

基于情境的汽车内饰灯光用户体验研究与实践

Scenario-based user experience research in automobile interior lighting

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SCHOOL OF DESIGN. SCUT.
TRANSPORTATION DESIGN STUDIO

简介 INTRODUCTION

前瞻探索设计研究 Advanced design research

工业设计、服务创新、交互设计相融合的用户体验设计 UX design integrated with industrial design, service innovation, interaction design

人机工效、可用性评价 Ergonomics / Usability test & evaluation

跨学科研究平台 Cross-discipline research Platform

教育部文科综合实验示范中心 Demonstration Lab Center of Liberal Arts of Ministry of Education 广东省交互设计与人因工程技术研究中心 Interaction design & Human factor engineering research center of Guangdong 广东省虚拟仿真实验平台 Virtual simulation Lab platform of Guangdong

本田技研科技中国-华南理工大学联合设计实验室 Joint Design Lab of HMCT(Honda China) and SCUT

华南理工大学设计学院 交通工具设计工作室

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科研、设计项目 RESEARCH & DESIGN PROJECT

中央高校基本科研业务费重点项目-城市新能源汽车造型设计研究

Research of new energy city car styling design

Principal Investigator: key project; Supported by "the Fundamental Research Funds for the Central Universities"

教育部人文社科青年项目交叉学科项目----新能源汽车造型设计演化研究

New energy automobile design evolution research

Principal Investigator: Supported by Humanity and Social Science Youth foundation of Ministry of Education of China

Autodesk研究院汽车A级曲面软件竞争力比较分析 Sponsored by Autodesk: Competitive Comparison Analysis and User Research in Alias

FSAE赛车数字化样机开发

Sponsored by Autodesk& GAC: FSAE race car digital prototype development

本田技研科技中国有限公司—2030中国电动汽车---设计研究/设计概念/设计原型展示 Sponsored by Honda China: 2030 Honda EV car for China

奥迪内饰灯光创新项目--设计研究/设计概念/设计原型展示 Audi interior lighting innovation project---design research/ concept design/ demo& prototyping

奥迪智能座舱创新课题--设计研究/设计概念/设计原型展示 Audi Intelligent Cockpit Innovation design research Project

广汽研究院毕业设计赞助项目 GAC graduation sponsorship project 汽车中的"设计" Design in Automobile 造型 Styling 外造型 内造型 色彩材质 人机工程(物理属性) Exterior Interior Color& Trim Ergonomics (human scale)

