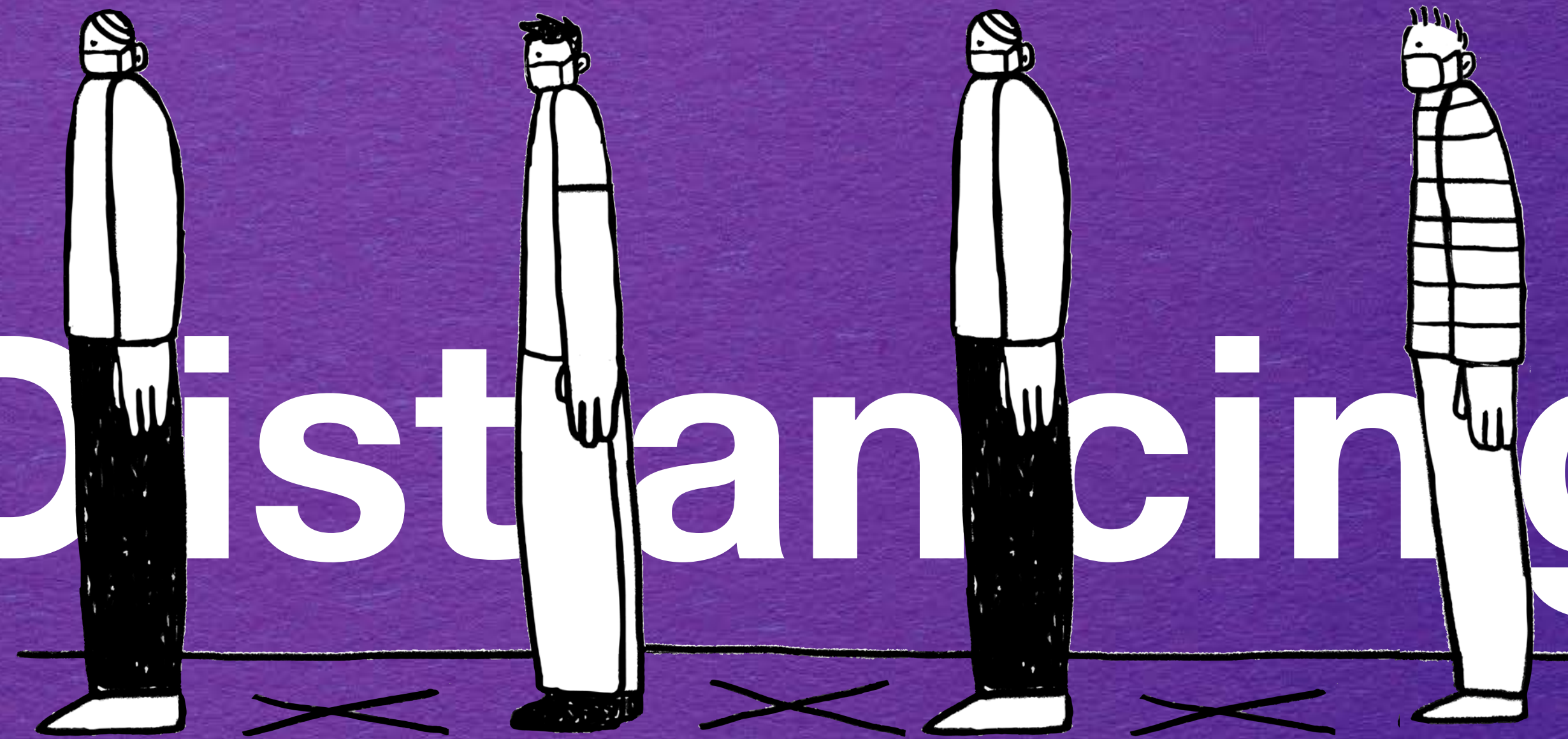


Social Distancing



SERENA ALAMPI

GAO TANHAO

BEATRICE MASCHERONI

ZHANG SHAOHAN

Experience Design
INTERACTION AND ENVIRONMENTS

Prof. Kaja Tooming Buchanan

TEAM 4DD:

SERENA ALAMPI

GAO TANHAO

BEATRICE MASCHERONI

ZHANG SHAOHAN

Tongji University

College of Design and Innovation

Spring 2020

Illustrations by www.rawpixel.com

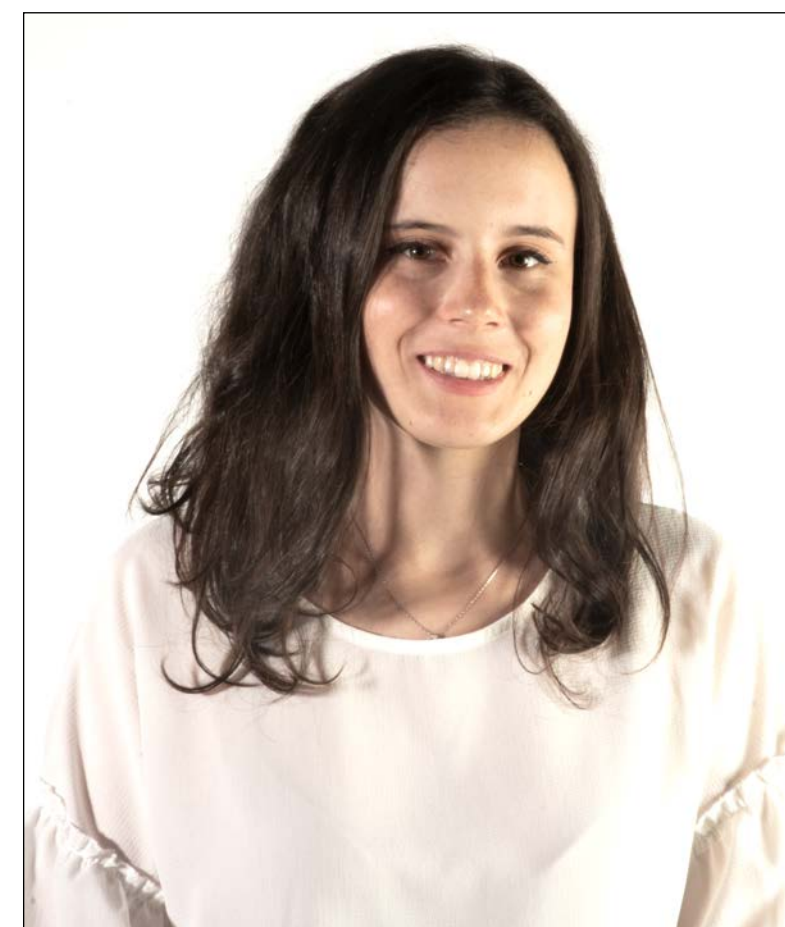
The Team



SERENA ALAMPI
Digital & Interaction Design
From Politecnico di Milano



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Environmental Design
From Tongji University



BEATRICE MASCHERONI
Digital & Interaction Design
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Design History and Theory
From Tongji University

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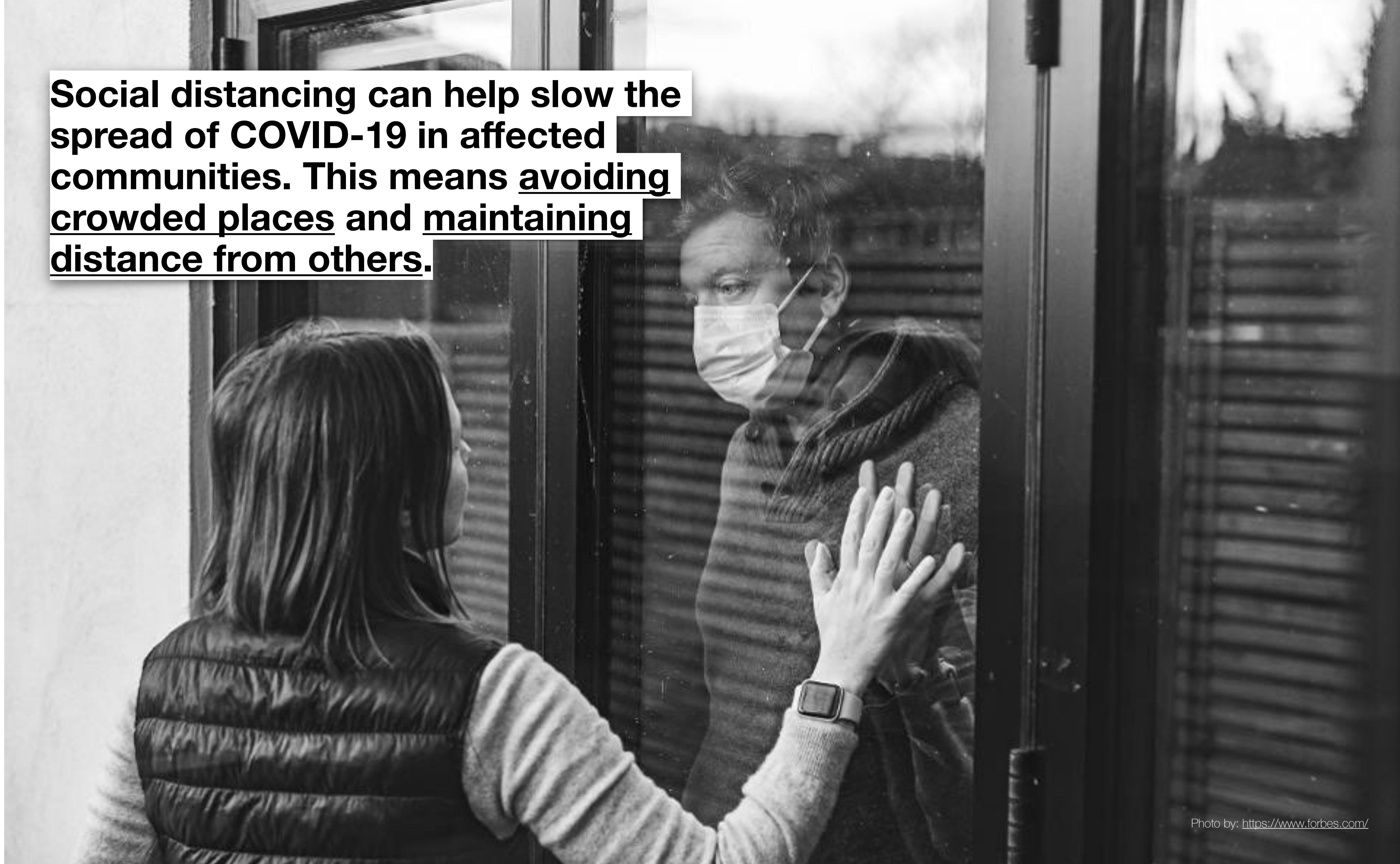
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Appendix

Social distancing can help slow the spread of COVID-19 in affected communities. This means avoiding crowded places and maintaining distance from others.



OUR DEFINITION OF

Social Distancing

Social distancing is an unprecedented **experience** related to **sorrow** (**fear** and **anxiety**) and **desire** (**hope**) that means a shift in common social life: keeping **distance** between yourself and others to decrease the spread of the virus.

This change has an impact on environments (digital, physical social and cultural) and interactions, and it can strongly affect people's **emotions**.

OVERVIEW OF OUR Design Process

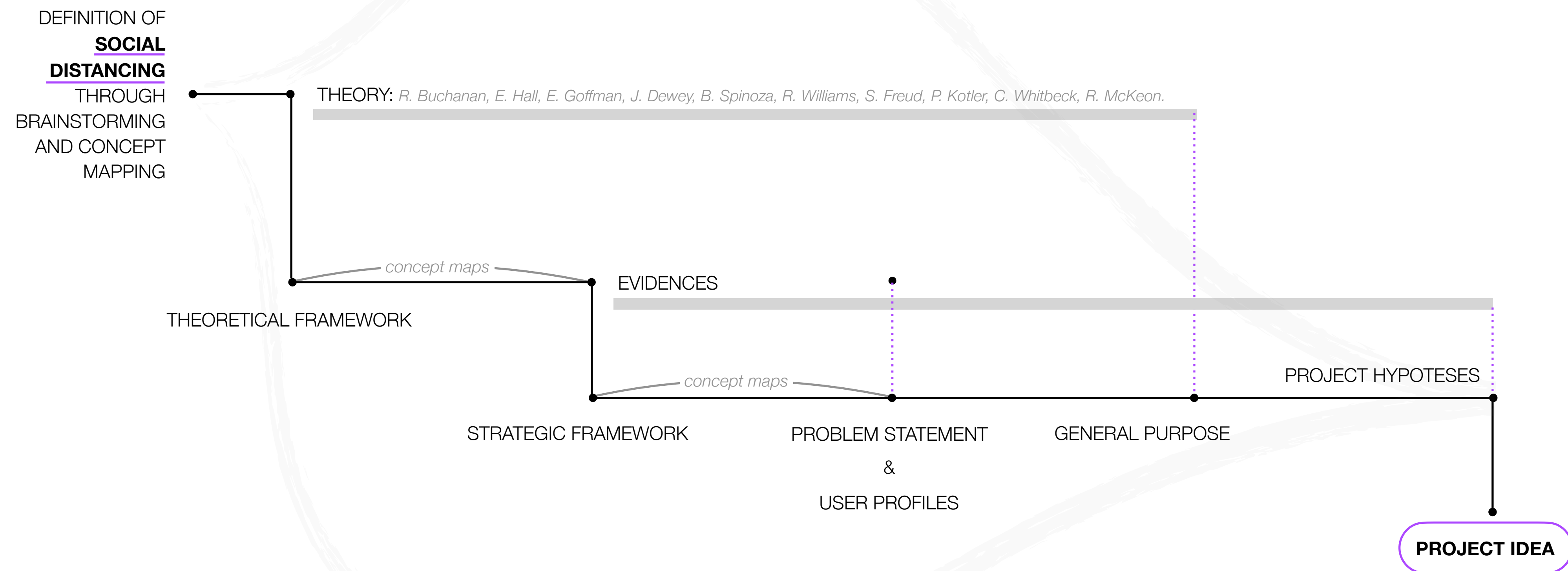


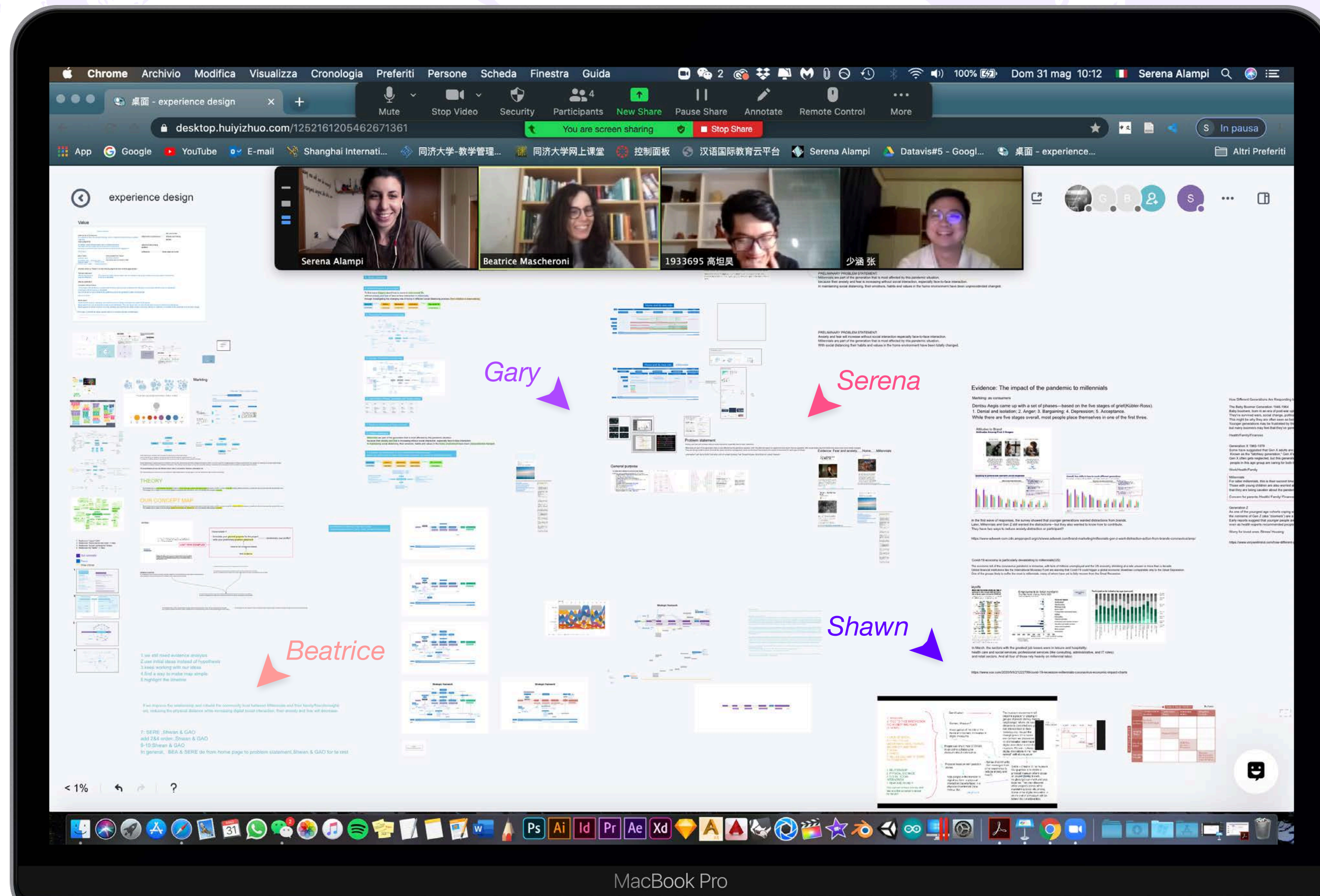
Figure 1, Design process. Developed by Team 4DD.

