The SFP “Song of Iliad” describes a future music therapy “performance space” in which children around the globe create music together, form a band and perform for others.

The story illustrates a human-driven and a design-driven approach.

An example of how future design processes might exploit emotion-driven design in creating highly personified products and services.
Keywords

- L. Frank Baum’s The Wonderful Wizard of Oz, 1900
- Do-it-yourself experiences
- Smart Spaces
- User-Centred Design (UCD)
- Human-Technology Interaction (HTI)
- Design for All (DfA)
- Music Therapy

Do-it-yourself Smart Environments

- The SFP “Song of Iliad” is inspired by a research project “DIYSE Music Creation Tool”, aimed at people with intellectual learning disabilities*.
- The tool is part of the Eureka/ITEA2 DIYSE (Do It Yourself Smart Experiences) project:
  - http://www.dyse.org
- The aim of the project is to enable ordinary people to create setup and control applications in their smart living environments, and in the public Internet-of-Things space. This is achieved by allowing them to take advantage of aware services and smart objects in order to obtain highly personalised, social, interactive, flowing experiences at home and in other environments.

* People who have a mild or moderate (Diagnosis ICD-10) intellectual learning disability
DIYSE Music Creation Tool

- Evaluation: August - November 2010
- Partners: VTT Technological Research Centre of Finland & Rinnekoti Foundation
- Technology: ‘DIYSE Music Tool’ system and instruments (Nintendo Wii Remotes¹ and Guitar Hero controllers²)
- Focus: Admissibility and usability of a simple music creation environment
- Application evaluation; learning, independent action, supporting creativity and troubled situations & performance prospects
- Method: Observation, Sonic Sketching, Video-observation and Interaction Analysis Lab
- Users: Intellectually disabled people; 6 participants, customers of Rinnekoti, 26 – 58 years

¹ © 2011 Nintendo
² © Activision Publishing, Inc.

http://www.youtube.com/HTIforWellbeing
Inspired by L. Frank Baum's The Wonderful Wizard of Oz

Main character Iliad is a twelve-year-old, crippled boy

He receives a gift box

The box is from the Music Therapy Research Group, Iliad is introduced to a wizard and evaluator, Ellen Blaise

Iliad reveals his greatest wish to Ellen:

‘I wish that I had friends.’

He finds a trunk full of strange-looking, fascinating items that seems vaguely like musical instruments

Iliad records his calling song: ‘The Song of Iliad’

He finds a mysterious ring from a secret compartment of the box, the ring changes later its colour when a friend “calls”

Nina (from East Germany): a brain damaged girl

Aki (from Finland): a boy with a heart defect

Victor (from England): a shy boy

They form a band: ‘the Green spectacles’
Song of Iliad

Iliad writes lyrics to the 'Song of Iliad':

It is a tale about a scarecrow who wanted to have a brain, a tin woodman who wanted a heart, and a cowardly lion who needed to be brave. Then he told of himself, how he wanted nothing more than to have friends, the silver flute that made his dream come true, the wizard with many faces, and the yellow-brick road they all walked along towards the sunrise. He ended the tale with the words “We are not alone”.

They record a song to “His Mastermind’s Voice” and perform it for others worldwide.

The song is a huge success.

Motives for writing the SPF

The short story “Song of Iliad” describes a sugar-frosted, perfect music therapy situation.

The authentic evaluations and observations of the “DIYSE Music Creation Tool” revealed that, in reality, people with intellectual learning disabilities have very different variations in their skills and learning capability. With contemporary technology, it would be extremely difficult to construct a “music performance space” such as this that would be flexible and adaptive enough to truly satisfy all needs.

Here, the advantage of a SFP technique lies in not having to be restricted on by prevailing conditions, imperfect technology or unpredictable users.
SFP vs. scenarios and visualizations

- Many early phase evaluation methods, such as short scenarios of prototypes, are snapshots of the usage situation, thereby limiting also the evaluation results.
- The advantage of this story’s SFP method lay in describing the usage situation of a forthcoming technology over the long run.
- Current early phase development methods usually attempt to describe technological inventions in detail, sometimes even using detailed images, which has the effect of restricting the imagination of the users.

Design

- The story’s design – the outward appearance of the science fiction innovations that were described – is important.
- The mysterious music box with all its buttons and secret compartments.
- The self-made instruments that the reader may build in his/her mind.
- The ghost-like genie holograms.
- The chameleon ring - one would proudly carry around as a token of membership of some secret society.
The quest continues...

- Science fiction stories may seen at its best a tool for stimulating conversation among users and developers at the fuzzy front end of design processes
- User involvement in the early phase design offers intriguing opportunities for testing the method
- Design of Smart Spaces offer unlimited amount of opportunities for creative speculation

Do-it-yourself Smart Environments

- Technology: Home control system
- Focus: Usability; ease of integration of new components and ease of configuration
- Method: Use cases, Usability evaluations, Interviews
- Participants: Nurses of a nursing home
COMING SOON:
The Wicked Witch of the West & East

Illustrations by William Wallace Denslow (1900) Jonathan R. Neill (1918)

Finding a Witch

- Lots of evaluation methods to choose from
- Evaluation method introduced by Monty Python at 'Monty Python and the Holy Grail', 1975

http://www.youtube.com/watch?v=yp_i5nskaU
Thank you for sharing your SFPs
and the opportunity to share mine.

This reminds us that we are not alone!