

P ■ R T F O L I ■

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DESIGN #MIDSIZE CRUISE SHIP DESIGN

奖项

金奖

2025FA International
Frontier Innovation
Design Competition

银奖

2025Global Visio
International
Art & Design Award

银奖

ICAD International
Contemporary Youth
Art Design
Competition

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技能

Adobe Illustrator
Photoshop Procreate
Python Arduino
Blender Rhino
Keyshot D5

Inn-trovert

#Socially awkward friendly #Service design #User interface

Individual work 2025.6-2025.10

In the current bar socializing, people with social anxiety and information overload often lead to social awkwardness and anxiety, filling a place that should be relaxing with pressure. This project has created a new interactive ritual for the bar. Through an online digital service platform and the narrative experience of entertainment tasks in the offline space, it has transformed the physical space of the bar into a playground full of secrets, thus changing the sense of loneliness at a loss into the excitement of exploring the unknown.

"Inn-trovert" not only offers consumers a unique and inclusive social experience, but also creates a powerful operational strategy for bar operators to enhance customer stickiness and brand differentiation.

Inspiration

1

I often find myself in awkward situations when ordering drinks.

2

My parents frequently attend banquets and gatherings, and I sometimes join similar drinking sessions, though I dislike the atmosphere.

3

In group-based social settings, low energy makes it difficult to participate.

MY THINKING

How can individuals with low energy levels participate in group social activities centered around "wine culture"?

Background

Definition

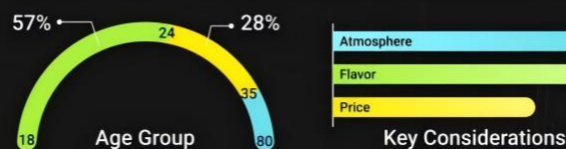
Bars are not merely drinking establishments but also quintessential "third spaces" for social interaction. As informal public spaces, they possess the following social attributes:



For young people, it serves as a semi-public, semi-private social outlet—a means to escape high-pressure environments in the city and rebuild a sense of connection. In a way, bars fulfill the functions of emotional consumption and relationship buffering.

Audience crowd

*Data source: CBNDATA (China Business News Data Center)



Among bar patrons, Generation Z, aged 18–24, predominantly consists of office workers or students. Simultaneously, the bar's ambiance and the taste of its beverages are key factors people consider when choosing a bar.

Reasons for the trend of rejuvenation

- GREATER TIME FLEXIBILITY**
Those without family responsibilities in the evening are mostly young singles.
- EXPLORING IDENTITY NEEDS**
Young people are willing to explore "Who am I?" through dressing up, socializing, and interacting.
- SOCIAL MEDIA INFLUENCE**
Social media platforms like Douyin / Xiaohongshu are fueling the rise of "conceptual bars" and other check-in culture trends.
- EMOTIONAL EXTERNALIZATION TENDENCY**
Gen Z tends to vent anxiety or seek emotional connection through social spaces.

Group Culture



The Plight of Passive Participant in Bars

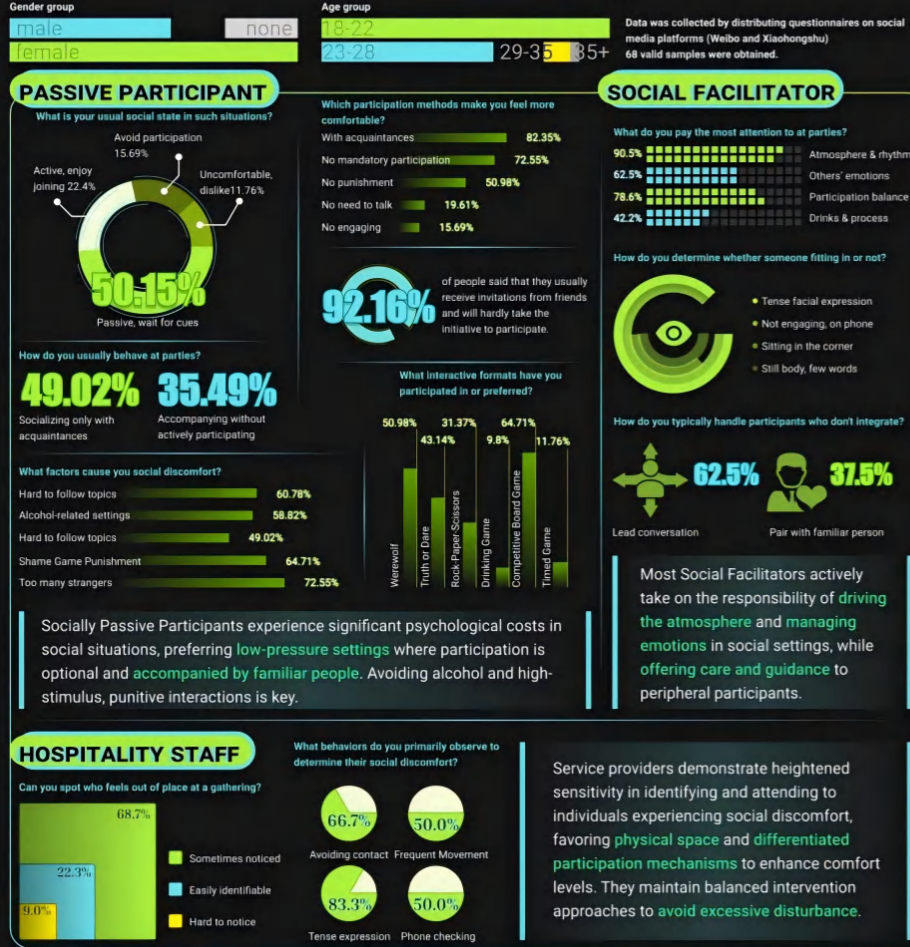
- Interactive Pressure
- Marginalization
- Ambivalence
- Ambient Pressure

Comparison with Similar Venues

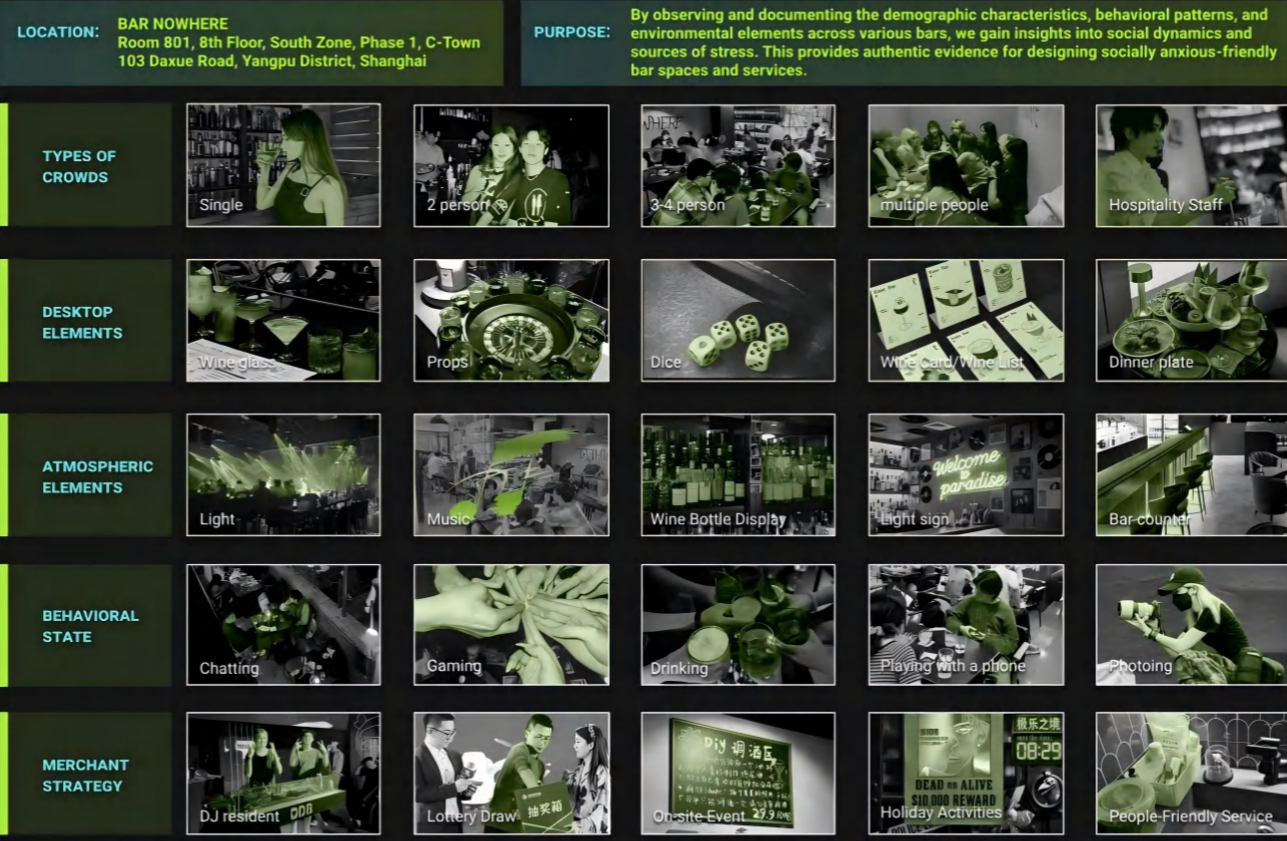


In comparison to various settings, bars have high social intensity, abundant sensory stimulation, and a high density of strangers, while also demanding intense self-presentation. For individuals with social anxiety, they are the settings where sources of stress are most concentrated.

Questionnaire survey



Field research



The social experience at bars is shaped by the crowd composition, ambiance, and table/interactive elements, encompassing both active socializing and passive entertainment. Businesses enhance the social atmosphere through service interventions and event design, yet these very elements can also become sources of pressure for socially anxious individuals.

User research

We aim to accommodate as diverse a range of people as possible and address everyone's concerns.

Shi Passive Participant: Sometimes I just want to have a drink by myself without being disturbed.

Jiang Hospitality Staff: Not sure what to order—would choosing this make me seem unprofessional?

Chen Passive Participant: What should I do? Will people think I'm weird?

BBoP Social Facilitator: I hope this can open everyone's hearts, and that everyone present can have a great time.

CROWD DETAIL ANALYSIS

PAIN POINTS

- The fear of making mistakes leads to an unknown dread, and the pressure to express oneself.
- Feeling powerless in the face of forced social interactions and experiencing awkwardness due to the difficulty of withdrawing from them.
- Creative icebreakers run dry, accompanied by the risk of misjudgment.
- Unable to provide more appealing formats to meet the needs of different customers.

GAINS

- Hope to integrate through multi-level participation methods
- The desire to gain a sense of involvement/security through self-control
- Hope to have clear expectations of one's own behavioral patterns
- A more welcoming social environment, higher-quality social interactions
- We hope to develop creative solutions to retain and attract the corresponding consumer base.

Problem statement

Socially anxious individuals in bars and other social settings often lack low-pressure interaction methods, leading to reduced group participation and heightened social anxiety. This makes it difficult for bars to attract and retain such customers.

FOR PASSIVE PARTICIPANT

How to find a "natural opening" to begin integrating

How to gracefully withdraw when feeling awkward or exhausted while still maintaining a sense of involvement?

How to avoid the awkwardness that comes from not knowing what to do?

FOR SOCIAL FACILITATOR

How to help leaders more easily identify social entry points?

How to encourage passive individuals to participate without appearing overbearing or abrupt?

FOR HOSPITALITY STAFF

How to interactive mechanisms be designed to both stimulate consumption and reduce staff involvement?

How to support socially anxious customers with minimal intervention without making them feel singled out?

Design strategy

A Spatial Design
#Partitioning
#Protecting privacy

B gaming equipment
#Physical Interactive Devices
#Board games

C Digital Services & Storytelling
#UI/UX design
#Enriching Experience

Final Ideation

Touch points & key results

- Spark curiosity → Scan to interact → Enter the narrative world
- Create a safe gateway for passive socializers

DESKTOP QR CODE
#Initial Trigger Point # Experience Space Entrance

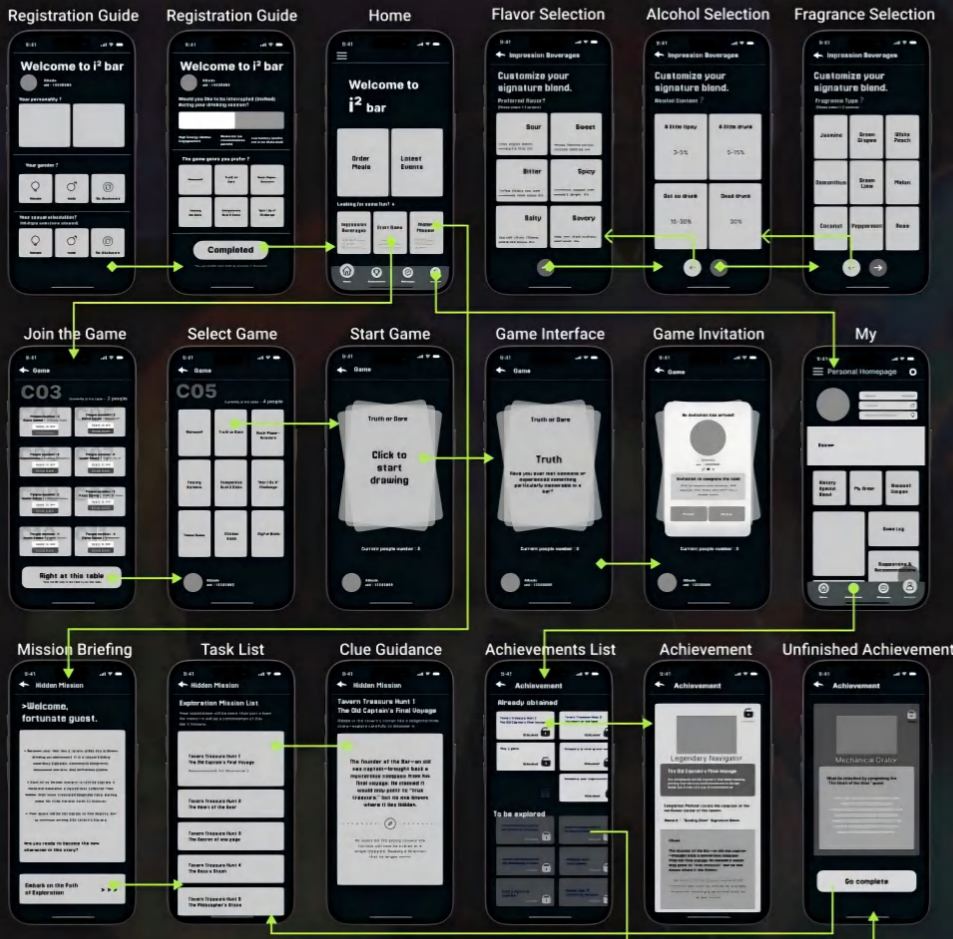
SERVICE PLATFORM APP
#Experience Hub #Service System Core

IMMERSIVE TASK CARDS
#Physical Interactive Media #Plot Progression Tools

Service blueprint

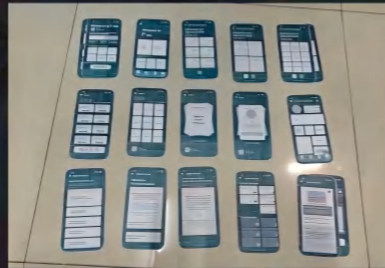
STAGE	DISCOVER THE STORE	ORDERING					PLAY THE GAME		SECRET MISSIONS			CHECK-OUT	
TOUCHPOINTS	Offline physical posters Online Push Notification	Bar space	QR code.	Welcome Page	Drink Ordering Interface	Waiter/Bartender	Game Interface	Other consumers	Task Interface	Card	npc	Waiter	app
CUSTOMER BEHAVIOR	Discovered through promotional activities	Enter Bar	Sit down and scan the QR code.	Registered members fill out identity information	Select beverages and food	Obtain food	extend an invitation Accept the invitation	Looking for other players to play with Accept other players to play the game	Claim the task	Search for cards based on clues	Redeem Rewards	Make payment	Received follow-up event notifications
FRONTSTAGE	Place advertisements Plan activities	Guest Reception and Guidance	Merchants create QR codes			The waiter served the dishes.	Game Tutorial			Visual Designer	NPC Exchange Assistance	Waitstaff settle the bill	
BACKSTAGE	Visual designer creates advertisements			Wine List and Menu Data Recording and Integration Production	Bartender prepares beverages		Task Status Record		Merchant Task Setup	Card Content Design	Npc System Training		Merchant Promotion Setup
SUPPORTING SYSTEM	Advertising Platform Social media Printing equipment			Data Recognition Backend Privacy Security System	Data and Information Analysis		Data Transmission and Processing		Data Push			Payment Collection System	Data Push System

Wireframe



Usability testing

To better explore the user experience of the UI interface, I printed a low-fidelity prototype and invited friends to test it and provide feedback for improvement. I hope this testing will help refine my interface design.



