oslo are two research groups working on this project (DESIGN and Robotics and Intelligent Systems). One master thesis has been completed as a part of this project, and two articles have been published so far. The project is recommended to both bachelor and master students. The advantage of working in this project is that two cases are available, so you can explore MECS from different perspectives.

About the project

With the fast development of IT, elderly do not always keep up with modern technologies, including the use of smartphones, new apps, wearables, and robots. There are often unmotivated users who are afraid of using the technology, fearing of “*doing something wrong*”. But with right support from the technology, we could enhance their interaction with the technology, and eventually motivate them to use it. One of the ways of supporting their experience is through re-thinking ways of designing digital feedback.

Challenge

Are you ready to explore ways of designing digital feedback for enhancing elderly’s experience with digital technology?

Expectation

We are expecting highly motivated students to apply to this project. This project is explorative and we are open to new ways of re-thinking digital feedback. Hence we strongly encourage new innovative ways of thinking. However, literature on technology for wellbeing and human potential (positive computing) is expected to be used.

(Note: Case 1 and Case 2 might be similar. However, case 1 is focusing more on the design of feedback, whereas case 2 is focusing more on the learning part.)

If interested or curios, drop by and say ‘hello’ at:

Diana Saplačan dianasa@ifi.uio.no

Jo Herstad johe@ifi.uio.no

MECS

Multimodal Elderly Care Systems



Case 2 – Why do elderly have a hard-time learning modern technologies?

Keywords: elderly, learning, technology for wellbeing and human potential, robots

Background

[Multimodal Elderly Care Systems](#) focuses on exploring ways of developing in-motion digital technologies, such as robots, for the independent stay-at-home elderly. Among our project collaborators, is Kampen Omsorg Pluss, an organization in Oslo, Norway, providing living facilities for the self-sustained elderly, over 67 years old that still do not have major health problems that necessitates a continuous health surveillance. The elderly are residents here, living in their own homes, while they still have various activities together in a common area. We at University of Oslo are two research groups working on this project (DESIGN and Robotics and Intelligent Systems).

About the project

The project is open in exploring various ways of interactions with technologies. If you have any ideas about some technologies that you would like to use, and those are available at the department, you are more than welcome to test those. Some budget may be available as well. We can also decide together on one technology. The most important is that you are comfortable to work with it, and it is fun – this is when the most learning happens!

Challenge

The challenge is to explore ways of interacting with technology, and what does that mean for learning how to use that specific technology? What role has the digital feedback in learning the technology? What are the key barriers and the opportunity for learning how to use new technology among elderly?

Expectations

We are expecting highly motivated students to apply to this project, with a special interest in learning/pedagogs. We strongly encourage thinking outside of the box, and interdisciplinary views on design are warmly welcomed.

(Note: Case 1 and Case 2 might be similar. However, case 1 is focusing more on the design of feedback, whereas case 2 is focusing more on the learning part.)

If interested or curios, drop by and say 'hello' at:

Diana Saplaan dianasa@ifi.uio.no, 968 743 45
Jo Herstad johe@ifi.uio.no

SINTEF

Artificial Intelligence as a New Design Material

NextGenDST Next Generation Decision Support Tools project aims to improve performance within time-critical complex domains, such as emergency management, Air Traffic Management (ATM), maritime and train dispatching, by developing a new generation decision support tools (NextGenDST).

We want to find good ways to communicate with the artificial intelligent systems around us. Increased automation poses several challenges to design including design for transparency, design for opacity, design for shared control.

Some of the question you might explore are:

- How to efficiently capture human's intentions, preferences and what are they able to implement in the given situation during decision making processes?
- How to recommend decisions, explain the rationale behind them, and explain their impact in a way that improve performance?

For example, a tool that you develop would enable the operator in a train dispatching centre to tell the system in which sequence he plans to dispatch the trains by tactile interaction and/or augmented reality techniques. The tool would then propose better sequence by using 3D animation and present how this would affect punctuality. In the long run, this will improve human operators' trust to the decision support tool, increase their competence (help them understand why and how to make better decisions) and the quality of decisions they make.

Students would have access to SINTEF's Virtual Reality/ Augmented Reality Lab.

One group of students can work on this project.

