

PRODUCT DESIGN FOR THE ELDERLY BASED ON SENSORY EXPERIENCE AND MENTAL HEALTH CHARACTERISTICS

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This paper discusses the design points of intelligent wearable products for the elderly from two aspects of sensory experience and mental health, in order to provide some references for R & D personnel. Research, development and design of intelligent wearable products for the elderly in the future. From the perspective of interaction, this paper divides the elderly intelligent wearable products into three dimensions. In product design, we should not only pay attention to product appearance design, mental health design and other design contents, but also consider the mental feelings of elderly users. According to the user's mental factors, meet the user's sensory experience. Combined with the case of intelligent clothing for the elderly, the user mental health model and the intelligent clothing design method for the elderly based on emotional sensory experience are constructed from three synaesthesia levels. Finally, it is illustrated and verified by a specific case. Therefore, the design method based on multi sensory experience can improve users' emotional sensory experience and strengthen the differentiation of elderly intelligent wearable product design. Multi sensor experience helps to promote the communication and interaction between products and people, enhance the emotional resonance between users and products, and promote the use and development of smart clothing for the elderly.

Key words: sensory experience - emotional resonance - mental feature

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THE DESIGN OF FEMALE DISINFECTION PRODUCTS BASED ON BEHAVIORAL NEEDS DURING THE EPIDEMIC

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With the outbreak of novel coronavirus pneumonia in 2020, disinfection products are effective preventive measures and are becoming an indispensable part of people's daily life. This article is based on the use of psychological and emotional influence in the development of disinfection products as the research background, explores the psychological characteristics of disinfection products, and compares the characteristics of the psychological prototype and graphic format of women, as well as In -depth research such as experience and other aspects, exploration proposes the design psychological characteristics that should be paid attention to when designing disinfection products. Applying this theory to guide the design practice of disinfection products. Methods combined with the characteristics and status quo of disinfection products, analyzed the importance of emotional experience in related product design, and discussed the method of triggering buyers to obtain emotional experience. Conclusion emotional experience. It is the core of the design of disinfection products. Disinfected products can use the design method based on sensory elements and interactive methods to trigger users to obtain a positive and happy emotional experience after use and effectively isolate the virus. Taking the needs of female users as the starting point, this paper investigates the cognitive relationship between product attributes (A), benefit results (C) and personal psychological needs of Value (V) of female disinfection products from multiple perspectives through user observation, literature analysis and soft ladder interview. Based on the content analysis method, the survey contents are sorted and coded, the correlation matrix is constructed according to the times of A-C-V mention, and the hierarchical value map is drawn to clearly show the connection relationship between the factors at all levels. In order to make the product attributes obtained from the user survey more objective and effective, build a model and calculate the weight of the screened product attributes, and finally sort the demand weight of female disinfection products.

Key words: novel coronavirus pneumonia outbreak - disinfection products - hierarchical relationship

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APPLICATION OF EMOTIONAL TENSION AND EMOTIONAL COLOR IN OFFICE SPACE DESIGN

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Emotional experience has become a new trend in the development of space design. The main ways to realize the emotional experience in space are: first, to bring users sensory experience through the basic form of space; Second, enhance users' emotional experience through spatial context; Third, improve the user experience by influencing the user's behavior. Some nervous mood color designs are very common in various scenes. However, some of them give the audience a glimpse, which makes us think deeply about the factors behind their differences. This paper aims to study the relationship between the color of simulated office space based on non-contact eye tracker and the mental preference of the audience, and its application in the works of display space. With the research and development of color theory in psychology, the color psychology of tension and emotion has gradually formed. The emotion and symbolic meaning expressed by the psychology of tension, emotion and color is an important expression of artistic creation. Applying it to design teaching can make the viewer feel directly, produce different emotional and mental effects, and trigger mental activities at the same time.

Key words: color design - mental activities - emotional symbols - nervous mental emotion

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MODELING DESIGN OF FITNESS BICYCLE FOR THE ELDERLY TO ALLEVIATE TENSION

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With the rapid development of China's economy and the continuous improvement of people's quality of life and medical technology, aging has become a common social phenomenon. As a special group, the elderly are plagued by the degradation of physical function and the transformation of mental state for a long time. How to care for the elderly has become a social topic that needs attention. Based on this, through the analysis of the significance, development status and mechanism of the scientific modeling of the elderly fitness bike under the emotional and mental needs, this paper studies and puts forward the development path of the elderly scientific fitness from the perspective of emotional and mental needs, so as to realize the high-quality development of the integration of sports and medicine, and explore the problems of healthy China and population aging. As a kind of fitness bike shape design for screening and evaluating human dynamic balance function, it is applied to evaluate the exercise ability of the elderly and the effect of clinical rehabilitation treatment, in order to provide reference for the research and application of sports health promotion of the elderly at high altitude.

Key words: emotional and mental needs - aging - sports and medicine - ease tension

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ENVIRONMENTAL LANDSCAPE DESIGN OF RESIDENTIAL AREA BASED ON THE PRINCIPLE OF ALLEVIATING EMOTION MENTAL

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With the development of modern society and economy, people's living standard is higher and higher, and higher requirements are put forward for the living environment, such as emotional factors and releasing pressure. With the acceleration of housing consumption process, the internal and external design of residential buildings and landscape planning have been greatly improved from the aspects of mental health and vision. This has prompted more and more residential district planning and design from monotonous plane layout to three-dimensional development. The planning and design of environmental