Towards Mapping Experience Design for the Internet of Things

M. T. Manrique* **, M. Wachowicz**, T. Iturrioz*, M. A. Manso*

*Technical University of Madrid, Spain {mariateresa.manrique; teresa.iturrioz; m.manso}@upm.es

> **University of New Brunswick, Canada Email: monicaw@unb.ca



Mapping Experience Design

help people

meaningful experience of a place

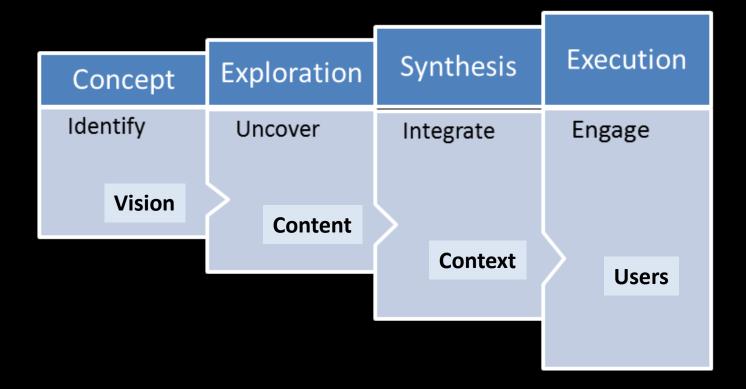
maps capable of supporting different user experience dimensions

cognitive sensory-physical affective

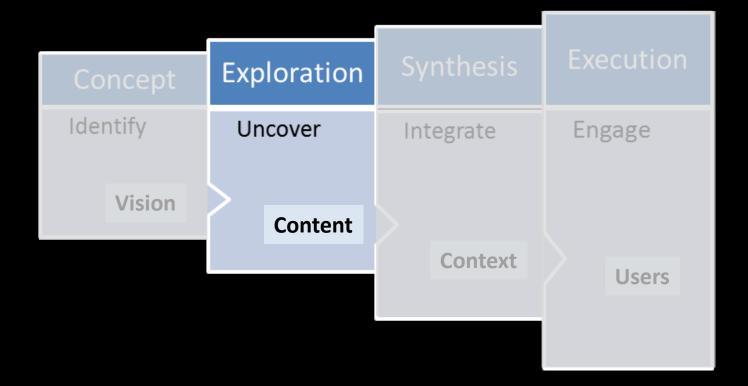
social

Mapping Experience Design

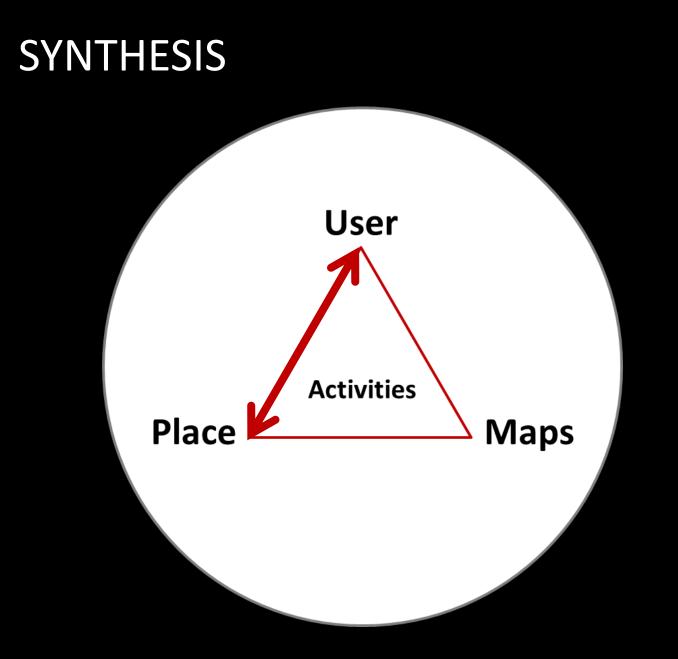
- User-centered process: develop maps that provide interactions that support user experiences
 - Map-as-an-interface
 - Cognitive dimension of an experience
- 2. Context: help tourists in the assimilation of geographic knowledge about places



