

San Jose State University Campus Wellness Kiosk

ANTH 191 PROJECT

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The Campus as a place of Wellness



- Wellness is the culmination of everyday choices and decisions, by broadening the normal definition of health to include specific and unique aspects of student life.
- The anthropogenic environment of the San Jose State University campus plays a major role by influencing student's everyday choices in regards to what resources are utilized, how they are used, and how students determine what is accessible to them.



Our Project



How the Idea Began

By briefly surveying fellow students and recent alumni to broaden our own experiences as students of San Jose State University, we encountered a variety of responses to what constitutes student wellness, how the students view their involvement on campus, and how students learn about resources and activities. Predominantly, we found that information dissemination about campus was limited to students' personal networks and what they encounter on their "routine" around campus.

Brainstorm and Goals

Brainstorm

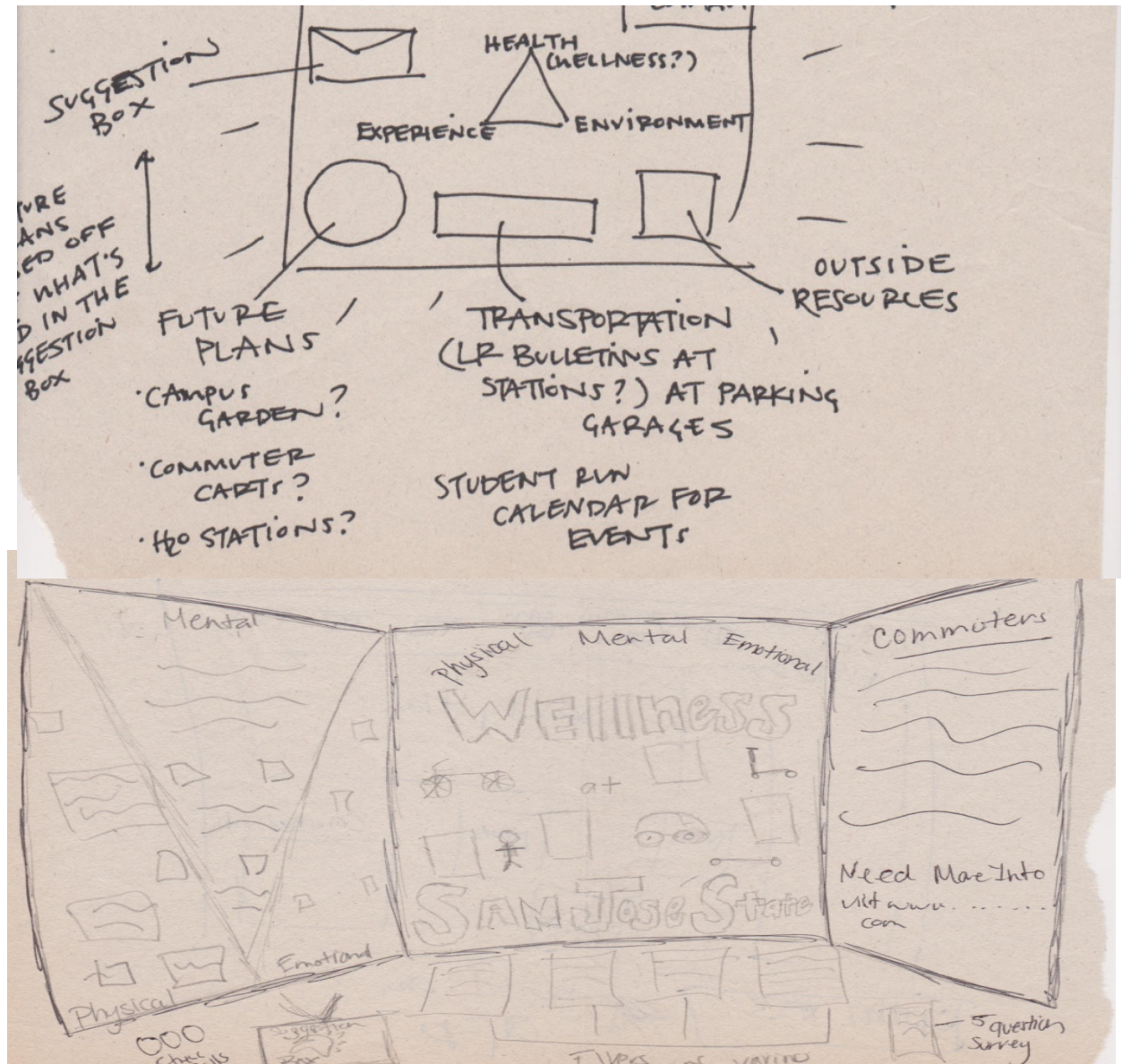
- We wanted to help people understand that their environment directly impacts their health and wellbeing. For all the SJSU students, whether living in the dorms, commuting, or anything in between simply knowing where one can eat if they have a dietary restriction could be immensely helpful when they are already juggling multiple things they need to do for the day.
- We were initially leaning towards developing a plan for a mock website as a potential future action to address the information disparity.

