

Our Hive

**Sheridan College Trafalgar Campus
Oakville, ON**

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Introduction: Our Hive

What Is It?

Our Hive is an interactive installation with a focus on mental health stigma and the lack of mental health literacy within the Sheridan Trafalgar campus. This is a temporary installation that would be in place for a fall semester to teach students about mental health but could be reused to implement the idea of sharing and unity between students with a visual experience.

The panel could later be simplified to solely displaying sound and lights that would still be tapped by students, but with the exclusion of the pamphlets. This way students would always have access to the information and resources, but it would be more focused on a shared interactive experience rather than a focus on literacy.

The project is aimed at creating an interesting audio, visual, and sensory experience using lights that can be activated and changed depending on how the user is feeling that day. All the lights on the wall would be reset every week since there are 1255 lights in total and the space does not experience a heavy flow of students. Later when the installation is reused, it can continue to reset at the same rate, as students may continue to come frequently to enjoy an interactive experience.

72% of students felt that their mental health was supported on campus but 47% were not actually sure how to access these resources.

“Sheridan Wellness Survey”/Sheridan College

The hexagonal LED lights are turned on by the user and can be tapped once to change the hexagonal light into 4 different colours one-by-one, each representing a basic emotion that was mentioned frequently in the student survey and experienced by a majority of the students (happy, sad, anxious, depressed). The information is anonymously given to the user through their device and each additional light that is added by users has a vibration sound specific to the emotion.

This experience is for the user to learn positive information about mental health and themselves while learning about different resources available to them. After the experience, they can have access to the digital information saved from the nearables as well as physical pamphlets.

Focus and Themes:

In taking a glance at the research documents and surveys provided by Sheridan College, I understood that the majority of the students who completed the survey reported some sort of mental health issue.

Although the survey was anonymous, many of the students may not be as honest due to the stigma and shame around mental health issues. This stigma could be from their culture, family, or even from lack of knowledge and awareness.

The focus is to create awareness of mental health illness while allowing the user to have anonymity.

For this project, my focus is on what may drive these students to have mental health issues rather than what their issues are.

The initial step for students is realizing what is making you feel this way before deciding what they feel.

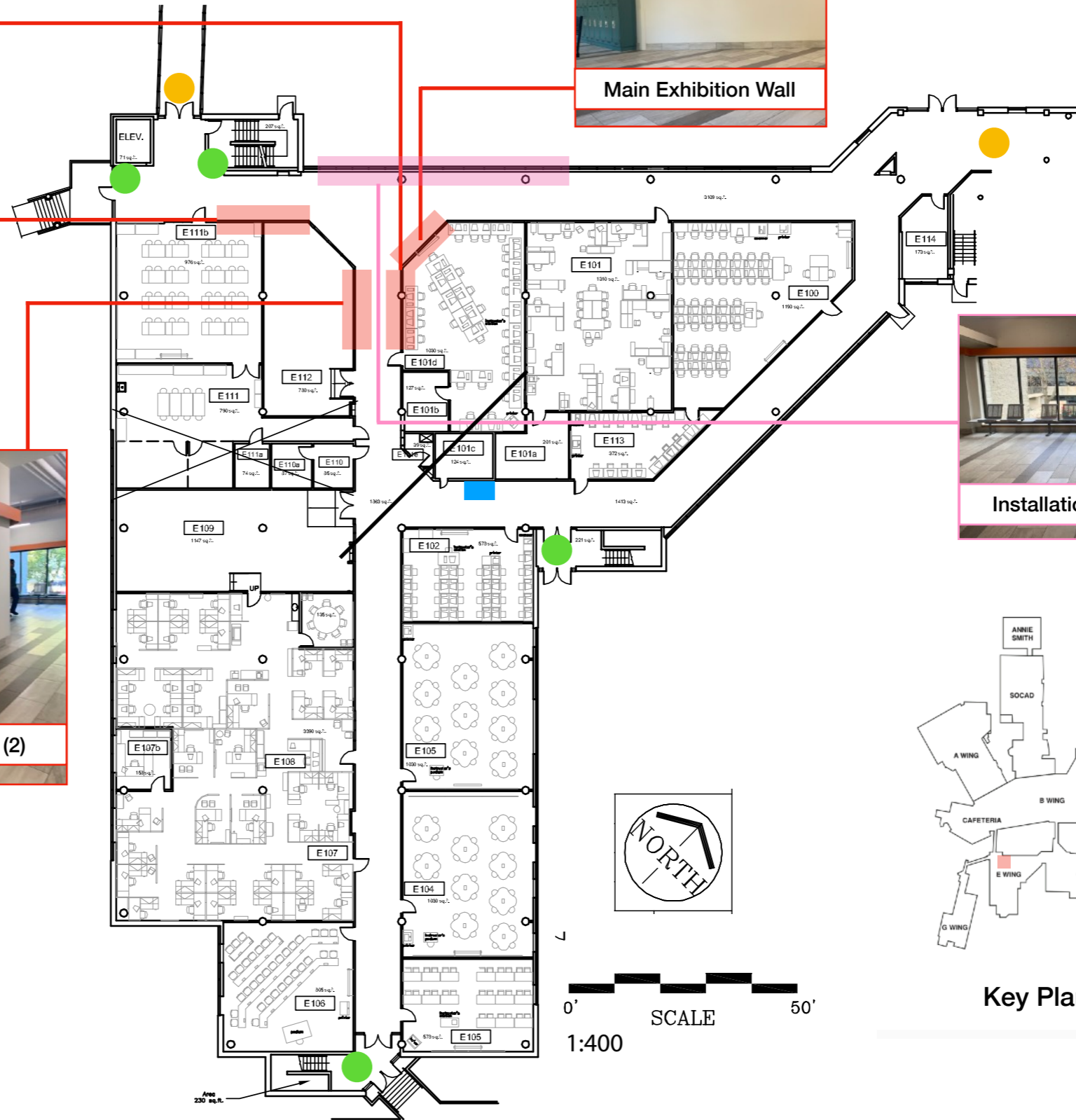
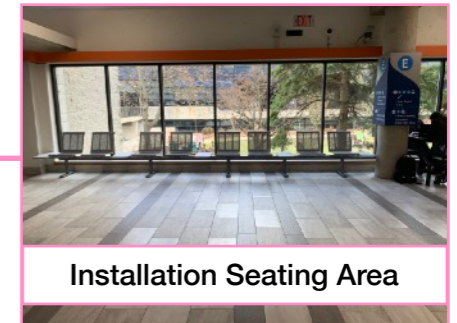
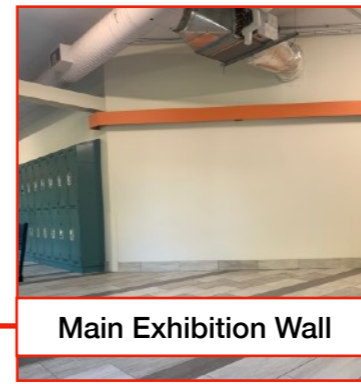
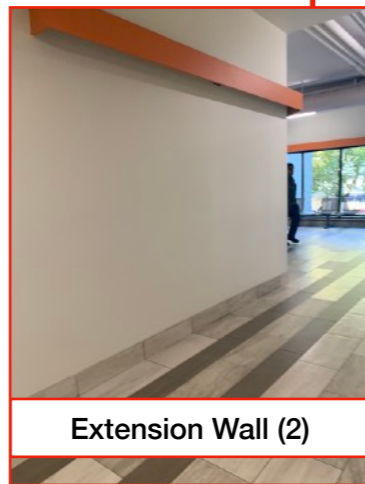
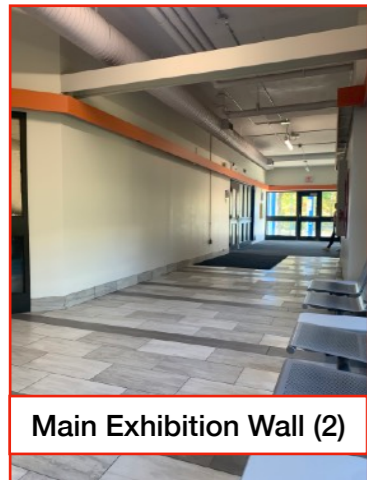
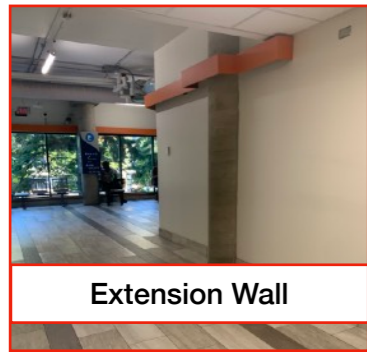
Design Objectives:

- 1) Making sure that the students gain information in a positive matter.
- 2) Create a sense of unity between people, more specifically students, on campus.
- 3) Create a safe space where students can express their emotions.
- 4) Create an interactive experience that is accessible to all and is a well-rounded multi-sensory experience.



