

MEMEFEST 2016

PLEASURE - *OF MEDIAS*

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[1] FIRST LOOK

Idea One - The social media as a modern personal journal and source of memories and pleasure for the future you.

Idea Two - How you can take pleasure on the moment, taking pictures and having pleasure in the future, looking back at those images and by extension remembering your life back then.

[1] INITIAL CONCEPT

My problem is the intergenerational gap.

The young are disconnected from their grandparents, not same technology during life time, not same references, not same experiences. The grandparents tend to be isolated, or sent to retirement homes, not visited very often... they are not part of the education of kids as it was before. (Why that? Maybe since our society promote the young and healthy, we tend to avoid looking too close at old people, we see them as a memento mori, and it's not pleasant ? respect of elders tend to disappear)

Close this gap by the use of images as memories and ways to share and transmit them to young. Remembering the past in order to create the future. Educate the young about the failures of the current/past world to inspire them to build something better.

It's not about judging, it is about recording. This has been done, that way and this is the result. Memories are shifting, but pictures are precise. And there is a part of analyze that have to be done later on, is doing this desirable? Why this didn't work? How to make it work? To keep such a diary is still exhibition of oneself, users will get to choose what will represent the day, but it require a bit of honesty. It can also act as an agent of change. When nothing new happened in your life, you will maybe start to look for new experience to add to your one day picture. Look for change. Induce self reflexion.

Audience

A bit everyone I think... the young one who are taking pictures, to keep this habit to record their lives, and to look and ask their parents/grandparents to share their experience, and adults to learn how to use what material they have to teach to their kids and share their experience

Design & Media

Pictures, the construction of a lifetime diary, best would be pictures and comment. One picture a day? Upload to a special service a significant picture per day that sums up the experience of that day, plus a comment to give it a context. Be able to review all the pictures and share it? Elect one picture of the week to represent the week, and same for the month, and year... so you can zoom it in time to remember the period, and dig in the details. It also give information about what people judge important. It can actually be pictures or songs, or movie, game, or book, sentence.... Maybe any media?

Strategy

The strategies are about re-learn (use past knowledge to create future - no waste of experience) and environment of equity (exchange not between communities but between generations).

Where?

The best would be everywhere, and for everyone, so maybe something Online that is plastic enough to adapt to the evolution of technology, and be available during all your life.

Time frame

A lifetime.

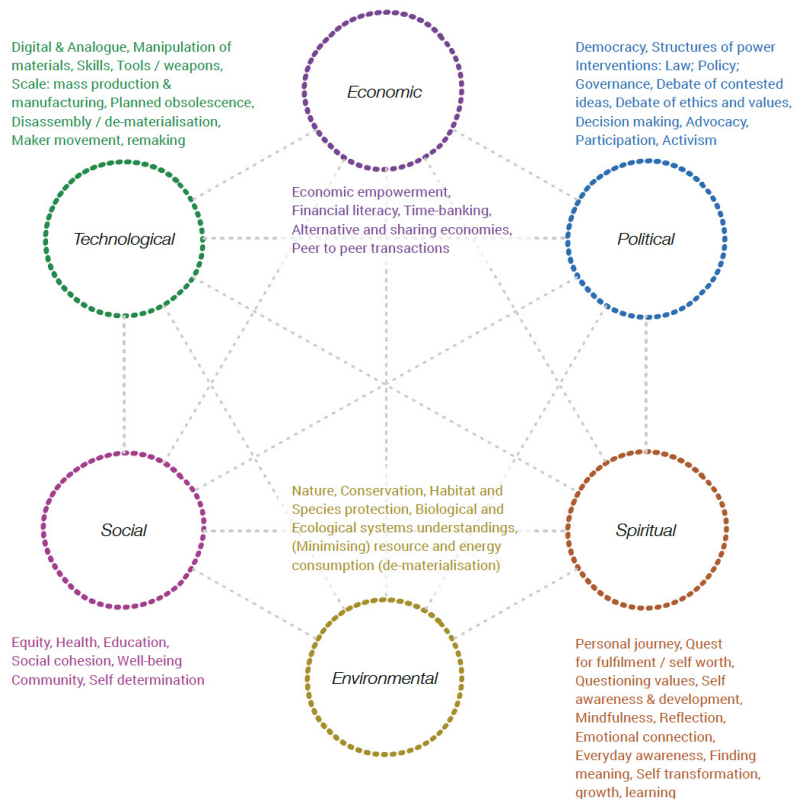


Fig 1.1 Six spheres of sustainability

[2] FIRST MAP OF SUSTAINABILITY

ECONOMIC

Those precious data are valuable. What to do with it?
Sell/ Share /Protect ?

ECONOMIC

POLITICAL

Gathering all your life memories in one place. See the impact of politic on your life, how it changes it.

POLITICAL

TECHNOLOGICAL



TECHNOLOGICAL

Map of the Internet

<https://www.nextnature.net/2011/07/the-technological-sublime/>

How all of those pictures are shared with the rest of the world (not limited to your relatives), But you can choose! Protection of Data

SOCIAL



SOCIAL

Père Castor - Cartoon for kids

The cliché of the grandfather who tells stories to his grandkids near the fire in the evening. He shares his life, his memories and experience to the next generation, why not do that with images on top of words?

ENVIRONMENTAL



ENVIRONMENTAL

See the change of the environment through the memories of thousands of people.

SPIRITUAL



SPIRITUAL

The everyday project - Karl Baden

<http://www.nydailynews.com/news/national/man-takes-selfie-day-24-years-article-1.1707950>
<http://kbeveryday.blogspot.com.au/>

He took a picture of him everyday for 24 years, and still continue.



Reflexion of the past - Tom Hussey

<http://digitalsynopsis.com/design/reflections-of-the-past-tom-hussey/>

Old people looking at the reflexion of their young self

See where you are from and where you were now, and how you ended up there. The path that you followed. The journey of your life.

[3] FIRST READING

ON GOOD DESIGN

Tony Fry

What is good design, question may have been asked, but no answer is perfect (subjectivity, context, relations)

Social Perspective

Idealization of design - from Platon (absolute ideal form that becomes absolute truth)

Le Corbusier - house is a machine for living

The good is for him an exemplary, out of time that can serve and inspire generations of designers (le Parthenon) - The essence of Eternally good

Platon - perfectionism

Epicureans - search for happiness

Socialism and Utilitarianism created ideal forms, new world. But WW2 stopped all that. After was the perfectionism, modernism...

The common good has to return

Identify Design

1 / Human have the ability to imagine before doing - design- we created our world by design(good/bad)

2 / Design is complex and plural (as a practice: graphic, objects, systems...)

3 / ???

4 / Design is everywhere and shape our life and thinking, thus, Design design itself

5 / We create and destroy futures by design

Tony Fry *"what I believe good design to be: it is design for the common good, which at its most basic, is design for sustainment."*

Design and the Sustainment

The Sustainment is the ground and evaluative frame of good design.

