

PEOPLE

**KTH Live-in-Lab LIVE SESSION LINE-UP:**  
BUILDINGS + USER BEHAVIOUR



Elena Malakhatka



Pernilla Hagbert



Agnieszka Zalejska Jonsson



Christian Lunden



Sara Ilstedt

DESIGN

# SCHEDULE

**10:10 - 11:00** - Experts Talks

**11:10 - 12:00** - Discussion & Q+a

Challenge 1:

How can we design buildings, building services and products for everyday indoor life in a human-centric manner?

Challenge 2:

How corona time changed our everyday behaviours in the built environments?

# **BUILDINGS + USER BEHAVIOUR + SERVICE DESIGN**

*Presentation by Elena Malakhatka*

*KTH LIVE SESSION*

*18.03.2021*

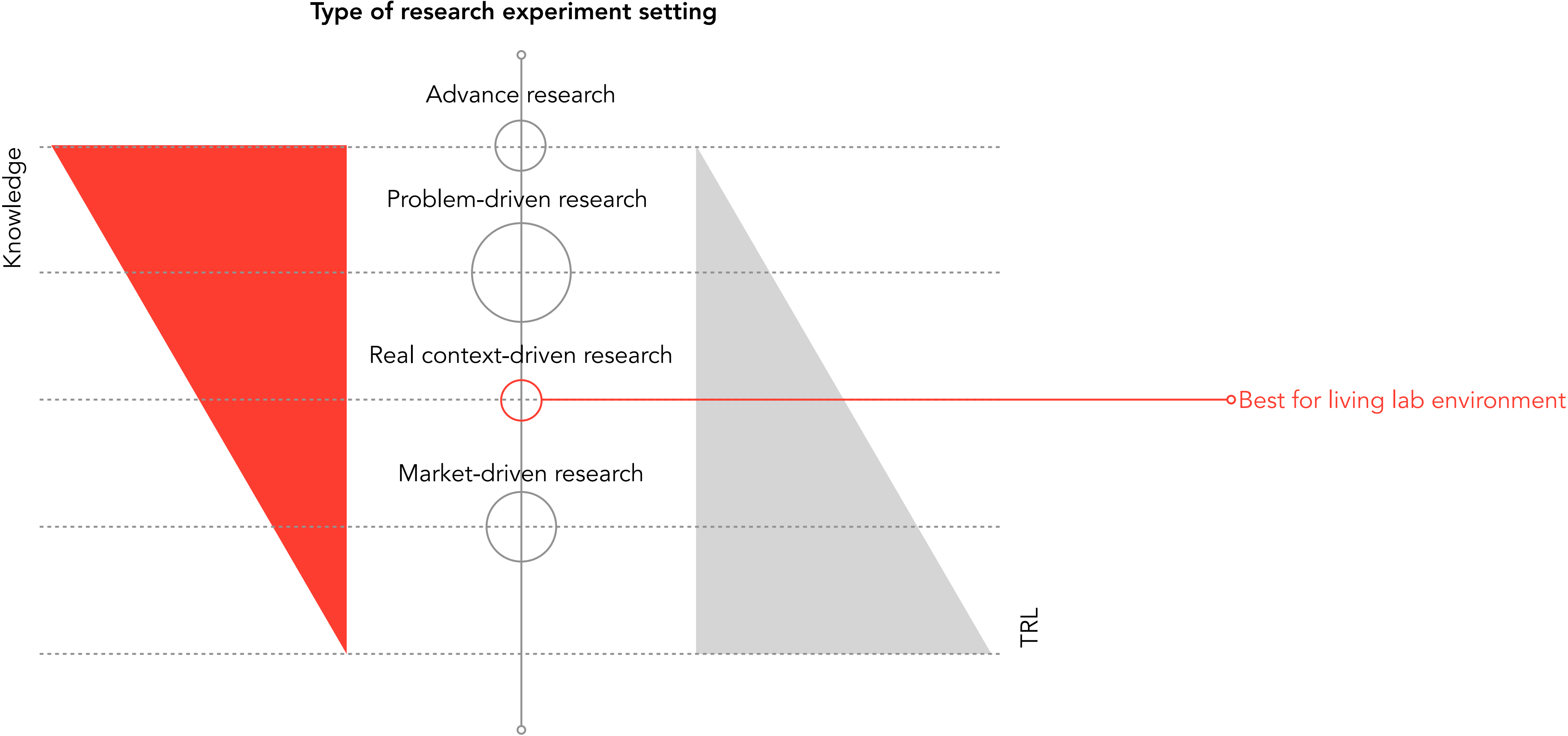


# KTH Live-in-Lab



*KTH Live-in Lab is a platform of multiple testbeds for accelerating innovation rates in the construction and real-estate sectors.*

# Living Lab approach



TRL - technology readiness level (defined by NASA)