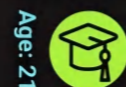
PARTICIPANTS 1



Age: 36
Occupation: Freelance

Characteristics: Searching for material in the bar and gaining friends through passive socializing.

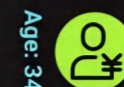
PARTICIPANTS 2



Age: 21
Occupation: Student

Characteristics: Introverted, hopes to make friends through socializing, while enjoying good drinks.

PARTICIPANTS 3



Age: 34
Occupation: Accountant

Characteristic: A desire to relax during leisure time



PARTICIPANTS 1
Overall appraisal: ★★★★★

Favorite interface: "The app's innovative features allow me to expand my social circle by making friends through gaming interactions."

- Suggestion:
- The timing for the game invitation pop-up page to appear needs to be clearer.
 - There can be more variety in game selection.



PARTICIPANTS 2
Overall appraisal: ★★★★★

Favorite interface: "When it comes to high-fidelity visuals, I'm more drawn to dopamine-inspired color schemes—they give me a sense of distinctiveness."

- Suggestion:
- It's uncertain whether the DIY flavor selection will yield a satisfying wine.
 - I hope the interface can recommend some wine lists tailored to my preferences.



PARTICIPANTS 3
Overall appraisal: ★★★★★

Favorite interface: "In dark environments, highly saturated colors can increase engagement. Task exploration sparks my curiosity and makes me want to participate."

- Suggestion:
- The layout of offline task achievements needs to be clearer.

Mood Board

This ocean of colors is a paradise built for everyone with mild social anxiety and those who need to take a breather.



User interface

UI Kit

To ensure consistency in future design styles, I first developed this UI Kit. It will serve as the core reference and directional guide for all subsequent designs, establishing a clear and consistent visual foundation for the project.

LOGO



An exclusive bar app for 'i-people'. Its understated interactive design lets users engage effortlessly while still enjoying solitude when needed.

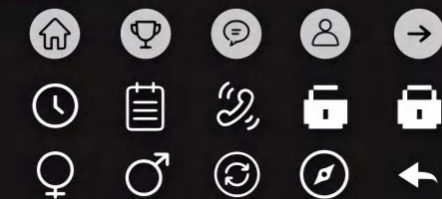
COLOR



FONTS

Jersey 15 Regular 20PX
Jersey 20 Regular 20PX
Inter Regular 14px
Inter Medium 16px
Inter Semi Blod 16px

ICONS



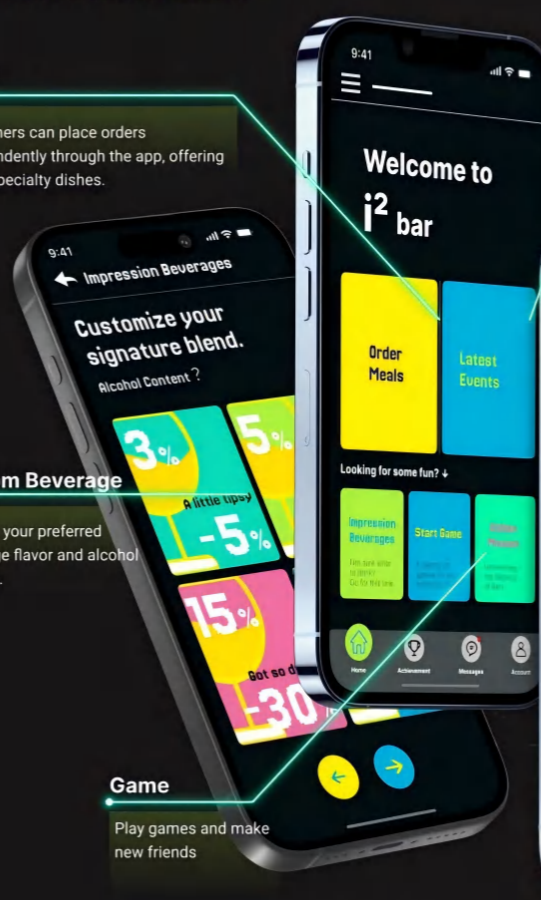
Main function

Order

Customers can place orders independently through the app, offering them specialty dishes.

Custom Beverage

Choose your preferred beverage flavor and alcohol content.

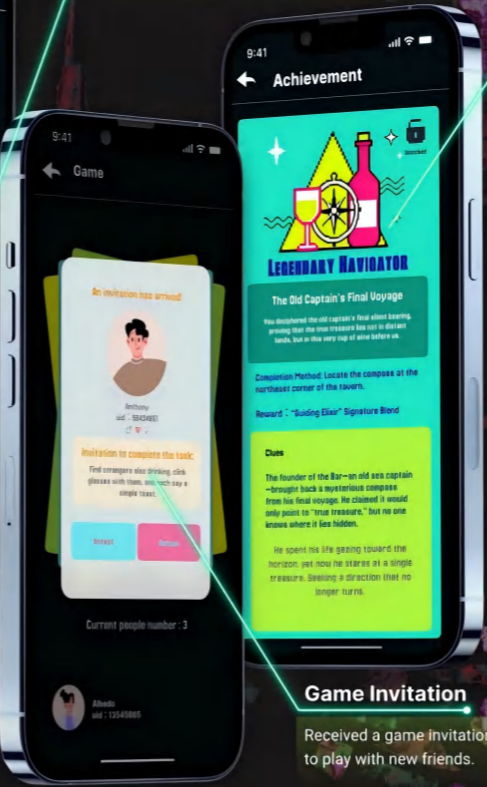


Holiday Activities

Display upcoming events and activities to attract consumer participation and boost engagement.

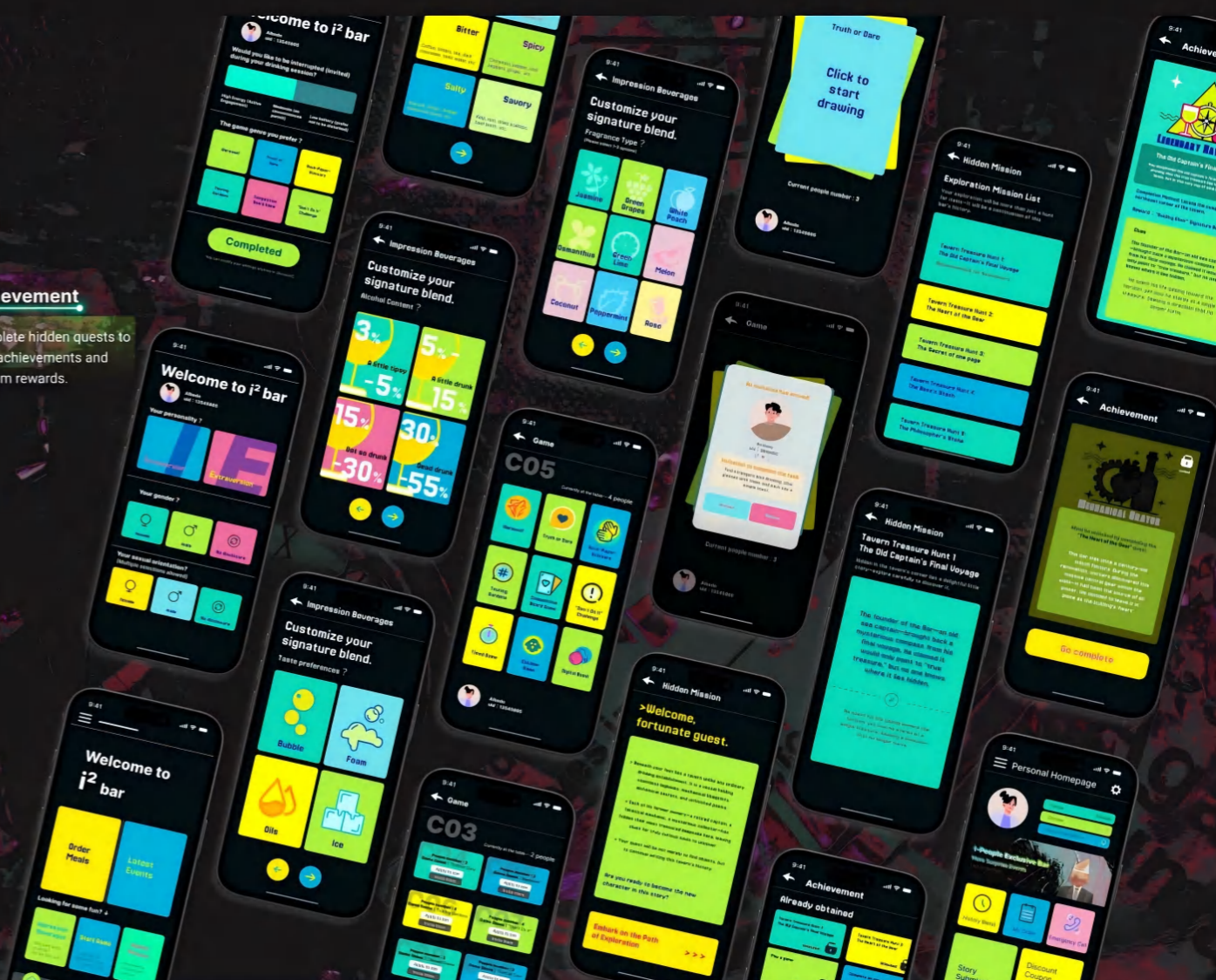
Achievement

Complete hidden quests to earn achievements and redeem rewards.



Game Invitation

Received a game invitation to play with new friends.



Task Card design

Task Name

Achievement Visual Elements

Award Name

Peel-off design: NPCs tear off the side to claim rewards.

Story Background Description and Achievement Name

Scenario and user flow

Drawn into the bar by the user-friendly billboards.

Find a seat, sit down, and scan the QR code on the table.

Enter the DIY cocktail interface to order drinks.

Play games with friends by the game interface.

Received a pop-up invitation for other tabletop game entertainment on my phone.

Accept the invitation and join the group game.

After playing for a while, user felt a bit tired, but then I discovered the shop's mysterious quest.

Follow the interface prompts to find the hidden card in the northeast corner of the store.

Find an NPC to redeem the prize.

Future plan

STEP 1

Optimize the application

Purpose Optimize the visual system, application functionality, button size, and component modules

Plan Conducting user experience testing in physical bars
Further adjustments for enhanced user-friendly functionality

STEP 2

Promotion and Marketing of the Bar

Purpose Attract more relevant groups to engage in consumption, provide services/promote brands to these groups

Plan Marketing through social media posts on platforms like Xiaohongshu and Douyin
Offline Pop-Up Event Promotion

STEP 3

Subsequent Development Model

Purpose Achieve greater profitability and a sustainable profit model

Plan Design more storylines and event quests, holiday events
Developing stores with different themes
Design and Sales of Merchandise

Reflection

This is an interesting exploration of the boundaries between people and between people and space.

The core of this strategy lies in using digital products as a buffer layer and lubricant to provide urban residents with a low-pressure, high-fun and controllable social bar experience. Let social interaction return to ease and fun, allowing everyone to find a sense of belonging within their comfort zone.





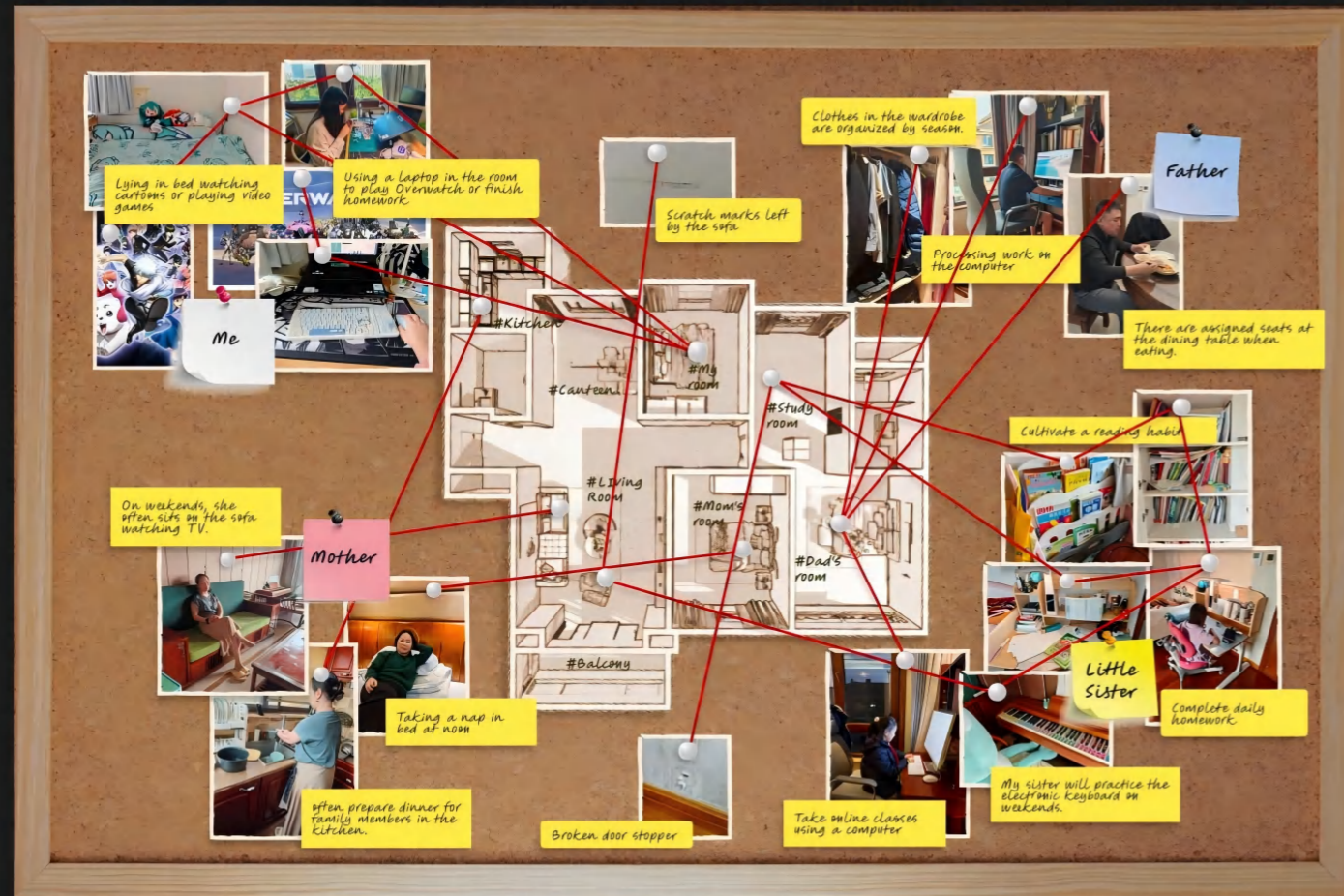
What are you doing?