The Sustainment: the opening of a new epoch of human history defined against an essential overcoming of unsustainability.

Unsustainability is environmental (deforestation, desertification) but also loss of memory and sense of time, loss of justice and responsibility - forgetting the past and sacrifice the future.

Unsustainability is thinking only about today and forget lessons from the past and not think about tomorrow.

It is necessary to think about sustainment today, a need for new knowledge, practice, and culture. It had to be done with global equity, social justice, reshape economy to achieve quality and moderation, care about environment.

To do so, we have to

Re-learn, make things differently, think globally with all the interconnections between things. Think with complexity and levels.

Recoding - give new meanings to existing things, re directive, transformation of perception, recoding how things are given value, seen, used, occupied, cared for and disposed of.

Retrofitting - remade cities, homes, transportation, digital, to solve environmental issues, get rid of fossil energies

Elimination - get rid of the unsustainable things, make them evolve, redesign, reshape. Technologies have to be created in a sustainable perspective, nothing should be created if not sustainable on the short and long run

Environments of equity - exchanges between interdependent communities, to limit war, concurrence, force hierarchy, and favorise exchange, help, positive relations. Get rid of ideologies that tear apart humans.

New institutions - to change we need new institutions to regulate and balance, but also teach, work, exchange goods, and relations.

New designs to be sustainable. But first, deal and change what already exist.

There is a need to change all the culture, morality and aspirations, at a global level.

First devaluate today's non sustainable thinking, that kills future, and promote sustainable thinking and future creating. re framing the habitus (the imagined sense of the world occupied and lived) of a culture.

Designers as "Change Agents" that will start the change. Will they choose to be passive or active in that change?

The change can't be made in an instant, it will have to be gradual, step by step and will take time, but it had to be initiated before it's too late.

Educate people to the values of sustainment - make the Culture and knowledge evolve
Moving the economy from quantitative to qualitative, by using good design (will create quality)

Good design is for all humanity
It is Futuring - creating the future
Create things with ethics and care.

"Human beings are creators and destroyers, an unavoidable fact of our life which we fail to grasp. Currently, to make our world, we sacrifice the natural; in contrast, good design draws the line of ethical demarcation between what we destroy and what we create."

Good design is a matter of Necessity, it is a matter of Sustainment.

This text is a manifesto, its aim is to wake up people, force them to look around and see all that is wrong in this world, and act to change it.

It give tools and methods to start to change the world, for designers, artists, and everyone that is willing to make this a better place.

Note: For all the reading, I write my own comments and reflexion mixed with the synthesis of the text.

SOCIAL INNOVATION AND DESIGN

Elio Manzini

Social innovation is a process to change society, starting by the individuals that compose it.

There is different methods:

Incremental: *a change that takes time to be accepted and spread into the population (step by step evolution of technology)*

Radical: *a very quick change coming from an external source (new technology)*

Top down: *the change come from thinkers, decision makers, politics...*

Bottom up: *change come from the base, the population, it is kind of spontaneous.*

Democratic psychiatry

The idea that mentally impaired people could still be integrated into society, by having job specially designed for their abilities. It often does great for the patients, who start to feel better, more accepted, because they are judged about what they can do, and not what they can't do. Today, this concept has spread and there is a lot of restaurants, hotels, and holiday villages who hire mentally ill people to do certain tasks.

Slow food

Create a network where the farmers keep alive some variety of veggies and process that would disappear due to high production, and distribute it to the end users. Both are partners, in keeping alive those techniques, tradition and variety of products.

NYC Community Gardens

People started to organize themselves to care about the parks and green area, because the government gave up (short on money). The people plant tree, plants, produce fruits and veggies and run educational workshop. This has been approved and is now encouraged by the government.

Ainonghui Farmers association.

In china, a group of citizen was concerned about the quality of the food that they access in the city, the products were not very good. They went to villages where the ancestral technique allowed them to have great products, but no

way to distribute them. Together, they build a network of farmer producing great goods, and town citizen buying them because they rejected the low quality products of the supermarkets. They got rid of intermediary, so the products are not overly expensive, and it allow the traditional agriculture to survive.

All those projects are based on the power of cooperation, recombine what already exist, and do the change now, by themselves (not waiting for someone else to do it)

Designer can come to help and facilitate those initiatives.

Designing with communities - work with them, integrate them in the process, and put the design tools and skill available for the community to use.

Designing for communities, looking, observing and understanding, then propose solution that will be easy and accessible for people, and specific for the project, collaborative.

Feeding Milano

Start from the observation that milano citizen wanted more quality food that what was available. The project involved parks to grow urban food, inside the city, with the help of citizen and farmers. They started a whole process of collaborative design to involve citizen, farmers, city, and park responsible persons.

Often, small scale projects end up to drive big changes in the system, bringing great innovations into life. The role of the designer can be central here, calling for specific skills like: mediator, facilitator, offer the tools of design to the citizen (promotion, sustainability, prototype, sketches, mockup, models...)This is a dynamic process, complex, interconnected, and sometimes contradictory...

This text allowed me to understand more clearly what social innovation was and implement this in my project.

[5] SECOND MAP OF SUSTAINABILITY

Current situation / Problem



No proper control of your data they can spread fast



Lack of long term planning / sighting due to short vision

ECONOMIC

TECHNOLOGICAL

POLITICAL

The Past

He who controls the past controls the future. He who controls the present controls the past.

George Orwell, 1984

Rewriting of history - how the point of view about something change over time

Current situation Problem

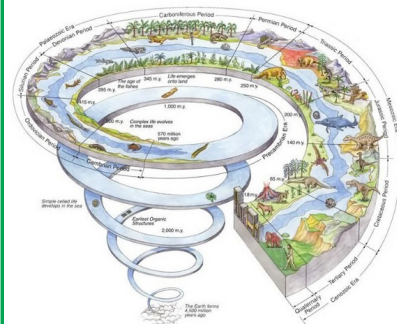
SOCIAL

SPIRITUAL

ENVIRONMENTAL



Generation gap



Long cycles of nature not clearly perceived by people (Short lives)



The fading of memory Impossible to remember everything, so keep track of it outside of your head.

[6] SECOND MAP OF SUSTAINABILITY

Future Change


Images taken on Google image search



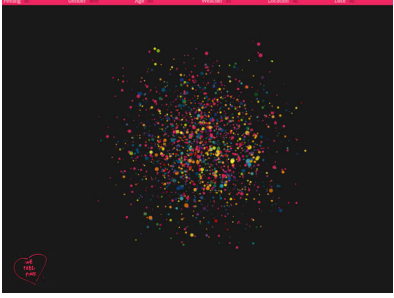
Control your data, select who will access it.
Your data can be used for a greater purpose rather than short term marketing campaign



By sharing their life/memories with their families, increase understanding of each other by showing the life of each other - they are not so different at the end.
Be able to go back to the daily life of your ancestors



As years pass, if thousands of people keep their daily update, you will be able to see small changes emerging. Like weather, temperatures...