# Co-creation in Living Lab environment

Macro level

Living Lab environment

Open Innovation

Co-creation as innovation

Meso level

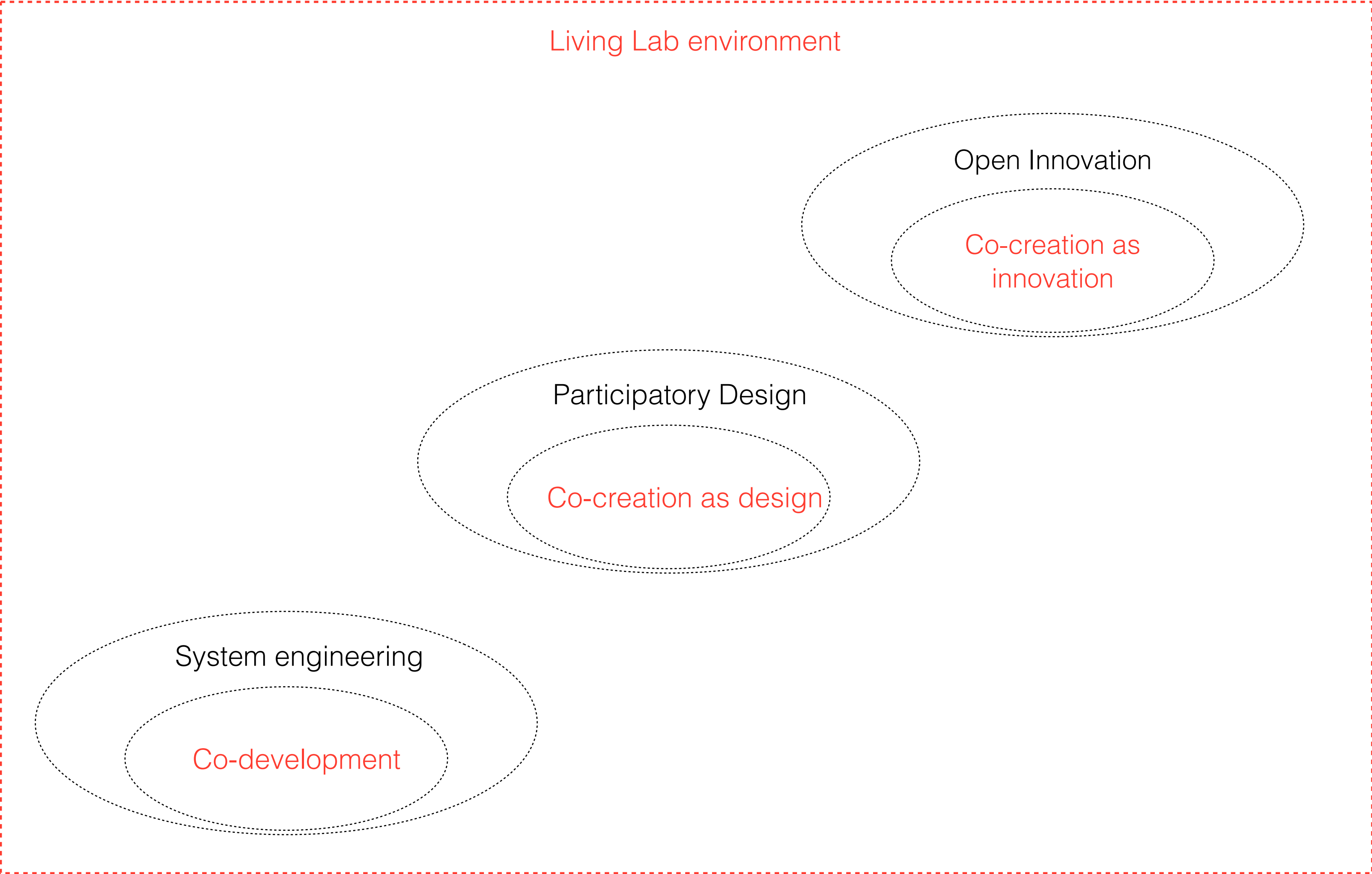
Participatory Design

Co-creation as design

Micro level

System engineering

Co-development



# PREFACE



*Information fuelled era (Meta-Products)*