#UX Design #AR Design #Space Trace #Home Space
Individual work 2025.8-2025.11

A friend asked me, "What do you do staying home every day? Isn't it boring?" I was momentarily speechless. But by chance, I discovered that the marks left by daily life—like the worn spots on the sofa and the scuffs on the floor—are silent echoes of emotion. They sketch out an "emotional spatial structure."

This is how my project was born: to make these latent emotional traces visible and translate the hidden warmth into poetic records.

OBSERVATION



BACKGROUND

Definition

Trace

the palpable evidences left by an individual in the domestic space and objects.

Emotional Archive

translating traces into abstract yet sensorial feedback, aiming for "more abstract than photographs."

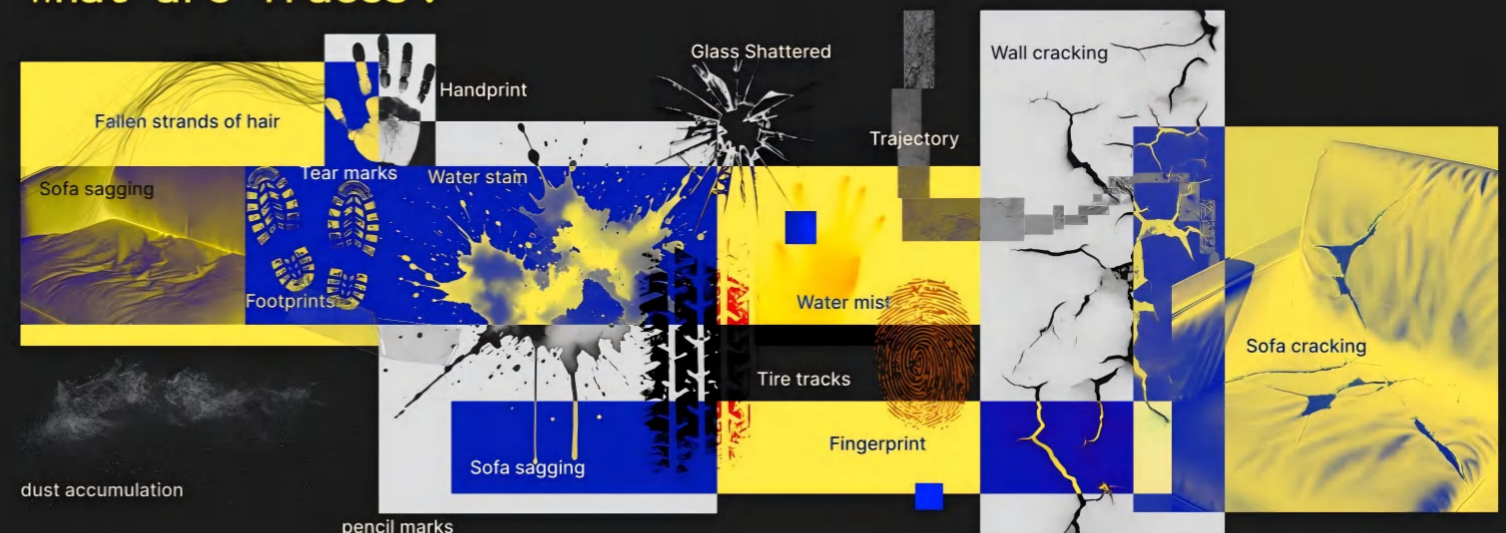
Interpretation

using pattern recognition and semantic generation to elevate traces into life-insights

Comfort Niche

the zone within the home that an individual actively chooses and repeatedly occupies, fulfilling both functional and emotional anchoring

What are Traces ?



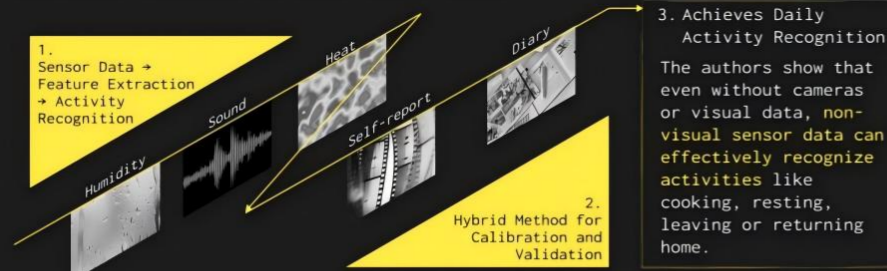
RESEARCH

Why can these "traces" be used for behavioral analysis?

Using Sensors to Study Home Activities

Author: Jie Jiang, Riccardo Pozza, Kristrún Gunnarsdóttir, Nigel Gilbert and Klaus Moessner

This study uses ambient sensors plus time-use diaries to monitor and infer daily living activities in real homes. By applying feature extraction (clustering, change-point detection) and Hidden Markov Models,



Smart-surface: Large scale textile pressure sensors arrays for activity recognition

Author: panelJingyuan Cheng, Mathias Sundholm, Bo Zhou, Marco Hirsch, Paul Lukowicz

This study proposes a textile-based surface pressure mapping technique as a novel, unobtrusive source of activity recognition information.

Unobtrusive Information Source

The system seamlessly integrates sensors into everyday textiles, avoiding disruption to daily life.

Characteristic Spatio-Temporal Pressure Patterns

The paper hypothesizes that most activities are associated with superficially characterized stress patterns.

Analysing Subtle Features

The paper emphasizes that by analyzing subtle features of interactions, complex activities can be identified.

Technology Collection

Data Acquisition Method



✓	Data richness	✗
✗	Privacy/Ethics	✓
✗	Deployment Constraints	✓
✗	Cost/Complexity	✓

Opting for sensors over cameras marks a pivotal shift from "surveillance" to "sensing." Sacrificing the "explicit richness" of data yields "respect for privacy" and "poetic data." This transforms the project from a monitoring tool into a true recorder of an "Emotional Archive."

Sensor Select

Pressure Sensor

Function
Detects physical pressure or contact/weight on surfaces

Showcase
#usage footprint
#touch trace
#occupancy

Sound Sensor

Function
Detects ambient sound level or sound events

Showcase
#living ambience
#daily sound trace

Infrared sensor

Function
Detects presence/motion/occupancy via infrared radiation

Showcase
#usage footprint
#touch trace
#occupancy

Case study

SENSOR VALLEY is an interactive sensor artwork featuring wireless-connected pillars that produce light and sound in response to touch. Located at the entrance of the new theater in Assen, it transforms the space into a vibrant, immersive environment where light and sound dynamically react to human interaction.

SENSOR VALLEY
Studio Roosegaarde

In this immersive installation, a 6m×6m floor "field" is projected with scanning lines. Once a visitor steps in, hidden sensors measure their position, weight, orientation, speed and gravity-induced force, and feed these parameters into a real-time visualization and sound system. The lines on the floor distort, LEDs blink, and ambient sound shifts - letting visitors feel the weight of gravity on their body, and the body's reactive force, through light and sound rather than sight.

Gravicells-Gravity And Resistance
Seiko MIKAMI+Sota ICHIKAWA

The project "Motion Exposure" captures motion trails that are invisible to the naked eye. Orlando focuses on the relationship between motion, time, and space, utilizing a technique that combines long-exposure photography with custom programmable LED light sticks. LED lights are attached to moving objects. As the subject moves, the lights paint a path on the camera's sensor, revealing the invisible patterns created by movement over time.

Motion Exposure
Stephen Orlando

MOODBOARD

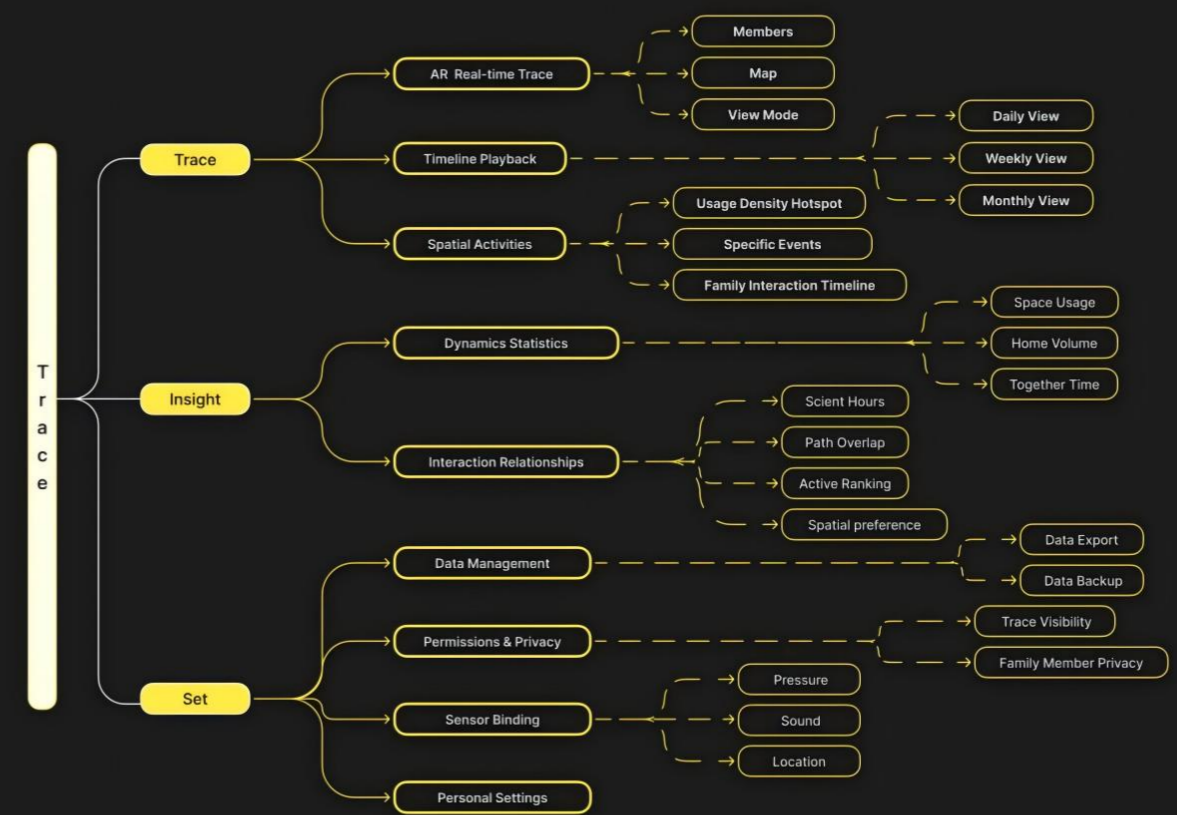


DESIGN PROSESS

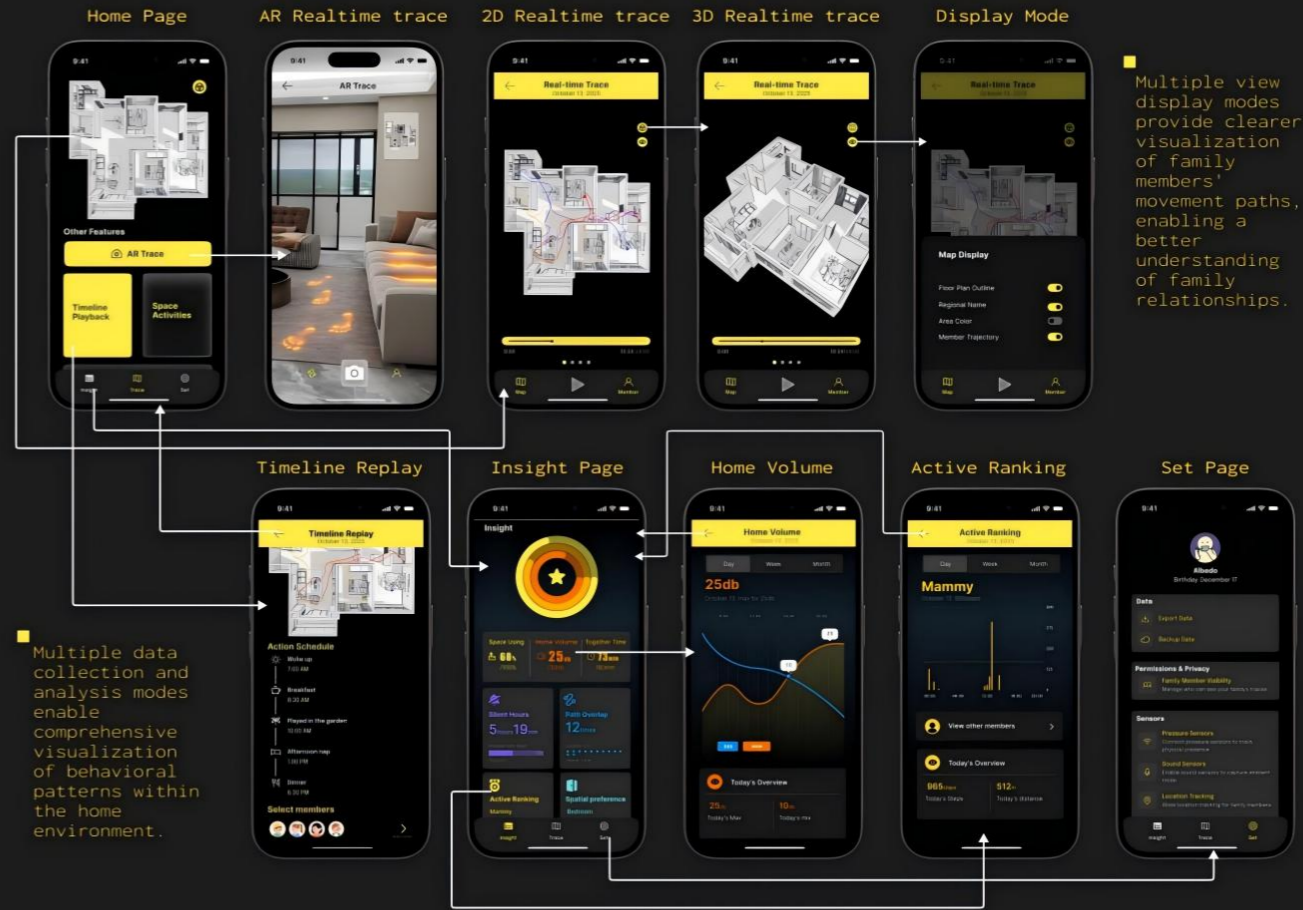
Interactive Presentation Format



FLOWCHART



HIGH-FI



Multiple data collection and analysis modes enable comprehensive visualization of behavioral patterns within the home environment.