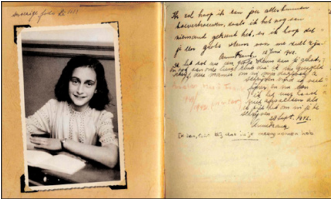
We Feel Fine is one of the most interesting visualization tools I came across. It provides visualizations on the general feelings populating the blogosphere on any given day. You can filter results based on age, location, gender, weather, and other criteria. There are six different visualizations available: Madness, Murmurs, Montage, Mobs, Metrics, and Mounds, each of which give a different portrait of the general feelings abounding on the Internet.

Provide data for companies to be able to take right decision for the long term for the good of the planet, and the people

ECONOMIC

TECHNOLOGICAL


POLITICAL



Keep a track of history by analyzing how political decisions / conflicts have impacted the lives of people.

SOCIAL

SPIRITUAL



Be able to look at your past life and revive all your memories - even the smallest decision can have big impact on your actual life - analyze your choices.
Come to know your ancestors, if you have access to their memories, it could prove useful to know the past/history of your family.

ENVIRONMENTAL

Future Change

[7] THIRD READING

Chosen text

DUNE - SERIES OF BOOKS

Frank Herbert

In this science fiction book, there is a group of women called the Bene Gesserit, which are a social religious and political force. The members follow a very strict training to become Reverend Mothers. One of the last steps include drinking a kind of poison, that will, if the woman succeed the trial, awaken her genetic memory.

This genetic memory contains all the experience of the direct ancestors of this woman. She has now access in her head to all the memories of all the women of her family. The Reverend mother can ask anything to her ancestors and benefit from their knowledge.

This is incredibly powerful, and the Bene Gesserit is using all this knowledge to direct human kind on a better path, design genetically, lengthen the human life (in the book, which happen in thousands of years from now, human live up to 300 years old). The past has no secret for them, and they use it to prevent mankind from doing the same mistakes over and over again.

The concept, seems to me highly powerful, and also dangerous. But it can prove very useful. Even if it is pure fiction, we can create a "similar" tool with our current technology, and make sure it will be use for a good and useful purpose - the good of humankind and the planet.



Shai-Ulud, the Maker - Balaskas from Deviantart.com

[7] DESIGN APPROACH

Define what design approach are you using:

Speculative design

Speculate about the future - "what if?" - A means of speculating about how things could be—to imagine possible futures

Co-design / participatory design

Approach to design attempting to actively involve all stakeholders (e.g. Employees, partners, customers, citizens, end users) in the design process to help ensure the result meets their needs and is usable.

Exploratory experimentation

The experimental methods and instruments for answering the questions are uncertain, or it is necessary first to establish relevant factual correlations in order to characterize the phenomena of a domain and the regularities that require explanation. Rather than testing hypotheses; it varies parameters or circumstances to see what will happen; it utilizes background knowledge to establish novel correlations, follow anomalies, seek improvements in instrumentation and experimental protocols

Intervention

A discrete action designed to improve the system but you can't predict exactly how things are going to turn out. It's not a project in the sense that there is a clear objective, and a set of milestones over sometimes lengthy periods. Interventions focus on people's behaviors, and how changes in the environment can support those behaviors.

Service design

Conceptual design that involves the activity of planning and organizing people, infrastructure, communication and material components of a service in order to improve its quality and the interaction between the service provider and its customers.

Systems design

The process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. Systems design could be seen as the application of systems theory to product development.

Facilitation

The process of designing and running a successful meeting. Facilitation concerns itself with all the tasks needed to run a productive and impartial meeting.

[8] FOURTH READING

DISCRIMINATION BY DESIGN

The many ways design decisions treat people unequally.

Have team of designers from different origin, they will have different point of view and culture, and this will avoid having "racist" features on your product (like the snapchat filter) and not creating Discriminatory designs.

Environment design by city planner Robert Moses, with this bridge too low that prevent buses to drive through, so there is a whole area which doesn't have bus network. And there is a huge number of truck collide with the bridge every year.

Or the L.A. transportation system that create racial inequity, by developing more train than buses, favorising more expensive travel habits. The court forced them to spend 2 billions to develop the bus network.

The area which decide in which school kids will go that create more segregation.

The benches that are design to prevent homeless to sleep on them. (Hostile Architecture or unpleasant design)

The house with poor door, separated from the grand entrance... To let poorer people enter and live in the same building...Inside elevators are separated between the rich resident and the poor ones.

The lack of proper bathroom for girls (need clean space to remove risk of infection, breastfeed, and bring kids...)

Do not forget to design for everyone: the blinds, the deaf, the physical and mentally impaired...Color blind...

Design should be to open the world, make it better and more accessible, not the opposite. Seeing anti-homeless benches... It makes our world a bit more sad, and deepens the gap between people.

The concept of universal design seems very positive and should be followed by every designer.



PROBLEM

My initial problem was the intergenerational gap. Elderly tend to be isolated from their families, placed in aged care services and visited once in a while, the relation between grandparents and their grandchildren is weakened in western culture. **How to recreate a link between them?**

CONCEPT

My concept is to create a simple interface where people can upload one media a day. It can be something they discovered and that they **like**, it can be a **happy moment** shared with their friends and family, or it can be something **sad**, that make them **react**. People upload to the system important element of their life, that they can comment. By doing this everyday of their life, they build a solid database of their memories and life.

When they want to spend time with they grandkids, they can share with them some of those memories, that will make understand the kids/teenager that his grandparents had a youth similar to them, with friends and parties, school.. And it would **create more empathy** and **understanding** between the two generations. **But the project goes further and deeper.**

Since people are building those database, filled with what make them happy and what made them sad, this create a very **precious quantity of informations**.

If companies or government had access to those data (anonymously!) **They could use them during their design process**, for building the cities of tomorrow, a new bus network, a new communication system, based on what made people happy or sad in their journals. The project would be more adjusted to the need for the users, and it would **make their life better**.

[10] THE PROJECT

Outcomes

OUTCOMES FOR INDIVIDUALS AND FAMILIES

As time pass, people can go back and have a look at their past memories, what they have done, and enter an introspection state, that can potentially push them to start doing something else, **more meaningful** with their life, and maybe become a **better person**.

They can also share some memories with friend and relatives, reflecting a complex network of human relations.

Having those memories uploaded will also guaranteed a certain exactitude, as memory is by nature shifting and changing, it is good to have a written version of it, to **be remembered of the truth**.

When people grew old, they can decide who will inherit this database, collection of their memories. They can choose settings to **cancel** some elements and give the rest to their children when they pass away.

The children will have access to the memories of their parents, and by digging into the database, learn more about them and their not so serious youth, or rediscover moments of their own childhood, from the eyes of their parents. This will change the **relation to the deads** and ancestors...Since they will be able to dig into their day to day memories, some informations may still be accessible.