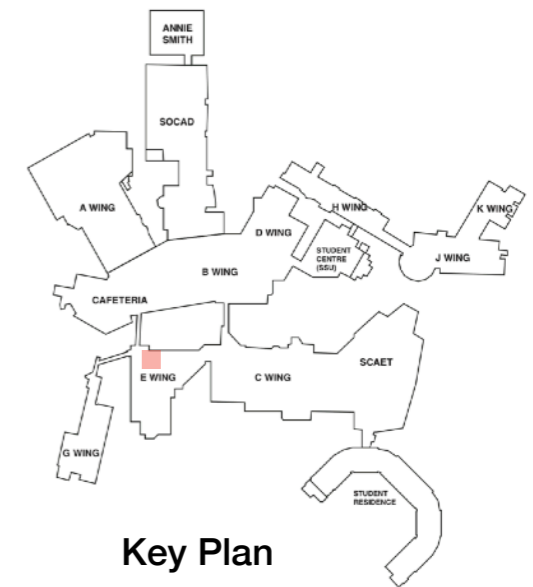
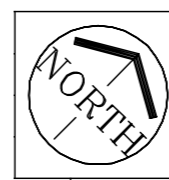
“Fighting Mental Health Stigma”/Michigan Medicine

Project site



Legend

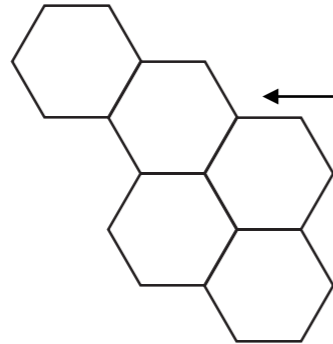
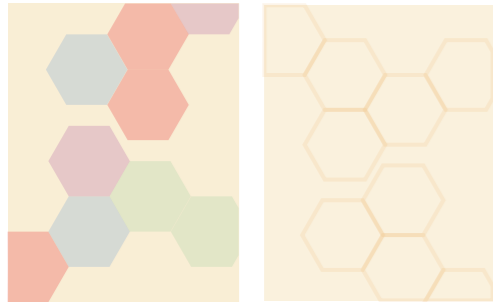
- pathway to other wings
- staircase/exit
- installation location
- water fountain



Identity System

logo type

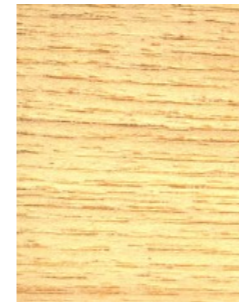
our hive



Logo
The logo is in the montserrat extra light type so that it can blend into the campus and make students feel comfortable.

Branding
Most of the branding and identity of the installation is using hexagonal shapes. They are represented in the shape of the lights, as well as on the screens and pamphlet.

pictogram system and textures



Wood
light oak wood is used to create a natural grounded effect that would compliment the idea of a beehive and the yellow that is used in the way finding and the tablets.



Wayfinding Arrows
The beehive hexagon shapes are placed together to form the shape of an arrow that will go through the E-Wing to draw students to the installation.



Anxious
emotion that user can select on hexagon light



Sad
emotion that user can select on hexagon light



Happy
emotion that user can select on hexagon light



Depressed
emotion that user can select on hexagon light

typographic elements

Montserrat Extra Light

The quick brown fox
jumped over the fence
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
VWXYZ 1234567890
!@#\$%^&*()

Montserrat Light

The quick brown fox
jumped over the fence
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
VWXYZ 1234567890
!@#\$%^&*()

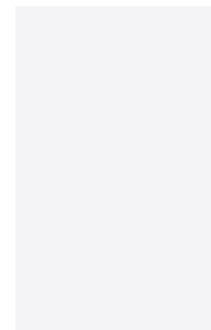
Montserrat Regular

The quick brown fox
jumped over the fence
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
VWXYZ 1234567890
!@#\$%^&*()

Montserrat SemiBold

**The quick brown fox
jumped over the fence
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
WXYZ 1234567890
!@#\$%^&*()**

colour swatches



663 C



Yellow 0131 C



143 C



165 C



7455 C



485 C



340 C



7655 C

Materials and Finishes

Acrylic Push Button

#EBA607

5.0 amps Baomain button with a 5A / 250VAC working voltage with DC 12V light voltage. Sizing: 25mmx25mm with a hole diameter of 16mm. Used for audio description on the panel for visual impairment.



"Baomain Push Button Switch"/Amazon

External Speakers

#F1F0ED

Yamaha in-wall speakers placed under orange strip on wall to stay hidden and play the sound of the hive. They require 40watt power and have a mounting depth of 98.4mm. A pair of these speakers are \$180. They are 97x226x89mm.



"In-Wall Speaker"/BestBuy

Digital Monitor

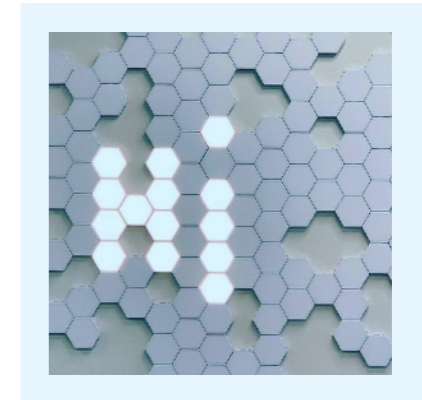
LCD Screen technology monitor, used as an interactive display. Samsung brand and can be mounted to a wall. Monitor uses android technology. It supports wifi and has a 16GB internal memory. Uses USB interface with 1920X1080 aspect ratio. 20580x610mm.



"Wall Mounted Player"/TopadKiosk

Hexagonal LED Lights

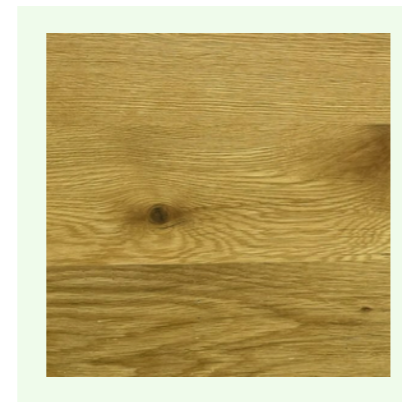
They are each 120mm wide and 20mm deep. They are eco-friendly and use 120/220v per light. They retail at approximately \$12 per light. Lights are connected to each other magnetically and can be attached to the wall with adhesive such as CT-1.



"Hexagonal Modular Lights"/Helios



"Clear Acrylic Sheets"/cutmyplastic



"Oak Wood"/Viridian



"Wall Mounted Player"/TopadKiosk



"Opaque Digital Paper"/Amazon

Acrylic Literature Pockets

Clear acrylic pockets roughly 114x132x50mm would be made from acrylic sheets to be attached to the wall panel. Inexpensive to produce at 0.80 euro per sheet of 114x132 with 2mm thickness. It would be held together with CT-1 white adhesive that can bind wood and plastic.

Oak Wood

#D09F64

White oak with a clear finishing to cover the digital monitor and create a panel. Approximately 10mm thick. Durable wood and sustainable. Can be held together using the CT-1 white adhesive.