Multiple view display modes provide clearer visualization of family members' movement paths, enabling a better understanding of family relationships.

TECHNICAL TESTING

#Arduino #Uno #Coding #Sensors

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Material Preparation

Technical testing has validated the feasibility of various sensors in identifying and recording data, thereby substantiating the rationality of this design.

Code writing

Link Sensors

Functional Testing

```

void loop() {
  static unsigned long last = 0;
  unsigned long now = micros();
  if (now - last >= SAMPLE_INTERVAL_US) {
    last += SAMPLE_INTERVAL_US;
    int v = analogRead(MIC_PIN); // 0...1023
    Serial.print(v);
    Serial.print("\n");
    // 打印数据
    Serial.print("\n");
    Serial.print(1023); // 打印范围
  }
}
    
```

STORYBOARD

*Demonstrate the software usage process

What do you do at home every day? Don't you get bored?

First, scan detailed 3D data of the entire house and install sensors.

Lock, the AR display clearly shows the daily movement patterns.

I can use this software to check my daily activity logs at home.

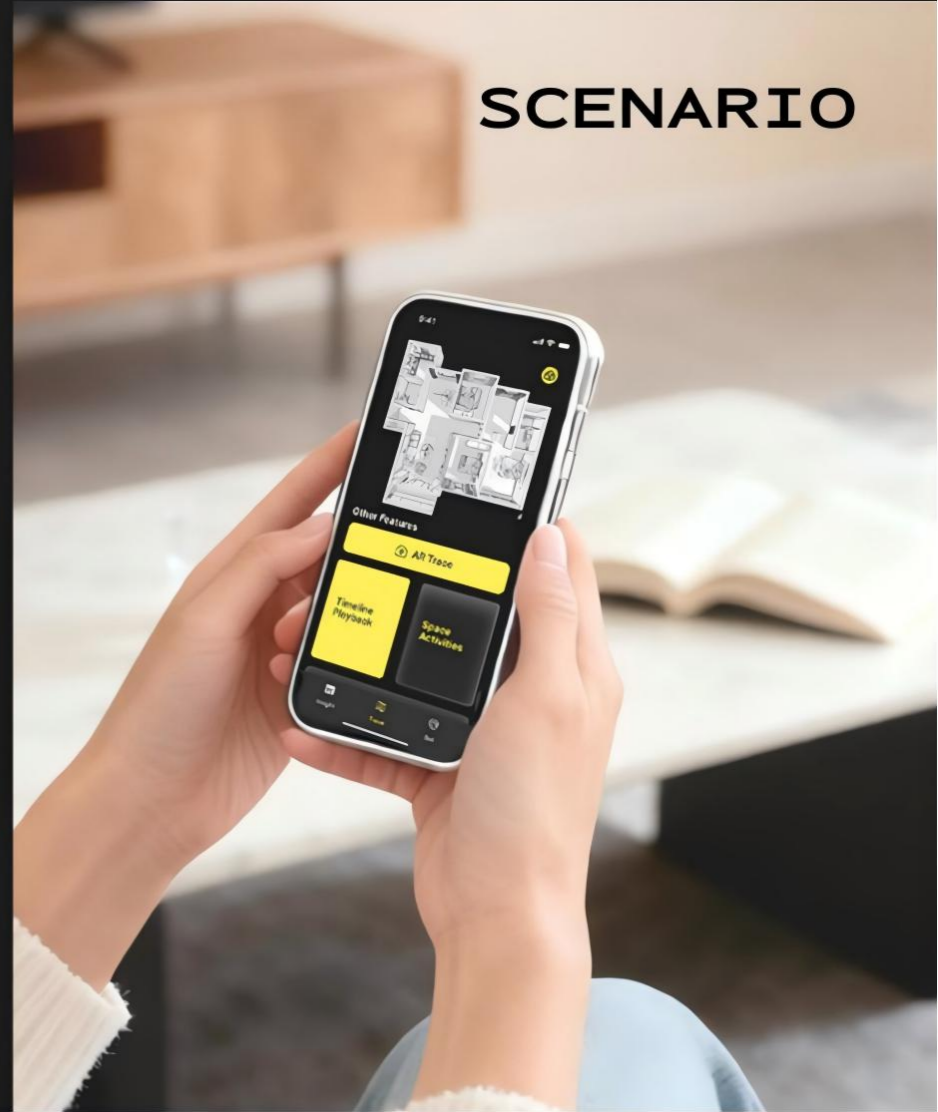
This Insight interface allows me to view detailed data analysis.

Through this software, gain a deeper understanding of the traces of life within the home.

Access the next-level page to view more detailed data analysis reports.

This timeline clearly outlines my schedule for the day.

SCENARIO



SHAVI

2024.11-2024.12

#Short-distance Travel #Luggage Transport
#Smart Logistics #Personal Mobility

The "SHAVI" product series includes the Variety Smart Leisure Scooter, the Elfin Smart Flash Delivery Drone, the Shadow Smart Luggage Transport Board, along with their supporting charging stations and APP. They can be flexibly combined and disassembled according to different task requirements, capable of meeting short-distance travel needs, accomplishing rapid delivery of lightweight items, and performing automated transport of large luggage. Through the APP, users can easily create and manage transport tasks, monitor progress in real-time.

* GROUP WORK

My session: Design research, partial modeling and rendering, UI design, Team Coordination and Organization

SHADOW VARIETY ELFIN



DEFINITION

Short-Distance Travel

#Convenience #Quick Access

Transportation activities within cities or adjacent areas, covering distances of 1 to 5 kilometers. It encompasses daily commuting, shopping, leisure, and other needs. Characterized by high frequency, fragmented trips, and a strong demand for flexibility and responsiveness.

Integrated Personal-Cargo Transport

*The concept proposed in this study

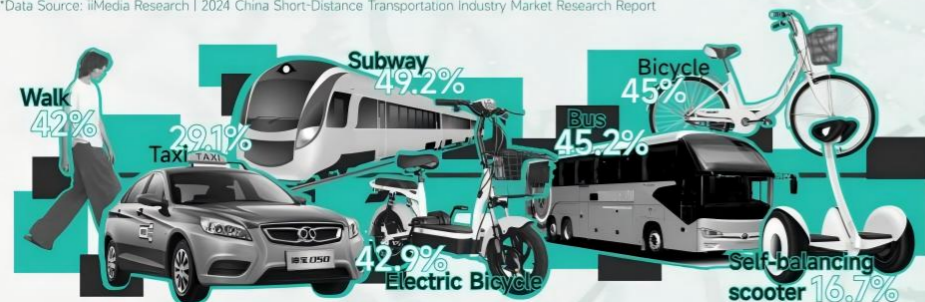
A lightweight vehicle capable of simultaneously carrying passengers and a certain volume of cargo, designed to bridge the gap between human and goods transportation needs. It is suitable for diverse urban scenarios such as commuting, pickup, delivery, and shopping.

conception of this project

RESEARCH

Young users prefer short-distance transportation options

*Data Source: #Media Research | 2024 China Short-Distance Transportation Industry Market Research Report



Key factors of choosing electric bicycles



Transportation Usage Preferences

- For short-distance travel, besides buses and subways, the most commonly used options among young people today are **shared bicycles** and **two-wheeled electric bicycles**.
- The user group primarily focuses on **performance** and **battery life**, while **smart features** also rank highly in importance, making them key considerations for product design.

ANALYSIS

Pain points / Needs

1. Physical Burden Of Carrying Heavy Items

Weight: 1-20 kg

2. Inefficiency Of "Last Mile" Travel

Distance: 1-5 km

3. Limited Functionality Of Existing Devices

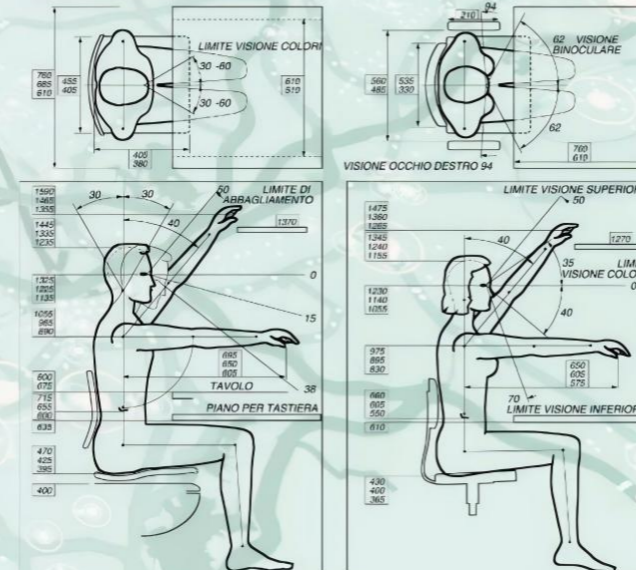
Need: All-in-one Device

4. Need For Immediate /Emergency Delivery

Need: Fast & Low-Cost

References

#Ergonomic dimensions



#Soft Minimalism #Approachable



DESIGN



Variety
Smart Cycling Devices

A smart balance scooter designed for short-distance travel, supporting remote control and multiple riding modes.



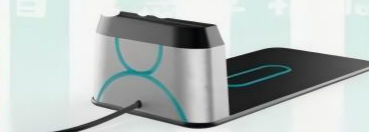
Elfin
Smart Flash Delivery Drone

A compact intelligent drone that autonomously plans optimal routes for fast delivery of urgent documents or small items.



Shadow
Smart Luggage Trolley

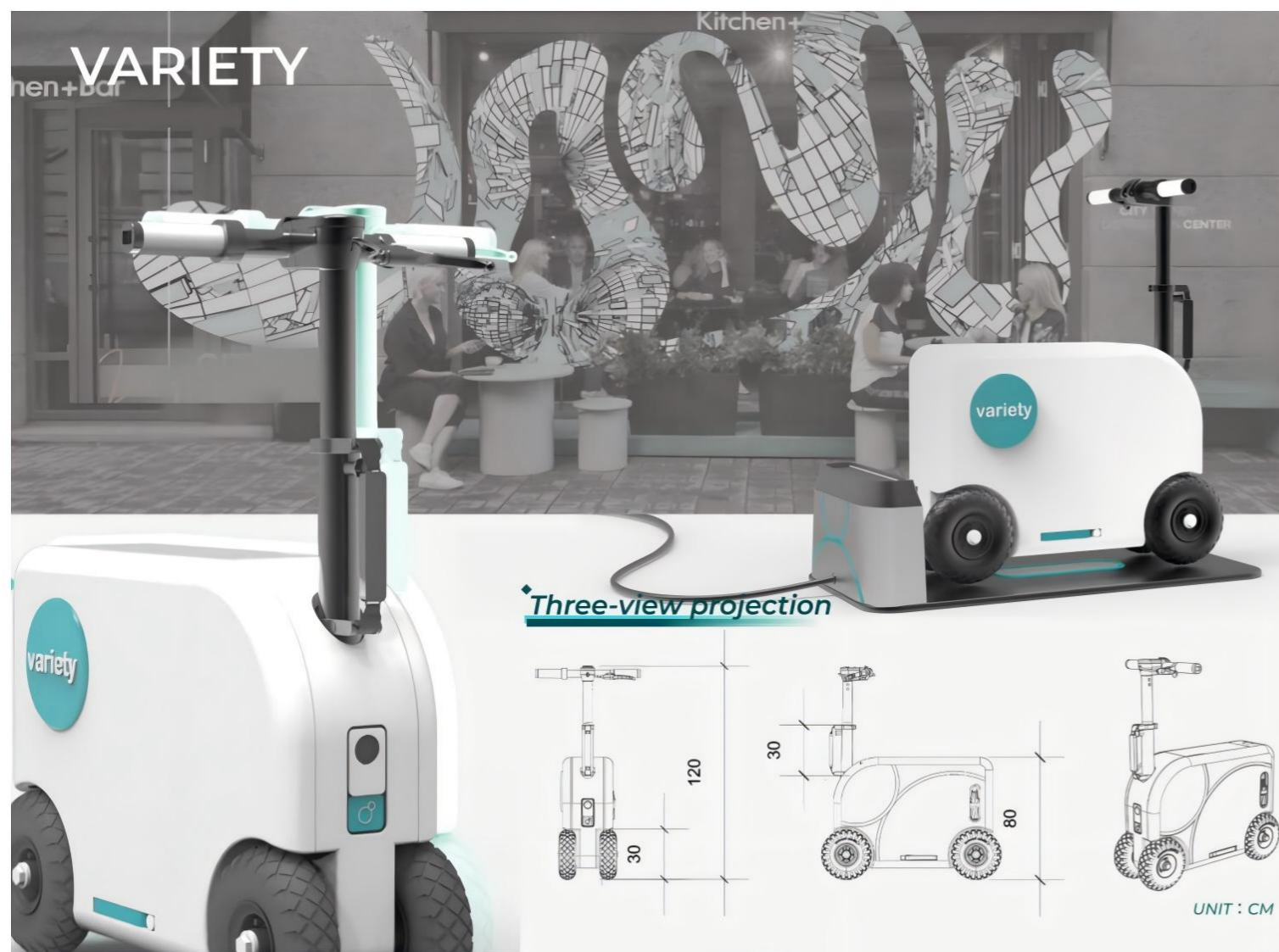
A smart follow-me transporter with autonomous navigation, controllable via mobile app for convenient daily item transport.



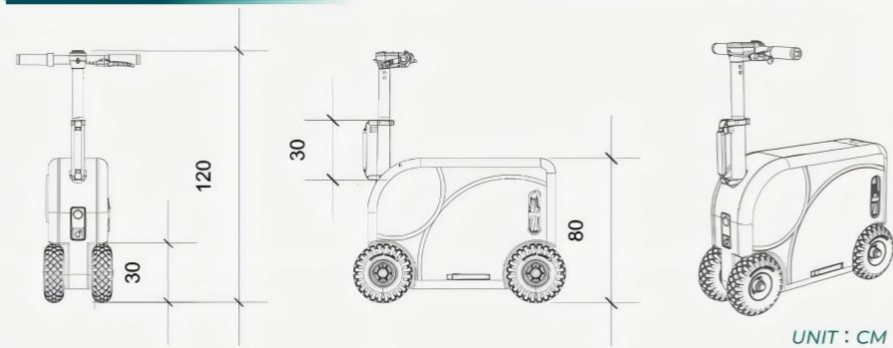
Charging station
Charging station

A wireless charging dock for mobile smart vehicles, featuring real-time status monitoring via the app.

