







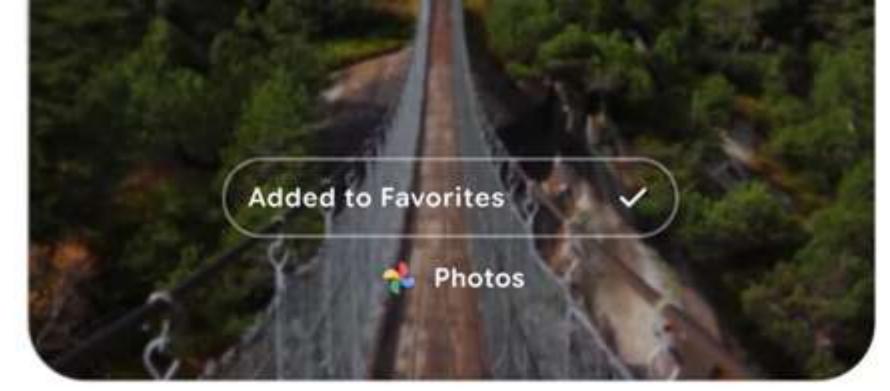






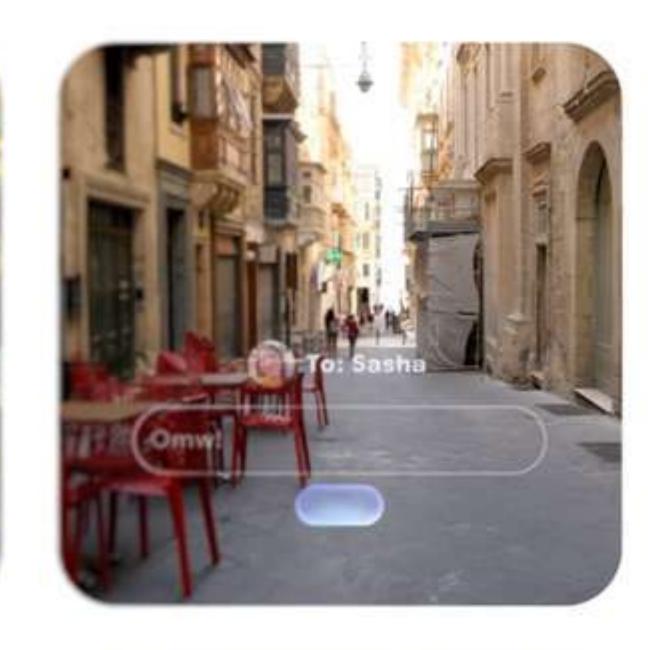
altoida



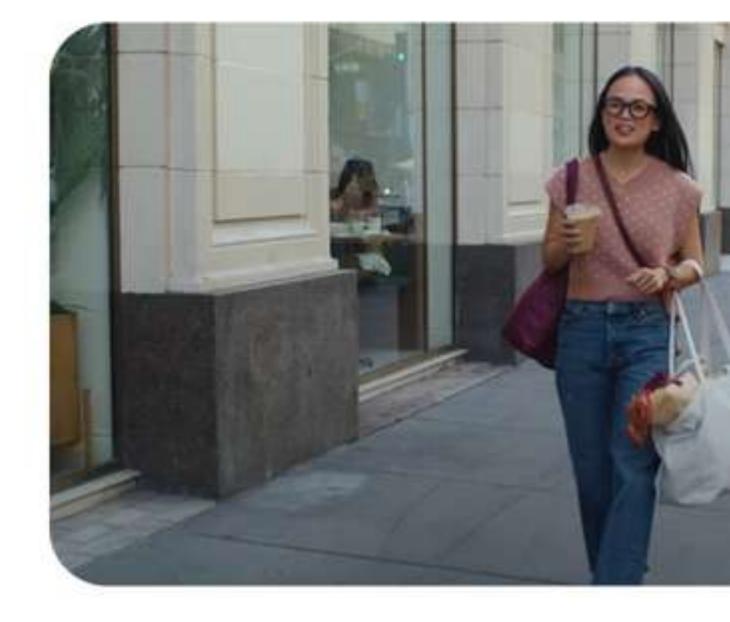




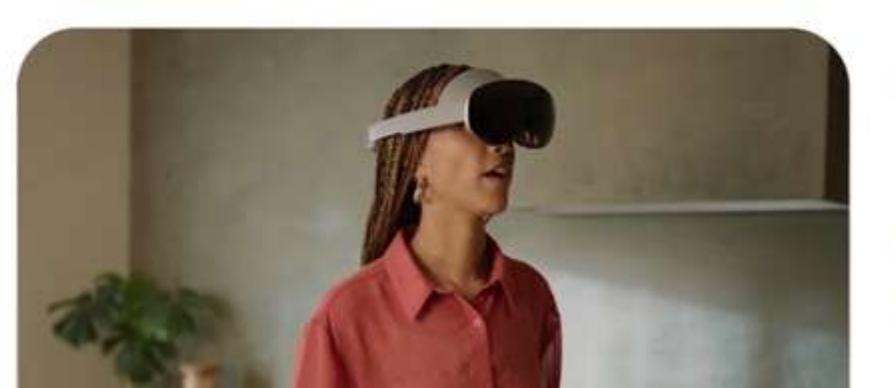


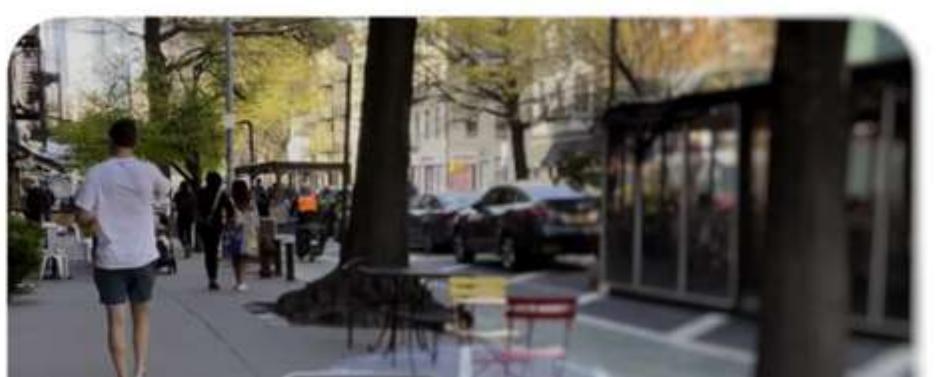