Contact: Amela Karahasanovic - amela@sintef.no



SOCIAL HEALTH BOTS: Chatbots for better and more efficient mental health services for young people.

Chatbots, or conversational user interfaces, are digital services with which human users interact through natural language.

The recent developments within artificial intelligence, coupled with the broad popular uptake of online services (e.g. Messenger, WhatsApp) and the availability of large conversational data sets to support machine learning, make chatbots a promising supplement to more labour intensive interventions within health and welfare services.

In Social Health Bots we will increase our understanding of the future potential and challenges associated with chatbots in the context of providing mental health support for young people (age 16-26).

The core idea of Social Health Bots is that online chatbots will lower the threshold for young people to ask for information and help concerning mental health issues and, thereby, strengthen their access to trustworthy informational support and also provide a gateway to more extensive support.

We need students to build prototypes of chatbots. We have already data and are cooperating with services such as Klara-klok.no and ung.no.

Social Health Bots involves researchers from SINTEF (human-centred design in the health sector), Oslo University Hospital (clinical mental patient research), University of Oslo (youth and mental health), and University of Agder (intelligent systems and eHealth). The project leader is Petter Bae Brandtzæg at SINTEF.

The project is funded by The Norwegian Research Council and HELSEVEL.

Sunnaas Hospital is Norway's largest specialist hospital in the field of physical medicine and rehabilitation, capacity about 160 beds in Oslo and Nesodden.

The hospital provides multidisciplinary rehabilitation for patients with complex functional impairment following illness or injury. In addition to the actual rehabilitation process, other important activities involve training and advising patients and their relatives, and conducting research.

www.sunnaas.no

Project: Man-hour registration

Problemsetting:

We do many projects every year, and need a way to report man-hours on a regular basis. Ideally, this reporting should be attached/connected to the actual project. Today's solution is based on excel where you have to log on, find the correct spreadsheet, and then write all the information. This procedure is rather time consuming, and the result is that many do not register the activity.

Solution needed: Man-hour registration platform for different projects that is *flexible, adaptable, project specific* and *easy to use*.

If interested, please contact.

Hani Murad

hanim@ifi.uio.no

Tlf. 90150029

Problemsetting:

Sunnaas Sykehus HF has several employees working from home at least part time. Employees working from home sometimes feel they “miss out” on information, which usually would happen when coworkers meet informally (in hallways etc.) and exchange information.

The idea is to explore means to make sure this kind of information flow also reaches non-present employees.

Solution needed: could for example an app that makes voice or even video-recordings by simply pressing one button and then sends these automatically to the distant employee's e-mail.

If interested, please contact.

Hani Murad

hanim@ifi.uio.no

Tlf. 90150029

An explorative study about designing (services) for universal accessibility in a special library, Statped.

Are you interested in Library development, designing services and universal accessibility? In that case we would like to invite you into the Statped Library.

Statped is a special service for teachers, teachers for students with special needs, researchers and other professional working with children and adults with: brain damages, hearing and eye impairments, complex learning disabilities and speech impediments/speech disorders. The library will avail flexible user-friendly services for the Statped employees with different kinds of special needs.

- brain damages
- hearing impairment
- visibility impairment
- complex learning disabilities
- speech impediment/speech disorders

The library needs to improve its universal accessibility for special needs internally in the organisation and it needs help with profiling their library services. Moreover, the library is launching special literature e-books this autumn, using the e-book provider Proquest.

What kind of library services for universal accessibility can the library provide? What is the specific user need in this specific context when it comes to launching e-books? We are interested in the learning process when receiving feedback, what motivates the specific user and not when finding out how to get the information you need?

Statped also wants to find out what services to prioritize and how to find out what is the most relevant services and give the users what they need and ask for, but also suggest material that is not yet found out they need and therefore filter the information and customize it. What solutions are there? Google has a service that customizes homepages, would it be possible to use Google (given the restraints from state policy of personal data).

(Library services are dependent and restrained by what kind of Intranet the mother institution has. Challenges could be: would it be possible to get RSS or a chat function that not necessarily would have to depend on the Intranet? How might the library free themselves from the Intranet more than today? What is user-friendly design when it comes to universal accessibility in these specific special library services?)