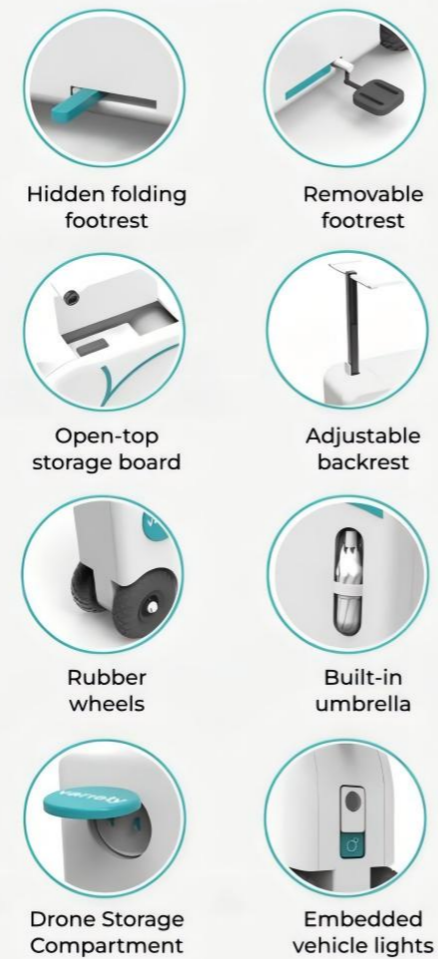
VARIETY



Three-view projection



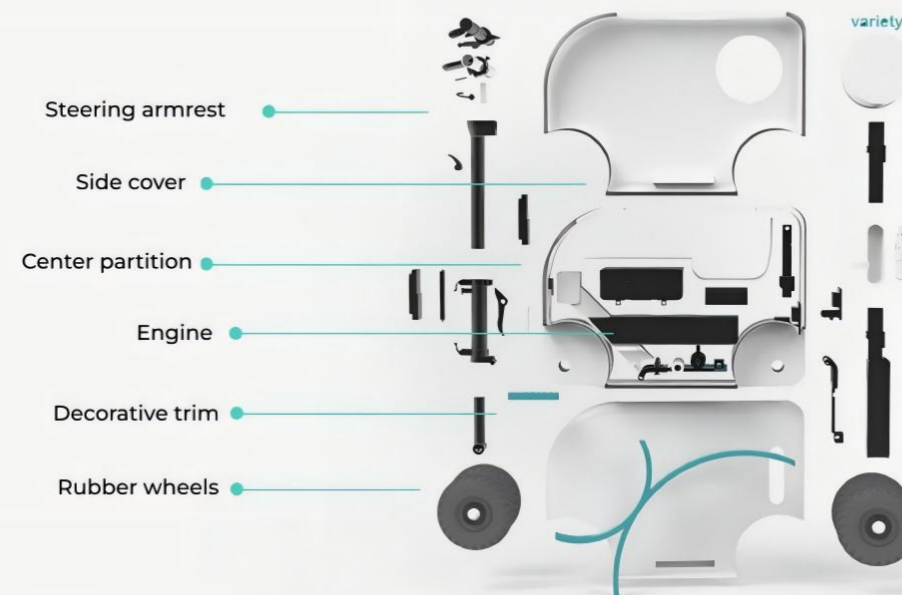
Detail Showcase



Cycling Style

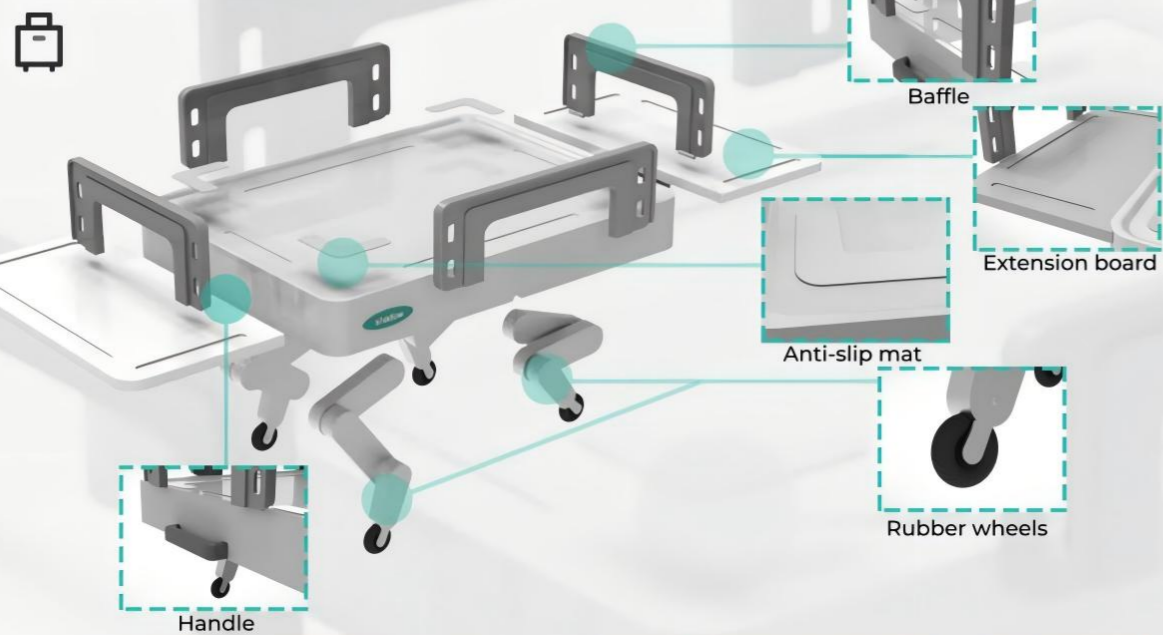


Exploded view

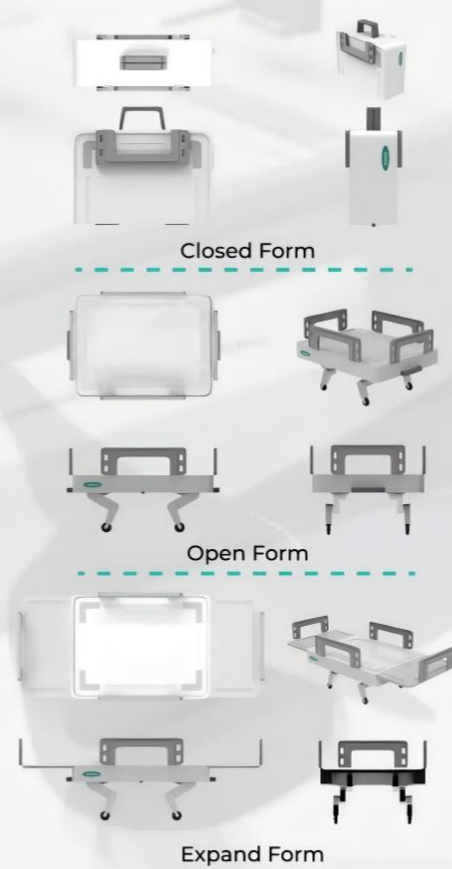


SHADOW

Detail Showcase



Three-view projection



Shadow Smart Luggage Carrier features built-in navigation and motorized drive, enabling it to **automatically follow** or **autonomously plan routes**. This solves the inconvenience of carrying heavy items for users and can be operated via a mobile app or voice commands.



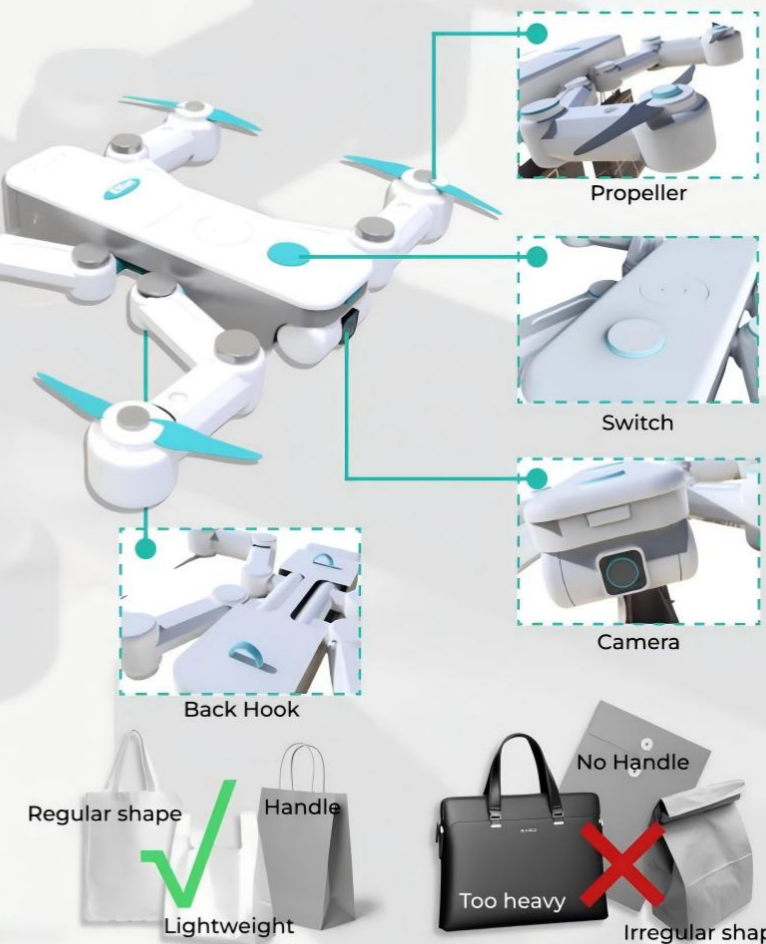
ELFIN

Detail Showcase

The core design principle of this smart express delivery drone is to **deliver user-friendly, efficient, and rapid delivery services** through automation technology and **autonomous learning capabilities**, while ensuring safety, reliability, and environmental sustainability.



Drone Flight Mode Diagram



APP DESIGN

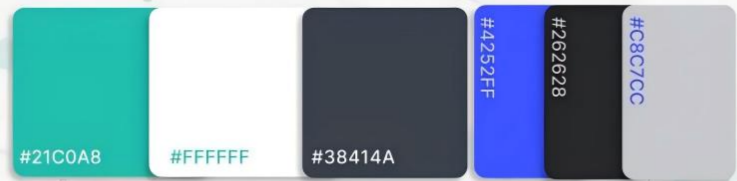
UI Kit

Logo



SHAVI is specifically designed for modular transport vehicles, offering efficient and convenient short-distance travel and logistics solutions. Users can effortlessly switch between electric scooter and drone modes via the app to meet diverse scenario needs.

Color



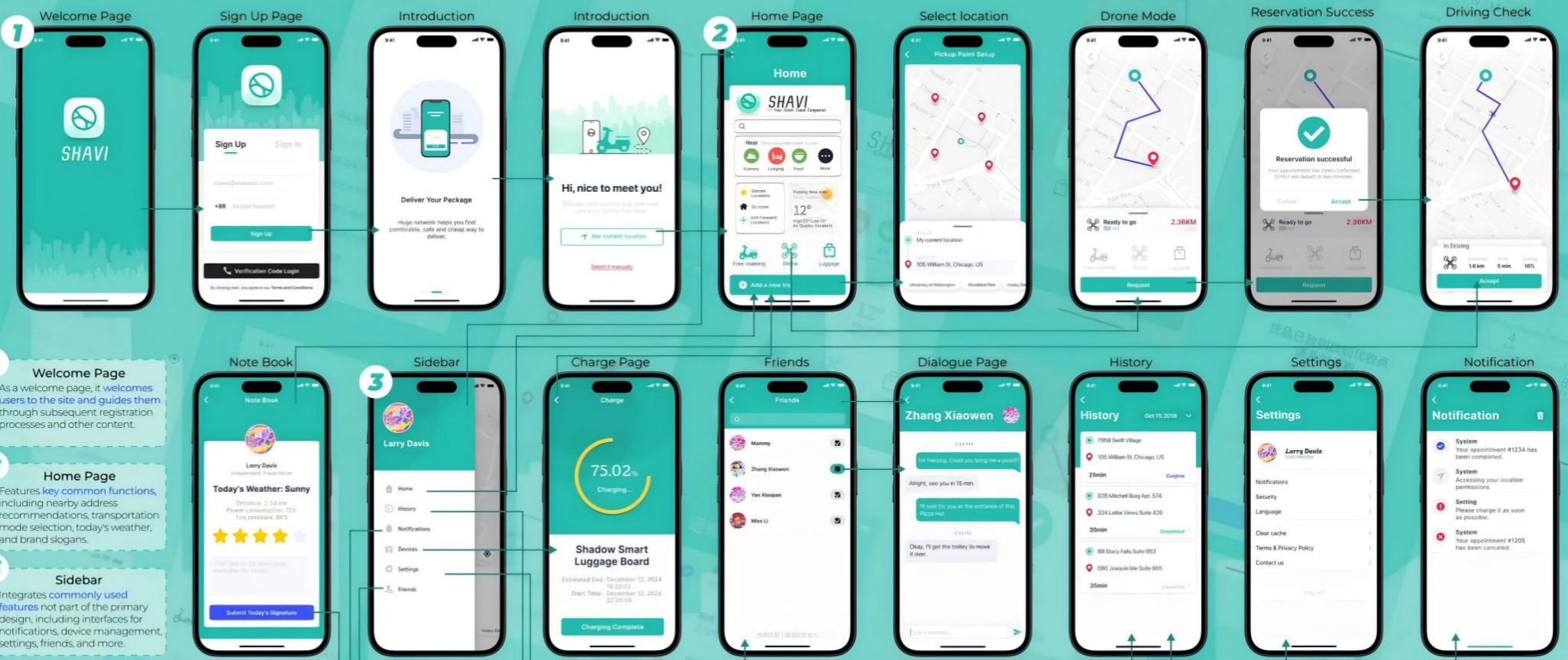
Font

Font: MiSans (DemiBlod)
Size: 15pt, 17pt, 20pt, 32pt

Icon



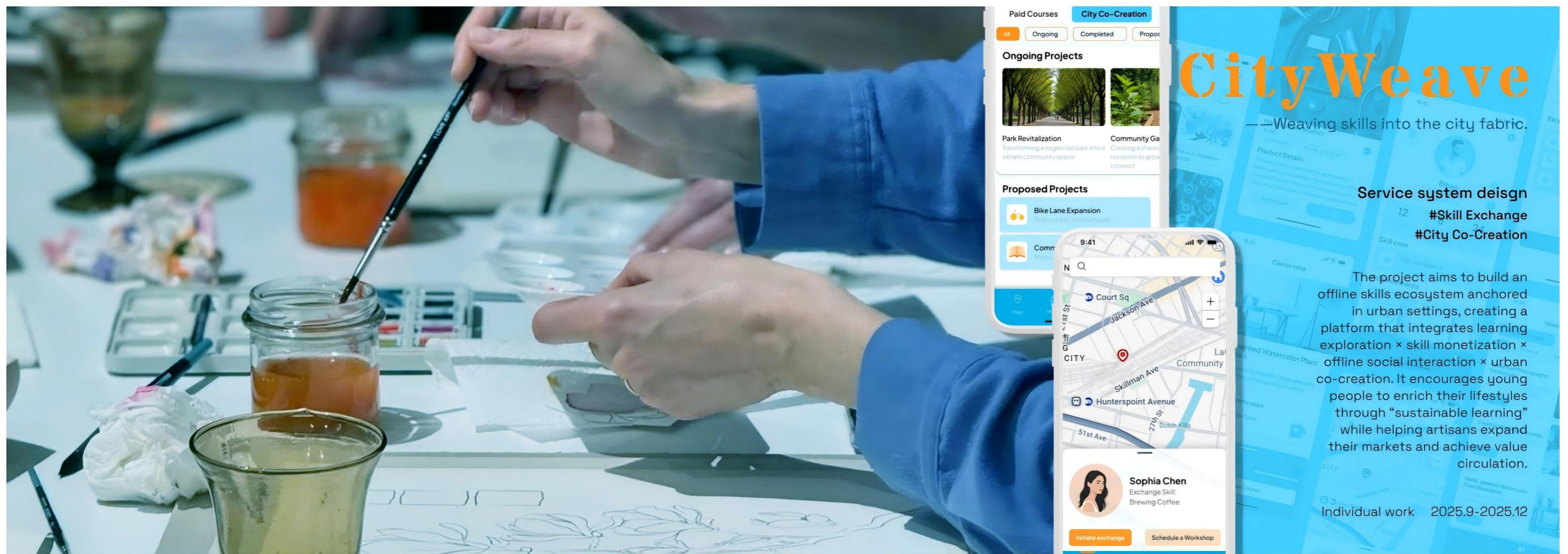
High-Fi



- 1 Welcome Page**
As a welcome page, it welcomes users to the site and guides them through subsequent registration processes and other content.
- 2 Home Page**
Features key common functions, including nearby address recommendations, transportation mode selection, today's weather, and brand slogans.
- 3 Sidebar**
Integrates commonly used features not part of the primary design, including interfaces for notifications, device management, settings, friends, and more.