A hand-drawn mockup of a website for the "SJSU Wellness Project". The layout includes several sections:

- Header:** "SJSU Wellness Project" with a small logo icon.
- Left Sidebar:**
 - A vertical note: "*students can submit".
 - This week on campus:** A list of five items, each preceded by an "X" and followed by a horizontal line.
 - Campus Reminders:** A section with the text "Last day to Add/drop?" and "order care & gown", followed by two horizontal lines.
- Main Content Area:**
 - Suggestions to improve your campus experience:** A box containing a simple drawing of a building with an "X" over it.
 - Weekly Topic: Did you know:** A box with three horizontal lines and the text "+ how you can help" at the bottom.
 - Resources:** A box with two columns of text:
 - Left column: "- commuting", "- health", "- SJSU staff".
 - Right column: "- any links we have to info".
- Right Sidebar:**
 - Our blurb about wellness & health & how environment affects them:** A box with several lines of text.
 - Last week's suggestions to vote on:** A box with three checkboxes, each followed by a horizontal line.

The group drafted several different design formats based upon previous discussions of how the website should act as a centralized hub of information that was deemed useful to student wellness based up the brief surveying conducted .

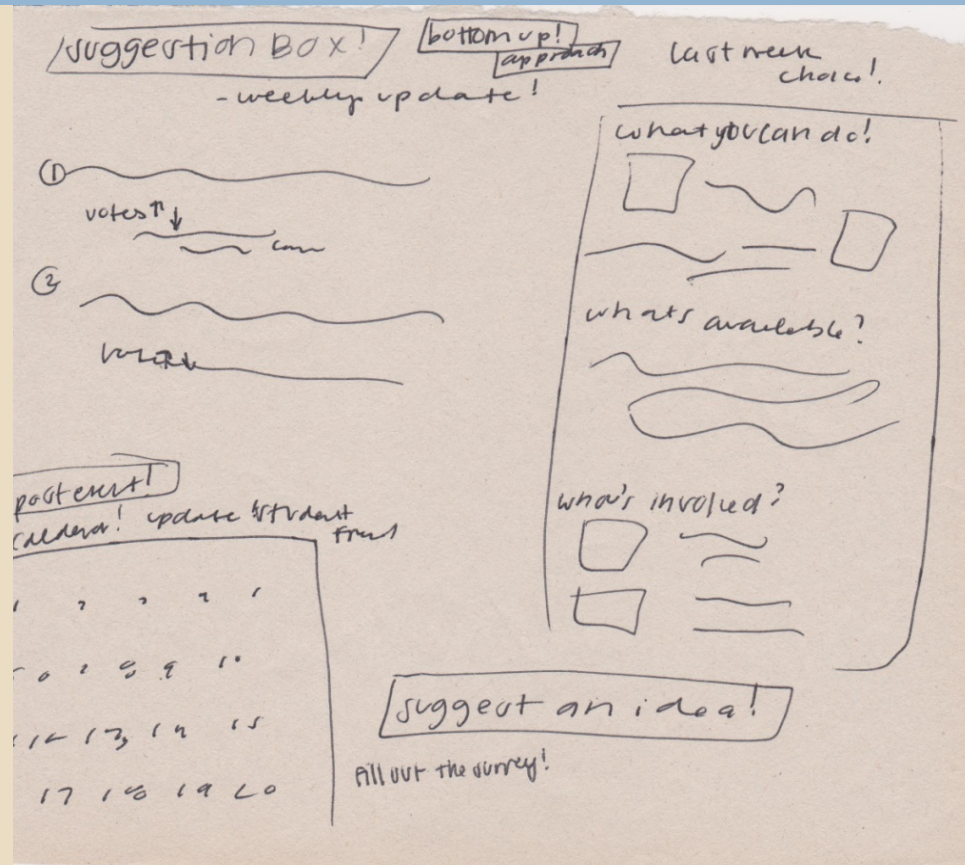
While our sample is not representative of all the students at San Jose State University, by asking the question, If you could have implemented anyone thing that would have improved your health and wellness experience on campus when you were at SJSU, what would it have been?



