

### Interactive application of a virtual smart home

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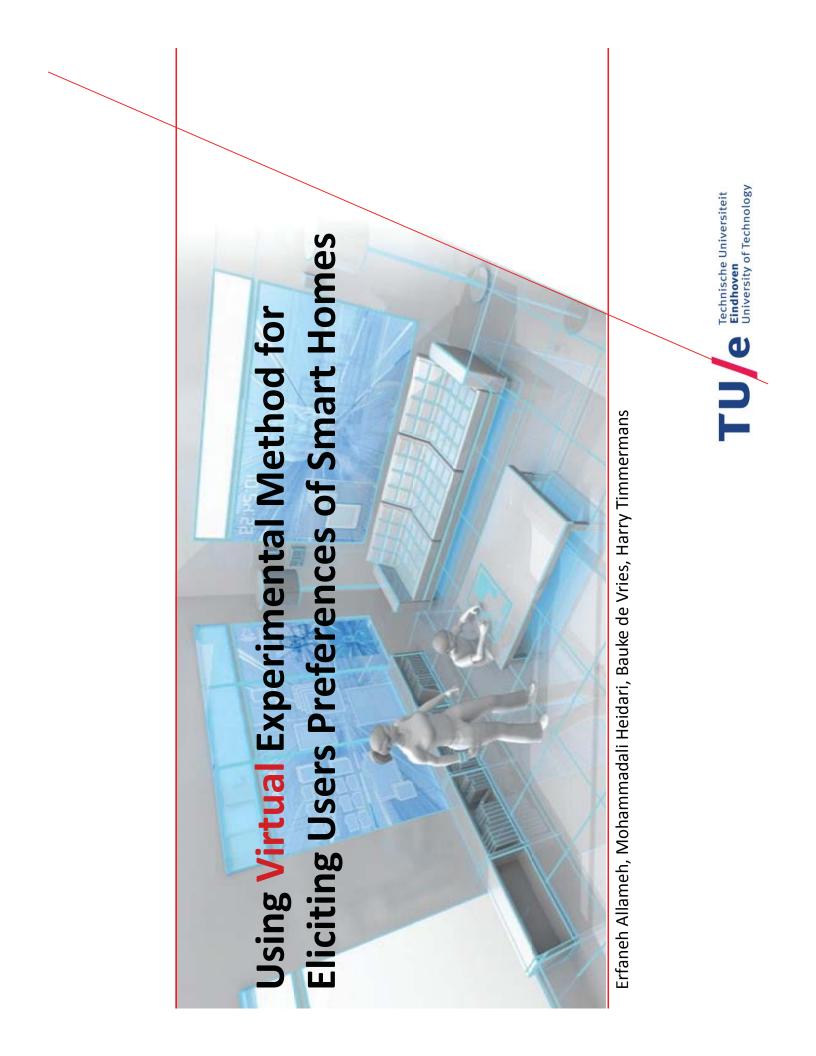