This study is linked to a project financed by the Norwegian National Library-Libshake. The project is about library development in small Norwegian special libraries by using design thinking methods.

Please contact us for more information. Read more about [Statped](#)

Tereza Barbosa da Silva project manager

libshake.norge@gmail.com

Gunn Brenden Larsen Library Manager

Gunn.Brenden.Larsen@statped.no

Vibeke Saltveid Special Librarian

Vibeke.Saltveit@statped.no

Prosjektbeskrivelse KLIMB AS

KLIMB er en interaktiv plattform som gjør det morsommere, og mer tilgjengelig, å gå på (topp)turer. KLIMB er utformet som et spill der hovedformålet er og «fange» høydemetre ved faktisk å gå reelle høydemetre. Man kan «oppdage» reelle topper og sette dem i spillet, ta utfordringer og dele turbilder og få inspirasjon via den sosiale streamen. Innholdet i KLIMB er i all vesentlighet brukerstyrt.

Plattformen mikser elementer fra trimapper som Strava og Runkeeper, mobilspill som «Pokemon GO» og «Candycrush»Q, sosiale medier og også reiselivsplattformer som «TripAdvisor» og lignende.

Gründere av KLIMB er Elin Aarseth og Mette Kristensen. Elin er utdannet fysioterapeut og har drevet sitt eget firma i over 20 år. Hun er svært sportslig aktiv og har vært idrettsutøver på høyt nivå. Mette er seriegründer og har vært med i utviklingen av flere selskap i ulike bransjer. Hun er utdannet markedsfører og har spesialisering i utvikling- og endringsledelse. Hun jobber til daglig som gründermentor og veileder for etablerere.

KLIMB er en gründerbedrift og plattformen jobbes med kontinuerlig. Det finnes mange muligheter for studentene til å jobbe med utvikling av design og optimalisering av interaksjonene i plattformen. Målet er en brukervennlig tjeneste/produkt som appellerer til målgruppen.

I KLIMB jobber vi også med en bedriftsversjon, blant annet med en interaktiv «sykefraværskalkulator» og reiselivsfunksjoner for aktive ferier, blant annet for turister som skal på tur i den norske naturen. Vi ser for oss en «reiseguide», planleggingsverktøy og «minnebok» som er brukerstyrt og som deles. Det er fullt mulig for studentene å se på muligheter også innenfor disse utviklingsprosjektene i KLIMB.

Betaversjon av KLIMB kan lastes ned på AppStore. Androidversjon kommer i løpet av høsten. Se også www.klimb.it

Kontaktperson:

Mette Kristensen

mettekaren@hotmail.com tlf 98818240



Rethinking Library Access at the UiO Science Library

The Science Library is one of the most forward-thinking academic libraries in Norway, winning the Norwegian *Library of the Year* award in 2016. In the past years, INF2260 projects have explored the use of motion controls for book browsing, the creation of a mobile app, the use of *beacons* for spatial wayfinding, and so forth. Interaction design projects can collaborate with the [Visual Navigation Project](#) at the UiO Science & Medical Library, which aims to enhance the user's visual experience while searching for information.



Potential projects

- **Science tags in Bokmål, Nynorsk & English.** Our books are described by tags (topics, places, time periods) in three languages drawn from an evolving set of about 15,000 concepts. These are not utilized to their full potential in the current library system. How can they be used to better support (visual or text-based) exploration of science books?
- **Browsing e-books.** The library has access to a large number of electronic books. They can currently be found using the library catalog. Some lists of new books are available, but they are only text-based. How can a selection of these (e.g. new ones) be highlighted and visualized in better ways, online and in the physical library space?
- **Visualizing the Science Fiction collection and community building.** We have a [unique collection of science fiction books](#) and a community reading these books. How to make a "community" service/prototype around this collection in the spirit of websites like [Goodreads](#)?
- **Improving the user-friendliness of the library search interface (Oria).** The UiO Library currently uses the Oria system, which is not optimal for searching and browsing books. How to make this important service more attractive to students and other library users?
- **Supporting collaboration and project work.** The Science Library has many spaces for group work. These are equipped with traditional (non-touch) screens. The university is exploring other solutions to allow for team-based collaboration, for instance, [Cisco Spark Boards](#), which could be utilized in the library group rooms. Which uses would these types of solutions have for the library, and which [custom apps](#) could be developed for it?

