New Direction —— "Waste Time"

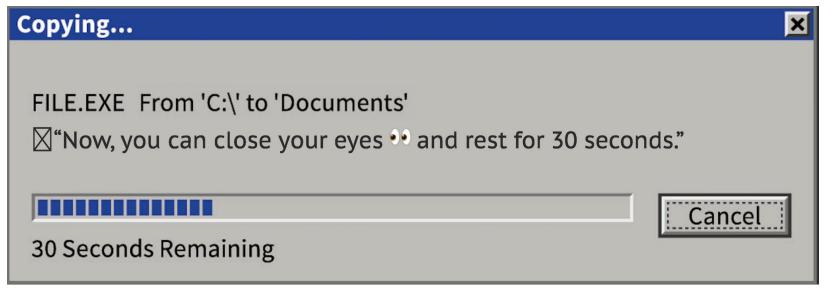
Enquiry: When users are forced into waiting states—such as loading, error prompts, or system non-responsiveness—can they regain control over this period of time, even if only in a small, humorous way, by giving new meaning to the experience?

01:Instructional Information Intervention

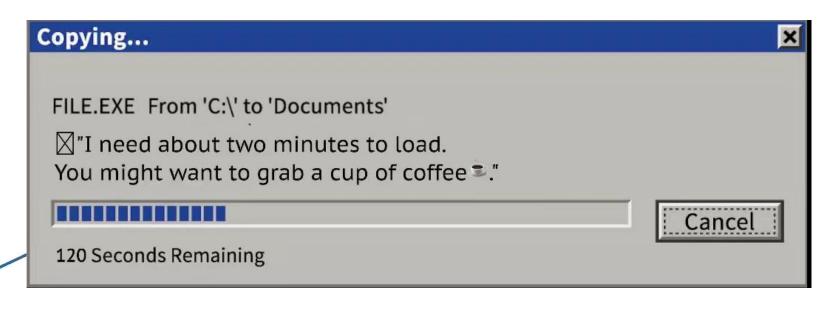
Giving users something to do while waiting

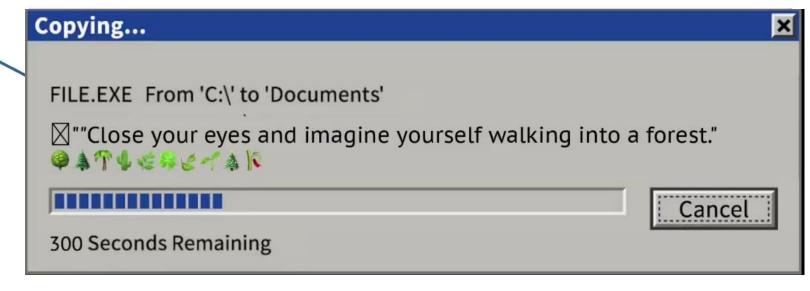
--Psychological studies show that idle waiting feels longer than active waiting.





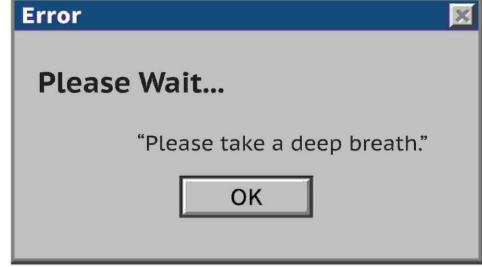


















Let's learn a word

Abandon

/ə'bændən/ ◀>

vt.放弃(信念);离弃, 抛弃;舍弃; n.放任;放纵;

例句

Despite some difficulties, they're not going to abandon the plan.

尽管他们遇到了一些困难,但并不打算放弃这个计划。



Would you like to learn how to say "Hello" in other languages while waiting?













Reference

Jenny Holzer – Truisms (1977–1987)







Holzer interrupts the everyday flow of urban space with extremely short statements, inserting texts that appear ordinary but carry sharp social critique onto billboards, electronic displays, and posters. She transforms public visual spaces into temporary sites for reflection.