It will also be useful to know the **health problems of your** ancestors: knowing if there is a genetic disease in the family will allow the people to keep an eye on it and prevent the thing to develop or fix it.

As generations pass, people end up to inherit of the memories of a lot of their ancestors, allowing them to have a better **understanding of where they come from**. And benefit this experience to move forward, and try **not to do the same mistakes**.

DATA SECURITY MANAGEMENT

Users will **decide if they want their data shared to the database** (this will be clearly established, for transparency purposes) and **what use they allow for their data** (research, science, projects, government..) And will also for each post choose if the content can be shared of is too secure, as well if this content will be given to the children after the user pass away.

OUTCOMES FOR COMPANIES AND GOVERNMENTS

Companies and government can use those anonymous data to **take better decision for the future** (they will sign a **ethical use** document to ensure that they use those data for **good, positive and sustainable** reasons, if they break the condition they will be fined and banned from using the database). The database has a great quality, allowing companies to see **trends and take better decision**. By analyzing the database with **powerful** algorithms, they can determine what problems people encounter and **try to solve them** (transport infrastructure, ecology, health...) Take right decisions for the future and **long term thinking**.

ENVIRONMENT

Through the eyes of the user it will be possible to see the changes of the climate, by their comments, like, "it was a very hot day", or "the temperature was 35 degree today, unusually high". People may post this without paying attention, but with the **proper algorithms to track and** analyze these comment might reveal very useful data for science.

SPIRITUAL

If a person post something everyday, at some point, when they look back at their post, they will see the evolution of their interests and maybe understand the construction of their personality. The system can work as a mirror and a **tool for self reflection**. It can **generate change in people**, when they notice that all the dream they had during their youth, none of them happened... So they can decide that it is **time to realize their dream**, buy that motorbike or sell their house and start to travel.

SCIENCE AND RESEARCH

The science will benefit greatly from this database and will make all the **research progress more easily**. Psychology, philosophy and social science especially, but also all design disciplines, ergonomics, politics, marketing, entertainment will benefit from an access to those data.

HISTORY

In case of war, the data uploaded can be used to establish **the real truth**, not only the version of the winners of the war, as it happens very often in the past. And analyze how people lives have been impacted by war. Those precious accountings can be used to teach the coming generation about this conflict, a bit **like Anne Frank's journal**.

Lots of other outcomes exist... The value and use of such a database is so wide, that it is difficult to imagine all the possible applications.

TIME FRAME

The ideal would be for this project to exist during *hundreds of years if not thousands of years*, so the quantity and quality of data would allow the apparition of *very long term trends*, like what matters for human, what each generation care about, constants, evolutions and cycles that we cannot see today because *we are so short sighted*, all focused on our small lifes. It might be time to think as a global specie and start building our future. This can start by relinking each generation with the precedent to *create a better understanding* of each others.

DESIGN & MEDIA

The service will start to be a software for computer and a mobile app, but it needs to be *flexible enough to adapt to future technologies*, so people can continue to fill their personal life journal. The database needs to be *highly secured*. To prevent a hacking of the database, it will be better to use a *networking system of storage*, rather than keeping all the data in the same servers.

STRATEGIES

RE-LEARN

Use past knowledge to create future
- no waste of experience

ENVIRONMENT OF EQUITY

Exchange not only between
communities but between generations.

RETROFITTING

Do something new with those
memories and give them more
power.

NEW INSTITUTIONS

With the database, the institutions
will be given a powerful tool to take
better decisions, with a greater scale
and scope for the projects.

AUDIENCE

Everyone. The more people participate to the project the more powerful it becomes. So the project will be *designed to be accessible to a maximum of people*, rich, poor, physically impaired, young, older, men, women, from every country and every cultures.


WHERE?

Everywhere, people lifes are different in different places due to culture. It will be very precious to see how a world wide event will be perceived by different cultures.

[12] THE INTERFACE


First draft.

24th August 2016
Melbourne




New music discovery today
Nujabes is really cool.

25th August 2016
Melbourne




I took this picture during my walk in the Botanical Garden. Spring is almost there!

26th August 2016
Melbourne



I have met with friends today, at the Workshop Bar.
#Jason #Emy #Nat

27th August 2016
Melbourne



We watched this movie today, I really liked it!

Users can upload any media that catch their attention during the day, or that they enjoyed. It can be a picture of them and their friend celebrating in a bar, or a movie, a music, a book...
The media can be commented with a text, as long as needed.

Key elements of a post:

- Media
- Text
- Location
- Privacy parameters (share or not to share...)

August 2016

28	29	30	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1

2016 WEEKS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52				

2016 MONTHS

JAN	FEB	MAR
APR	MAY	JUN
JUL	AUG	SEP
OCT	NOV	DEC

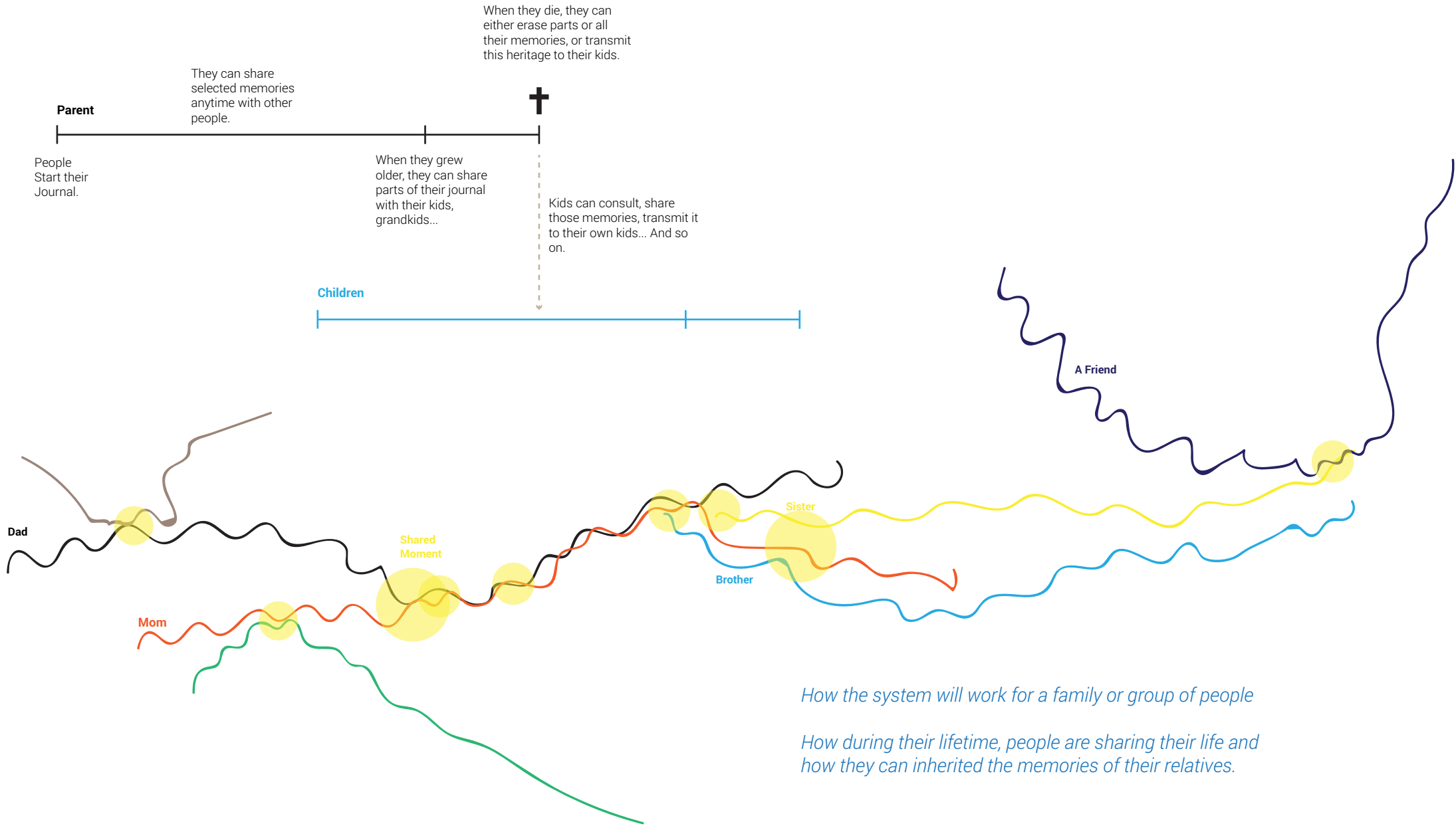
Different view can be used to display the posts: by weeks, months, and years. A simple day to day timeline (like above) may be the default view.