Brainstorm and Goals

Goals

- The goal of our project is to alter the dynamic between the campus and many of its students.
- The varied response from students in the survey addressed the notion of wellness as an accumulated and multifaceted practice.
- By bridging the information disparity to some degree on this highly diverse campus, we are hoping to facilitate and expand the campus' role as a positive environment influencing student wellness.



Development of the Wellness Kiosk



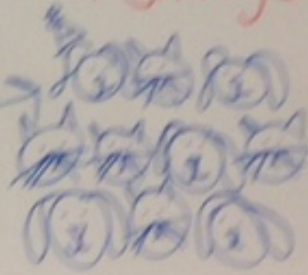
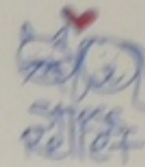
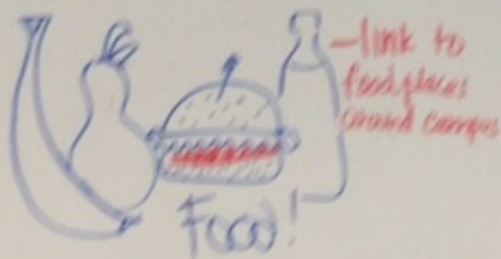
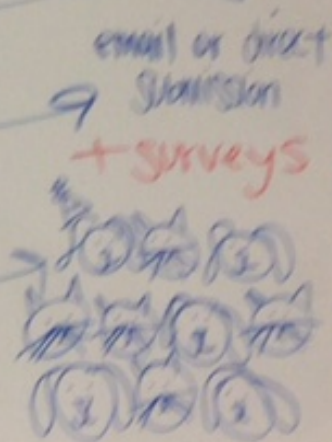
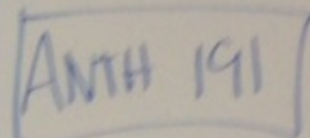
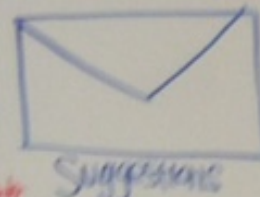
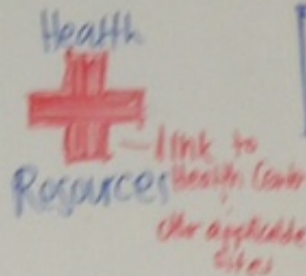
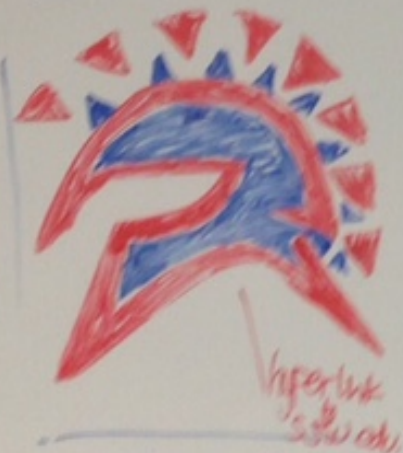
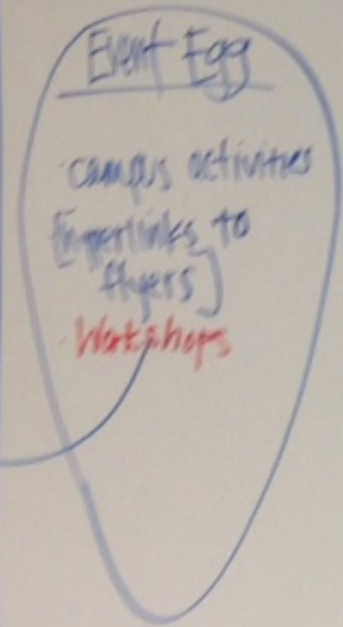
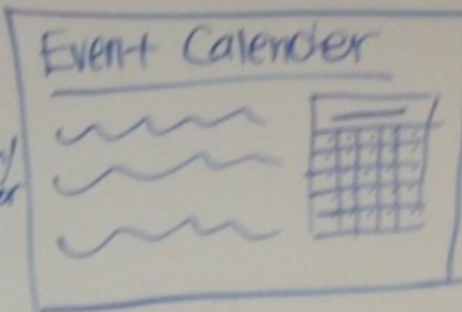
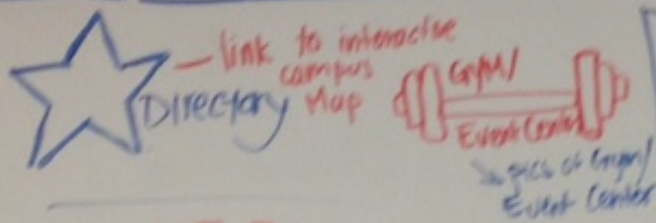
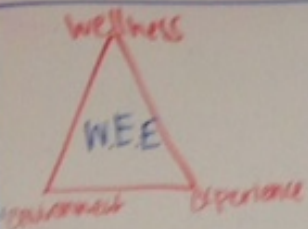
The idea of creating a virtual wellness kiosk mockup came from a discussion with Laurie Morgan, the associate director for campus wellness at SJSU. With the development of a new centralized Health Services building, the campus itself could reach out to students through a physical manifestation of this proposed centralized hub of information.