How we worked together

Varese
Milano

Leshan

Fuzhou



Google Drive



WeChat



Zoom



Huiyizhuo

Design Challenge By Kaja Tooming Buchanan

The design challenge is how to make the transitional process of leave-taking from the maintenance of social distancing less stressful and safe, so that the initiation of re-opening the society (businesses, schools, etc.) reduces the fear and anxiety of people.

Keywords:
 Initiation, Maintenance, Leave-taking, Emergent culture,
 "New" normal (society, reality), Experience, Anxiety, Fear

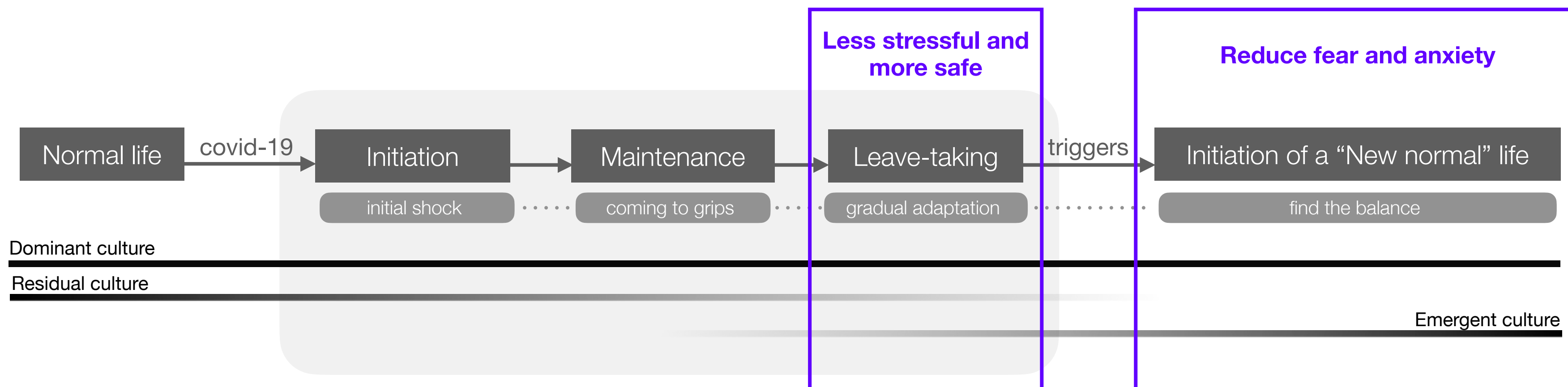


Figure 2, Design challenge interpretation. Developed by Team 4DD.

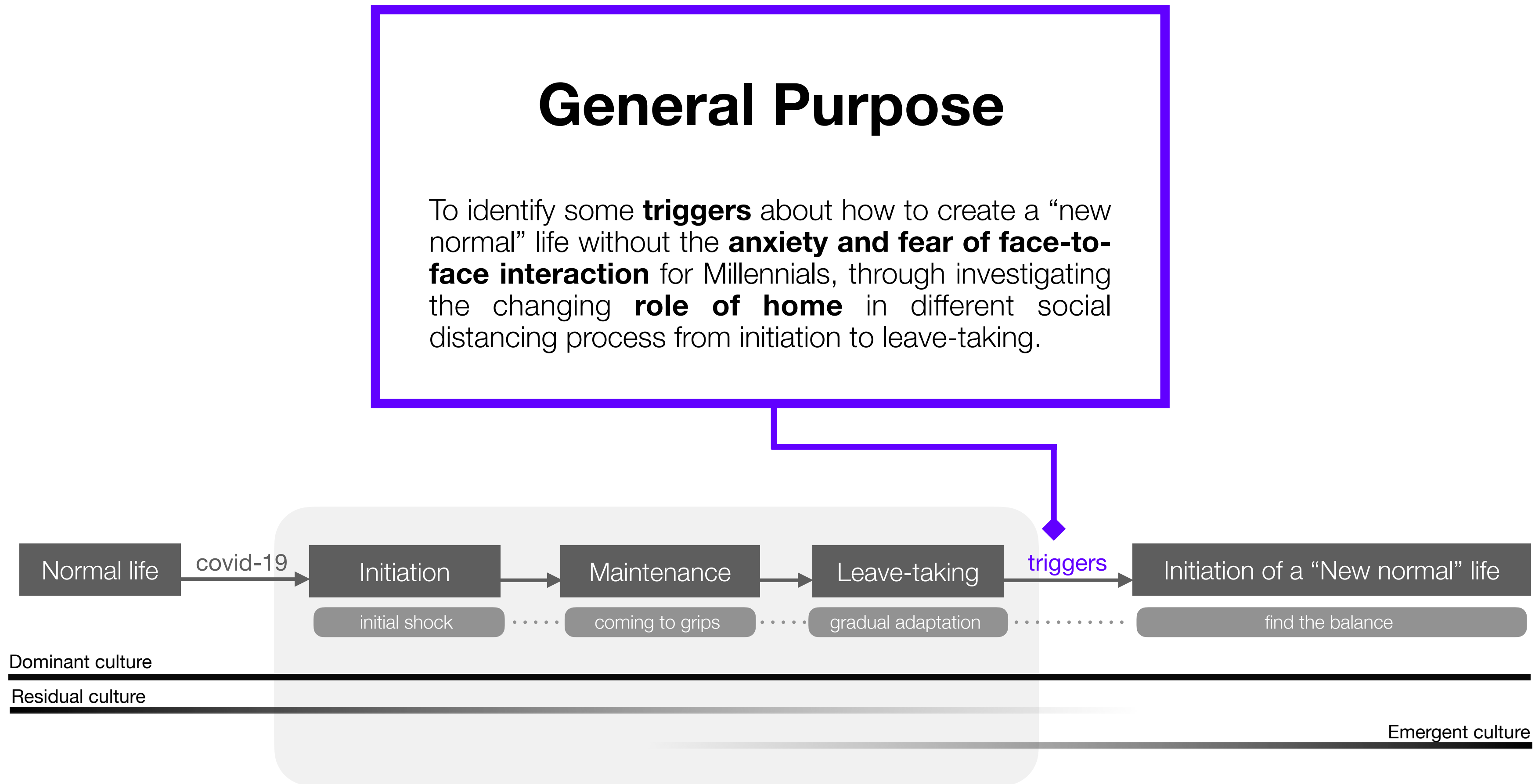


Figure 3, General purpose interpretation. Developed by Team 4DD.

Trigger Analysis

FROM GENERAL PURPOSE TO STRATEGIC FRAMEWORK

In a pandemic situation, **triggers** create conditions which **lead to the fulfillment of an experience** and cause the starting of a “new normal” life from the transitional phase of leave-taking.

Trigger is not limited to a single design dimension, it can start from any dimension and then further affect the others.

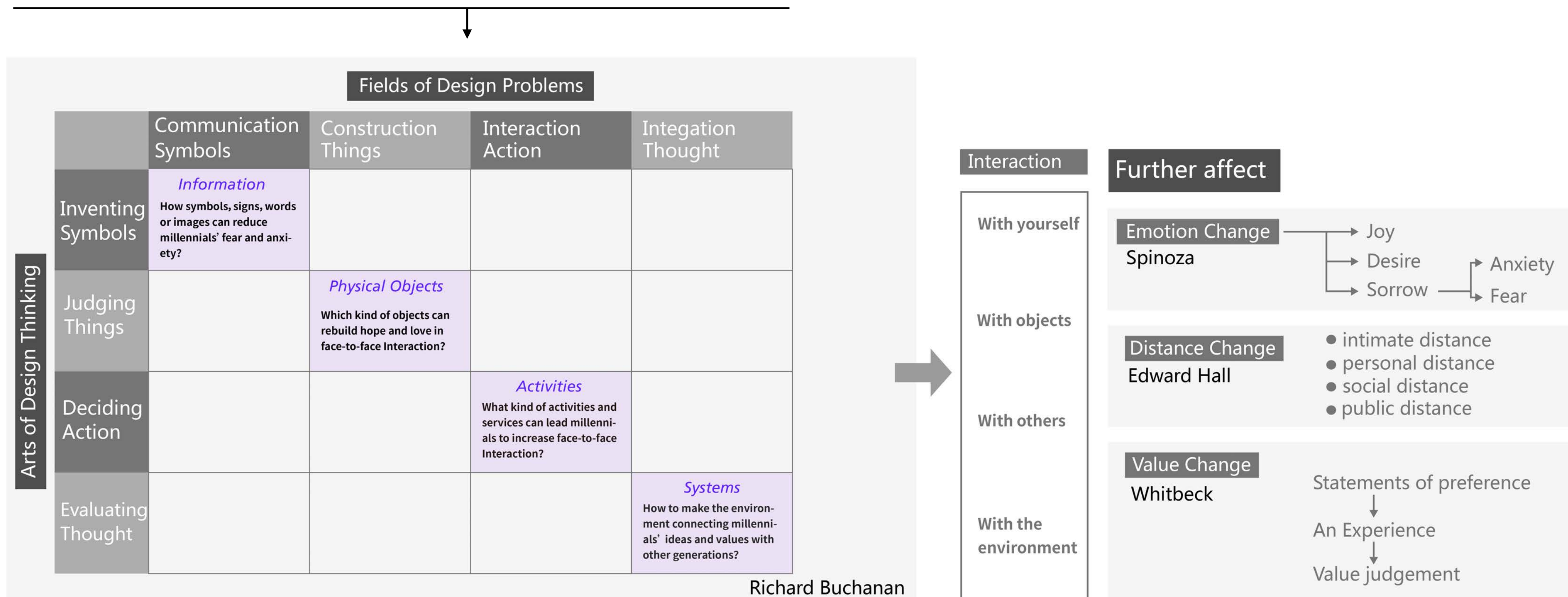


Figure 4, Trigger analysis: from General Purpose to Strategic Framework. Developed by Team 4DD. Inspired by theories from R. Buchanan, B. Spinoza, E. Hall, C. Whitbeck.

Theoretical Framework

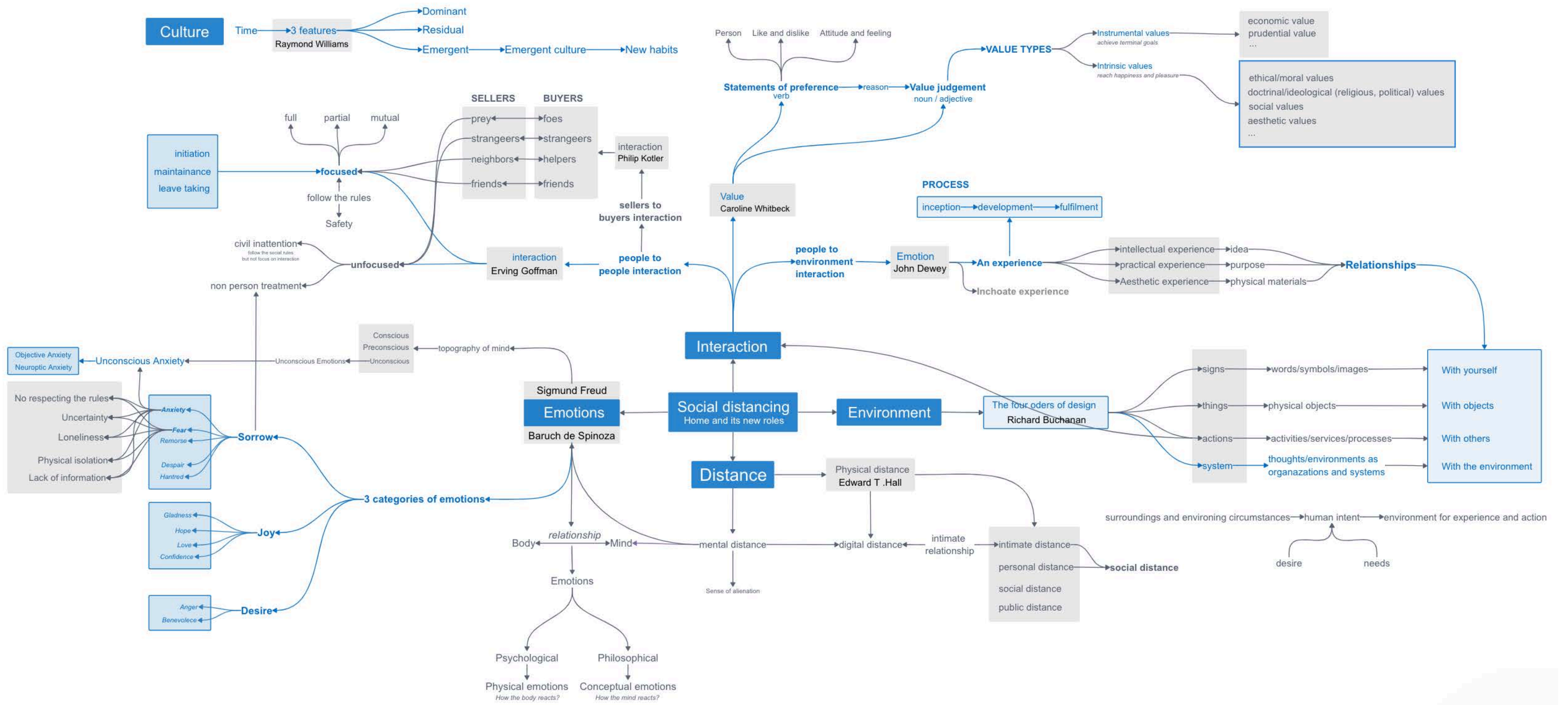


Figure 5, Theoretical Framework. Developed by Team 4DD. Based on theories from R. Buchanan, J. Dewey, E. Goffman, E. Hall, C. Whitbeck, R. Williams, P. Kotler, B. Spinoza, S. Freud.