[13] THE PROCESS

For one person

For a group of person/ family

How the system will work for one person and his child.



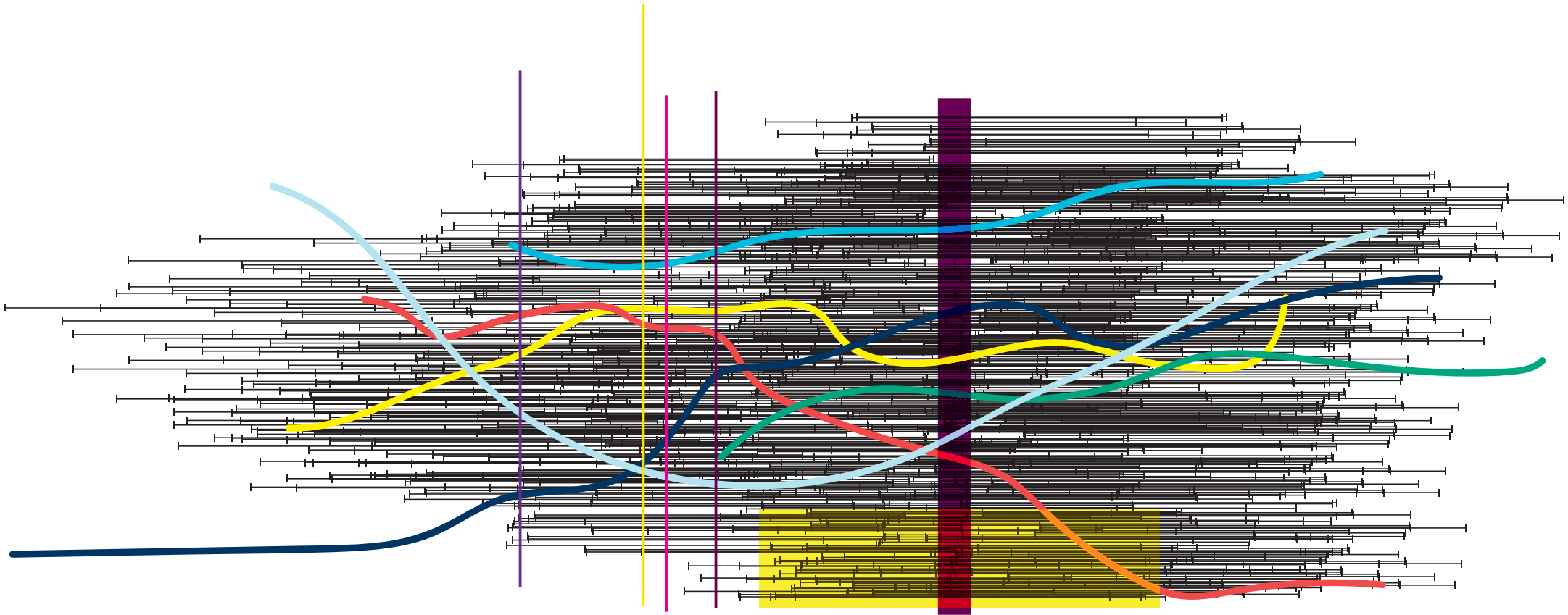
How the system will work for a family or group of people

How during their lifetime, people are sharing their life and how they can inherited the memories of their relatives.

[14] THE PROCESS

For a whole population and generations

The data gathered by a whole population during generation will show trends, effects and impacts that were not visible before, due to short term vision.