Concept	Exploration	Synthesis	Execution
Identify	Uncover	Integrate	Engage
Vision	Content	Context	llaam
			Users



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Identify Vision	Uncover	Integrate	Engage
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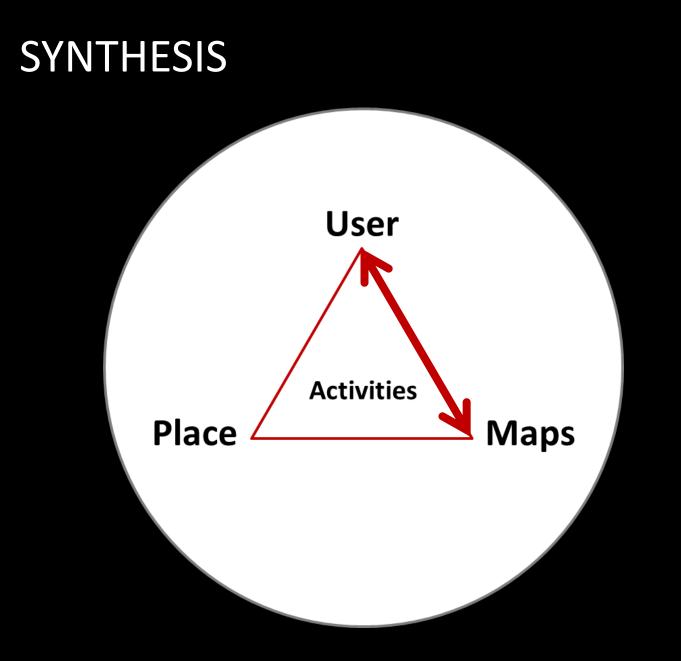
Tourist Behaviour