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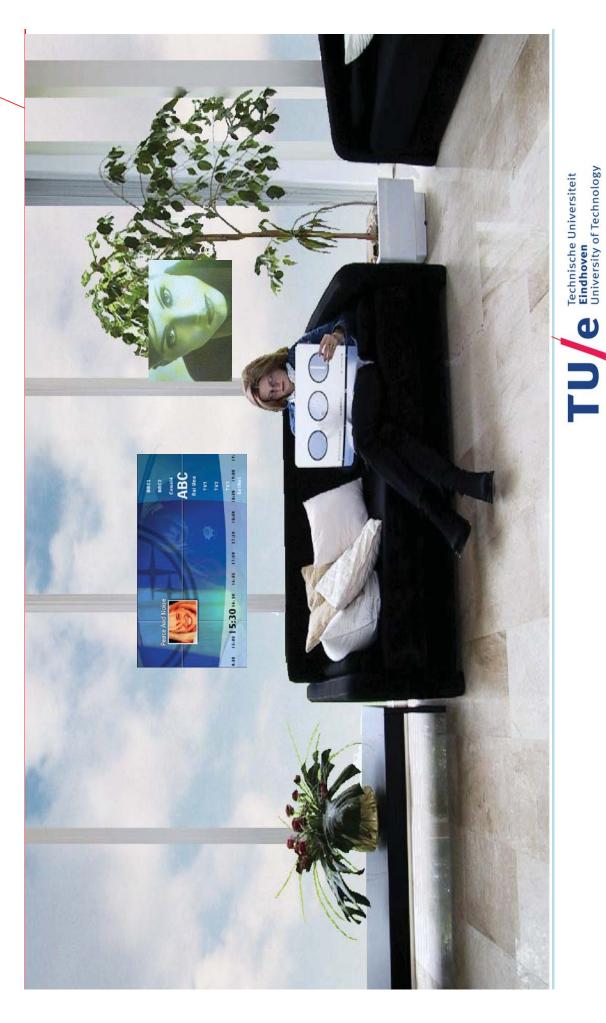
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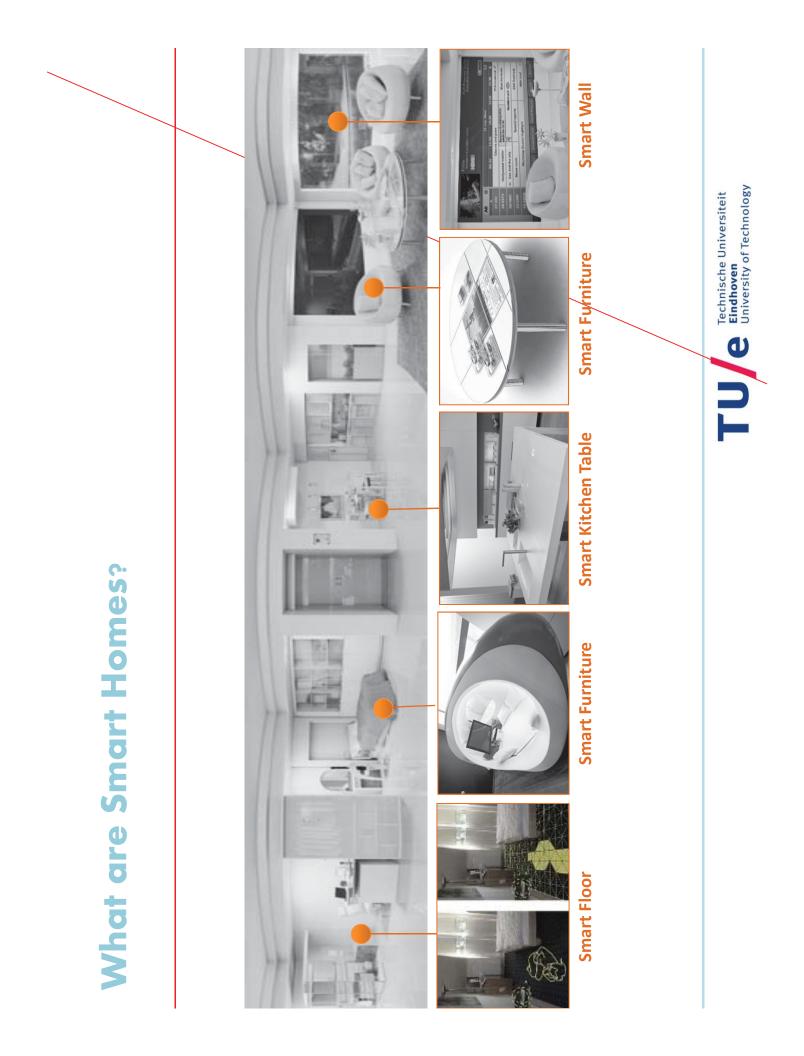