# PREFACE



*Information fuelled era (Meta-Products)*

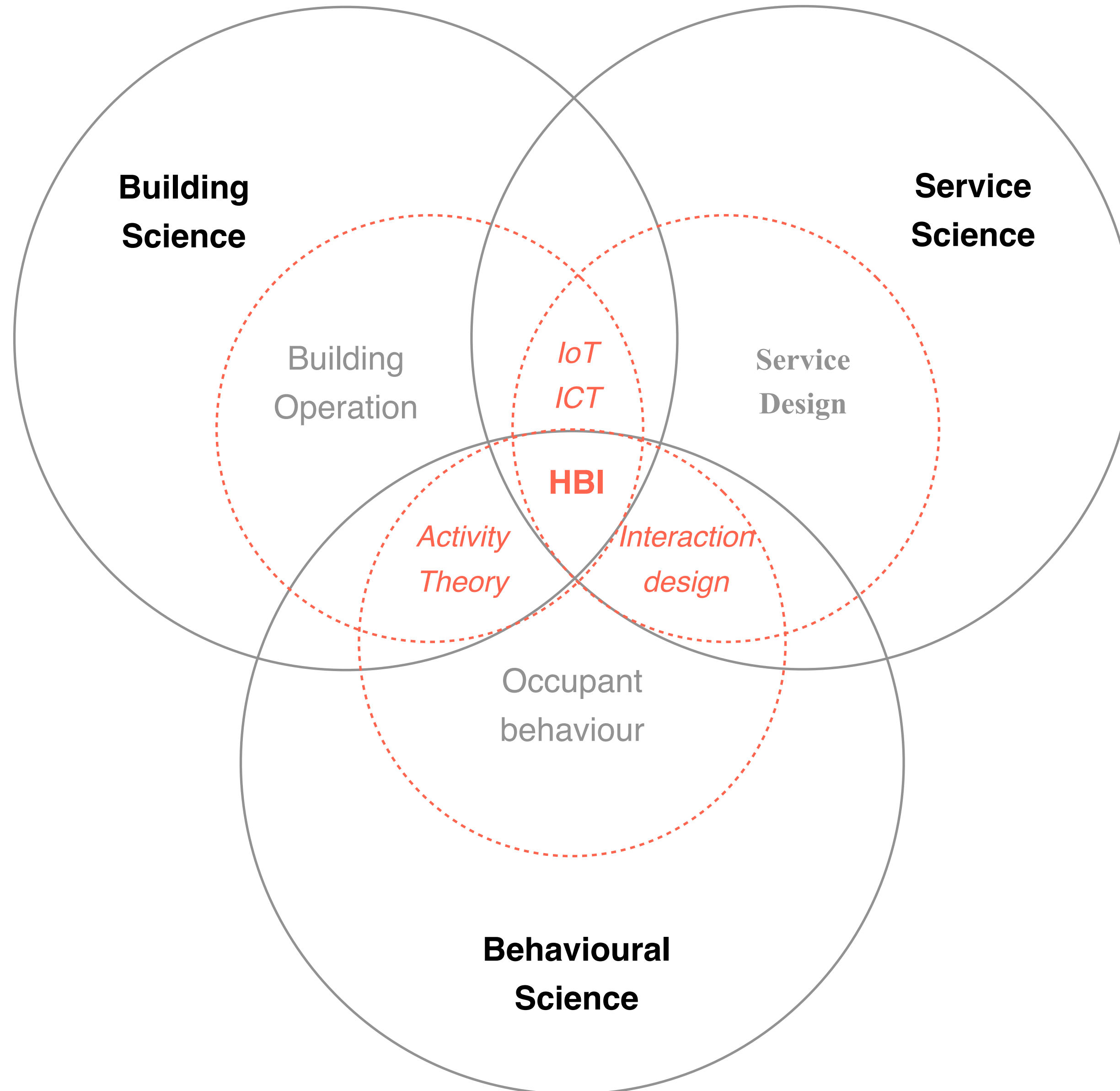


## PREFACE

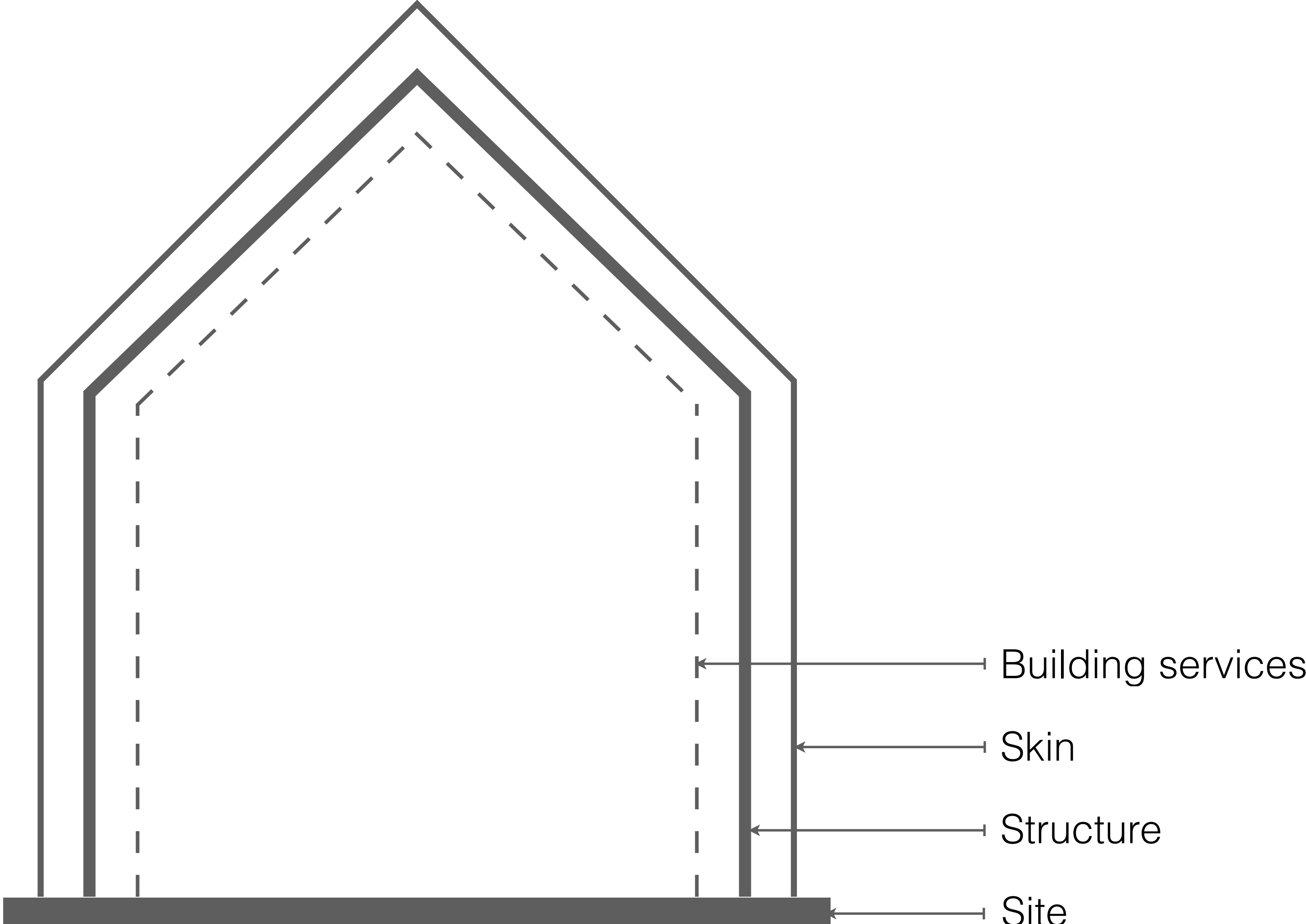
*A central problem of our minds is that we know so much in theory about how we should behave, but engage so little with our knowledge in our day-to-day conduct.*