Available technology in the Science Library

In the Science Library, we have various equipment which could be used in the Interaction Design projects. This includes a large 55 inch touch table (running Windows 10), a smaller touch-screen tablet, iBeacons, Leap Motion and an Eye Tracker. All books in the library have RFID tags, which can be scanned using NFC enabled mobile phones or other RFID equipment. We have budget for additional devices, if these can be shown to have value for the library.

Contacts

Kyrre Traavik Låberg (Realfagsbiblioteket), Hugo C. Hurdeman (Realfagsbiblioteket)



UiO : **Department of Informatics** University of Oslo

Conserve and Consume is a NFR financed BIA project

Based on the notion and underlying idea of disruptive social innovation through business innovation, the objective of the C2-project is to make sustainable consumption services first choice options for the mass market. C2 services include **Peer-to-peer sharing and product service systems**, where users can share, rent, sell and buy products and services, challenging both traditional production and distribution channels, and business models to enhance resource efficiency.

This project is about young girls, 13-20 who perhaps still do not make money, but like to look and feel good in the clothes they wear. They are often overconsuming fashion goods. Disposal of textiles is a serious problem. Are there alternatives? A master thesis connected to the project was just delivered and has one nice prototyped solution. However, there is room for other approaches and explorations.

Contact for the project: Alma (almira@ifi.uio.no)

Ramboll is a global advisory company founded in Denmark in 1945. In Norway, the company has 1500 employees' in 17 offices. The business has a total of 13,000 employees located in 35 countries. Ramboll works across markets including Buildings, Transport, Environment and Health, Water, Energy, Oil & Gas, and Management Consulting.

This project prescription is two-folded.

Project prescription (wayfinding):

The proposal of project is concerned wayfinding in buildings for people with vision impairment. People with vision impairment are provided with additional support when entering a public building in order to locate essential service points such as support to find the public toilet or entrance to the elevator etc. Commonly used technology for such wayfinding system is sound lighthouse (in Norwegian called lydfyr, see i.e., "Lydfyr Yreca"). These are among other installed in the Norwegian Opera house and can be observed in use if needing field data. The requirement for using this system is that people with vision impairment have to go to the front desk to get a receiver in order to navigate their way by support of the audio lighthouse system. Modern buildings aims for solution that are more discreet and that are supporting universal design, see i.e., Wayfining system for people with vision impairment that has been tested in the London underground (<https://www.wayfindr.net>). The project proposal aims to build on this open software from Wayfindr and to make a prototype of such a system that can be used as a basis for the future wayfinding system for people visiting the new Munch museum and the new national museum in Oslo. The proposal can be addressed by different aspects, but the core concern is to provide insight into who to design a universal designed wayfinding system for future museums visitors.

Contact information: Anita Woll, e-mail: anita.woll@ramboll.no, mobil phone: 91543736.



Ramboll is a global advisory company founded in Denmark in 1945. In Norway, the company has 1500 employees' in 17 offices. The business has a total of 13,000 employees located in 35 countries. Ramboll works across markets including Buildings, Transport, Environment and Health, Water, Energy, Oil & Gas, and Management Consulting.

Project prescription (museums):

The proposal is concerned design of a digital context-based information system that supports visitors in museums to get accurate art information of art pieces in front of them. A critical concern is to find technologies suitable for this purpose, in which the technology has to support finding the location of the visitor within 1 meter reach to the nearest art piece and not to push information overload to the visitor when entering a hall with several arts works. The technology has to separate one art piece from another. The system is recommended to take advantage of the existing Wi-Fi based infrastructure e.g., by using triangulating in combination with e.g., beacons or RFID – UHF or other digital marker that can identify one art piece from another. This project is also broad in range as all user aspects of concern a digital audio guide are of importance to get knowledge about. When looking at other international museums, none museums have achieved to develop a digital, interactive context-based information system that works well without the visitor entering the art piece ID number manually, so this is an innovative open proposal where students have freedom to be creative and explorative.