Android XR







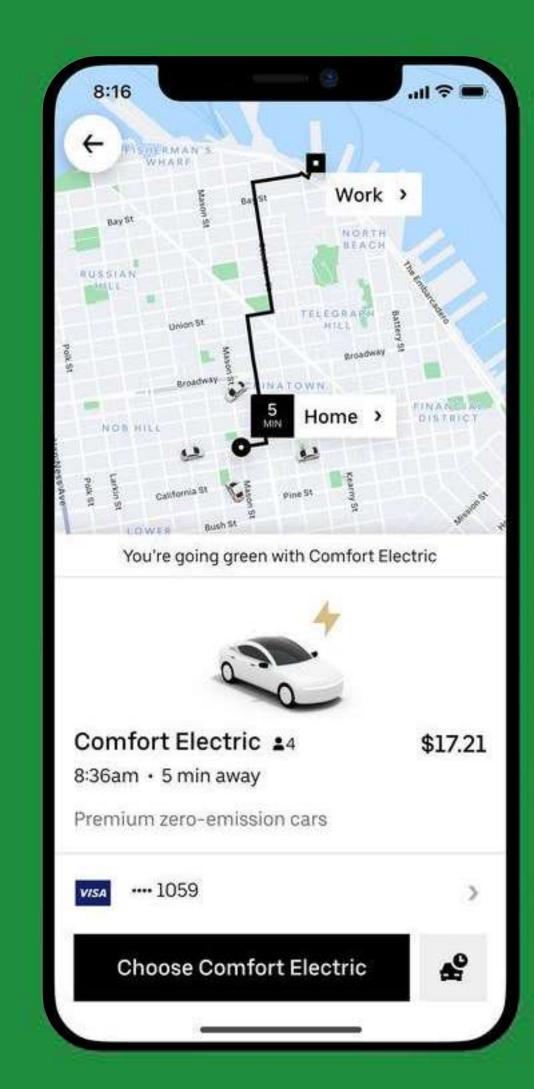




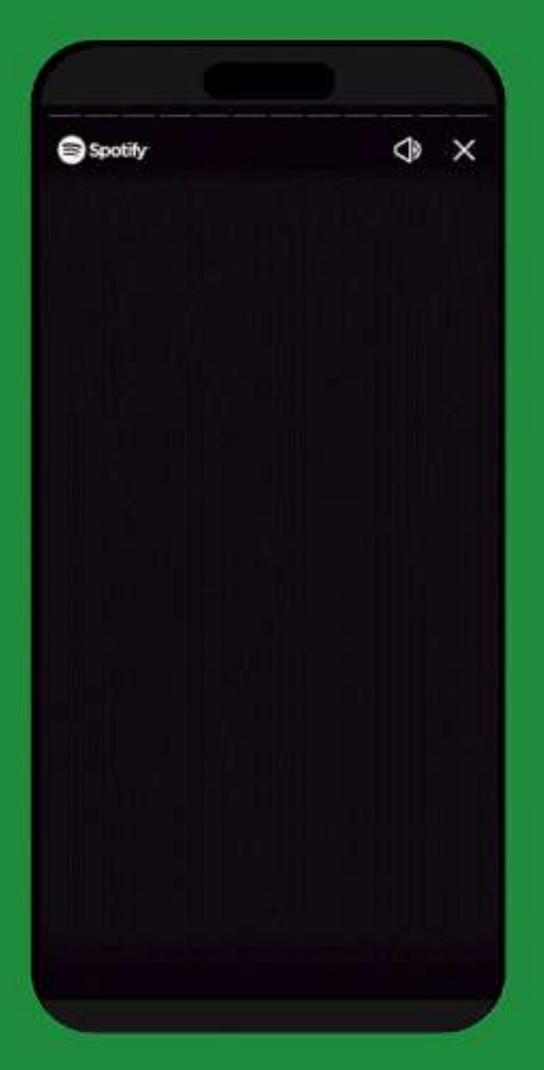




Technology has allowed me to go further and live life more freely than I ever imagined...







