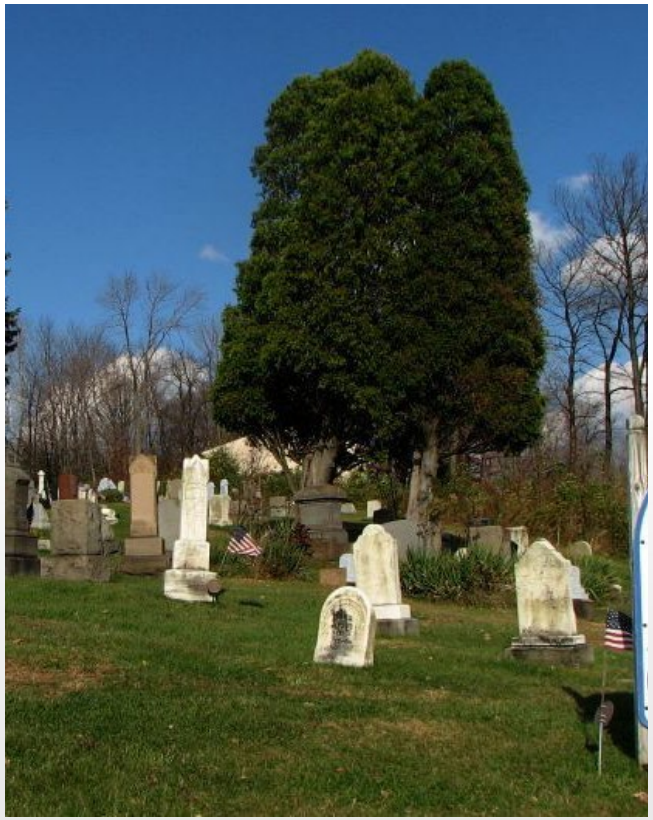
# CEMIGRAM: INTEGRATING TECH WITH TRADITION IN CEMETERIES

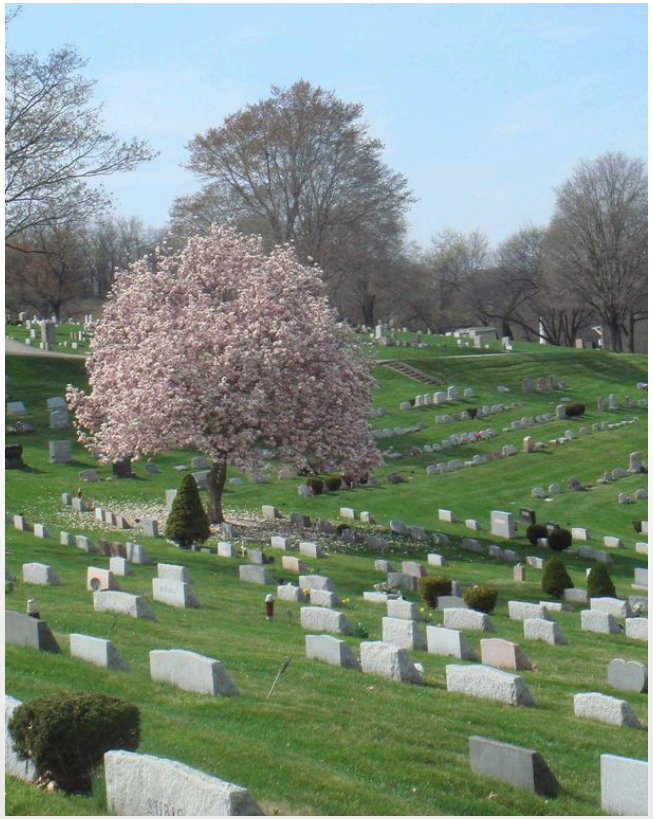
BY RYAN KMONK

# INTRODUCTION

- Double-major in Immersive Media/History
- Passion for history + immersive media

# MOTIVATION





# BRIEF CEMETERY HISTORY

01

The word cemetery can trace its origins in the Greek word for ‘sleeping place”