Adhesive Vinyl

#FDDA25

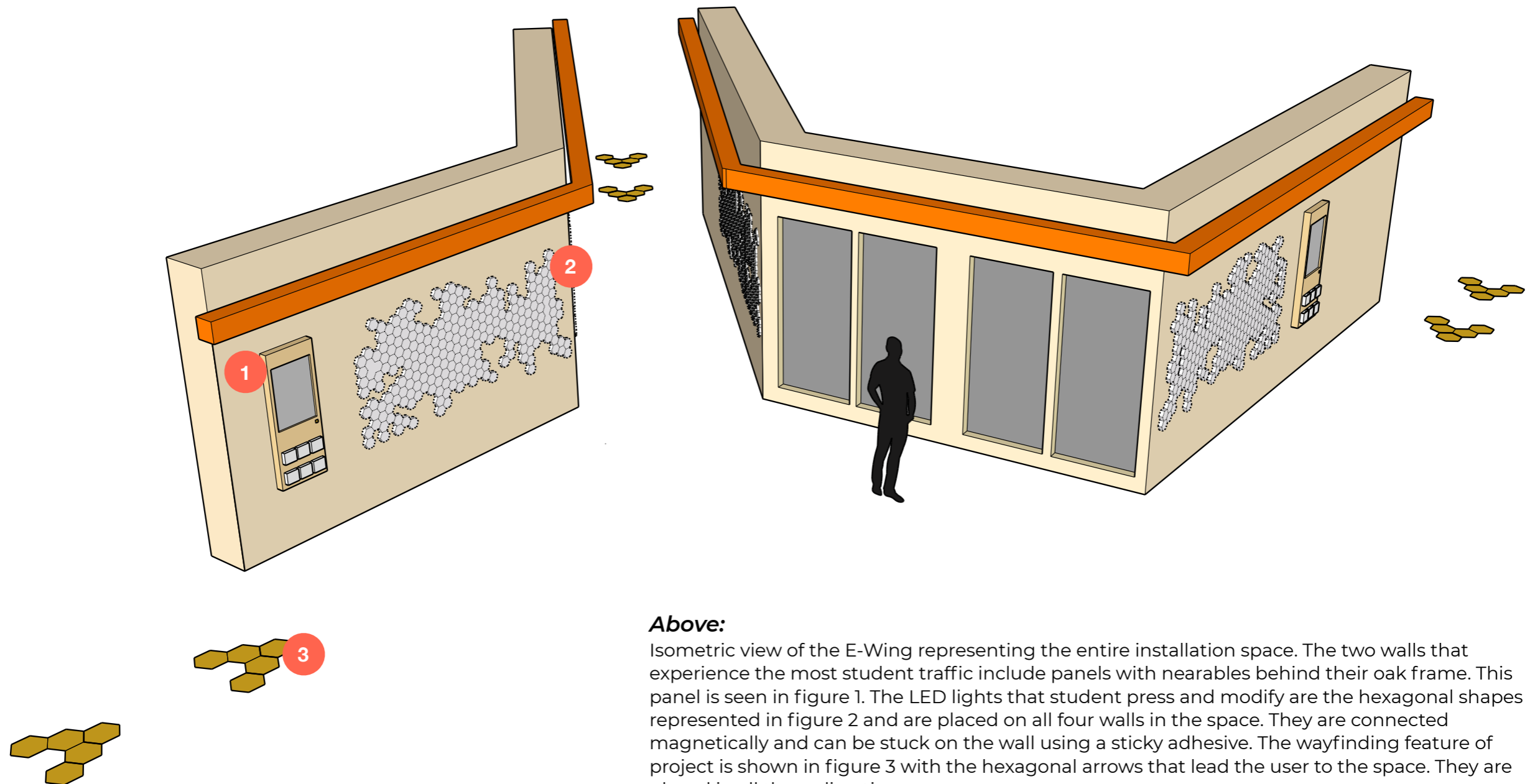
Self-adhesive yellow vinyl with matte finish. Scratch, scuff and water resistant, with a durable, solvent-based adhesive. 3657x4572mm and used on ground as a wayfinding guide.

Multi-use Inkjet Paper

#F1F0ED

multipurpose, 20lb tabloid sized paper. Acid free and quick to reproduce. Used for the informational pamphlet.

Design Elements: Isometric View



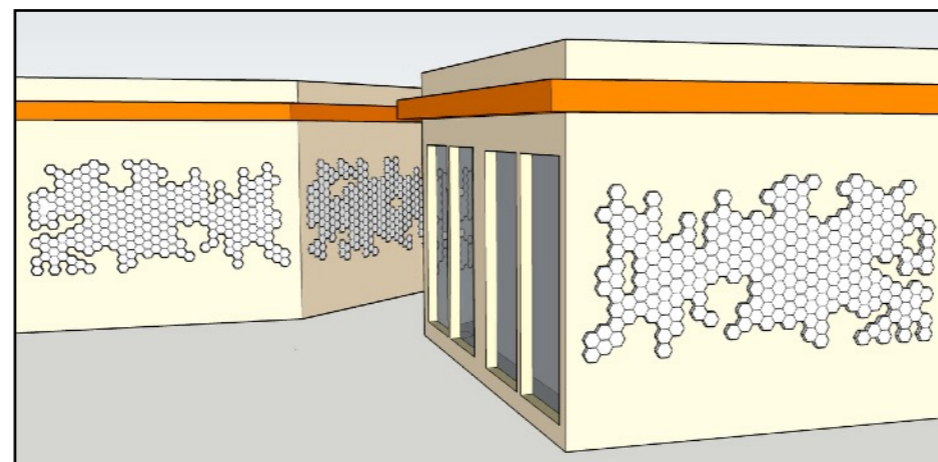
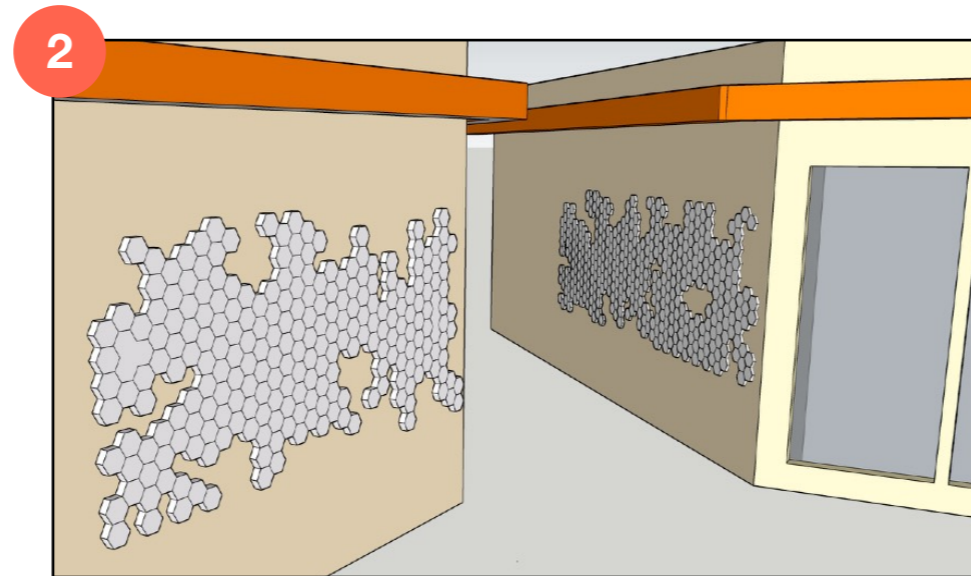
Above:

Isometric view of the E-Wing representing the entire installation space. The two walls that experience the most student traffic include panels with nearables behind their oak frame. This panel is seen in figure 1. The LED lights that student press and modify are the hexagonal shapes represented in figure 2 and are placed on all four walls in the space. They are connected magnetically and can be stuck on the wall using a sticky adhesive. The wayfinding feature of project is shown in figure 3 with the hexagonal arrows that lead the user to the space. They are placed in all three directions.