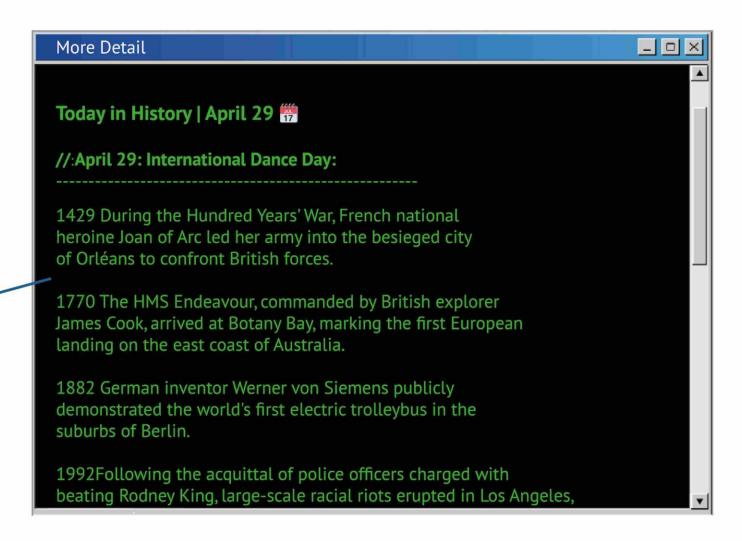
My thoughts:

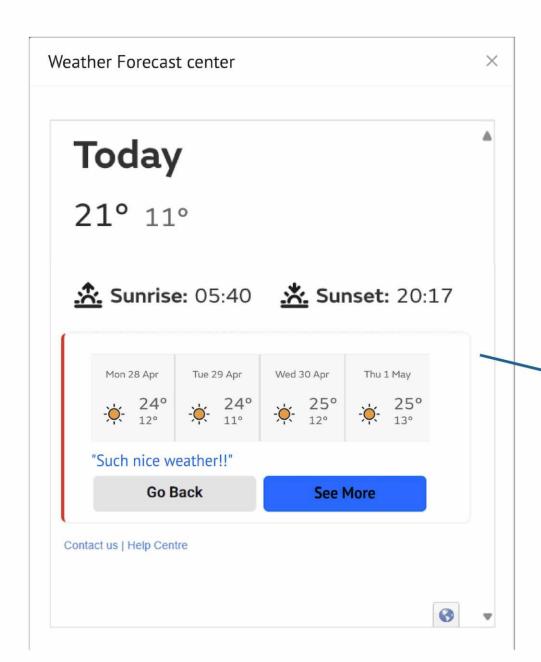
Could the passive waiting interface also be reimagined as a micro Information Transmission Platform?

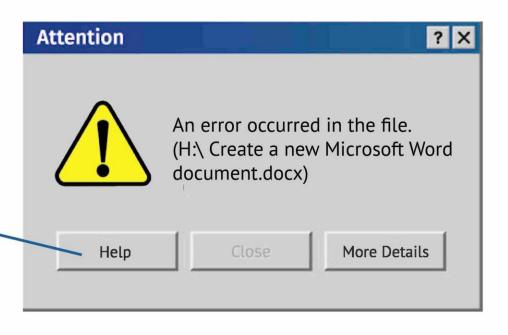
02:Informational Reading Content

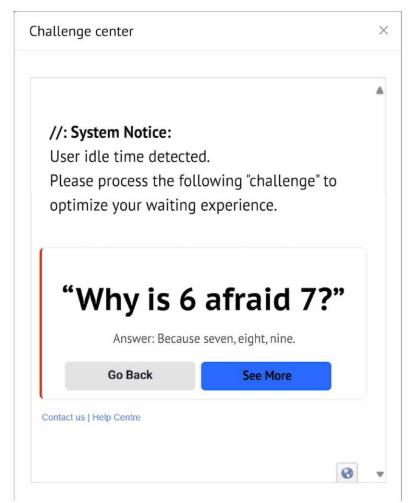
Placing informative content for users to read during waiting time into the "More Details" or "Help" sections.