SCENARIO DISPLAY





Background Research

Current Situation

Night school attending trend

People's leisure time after work is increasing.

Single individuals' number raised

"emotional value" is exceptionally strong

Most Gen-Z take part-time work or side hustles.

Spare time skill-learning trend

Why young people learn skills in their free time?

The background research confirmed that the phenomenon of "young people learning in their spare time" is real. So I dug deeper into this and have summarized the reasons driving them to learn into the following 6 main categories.

- Self-Improvement**
Learning new skills boosts competitiveness.
- Social Connection**
Interest-based learning offers low-pressure socializing.
- Lifestyle Shift**
Night economy and online content make learning easier.
- Consumption Shift**
Shift from material to experiential and knowledge spending.
- Psychological Drive**
Learning relieves stress and brings fulfillment.
- Side Hustle Trend**
Interest learning fuels side income and self-growth.

Driven by **self-improvement** and **side-hustle awareness**, monetizing hobbies has emerged as a new life strategy. **People gain additional income**, social recognition, and self-worth **through their interests**.

Why people tend to monetize their interests?

- Risk Hedging**
Needs for income supplementation and risk diversification driven by economic downturns
- Self-Improvement**
Finding Growth and Recognition Through Interests.
- Platform Opportunity**
Digital platforms lower the barriers to monetization. People have more opportunities to learn or earn.

What are monetization methods?

- Knowledge & Skills Output**
- Physical Products & Services**
- Platform Services**

Market Research

How are young people's skill-learning needs currently being met?

Category	Representative institutions	Features
Course-Based Learning	bilibili, 小红书, 新东方 XDF.CN	Structured and accessible, but with varying quality — online courses are entry-level, offline ones offer more depth.
Practice-Oriented Learning	BOSS直聘, 脉脉, 聘	Focused on gaining real experience; requires time and effort but yields tangible professional growth.
Experience & Social Learning	大众点评, 小红书, 夜上校	High in fun and social engagement, meeting emotional needs but lacking structured progression.

Why are night school/short-term trial classes so popular?

- Low-Cost & Low-Risk Choice**
Low cost, low risk, and high experience value fit the trend of "rational consumption."
- Flexible and Manageable Time**
Short-term schedules help balance work and leisure, ideal for those with unstable routines.
- Stress-Free, Experience-Focused**
Focuses on experience and entry-level learning, free from long-term performance pressure.
- Instant Gratification & Social Appeal**
Blends learning and leisure; offers quick results and emotional satisfaction through social sharing.

Young people have **available leisure time** in the evenings; demand for night classes/trial sessions is strong, **price-sensitive**, and **highly localized**, with **learning motivation** intertwined with **emotional value** and **social interaction**. Platforms can focus on providing low-barrier, trustworthy, and nearby skill exchanges and experiences.

Background Research

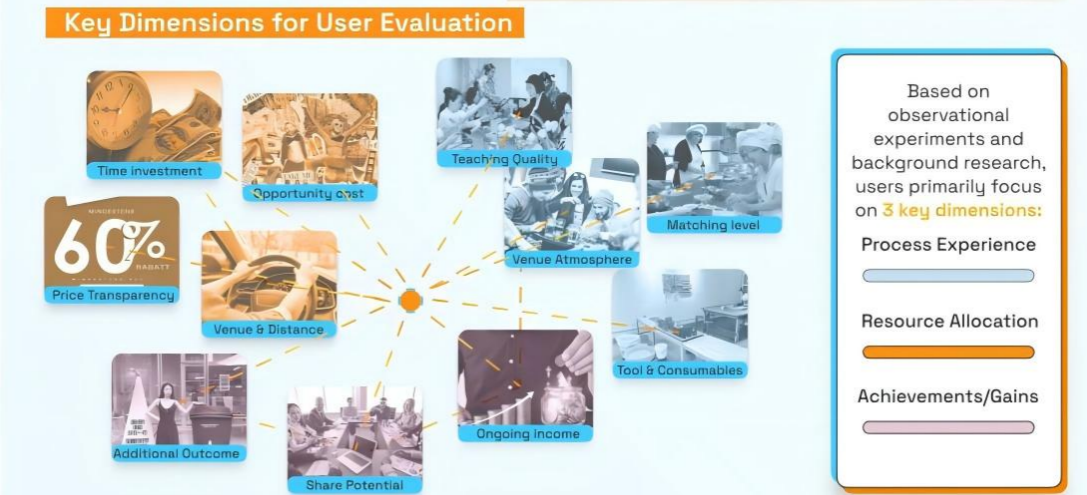
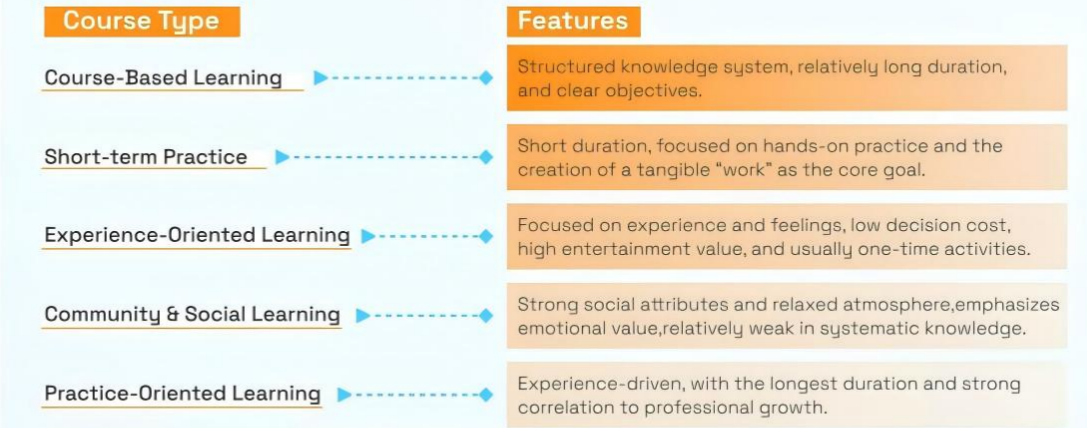
Observation

To understand the real experience within different learning "models", I selected two representative cases: **Jingdezhen**, as a prime example of the immersive "workshop" model, and **night schools**, representing the return of "traditional offline skills" learning. I went into these scenes to observe firsthand how the motivations and core strengths of learners differ between these two models.

	Activities	Environment	Interactions	Object	Users	Core Strength
Jingdezhen example of "workshop" model	<ul style="list-style-type: none"> Focus on handmade creation, photography, and sharing works blending making and showcasing 	<ul style="list-style-type: none"> Relaxed classroom environment In community centers or training venues 	<ul style="list-style-type: none"> Equal teacher-student relationships common guidance and appreciation active peer comm ation. 	<ul style="list-style-type: none"> Ceramics, glazes, tools, and works. 	<ul style="list-style-type: none"> Tourists, creators, and beginners seeking cultural and experiential engagement. 	<ul style="list-style-type: none"> Cultural & Atmospheric Strength Experience-Driven, Outcome-Oriented Social & Communication Impact Active Communities & Creative Loop
Night school example of "traditional offline skills" learning	<ul style="list-style-type: none"> Learners quickly engage after work Valuing structured rhythm and visible progress. 	<ul style="list-style-type: none"> Open, well-lit spaces combining art and leisure Diverse materials. 	<ul style="list-style-type: none"> Teacher-led interaction Focusing on skill acquisition and efficiency 	<ul style="list-style-type: none"> Objects vary depending on the subject taught. 	<ul style="list-style-type: none"> Young professionals, students, and freelancers Aiming to upskill or explore new career paths. 	<ul style="list-style-type: none"> Flexible Timing & Pacing Practical Focus & Immediate Reward Community & Belonging

The **Jingdezhen workshop model** centers on cultural immersion and social creation, emphasizing an immersive atmosphere and creative expression. In contrast, the **night school model** prioritizes practical skills and outcome-driven learning, featuring a clear pace and strong structure. **The former attracts young creators seeking experiences and a sense of belonging, while the latter serves learners aiming to enhance their skills and advance their careers.**

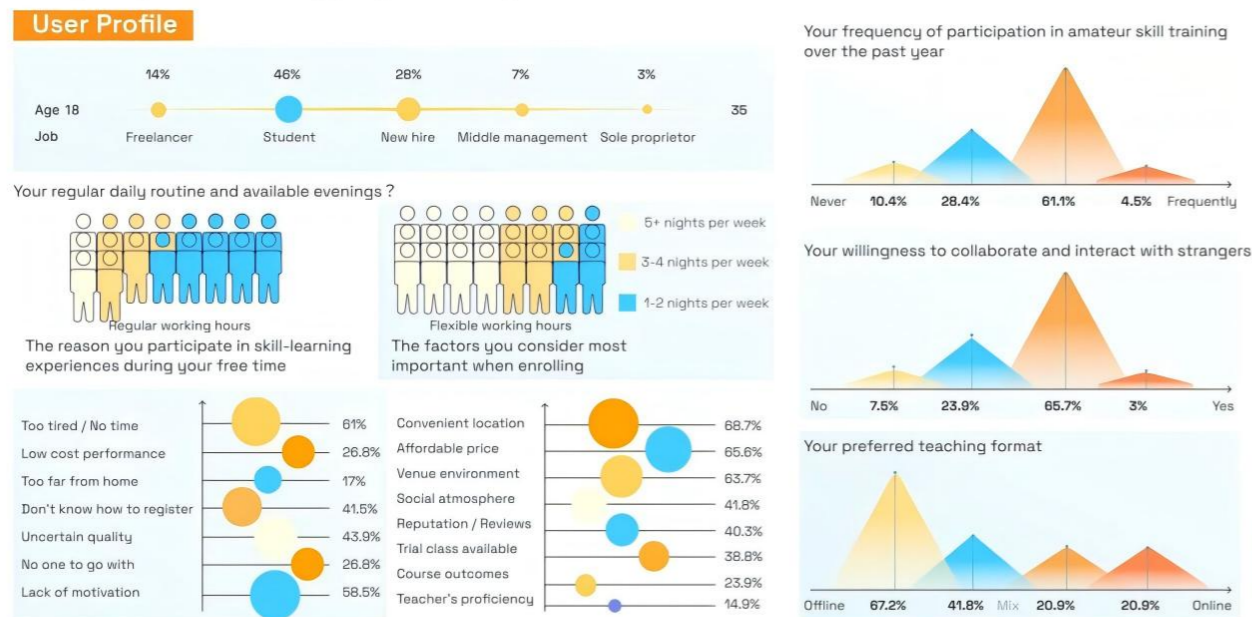
Summary



User Research

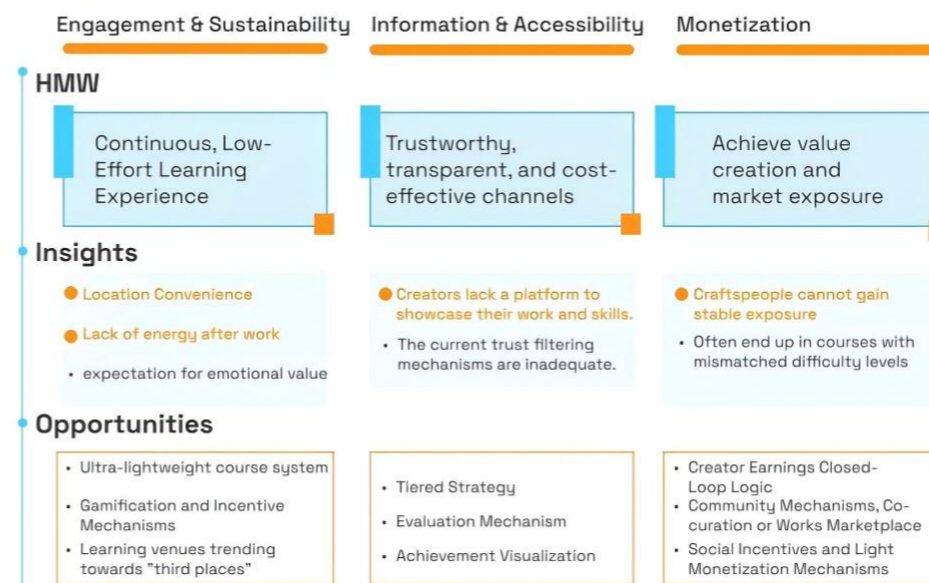
Questionnaire

To obtain more detailed firsthand research data, I posted a questionnaire on social media to investigate the actual situation of skill learning during leisure time among young and middle-aged adults.