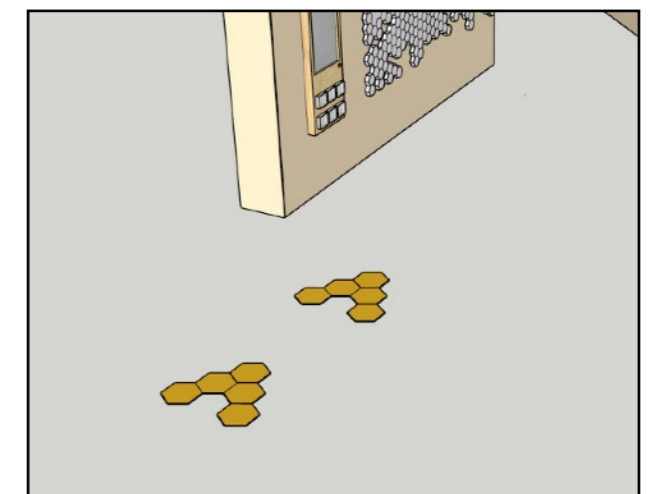
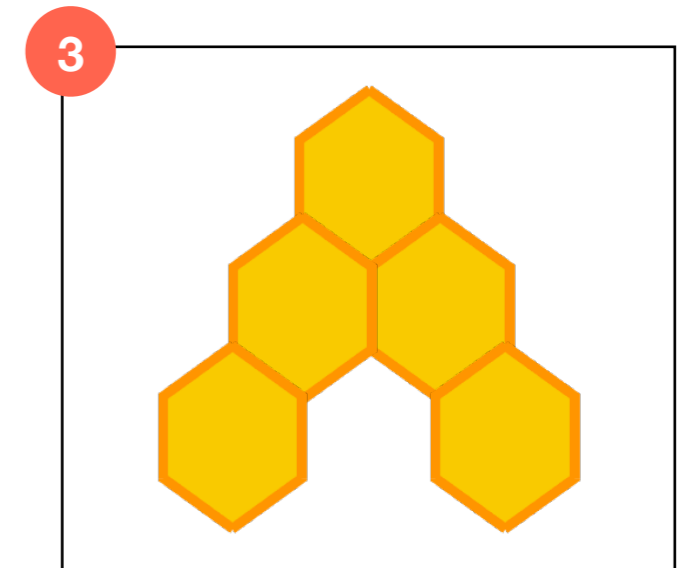
Design Elements: Isometric View



Panel:
In this figure, the panel is made of a light oak with plastic cubbies for paper pamphlets, it includes a screen to provide users with information and a button for visually impaired students to hear the information on the screen

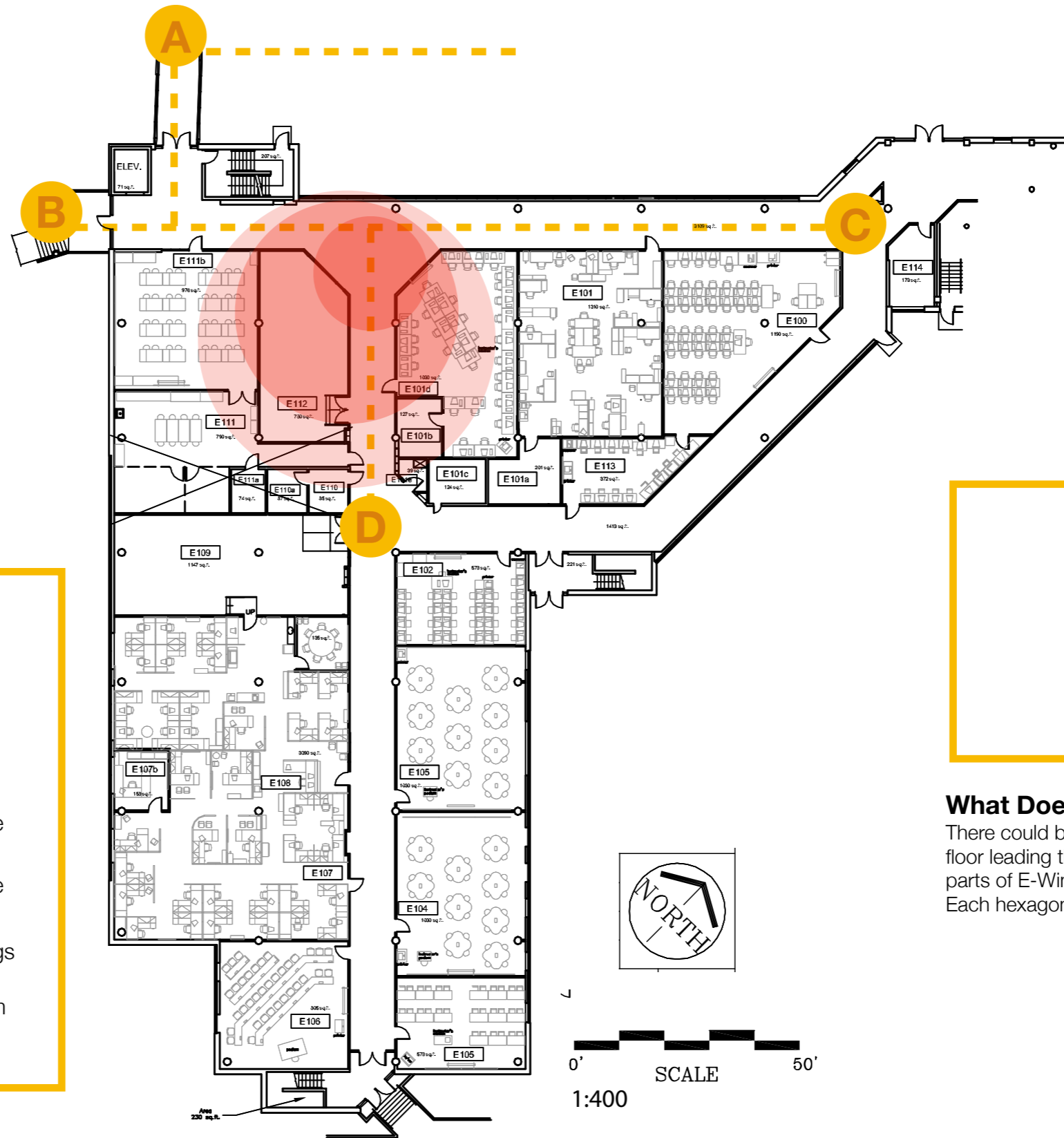


Light Installation:
In these images, the hexagonal LED lights are displayed. Students can tap each hexagon to turn it into blue, green, pink or red depending on how they are feeling that day. The lights are reset weekly.



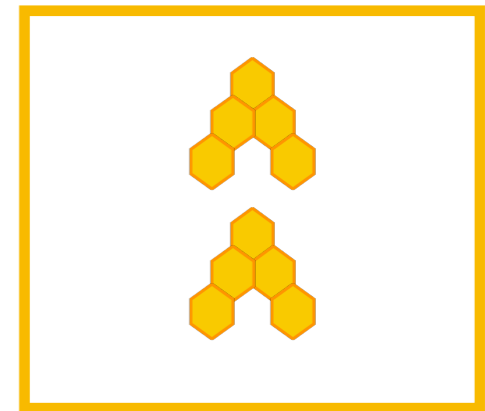
Above:
These vinyl stickers are used on the ground as a way finding tool that would be placed in a path leading to the installation to lead users to the lights. They are a yellow tone that complements the oak panel.