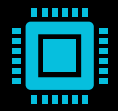
02

In the United States, the rural cemetery movement began around the 1830s

03

The more modern version of a cemetery is called a memorial park

# DESIGN GUIDELINES

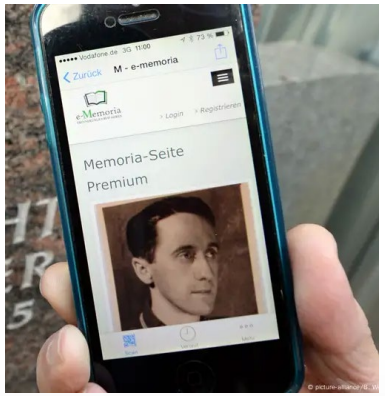


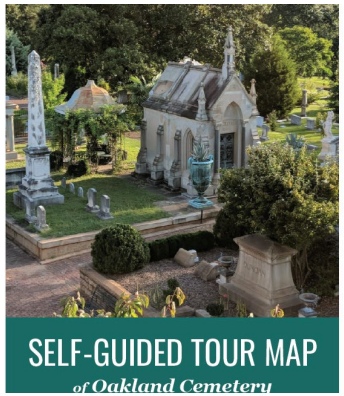
1. Technologies should encourage people to engage with existing surroundings. (*Hirsch et al.)*

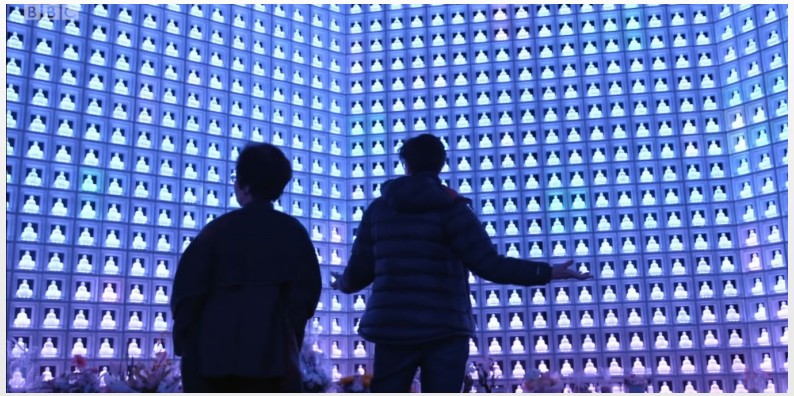
2. The technologies' design should respect the dead and the tranquility of the cemetery's atmosphere. (*Hirsch et al.)*

