

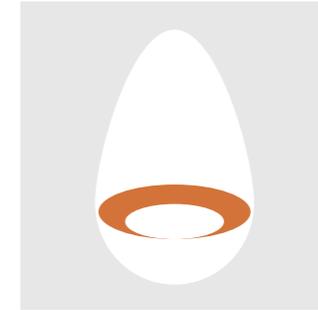
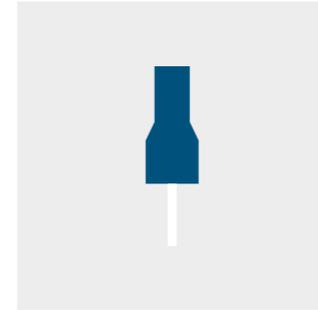
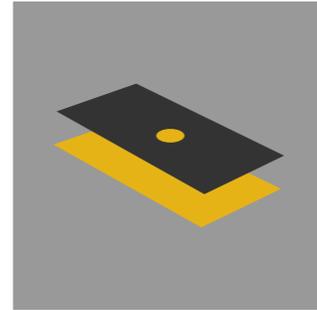
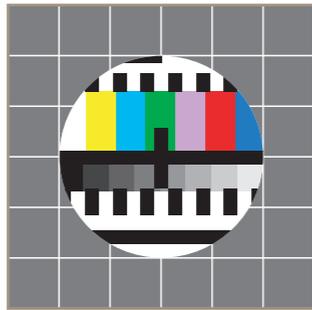
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Evert van Beek | Design and research

PORTFOLIO

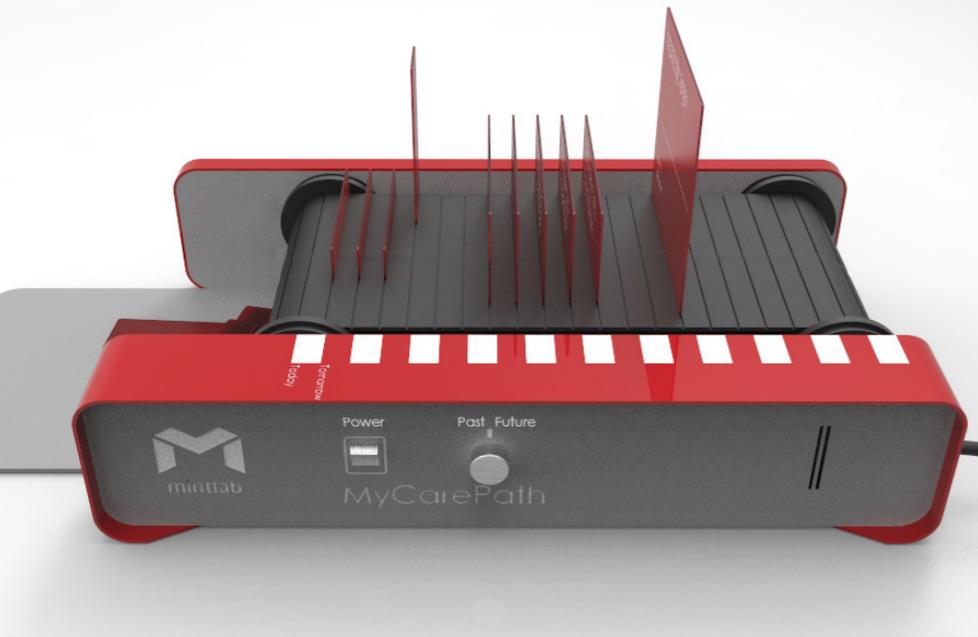


PORTFOLIO



I am a hands-on and ambitious design researcher. In my work I focus on the cognitive support and long term empowerment of people in their everyday life. Speaking the language of technology and user, I design, think about and investigate the interwoven networks of people, things and information. I am particularly interested in human and non-human forms of intelligence. Research-through-design enables me to cross the boundaries of design practice and academic analysis. I bring mixed perspectives with a background in interaction design from Delft and the social sciences in Leuven.

E. v. Zeek



Mintlab
 Design for Healthcare
 Tangible data
 Experience design
 User research
 Data visualisations
 Software prototyping
 Javascript, HTML (Bootstrap
 & Three.JS)

2017 - 2018

GPS 4 INTEGRATED CARE



Setting up a care path with the general practitioner

An embodied and embedded concept for care paths

In this 'conveyor belt' concept, a tangible representation of the future and past care path is set up by the patient together with the GP. At home this 'look into the future' serves as a reminder of the goals set and the path to come.

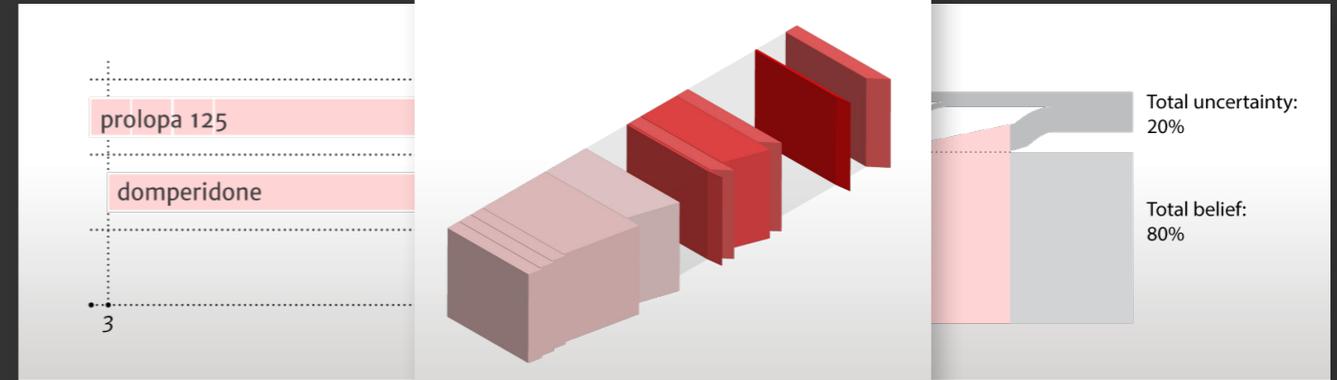
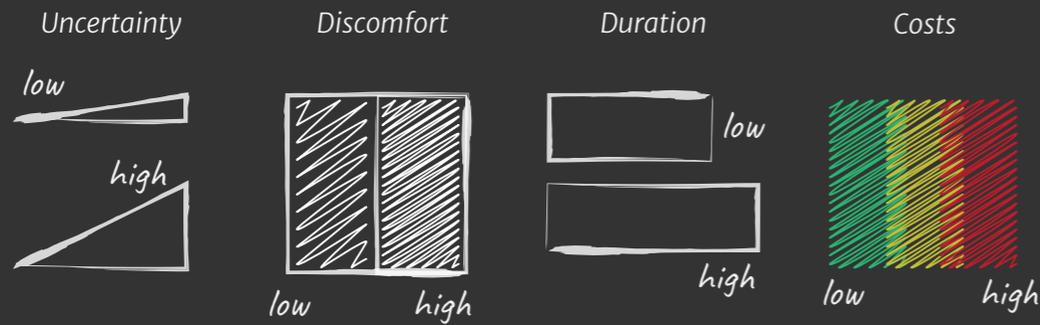


In the home context, the future path rolls slowly closer. Past events are still retrievable on the stack.