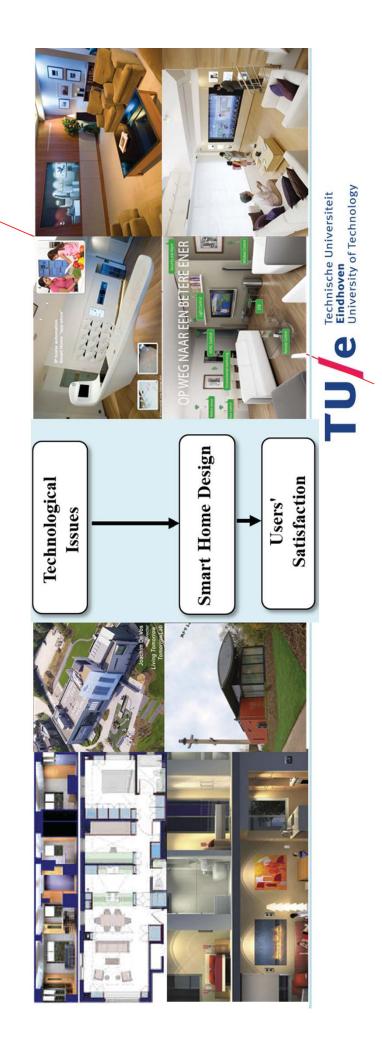


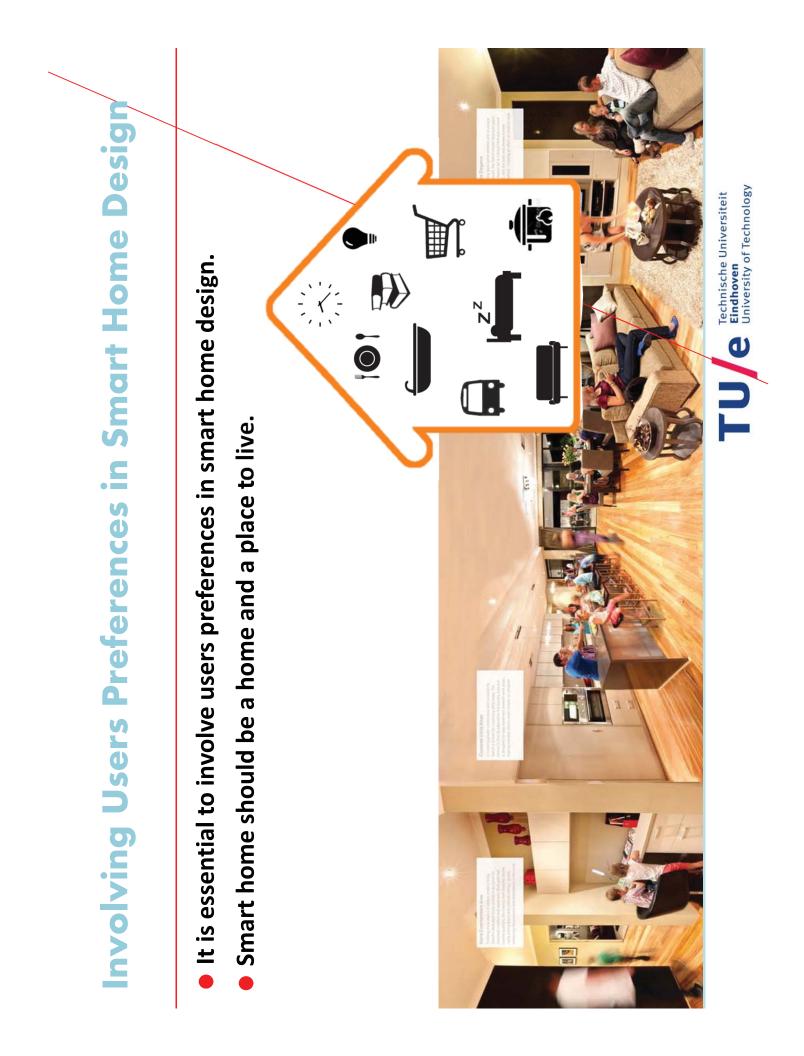




# Smart Homes are both predictable and achievable, but still not exist.

This is not for them – their gender, age, income, background. This does not fit into their values and daily routines. This is good only for lab not for real life. This make their home complicated. This is too luxury.





Design gether with	Living references Types of activities Types of activities Relation patterns among activities Time allocations Time allocations Interactions Interactions Conflicts Technology usage patterns Multitasking's Technology usage patterns
nart Home	Living Preferences Types of activities Types of activities Relation patterns among a Relation patterns among a Time allocations Time allocations Time allocations Time allocations Preference
<ul> <li>We propose to consider different features of <u>users' preferences</u> together with technology installations during the process of smart home design.</li> </ul>	Technological Issues Smart Home Design Users' Satisfaction
sers Prefer onsider different llations during th	
volving Us de propose to co schnology insta	Environment Preferences - Spatial organization - Home size - Level of flexibility - Level o

# How Can We Elicit Users Preferences?

## To know users latent preferences, we need to:

-Let users say what they want.