VALUE

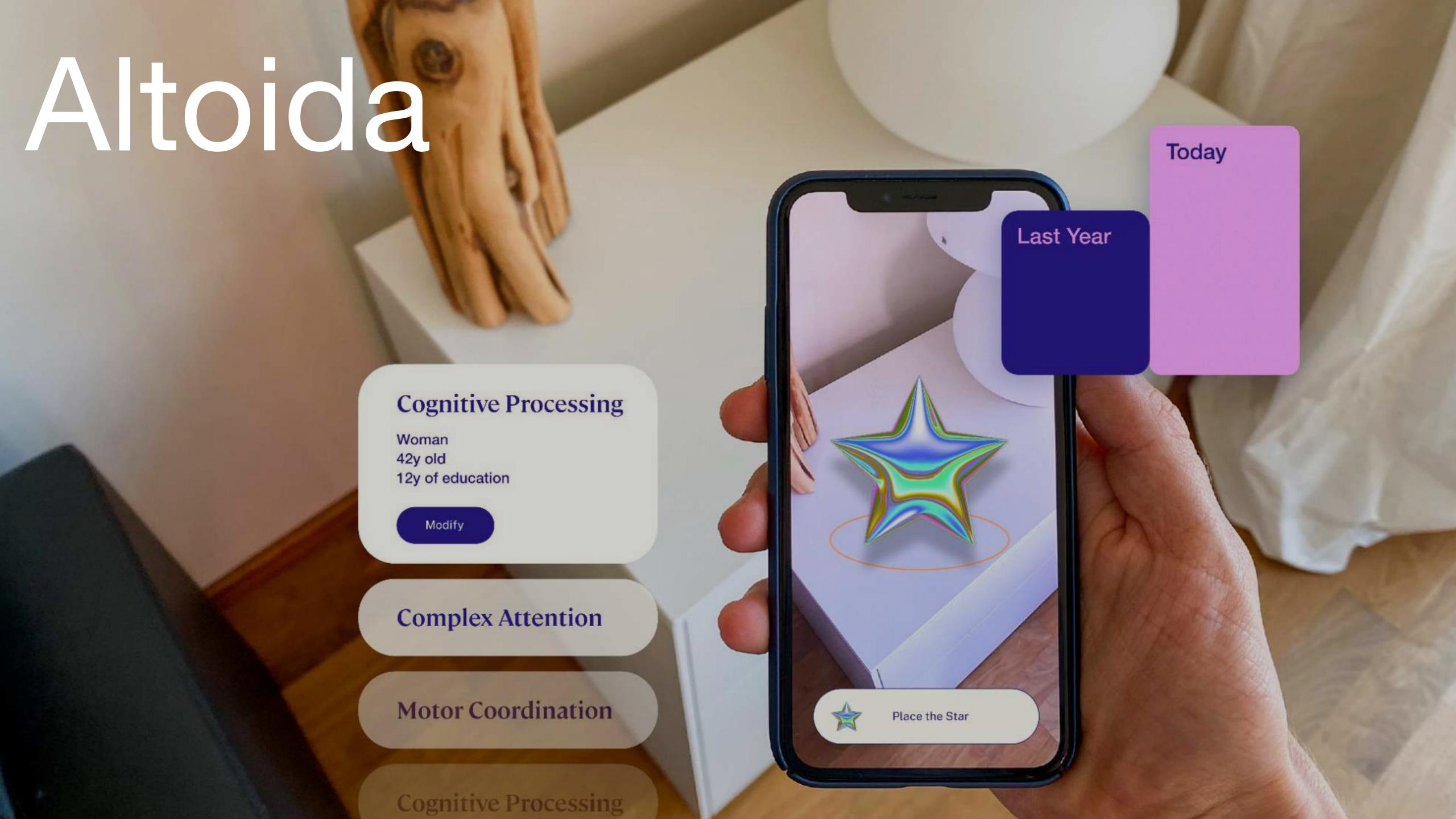
Access Speed Affordability

IMPACT PRINCIPLE 1

Disruption starts when we add new value to core routine behaviors.

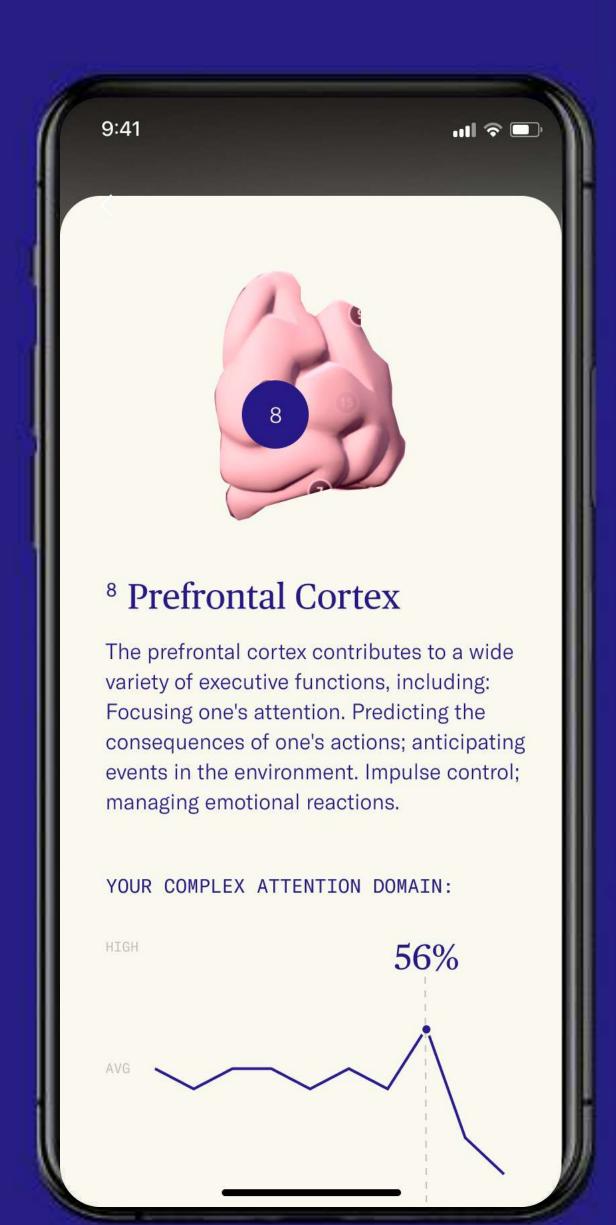
PROVOCATION

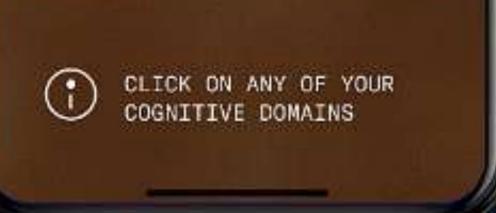
What if *gamification* could help diagnose Alzheimer's?