Today, healthcare plans are typically defined based on best practices by teams within one care organization, for a specific disease, and for a typical patient profile. The workflows are mostly shared on paper or integrated in clinical IT systems. These workflows will then prescribe the actions of caregivers and patients. Such workflows stay within one organization and are often considered too generic and inflexible for individual patients. GPS4IntegratedCare deals with these problems by developing a smart workflow engine (SWE) that generates personalized care paths for integrated care. These workflows will match the specific situation of each individual patient at each moment and will coordinate all the needed care organizations for taking care of the patient at multiple locations, including his/her home.

I worked together with both industrial and academic partners in software engineering and data science. In this project, I designed a conceptual embodied care path, which was evaluated with stakeholders. As a next step, my role was in the design and prototyping of visualization and interface elements. Furthermore, I hosted workshops to gather insights from medical staff and interviewed patients at home.





Path visualisations

The output of GPS4IC's smart workflow engine are multiple possible care paths. These are presented to medical staff and patients with four parameters: duration, certainty of success, comfort or stress and costs

The challenge was to create a visualization that enables comparing possible paths at a glance to make an informed decision. I designed a 3D overview of 'aggregate intensity' of each path. The interface also supports more detailed looks at the different parameters.

Consortium project with:
 Data Science Lab – UGent – iMinds
 LIRIS – Research center for informatics – KUL
 Agfa – IT and software in healthcare
 Remedus- Hospitalization at home

<https://soc.kuleuven.be/mintlab/blog/project/gps4integratedcare>

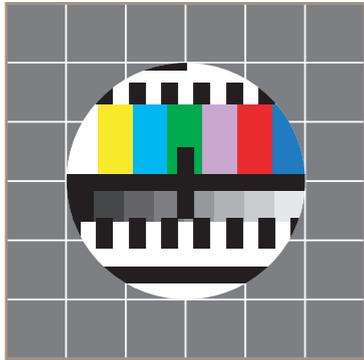
John Adams | 01234567 | 64 M

Parameter	Waarde	Doel
Rectal adenocarcinoma	Ja	Nee

Parameter	Waarde	Laatste wijziging
Rectal adenocarcinoma	Ja (Nee)	3 mrt 2018
Misselijkheid	Ja (Nee)	13 nov 2017
UPDRS	13 (9)	10 nov 2017
	124/86 mmHg	1 sep 2017
	72 bpm	1 sep 2017
	36.6 °C	1 sep 2017
	Nee	4 feb 2016
	Man	
	64	

Timeline: Prolopa 125, Domperidone, Adj. therapy

Dashboard interface



2017-2018

THE FUTURE OF WATCHING TV

In this project, commissioned by Dutch broadcaster NPO, we studied the future of television, new forms of television and video content, and the role of the public broadcaster in all this. For this purpose we created and used innovative research methods that allowed us to generate new concepts that meet future needs.

Moving from understanding your users and identifying their problems and needs to ideas for concrete solutions can be quite a challenging phase in human-centred design, especially when involving end-users in the ideation process. As most end-users find it difficult to grasp the essence and opportunities of new technologies, there is a need for ideation techniques that engage people with no real interest in or affinity with technology to think about what they would like technology to do for them. In order to overcome this problem, we developed a novel diary card set that captures the watchers experience in current practices. We also developed a board game to involve end-users in coming up with new concepts and services for the future of television.

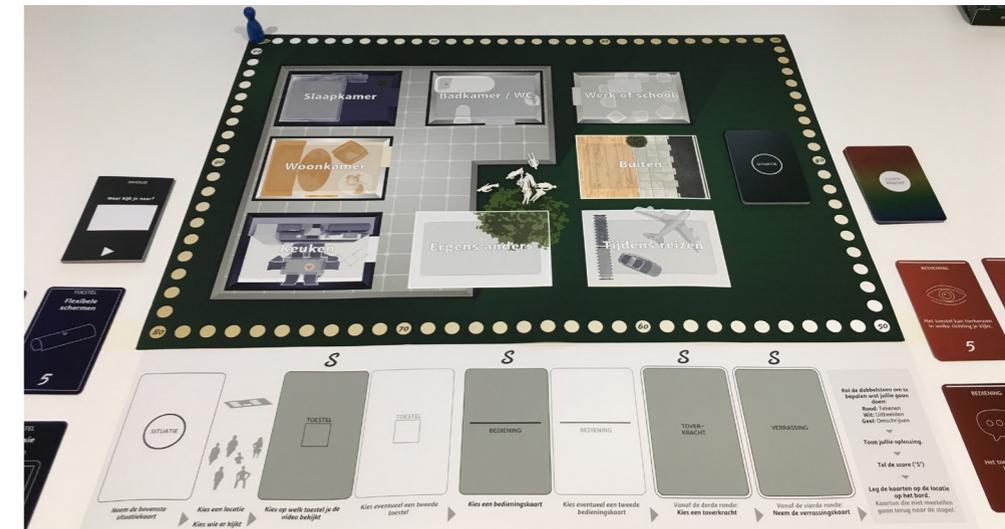
Mintlab
User research
Leading generative sessions
Interface prototyping
Emerging technologies
Diegetic prototypes
Storyboarding



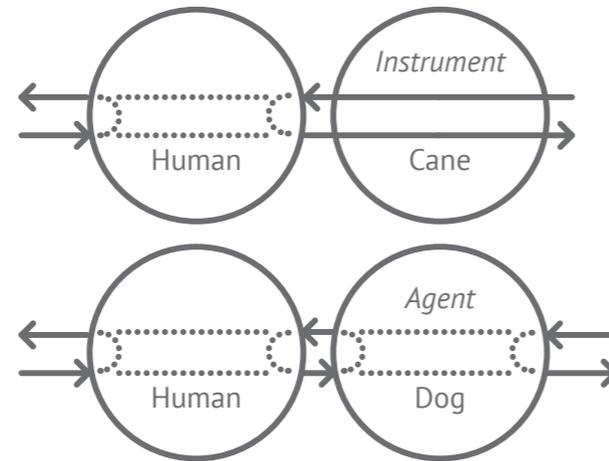
My role in this project was in the conceptualisation, design and development of research material, the card sets and board game. Furthermore, I organised and personally facilitated two workshops with four families. For a separate interview at home I developed and presented two rudimentary functional prototypes and two interactive storyboards. Critical topics and insights included: immersive video, extensive personalization, interactive narratives and more.