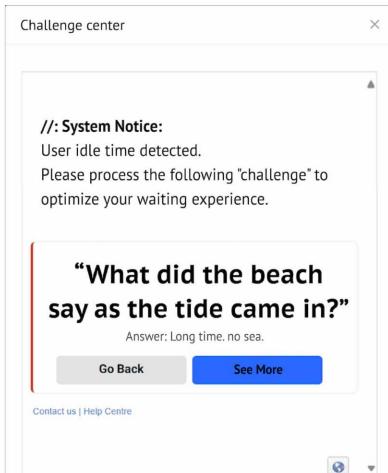


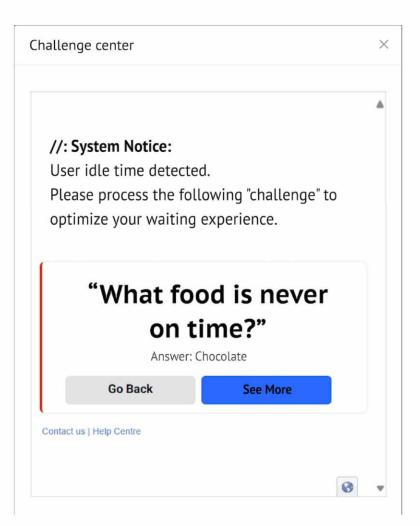






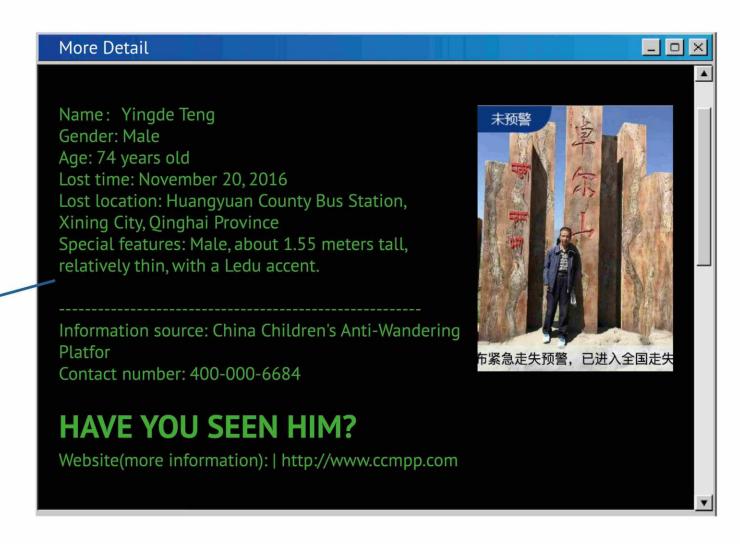


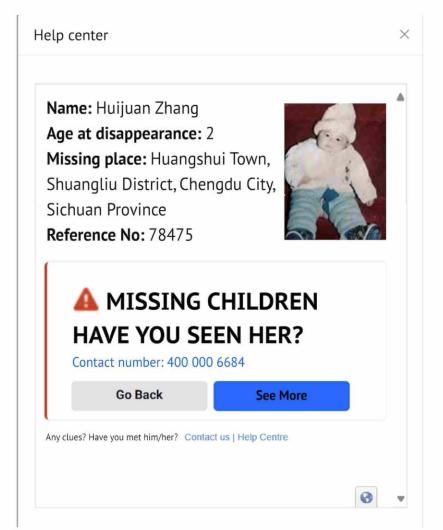


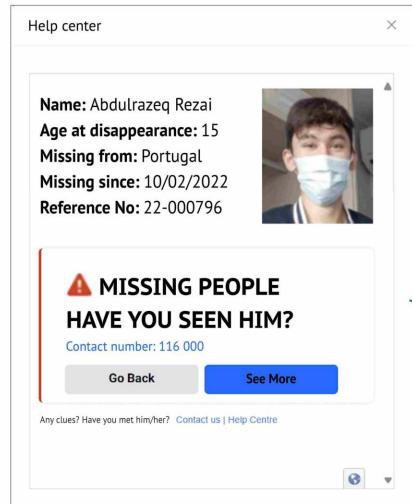


Missing person notices