Akrasia - 'weakness of will' (Aristotle)

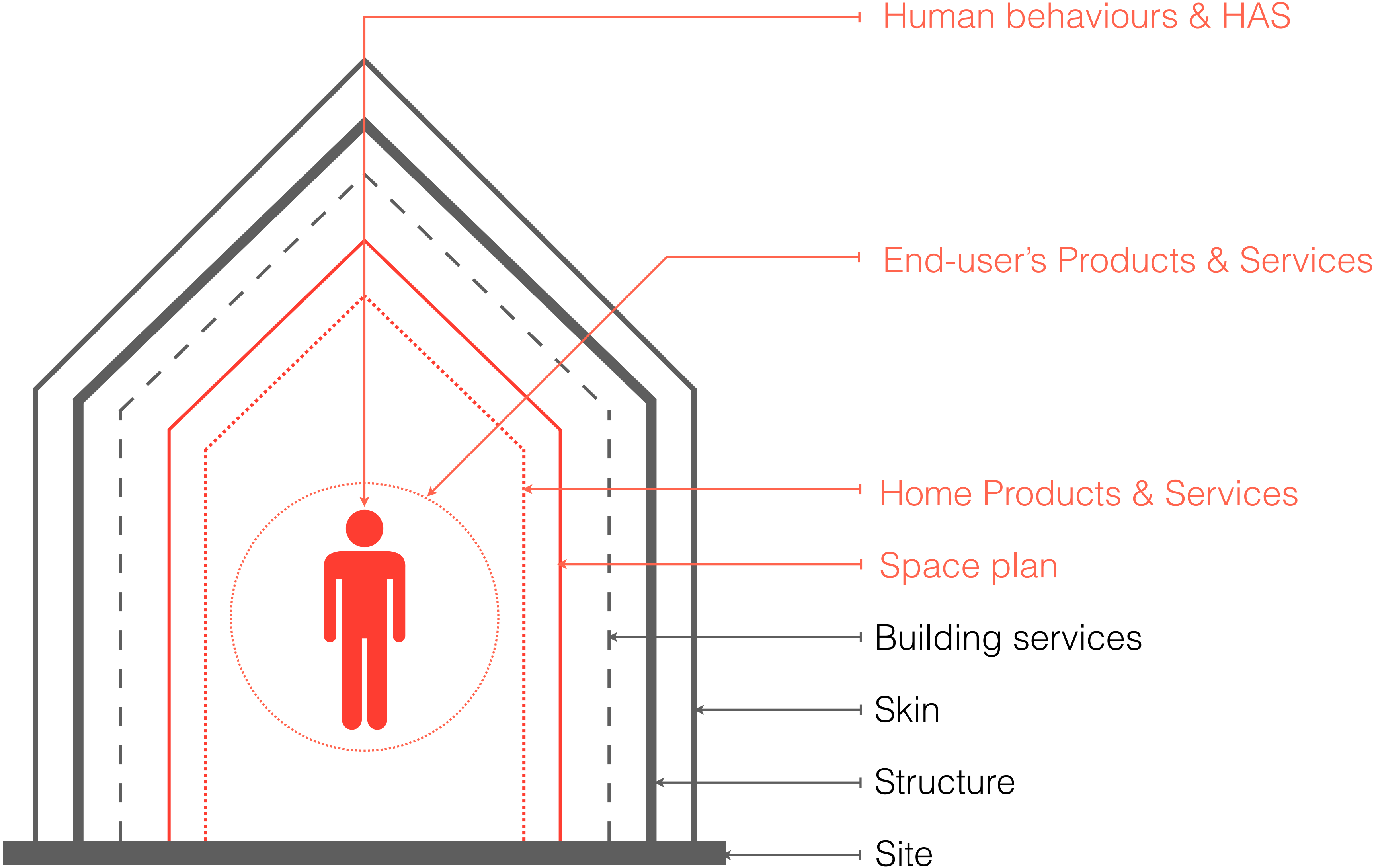
# THEORETICAL FRAMEWORK



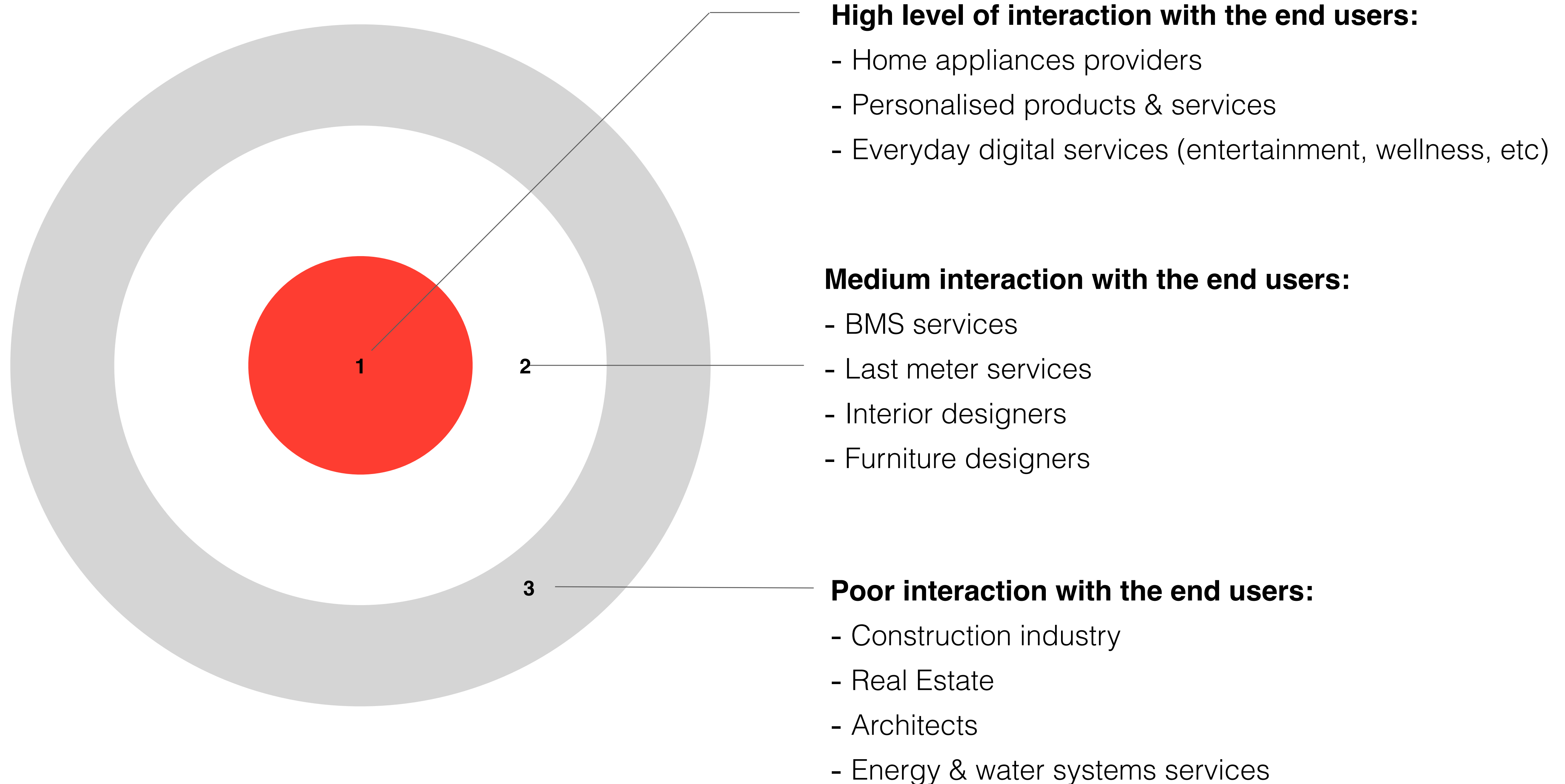