Contact information: Anita Woll, e-mail: anita.woll@ramboll.no, mobil phone: 91543736.

Sound & Music



photo: Katie Coughlin, "drawing with your voice", April 2017 at Sentralen

Interaction design: sound and music experiences

Sound and music experiences assist cognitive, physical and emotional development and define our deepest modes of cultural expression. New technologies provide imaginative possibilities for creating and experiencing sound.

This project invites students to explore how digital media can be used to create new and imaginative expressions of sound and/or music. The target user group can be children or youth.

The project will be supported by Stiftelsen Oslo Barnemuseum, as part of the PS2 cooperation with EU Creative Europe, and may be implemented at Oslo culture house, Sentralen (<http://www.sentralen.no/>), as part of a "CityKids" event.

Design task:

- How could interaction design and digital media be used to stimulate new experiences with sound and music?
- Consider ways in which the sound and music experience could be used to address a current social issue (environment, conservation, integration, happiness, other?)

Stiftelsen Oslo Barnemuseum

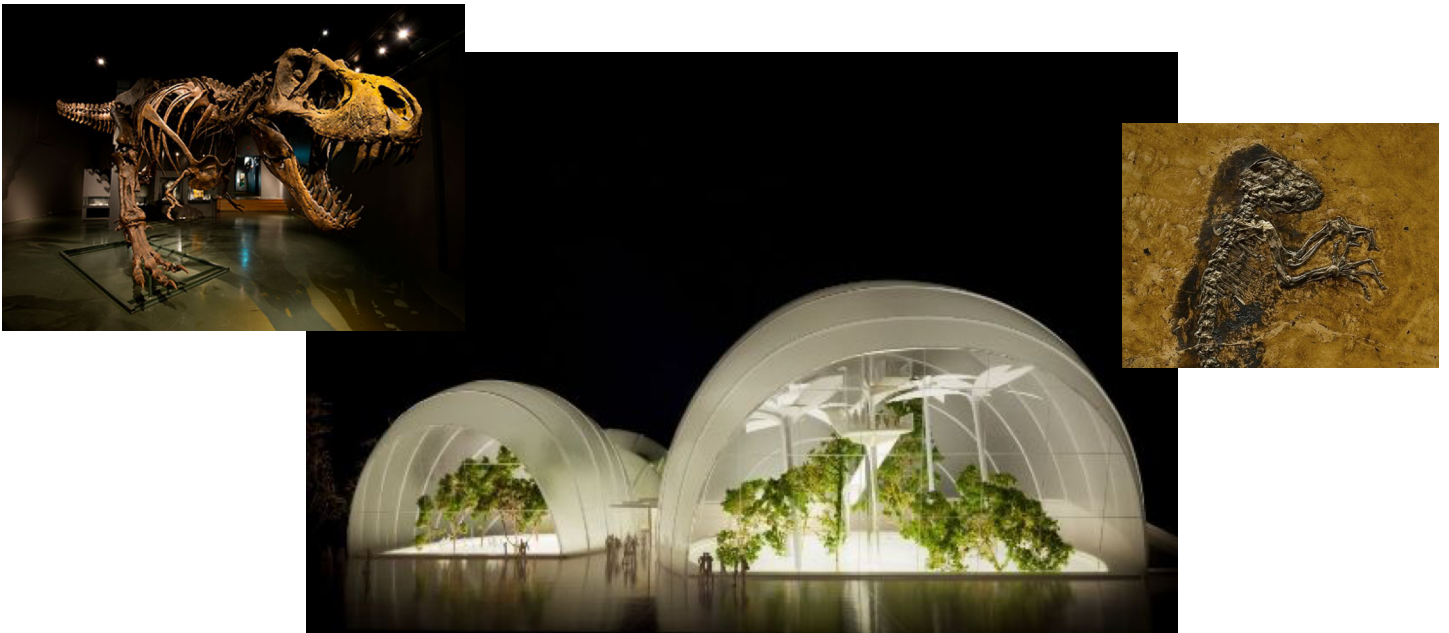
Stiftelsen Oslo Barnemuseum is a non-profit cultural organization which produces creative cultural activities and events for children and families. Founded in 2005, the long-term goal is to establish a permanent interactive children's museum in Oslo. Oslo Barnemuseum is a cooperation partner of SentralenUNG and runs monthly "CityKids" events at Sentralen.