The systematic design and evaluation of the board game is documented in a book chapter. Part of the results of this project is presented in a publication at ACM TVX Interactive Experiences for TV and online video 2019.

soc.kuleuven.be/mintlab/blog/project/the-future-of-watching-tv



Intentions and flow of information in human-instrument relations and human-agent relations.



Objects with Intent:
Physical computer artifacts that can sense, process and respond to the environment in an intentional manner

TU Delft MSc Thesis and further research
*Research through design
Interaction design
Physical prototyping
Embodied intelligence
Arduino & interactive electronic hardware
IoT & Wearables
Developing design methods
Philosophy of Technology*

2016-2017
OBJECTS WITH INTENT



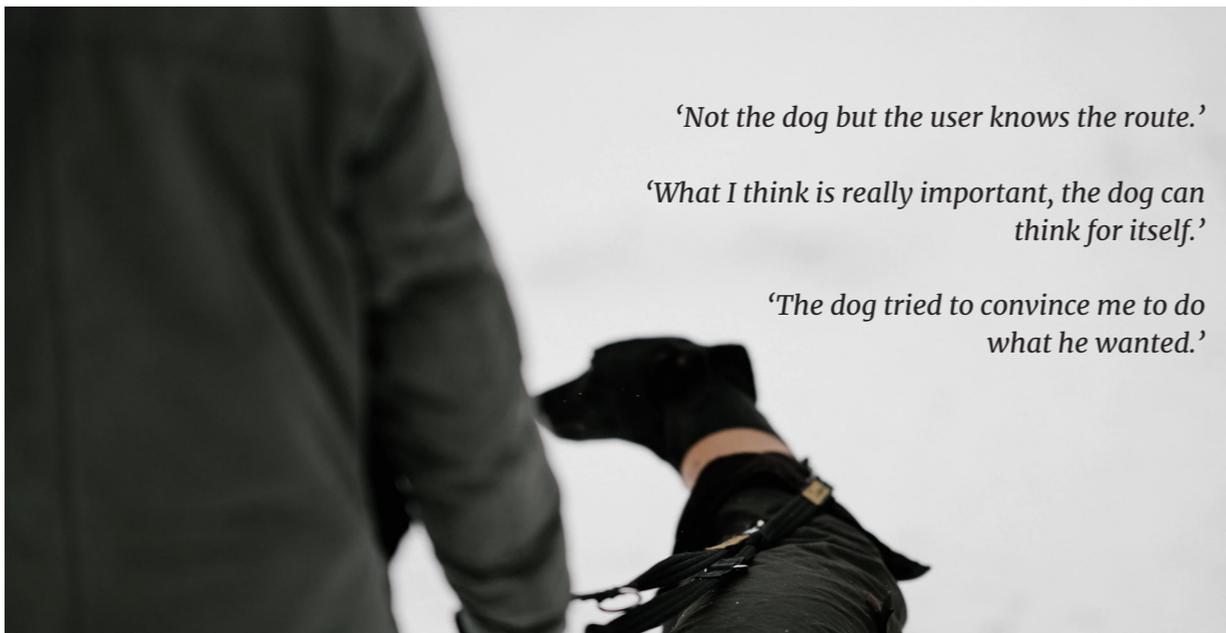
We need thoughtful design approaches for smart products and ubiquitous digital technology. This project aimed to investigate Objects with Intent: embodied agents in human activity.

In this project I explored a conceptual framework around agency, intention and embodiment. I tried to define the characteristics of a successful collaboration between humans and objects. I emphasized the role of intention in this collaboration.

Building on this theoretical framework, I did a field study on guide dog teams. I explored the analogy between guide dogs and Objects with Intent and update the framework I developed earlier. I show how the embodied expression of intention, negotiation between the partners and autonomy play an important role in the collaboration. The division of tasks appears to be crucial in the establishment of this collaboration.

Supervisory team:

Prof. Catholijn Jonker (Artificial Intelligence, TU Delft)
Dr. Marco Rozendaal (Interaction design, TU Delft),
Prof. Pim Haselager (Cognitive science, Radboud Universiteit)



'Not the dog but the user knows the route.'

'What I think is really important, the dog can think for itself.'

'The dog tried to convince me to do what he wanted.'

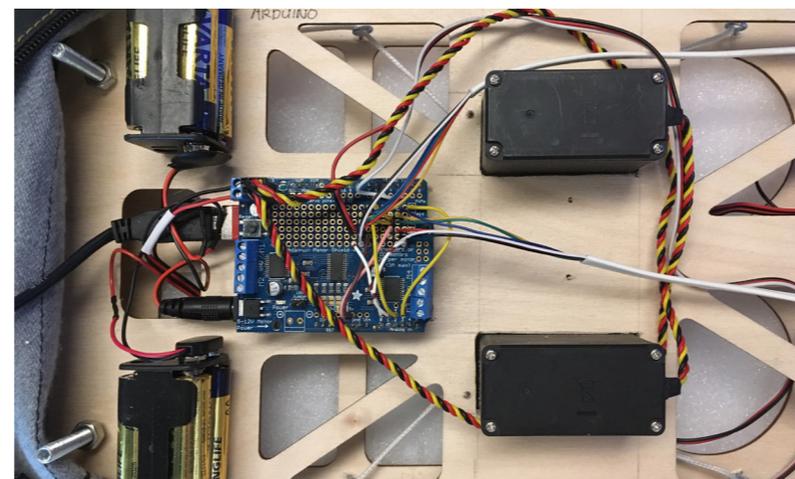
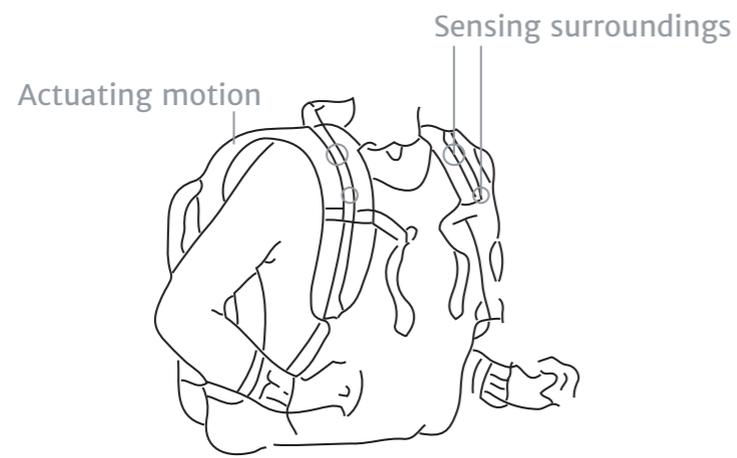