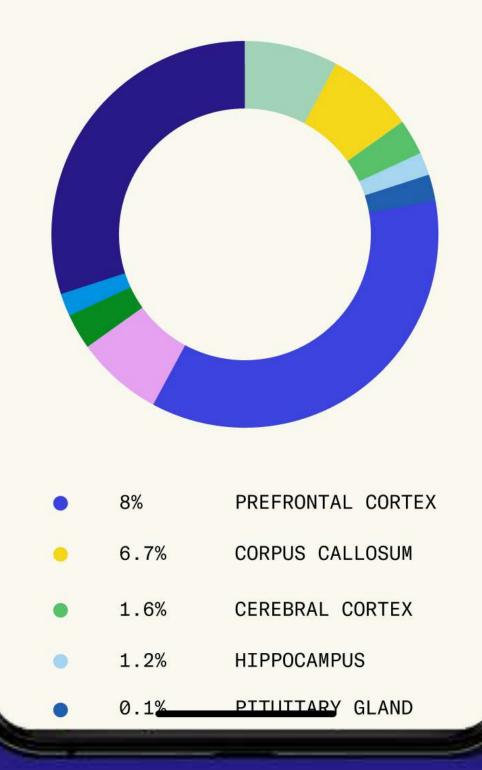


AR Brain Education



Brain Composition

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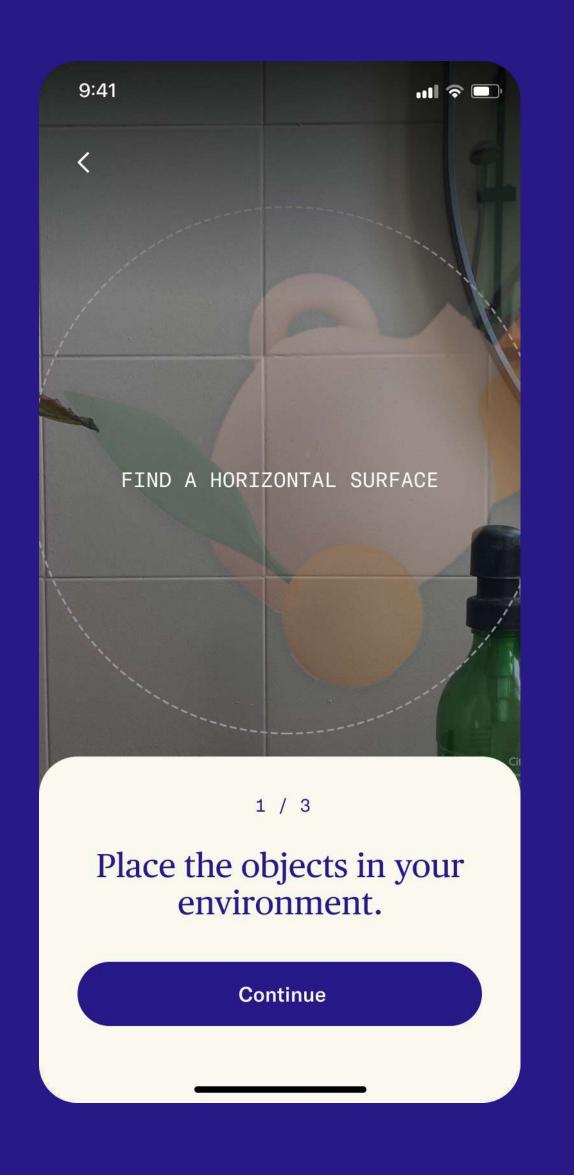
HOW TO USE THIS PRINCIPLE:

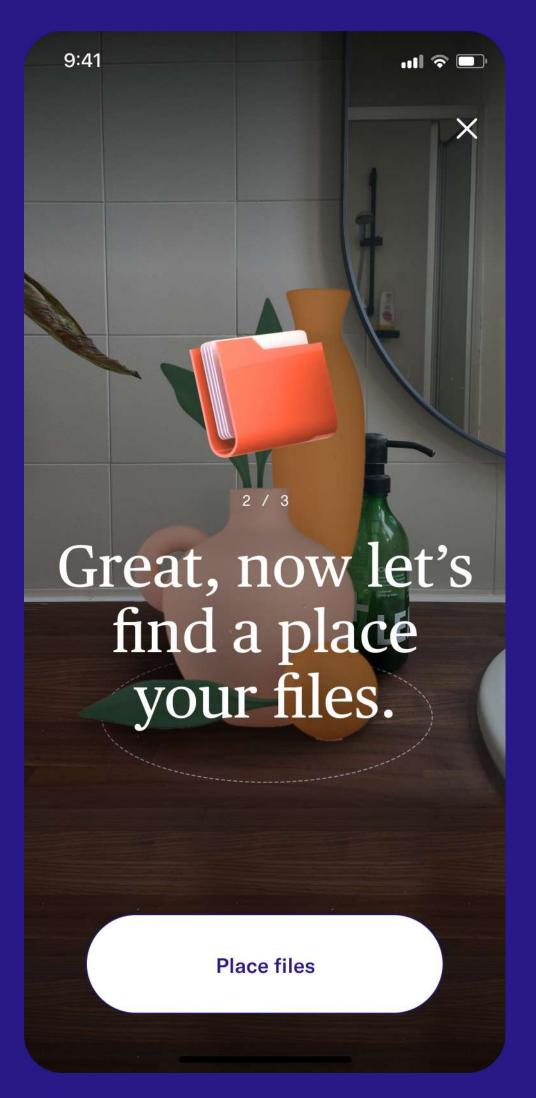


With every feature you design, ask:

- Does this add real value?
- Or does it remove waste (muda)?
- If neither why are we doing it?

Altoida's multi step onboarding sets a clear sense of value, goals to pursue and effort to invest.







IMPACT PRINCIPLE 2

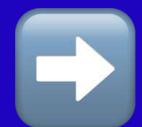
Successful adoption depends on confidence and awareness.