Our project then became developing a rough mock up of what the content of the Kiosk would look and address the potential further actions to take.



Just the logo
↓

Virtual Kiosk By Kayt - Emily & Jeoff Jasmin - Jess





Kiosk Icon Legend and Explanation

The idea is for the board to display a information slide show when not in engaged, quick information concerning campus wide events and happenings--- advertisements for on campus stuff, location, calendar on an enlarged slide. A homepage could be activated, which is the brainstorm image above. Each symbol represents a link or a pathway to specific information.

1. Star Icon- This leads to an interactive map of the campus. From here students can get directions to buildings on campus, the student union, and restaurants in the vicinity of campus.
2. Weight Icon- This leads to information about the gym on campus, as well as the event center.
3. Event Calendar- This is an interactive calendar that lists events happening on campus.
4. Red Cross Icon- This icon will lead to information about the Student Health Center, as well as the Student Health Center
5. Letter Icon- This will lead to a virtual suggestion box. Students will be able to email their concerns or suggestions to a person in charge. All efforts will be made to incorporate what the students suggest.
6. Puppies and Kittens Icon- This will lead to many different videos on adorable animals, or anything else that will help relieve stress. The idea is that students will click on these videos in order to reduce their stress levels.
7. Bus Icon- This will lead to the VTA train and bus schedules. This will help students organize their schedules.
8. Food Icon- This will lead to restaurants on campus as well as ones in the vicinity of campus.
9. Event Egg Icon- This will show events happening that day on campus.

Further Exploration



Brainstorming the content, practicality, and the potential next steps of this project during a meeting with Laurie led us to develop specific ideas for the content of the kiosk and take into consideration the physical potentiality of the kiosk.



Further Suggestions for Content



Event Calendar & Event Egg Icon



As there is so much happening on campus each day, creating a simple filter system for the campus events would allow students and faculty to directly connect to their perceptions of campus wellness by sorting through the myriad of decisions that are impacted by the concept of wellness as a whole.

Events and activities could be tagged according to different subcategories.

Suggestions for Content



Food Icon

The food icon could be linked to the campus map, so a user could highlight and select a restaurant and then be directed to where said restaurant is located on the campus map in relation to the location of the kiosk.



Suggestions for Content



Bus Icon



The transportation menu would not only include the bus and light rail schedules for commuters, but would also highlight the location of bicycle rental hubs near campus in an effort to piece together the resources Downtown San Jose has to offer students.