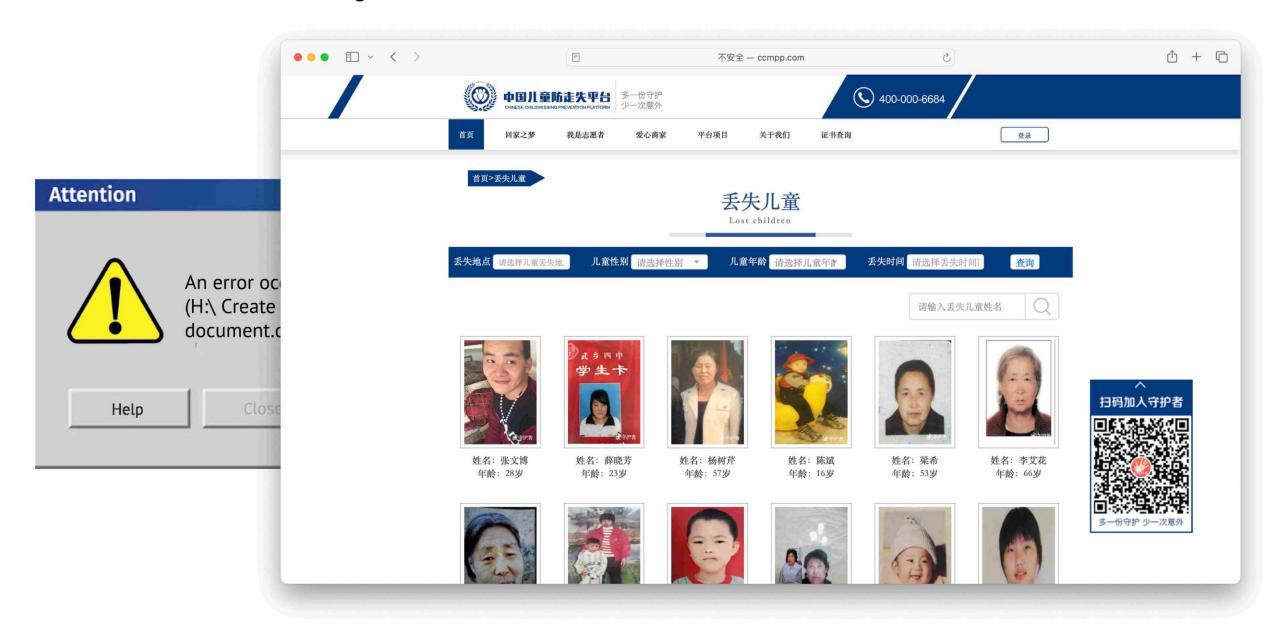




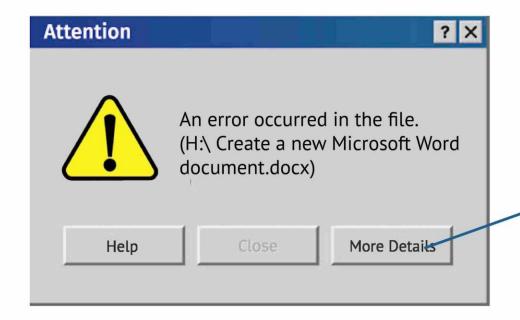


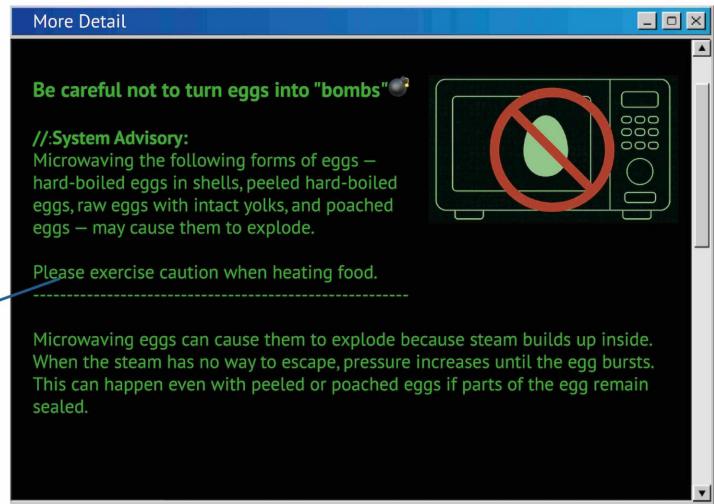


China Children's Anti-Wandering Platform - Interface for Information on Lost Children