Explorer

Follower

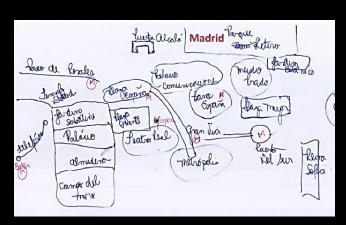


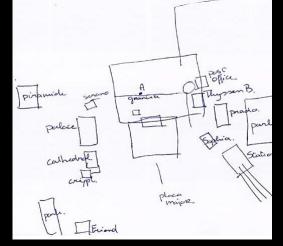


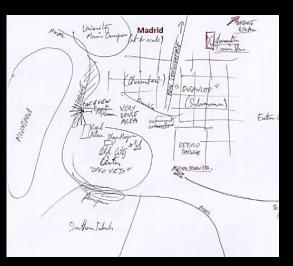


Mantal Maps

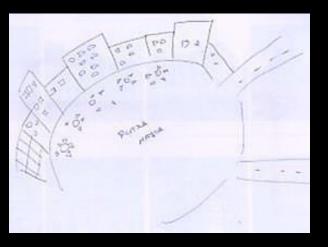
Explorer

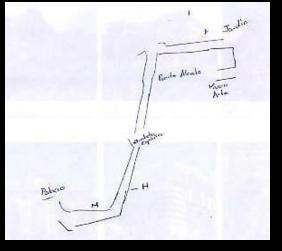


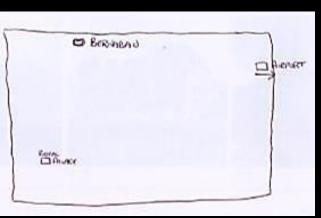


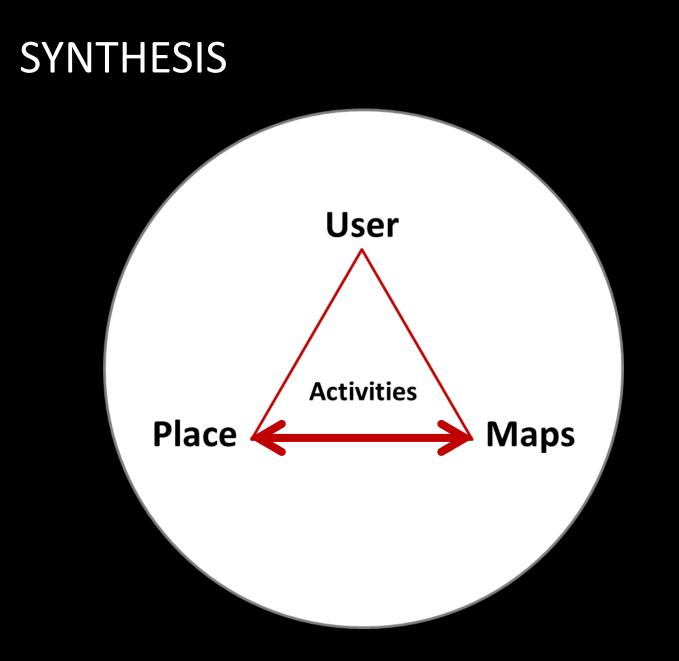


Follower





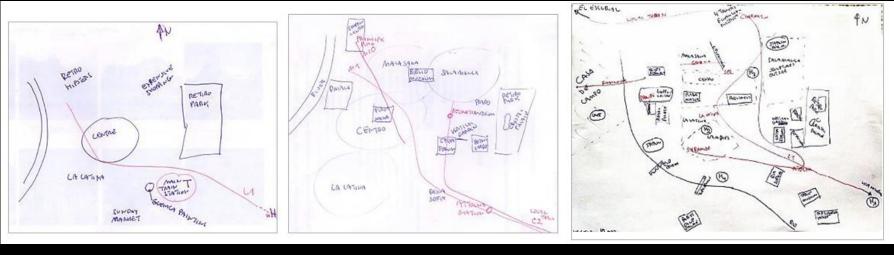




Context