[15] IMPROVING LOOP

Loop created by the system

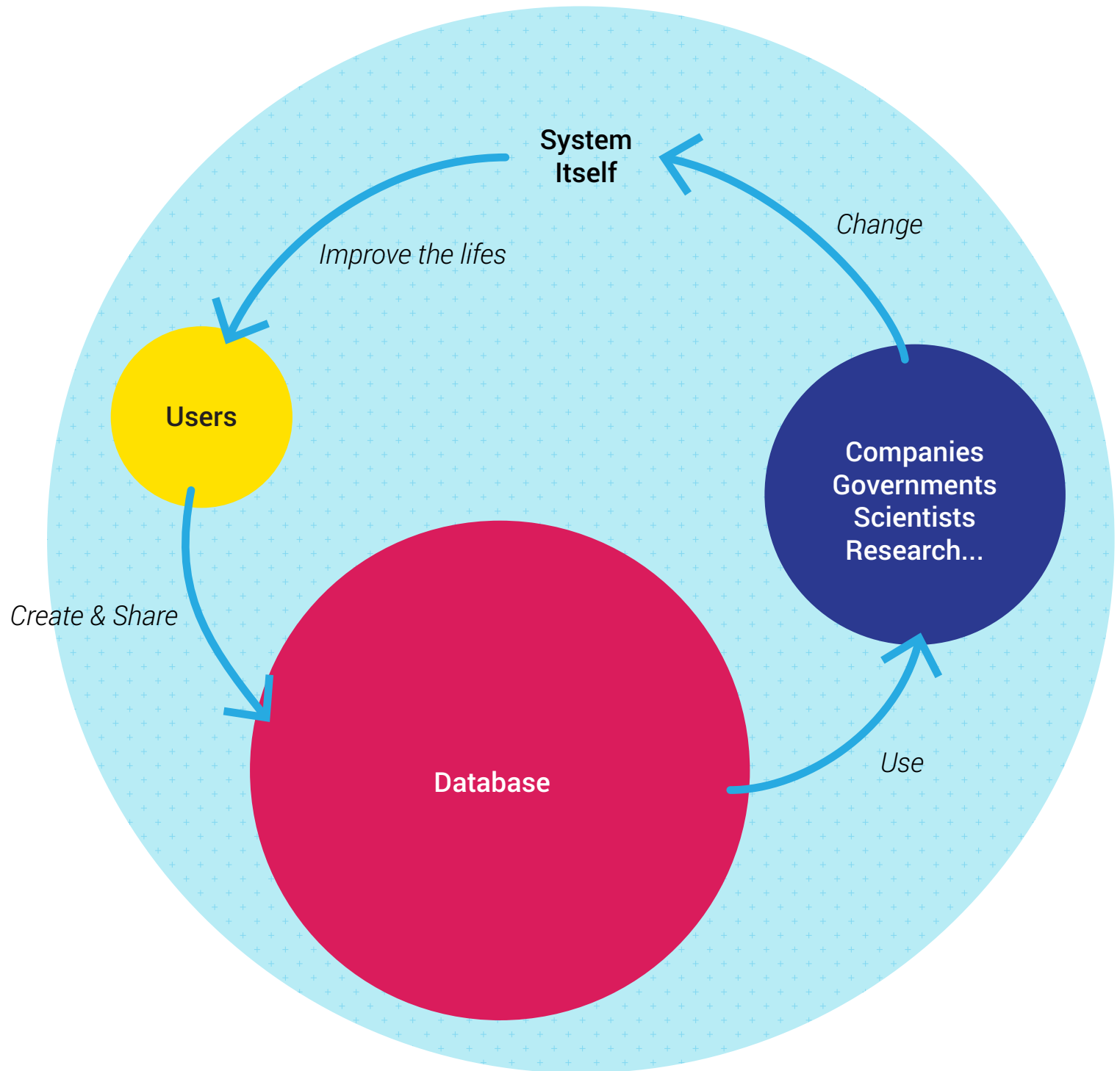
This loop is improving the system at each iteration.

The user share their life and memories in the database.

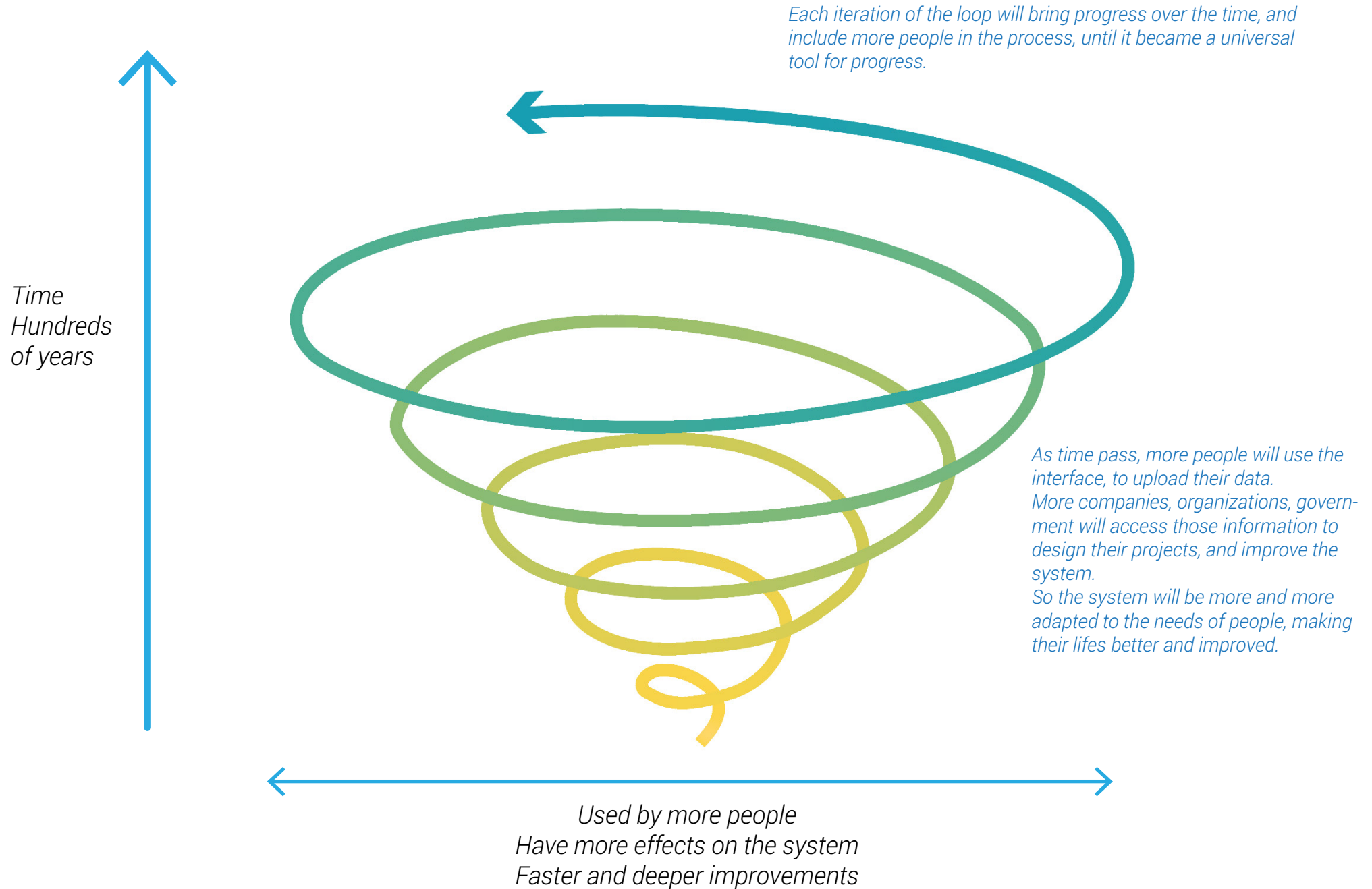
The database is used by companies and government to create new projects that will fit the need of people.

Those projects improve the system itself.

The life of the users is improved, because the system became more adapted to their needs.



[16] IMPROVING LOOP
Effect of the loop over time



[17] INTERFACE
Home page


Note: the design of the interface is a refined wireframe... not all the features are visible, and ergonomics needs to be improved.

Today

What happened

YOUR LAST POSTS WEEKS MONTHS YEARS

TUE 25 AUG | Melbourne




9

Today I went to You Yangs to do mountain bike with Monique and David. The weather was great, it was a really good moment.