Strategic Framework

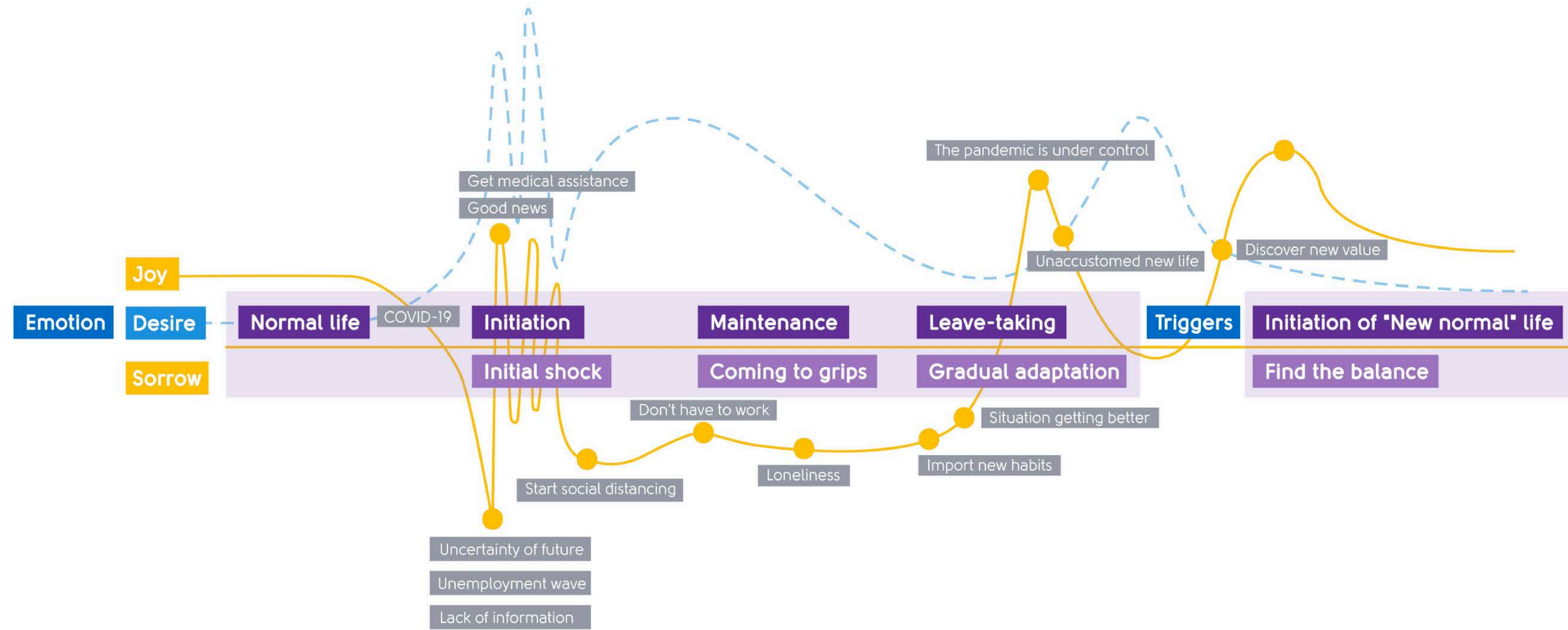
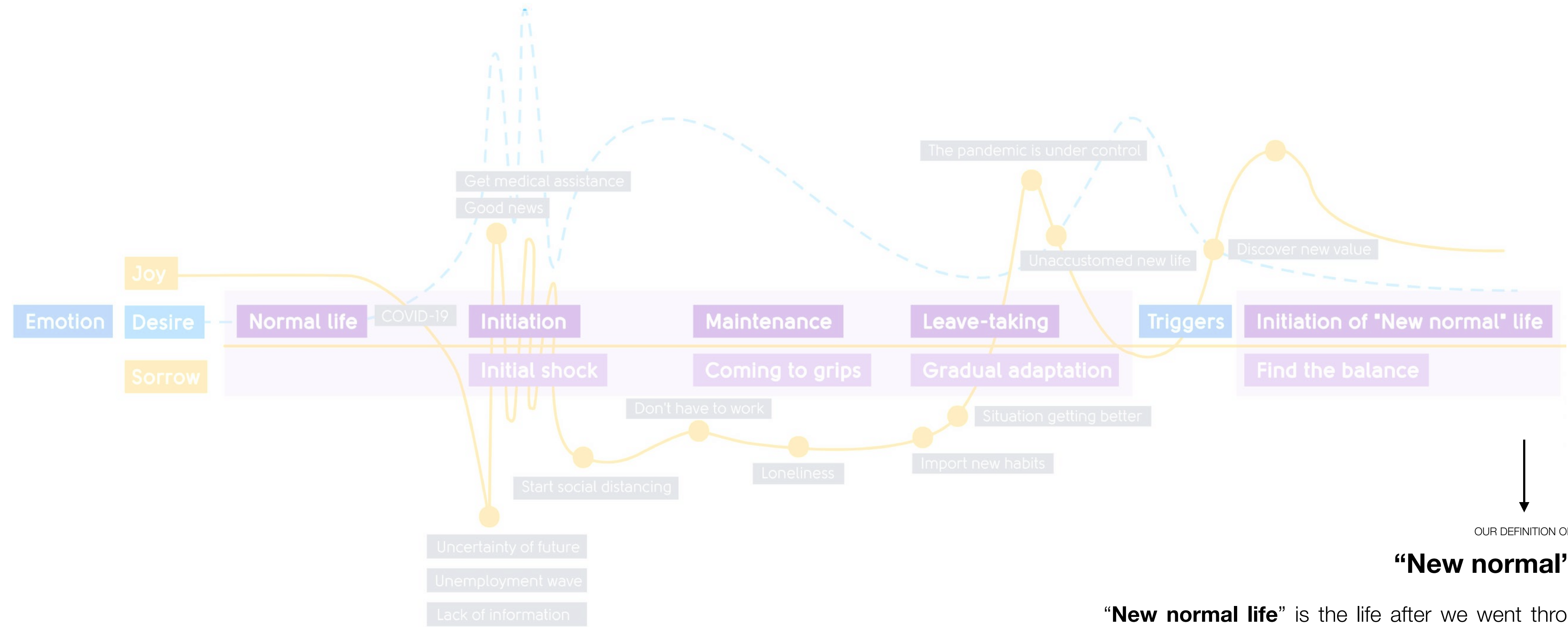


Figure 6, Strategic Framework. Developed by Team 4DD. Based of theories from B. Spinoza, E. Goffman, and inspired by Simran Sethi's atricle (NY Times).

Strategic Framework



OUR DEFINITION OF "New normal" life

"New normal life" is the life after we went through a pandemic experience which has **profoundly changed our emotions, environments, interactions and values.**

The identification of some **triggers** can balance the exploration of new value, culture and habits.

Figure 6, Strategic Framework. Developed by Team 4DD. Based of theories from B. Spinoza, E. Goffman, and inspired by Simran Sethi's atricle (NY Times).

Home and its new role

MILLENNIALS

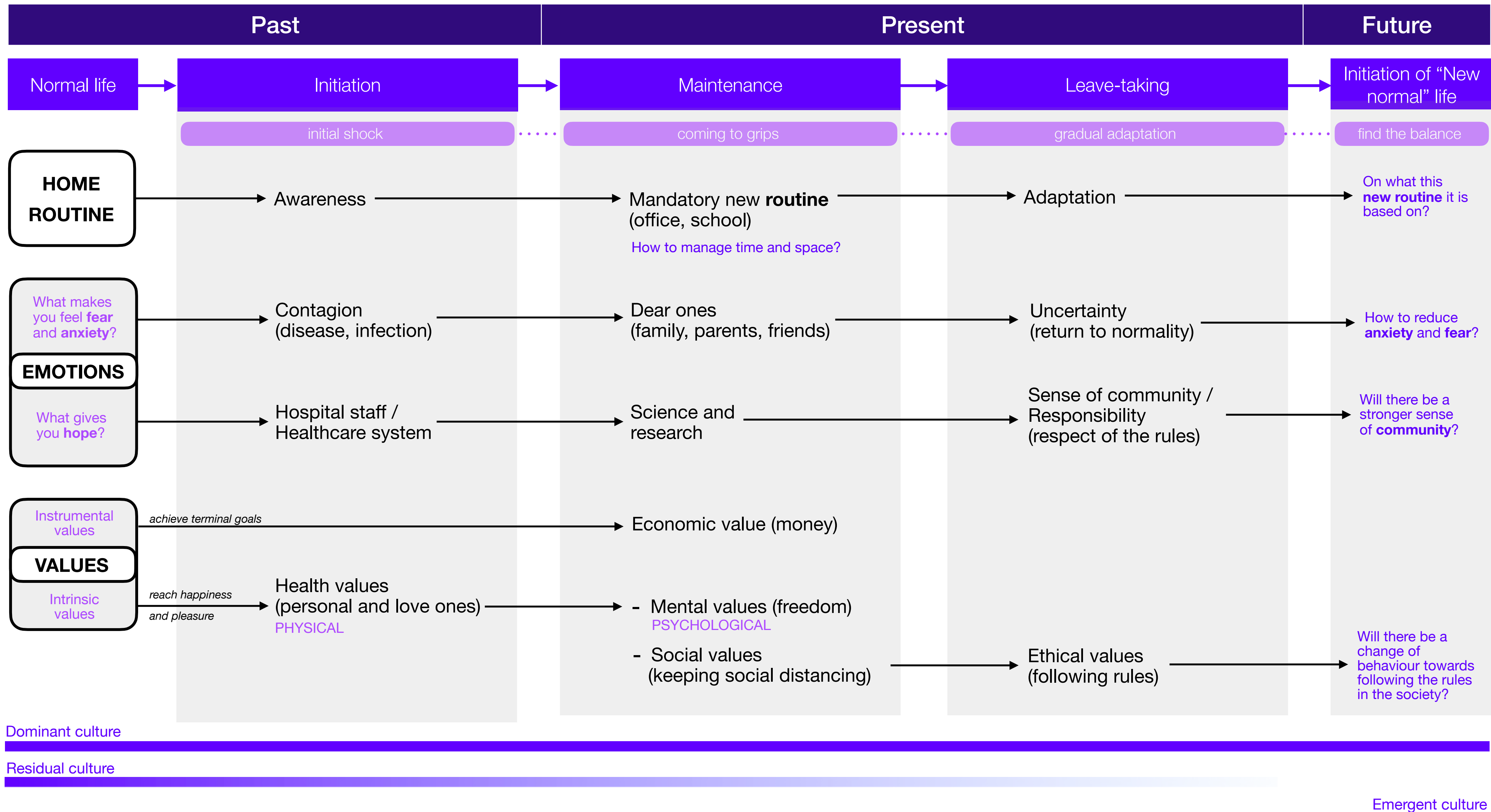


Figure 7, Home and its new role: Millennials. Developed by Team 4DD. Based of theories from B. Spinoza, E. Goffman, R. Williams, and inspired by evidences.

User Profiles

	Materialist (1900-1945)	Baby boomers (1946-1964)	Generation X (1965-1976)	Millennials (1977-1995)	Generation Z (1996-2009)	Generation Alpha (2010-2019)
NEEDS	<ul style="list-style-type: none"> - Personal assistance - Medical assistance - Company 	<ul style="list-style-type: none"> - Personal assistance - Assistance for primary needs - (ex. shopping, cooking,...) - Company - Outdoor walking 	<ul style="list-style-type: none"> - Physical activity - Social life - Working place - Time management - Babysitting 	<ul style="list-style-type: none"> - Physical activity - Social life - Working/study place - Time management - Babysitting 	<ul style="list-style-type: none"> - Physical activity - Social life - Working/study place - Time management 	<ul style="list-style-type: none"> - Physical activity - Social life - Homework place - Outdoors activities
ISSUES	<ul style="list-style-type: none"> - Health issues - Lack of technological knowledge - Loneliness 	<ul style="list-style-type: none"> - Loneliness - Vulnerable - Health issues - Lack of technological knowledge 	<ul style="list-style-type: none"> - Economical issues - Working place - Forced cohabitation - Lack of technological knowledge 	<ul style="list-style-type: none"> - Lack of personal space - Economical issues - Working/study place - Forced cohabitation 	<ul style="list-style-type: none"> - Lack of personal space - Working/study place - Forced cohabitation 	<ul style="list-style-type: none"> - Lack of playing space - Humdrum - Forced cohabitation

Figure 8, Generation map. Developed by Team 4DD. Based on evidences.

Primary User Profile



YOUNG PARENTS

People who found a new routine in this pandemic

Age: 25- 35 yo
Gender: female/male
Family members: parents and kids
Place: an apartment Milan, Italy.
No garden, small balcony

Education: University
Occupation: HR recruiter
(many interviews and meetings during the day)
Socio-economic status: Medium

Tech skills: high
Activities: work and take care of the kids
Hobby: sports, cooking, reading

Figure 9, Primary user. Developed by Team 4DD. Based on evidences.

Photo by: <https://unsplash.com/>

Secondary User Profile



“THE WALKERS”

Parents of the primary user

Age: 55- 65 yo
Gender: female/male
Family members: wife/husband and adult children
Place: an apartment Milan, Italy.
No garden, small balcony

Education: High school
Occupation: Shops owner
Socio-economic status: High

Tech skills: quite low
Activities: work and walking
Hobby: mountain trips

Figure 10, Secondary user. Developed by Team 4DD. Based on evidences.

Photo by: <https://unsplash.com/>

Tertiary User Profile



CHILDREN

Children of the primary user

Age: 0 - 10 yo

Gender: male/female

Family members: parents and siblings

Place: an apartment

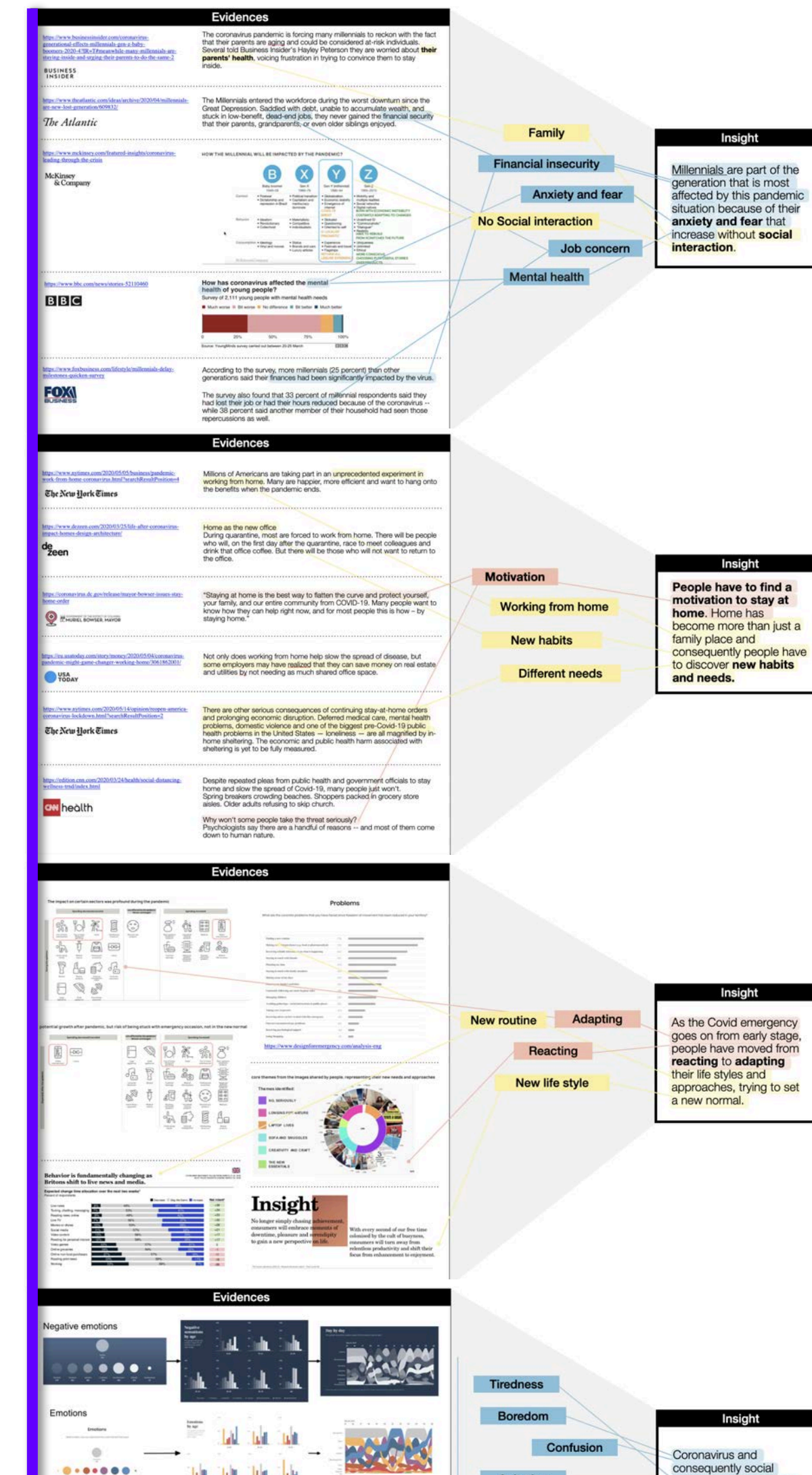
Figure 11, Tertiary user. Developed by Team 4DD. Based on evidences.

Photo by: <https://unsplash.com/>

Evidence KEY WORDS

We read many articles about social distancing and we gathered many evidences. For that reason we decided to cluster them in different areas that have been useful to define our problem statement. We got evidences about Millennials, about emotion and feelings during the social distancing, about the concept of home, new routine and the concept of values. In our evidences' analysis we highlighted the most important concepts for each article, we created some keywords and based on that we wrote down some insights. Then, we put collected the insights together and we arrived to our issues' list.

Millennials Home Routine Emotions Values



Evidence: Millennials

Evidence

<https://www.businessinsider.com/coronavirus-generational-effects-millennials-gen-z-baby-boomers-2020-4?IR=T#meanwhile-many-millennials-are-staying-inside-and-urging-their-parents-to-do-the-same-2>

BUSINESS INSIDER

The coronavirus pandemic is forcing many millennials to reckon with the fact that their parents are aging and could be considered at-risk individuals. Several told Business Insider's Hayley Peterson they are worried about **their parents' health**, voicing frustration in trying to convince them to stay inside.