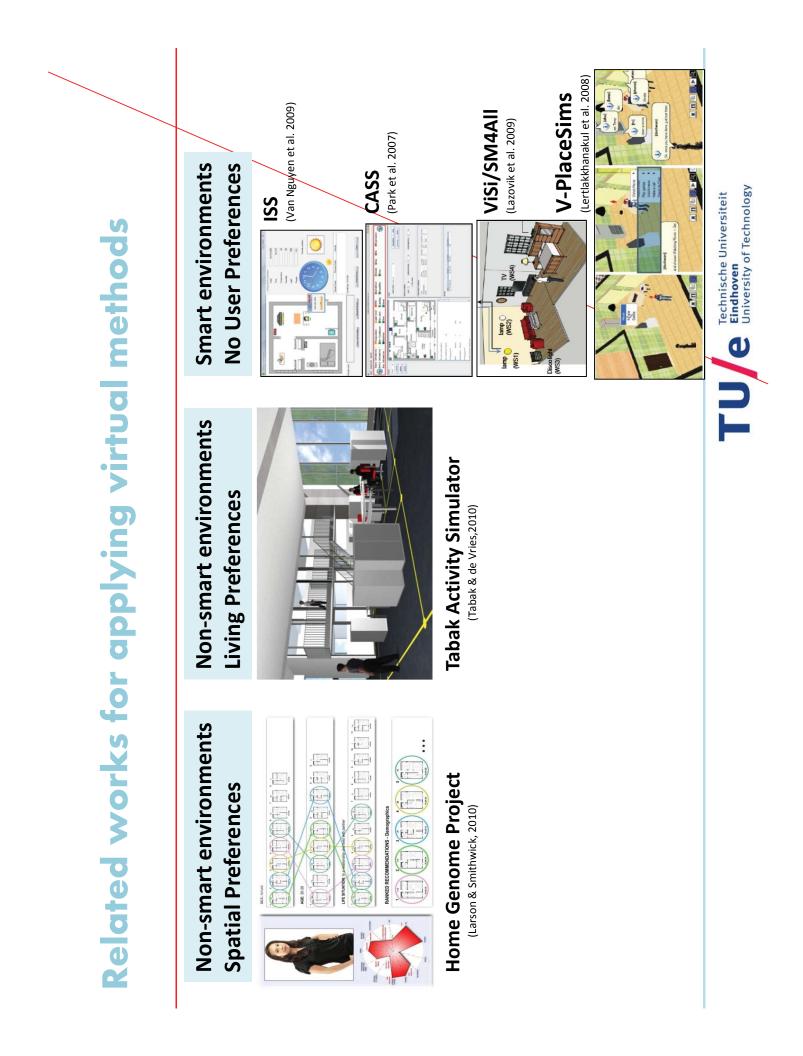
-Observe users what they <u>do</u> inside a smart home.

-Let users make changes in the environment of a smart home.

While making Flexible Living Lab with changeable settings is **Cost-intensive & Time-consuming** 

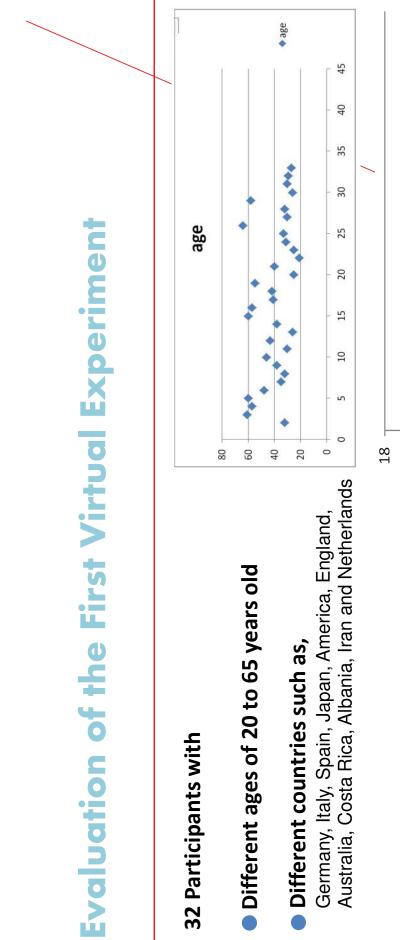
We apply virtual methods for eliciting users' preferences.