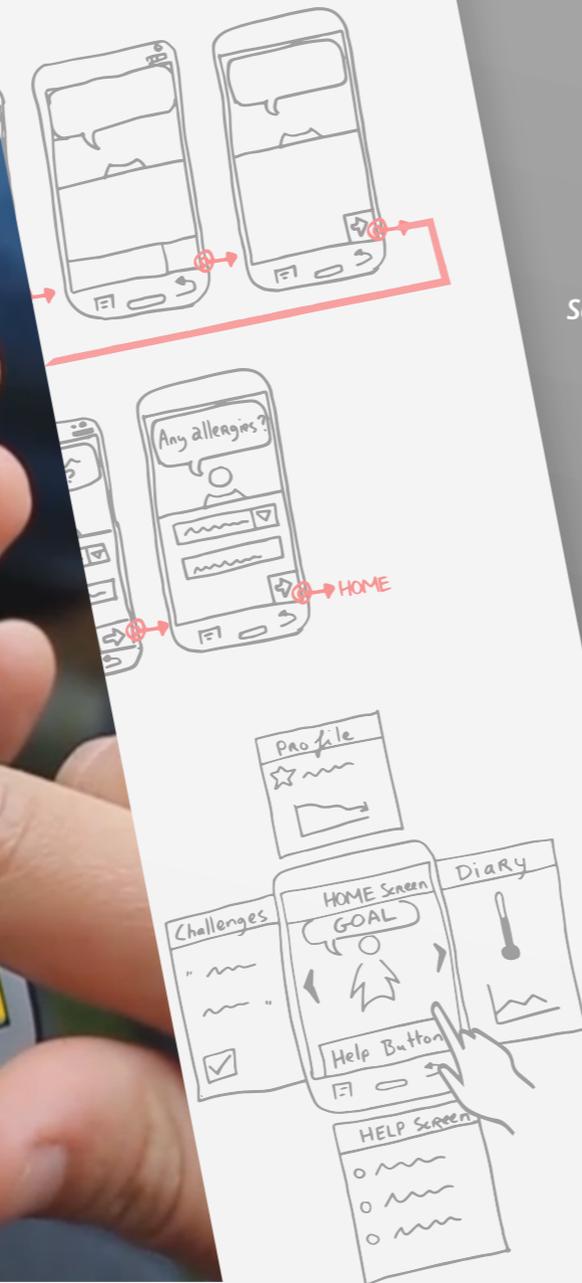
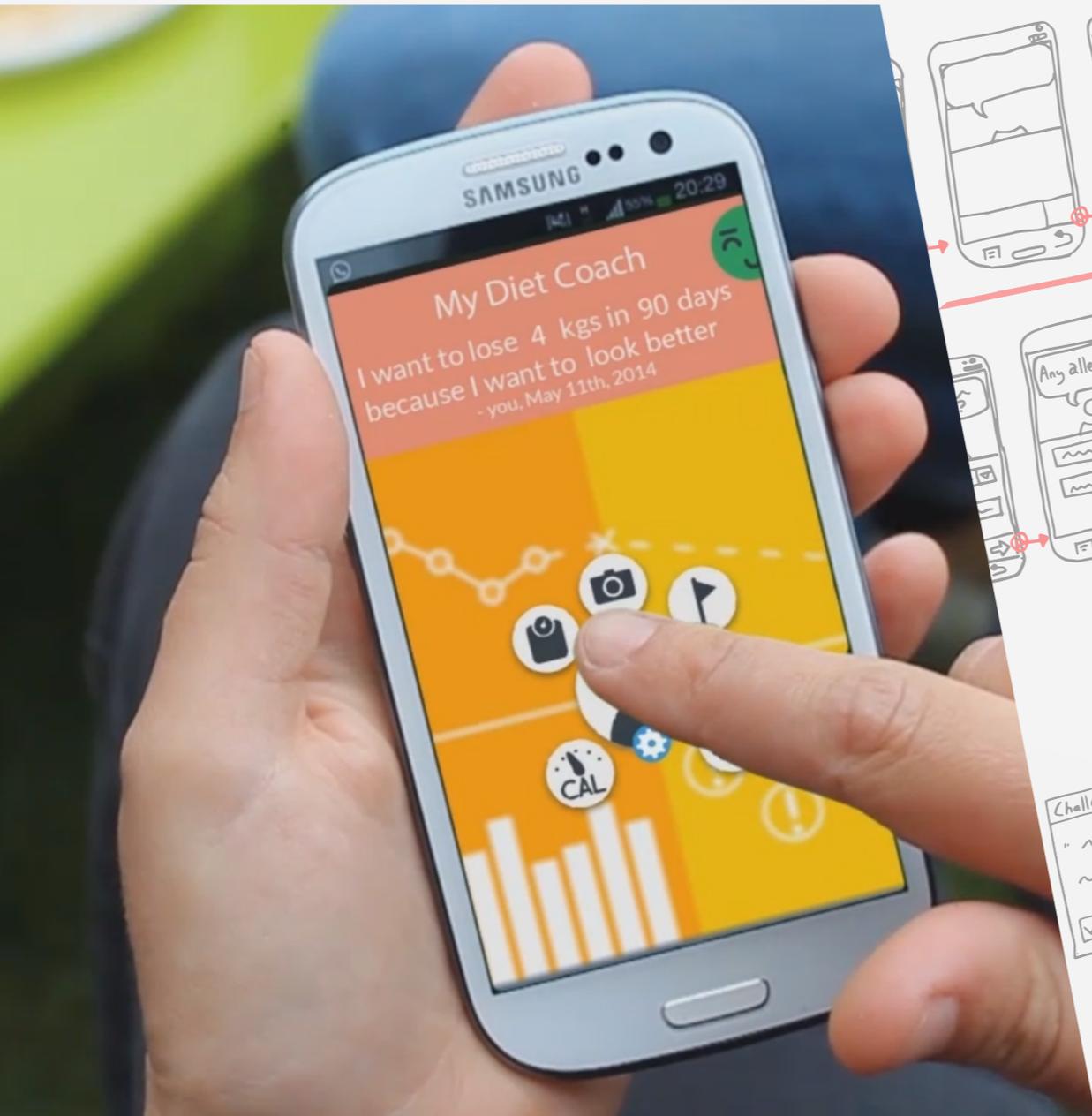


I created *BagSight*, a backpack that senses the surroundings and moves on your back. *BagSight* helps visually impaired people in their participation in public space. I set up and carried out a second empirical study. 18 participants in the study used this backpack in a crude simulation of a street environment and are interviewed about the attribution of intentions and the characteristics of the collaboration. To attribute intention, the behavior should be more active and more goal directed than simple stimulus-response. I also identified a strong relationship between understanding of behavior and the attribution of intention.

Currently, I'm writing a publication on this topic and the results of my studies together with: Dr. Marco Rozendaal, Prof. Catholijn Jonker, Prof. Pim Haselager, Prof. Ibo van de Poel, Prof. David Abbink.