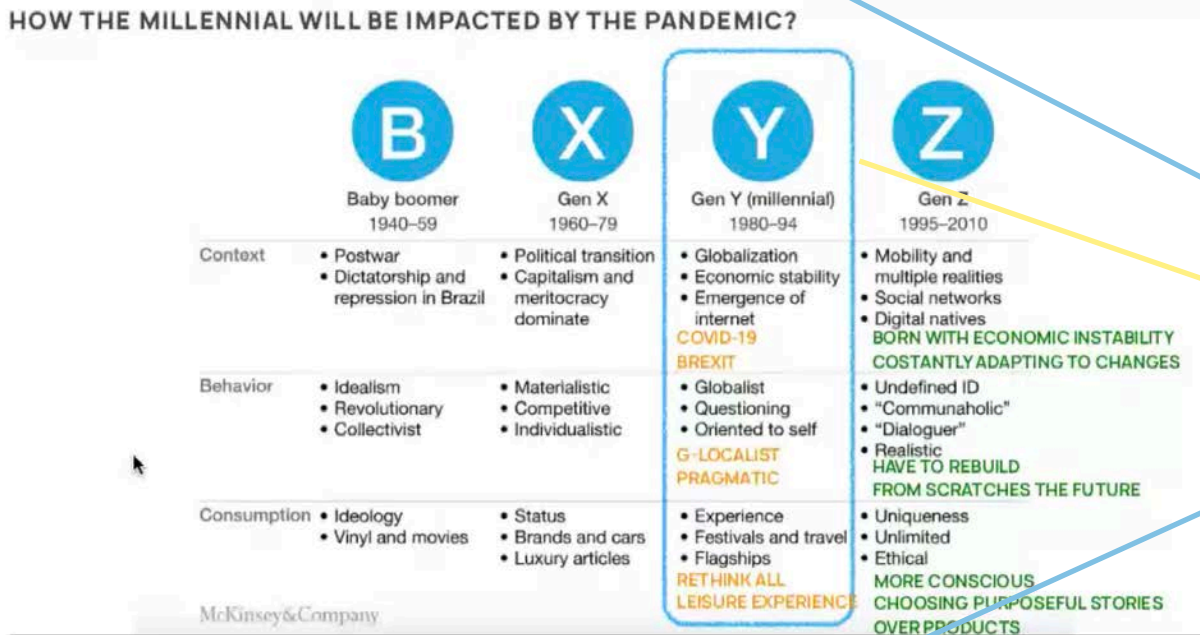
<https://www.theatlantic.com/ideas/archive/2020/04/millennials-are-new-lost-generation/609832/>

The Atlantic

The Millennials entered the workforce during the worst downturn since the Great Depression. Saddled with debt, unable to accumulate wealth, and stuck in low-benefit, dead-end jobs, they never gained the financial security that their parents, grandparents, or even older siblings enjoyed.

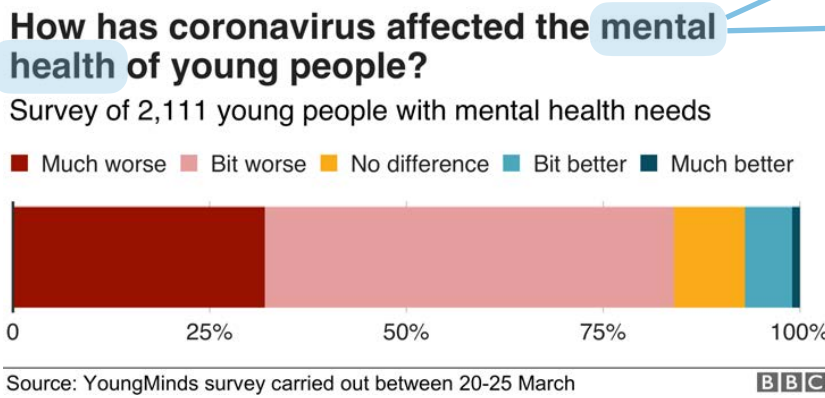
<https://www.mckinsey.com/featured-insights/coronavirus-leading-through-the-crisis>

McKinsey & Company



<https://www.bbc.com/news/stories-52110460>

BBC

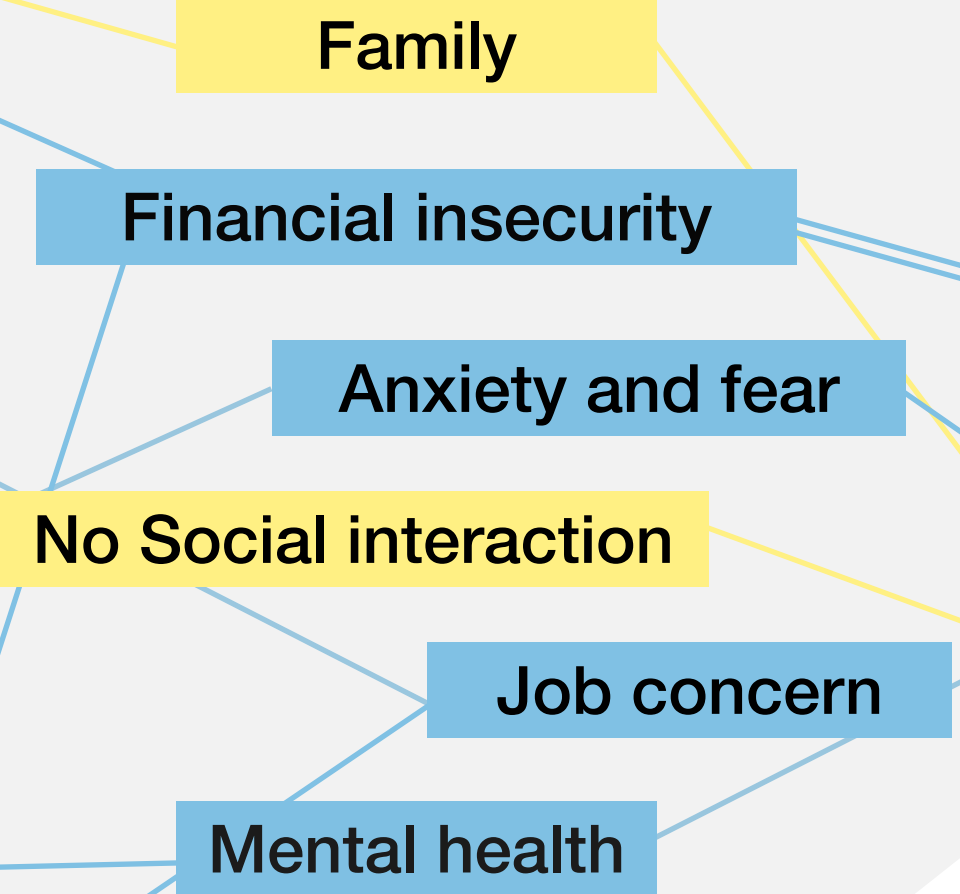


<https://www.foxbusiness.com/lifestyle/millennials-delay-milestones-quicken-survey>

FOX BUSINESS

According to the survey, more millennials (25 percent) than other generations said their finances had been significantly impacted by the virus.

The survey also found that 33 percent of millennial respondents said they had lost their job or had their hours reduced because of the coronavirus -- while 38 percent said another member of their household had seen those repercussions as well.



Insight

Millennials are part of the generation that is most affected by this pandemic situation because of their **anxiety and fear** that increase without **social interaction**.

Figure 12, Evidences: Millennials. Developed by Team 4DD. Based on evidences,

Evidence: Home

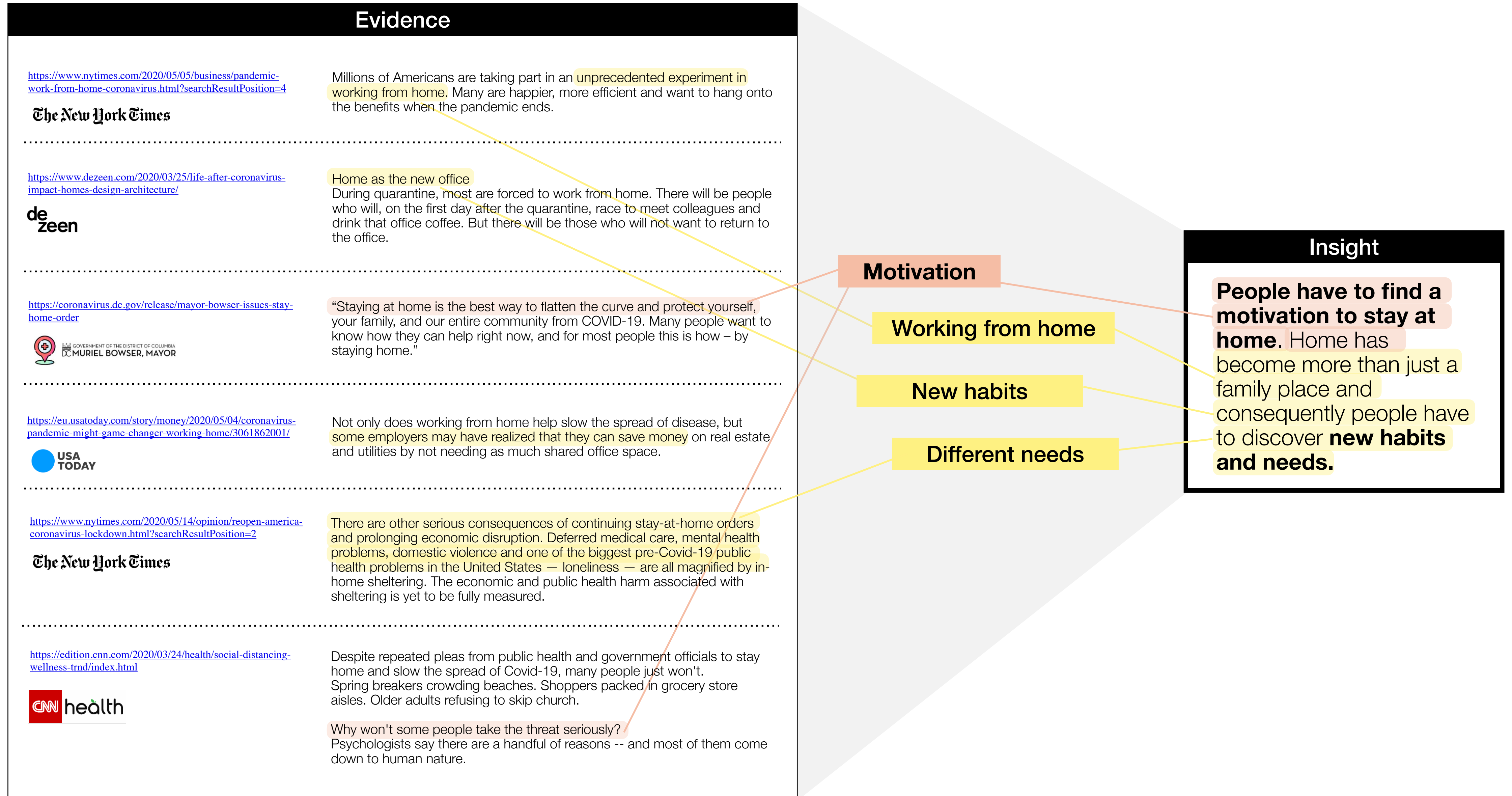
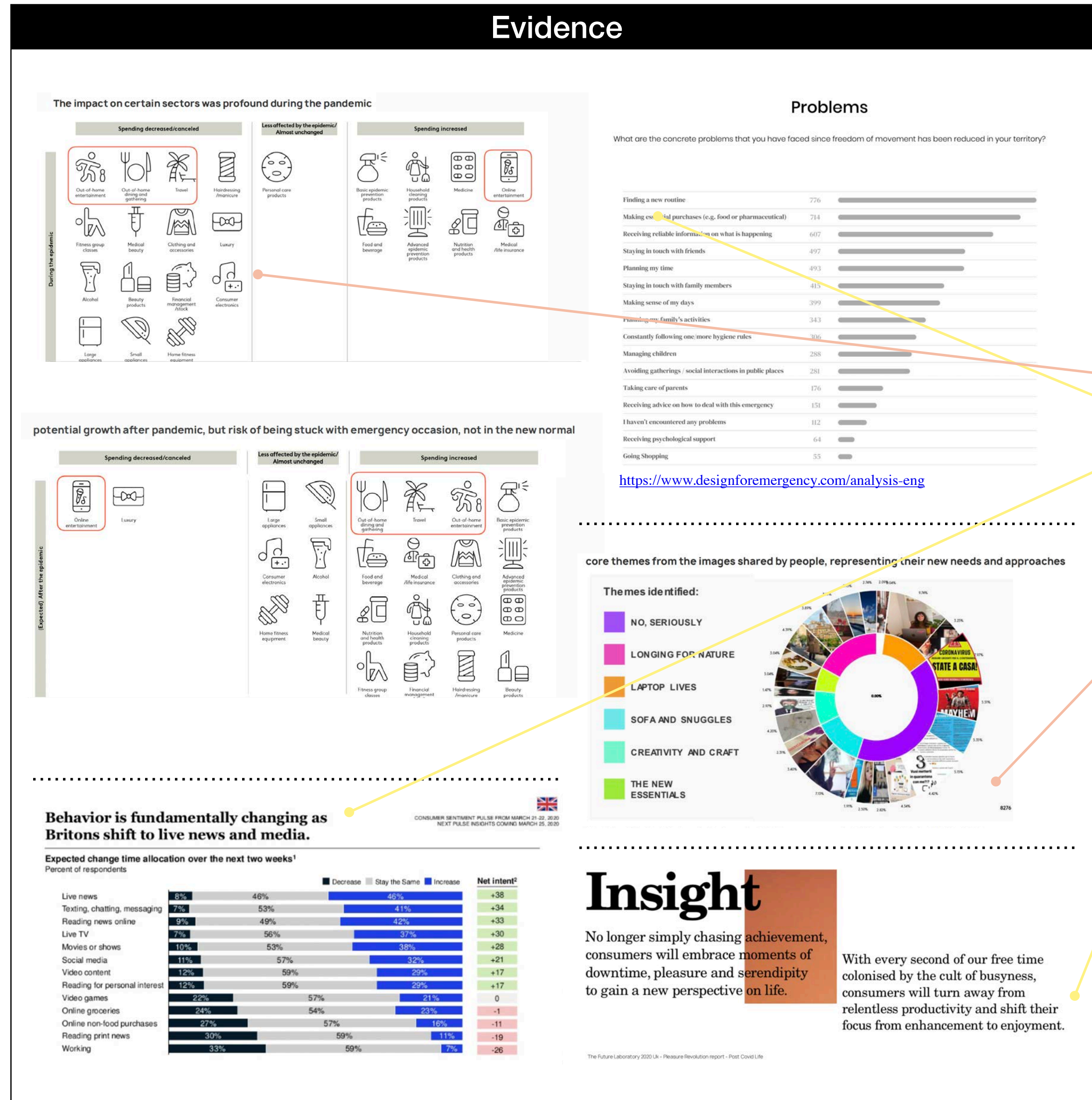


Figure 13, Evidences: Home. Developed by Team 4DD. Based on evidences,

Evidence: Routine



New routine

Adapting

Reacting

New life style

Insight

As the Covid emergency goes on from early stage, people have moved from **reacting** to **adapting** their life styles and approaches, trying to set a new normal.