# BUILDING LAYERS



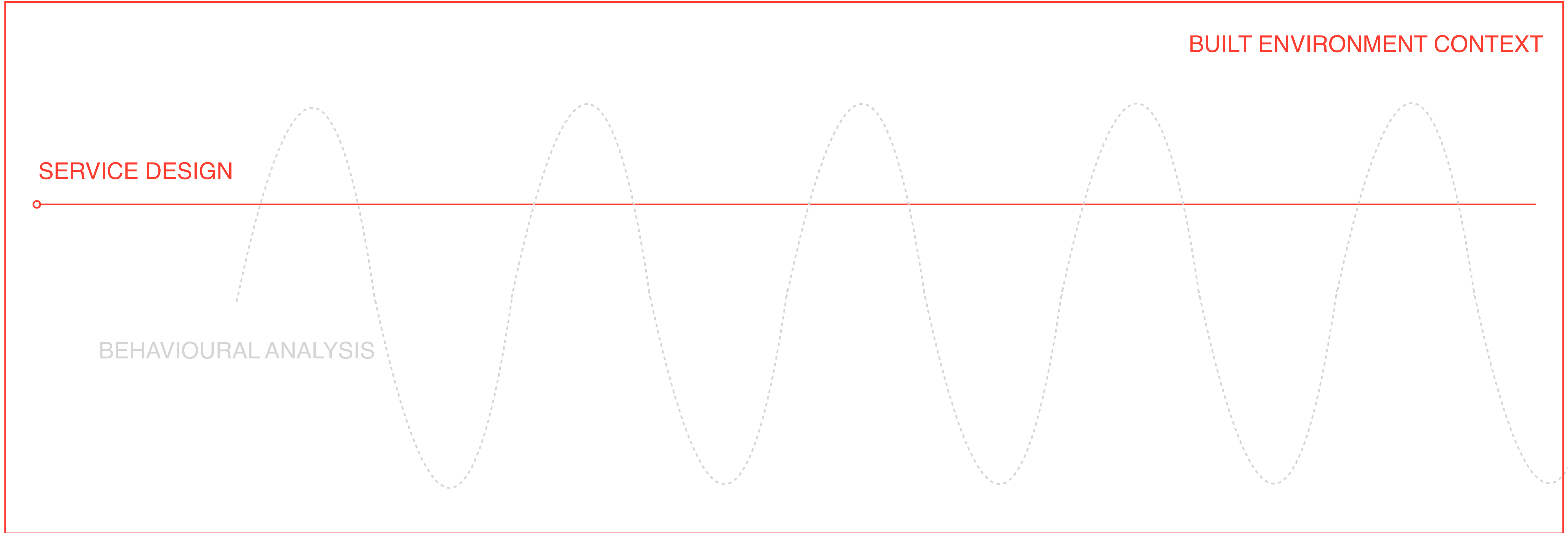
# BUILDING LAYERS + USERS' PRODUCTS & SERVICES