体验与服务 Experience & service



Next NSX Graduation project **HMCT** sponsored







Coupe Interior Concept

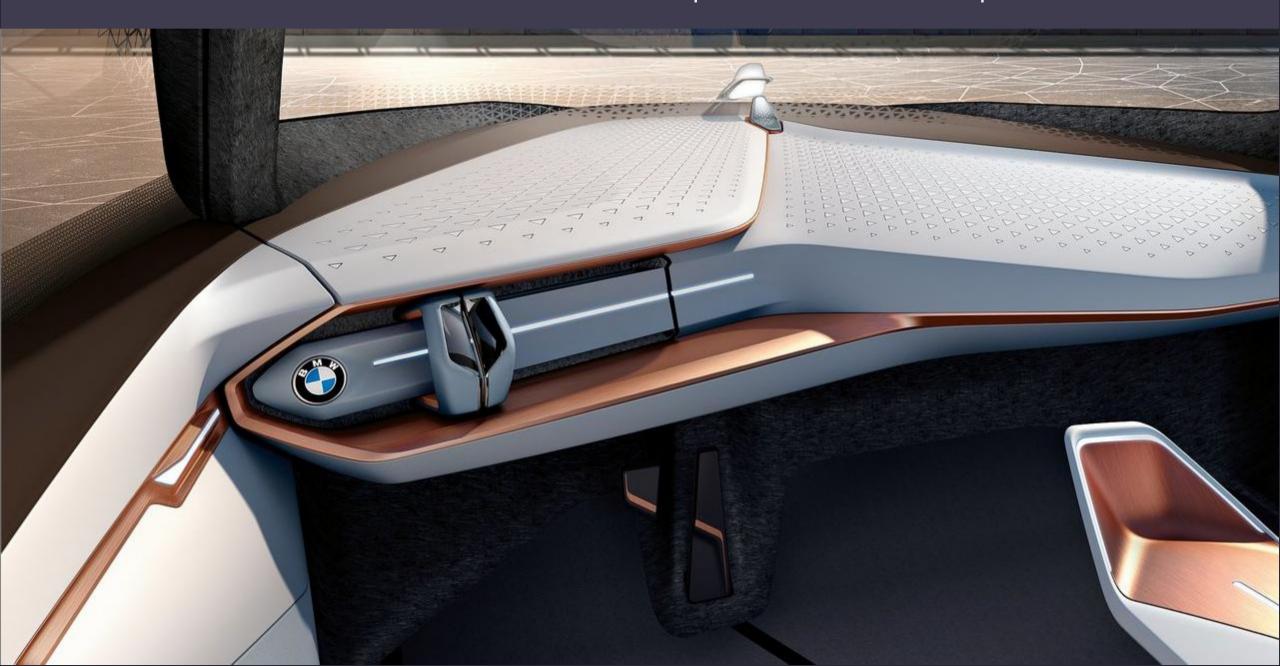
GAC sponsored
Graduation project





汽车是产品和服务感知体验的标杆

Car - a experience benchmark of product and service



体验

主观/定性 专注于 体验 (人,活动,环境)



意义深远 对个人具备重大意义

令人愉悦 值得分享的难忘体验

便于使用

超级易于使用,如预料般发挥作用

这是一道很难 逾越的关口

可用

使用起来没有障碍

可靠

有效而准确



实用(有用)

按计划运行



专注于 任务

(产品,特点)

客观/定量



人眼对灯光的感知

灯光的物理属性

界面Interface

人 Human



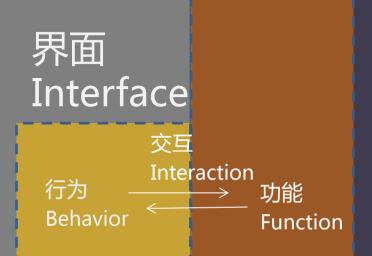
机器 Machine 人的行为模式在一段时期内相对固定 Human behaviors are relatively stable in such period