HOW TO USE THIS PRINCIPLE:



Prioritize user education:

- Break into digestible chunks
- Provide an overview (time, steps)
- Add a point of an emotional payoff

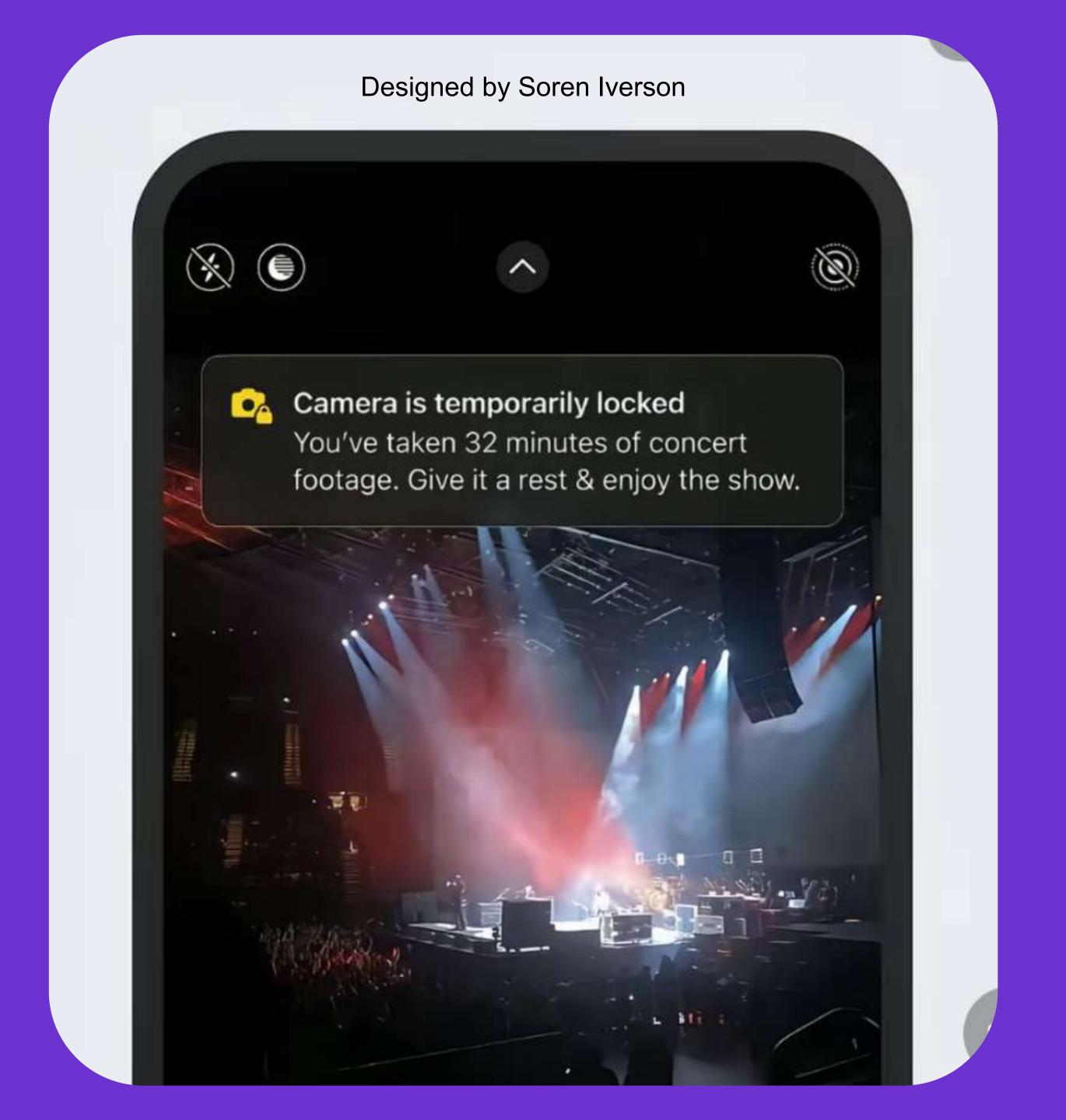


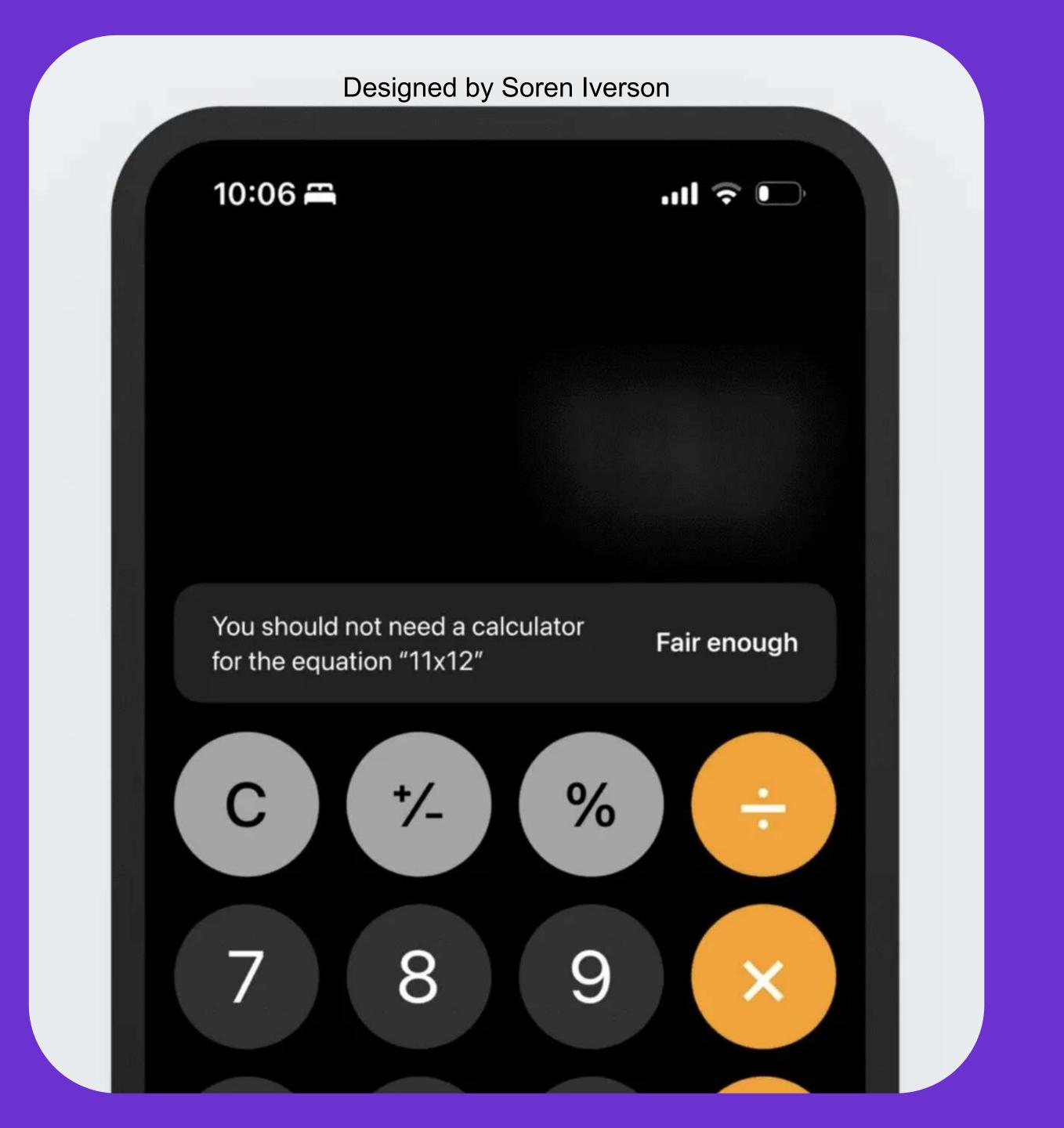


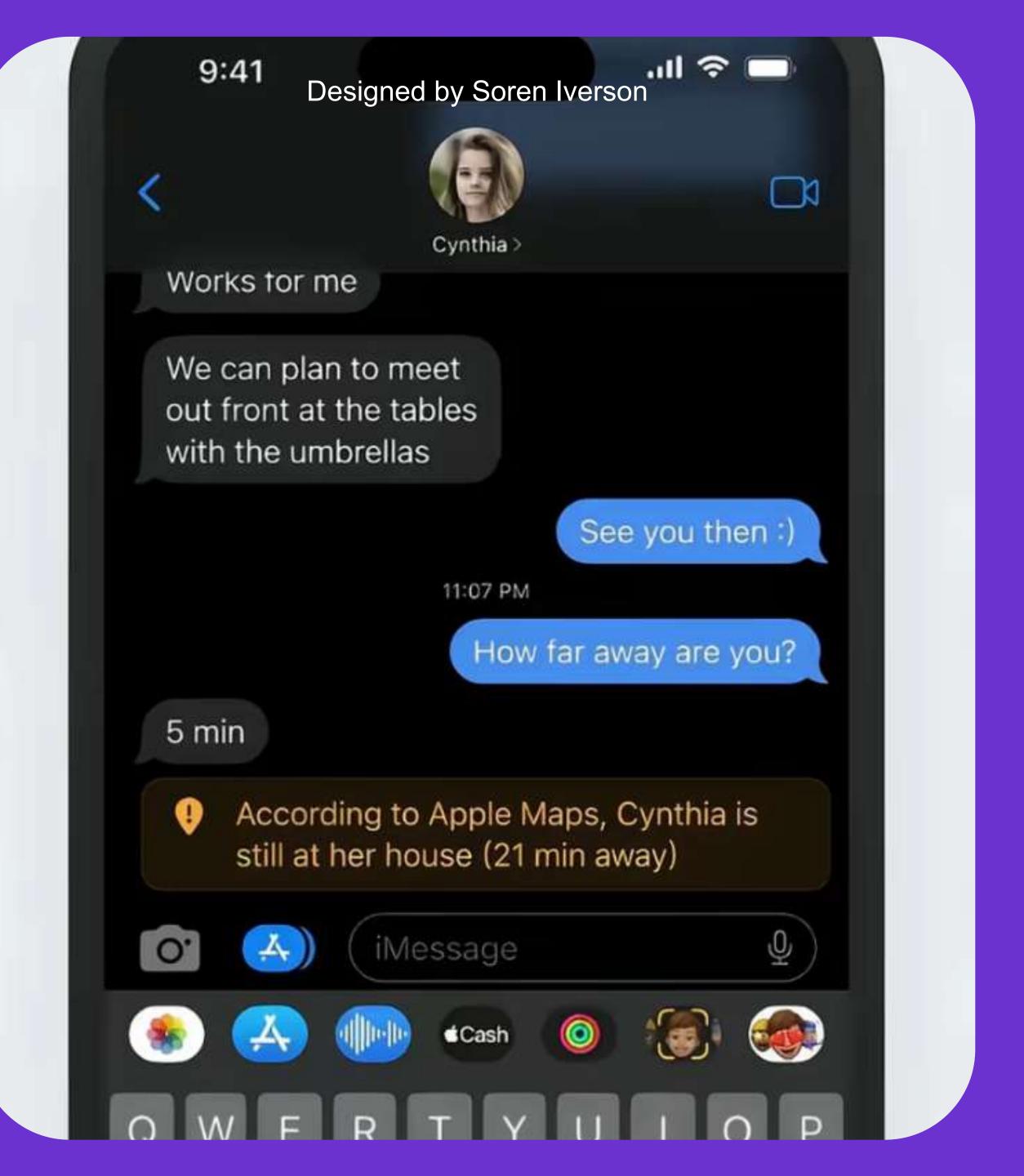