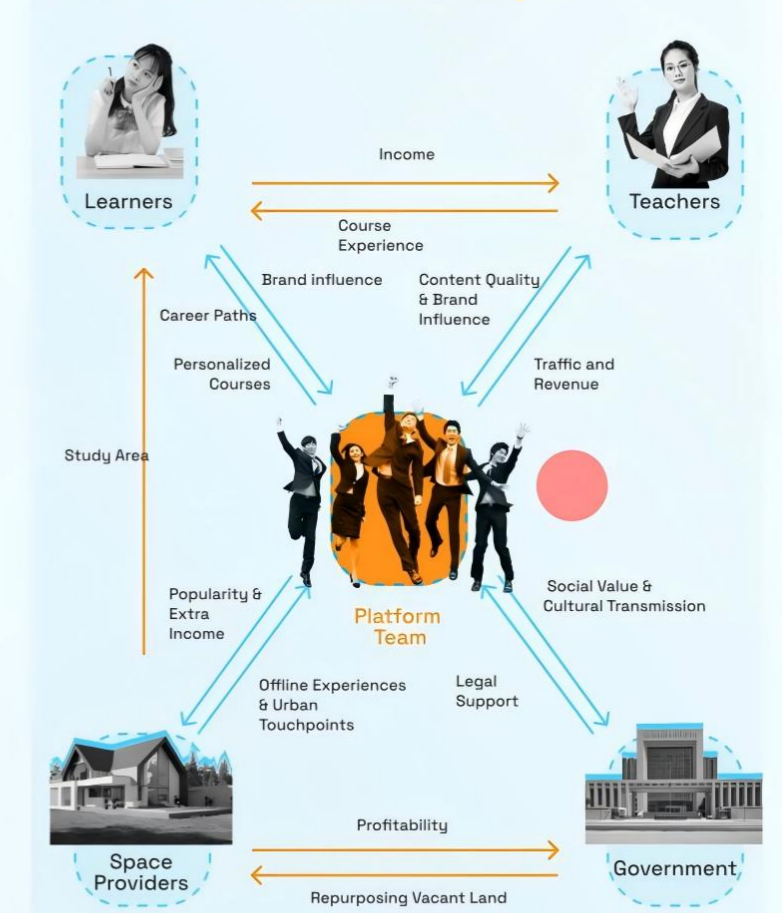
Most young people show strong interest in learning hobby skills, yet actual participation rates remain low. The main barriers are **limited time and energy**, and lack of transparent information. They prefer in-person, short-duration, small-group courses, with a focus on **convenient locations and reasonable pricing**, and hope to expand their skills, regulate their emotions, and enrich their lives through learning.

Ideation



Audience	Pain Points	Goals
Learners	Lack of time/energy Lack of Information opacity Long learning cycles	Clear and transparent classification criteria Stress-free and burden-free course learning
Creators	Lack of stable exposure Lack of profit	Obtain stable student enrollment Reduce operational costs Possess complete creator earnings closed-loop

Stakeholder Map



Design Process

Map Illustration

Due to its well-developed transportation network, large youth population, diverse skill sets, and high acceptance rates, I have chosen Shanghai as a case study to implement planning and deployment in new first- and second-tier cities, enabling young people to collaborate and learn more effectively.

Shanghai Metropolitan Urban-Rural System



Central Activity Area Layout Plan

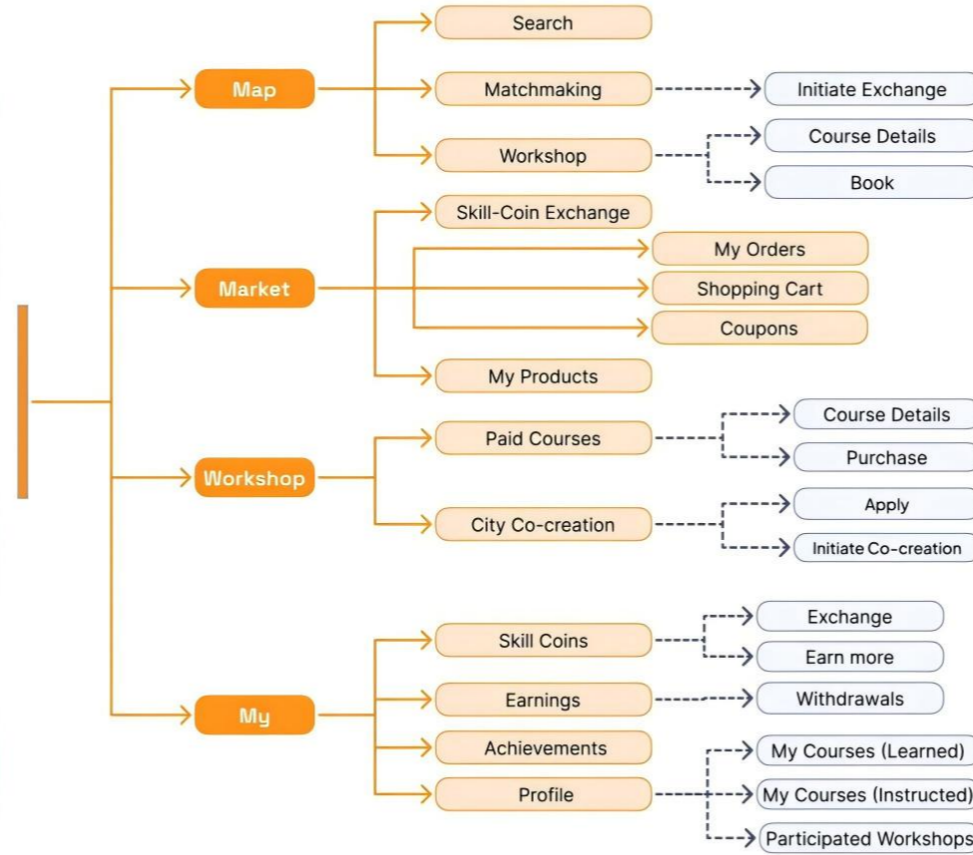


Spatial Structure of Shanghai Metropolitan Area



App design

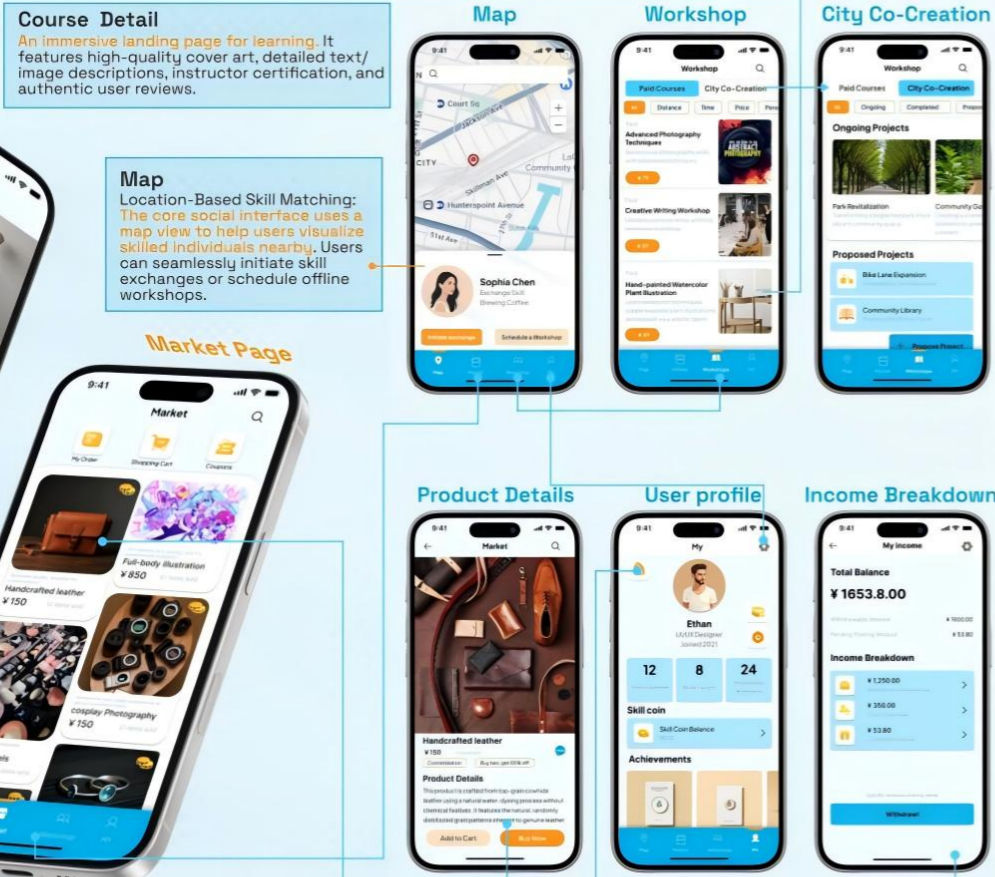
flow chart



Story Board



High-Fi



System Map



《船上木韵 - 简悦空间》



01 设计说明

Design Description

本船舶室内设计深度融合现代简约风格，以木制品调为核心，匠心独运地塑造多功能空间。在色彩运用上，精心挑选温暖而纯粹的木制品调贯穿始终，木材独有的纹理与温润色泽，宛如将自然的诗意引入船舱，在为空间注入柔和氛围的同时，消解了海上航行的疏离感。空间构建时，直线线条成为塑造开阔视觉的关键元素，减少由于层高矮造成的压抑感。从功能布局来看，健身房、会议室、阅览室各司其职又彼此呼应，在直线线条与木制品调的交织中，达成视觉与实用的完美平衡，为船舶生活定制一方舒适自在的天地。

02 设计目的

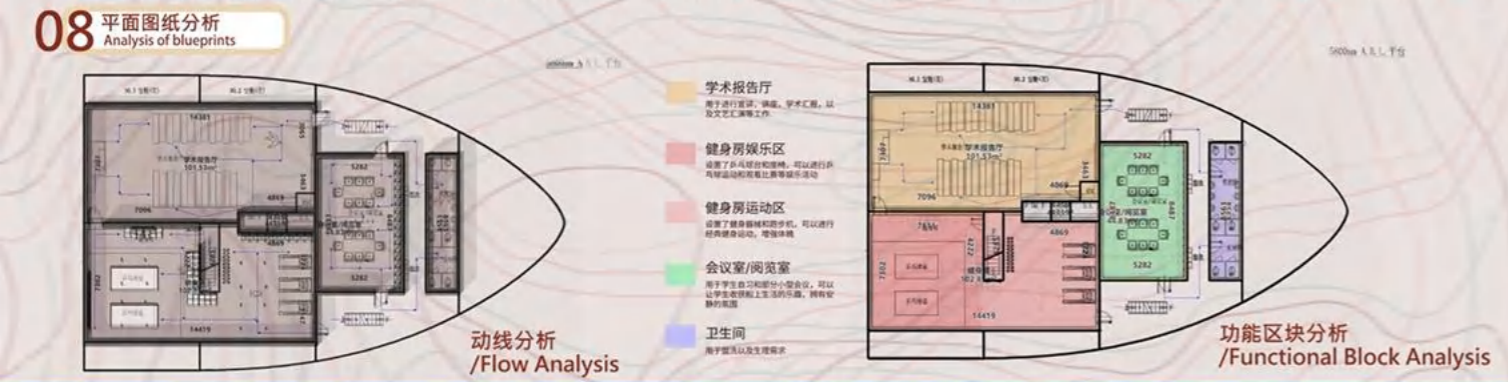
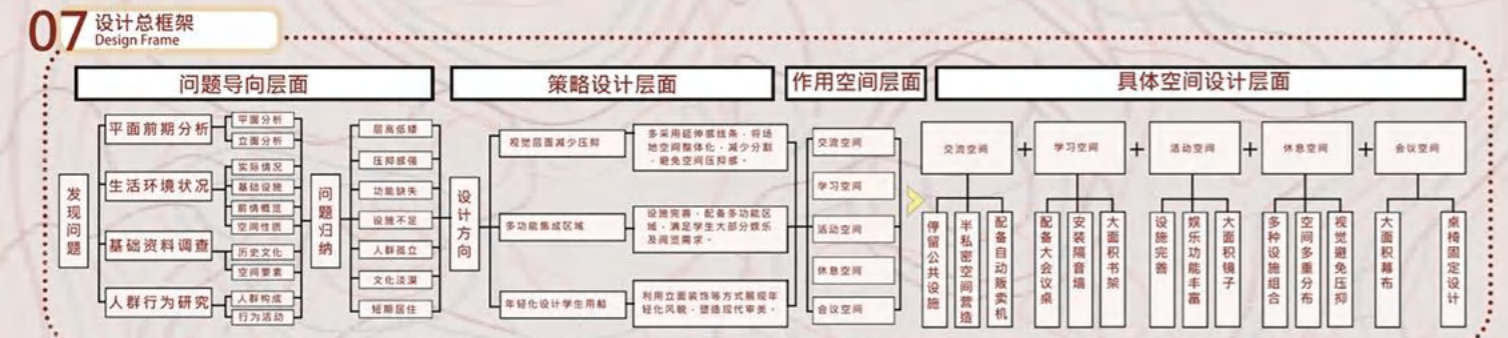
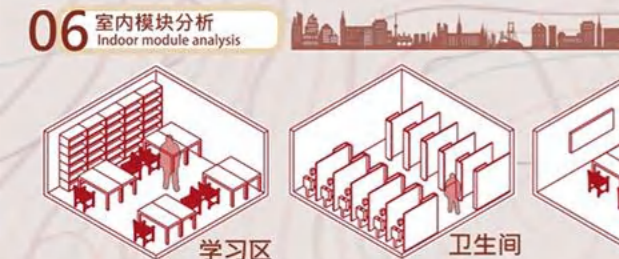
Design For ?

370箱纯电教学敞口集装箱船

人员构成/Personnel Structure

- 40名 学生 (4人/间)
- 2名 厨师 (2人/间)
- 6名 教师 (单人/间)
- 2名 实验人员 (2人/间)

设计目的：绿色多功能科研实训船，提供50名师生的80海里的科研实训任务。



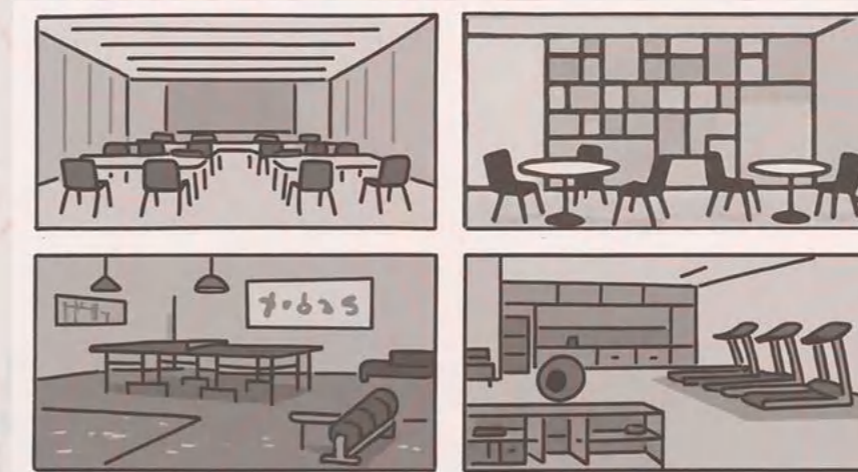
09 细节分析

Design Analysis

色彩分析	材质分析												
Color Analysis	Material Analysis												
主色调 • 暖木色—墙面、地板 辅色调 • 米白色—天花板/墙面 • 灰蓝色—部分地面 • 黑白对比色—健身器材等	<table border="1"> <thead> <tr> <th>材质类别</th> <th>使用位置</th> <th>特点与设计目的</th> </tr> </thead> <tbody> <tr> <td>木饰面板</td> <td>墙体、家具、展示柜</td> <td>温暖、舒适，体现自然气息，统一风格</td> </tr> <tr> <td>塑胶面板</td> <td>健身房、阅览室地面</td> <td>降噪、防滑、区分功能区域、营造氛围</td> </tr> <tr> <td>织物软包</td> <td>报告厅、阅览区座椅</td> <td>降噪舒适、吸音，适应长时间学习</td> </tr> </tbody> </table>	材质类别	使用位置	特点与设计目的	木饰面板	墙体、家具、展示柜	温暖、舒适，体现自然气息，统一风格	塑胶面板	健身房、阅览室地面	降噪、防滑、区分功能区域、营造氛围	织物软包	报告厅、阅览区座椅	降噪舒适、吸音，适应长时间学习
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织物软包	报告厅、阅览区座椅	降噪舒适、吸音，适应长时间学习											