Figure 14, Evidences: Routine, Developed by Team 4DD. Based on evidences,

Evidence: Emotions

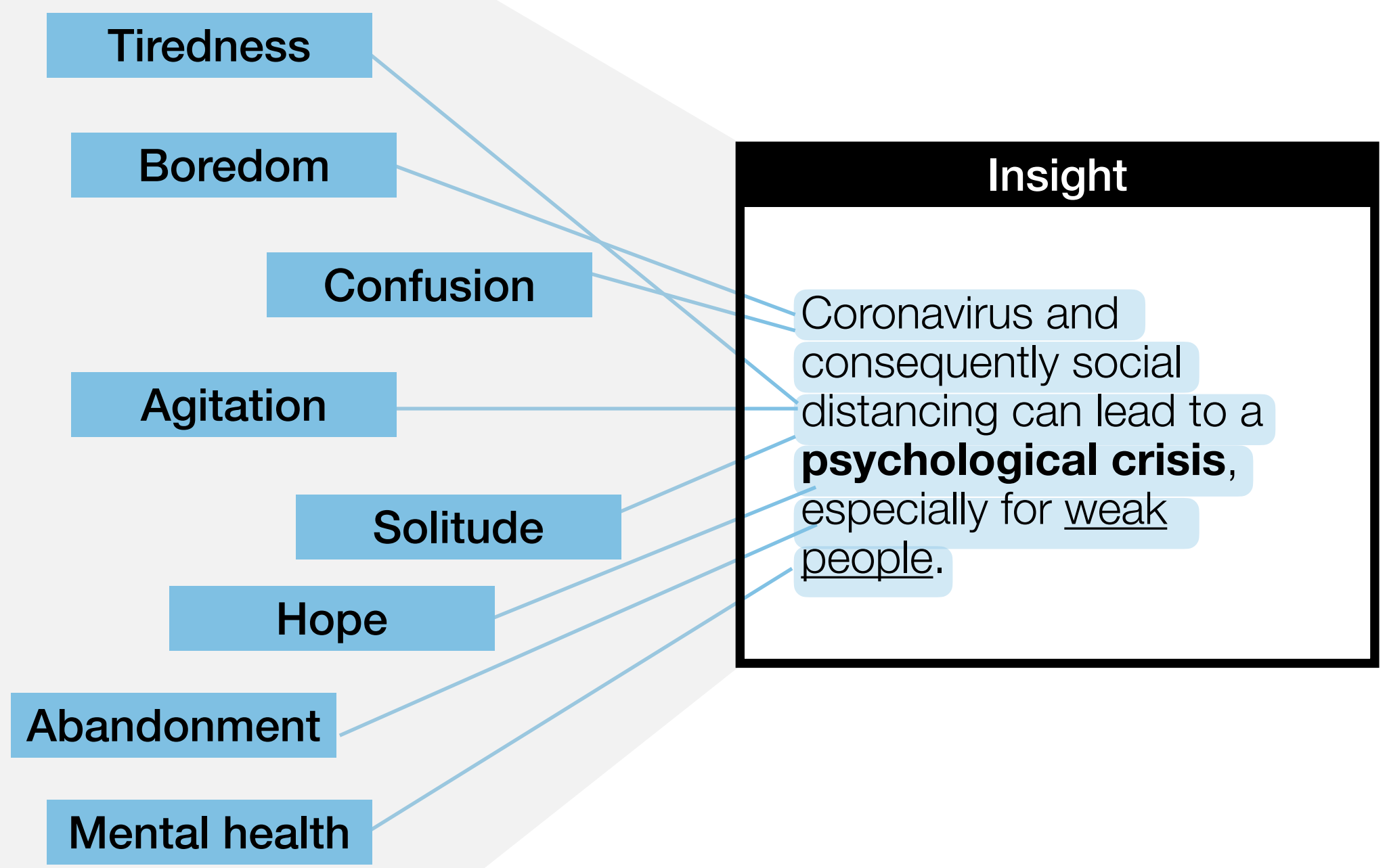
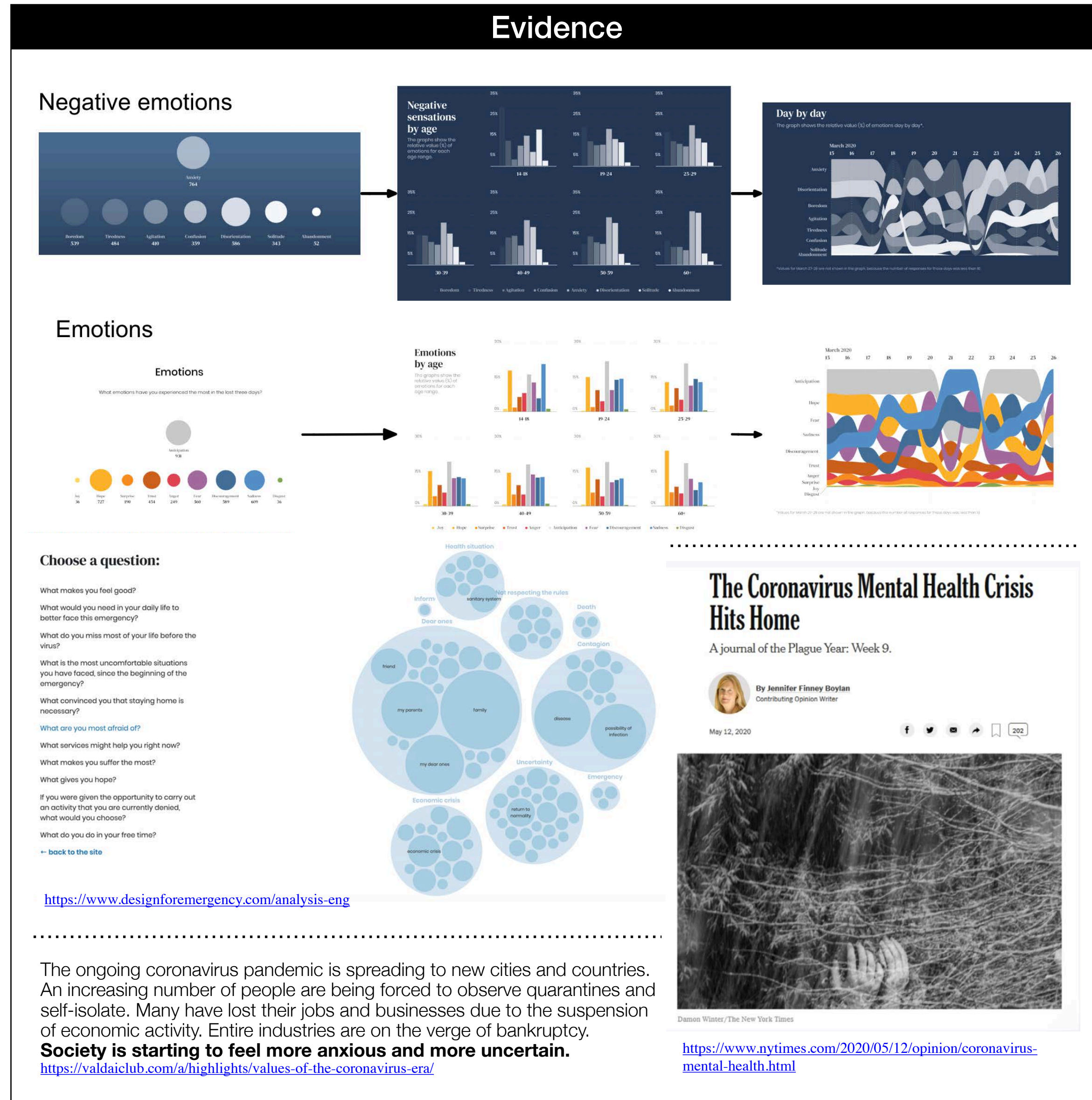


Figure 15, Evidences: Emotions. Developed by Team 4DD. Based on evidences,

Evidence: Values

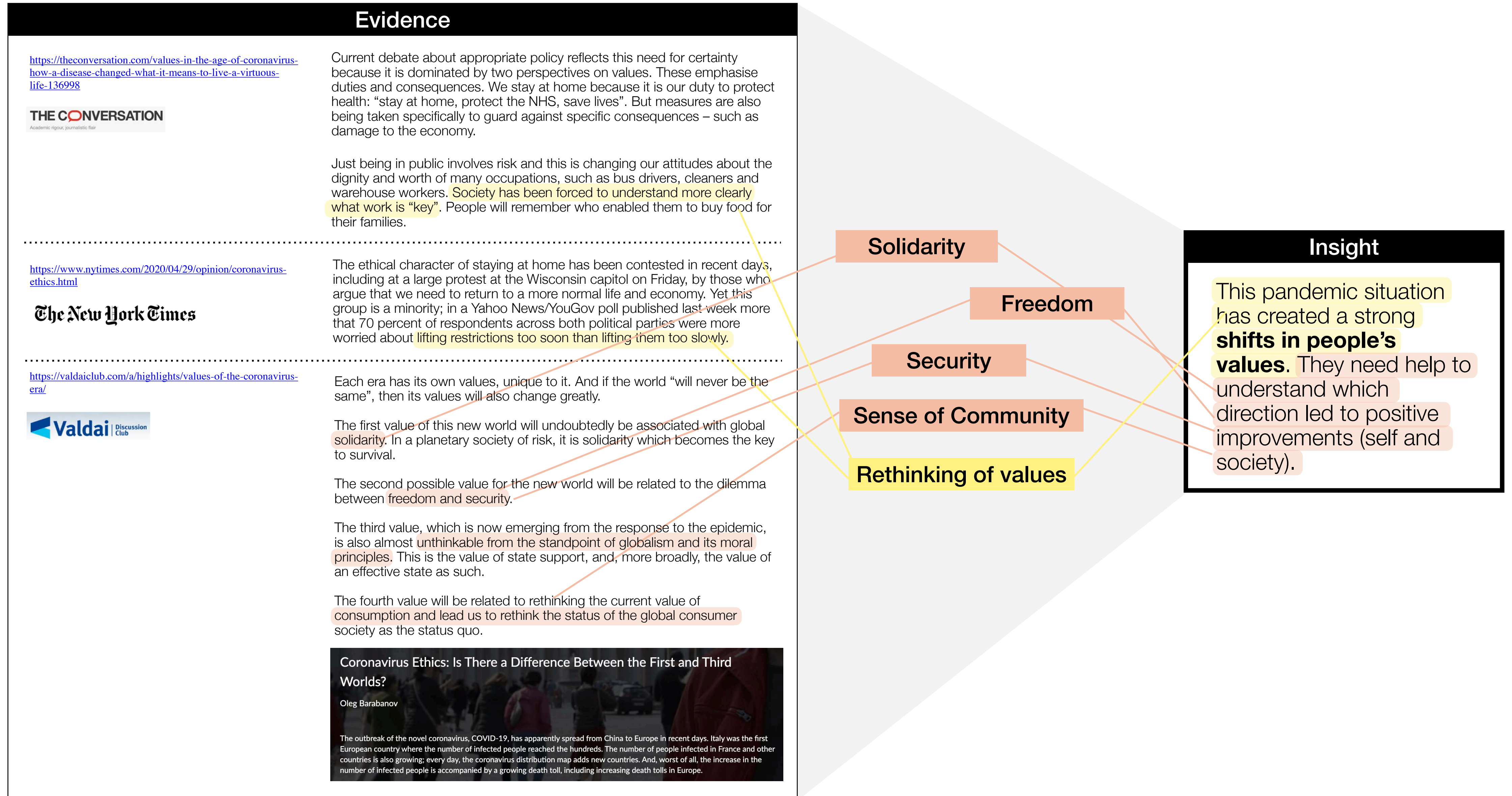


Figure 16 Evidences: Values. Developed by Team 4DD. Based on evidences,

Evidence: Values

Evidence

<https://www.foxbusiness.com/lifestyle/millennials-delay-milestones-quicken-survey>



According to the survey, more millennials (25 percent) than other generations said their finances had been significantly impacted by the virus.

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<https://www.bbc.com/news/world-52196816>



"Sometimes I get worried about the future, about how life will be after this ends," she says. "I wonder if there will ever be a real life outside our homes."

- Reciprocity**
- helping one another
 - acting on any social standing or special responsibilities we may have, such as those associated with professionalism
 - agreeing to extra support for those who have extra responsibilities to care for others

- Neighbourliness/whānaungatanga**
- helping and caring for our neighbours and friends
 - helping and caring for our family/whānau and relations
 - working together when there is a need to be met

- Respect/manaakitanga**
- recognising that every person matters and treating people accordingly
 - supporting others to make their own decisions whenever possible
 - supporting those best placed to make decisions for people who cannot make their own decisions
 - restricting freedom as little as possible, but as fairly as possible, if freedom must be restricted for the public good

- Responsiveness**
- being willing to make changes and be innovative
 - changing when relevant information or the context changes
 - enabling others to contribute whenever we (and they) can
 - enabling others to challenge our decisions and actions

- Responsibleness**
- acting on our responsibility to others for our decisions and actions
 - helping others to take responsibility for their decisions and actions

- Openness**
- letting others know what decisions need to be made, how they will be made and on what basis they will be made
 - letting others know what decisions have been made and why
 - letting others know what will come next
 - being seen to be fair

- Unity/kotahitanga**
- being committed to getting through the situation together
 - showing our commitment to strengthening individuals and communities

<https://www.nzno.org.nz/Portals/0/Files/Documents/Support/ethical-values-pandemic-insert.pdf>

<http://www.mppu.org/en/archive/point-of-view/3103-the-coronavirus-outbreak-is-a-test-of-our-systems-values-and-humanity.html>



If ever we needed reminding that we live in an interconnected world, the novel coronavirus has brought that home. No country can tackle this alone, and no part of our societies can be disregarded if we are to effectively rise to this global challenge. If our response to coronavirus is grounded in the principles of public trust, transparency, respect and empathy for the most vulnerable, we will not only uphold the intrinsic rights of every human being. We will be using and building the most effective tools to ensure we can ride out this crisis and learn lessons for the future.

Insight

Instrumental values are important to achieve a short-term goal, but it is more important to **understand which are instead the values for reaching happiness (intrinsic).**

Future

Worries

Intrinsic rights

Unity

Life goals

Figure 17 Evidences: Values. Developed by Team 4DD. Based on evidences,

Evidence & Issues

Insight

Millennials are part of the generation that is most affected by this pandemic situation because of their **anxiety and fear** that increase without social interaction.

Insight

Coronavirus and consequently social distancing can lead to an **psychological crisis**, especially for weak people.

Insight

As the Covid emergency goes on from early stage, people have moved from **reacting to adapting their life styles and approaches, trying to set a new normal**.

Insight

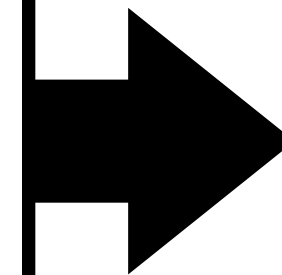
People have to find a motivation to stay at home. Home has become more than just a family place and consequently people have to discover **new habits and needs**.

Insight

Instrumental values are important to achieve a short-term goal, but it is more important to **understand which are instead the values for reaching happiness** (intrinsic).

Insight

This pandemic situation has created a strong **shifts in people's values**. They need help to understand which direction led to positive improvements (self and society).



Different perception of time and space

Lack of social interaction

Increased mental health crisis

Difficulty in changing habit

Increased anxiety and fear

Lack of motivation to stay at home

Difficulty in understanding other people's needs

Fear of the future (uncertainty)

Shift of meaning of values

Difficulty in following the society's rules

Worry about parents and loved-ones

Problem Statement

Because of the lack of social interaction and the uncertainty about the future, Millennials are feeling **anxiety and fear** during this pandemic situation. Due to the social distancing they are forced to have new habits in the home environment, and this change has led to the enhancement of values, such as solidarity and sense of community.



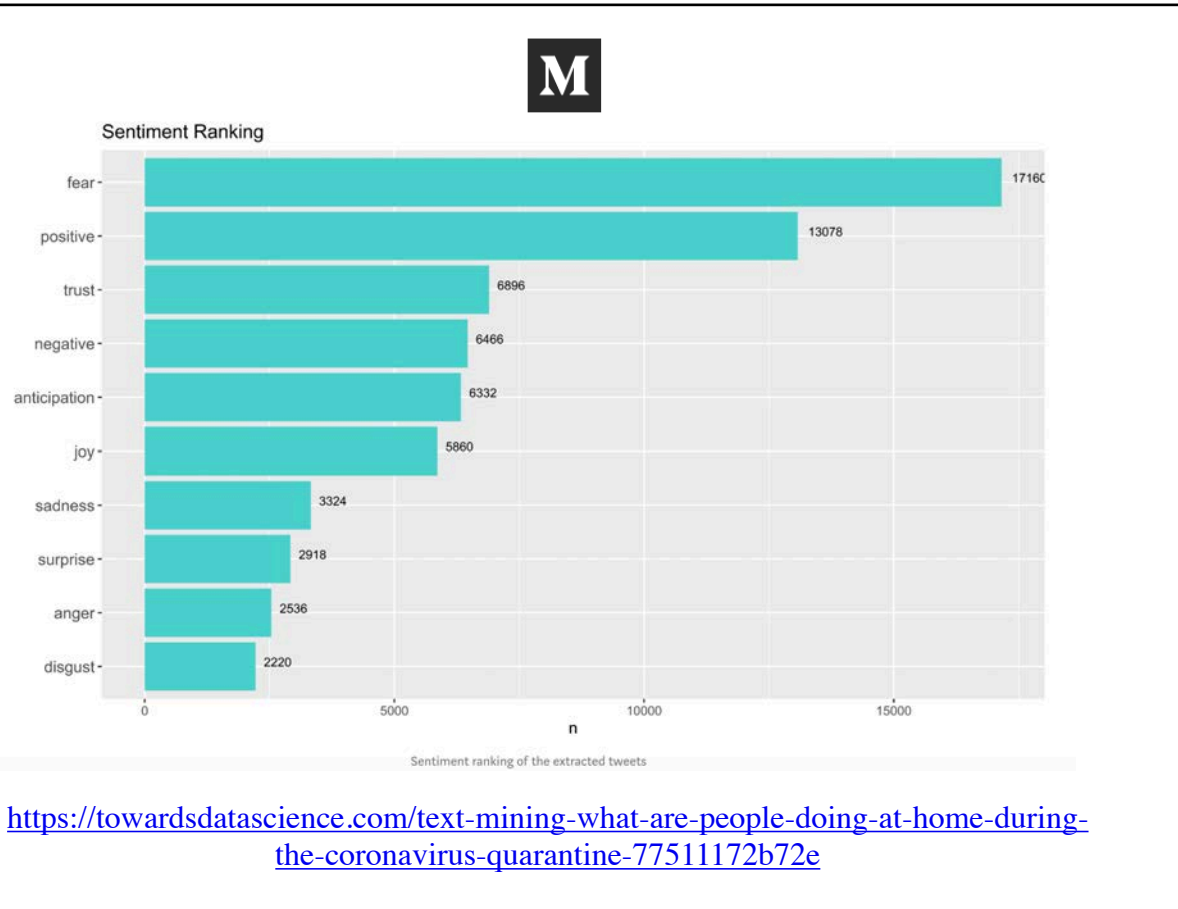
“feeling paralyzed” by “loneliness from social isolation” or by the “fear that I [or my parents] will get sick.”