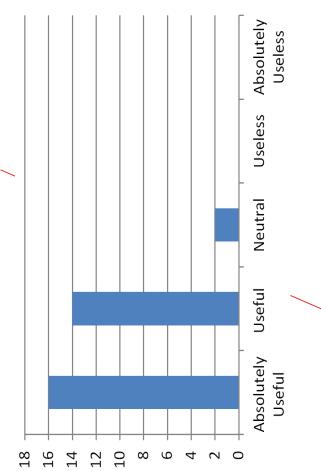






The majority of participants find the VR prototype useful in improving their understanding of Smart Homes.

There are also relation among perceived usefulness of application and the smart home acceptance.



# **Evaluation of the First Virtual Experiment**

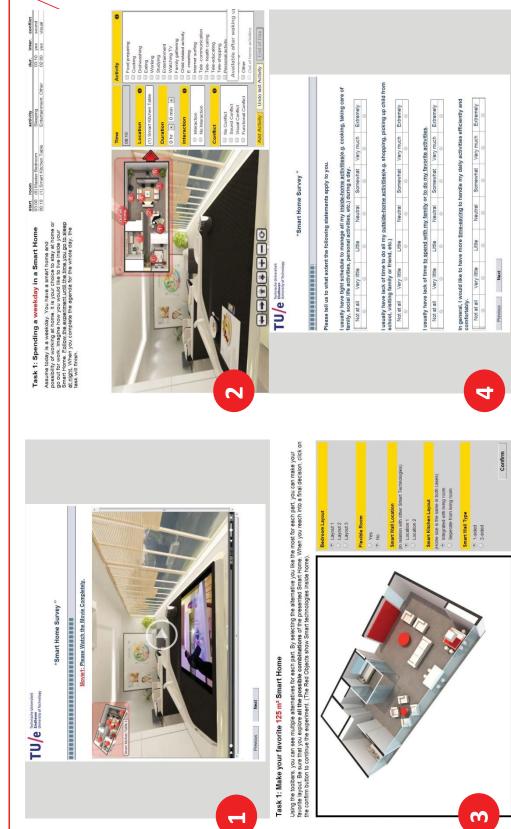
accepting it is related to the explorations of participants during the tasks. Meaning that the amount of perceiving smart home usefulness and

Referring to these findings, we conclude that applying virtual methods in smart home design can increase users` understanding of smart homes.

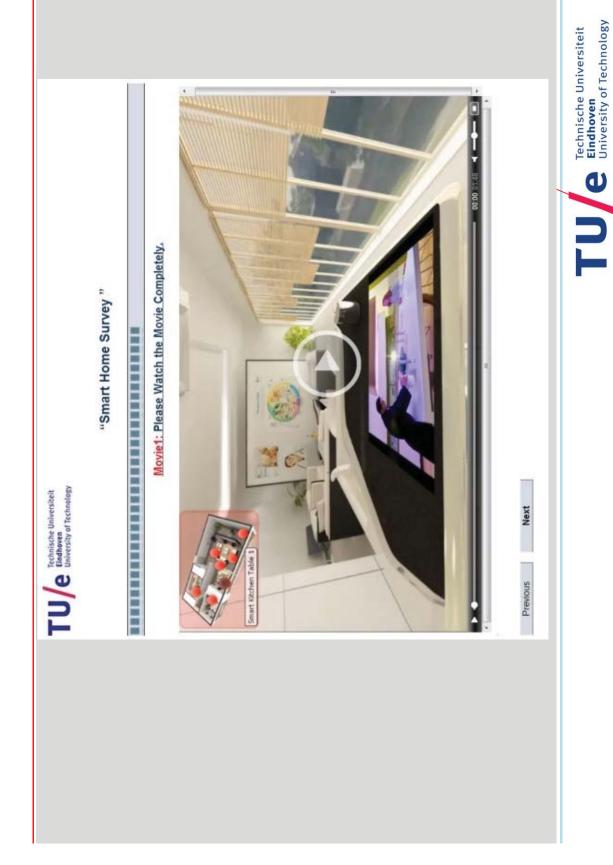
The better users understand the smart home, the better they can express their preferences.