# STAKEHOLDERS: LEVEL OF INTERACTIONS WITH END USERS

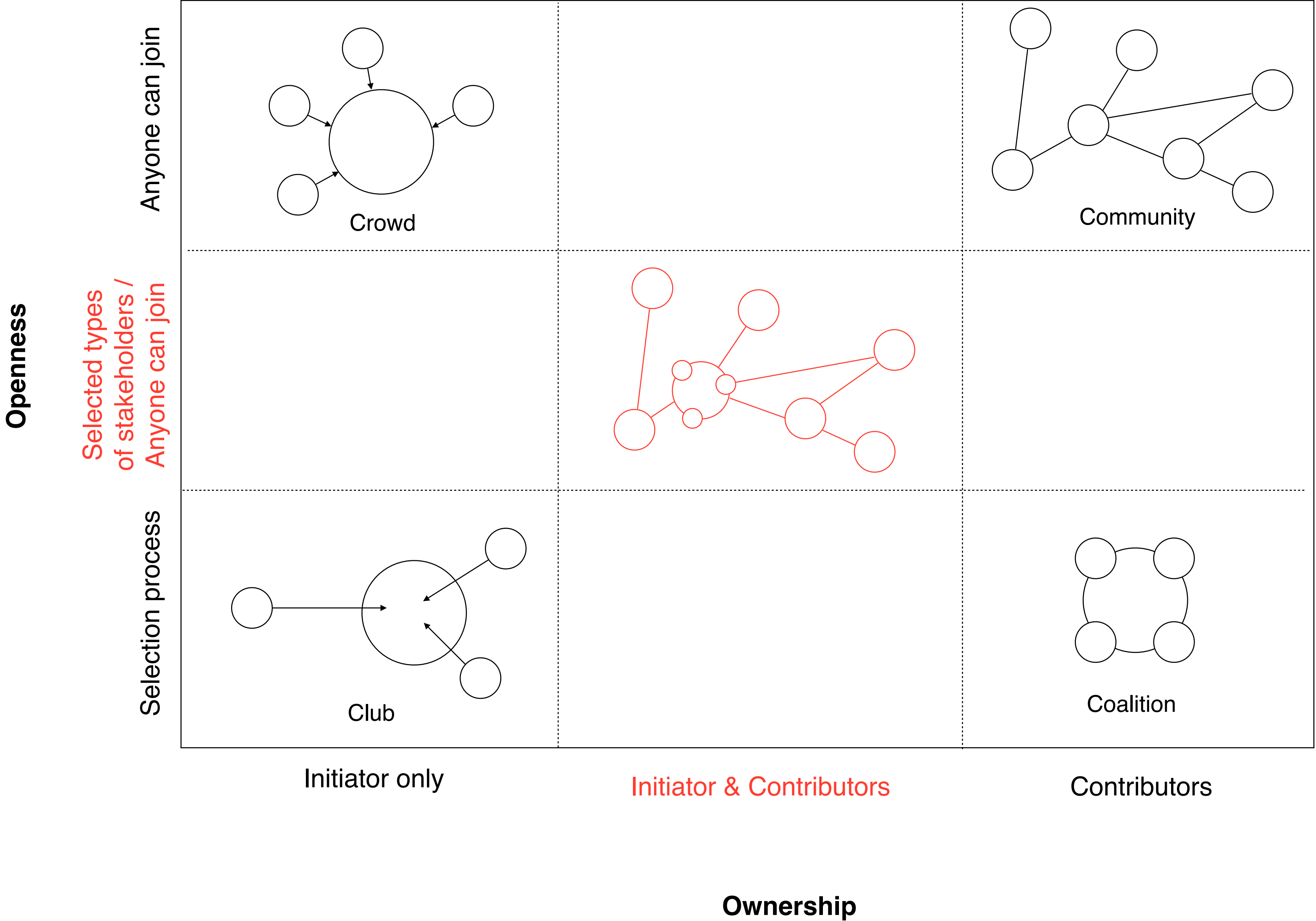


# HYPOTHESIS



**SERVICE DESIGN**, tailored with the **BEHAVIOURAL ANALYSIS** in the built environment context, will give us better understanding of users' behaviours at home in general and potential for more pro-environmental behaviours design in particular.