Everyday tips







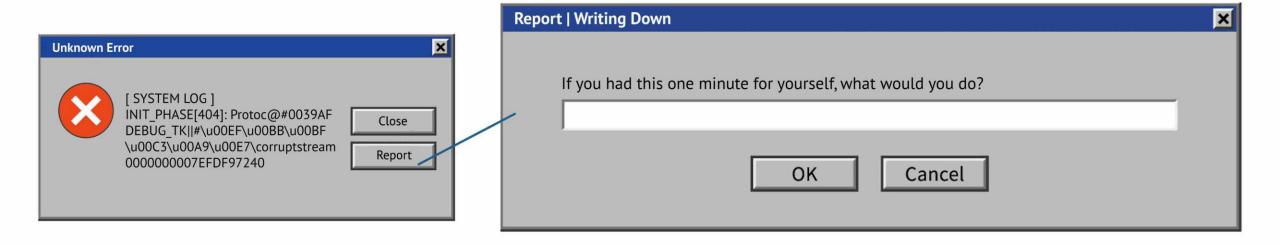


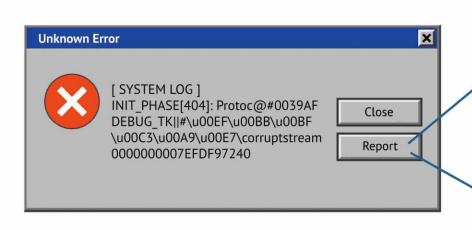
About network Security

Mental Hearth Matters

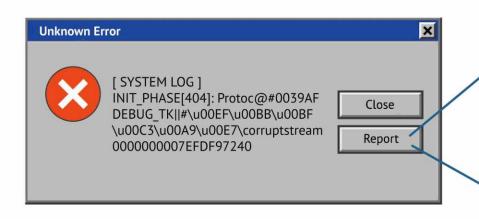
03:Interactive intervention

Encouraging users to think and respond, turning waiting into a dialogue.

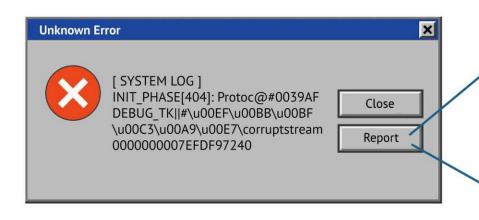




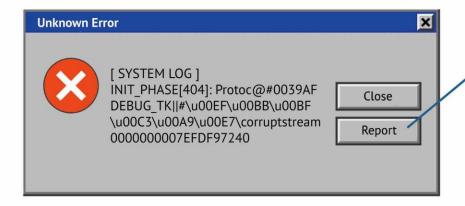
Report Writi	ng Down	×
If you o	ould teleport instantly, where would you go ?	
1	OK Cancel	
		_
Report Writi	ng Down	×
Guess I	now many people are waiting somewhere else right now:	ı
Guess I	now many people are waiting somewhere else right now:	