When asked what she’s doing about her anxiety, one millennial responded, “Honestly, I can’t afford to think about it.

“The coronavirus dangers are real, anxiety-inducing distractions make it far too easy for millennials (even those with pre-existing issues) to overlook mental health implications.”
<https://www.cnbc.com/2020/03/20/coronavirus-wake-up-millennials-prioritize-your-mental-health-right-now-says-psychotherapist.html>

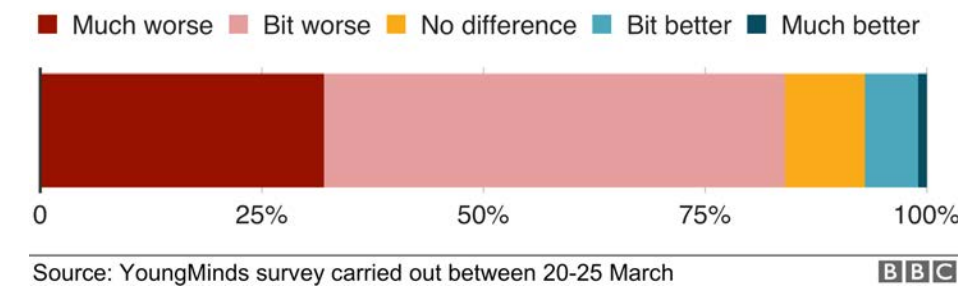
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How has coronavirus affected the mental health of young people?

Survey of 2,111 young people with mental health needs



Naomi, 21, a final-year psychology student from Cardiff, says her anxiety has increased hugely due to the coronavirus. Her finals were cancelled, and although the lectures and exams have moved online, the loss of routine and uncertainty around grading have affected her.
<https://www.bbc.com/news/stories-52110460>

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<https://www.theatlantic.com/ideas/archive/2020/04/millennials-are-new-lost-generation/609832/>



The CDC outlines that stress during an infectious disease outbreak can include:

Fear and worry about one's health and the health of loved ones
<https://www.nbcnewyork.com/news/coronavirus/covid-19-guide-how-to-manage-stress-and-anxiety/2331439/>
https://www.cdc.gov/coronavirus/2019-ncov/daily-life-coping/managing-stress-anxiety.html?CDC_AA_refVal=https%3A%2F%2Fwww.cdc.gov%2Fcoronavirus%2F2019-ncov%2Fprepare%2Fmanaging-stress-anxiety.html



A 2019 review in The Lancet analyzed the results of past studies to get a better idea of how COVID-19 may impact those who are quarantined. The review found that psychological distress is common both during and after periods of quarantine. People commonly experienced:

- Fear
- Sadness
- Numbness
- Insomnia
- Confusion
- Anger
- Post-traumatic stress symptoms
- Depressive symptoms
- Low mood
- Stress
- Emotional disturbance
- Irritability
- Emotional exhaustion

<https://www.verywellmind.com/protect-your-mental-health-during-quarantine-4799766>



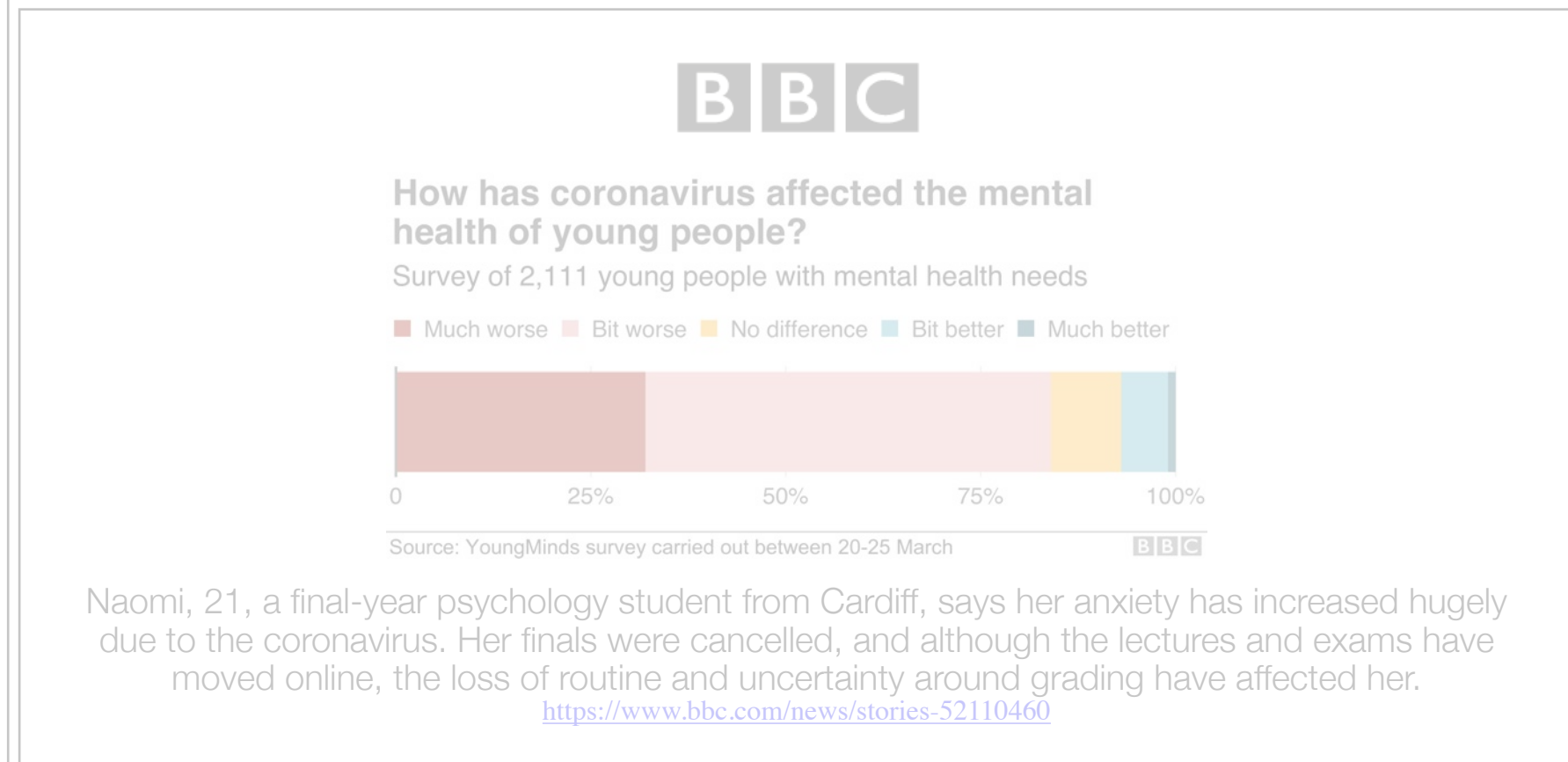
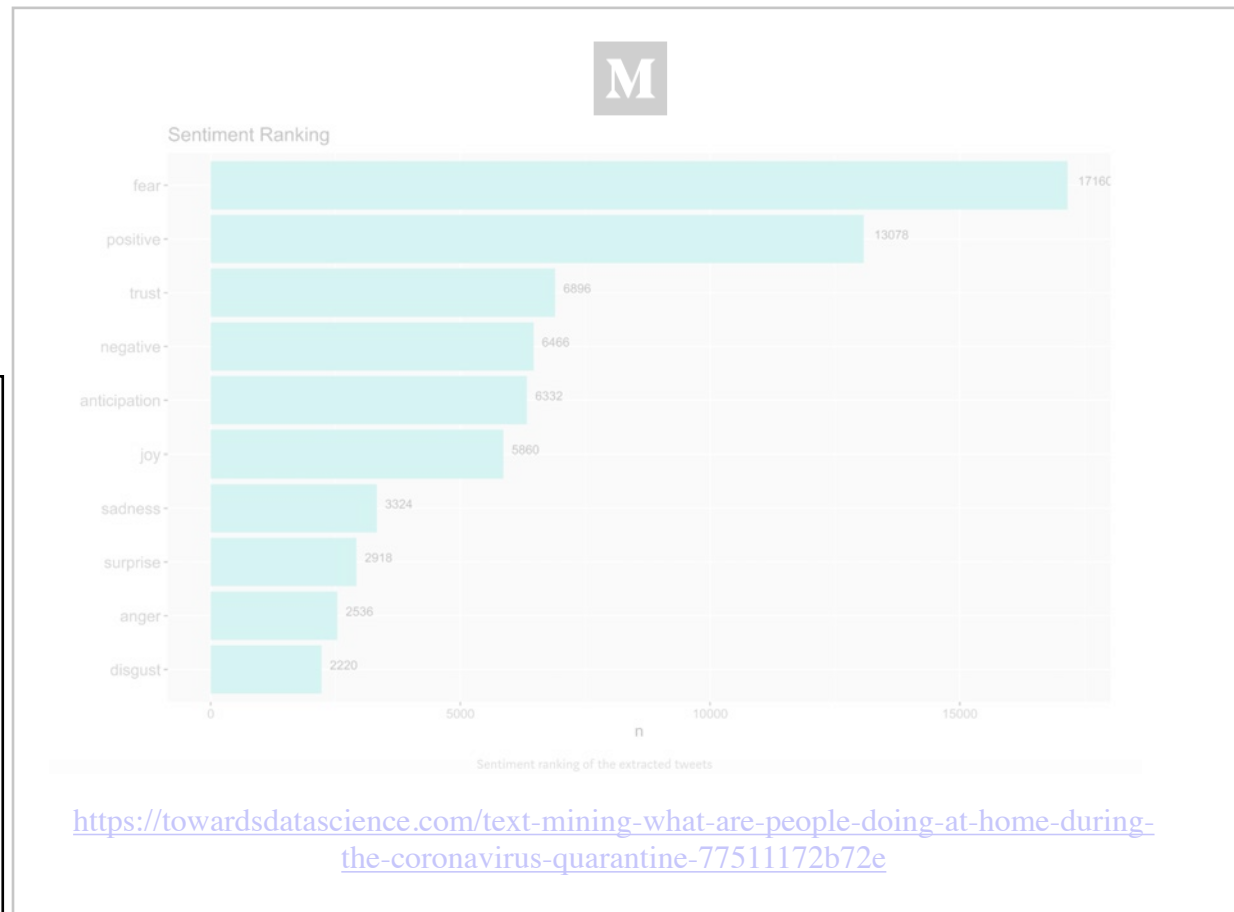
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https://www.cdc.gov/coronavirus/2019-ncov/daily-life-coping/managing-stress-anxiety.html?CDC_AA_refVal=https%3A%2F%2Fwww.cdc.gov%2Fcoronavirus%2F2019-ncov%2Fprepare%2Fmanaging-stress-anxiety.html

The New York Times

Millions of Americans are taking part in an unprecedented experiment in working from home. Many are happier, more efficient and want to hang onto the benefits when the pandemic ends.
<https://www.nytimes.com/2020/05/05/business/pandemic-work-from-home-coronavirus.html?searchResultPosition=4>

Wilson Asset Management

Behavioural shifts

If younger generations move their lives even more towards online, and retailers, workplaces, health professionals and educators accommodate this shift, the implications will be significant.

<https://wilsonassetmanagement.com.au/2020/04/01/generational-traits-emerging-under-lockdown/>



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<https://www.foxbusiness.com/lifestyle/millennials-delay-milestones-quicken-survey>

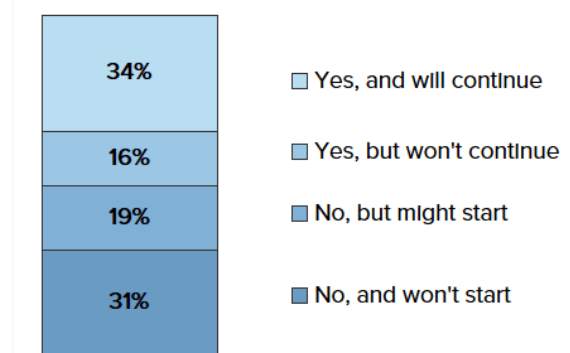
Problem Statement

Because of the lack of social interaction and the uncertainty about the future, Millennials are feeling anxiety and fear during this pandemic situation. **Due to the social distancing they are forced to have new habits in the home environment, and this change has led to the enhancement of values, such as solidarity and sense of community.**



Online shopping

Are Gen Z and millennials shopping online more in lockdown, and will they continue after?



SOURCE: TruePublic, Margin of error: +/- 2.37%, Apr. 10-16, 2020



<https://www.cnbc.com/2020/04/19/how-gen-z-and-millennials-plan-to-spend-after-coronavirus-crisis.html>

McKinsey & Company

HOW THE MILLENNIAL WILL BE IMPACTED BY THE PANDEMIC?

	B Baby boomer 1940-59	X Gen X 1960-79	Y Gen Y (millennial) 1980-94	Z Gen Z 1995-2010
Context	<ul style="list-style-type: none"> Postwar Dictatorship and repression in Brazil 	<ul style="list-style-type: none"> Political transition Capitalism and meritocracy dominate 	<ul style="list-style-type: none"> Globalization Economic stability Emergence of internet COVID-19 BREXIT 	<ul style="list-style-type: none"> Mobility and multiple realities Social networks Digital natives BORN WITH ECONOMIC INSTABILITY COSTANTLY ADAPTING TO CHANGES
Behavior	<ul style="list-style-type: none"> Idealism Revolutionary Collectivist 	<ul style="list-style-type: none"> Materialistic Compulsive Individualistic 	<ul style="list-style-type: none"> Globalist Questioning Oriented to self G-LOCALIST PRAGMATIC 	<ul style="list-style-type: none"> Undefined ID "Communalistic" "Dialogue" Realistic HAVE TO REBUILD FROM SCRATCHES THE FUTURE
Consumption	<ul style="list-style-type: none"> Ideology Vinyl and movies 	<ul style="list-style-type: none"> Status Brands and cars Luxury articles 	<ul style="list-style-type: none"> Experience Festivals and travel Flagships RETHINK ALL LEISURE EXPERIENCES 	<ul style="list-style-type: none"> Uniqueness Unlimited Ethical MORE CONSCIOUS CHOOSING PURPOSEFUL STORIES OVER PRODUCTS

<https://www.mckinsey.com/featured-insights/coronavirus-leading-through-the-crisis>



"Sometimes I get worried about the future, about how life will be after this ends," she says. "I wonder if there will ever be a real life outside our homes."

<https://www.bbc.com/news/world-52196816>



Home as the new office

During quarantine, most are forced to work from home. There will be people who will, on the first day after the quarantine, race to meet colleagues and drink that office coffee. But there will be those who will not want to return to the office.

<https://www.dezeen.com/2020/03/25/life-after-coronavirus-impact-homes-design-architecture/>



"We found it difficult to get into the routine of lockdown, so it stands to reason that we'll find it difficult to get out of the routine of lockdown as well."

As some countries ease coronavirus restrictions, mental health experts are noticing an emerging phenomenon; anxiety about life after lockdown.

<https://www.bbc.com/news/health-52443108>

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Asset Management

behavioural shifts

Generations move their lives even more, and retailers, workplaces, professionals and educators face this shift, the implications will be significant.
<https://www.assetmanagement.com.au/2020/04/01/generational-emerging-under-lockdown/>



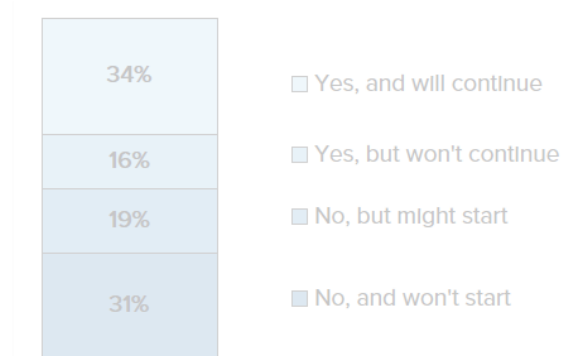
According to the survey, more millennials (25 percent) than other generations said their finances had been significantly impacted by the virus.

The survey also found that 33 percent of millennial respondents said they had lost their job or had their hours reduced because of the coronavirus -- while 38 percent said another member of their household had seen those repercussions as well.
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General Purpose

To identify some **triggers** about how to create a “new normal” life without the **anxiety and fear of face-to-face interaction** for Millennials, through investigating the changing **role of home** in different social distancing process from initiation to leave-taking.