The Implemented Virtual Experimental Method







## **Part2: Activity Arrangement**

	start	start room	activity	dur.	inter.	inter. conflic
Task 1: Spending a weekday in a Smart Home	03:00	(6) Master Bedroom	Sleeping	03:10	yes	punos
	06:10	(1) Smart Kitchen Table	Entertainment, Other	02:00	02:00 yes	
Assume today is a weekday. You have a smart home and						

go out for work. Imagine how you would like to live inside your Smart Home. Follow the experiment until the time you go to sleep at night. When you complete the agenda for the whole day, the task will finish. possibility of working at home. It is your choice to stay at home or ay is

tart	start room	activity	dur.	inter.	dur. inter. conflict
3:00	(6) Master Bedroom	Sleeping	03:10	yes	punos
06:10	(1) Smart Kitchen Table	Entertainment, Other	02:00	yes	visual



## **Part2: Activity Arrangement**

	start	room	activity	dur.	inter.	inter. conflict
ask 1: Spending a weekday in a Smart Home	03:00	(6) Master Bedroom	Sleeping	03:10 yes	yes	punos
	06:10	(1) Smart Kitchen Table	Entertainment, Other	02:00 yes	yes	visual
And the second s						

Assume today is a weekday. You have a smart home and possibility of working at home. It is your choice to stay at home or go out for work. Imagine how you would like to live inside your Smart Home. <u>Follow the experiment until the time you go to sleep at night.</u> When you complete the agenda for the whole day, the task will finish.

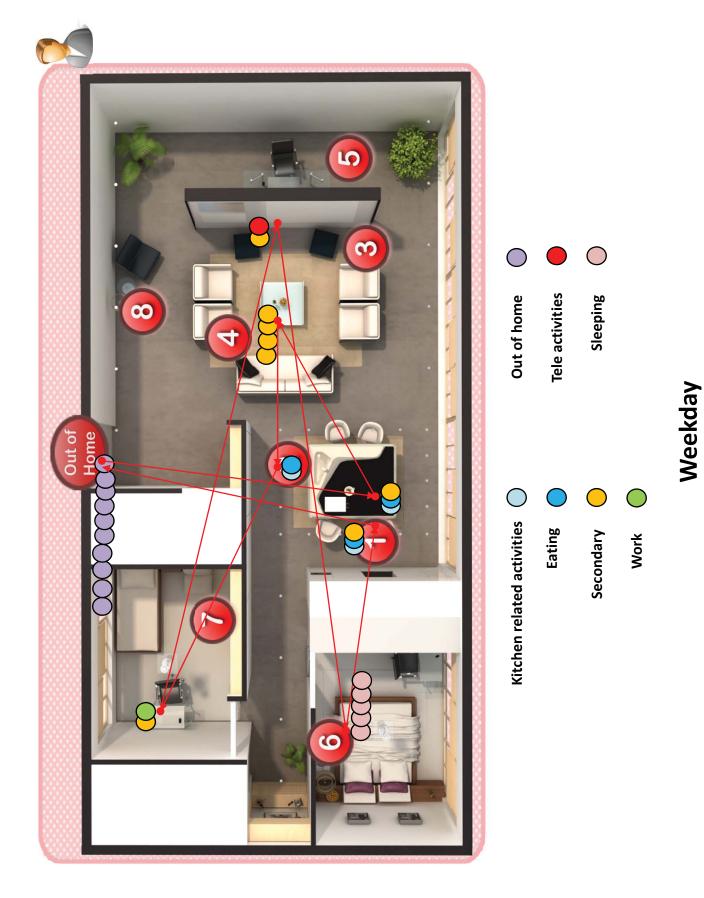
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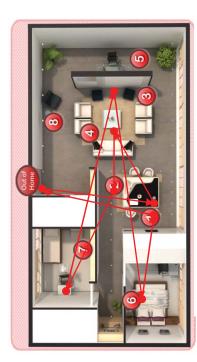
		start room	activity	dur.		inter. conflict
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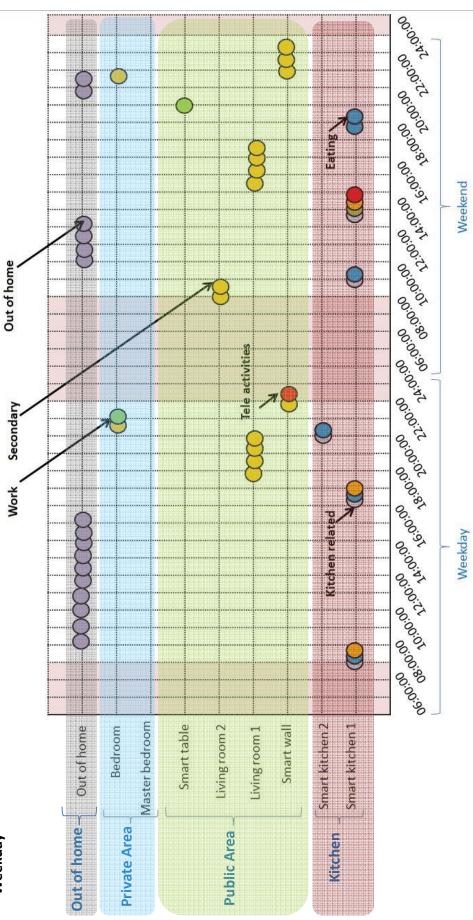