人的行为会因为情境而改变 Human behaviors will change depend on scenario

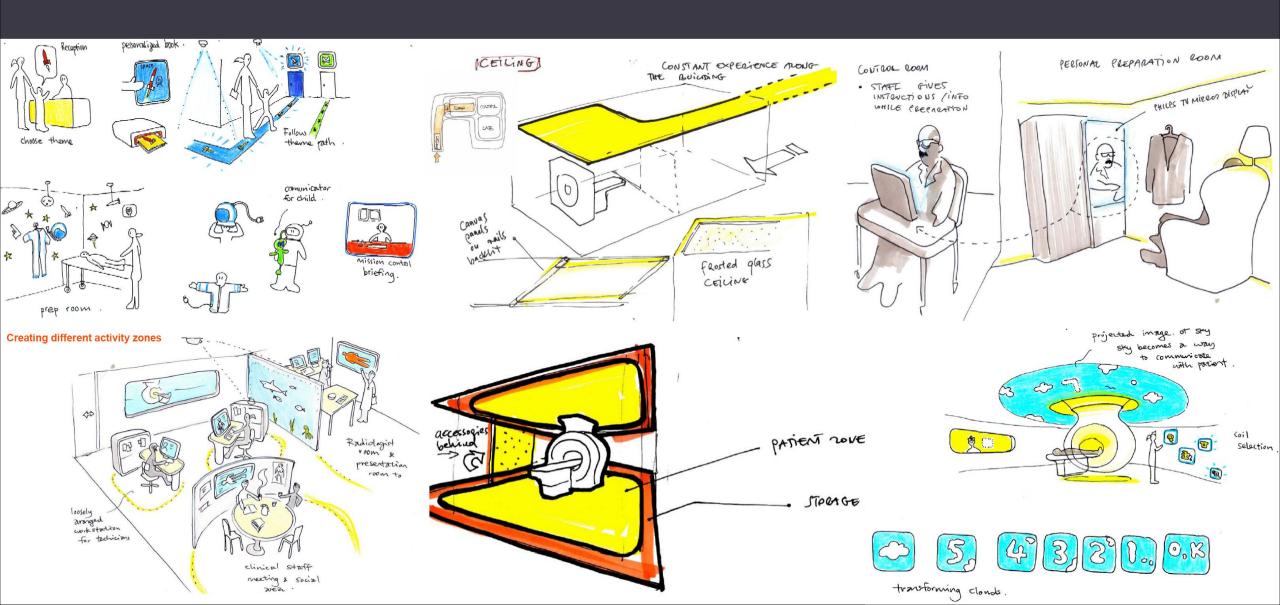
地域文化差异 Culture difference

•••

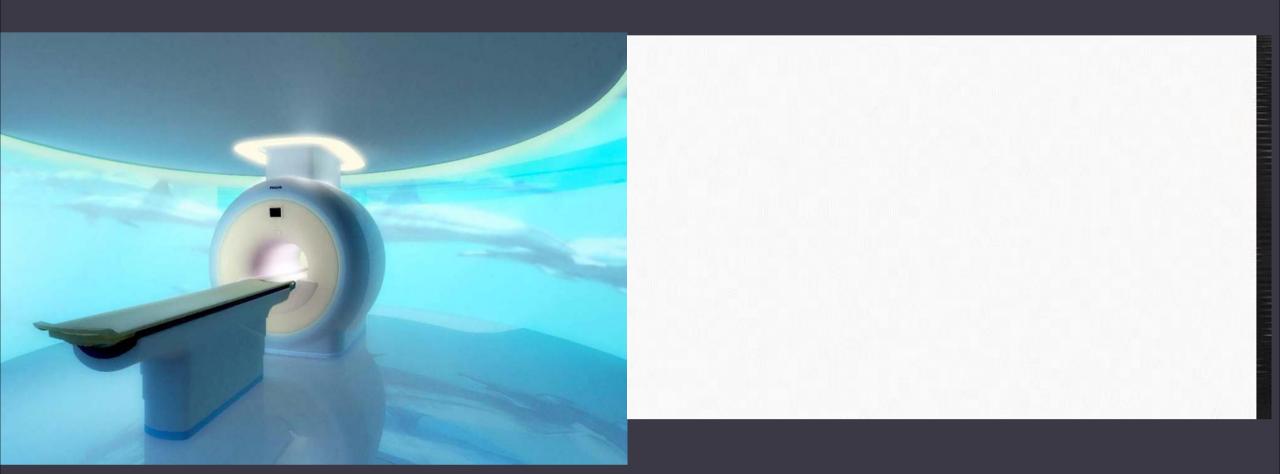
人 Human



机器 Machine







Impact

- Sedation rates reduced by 30-40 %
- Radiation dosage reduced by 50-75 %
- Improved capacity utilization as a result of 15-20 %
- Reduced number of preparatory steps prior to scan
- leading to greater patient and staff satisfaction
- Higher quality images

案例引发的思考

解决问题,赋予涵义

典型情境

用户视角



汽车后市场 **After market**



mario

7月14日 下午1:08

Hahaha it was the April 1st prank of Audi Japan



7月14日 下午1:42

回复mario: hahaha 🕉 it really happens in china, lots of aftermarket products to help u to eat inside your car, we should have another workshop to talk about that! 🍪



mario

7月14日 下午1:43

回复欧阳: Indeed especially in the light of all those eleme, ...

内饰氛围灯

搜索

10-15元红包! ★ 10-15元红包!

汽车氛围灯 | 汽车内饰 | 蒙迪欧氛围灯 | 马自达氛围灯 | 汽车内饰装饰 | crv氛围)

≧部 > 内饰氛围灯

0

3012件

共 3012 件相关商品

车上生活 龙傲九洲 蓝牧 虹展 梦奇 舒语 + 多选 更多 > 品牌 众昆 峰雅莱 MATTEO/马迪奥 MJ/铭佳丽 旺唯妮 韦斯特 ▶ 分类 汽车内外饰用品 汽车零配件/油品 车载电子/悬/音 汽车兼护 居家日用/节日用品 更多 v