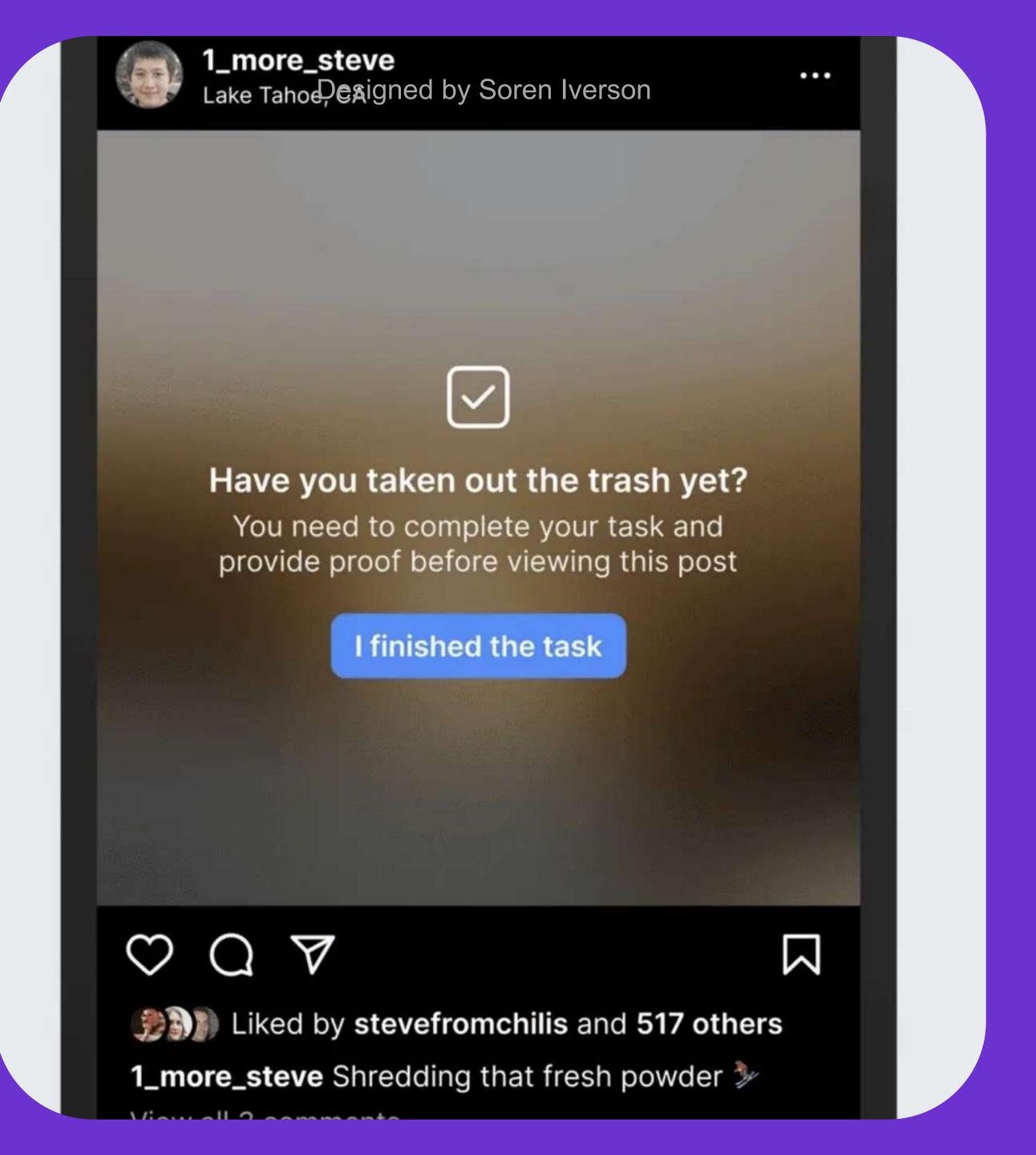
IMPACT PRINCIPLE 3

The next era of design: observing emotions — and creating experiences that respond to them.