Weekend

Weekday



## Part3: Environment Arrangement

### Task 1: Make your favorite 125 m<sup>2</sup> Smart Home

favorite layout. Be sure that you explore all the possible combinations of the presented Smart Home. When you reach into a final decision, click on Using the toolbars, you can see multiple alternatives for each part. By selecting the alternative you like the most for each part, you can make your the confirm button to continue the experiment. (The Red Objects show Smart technologies inside home).



## Part3: Environment Arrangement

### Task 1: Make your favorite 125 m<sup>2</sup> Smart Home

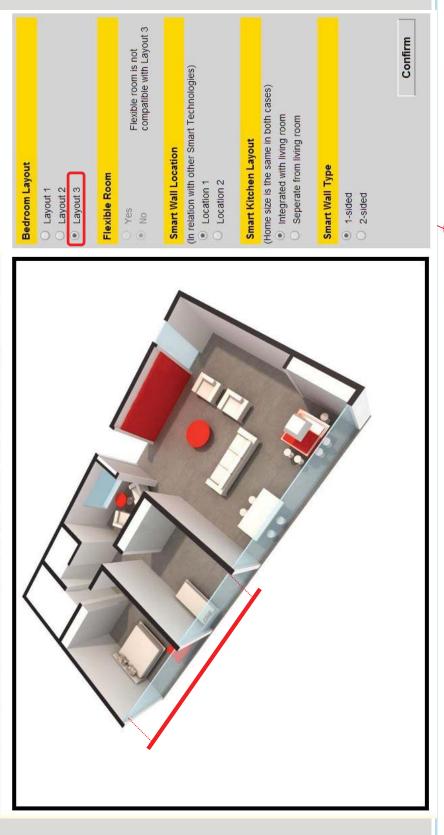
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## Parts: Environment Arrangement

### Task 1: Make your favorite 125 m<sup>2</sup> Smart Home

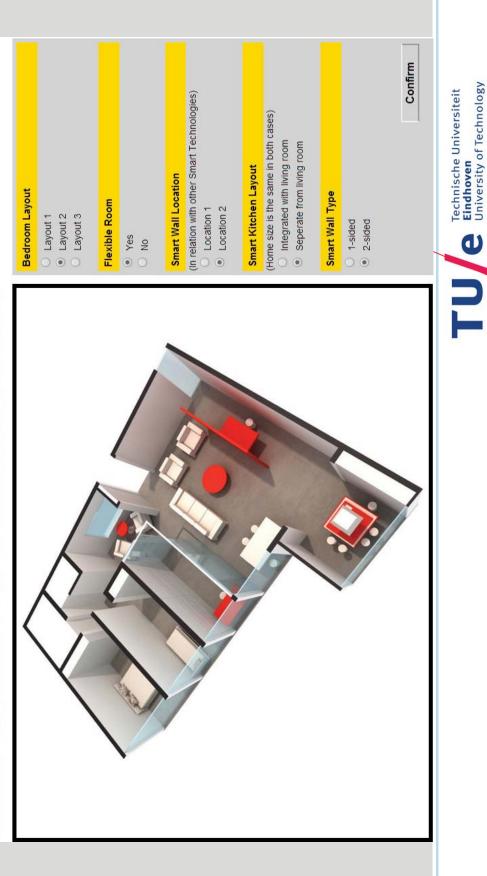
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## Part3: Environment Arrangement