3. Technologies should cater to families and friends. (*Allison et al.)*

# EXISTING CEMTECH DESIGNS

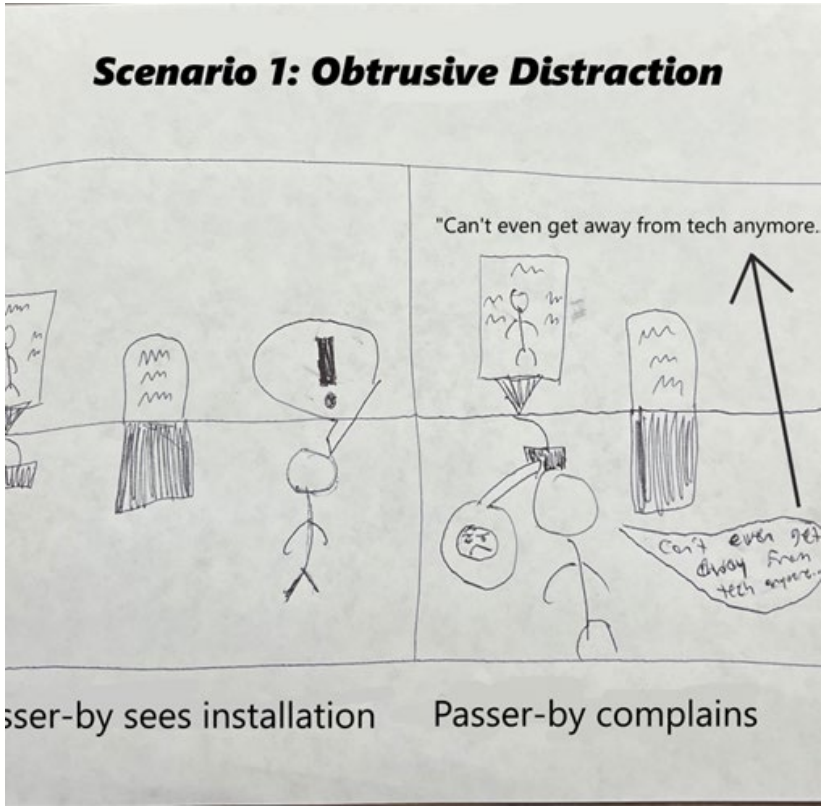


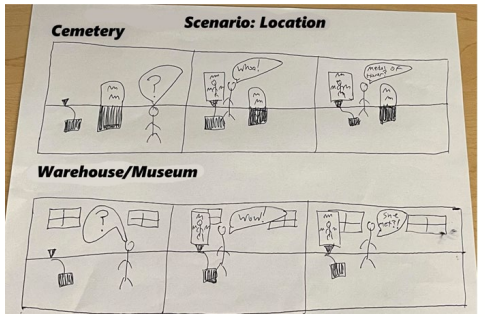



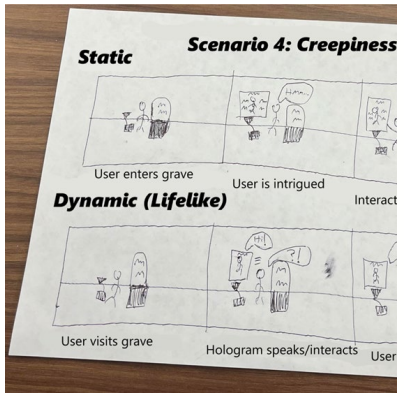



# SPEED DATING

- Design research method in between storyboarding and sketching to gain insight into users' need and contexts