Physical , temporal, evolutionary and technological context

Explorer mental map evolution



Day 1

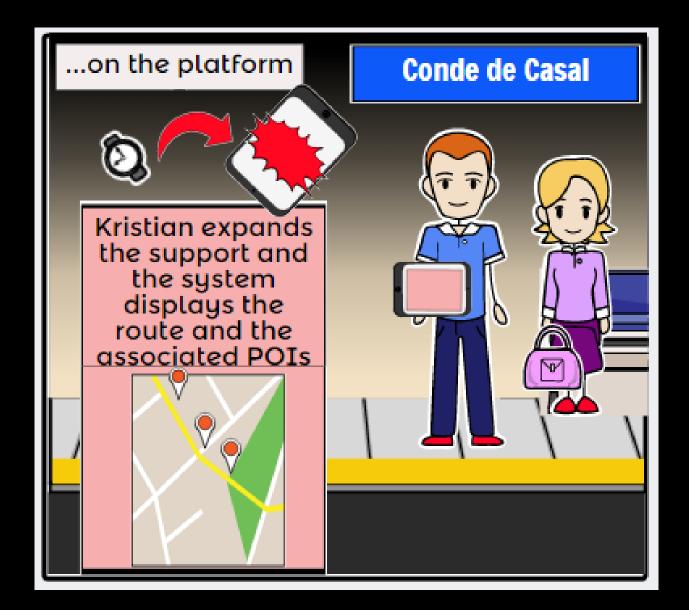
Day 6

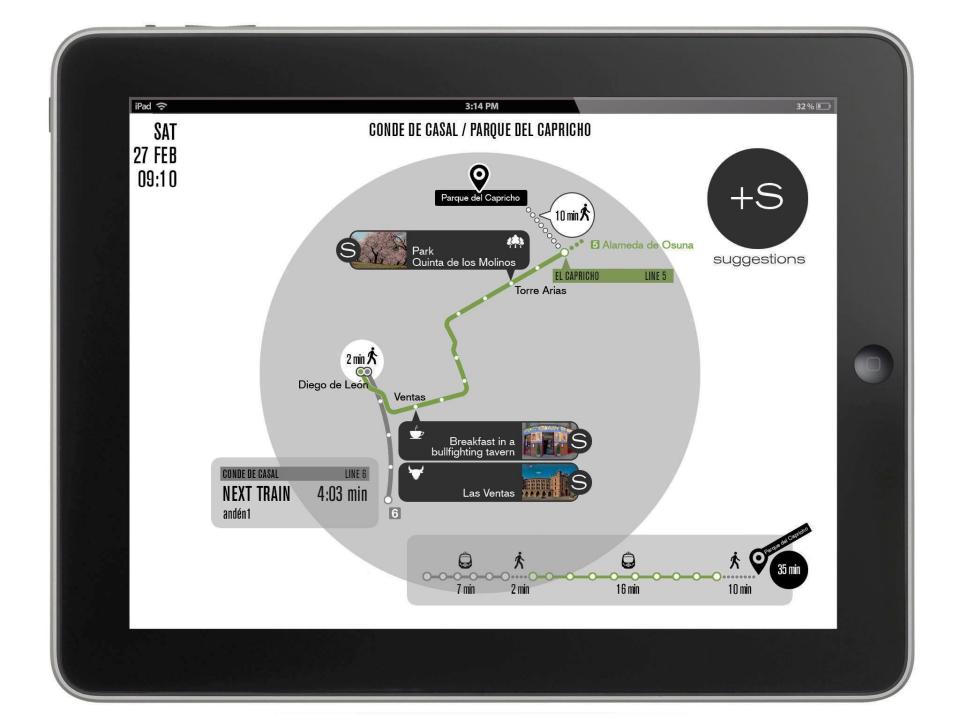
Day12

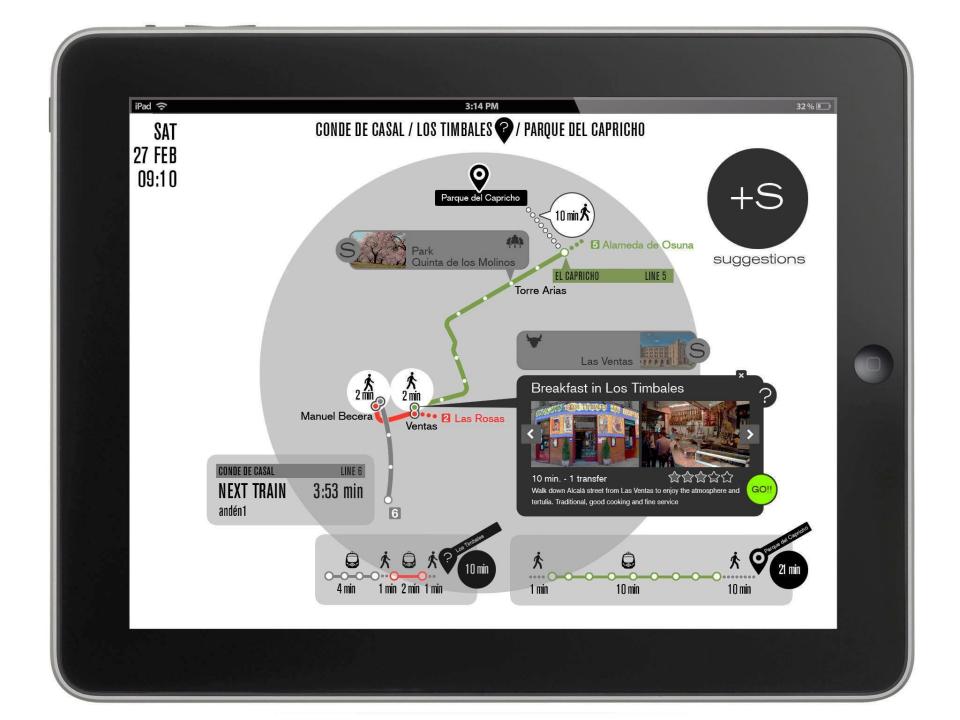
The process steps

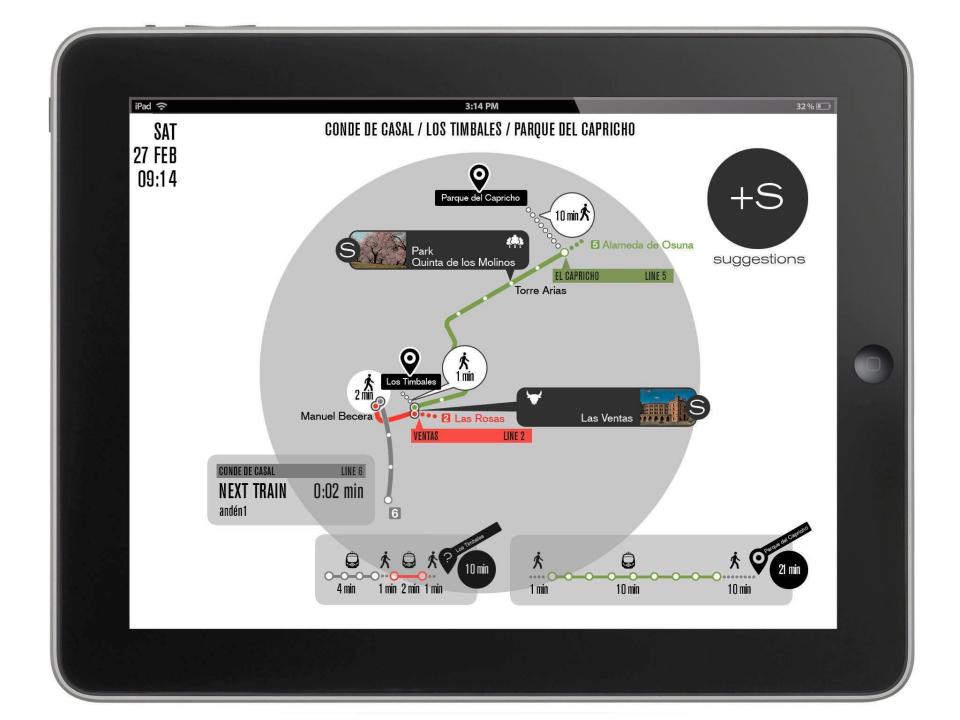
Concept	Exploration	Synthesis	Execution
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		Context	Users

Explorer scenario

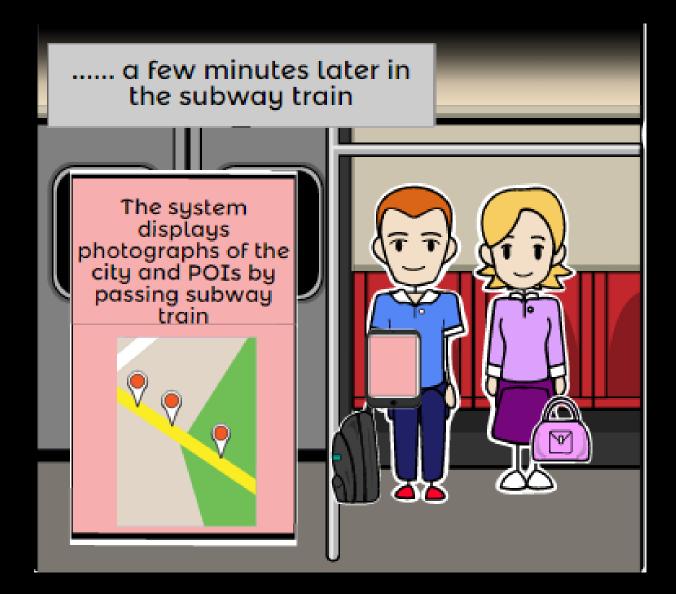








Scenario





Conclusions

- MXD process is a new approach far away from the origins of mapping design, when maps aimed to communicate the cartographer's interpretation.
- MXD moves mapping design towards a design process based on the users themselves, and the way they experience space.
- The preliminary results are promising towards making maps that support users experiences in an increasingly interconnected world.