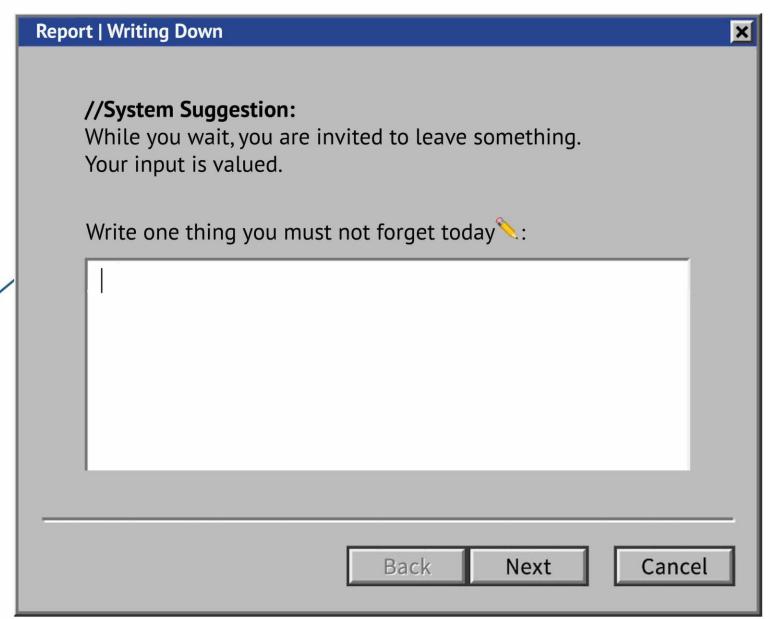


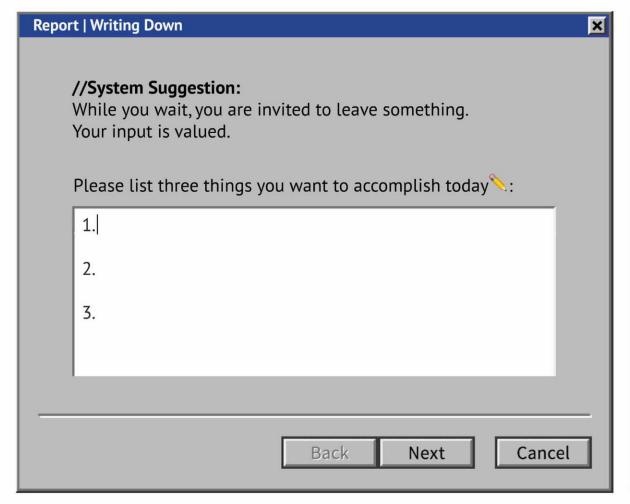
	Report Writing Down	×
ı		
ı	Use one word to describe how you feel right now.	
ı		
ı		
ł	OK Cancel	
l		
	Report Writing Down	×
	Report Writing Down	×
	Report Writing Down Write a note to your future self one hour from now:	×
		×
		×
		×