# KEY RESULTS

01

Pushback regarding cemtech

02

Strong desire to learn more

03

Familial consent

04

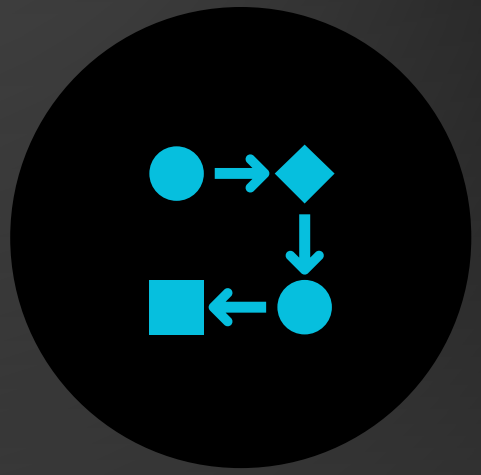
Emotional impact

05

Respect boundaries

# INTERVIEW RESEARCH

SEMI-STRUCTURED INTERVIEWS

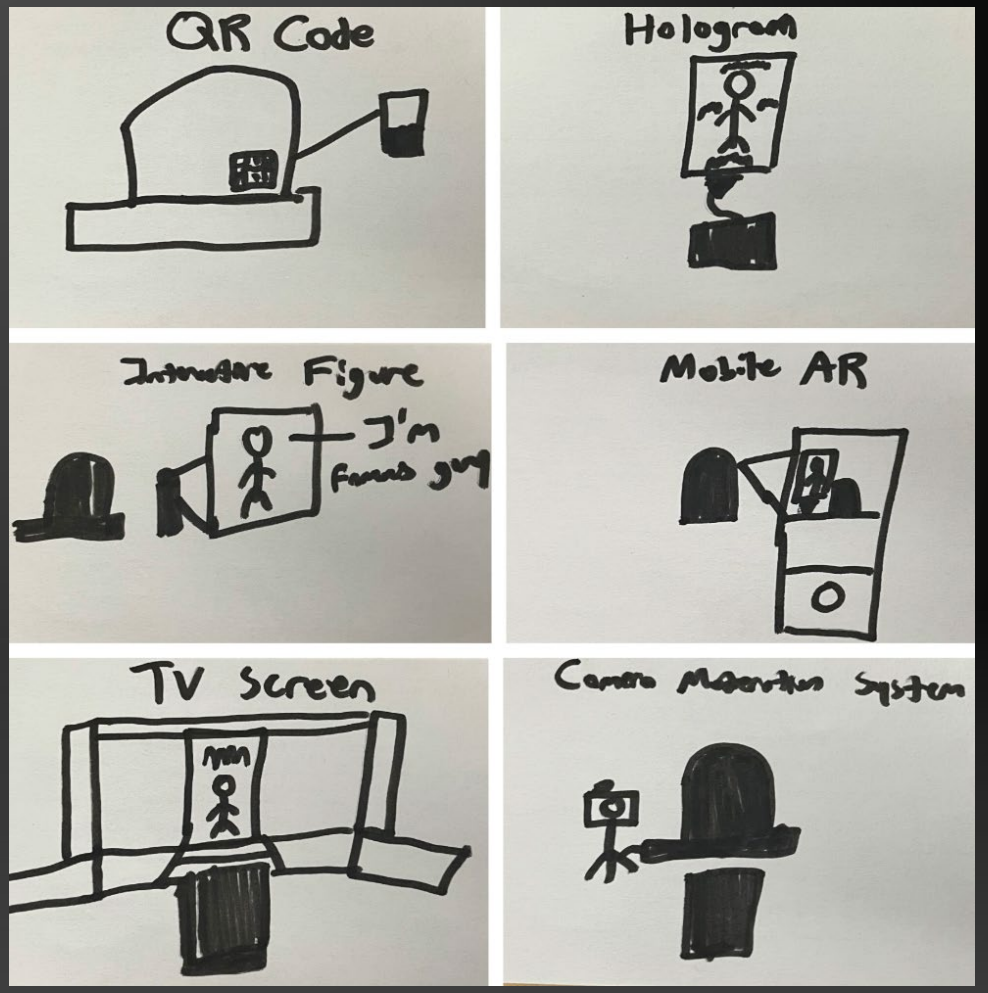


PARTICIPATORY CO-DESIGN ACTIVITY

# EXAMPLE QUESTIONS

- **How would you explain what a cemetery is to someone who has never visited one before?**
- **What, if anything, do you think is important about a cemetery?**
- **What would you add if you were to enhance the cemetery?**

# CO-DESIGN ACTIVITY



# KEY INTERVIEW RESEARCH FINDINGS

01

Defined as a place to commemorate the dead

02

Cemetery is a place of peace and tranquility

03

Mobile-solutions are least appealing

04

Screen solutions are distracting + disruptive

05

Hologram exhibited intriguing opinions

# SUMMARIZED RESULTS

Users see potential in unobtrusive tech (hologram, audio guide, mobile AR)

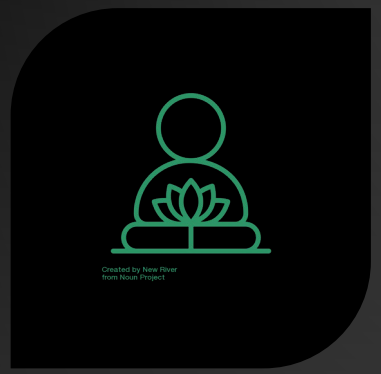
Concerns about preserving cemeteries' natural atmosphere and advertising