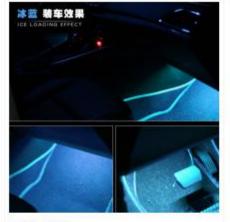
综合◆ 人气◆ 新品◆ 销量◆ 价格◆ 收货地: 广州 』 ¥请输》 □包邮 □折扣 □搭配減价 更多 ▽ ■店舗 <mark>■大图</mark> 1/51 ぐ >



¥56.00

汽车<mark>氛围灯车内免改装车载LED脚底灯</mark> 舒乐达汽车用品专营店

月成交 1.2万笔 评价 1.4万



¥38.00

通用汽车<mark>氛围灯</mark>led免改装车载七彩声控 喜唯斯车品专营店

月成交 1804笔 评价 2888



¥49.00

汽车<mark>氛围灯车内usb气氛灯脚底灯汽车</mark> 骏途车品专营店

月成交 5697笔 评价 3525

0



¥13.80

汽车氛围灯led免政装内饰灯冷光线车顶车上生活旗舰店

月成交 2188笔 评价 771



¥260.00

车内冷光线<mark>氛围灯led免改装气氛灯汽车</mark> 蓝天字汽车用品专营店

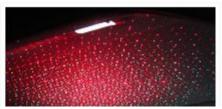
月成交 995笔 评价 190











人车交互的演化 **Evolution of Intelligent Cockpit** 智能信息化社会 Intelligent information society 万物互联 **Internet of Things** 用户驱动研究 技术驱动研究 User Driven Technology Driven natural interaction New energy Consumption pattern Multimodal Human-Computer-Interaction Customer lifestyle Using scenario Autonomous User diversity 由内向外的布局变化 人车信息交互方式的多样化 用户行为的变化 User behavior pattern change inside-out layout change Diversity of Human-vehicle interaction Experience HMI设计变化 交通出行新模式 HMI change