Visitor Journey: Wayfinding



Legend

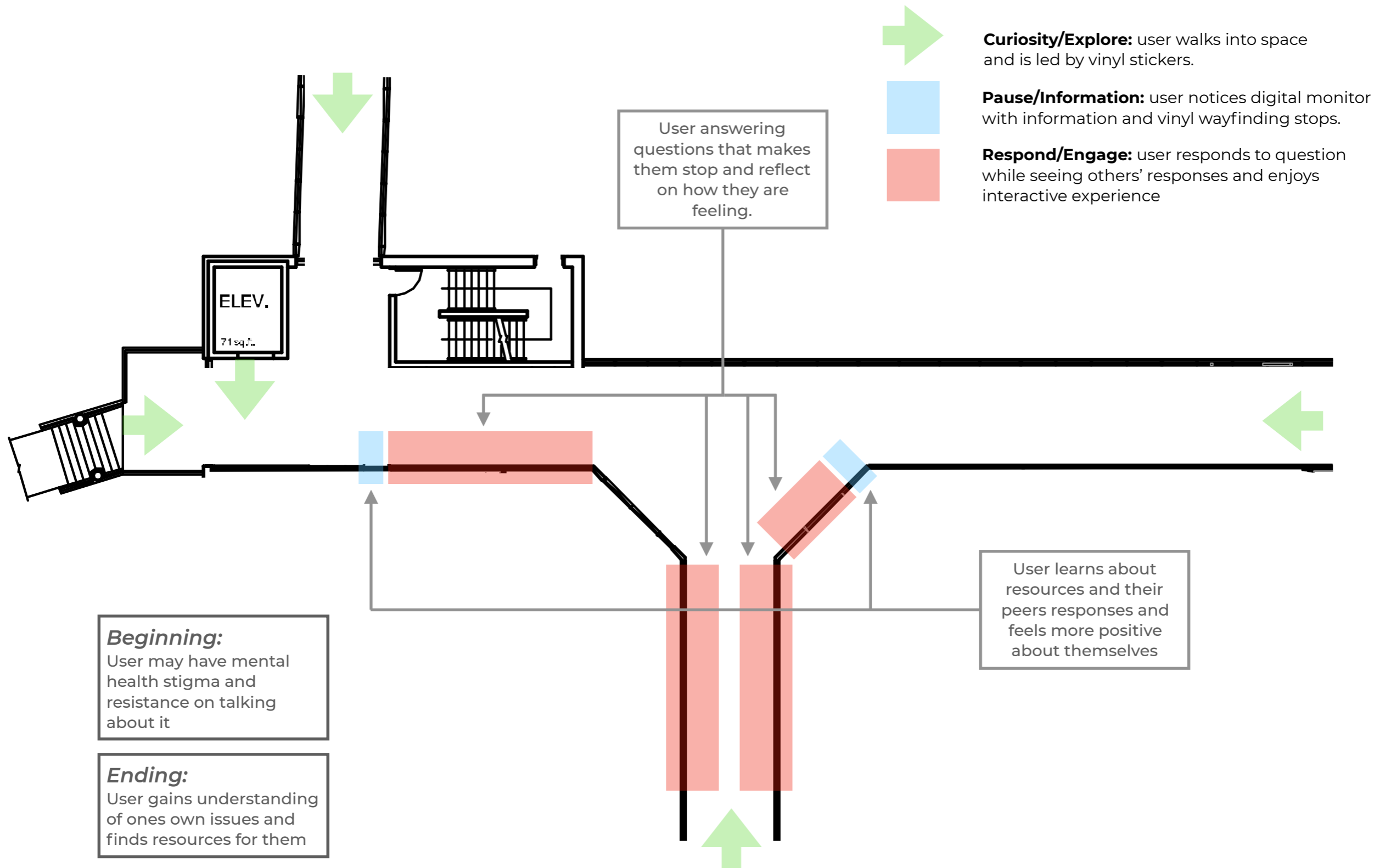
- floor signs
- installation placement
- entrance to E-Wing from outside
- entrance to E-Wing from outside
- transition to other Sheridan wings
- exit from wing leading away from campus



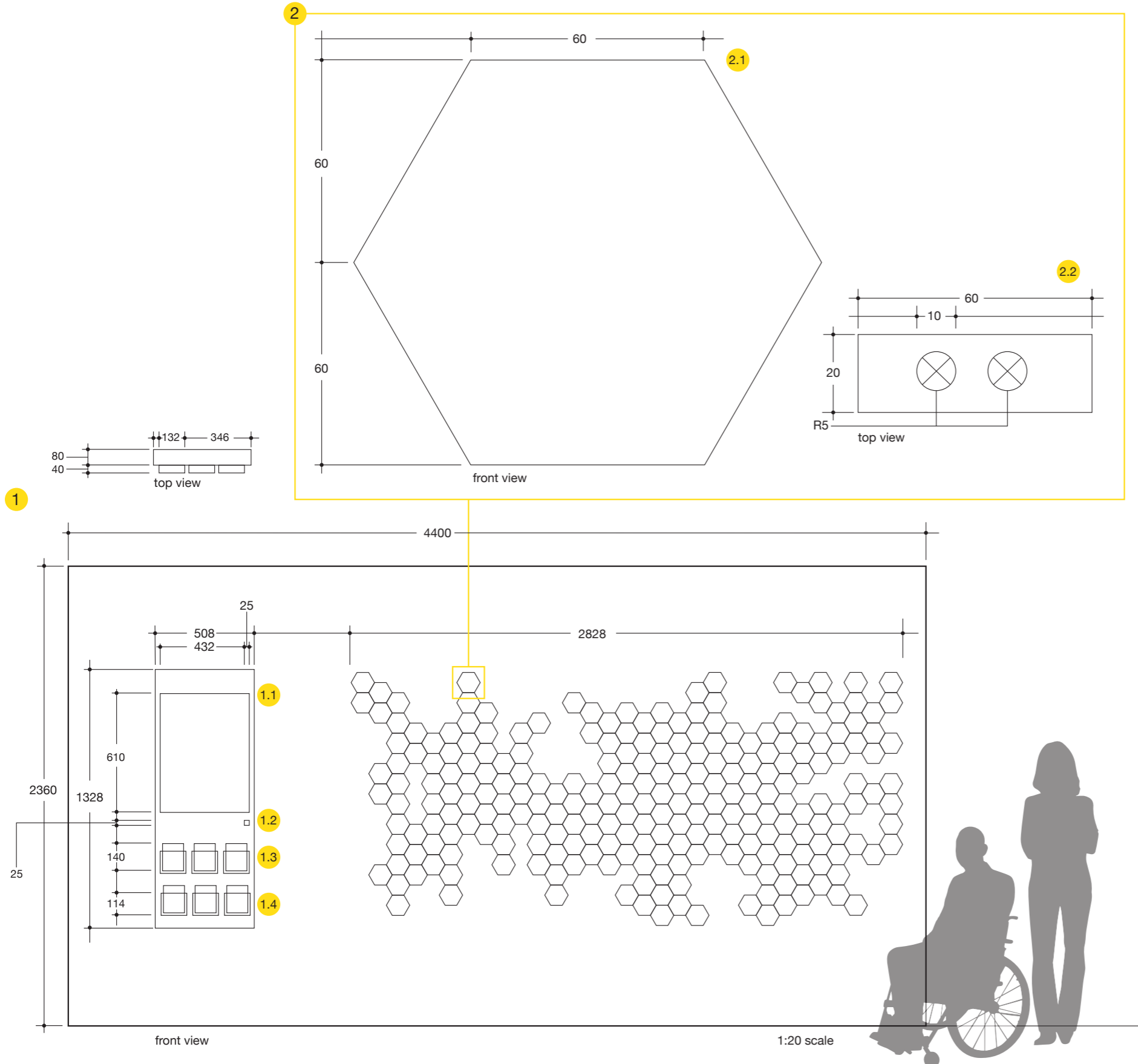
What Does it Do?

There could be vinyl stickers on the floor leading the user from different parts of E-Wing to the installation. Each hexagon would be 10 wide.

Visitor Journey: Interpretation



Dimensioned Drawing



Our Hive: Materials and Measurements

1 Exhibition Information Panel

There is 120mm of free space around the edges of the LED lights installation. The listed measurements are in centimetres. wall panel includes:

- 1.1 interactive digital screen
- 1.2 button for audio descriptions for visually impaired
- 1.3 pamphlets for installation information
- 1.4 pamphlet cubbies

2 Exhibition LED Lights: Detailed View

installation is made of hexagonal LED lights and wall has capacity for a maximum of 372 lights in total.

