VR Smart Home

Smart Homes confront us with many challenges trying to move from vision to reality. Poor understanding of the Smart Home concept by both designers and end users causes that many people resist Smart Homes as their new housing, although they could benefit from it. To overcome this problem, user participation in Smart Home design is advocated. Hence, we propose a prototype of a user centered design system for Smart Homes which supports:

1. Visualizing smart technologies,
2. Performing real-time interactions and tasks by users,
3. Revealing users` preferences and activity specifications,

Participants will explore this prototype on a multi touch screen LCD by doing several interactive tasks.

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