<http://evertvanbeek.com/presentation-at-the-conference-on-the-philosophy-of-human-technology-relations>

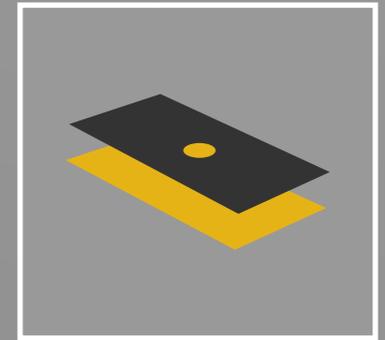




Group project
TU Delft
eHealth
Persuasive design
Data interfaces
User research
Wireframing
Software prototyping
(Justinmind)

2014

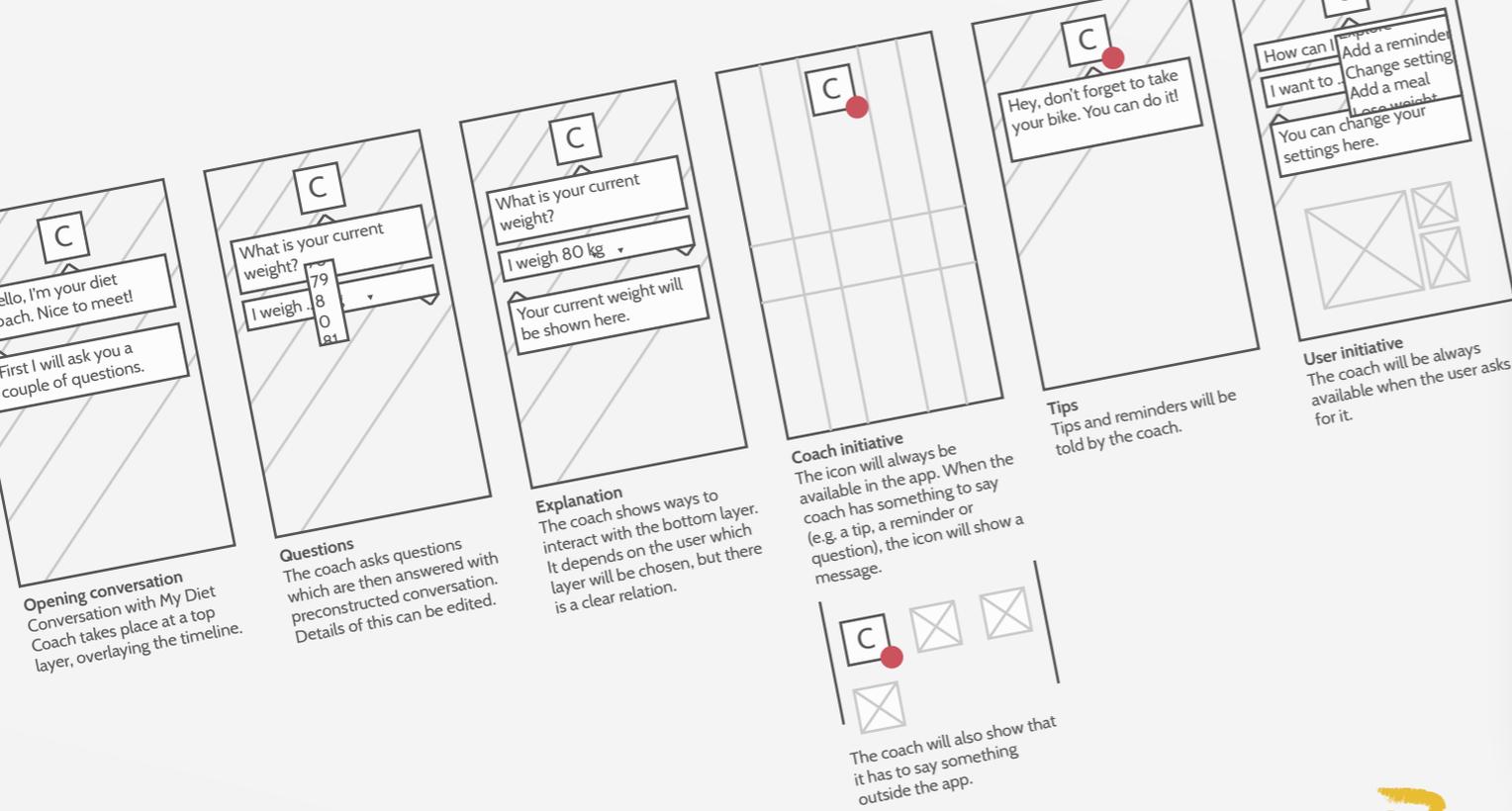
USER EXPERIENCE ASSESSMENT IN DESIGN



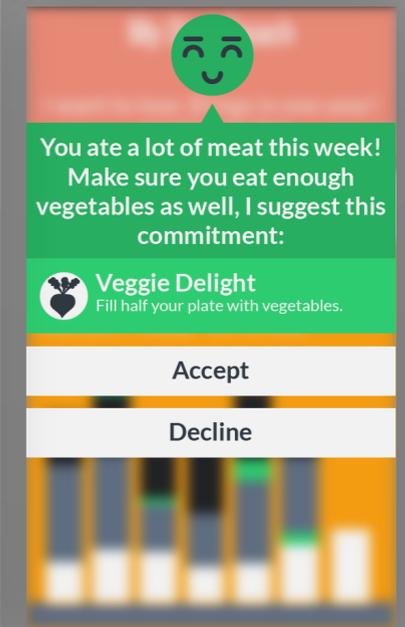
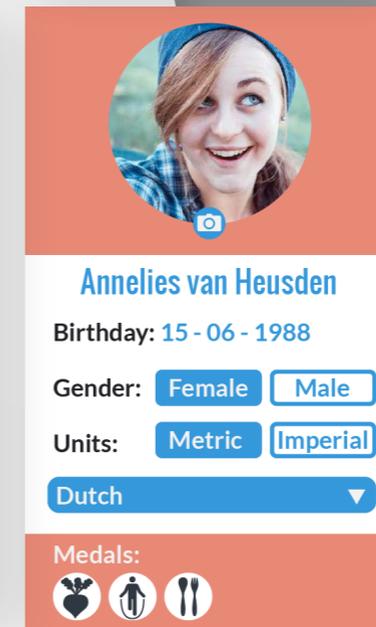
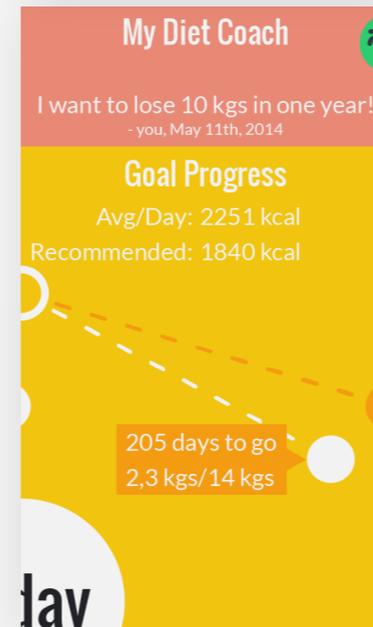
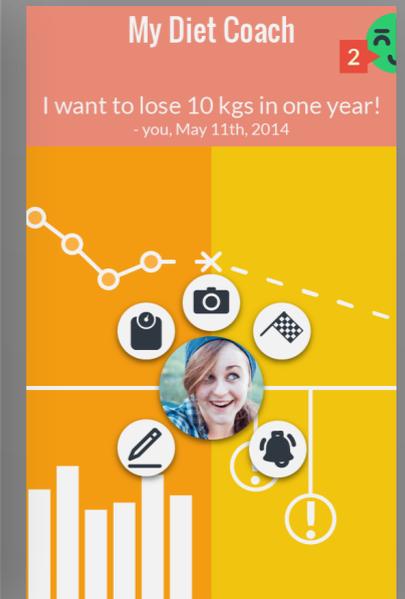
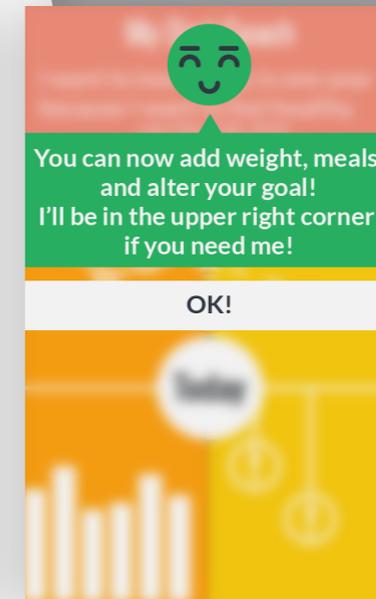
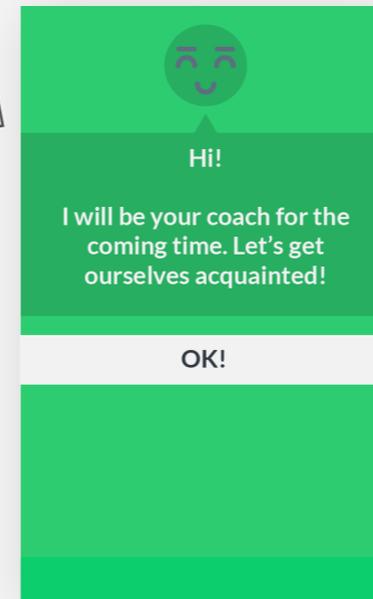
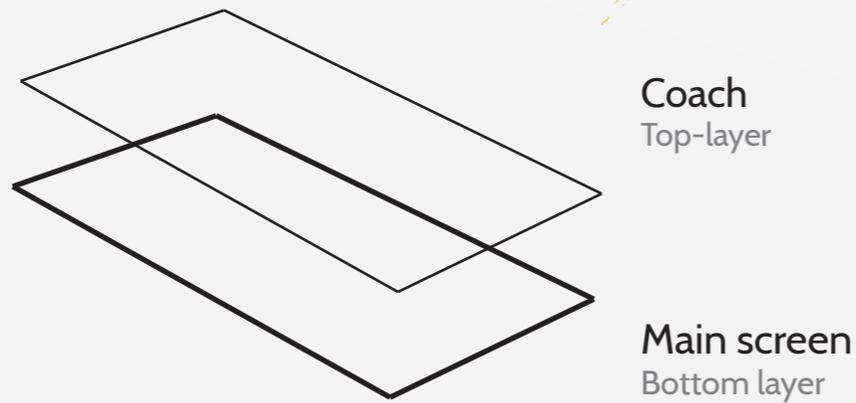
Current diet coaching applications often require a significant effort from the user just in setting up and recording behavior. Overcoming this