# CO-CREATION PROCESS



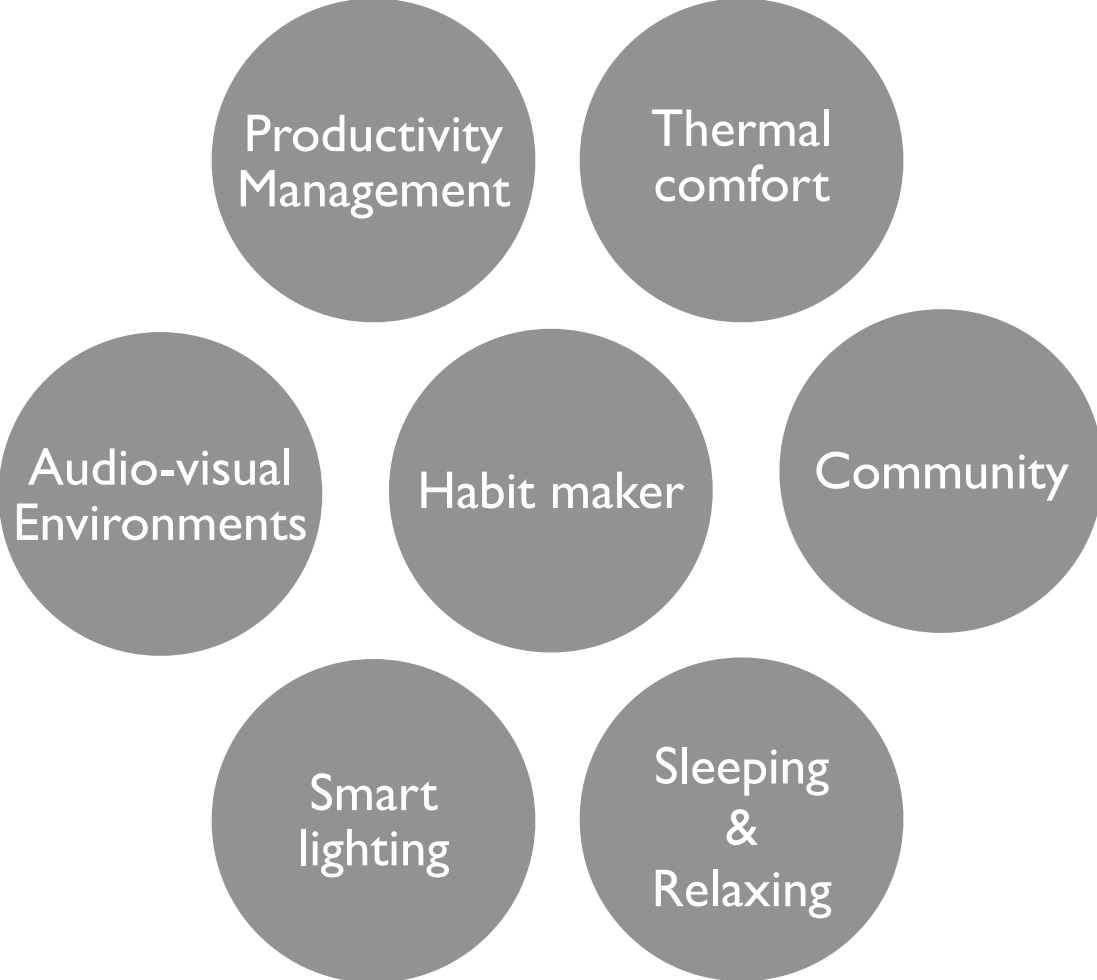
# RESULTS: SERVICE CONCEPTS CO-CREATED AT KTH LIVE-IN-LAB

## SUSTAINABLE EVERYDAY FOOD



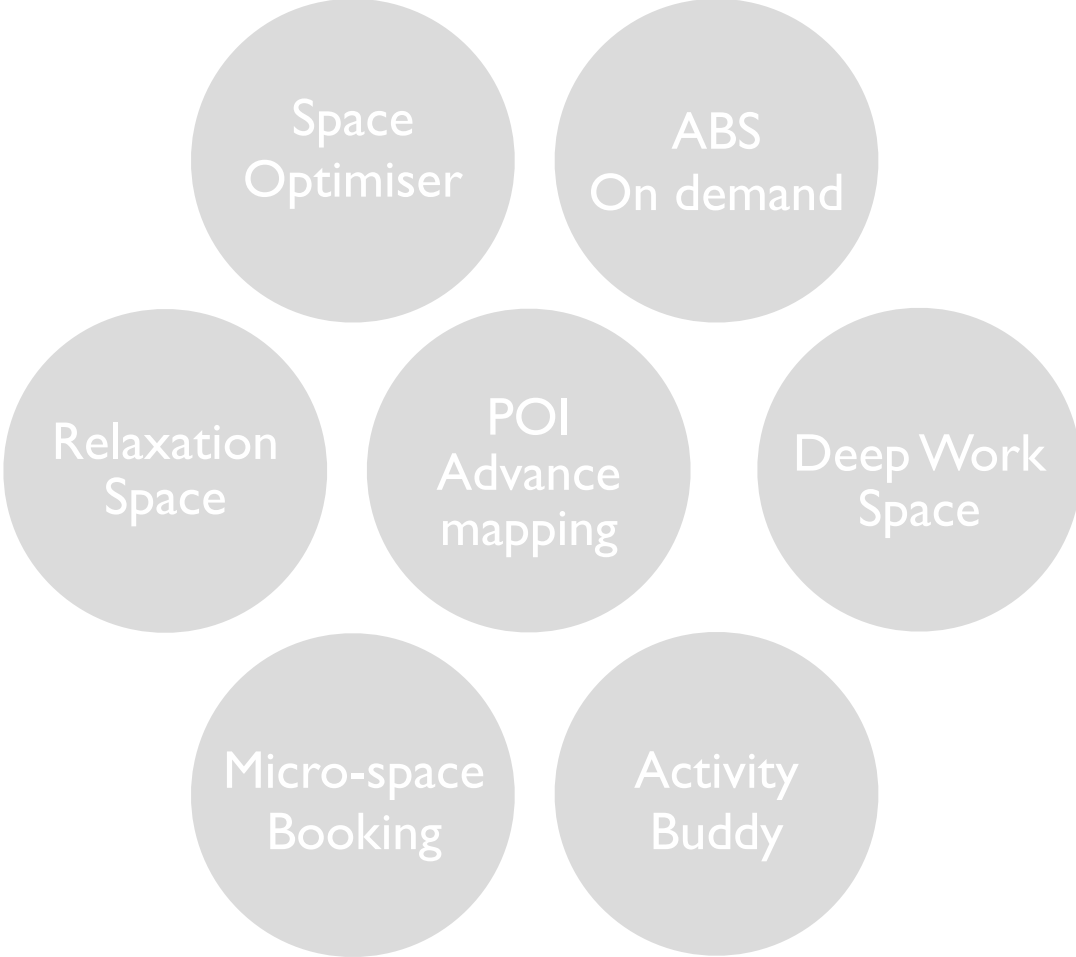
7-10% electricity reduction  
5-7% water usage reduction