BIKE SUNSET #MONIQUE #DAVID
FITNESS WEEKEND

WED 26 AUG | Melbourne



6

Back to work! Those teeth are not gonna fix themselves! I had a lot of appointments today.

ME CABINET
WORK DENTIST

THU
27
AUG

CREATE POST

Search

CATEGORIES


- WORK
- CAMPING
- FITNESS
- FAMILY
- FRIENDS
- FUN
- HOLIDAYS
- KIDS

See the last post that you added, or pick the calendar view per weeks/ months or years


Search in your posts using categories, or privacy/ keywords

WHAT YOUR ANCESTORS WERE DOING AT YOUR AGE: 31 YEARS AND 6 MONTHS

MARCO PHILIPPI
Your Grand Grand Father
Father Side
16/04/1910 - 19/05/1994



TUE 25 AUG 1960 | Melbourne




6


We worked on the rail with the guys... Managed to do 20 meter today! Hard work! I was happy to go home.

HARD LONG DAY
WORK RAILROAD

JULIA JONES
Your Grand Grand Mother
Mother Side
17/09/1913 - 12/02/2001



WED 26 AUG | Melbourne




8


I went to the market with Jenny. We got some delicious pears, I will do a pie with them this evening, Marco will love it!

MEAT FRUITS
GROCERIES MARKET

MICHAEL JONES
Your Grand Father
Mother Side
03/08/1917 - 24/10/2045



WED 26 AUG | Syria



9

We are still traveling, and we found a closed market in Syria... It was good to have a bit of shadow and freshness!

HOT REST
TRAVEL SYRIA

Search Family

GENERATIONS

- PARENTS
- GRAND PARENTS
- 3 GENERATIONS
- 4 GENERATIONS
- 5 GENERATIONS
- 6 GENERATIONS
- 7 GENERATIONS
- 8 GENERATIONS
- 9 GENERATIONS
- 10 GENERATIONS
- 11 GENERATIONS
- 12 GENERATIONS

See what your ancestor posted when they were exactly your age

Search an ancestor in your family tree or by generation, to follow their day to day life.

Note: The ancestor posts are anachronistic: the activities and dates can't match the internet posting technology. I have done that for an easier representation of the ancestor daily memories in this mockup.

All pictures from Google Image. All interface design by myself.

[18] INTERFACE

Creating a post / journal entry

This is the interface to enter a post, adding a media, commenting on the circumstances and selecting the privacy settings for computer version. All the features are compatible with screen reading softwares (for visually impaired people)

Note: the color and layout may change to be adapted to the culture, and need of the users.

This post seems pretty banal but you can learn a lot from it:

- **Social:** at this time it was normal to go biking with friends, how many friends people do activities with...How they enjoy it...

- **Economic:** considering that this memory is uploaded on a Tuesday, we can ask what was the professional activity of the person. Mountain biking can be considered as a costly hobby, so maybe that person is quite wealthy, and have a job flexible enough to take some days off in the middle of the week... All those theories can be confirmed or not by analyzing the other memories of that person.

- **Cultural Values:** what kind of activities people accept to share and what do they consider too sensitive and prefer to censor.

- **Health:** that person seems pretty fit and have healthy activities.

- **Environment:** the weather at this time of year, and this particular location, and the aspect of this place at that moment (and compare with the actual aspect of the place)

- **Technology:** from the meta data of the photo, you can learn with what model of camera it was taken, and at what time (give a good idea of the technology used at that time)

Mountain Biking picture from Google Image


Today

What happened

TUE 25 AUG

Melbourne

Media



UPLOAD MEDIA

What happened today?

Today I went to You Yangs to do mountain bike with Monique and David. The weather was great, it was a really good moment.

TAG BIKE SUNSET

CATEGORY FITNESS WEEKEND

Privacy settings

PROFILE 1

- FRIENDS
- DATABASE
- FAMILY
- OTHERS
- LEGACY

PROFILE 2

PROFILE 3

PROFILE 4

PROFILE 5

Mood

☹️ 😞 😊 😏 😄 😬 😇 😞 😞 😞

Rate the Day

10 9 8 7 6 5 4 3 2 1

SAT 15 AUG SUN 16 AUG MON 17 AUG TUE 18 AUG WED 19 AUG THU 20 AUG FRI 21 AUG SAT 22 AUG SUN 23 AUG MON 24 AUG POST TODAY

[19] INTERFACE

Crating a post / journal entry

Version with explanation of the features

Any media can be uploaded, with a limit of size (no movie, but just the trailer or poster is ok)
Music (album, song..)
Image (picture, poster, flyer...)
Book (pdf, book cover...)
Quotes (just text)
Journal extract, news...
Video (not too heavy)

The Privacy profiles are created by the users and they can select who will have access to this post, and when.
Friend: they pick from their friend list who was there and who will have access to this memory.
Database: if they accept that this post will be used by companies as data for their projects. They can select for which type or industry it will be visible (science, agriculture, entertainment...)
Family: if they want their family to share the post
Other: they can define other privacy settings
Legacy is what they will transmit after they passed away

Today
What happened

TUE 25 AUG
Melbourne

Media

What happened today?

Privacy settings

PROFILE 1

- FRIENDS
- DATABASE
- FAMILY
- OTHERS
- LEGACY

PROFILE 2

PROFILE 3

PROFILE 4

PROFILE 5

Users can select their friends in the list and share the moment with them (making this memory visible by those friends.)

Tag and Category are created by the user to organise his memories, and make it easier to find after.

Users can select a mood to represent the day

Users can rate the day: 10 for an extremely good day and 1 for a very bad day

Save the post

Users can look back at the last couple of days, and can complete a day that they missed

Any media can be uploaded, with a limit of size (no movie, but just the trailer or poster is ok)
Music (album, song..)
Image (picture, poster, flyer...)
Book (pdf, book cover...)
Quotes (just text)
Journal extract, news...
Video (not too heavy)