Problem Statement

Because of the lack of social interaction and the uncertainty about the future, Millennials are feeling **anxiety and fear** during this pandemic situation. Due to the social distancing they are forced to have new habits in the home environment, and this change has lead to the enhancement of values, such as solidarity and sense of community.

Project Hypothesis

Transition to “new normal”

how?

If we improve the **relationship** between Millennials and their family/friends/neighbors by **reducing the physical distance** while **increasing digital social interaction**, then their anxiety and fear related to the uncertainty about the future will decrease.

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Project Hypothesis

Transition to “new normal”

how?

+Evidence
+Issues

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Figure 18 Project Hypothesis. Developed by Team 4DD. Based on evidences,

Project Idea

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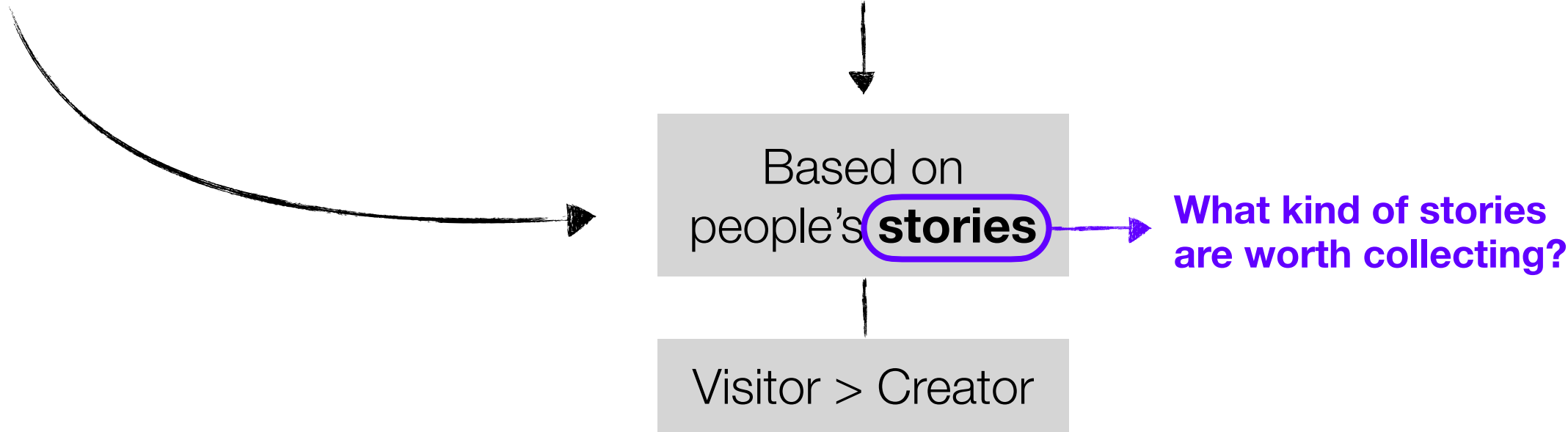
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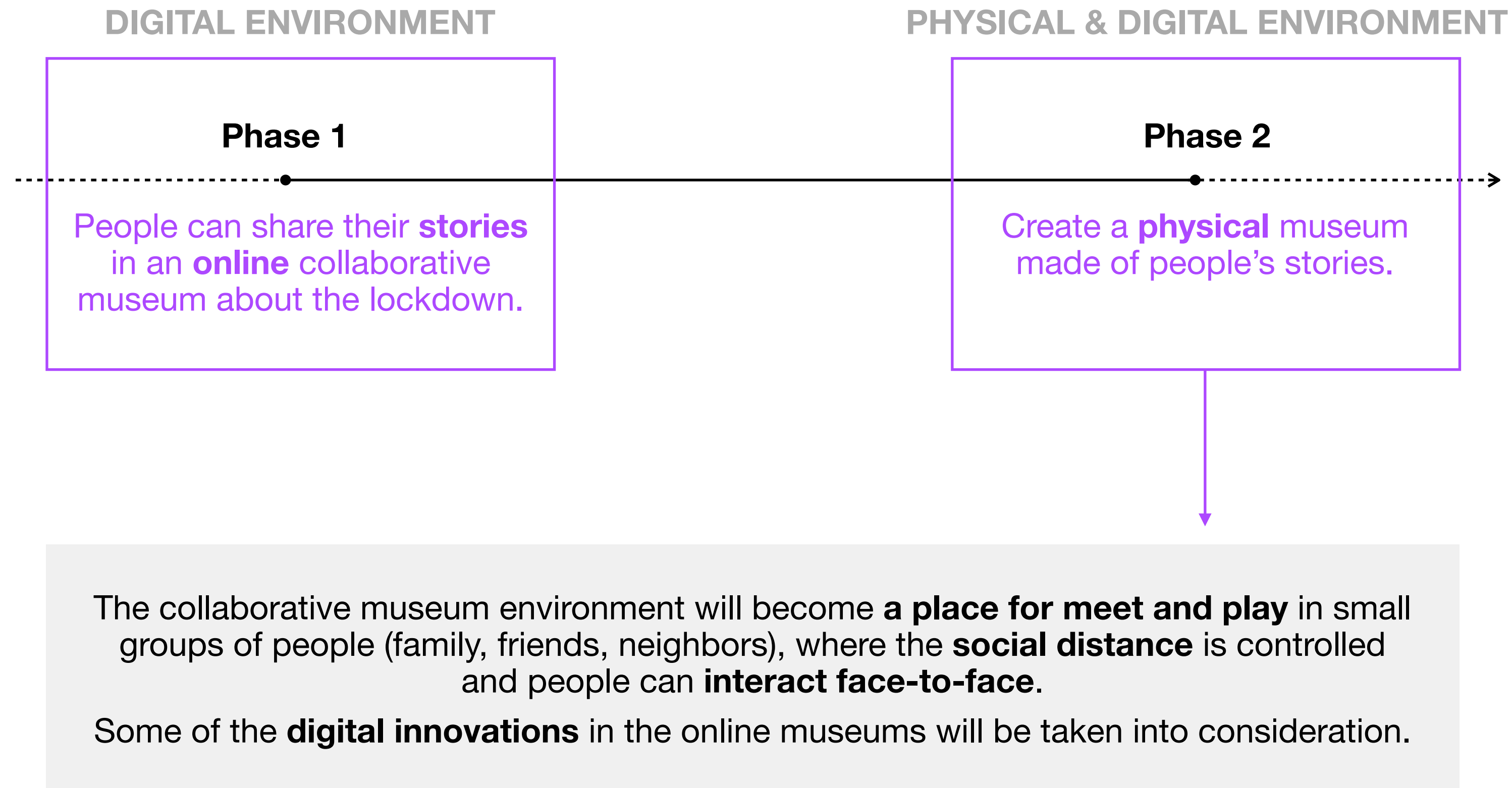
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Co-creation of a new collaborative museum about COVID-19



Project Idea: Phases



Project Idea: Phases

DIGITAL ENVIRONMENT

Phase 1

People can share their **stories** in an **online** collaborative museum about the lockdown.

- sense of community
- possibility of reducing anxiety and fear thanks to other people's stories

Fields of Design Problems

	Communication Symbols	Construction Things	Interaction Action	Integration Thought
Inventing Symbols	Symbols Words&Images			
Judging Things		Physical Objects		
Deciding Action				
Evaluating Thought				Systems Environments Organizations Ideas & Values

Arts of Design Thinking

The 3rd order

The activities and services both in **digital and physical social interaction** lead **millennials** to strengthen the relationships and further reduce **anxiety and fear** ?

Figure 19, The order of phase 1. Developed by Team 4DD. Based on theory from R. Buchanan.

Project Idea: Phases

PHYSICAL & DIGITAL ENVIRONMENT

Phase 2
 Create a **physical** museum made of people's stories.
 People can keep sharing their **stories** in **online** collaborative museum about the new normal life.

The aim is to help people in having a transition from digital platforms to physical interaction (face-to-face) in a physical environment (new normal life).

Fields of Design Problems

	Communication Symbols	Construction Things	Interaction Action	Integation Thought
Inventing Symbols	Symbols Words&Images			
Judging Things		Physical Objects		
Deciding Action			Activities, Services Processes	
Evaluating Thought				

Arts of Design Thinking

The 4th order

co-creation museum could be a platform integrating peoples' ideas and **values** online to support offline exhibition and further reduce the **anxiety and fear** of **face-to-face Interaction** and **the uncertain future**.

Figure 20, The order of phase 2. Developed by Team 4DD. Based on theory from R. Buchanan.

Project Idea: Phases

From the emotional journey we can visualise that the 2 phases of the museum co-creation could be the trigger to help people move to the new normal life without anxiety and fear. Phase 1 happens in the maintenance and leave-taking of the pandemic. Phase 2 happens in the initiation of "New normal" life. The collaborative museum could promote the transformation of public empathy, awareness and inspiration.

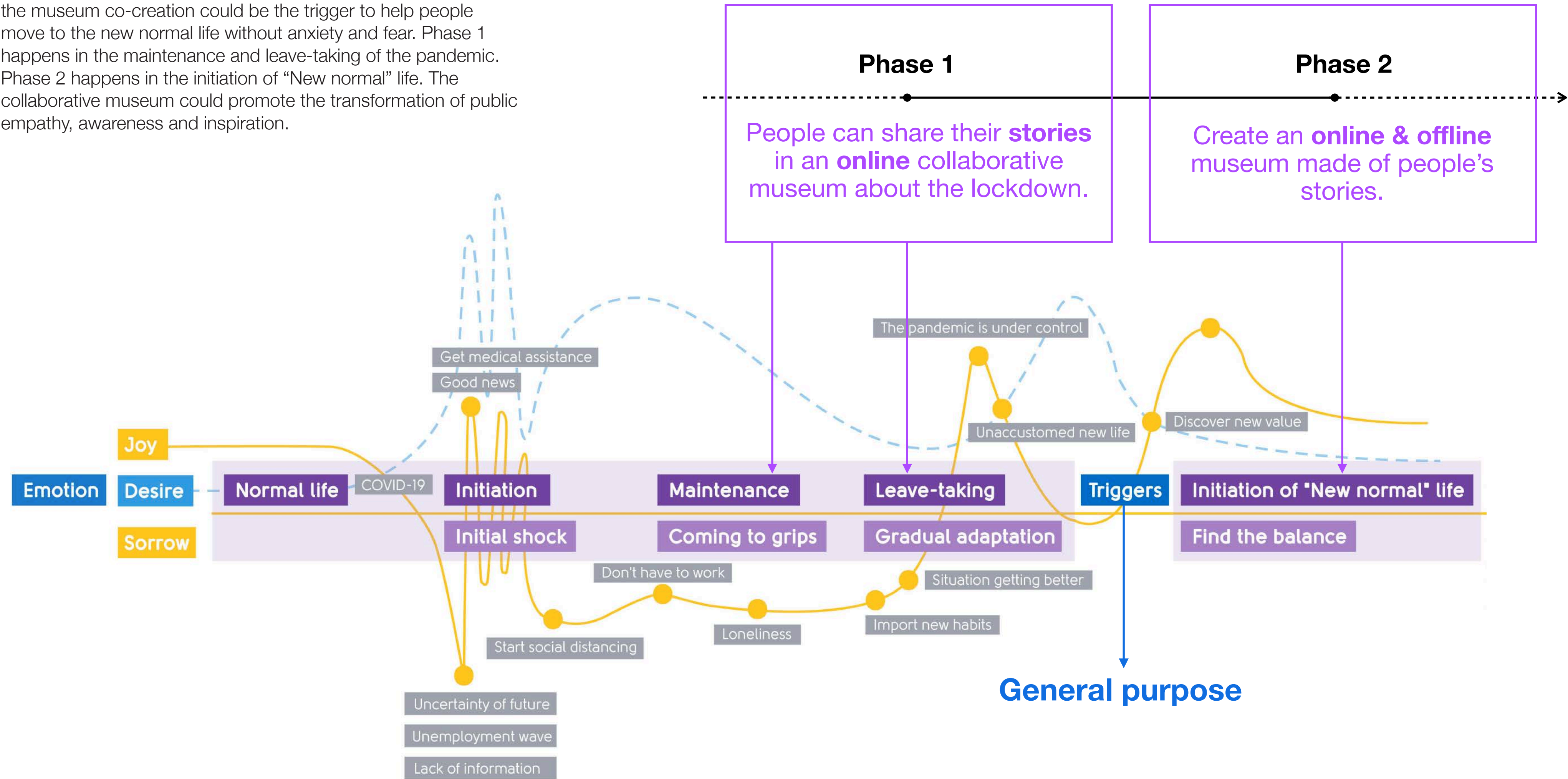


Figure 21, From phase 1 to phase 2 in timeline. Developed by Team 4DD.

Project Idea: Stories

WHAT KINDS OF STORIES ARE WORTH COLLECTING

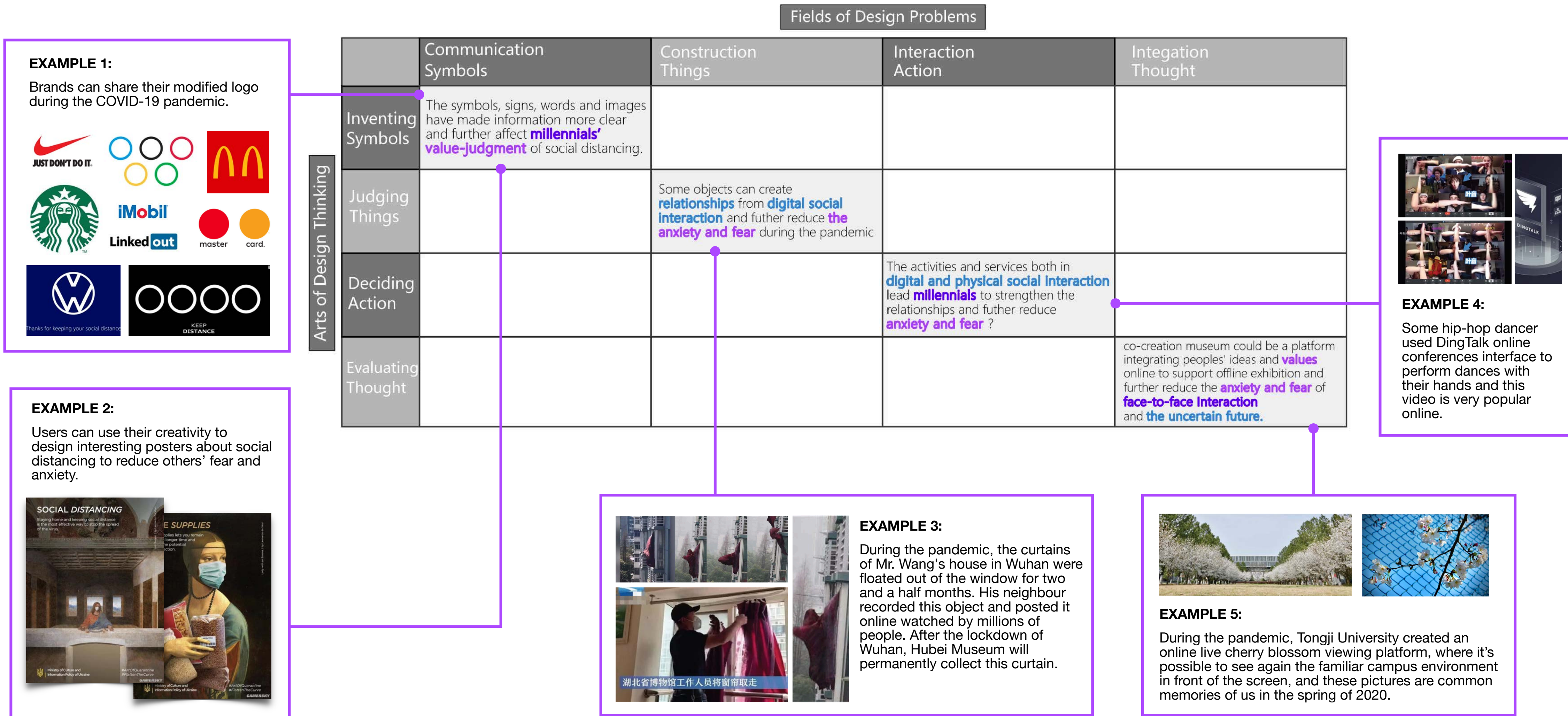


Photo by: <https://edition.cnn.com/2020/03/26/business/social-distancing-brand-logos-coronavirus/index.html>;
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<https://www.zhihu.com/zvideo/1216734880601997312>;
https://www.thepaper.cn/newsDetail_forward_6640446

Figure 22, The explanation and examples of stories. Developed by Team 4DD. Based on theory from R. Buchanan.