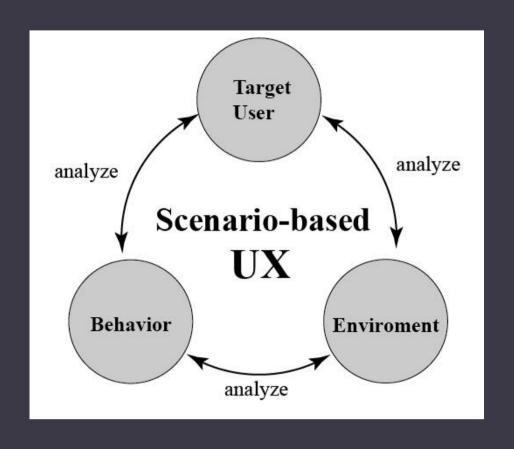
Need

Innovation & Breakthrough

Mobility Mode

单一的灯光效果解决不了复杂的体验问题

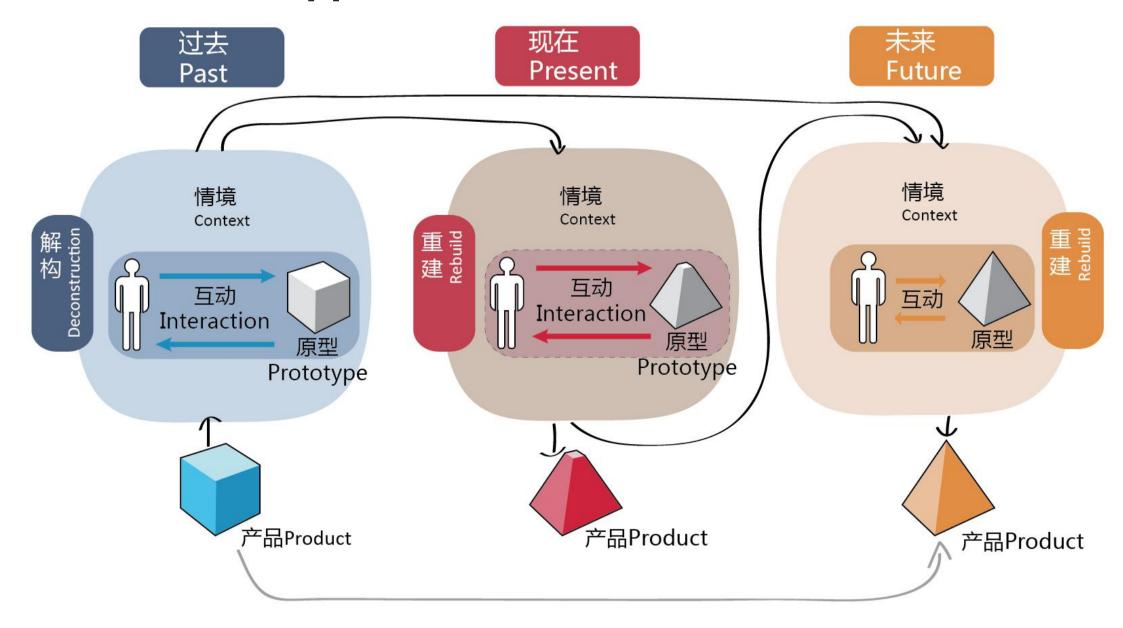
基于情境的用户体验设计人机系统模型



Use behavior study in School of Design, SCUT

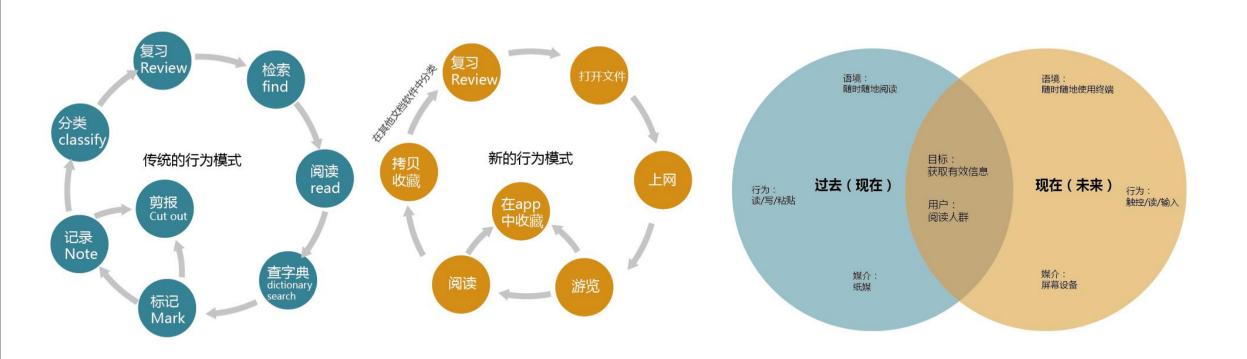
基于情境的用户行为的研究 User behavior study based on scenario

研究方法 Research approach



EXAMPLE: 右图针对用户"阅读"行为在传统纸质条件下与互联网科技下的不同交互情景进行分析呈现

Deconstructe "Reading" behavior in traditional context (paper media), then rebuild it in a new context (digital media in internet technology)