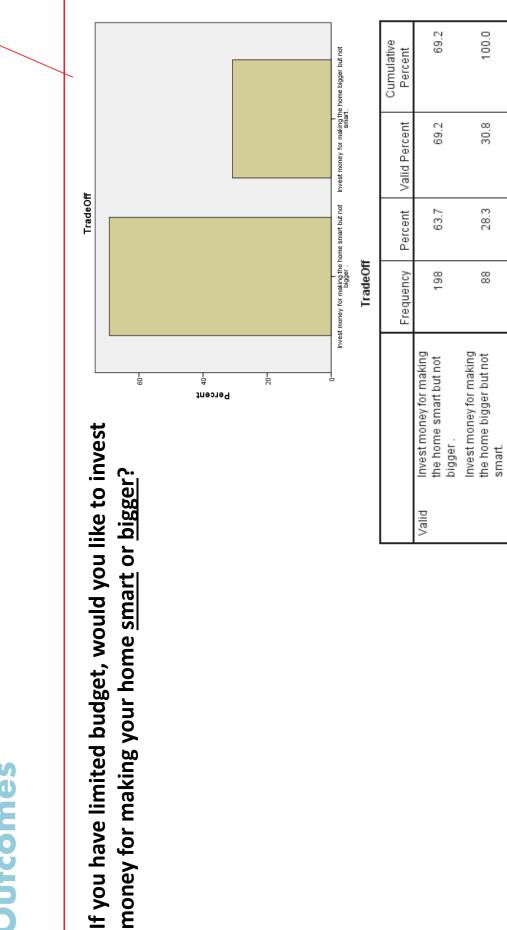
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	"Smart Home Survey "	ents apply to you.	r usuarry nave ugnt schedure to manage an my <u>inside-nome activities</u> (e.g. cooking, taking care of family, social life activities, personal activities, etc.) during a day.	I Somewhat Very much Extremely	I usually have lack of time to do all my <u>outside-home activities(e.g. shopping, picking up child from</u> school, visiting family or friend, etc.)	I Somewhat Very much Extremely	0	pend with my taminy or to do my tavorite activities.	I Somewhat Very much Extremely	0	In general, I would like to have more <u>time-saving</u> to handle my daily activities efficiently and comfortably.	I Somewhat Very much Extremely	0
	"Smart Ho	Please tell us to what extent the following statements apply to you.	f usually have ught schedule to manage all my inside-nome activities family, social life activities, personal activities, etc.) during a day.	Little Neutral	© © © © © 0 o all my <u>outside-ho</u> d, etc.)	Little Neutral	0	pend with my tamit	Little Neutral	0	more time-saving	Little Neutral	0
ndhoven iversity of Technology		to what extent th	life activities, pe	Very little	<ul> <li>©</li> <li>©</li> <li>0</li> <li>1 usually have lack of time to do all m school, visiting family or friend, etc.)</li> </ul>	Very little	0	I usually have lack of time to s	Very little	0	ould like to have	Very little	0
U G Endhoven University of Technology		ease tell us	usually, social	Not at all	<ul> <li>usually have chool, visitin</li> </ul>	Not at all	0	usually have	Not at all	0	In general, I w comfortably.	Not at all	0

Outcomes



TU/e Technische Universiteit Eindhoven University of Technology

100.0

92.0 8.0

286

25 311

System Tota

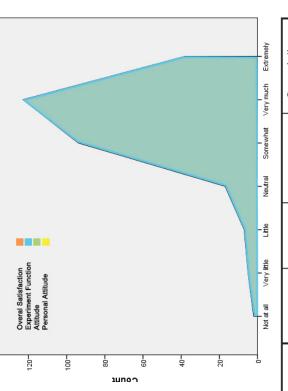
Missing

Total

100.0

### Outcomes

To what extent do you think the virtual experiments you performed in this questionnaire improve your understanding of a smart home?



		Valid N	>		2	S	>	ш	F	Missing S	Total
		Not at all	Very little	Little	Neutral	Somewhat	Very much	Extremely	Total	System	
	Frequency	2	5	7	17	94	123	38	286	25	311
	Percent	9.	1.6	2.3	5.5	30.2	39.5	12.2	92.0	8.0	100.0
	Valid Percent	L'	1.7	2.4	5.9	32.9	43.0	13.3	100.0		
Cumulative	Percent	2.	2.4	4.9	10.8	43.7	86.7	100.0			

### Discussion

### Benefits

Virtual methods can be applied in smart home designs. They can be considered as virtual living labs:

- For evaluating design alternatives
- For testing the functionalities of smart technologies
- For eliciting users preferences
- For training users

### Drawbacks

- Users should be able to interact with the computers, iPad or any other touch screens.
- It seems that the real living labs can not be replaced by virtual labs for analyzing the real users behavior inside a smart space but they can be complemented by virtual methods.