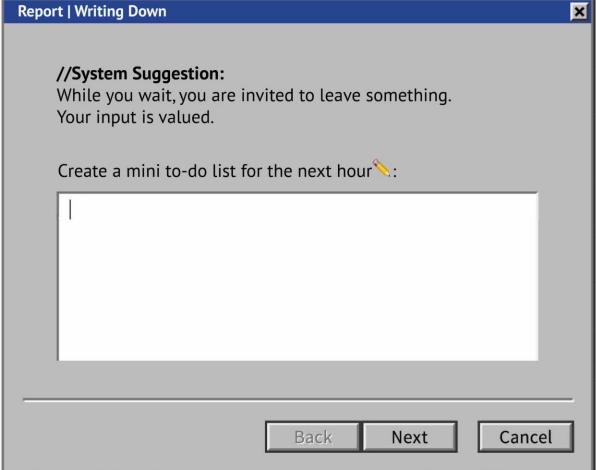


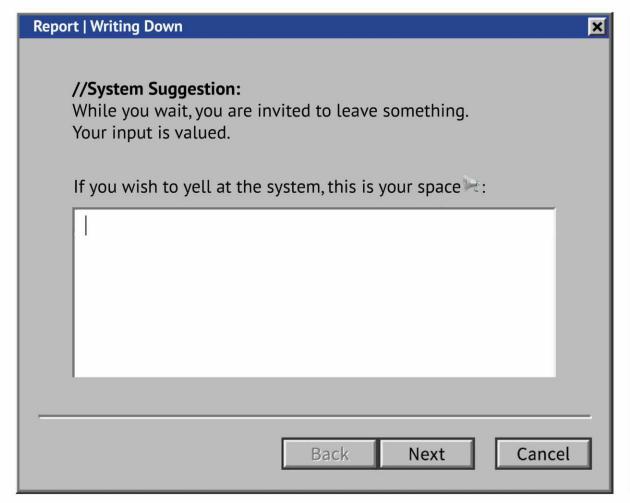


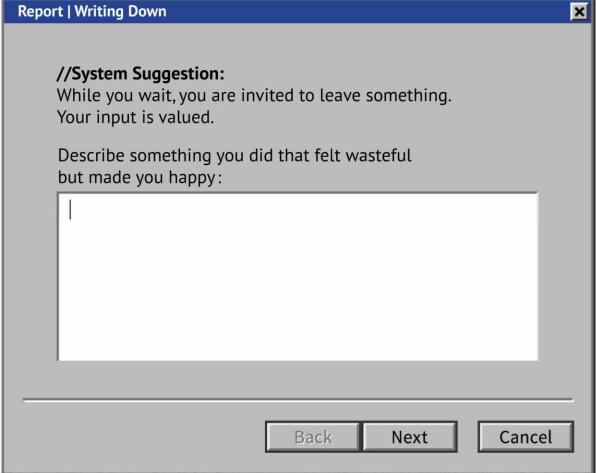












04:Simulation of a shared space

Creating a sense of togetherness, making waiting feel less isolated



in-game chat interface



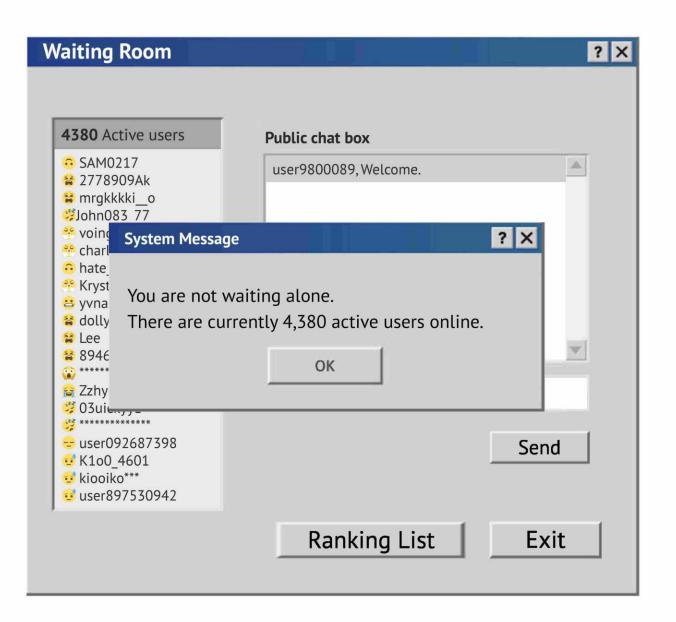
in-game system message

04:Simulation of a shared space

Creating a sense of togetherness, making waiting feel less isolated

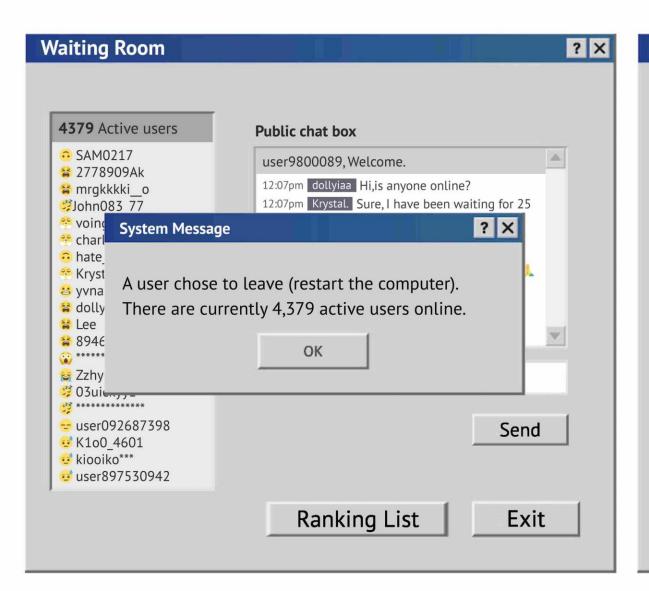












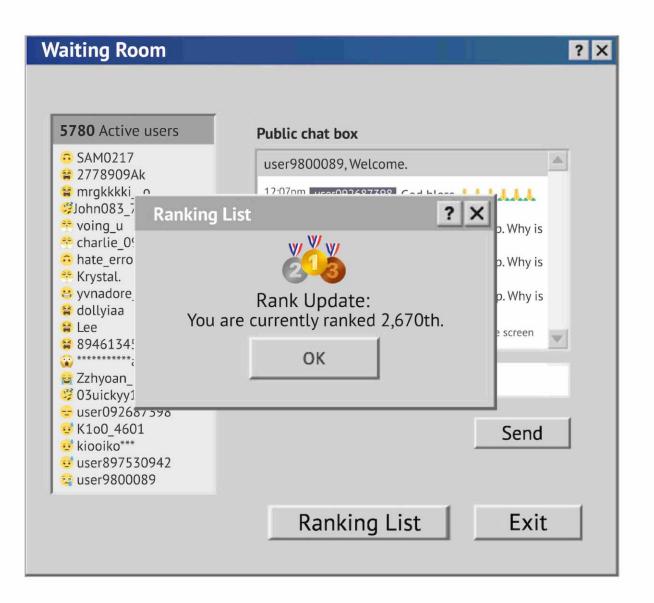












Final work-- A Interactive Page.