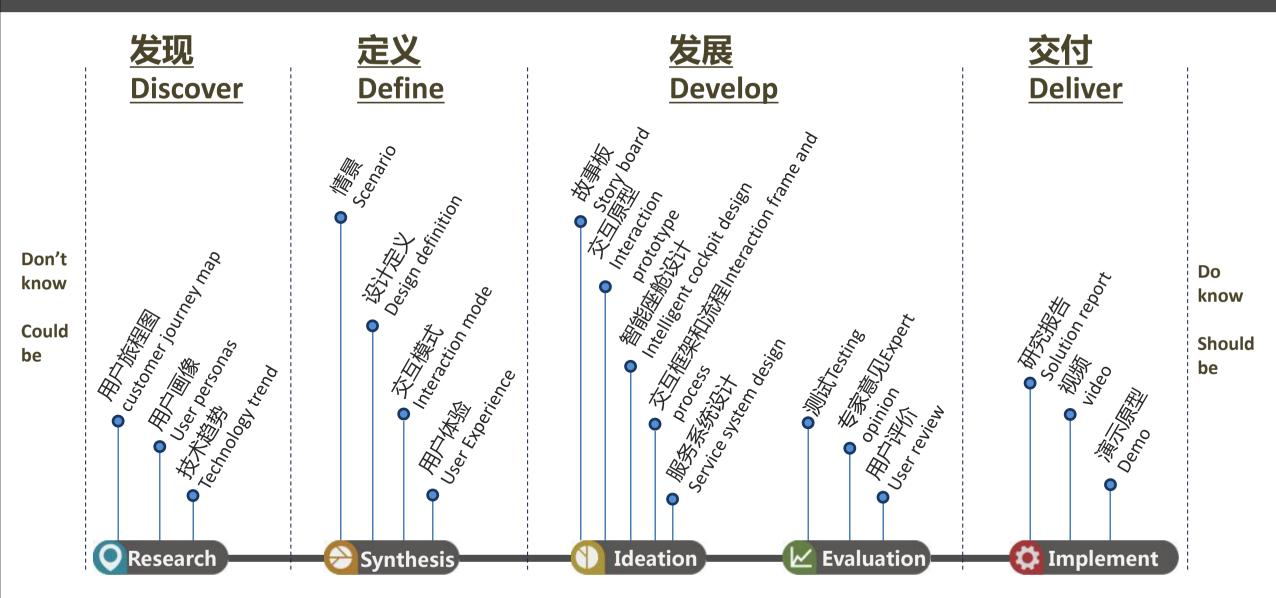


基于情境的用户行为模式研究User behavior study based on scenario

基于生活方式的用户行为模式研究 Lifestyle influence user behavior

新技术条件下用户的行为认知研究 User cognition & behavior in new technology

流程和方法 Methodology



案例 CASE

内饰灯光用户体验创新研究 Interior lighting UX innovation study

内饰灯光创新研究Interior lighting UX innovation study

OBJECTIVES

Insight in South Chinese perception and attitude towards behaviors in and around vehicle lighting experience and provide **design** solutions to cater to latent and innovative needs.

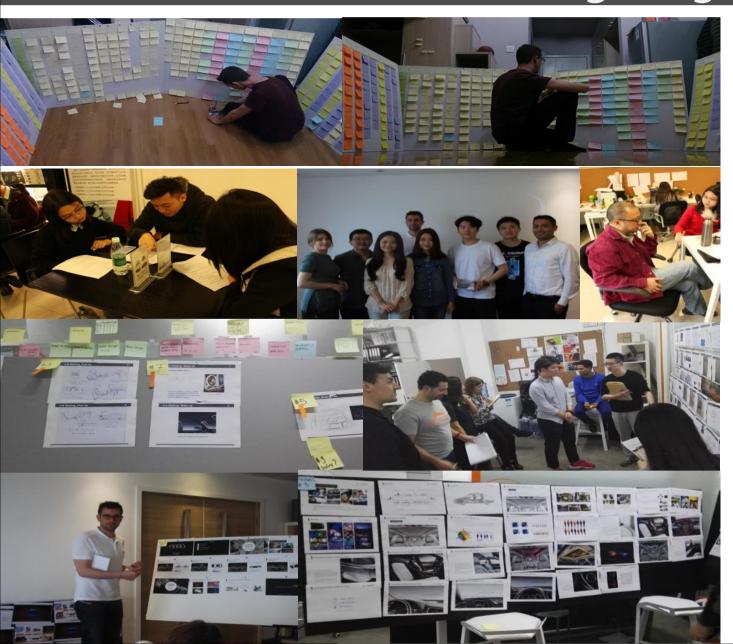
Product / User Context

- Light inside the car
- Product-User interaction and context specific behaviour

Key Objectives

- Acceptance: Insight into consumer behaviour and (South) China user context
- Vision: Innovative creative ideas that are pragmatic but out of the box
- Proof of Principle results that are visual, 2D/3D and explain the core idea and insight with a "WOW"
 Factor