barrier does not result in personalised coaching but instead delivers generic tips. In this project we redesigned an app that aims to change diet behavior. The redesign required a comprehensive study in behavioral change and intrinsic motivation. Extensive prototyping from wireframe to software was necessary to validate assumptions.

Result of this approach is a product that gets to know the user and acts upon that knowledge to supervise and motivate in the user's own diet goal. I came up with a two layer-structure in the smartphone app. The bottom-layer provides clearly organized information, while the top-layer is a personal conversational interface interacting with both the data and the user.



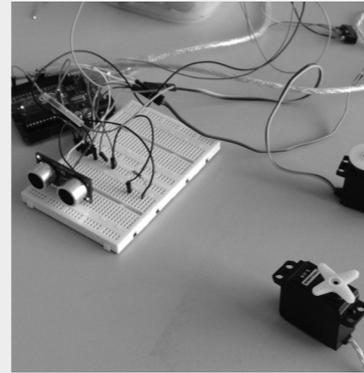
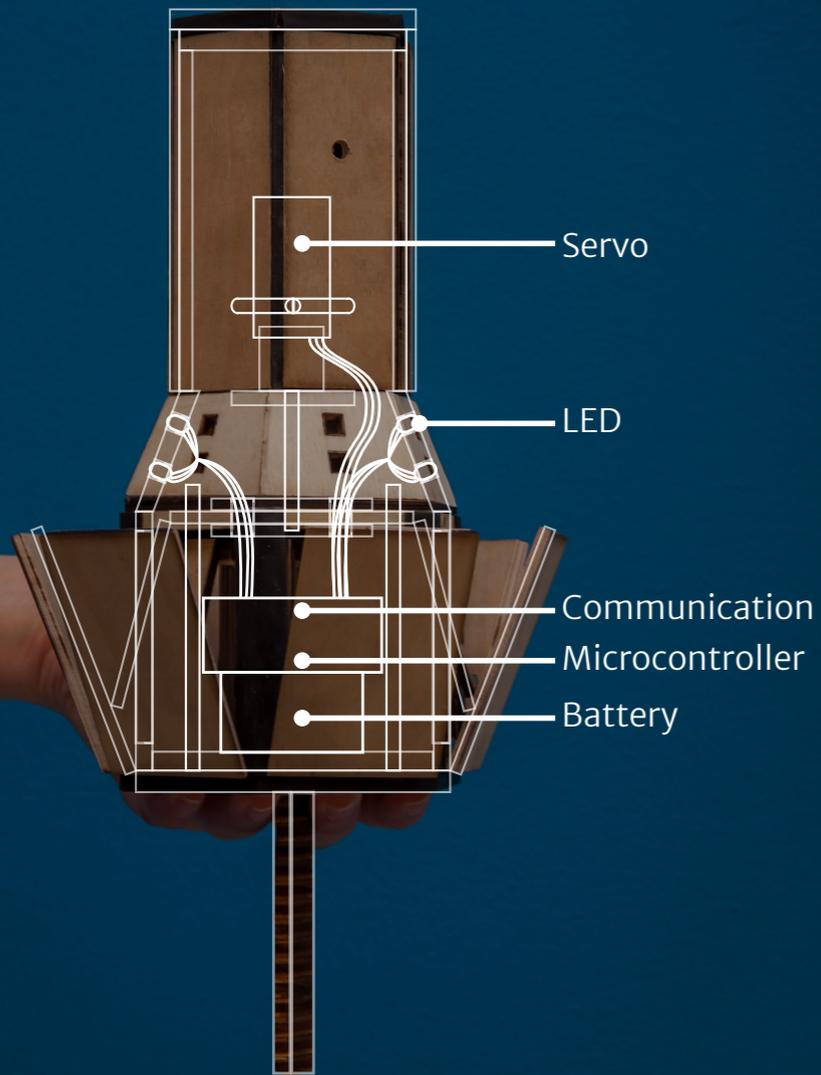