# CEMIGRAM DESIGN IMPLICATIONS

Focus on familial personalization + meaningful interactions

Utmost priority: preserve cemetery's ambiance

# INTERVIEW INSIGHTS FOR CEMIGRAM



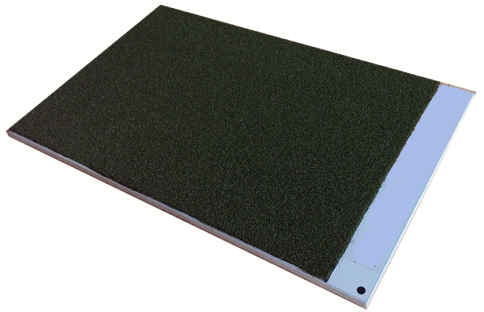

MINIMAL DISRUPTION

ENVIRONMENTAL COMPATIBILITY

SENSITIVITY TO PERSONAL AND CULTURAL NEEDS

# “CEMIGRAM” PARTS

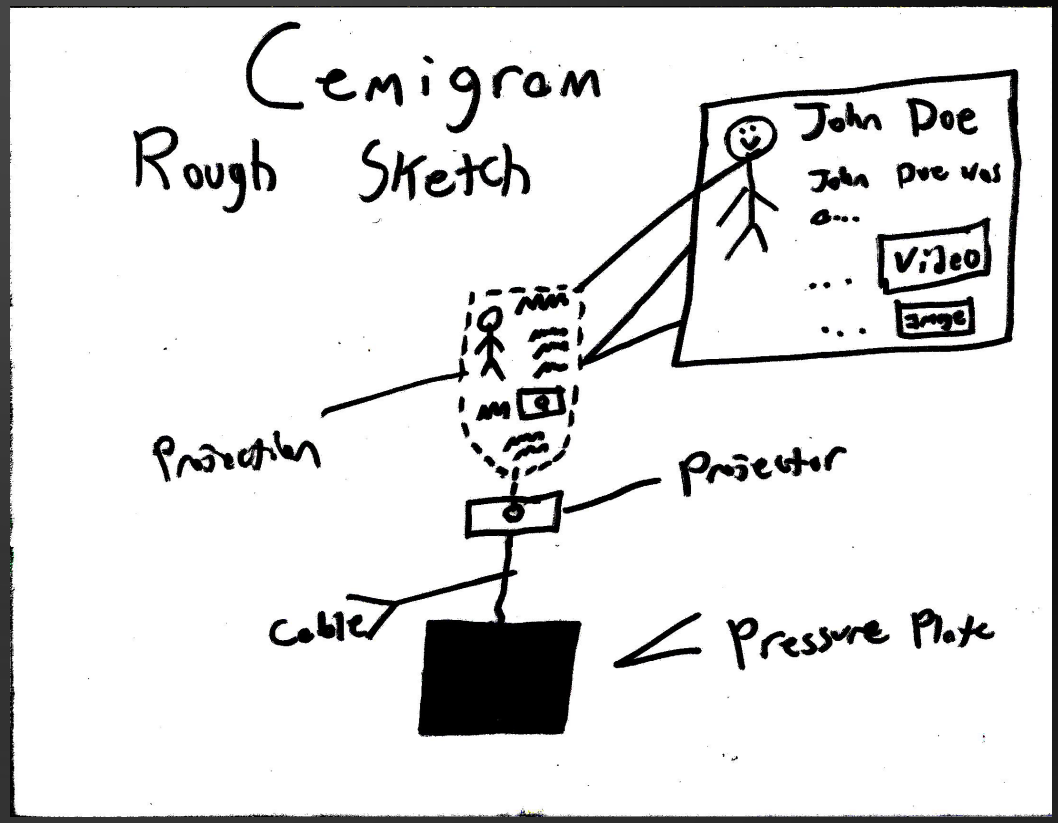
- Pressure Plate
- Projector + cables
- Image enhancer software (Photo likeness)



# "CEMIGRAM"

Digital hologram cemetery installation

Prioritize user control, environmental compatibility, sincere storytelling approach