内饰灯光创新研究Interior lighting UX innovation study

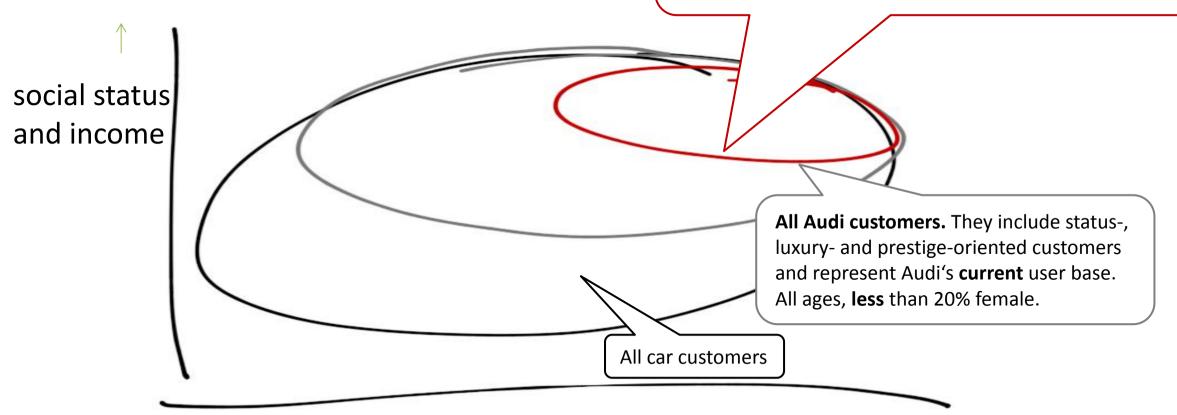


深度访谈,调查问卷,焦点小组 Deep interview / questionnaires / focus group

用户聚类

Audi Customers

Audi target customers. The are China's new business elite or metropolitan avantgarde. Therefore they are setting trends. Other customers will follow them. Between 20-40, well educated, **more** than 20% female.

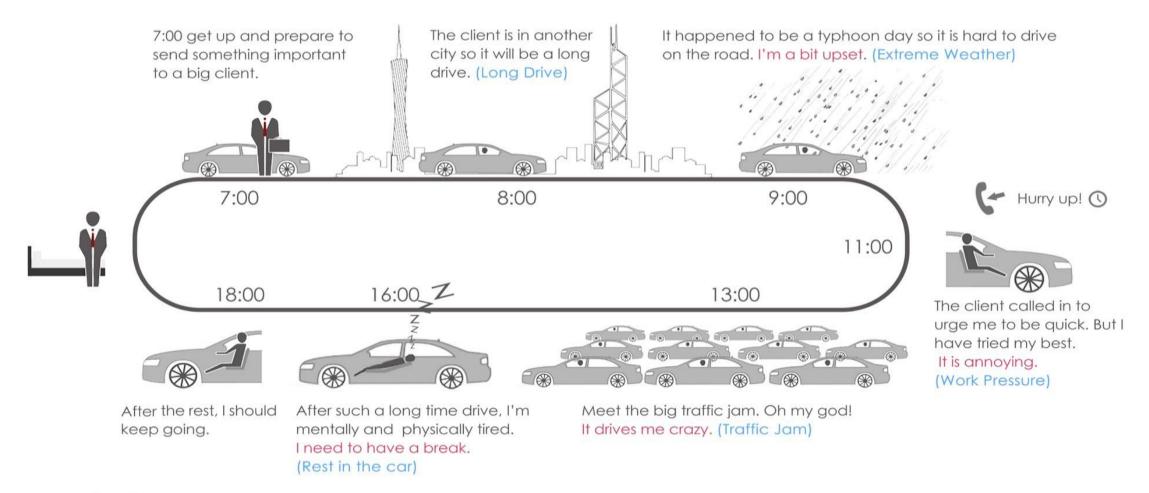


"the iron rice bow, ithe golden rice bowl", individualists"

conservative

avantgarde

用户旅程customer journey

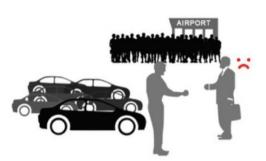


Audi Innovation

We can design a lighting system to detect user's situation prevent the possible bad feeling to optimize the mentally and physically driving experience.







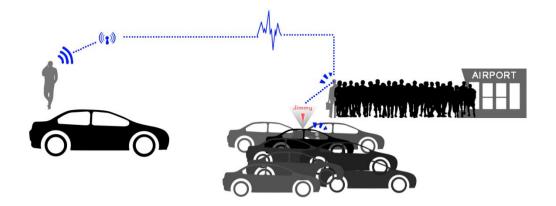
03:00 pm

03:40 pm

04:10 pm

The phone call comes, I have to pick up a client.

I arrive at the airport, but there are so many cars and people, I can't find my client! Finally I find my client, but it takes a long time, he seems not very happy, I feel so sorry.