Two layer-structure



INTERACTION

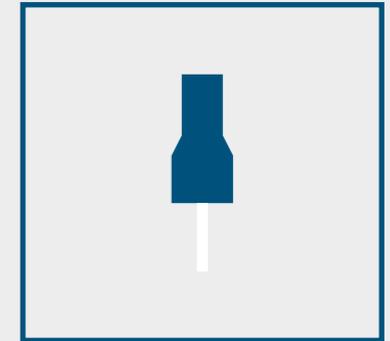
The tool is designed to empower the user. The interaction between tool and user can be seen as a collaboration between the two, wherein the user still has the feeling of being the one who is in control.



Group project
TU Delft
Interaction design
Arduino
Zigbee
Circuit design

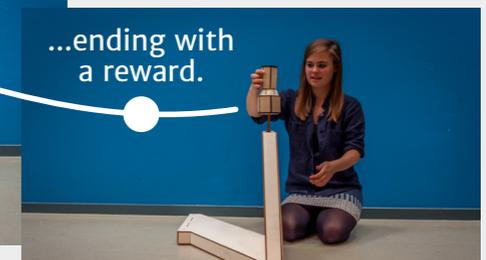
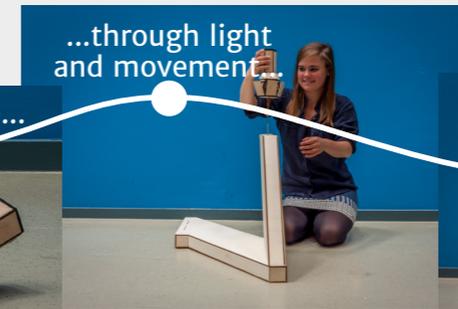
2014

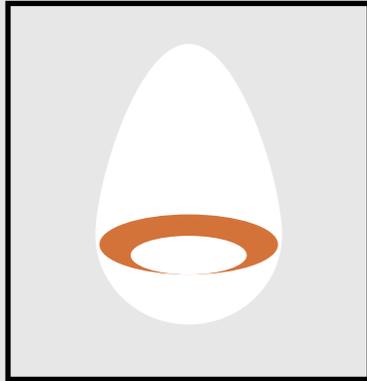
INTERACTIVE TECHNOLOGY DESIGN



Self-assembly can be an intimidating process to start with. The tool developed during this project aims to be of assistance while the user is assembling an object. After positioning two materials, the required tool literally pops up. During the use, the front part of the tool will tighten, arrive back in the original state and a green light will turn on. This light 'flows' from the material into the screw. When all the screws are tightened in the right way the tool will communicate this.

This sensory rich project was performed in a group of five students in a timespan of 20 weeks. My role was in the concept design and coding of the prototype. It required both extensive mechanisation as well as wireless communication using the Zigbee standard.