# "CEMIGRAM" FEATURES

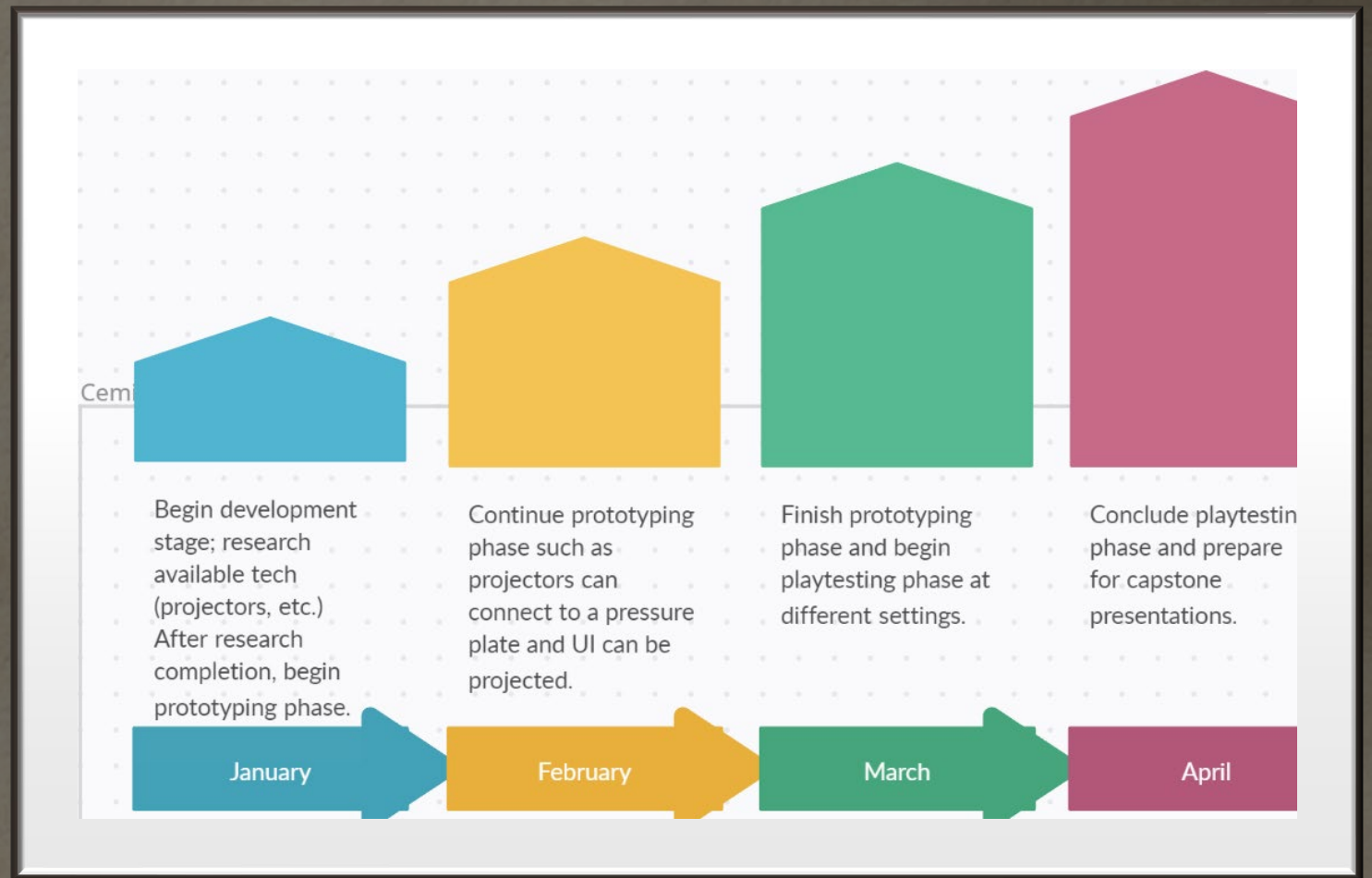
- Pausable option
- Family control over narrative + access (passcode?)
- Activated via pressure plate
- Bluetooth spatial audio w/ headphones

# DESIGN CONTENT

FIRST ITERATION: MY GREAT-GRANDPA

SECOND ITERATION: TO BE DETERMINED

# TIMELINE


Begin development stage; research available tech (projectors, etc.) After research completion, begin prototyping phase.
Continue prototyping phase such as projectors can connect to a pressure plate and UI can be projected.
Finish prototyping phase and begin playtesting phase at different settings.
Conclude playtestin phase and prepare for capstone presentations.
January
February
March
April

# THANK YOU!

QUESTIONS?