- 2.1 Power Per Light: 120/220v 50/60hz

Maximum tiles per power adaptor: 65

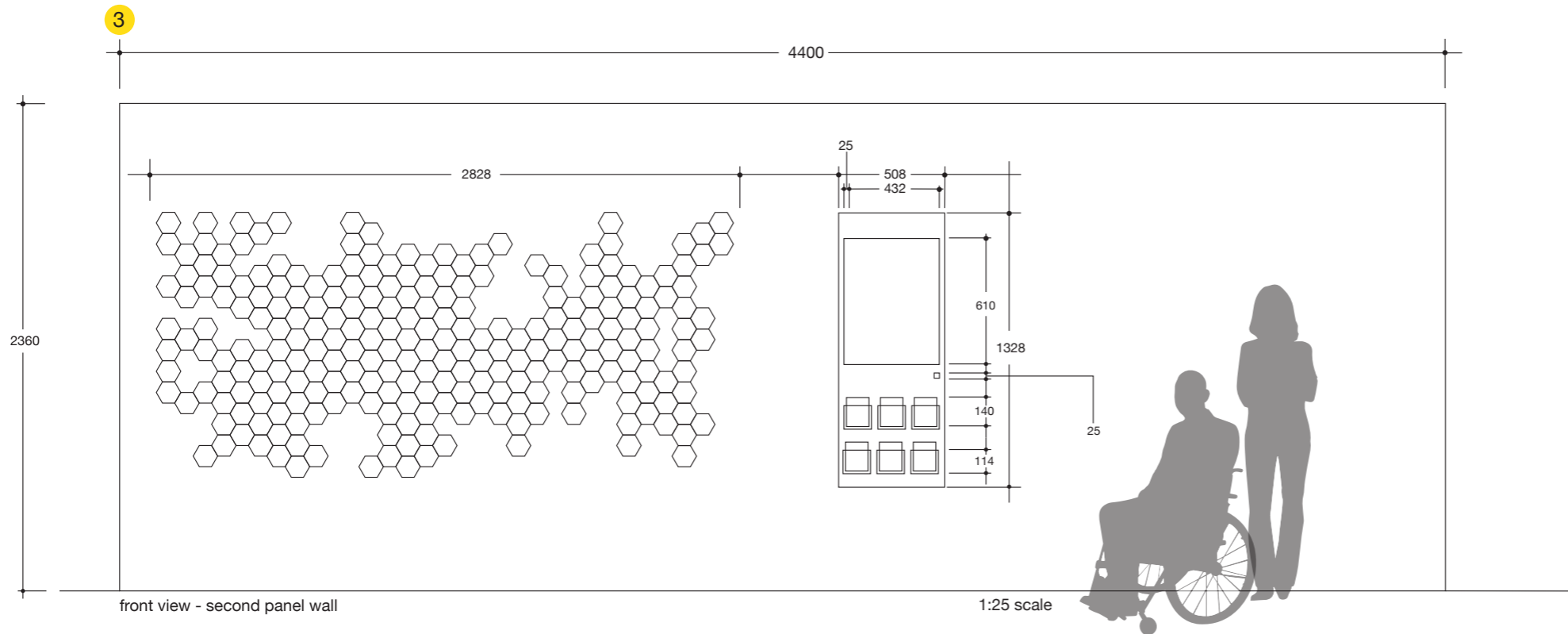
- 2.2 Lights are connected to each other magnetically.

Lights connect to the wall with nail or sticky adhesive.

all walls are the same height.
all dimensions in millimeters.

Dimensioned Drawing

Our Hive: Materials and Measurements



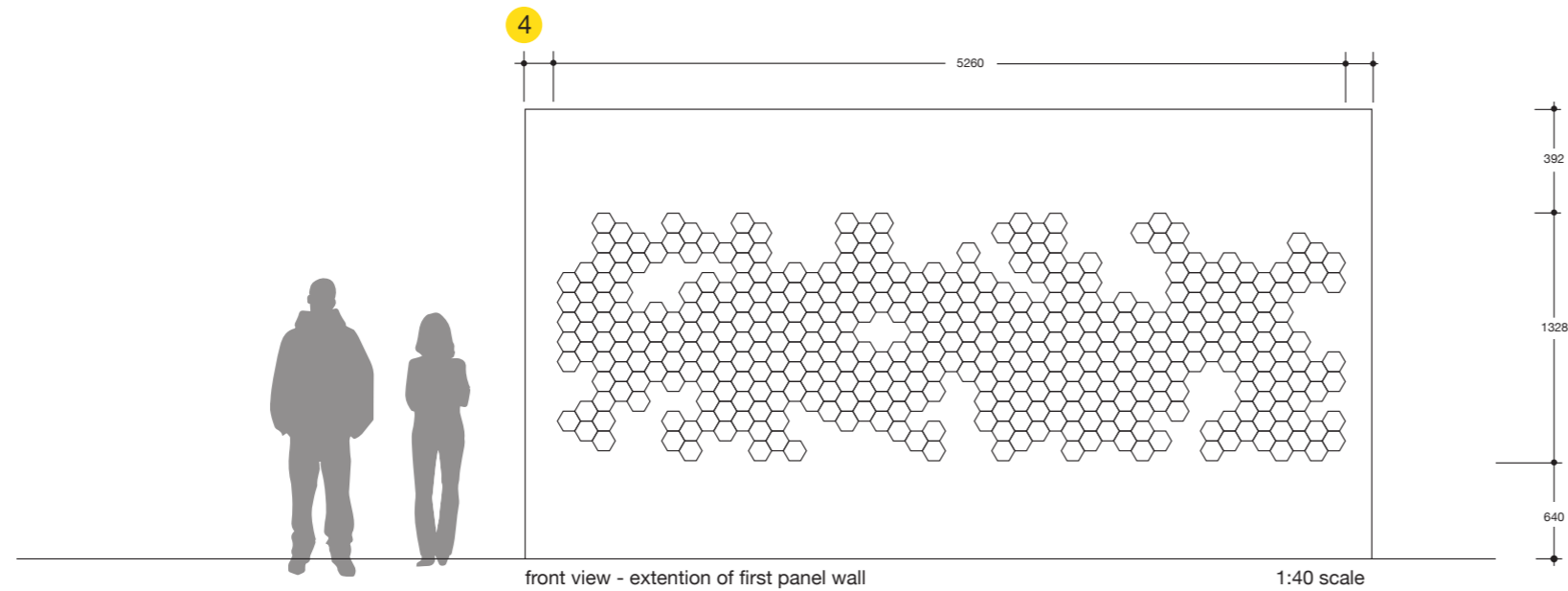
3 Second wall with information panel

There is 120mm of free space around the edges of the LED lights installation. The listed measurements are in centimetres. wall panel includes:

- 1.1 interactive digital screen
- 1.2 button for audio descriptions for visually impaired
- 1.3 pamphlets for installation information
- 1.4 pamphlet cubbies

all walls are the same height.
all dimensions in millimeters.

Dimensioned Drawing



Our Hive: Materials and Measurements

- 4 Continuation of first wall with information panel (seen in fig. 1)

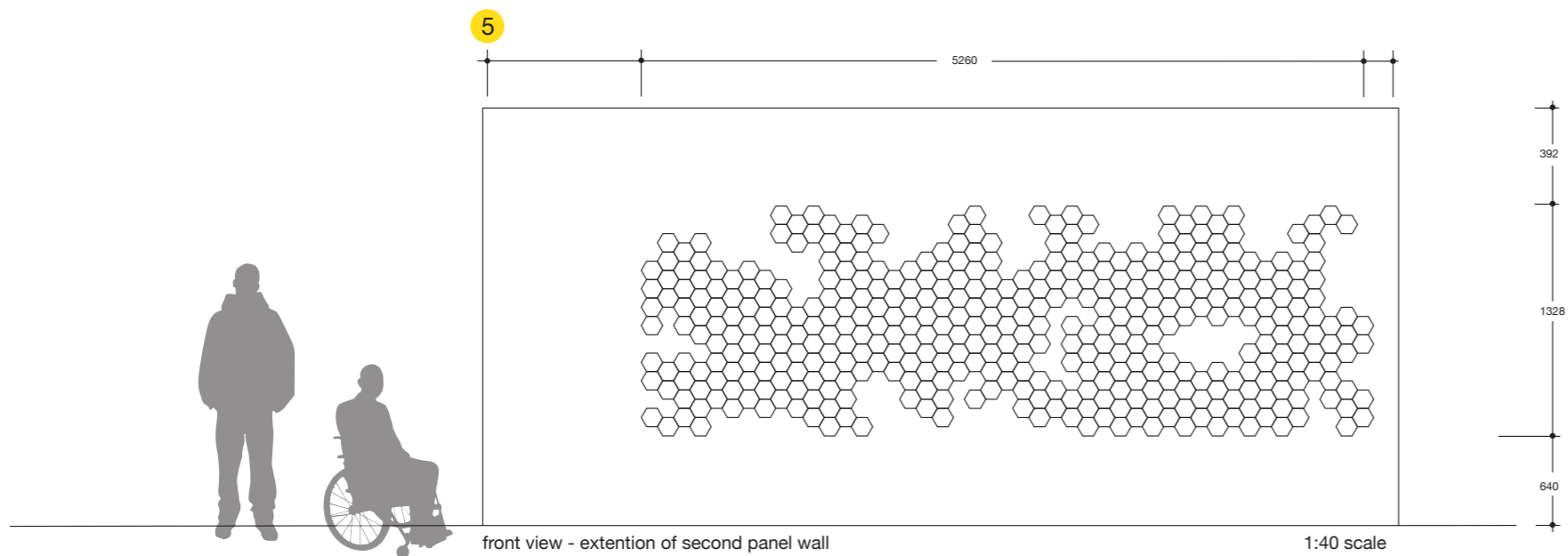
installation wall is 5500mm and wall has a maximum capacity of 540 lights.