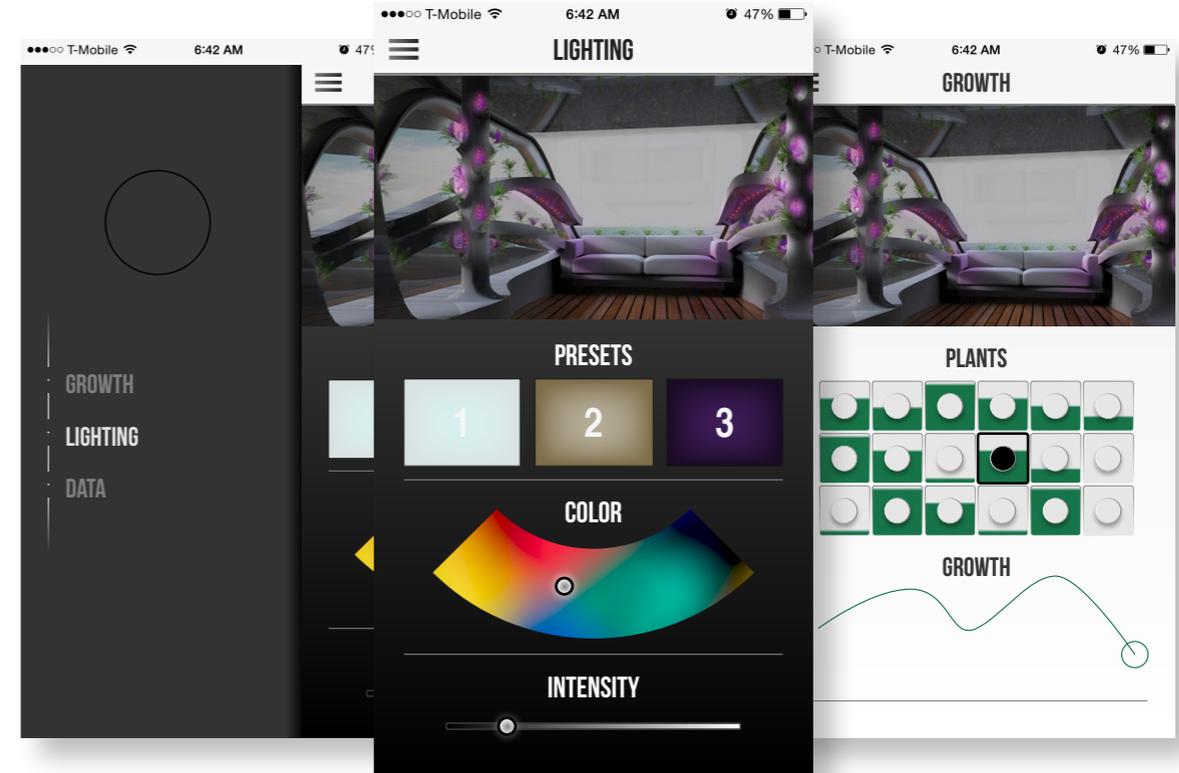
2015
**DESIGN
FOR A
SUPERYACHT**

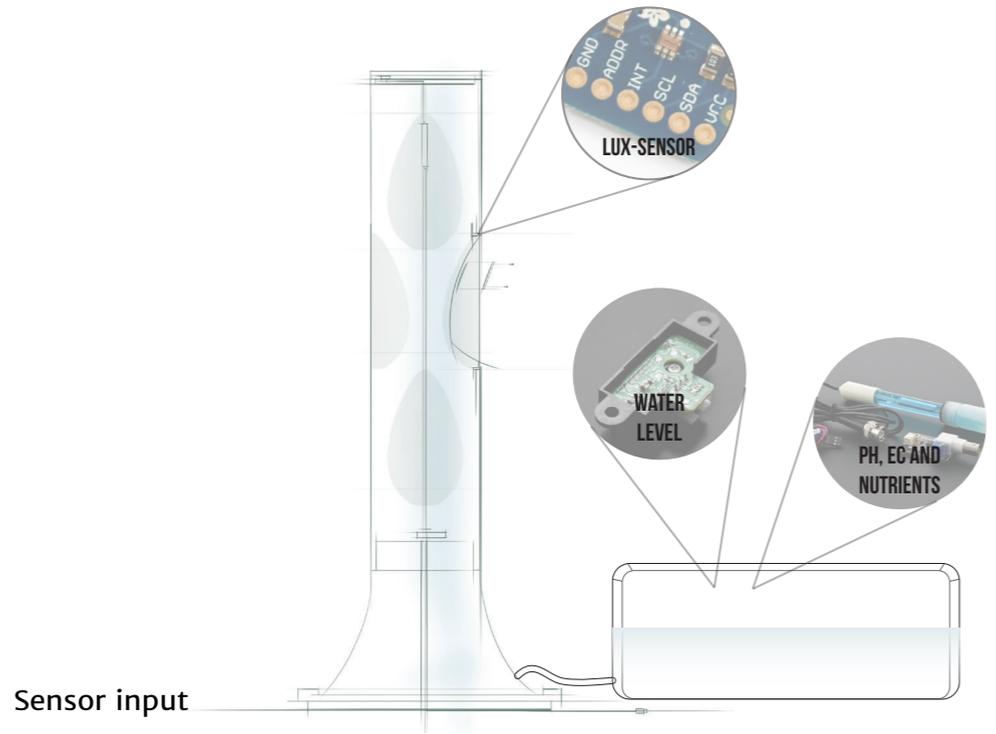
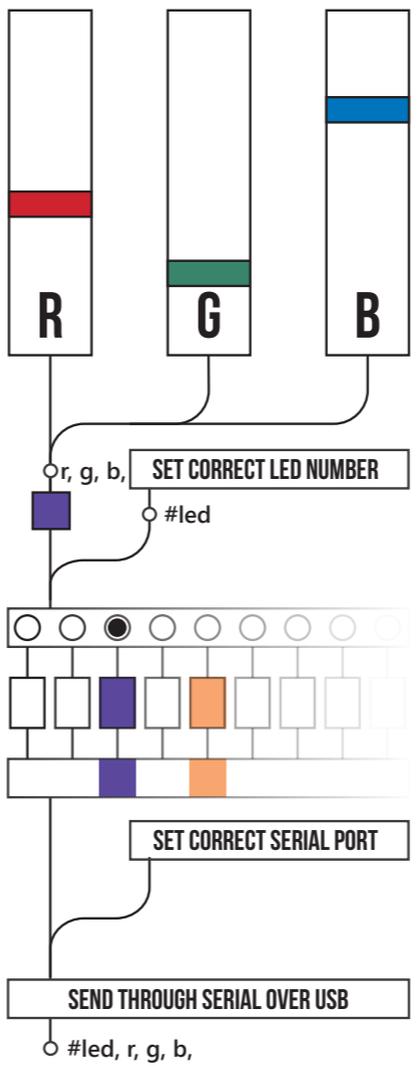
This Joint Master Project was performed for Dutch superyacht builder Feadship. The group consisted out of five students from the three different master directions in Industrial Design.

First, a futuristic yacht concept was developed that implemented a completely circular use of energy and material. After this first cycle, the company asked us to develop a specific component that could be implemented on new yacht builds. The chosen component was a smart greenhouse module that allows for the growth of vegetables on a superyacht. This greenhouse module supports micro-climate control and detailed monitoring through an accessible user interface. The space doubles as an area of composure for the owner.

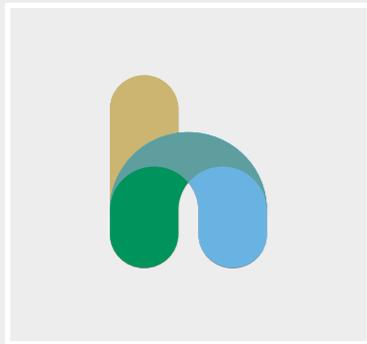
My role was in interaction design and prototyping. I developed and implemented the interface and electronic hardware using Arduino and Max/MSP. This concept is in development for a client at Feadship.

**Interdisciplinary
group project TU Delft**
*Conceptualisation
Circuit design
Max/MSP & Arduino
Interface design
Software prototyping
Hardware prototyping*





Light activation output

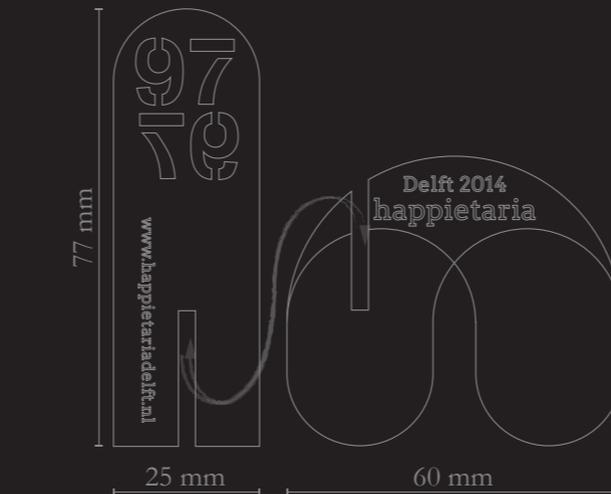
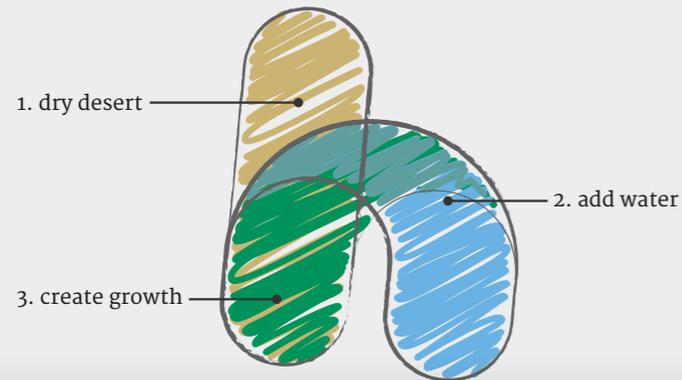


Voluntary

2014

HAPPIETARIA BRANDING

Happietaria is a charity pop-up restaurant organised by members of student associations. All revenues of the Delft 2014 edition go to water supply projects in Yemen. I communicated this concept through a logo and different promotional materials.



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A stylized, handwritten signature in grey ink, consisting of the letters 'E', 'V', and 'B' written in a cursive, flowing style.