Suggestions for Content



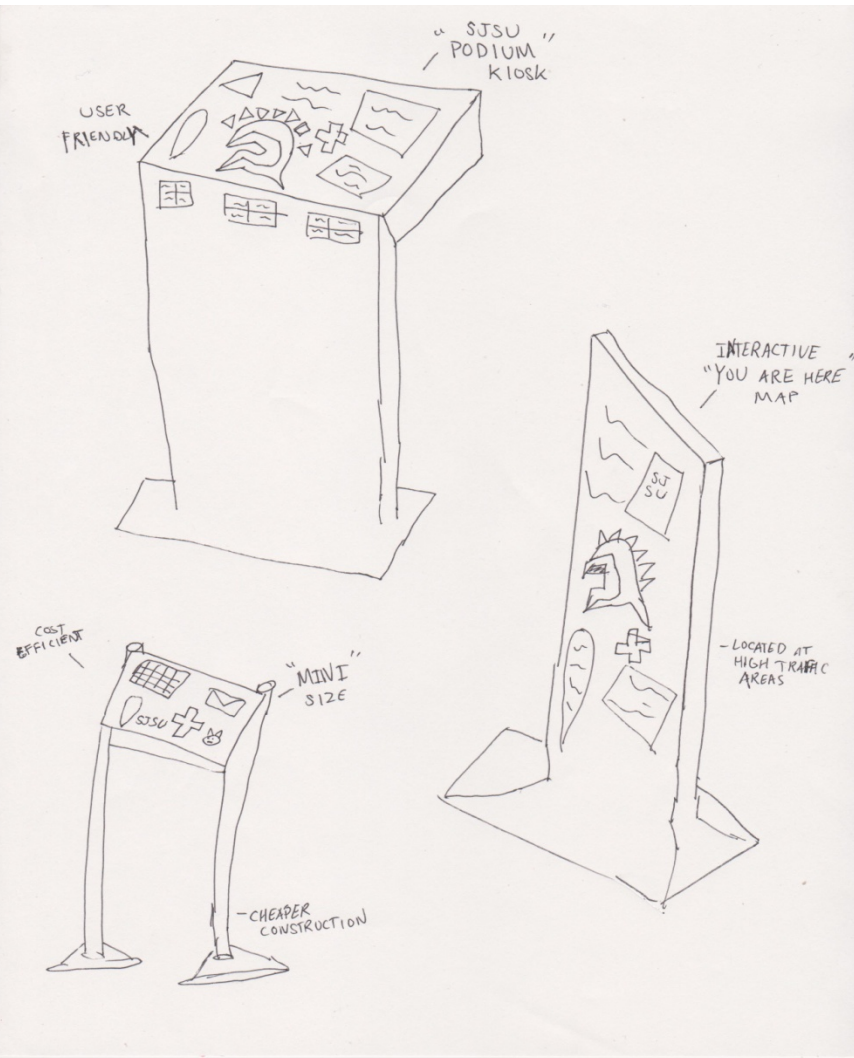
Puppy/Kitten Icon

It was proposed that the biggest attention getter on the kiosk's homepage would be the “easy” button for stress relief.

A press of this button from any user would allow for page after page of videos and photos of stress relievers—from puppies to laughing babies.



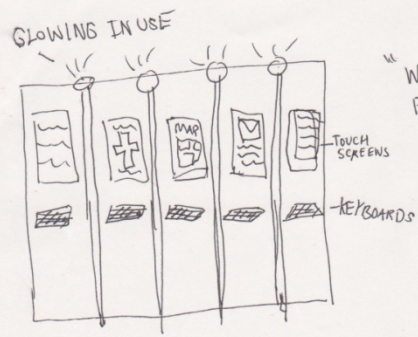
Ideas for the Next Step



Some additional things to consider for the kiosk include how to accommodate for multiple users (implementation of motion sensors or multiple screens?), how to address social connectivity, and how to determine design ideas for the physical space of the kiosk (where to place it and how many should be erected).

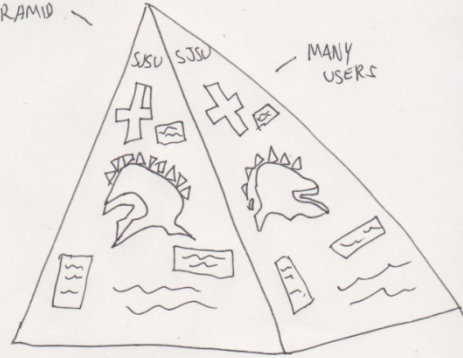
The group drafted some different ideas for the physical design of the Kiosk.

Each design of the Kiosk addressing the issues of multiple users, displaying content, and grabbing attention differently.