Facebook: <https://www.facebook.com/oslobarnemuseum>

contact: Katie Coughlin katie@oslobarnemuseum.org

Development work is guided by the Department of Informatics at the University of Oslo and Oslo Barnemuseum as part of the EU-cooperation "The People's Smart Sculpture" with the goal of stimulating participatory culture across European countries. Funding for the Norwegian sub-project "Unge Urbane Uttrykk" comes from the EU and the City of Oslo.

Cool for kids



Interaction design: engaging kids in museums

Digital media are playing an increasing role in museums to engage visitors with artifacts and enhance learning. New technologies can add exciting dimensions of interaction and broaden museum appeal, especially with younger visitors.

This project invites students to explore how digital media can be used to create engaging experiences for young visitors in one of Oslo's largest museums. The target user group can be children or youth.

The project will be supported by Stiftelsen Oslo Barnemuseum, as part of the PS2 cooperation with EU Creative Europe, and may be implemented at Oslo culture house, Sentralen (<http://www.sentralen.no/>), as part of a "CityKids" event and/or at another Oslo museum.

Design task:

- How could interaction design and digital media be used to stimulate meaningful experiences for children or youth in a museum exhibit?
- Consider ways in which these experiences could be relevant in addressing a current social issue (environment, innovative thinking, integration, other?)

Stiftelsen Oslo Barnemuseum

Stiftelsen Oslo Barnemuseum is a non-profit cultural organization which produces creative cultural activities and events for children and families. Founded in 2005, the long-term goal is to establish a permanent interactive children's museum in Oslo. Oslo Barnemuseum is a cooperation partner of SentralenUNG and runs monthly "CityKids" events at Sentralen.

Facebook: <https://www.facebook.com/oslobarnemuseum>

contact: Katie Coughlin katie@oslobarnemuseum.org

Development work is guided by the Department of Informatics at the University of Oslo and Oslo Barnemuseum as part of the EU-cooperation "The People's Smart Sculpture" with the goal of stimulating participatory culture across European countries. Funding for the Norwegian sub-project "Unge Urbane Uttrykk" comes from the EU and the City of Oslo.



Digital timbre ball

Oppgaven består av å lage et innovativt musikkinstrument kalt DIGITAL TIMBRE BALL. Krav til systemet er at den skal være på størrelsen av en tennisball, ergonomisk og at den responderer med lyd når man klemmer den med en hånd. Et proof of concept ble nettopp laget. Nå er vi klare for neste iterasjon og vi trenger studenter som er interessert i musikk og tangible interaksjon. Dette er et forskningsprosjekt, derfor kan studenter få en mulighet til å oppleve hvordan det er å jobbe som forsker på UiO.

Er du interessert i forskning og musikk, så er dette prosjekt for deg!

Kontaktperson: masaz@student.matnat.uio.no



Bredvid er et norsk konsulentselskap som leverer tjenester innenfor områdene rådgivning, utvikling, UX og skytjenester.

Oppgave: Automatisere prosess for privat skifte av dødsbo

Kunde: Vebono – leverer juridiske tjenester. Mer konkret, ønsker Vebono å automatisere prosess for privat skifte av dødsbo. På grunn av forretningshemmeligheter kan vi ikke skrive detaljer rundt prosjektet. Vi leter etter studenter som er interessert i jus og er opptatt av å levere brukervennlige løsninger til personer i sårbare situasjoner.

Det er viktig å merke seg at tauhetserklæring må signeres, og at det kommer til å være nødvendig å utelate detaljer om prosjektet på presentasjoner og konkurransen.

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bredvid



HelseDirektoratet

HelseDirektoratet går gjennom digitalisering og trenger engasjerte studenter som kan lage en interaktiv modell som beskriver arbeidsprosessen for tilskuddforvaltning. Målet er å ha en ferdig modell på slutten av semesteret.

Studenter kan få innsikt i hvordan det er å jobbe i offentlig sektor, samt lære mye om HelseDirektoratet.

Dere står fritt til å velge metoden og metodologien som dere tror passer dere best for dette prosjektet.

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