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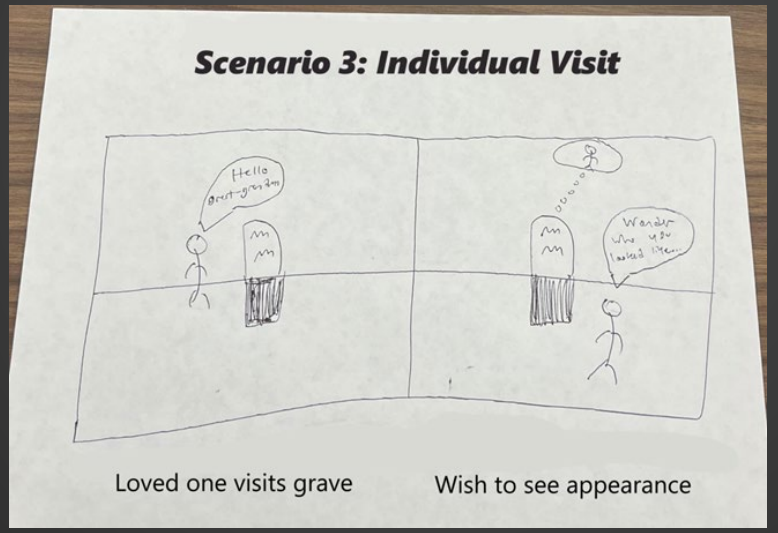
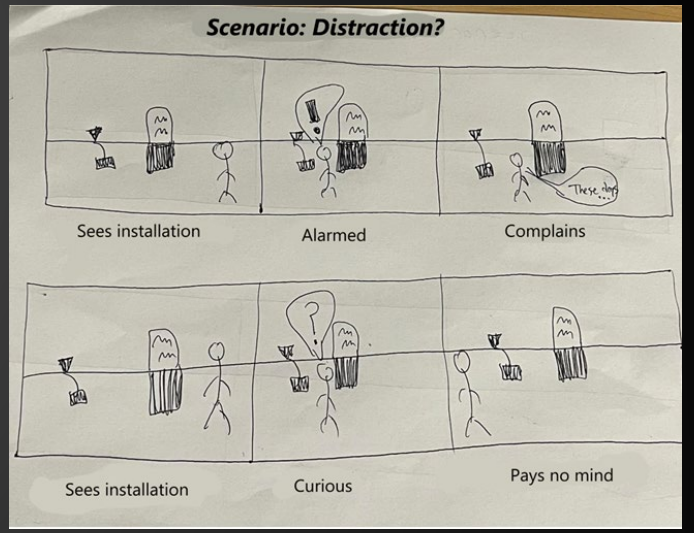
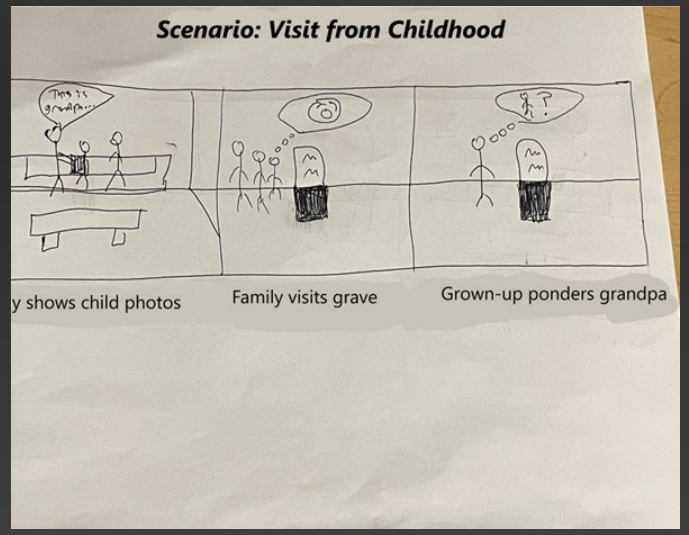
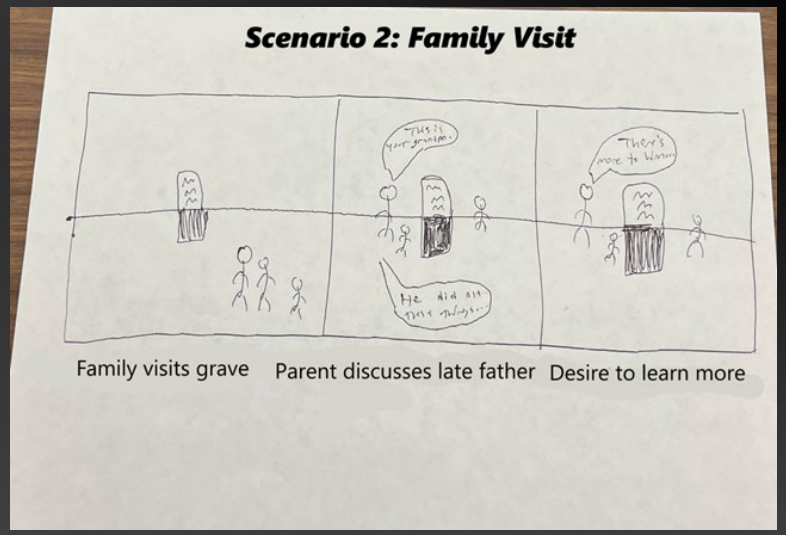
# SPEED DATING PICTURES



# RESEARCH BACKGROUND

| | |
|---|---|
| Investigate | Investigate cemetery user experiences |
| Design | Design implications for CemTech |
| Integrate | Integrate potential technological designs |