**Stay in the Loop**

APD1  Form Workshop  
APD2  Degree Project  
BA1  Digital Photography  
BA2  Internships  
BA3  Miniproject in Rhino and Keyshot  
IDI  Interaction and Expression  
IxD1  Form Workshop  
IxD2  Degree Project  
TD1  Vehicle Design Theory  
TD2  Degree Project

**Wednesday**  
**kitchen (mini)cleaning**  
IDI

**Friday**  
**kitchen cleaning**  
APD

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**Makeathon: Strong, light, mobile structures for future living**

Teams will work together intensively over the weekend to imagine, design and prototype mobile homes of the future. The projects will be presented internally on Sunday evening.

Teams will have access to prototyping equipment, technical support and relevant expertise. All contributions will be documented and published with attribution. The best proposals have the chance of being taken to full scale testing in the advanced 3D Lab and tested as well as full scale prototypes.

SolifePolar sponsors light food, tea and coffee as well as prizes for the winning teams.

Places are limited, so sign up now! We look forward to seeing you!

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**Changes to kitchen cleaning schedule**

One of the immediate changes is introducing **cleaning twice a week**: a mini cleaning in the middle of the week on Wednesdays and regular Friday cleaning.

**TD successfully completing the first Wednesday cleaning :(-**

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**Stuoris ja Bálddonas**

**Februrary 6, Monday, 12:10-12:50**

**Teacher Education Building**

February 6 is the Sami National Day, do not miss this!

Stuoris & Bálddonas (Big and Scary) is an Umeå-based group playing jojk with bluesy influences. The basis of all materials are traditional joiks passed down through generations, or who have been picked up from the old archive recordings. The repetitive format of the jojk creates openings for new influences.

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**AI reading group**

**January 30, Monday, 14:00**

Humlab-X starts a reading group/think tank on artificial intelligence on Monday 30th at 14:00. The goal is to read and discuss articles and books on AI, talk with experts and share online lectures, and make a deep analysis on artificial intelligence from an artistic perspective.

Open for all disciplines, and classes.

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**Credits**

Graphic design and editing: Justyna Fryczak
Contributions: Catharina Henje and all #lifeatUID contributors!

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Thanks for your contributions!

Future articles & photos can be sent to wozzop@gmail.com by Friday evenings.

We love hearing from you!
So what’s the deal?
At Common Good, we’re working on a project with the NHS to improve the experience of donating blood. In the midst of our project, we came to the point where we wanted to test the impact of color on donors and staff.

There is a plethora of sources that detail how color impacts our lives. From products to hospitals, color psychology affects the perception and usability of a space. Various theories suggest general color themes to influence how users feel ("warm blues," "cool whites"), but the specific color values and subsequent applications depend on the idiosyncrasies of the space and lighting (natural, fluorescent, halogen, etc). Ultimately, any palette must be tested.

There are plenty of examples of design firms prototyping spaces. gravitytank tested a food concept by building a restaurant line out of foam core. IDEO built a full-scale versions of exam rooms when redesigning a hospital. BUT these kinds of prototypes require a large investment in time and resources. What is the “paper prototype” equivalent for a space?

One solution is to create virtual reality environments for Google Cardboard. VR allows for quickly altering environments to see how those colors affect people’s mood or behavior. We can immerse a user in a "space" in a way that mood boards can’t.

Let’s get making!

Quick & dirty prototyping with Google Cardboard

by Mindy Lee (IDI 2016)

You want to use VR. But you want it to be quick. And you don’t have time to learn new systems. Read on.

1. Take a photo with Google Street View
Take a panoramic of your space using Google Street View. The app makes taking a photosphere super easy. Just open it up and follow the orange dots. It may take a few tries to get it right.

Download the photos and import to your computer. Google street view makes it a bit tricky for iPhone users, but go to the private tab. Tap the photo you want, select the share button, and choose 'share privately'. This should send you to options to email, text, download, etc.

2. Edit in Photoshop
Load up your image into Photoshop and make any edits that you want to test out. I took a shot of the Common Good office and tried out a few different wall colors.

Be sure to export your final product as a JPEG.

3. Publish in RoundMe
Sign up for a RoundMe account. It’s an easy way to publish and show panoramic views. Drag and drop your JPEG to upload.

4. Open up and view
Download and open the RoundMe app. Navigate to your account and select your scene. Tilt your phone to landscape, tap the Google Cardboard icon, and pop it into your physical Google Cardboard. Voila! You have an immersive environment to test your space out. Congrats!

Limitations
This is a quick and dirty prototype method. As you can see in my final result, the quality of the photosphere capture depends on how consistent you are at shooting. In my case, you’ll see that there are breaks where the photos merge. As with most things, the more time you put into it, the better the result will be.

Thanks for reading. Holla at me via twitter at @mindyclee if you have questions or if you want to share your method of quick prototyping!

Read it online https://medium.com/common-good/quick-dirty-prototyping-with-google-cardboard-f00991c495e3

Quick & dirty prototyping with Google Cardboard

by Xin Liu, Yedan Qian

Tree is a virtual experience that transforms you into a rainforest tree, which will debut at Sundance Film Festival 2017 New Frontier. With your arms as branches and body as the trunk, you experience the tree’s growth from a seedling into its fullest form and witness its fate firsthand. Collaborating with artist Milica Zec and Winslow Porter, Xin Liu and Yedan Qian (Umeå Institute of Design) from the Fluid Interfaces group at the MIT Media Lab designed and constructed the entire tactile experience throughout the film. With precisely controlled physical elements including vibration, heat, fan, and body haptics, the team created a fully immersive virtual reality storytelling tool, where the audience no longer watches but is transformed into a new identity, a giant tree in the Peruvian rainforest.
#lifeatuid

Frida and Lucas (IxD1) with the King of Sweden

@sonyaswan My portfolio - now as a book!! friyaaaaay!!!
@dececacarson Being in the same boat
(Scandinavian version)
@wozzop Now I can call myself a designer.
@brezeldesignworks Transportation
Designer: Nutrition. Don't worry David, it's a staged picture.
@camillanasholm Tribute to Soft Lab in Umea where I spent the last week. It's been awesome. Thank you!

10Million Pub

10 MILLION #celebration

@robbie 10 MILLION #celebration

IxD1 form workshop + presentations

Share your projects, fikas and class moments with the rest of UID by sending your photos to wozzop@gmail.com
**Invitation to Umeå Snow Sculpture Championships 2017**

**Application deadline:** Sunday 5 February

The tournament begins **Friday 10 February at 10:00** with a lottery of snow cubes.

**Location:** Rådhustorget Stage.

The organizers will provide shovels, rasps and ladders. No power tools are allowed.

In the snow cubes lottery, each participant receives a ticket to one meal (skrovmål) which can be used during the contest period.

- **1st 7000 SEK**
- **2nd 4000 SEK**
- **3rd 3000 SEK**
- **4th through 8th 2000:-/each**

**The audience’s choice + 6000:-**

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**Wozzop needs designers!**

Contact us at **wozzop@gmail.com**

*or find Lisa or Sebastian from IDI
or Justyna from IxDA*

Get paid & contribute to the UID spirit