- 5 Continuation of second wall with information panel (seen in fig. 2)

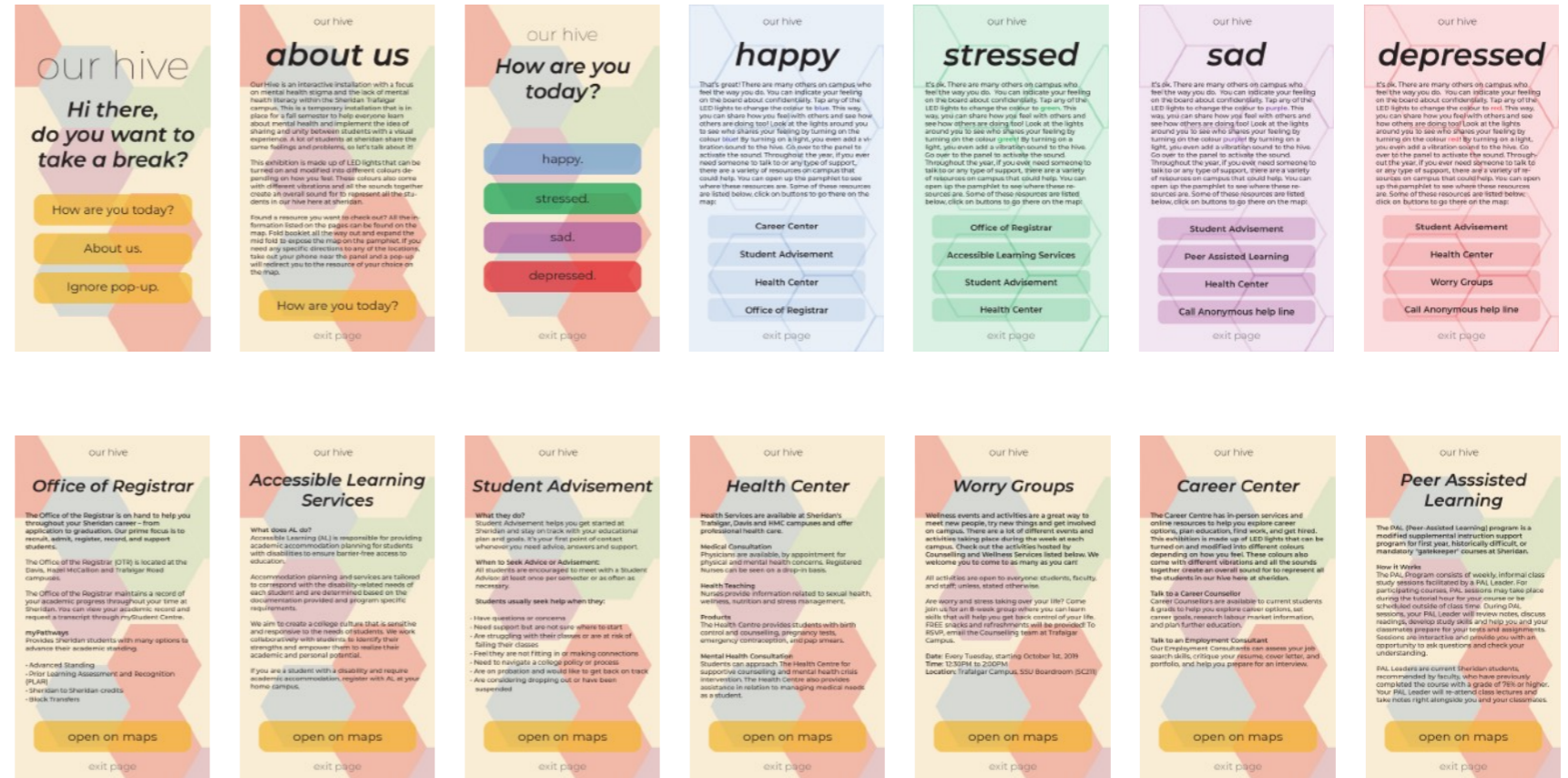
installation wall is 6400mm and wall has a maximum capacity of 636 lights in total.

scale drawings 2 and 3 have the same amount of LED lights despite having a different wall lengths.

all walls are the same length in height.
all dimensions in millimeters.



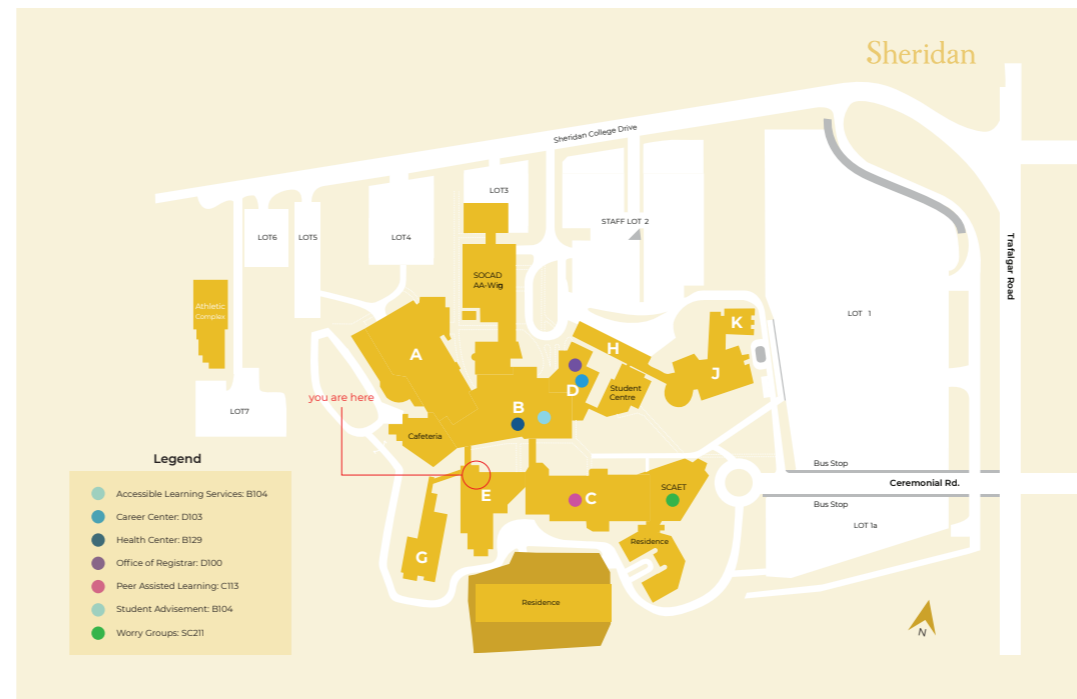
Design Elements: Nearables and Phone Prototype



What Does it Do?