内饰灯光创新研究Interior lighting UX innovation study

| Scenarios | | | | | Scenarios | | | | | | | Scenarios | | | | |
|-----------------|----------|----------|--------------------|----------|--------------------------------------|----|-------------------|------------|----------------------|------------------|-------------|-----------|----------|--------------------|-----------------|----------|
| Target | Waiting | | | | Stress & Safety Physical Tiredness * | | | | Emotional* | | | Activity | | | | |
| Group | Make up* | | Playing Kids ** | selfie * | Darkness* | | Marathon Day * | Distance * | Extreme Weather * | Traffic Jam * | Pressure ** | * * * | * * * | Wechat Mobile * | Outing Fun * | Dating* |
| | A | В | С | D | E1 | E2 | E3 | E4 | F1 | F2 | F3 | G | Н | | J | K |
| 1. Lifestyle | √ | √ | | √ | √ | | | | \checkmark | | | √ | | √ | √ | √ |
| 2. Young Family | 97 | V | √ | 2 | √ | | | | V | | V | | V | √ | | |
| 3. Business | 1 | V | | | √ | | | √ | | | | 1 | √ | | | |

Explanation: * priority 1

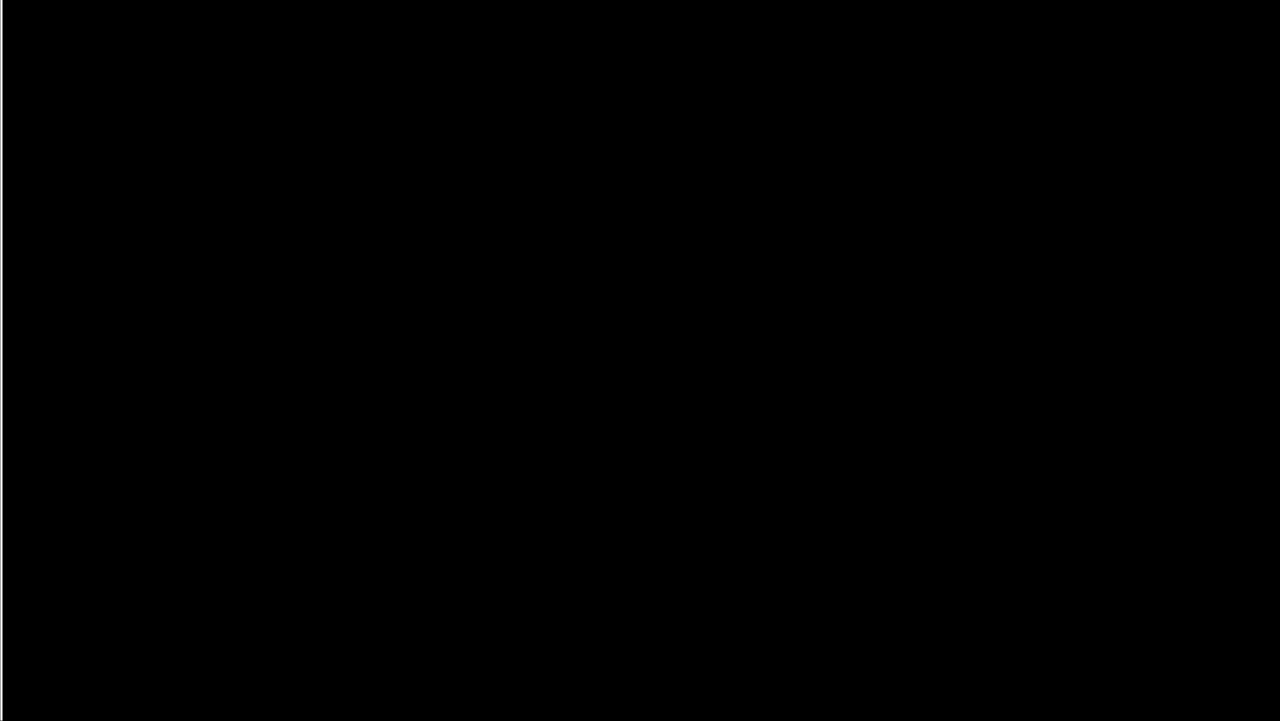
** priority 2

*** priority 3

概念设计 concept design

原型测试与迭代 lo-fi prototype test

研究报告和概念原型输出 research report & concept demo



谢谢! Thanks

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