Project Idea: Phase 1

THE PHASE 1 CAN HELP PEOPLE REDUCE ANXIETY AND FEAR

Phase 1 could happen when people experience the **maintenance and leave-taking** of the pandemic, at that time people have to stay at home and do the social distancing.

With the help of this **online collaborative museum**, they could get a sense of community, and possibility of reducing anxiety and fear thanks to other people's stories.

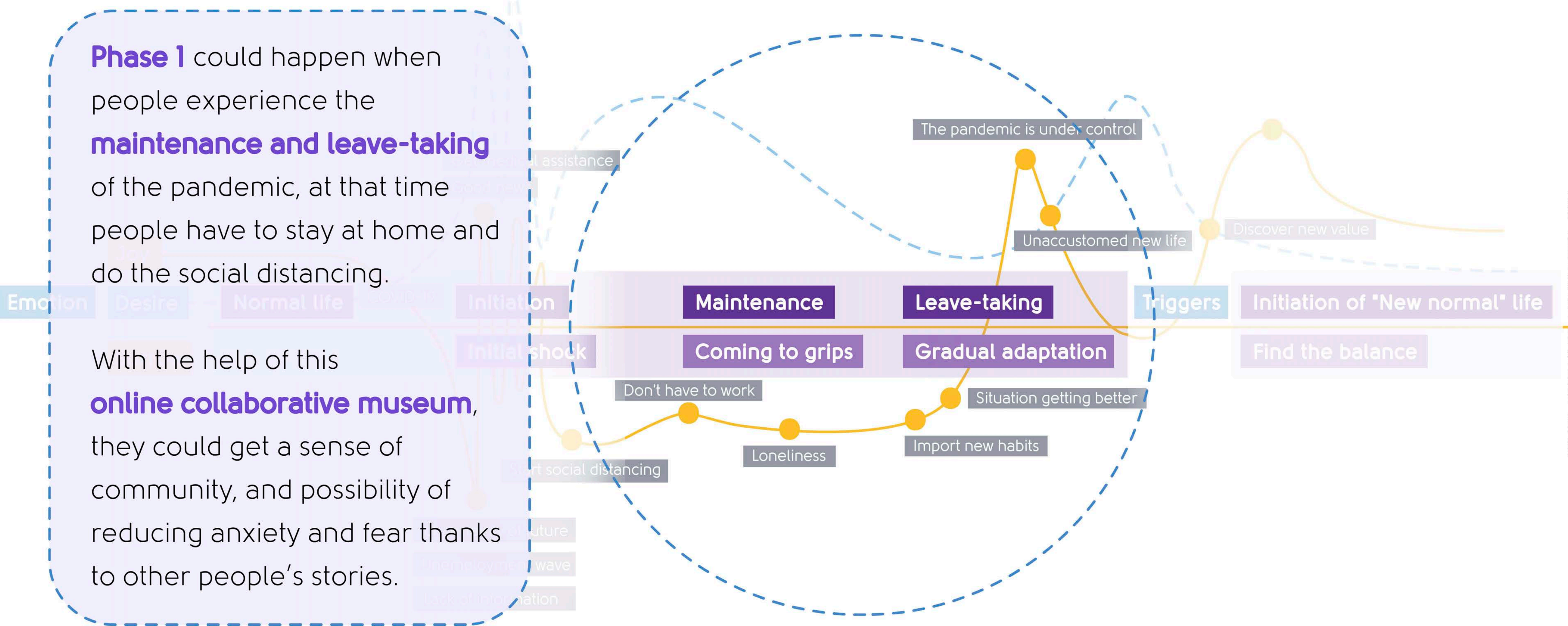


Figure 24, Explanation of phase 1. Developed by Team 4DD.

Project Idea: Scenario 1

DIGITAL ENVIRONMENT

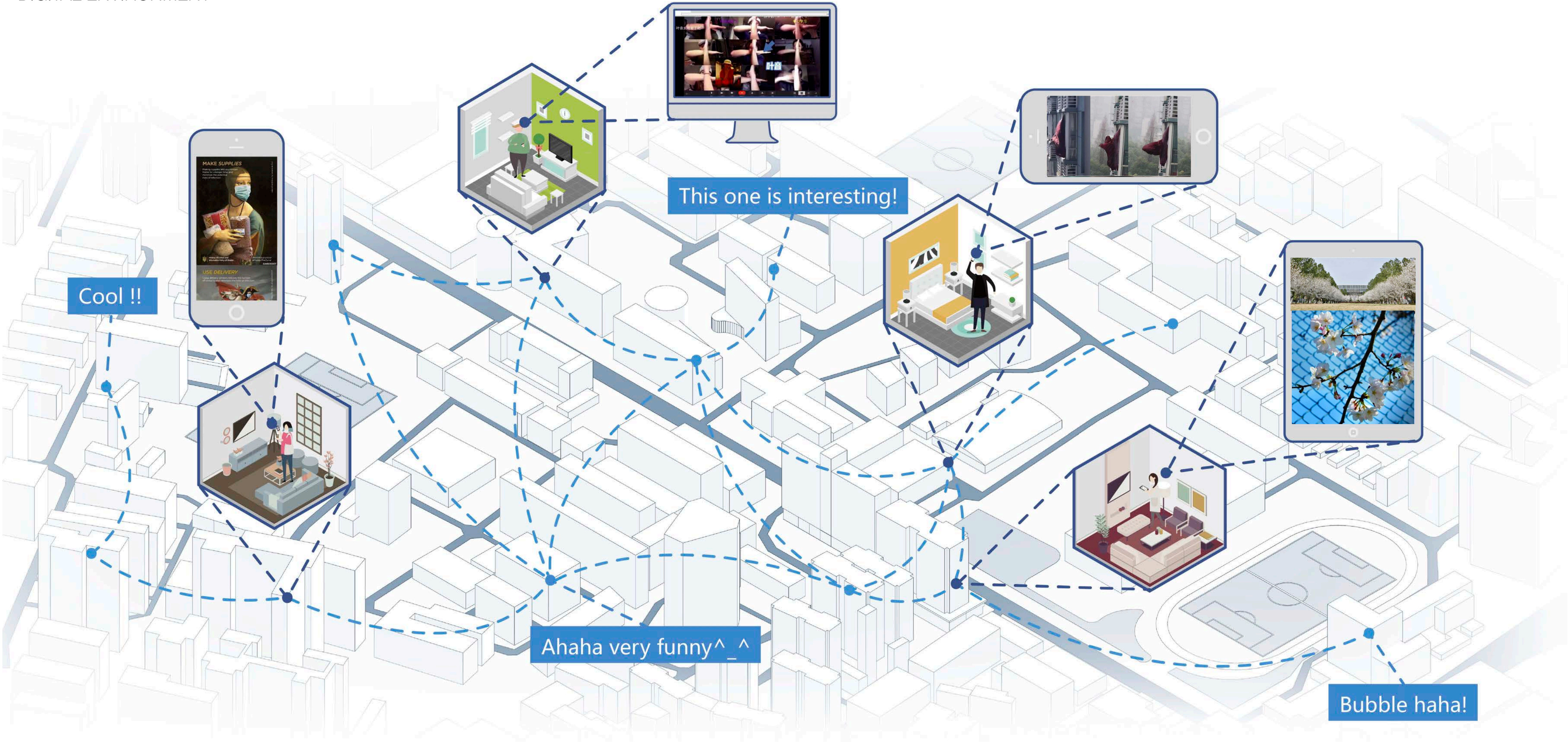


Figure 25, Scenario of phase 1. Developed by Team 4DD.

Project Idea: Phase 2

THE PHASE 2 CAN HELP PEOPLE REDUCE ANXIETY AND FEAR

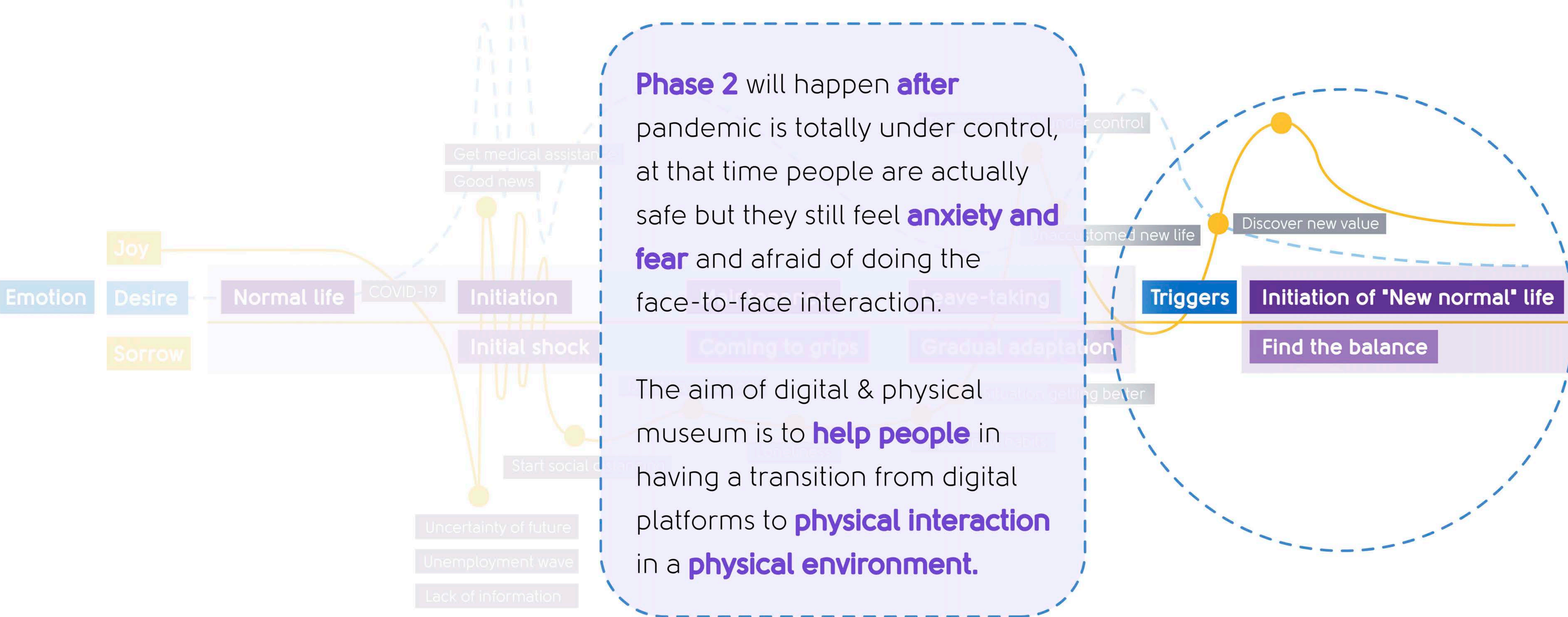


Figure 26, Explanation of phase 2. Developed by Team 4DD.

Project Idea: Scenario 2

PHYSICAL & DIGITAL ENVIRONMENT

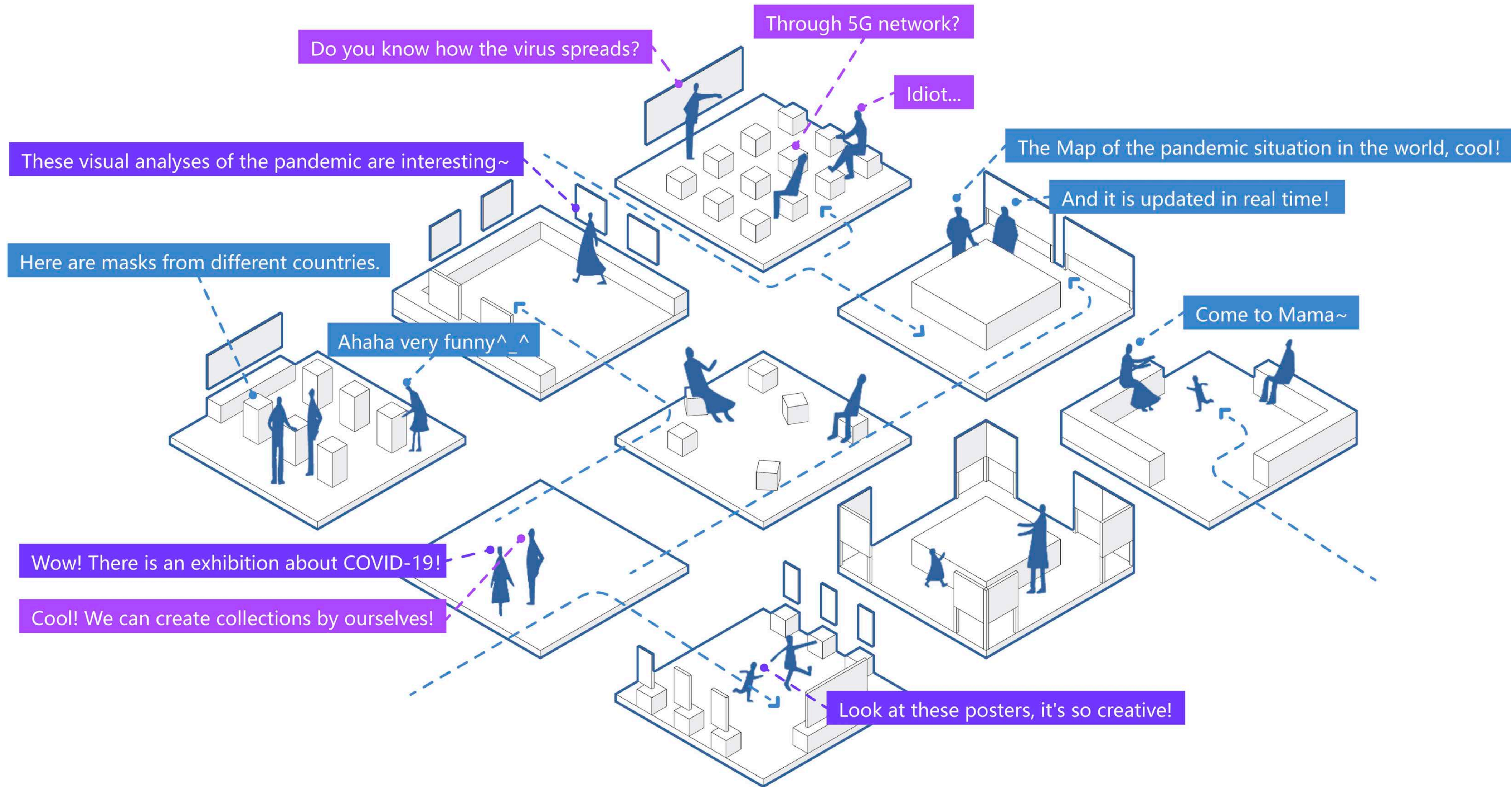


Figure 27, Scenario of phase 2. Developed by Team 4DD.

Small People link: <https://huaban.com/pins/720646162/>

Significance

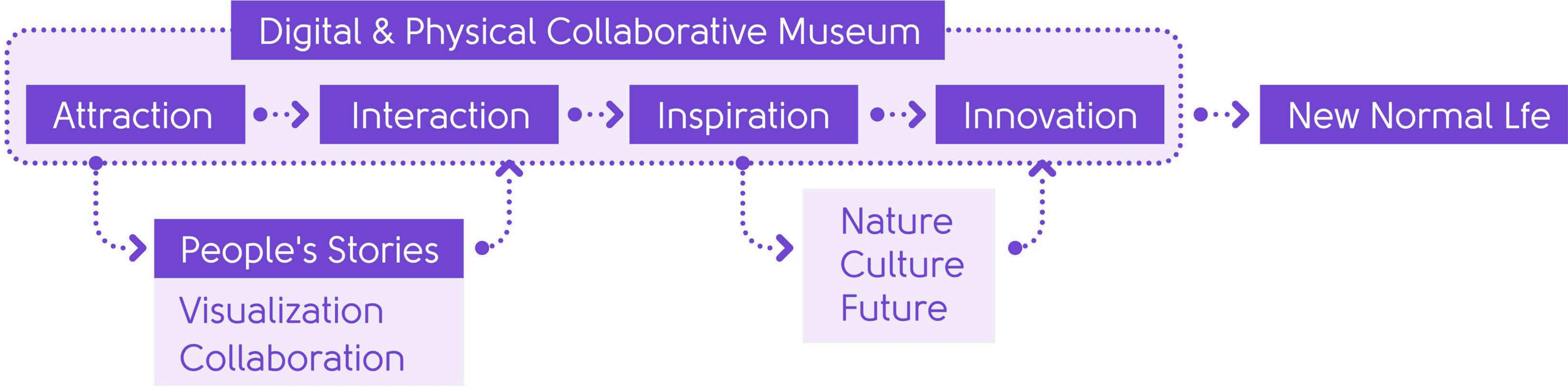


Figure 29, Significance of the idea. Developed by Team 4DD.



SERENA ALAMPI

GAO TANHAO

BEATRICE MASCHERONI

ZHANG SHAOHAN