The nearables are used to create a pop-up on the users phone while they are near the exhibition. It is there to offer information about what the installation is and serve as the main tool to bring attention to mental health resources. It allows the user to keep the information private and also be directed to resources that can be opened on the map. The user can then decide whether to partake in the experience or to ignore the pop-up and move along. This feature is an important tool to drawing in students towards the installation.

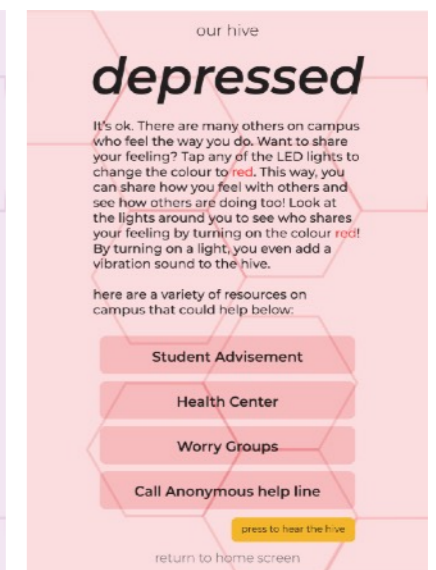
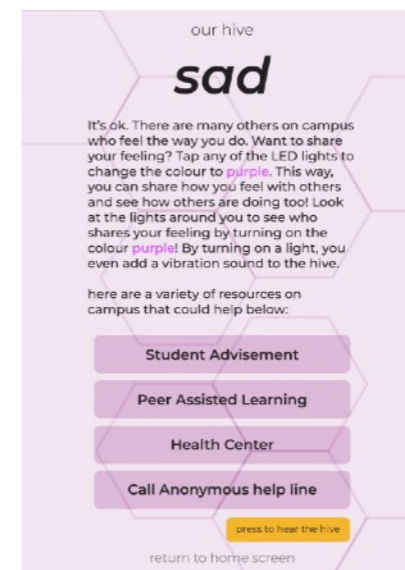
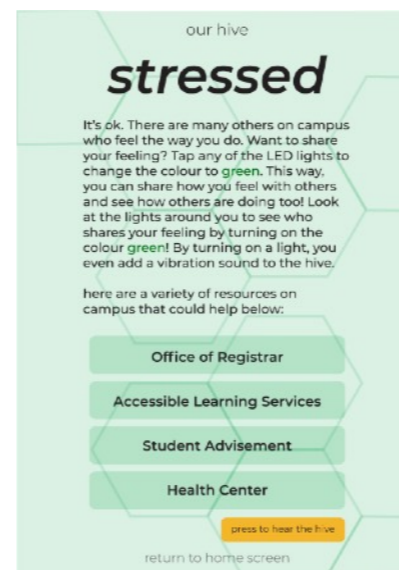
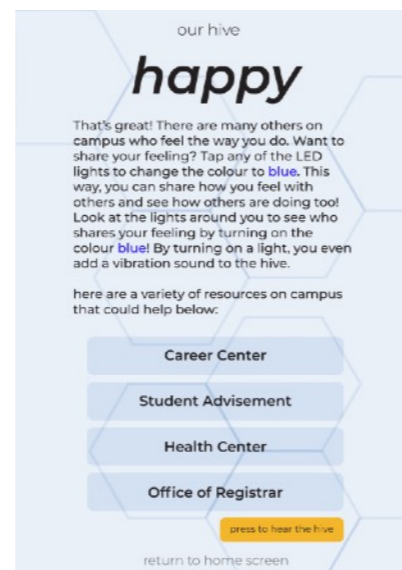
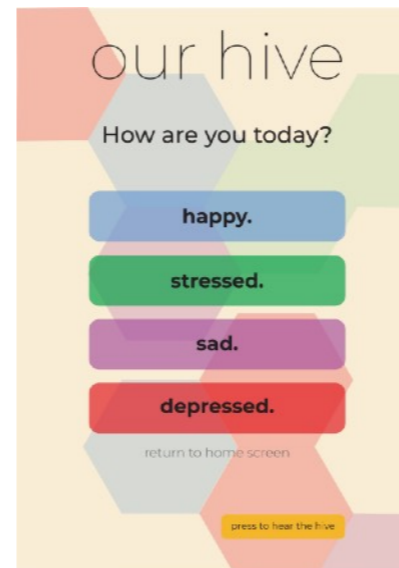
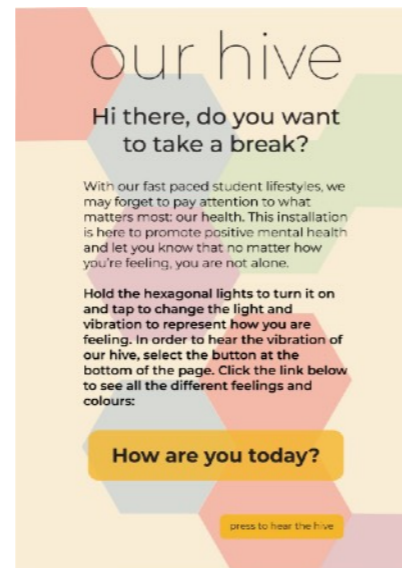
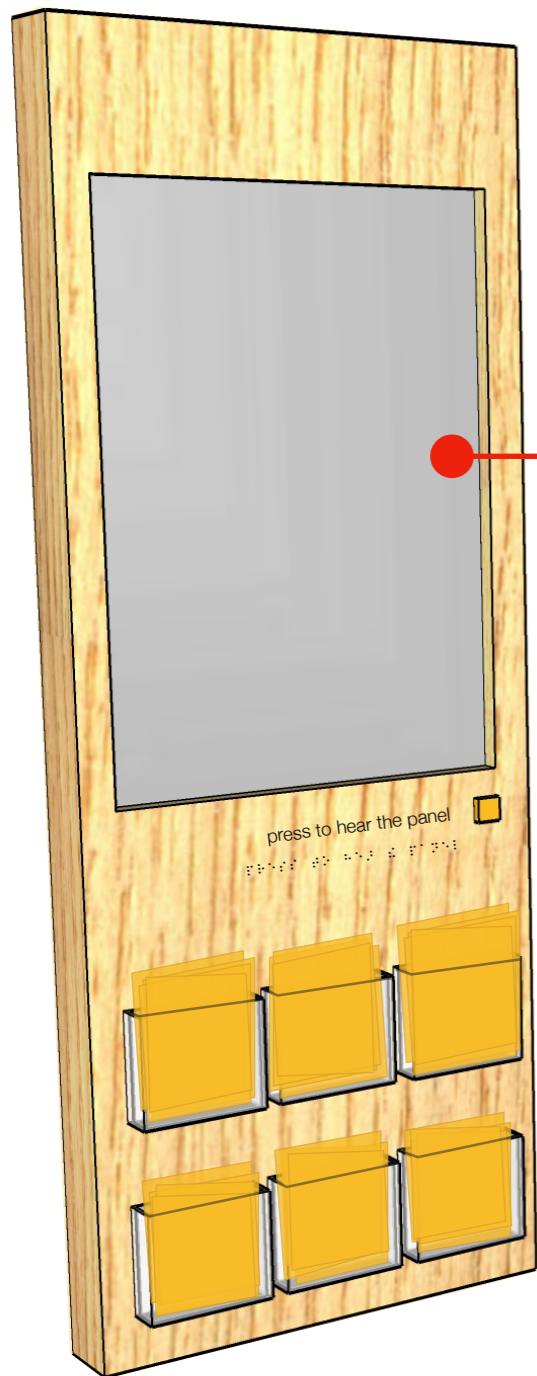
Design Elements: Printed Pamphlet



What Does it Do?

The paper pamphlets are there to offer information to the user, especially ones who cannot reach the panel due to accessibility reasons. It is in a mid fold that opens up to reveal a map. It also offers the same information as the nearables, but in an analogue way that can be kept with the user and referred to later on.

Design Elements: Exhibit Panel



What Does it Do?

Tablet is there to offer main information to the user. It is an interactive screen that also offers the same information as the wearables, but in a more open and exposed manner. It also provides more information regarding what the installation is but does not contain specific information about the resources available, unlike the phone screens.