Jump in and go! Jump on and go! We have so many ways that transportation takes us away. When we walk, bike, drive, or scooter, we are in control — steering or leaning our way along. However, some methods of transportation seem to take us away — moving us, pulling us, pushing us. When you think about it, with those we’re really just along for the ride.

In this provocation you will be designing and prototyping a novel interactive object that augments our experience when on a transportation method out of your direct control. This could be an improvement on an existing interface or object already part of the transportation or an entirely new one. For your site of investigation you are free to choose any method of transportation you do not control. You may want start your brainstorm here:

Uber  BART  Bus  Ferry
Cable Car  monorail  carnival ride  carousel
ski-lift  elevator  escalator  roller coaster

Check with us to confirm your final selection if you are unsure.

Start by taking note of the existing experience during the usage of the transportation. You should take the transportation yourself, taking notes, photos, etc. Catalogue the technologies and note what is missing. Perform deep bodystorming activities by being in, on, or around your transportation.

Your new object should be motivated by the cultural activities you observed and provide a new narrative. Your final design must have some functionally when in motion on the transportation. That is it should be driven by motion, movement, etc.

You should think about how simply adding or altering the feedback to an existing interface that currently has little or interface, may significantly change the transportation’s purpose or experience completely.
You are encouraged (but not required) to include the following elements in your design:

- foamcore
- laser cut cardboard, wood, and/or acrylic
- 3D printed designs and models
- LEDs
- motors
- audio/piezo
- buttons/knobs
- audio and sound
- GPS
- WiFi

Your team will be required to deliver a 8 minute presentation communicating:

- documentation and images of your transportation investigation
- motivation for your design (why should we care?)
- a brief demo in class of your working prototype
- a brief video (2 min max) of your prototype in situ

You will need to hand in the following materials online (details will be provided on Piazza):

- a title for your project
- one paragraph of text describing your project
- your observational documentation
- design process documentation (intermediate designs, sketches, ideas)
- a stand along video describing your project and showing it in use in situ (2 min max)
- an instructable style process document describing the step by step making of the work
- any code, STL, cut, or modeling files required to make the prototype

Start transporting!