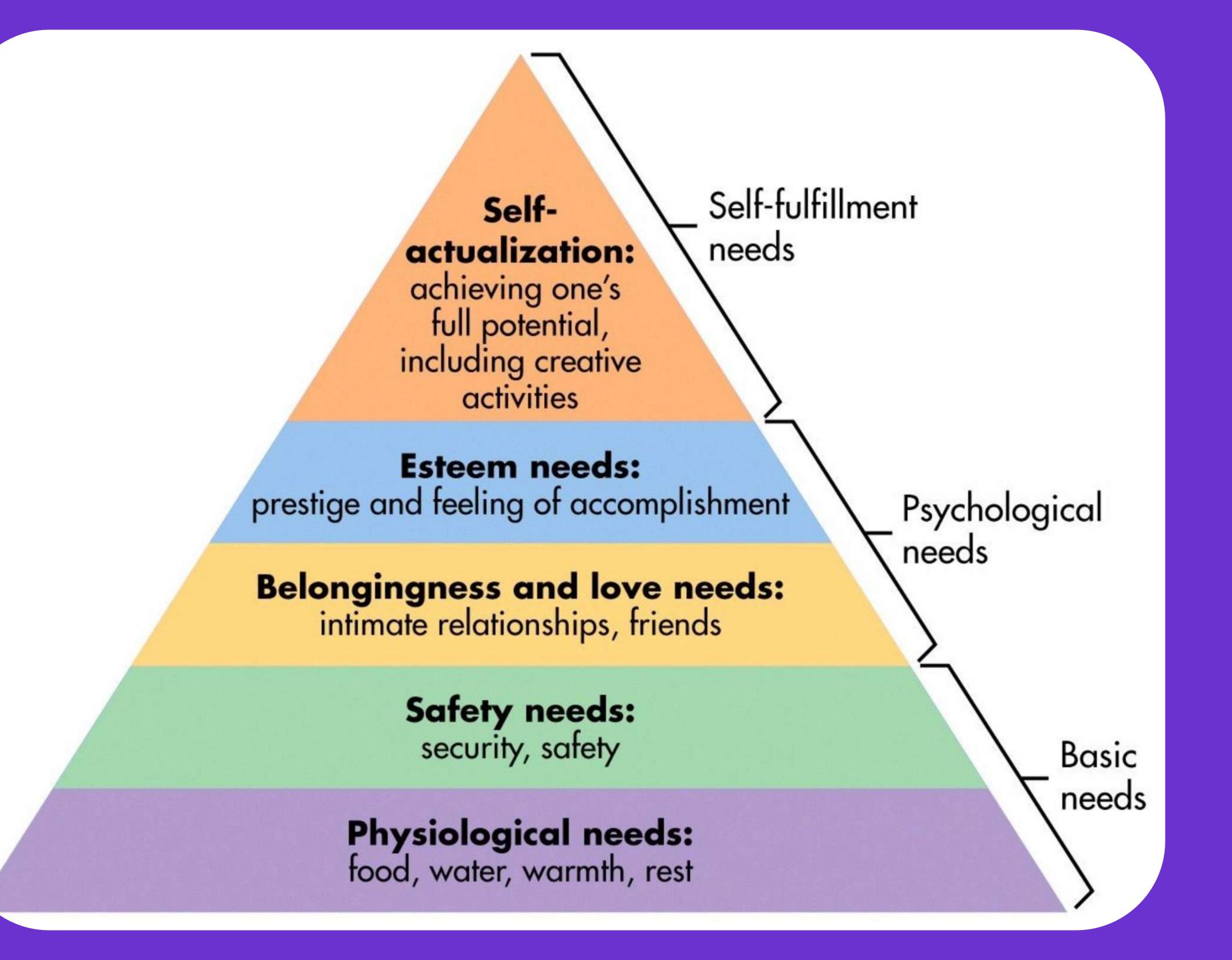




Woven City is a prototype city of the future where people, buildings and vehicles are connected through data and sensors.







HOW TO USE THIS PRINCIPLE:

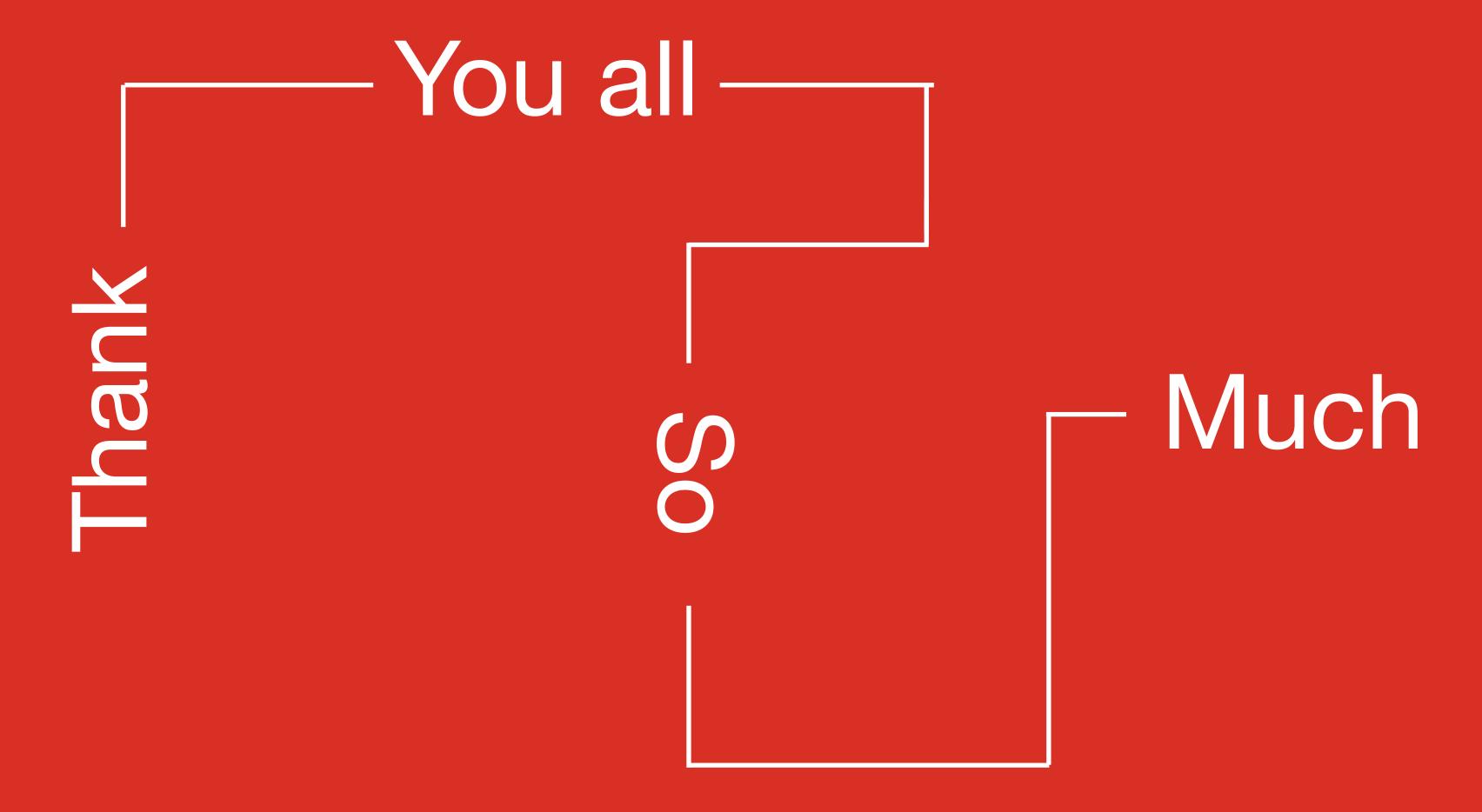


Don't just design for actions:

- Anticipate needs (digital omotenashi)
- Design for provoking emotions
- Take calculated risk

TO CREATE TANGIBLE IMPACT AND BEAT UNCERTAINTY:

- 1. Add value, remove waste (or don't build it!)
- 2. Prioritize teaching users
- 3. Serve education in digestible chunks
- 4. Always add points of emotional payoff
- 5. Strive for digital omotenashi



Design Matters Tokyo