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UPLOAD MEDIA

TAG BIKE SUNSET

CATEGORY FITNESS WEEKEND

Mood

Rate the Day

10 9 8 7 6 5 4 3 2 1

MON 17 AUG

TUE 18 AUG

WED 19 AUG

THU 20 AUG

FRI 21 AUG

SAT 22 AUG

SUN 23 AUG

MON 24 AUG

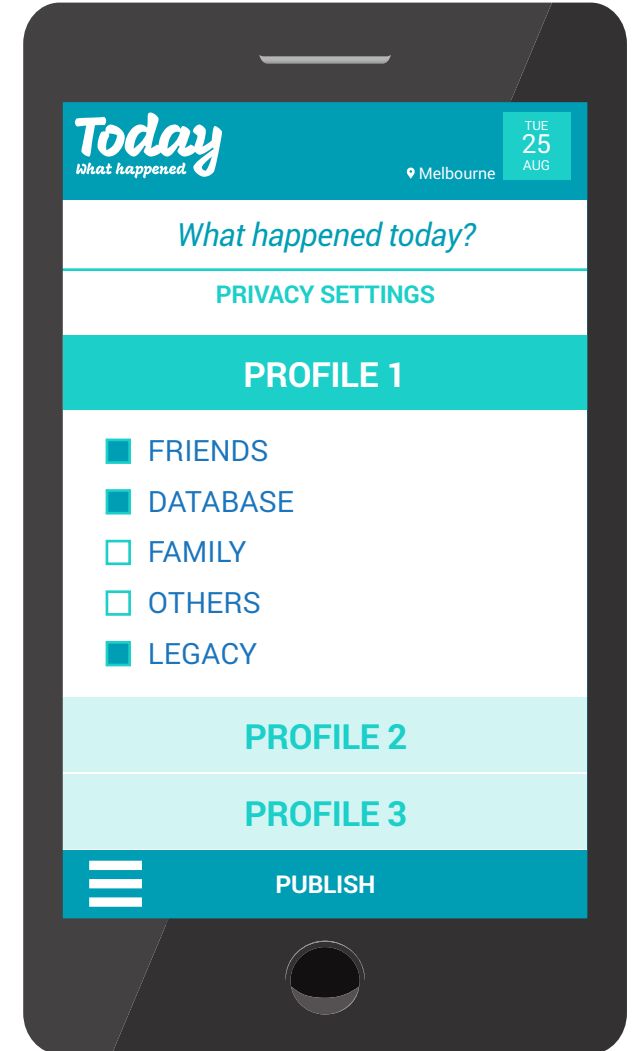
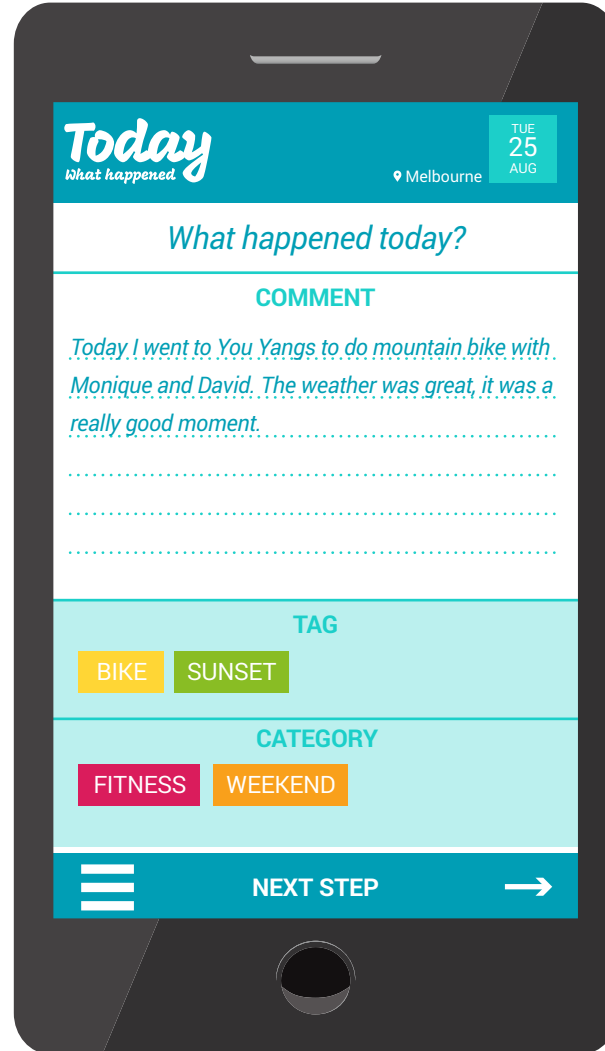
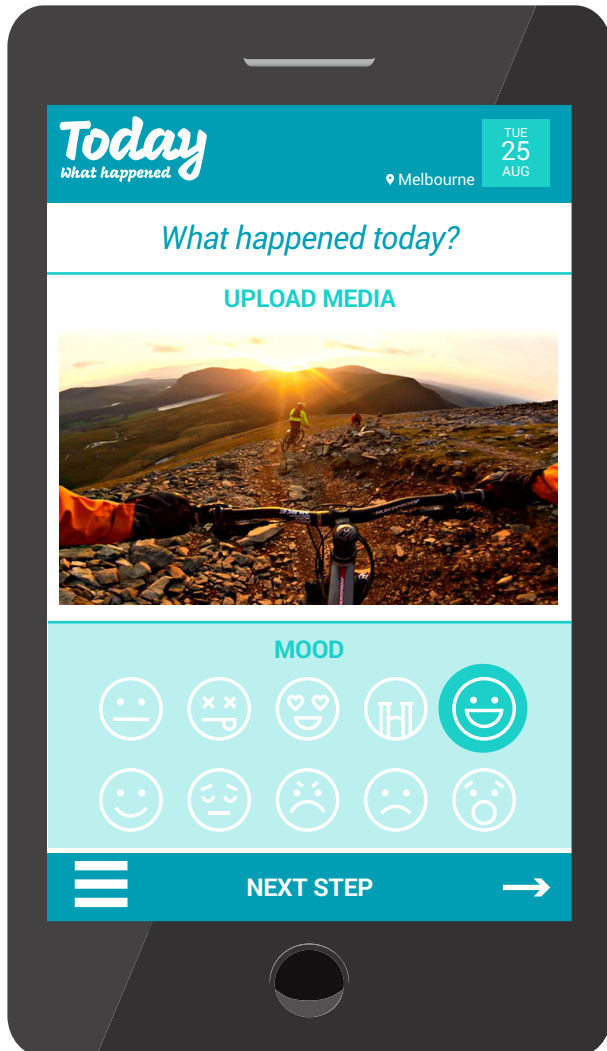
POST TODAY

Mountain Biking picture from Google Image

[20] INTERFACE

Mobile version of creating a post

Since not everyone has access to a computer, and a lot of poorer people rely mostly on their phone, the system is available through a mobile App.



[21] REFERENCE LIST

BIG DATA: A GAME CHANGER IN HEALTHCARE

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<http://www.ap-institute.com/big-data-possibilities.aspx>

DAYTUM, AN APP CREATED BY DESIGNER FELTON TO TRACK EVERY ASPECT OF YOUR LIFE.

<http://daytum.com/>

DISCRIMINATION BY DESIGN

https://www.propublica.org/article/discrimination-by-design?utm_campaign=sprout&utm_medium=social&utm_source=facebook&utm_content=1472731745

FELTON, A DESIGNER THAT WAS TRACKING EVERY ASPECT ON HIS LIFE (MEALS EATEN, DISTANCE WALKED...) AND MADE A REPORT ABOUT IT FOR SEVERAL YEARS. HERE IS 2014

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FRANK HERBERT, DUNE, 1965

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