## PERSONALIZED WELLBEING



5-7% electricity reduction  
10-15% UX increase

## SPACE AS A SERVICE



Ongoing process



*“We must design for the way people behave,  
not for how we would wish them to behave.”*

— Donald A. Norman | Living With Complexity

## DISCUSSION

### Challenge 1:

How can we design buildings, building services and products for everyday indoor life in a human-centric manner?

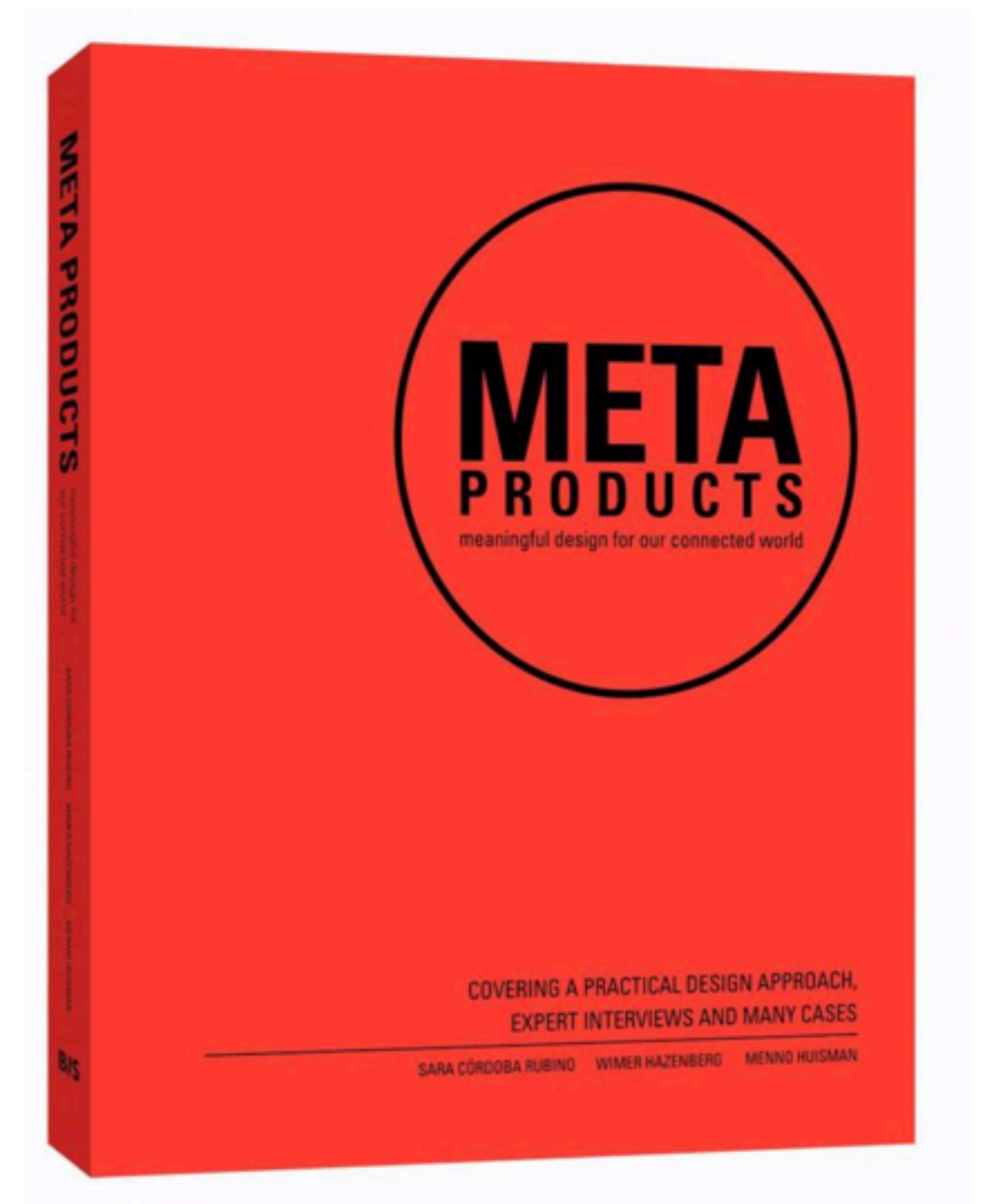
### Challenge 2:

How corona time changed our everyday behaviours in the built environments?

# BOOK RECOMMENDATION

**META-PRODUCTS:**  
Meaningful Design For Our Connected World

[www.metaproducts.nl](http://www.metaproducts.nl)



**TACK +**