10 小稿设计

Drafts



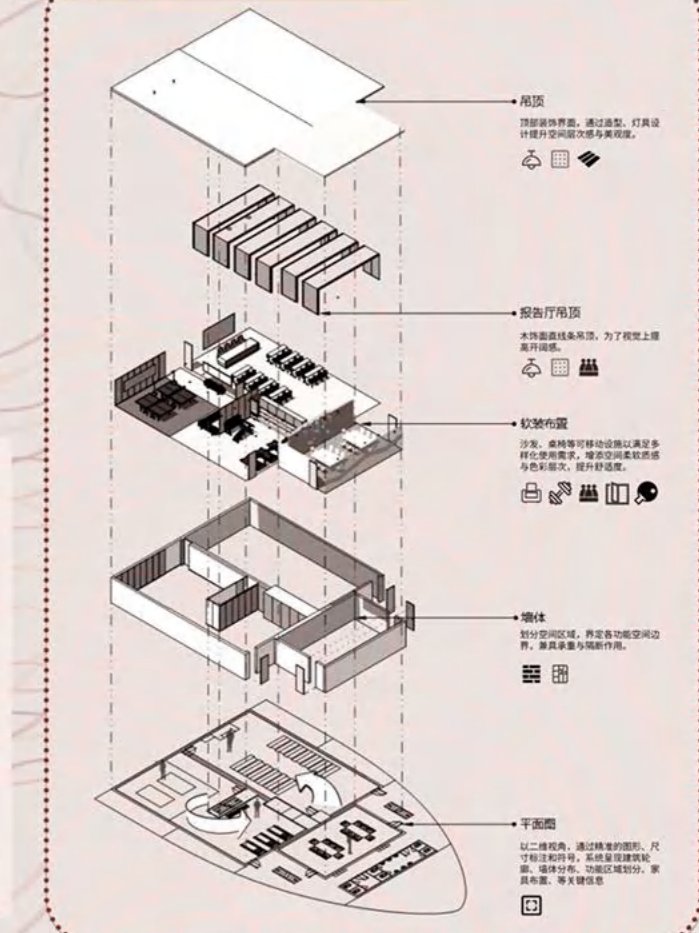
12 效果图

Renderings



11 爆炸图

Exploded View



WaveSorb

自适应防御消波块

Intelligent Tetrapods

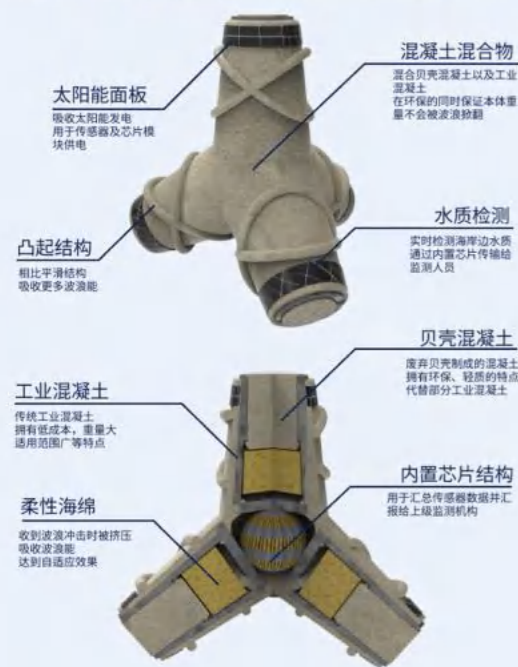


设计说明/Design Description

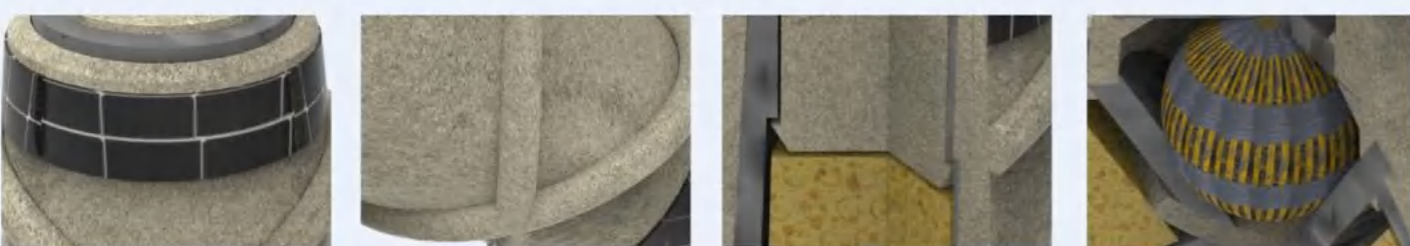
WaveSorb自适应消波块顶部集成高效太阳能板为全天候监测系统供电，内置水质检测传感器实时采集数据并上传至云端管理平台。柔性多孔海绵核心可根据波浪强度动态压缩变形，实现自适应消波效果，显著提升不同海况下的能量耗散效率。外壳采用环保贝壳混凝土材料，既保留传统消波块的结构强度，又赋予其优异的抗腐蚀性和生态友好特性。

创新性地将太阳能发电技术与智能波浪响应系统结合，重新定义海岸防护标准。为现代海岸工程提供了智能化、可持续的解决方案。

结构说明/Structure Description



细节展示/Detail Description



太阳能+水质检测

异形削弱波浪

防脱落卡口

内置芯片结构

材料选择/Material Selection



废弃贝壳

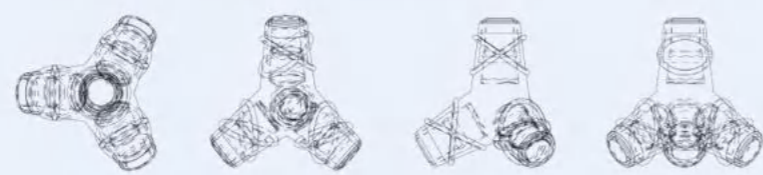
贝壳混凝土

工业混凝土

柔性海绵

三视图/Three views

注：整体为四角锥体对称结构，由传统消波块（Tetrapods）结构演化而来



尺寸说明/Size Description

- 大型：10-20吨（边长3-4米）
• 用于台风频发区或深海工程，抗浪高6-8米。
- 中型：2-5吨（边长1.5-2.5米）
• 常见于港口、防波堤，抗浪高3-5米。
- 小型：0.5-1吨（边长约0.8-1.2米）
• 用于护岸、码头等低浪区。

注：具体尺寸需根据当地波高、潮差等水文数据调整

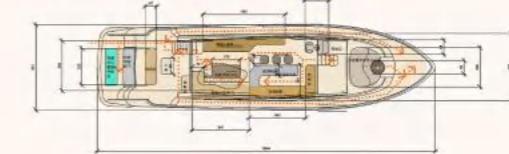
The Anchor

锚点



平面及家具分析 Flat and Furniture Analysis

动线分析 Movement Pattern Analysis



平面分析 Flat Analysis



剖面展示 Cross-section Display



大理石台面 酒柜 石膏雕塑 吧台椅 自助饮料 液晶电视 多人沙发 地毯 茶几 制冰机 水池 调酒台 迷你冰箱 驾驶室



镜面底座 柚木地板 飞梯楼梯 推拉门 小沙发

设计说明 Design Specifications

本设计方案旨在为游艇沙龙打造一个兼具现代美学与高度功能性的多功能空间。设计以“现代简约”为核心，摒弃繁复装饰，通过对线条、材质和光影的极致追求，在有限的船体空间内营造出开阔、通透且富有品质感的氛围。我们致力于将沙龙打造成一个“动静皆宜”的场所：它既是宾客欢聚、品酒畅谈的“流动的盛宴”，也是船主独处、观海听涛的“宁静的港湾”。

设计调研 Design Research

目标人群 Target Audience

年龄：20-35

人数：2-4人

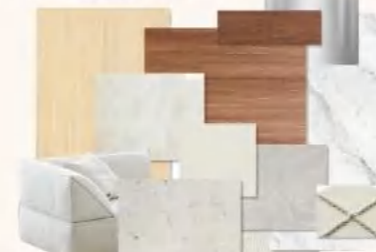
职业：年轻新贵，潮流人士

娱乐活动偏好 Entertainment Preferences



风格意向 Style Concept

情绪版 Mood Board



材质分析 Material Analysis



渲染效果图 Rendered image



鸟瞰图

Bird's-eye view
展示了集影音、社交与休闲于一体的现代游艇沙龙设计，直观地满足了观感、品质和互动性等多样化的娱乐偏好。

逐潮幻锋 - Tideblade

灵动如潮，锋芒若影 —— 未来概念游艇设计



灵感来源/Idea come from

“逐潮幻锋”的设计灵感取自虎鲸。它身姿流畅、力量澎湃，黑白纹理对比鲜明。

船体线条如虎鲸在海中遨游时优雅翻涌，动力与灵动并存，将海洋霸者的雄浑与优雅融于一身。每次破浪前行，都仿佛虎鲸劈波斩浪的霸气与从容。

流线型机体轮廓 & 黑白配色与材质
灵动优雅姿态 & 灵动优雅姿态



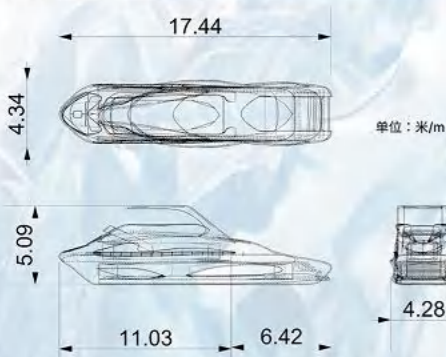
适用人群/Users type



基本参数/Key Specifications



三视图/Three views



多角度展示/Detail Description

流线-未来感



设计说明/Design Description

“逐潮幻锋”是一艘融合低碳技术与智能系统的未来概念游艇，以流线动感外形回应海洋速度美学，探索水上交通的绿色转型之路。船体采用可再生复合材料打造，搭载光伏感应与水动能回收模块，实现能源自给与碳中和航行；仿生式导流结构模拟潮汐流动，赋予其“隐锋于形，破浪无声”的独特动势。

该设计不仅关注能源与性能，更聚焦人本体验。舱内引入感知交互系统，使乘客在智能调控下感受海洋节奏，达成情绪与环境的共鸣。它不仅是水上出行工具，更是一种人与自然和谐共生的新型生活方式载体，描绘出未来游艇在人文、生态与科技美感之间的理想平衡。

结构说明/Structure Description



Green Sea Melody

绿意海歌 —— 欧洲中型邮轮概念设计

“绿意海歌”是一艘面向地中海与波罗的海航线的欧洲中型邮轮概念设计，船长约200米、船宽约25米。

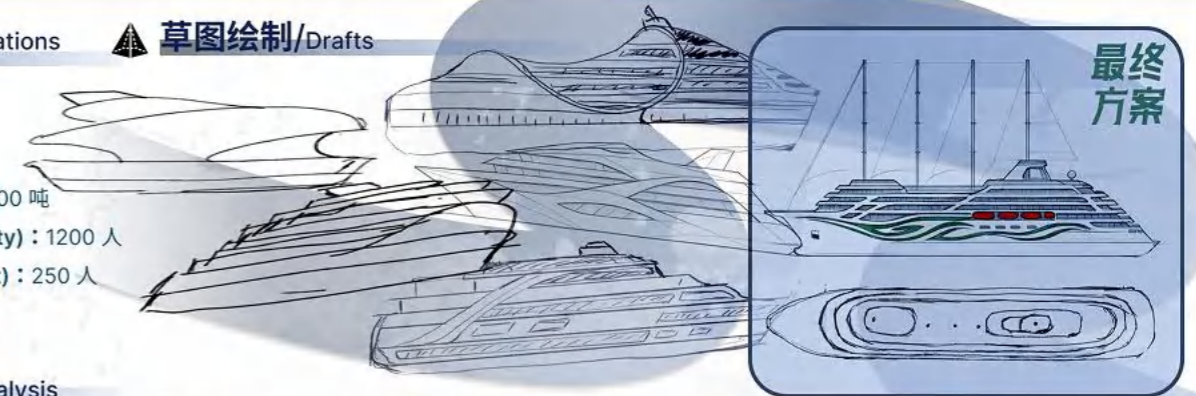
设计核心以“绿色环保”为主题，巧妙融合欧洲多元文化元素与现代航海科技，在外观造型与动力系统中体现生态可持续性与雅致美学。游客将乘坐这艘拥有风帆的邮轮，体验深度贴近自然的航行，同时感受地中海与波罗的海沿岸国度的艺术氛围，在船上度过专属欢乐时光。



主要参数 /Key Specifications

- 总长 (LOA) : 200 米
- 型宽 (Beam) : 25 米
- 满载吃水 (Draft) : 6.2 米
- 排水量 (Displacement) : 21000 吨
- 乘客载量 (Passenger Capacity) : 1200 人
- 船员编制 (Crew Complement) : 250 人
- 航速 (Service Speed) : 18 节

草图绘制/Drafts



SWOT分析 /SWOT Analysis

优势/Strengths 本设计将风帆与绿色动力技术相结合，既能在地中海或波罗的海航线上减少燃油消耗，也在外观上凸显环保特色；长约200m×25m的中型船型具备灵活灵活的港口优势，并可通过融入不同区域的文化元素，为欧洲游客带来独特的沉浸式体验。	劣势/Weaknesses 本风帆系统及其智能操控需要较高的研发和维护成本，且在无风或恶劣海况下风帆效率难以充分发挥；中型定位也注定船上设施容量有限，无法像大型邮轮那样提供大规模娱乐项目，运营成本回收期相对较长。
机会/Opportunities 随着欧盟和北欧国家对低碳航运的大力扶持，以及欧洲游客对可持续、深奥文化体验的日益追求，绿色风帆邮轮有望抢占市场先机；可借助当地政策补贴与港口优惠，打造细分的文化主题航线，与博物馆艺术机构等合作，形成差异化亮点。	威胁/Threats 大型邮轮巨头和其他中小型船运企业纷纷布局低碳船舶，市场竞争加剧；若遇全球经济下行或油价上涨，船东加费等外部变化，或因法规和标准不断提升导致改装成本上升，加之风帆技术尚待市场检验，项目运营风险不可忽视。

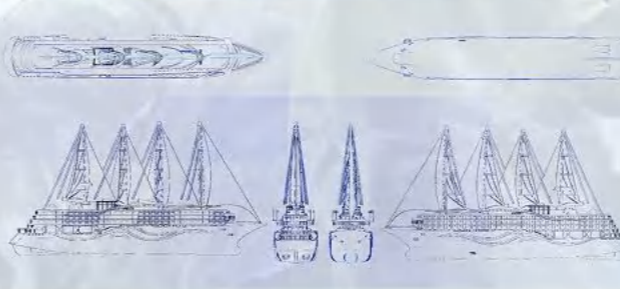
结构说明/Structure Description



灵感来源/Idea come from



六视图/Six views



细节展示/Detail Description



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