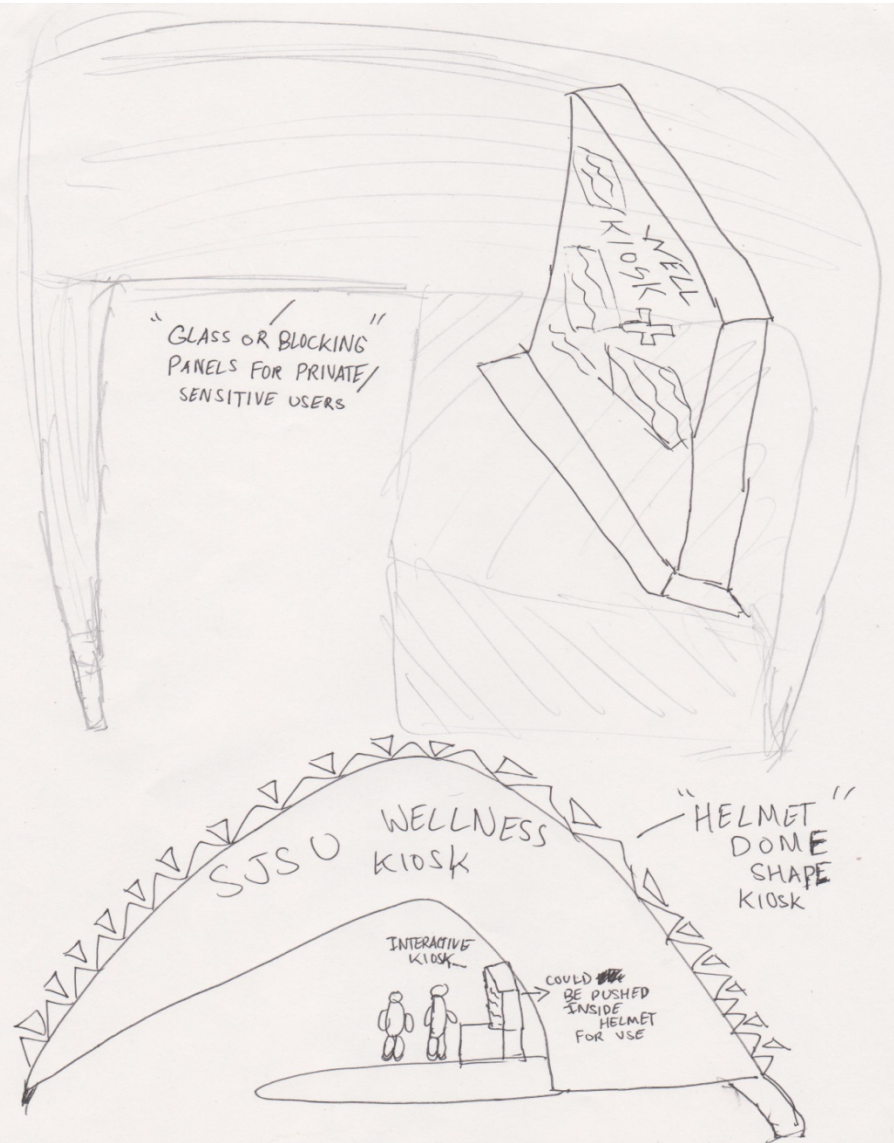
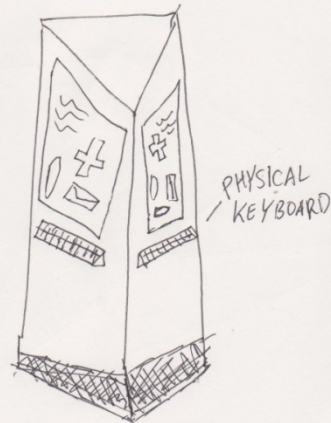


"MULTIPANEL"
SHAPED

"WELLNESS
PYRAMID"



MULTIPLE
SURFACES



If the initial kiosk by the health center is successful, it might be potential to implement more through out campus, at different entry points

Significance



Despite these additional considerations for the virtual wellness kiosk, the main goal/significance of creating the mockup revolves around creating an aesthetic and more accessible way for students and faculty at SJSU to obtain campus information. The so-called “mythology” of SJSU is the perception of the campus as an unwelcoming space, but the purpose of the virtual wellness kiosk is to change that mythology. SJSU should be a space people want to hang out, a space that becomes a third place for students and faculty.

Image References



- Slide 1: http://www.sjsu.edu/dance/prospective_students/new_student_information/tower_hall_02.jpg
- Slide 2: <http://blogs.sjsu.edu/today/files/2013/08/back-to-school-inpost-01-2lmaclo.jpg>
- Slide 3: <http://images.topix.com/gallery/up-EUKDPO4D5K4EJNSF.jpg>
- Slide 7: Taken by Jeof during in class discussion
- Slide 10: from the SJSU Official Facebook Page
- Slide 11: <http://spartandaily.com/wp-content/uploads/2011/12/vta2-800x564.jpg>
- Slide 12: <http://spartandaily.com/wp-content/uploads/2012/09/JustBelow.png>
- Slide 13: <http://spartandaily.com/wp-content/uploads/2011/12/vta2-800x564.jpg>
- Slide 14: <https://library.stanford.edu/sites/default/files/styles/large/public/destress-posterdog.jpg?itok=cYWS4kot>