Project Proposal Overview: Interaction Design Major

Problem: *"Getting Lost in a Building"*
Large buildings like hospitals, malls, or universities often have complex layouts, making it easy for people to feel disoriented. Signs may be unclear, maps difficult to read, or navigation apps inadequate. This can lead to stress, wasted time, and even missed appointments.

What We Need You to Do:
As aspiring designers, your challenge is to think of a creative, user-centred solution to address the problem of "Getting Lost in a Building." We want you to explore how design can make navigation in large, complex spaces more intuitive, accessible, and stress-free.

Understand the Problem
Before jumping into solutions, spend some time thinking about the problem, identifying the challenges and who are the users. Describe the potential challenges caused by this problem.

Solution
Your design solution could be but not limited to *Physical Design* (Better-placed maps, signs), *Technology* (Mobile App, augmented reality..) or something outside of the box. Describe how you will address the identified problem through design while highlighting the main features or unique aspects.

Target Users
Define who the users of your solution are.

User Testing and Feedback
Explain how you would test your idea with the target users and improve it based on feedback

Design Concept (Optional)
Draw or use any design tool you prefer to create a visual of your solution. You can create a basic drawing, sketch or design of your idea (e.g., an app screen, a wayfinding map, or a design for a physical sign).

Submission Requirements
- A PDF document or PowerPoint presentation with the complete project including a brief written description (200-300 words) explaining your design process and decisions.