

AMBY

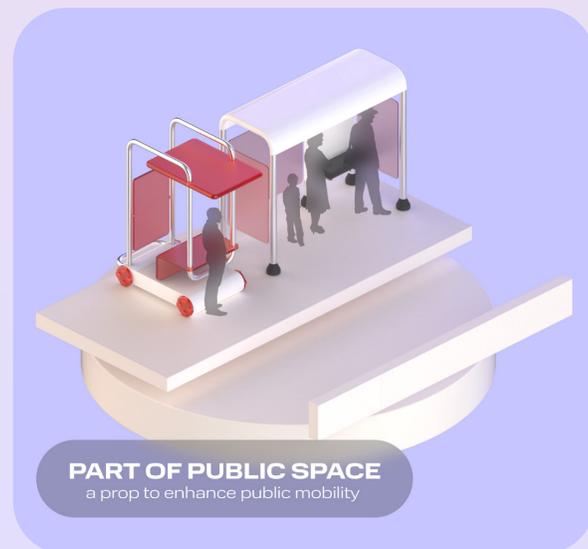
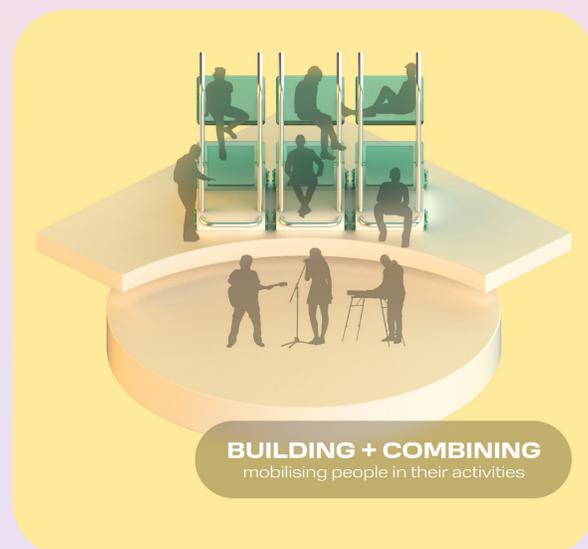
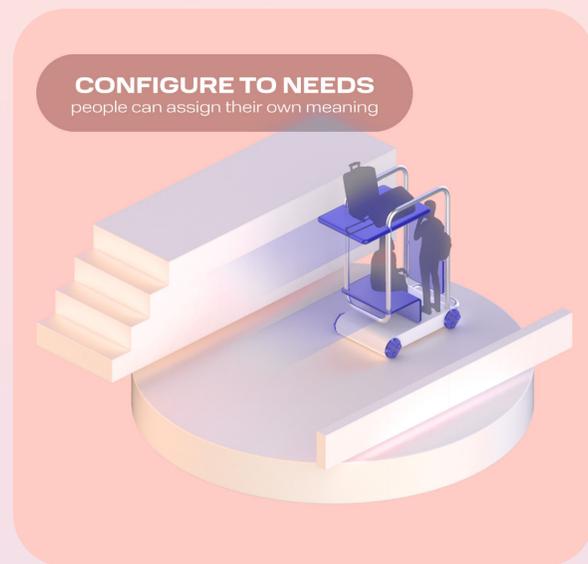
AN OWNERLESS + AMBIGUOUS VEHICLE

This project **critiques and questions** the role of micro mobility in public space, and the relationship it has with people. This is done by making use of the ViP approach, where based on this context a future worldview is constructed. By envisioning a more desirable version of this future, the current direction micro mobility is heading towards is critiqued. These critiques are translated into a design. The end result is **a speculative design** called

Amby, which is an ambiguous vehicle that does not predefine the way people should interact with it, but **gives them room to interpret** its meaning on their own. Amby aims to portray a desirable future where the organisation of micromobility is much more **human-centered and democratic**, and people are in control of public space instead of big corporates that want to capitalise on it.



"LIVING WITH MICRO MOBILITY IN 2030 - PRESENTING A SPECULATIVE DESIGN"



Amby is part of public space. Due to its ambiguous nature, people can interact with it in countless ways, whatever their needs require. The visuals above showcase some use cases of Amby, while also demonstrating the interaction scheme behind the concept. 'Autonomous driving', 'standstill', and 'following guidance' are the three different states.

ViP

SPECULATIVE DESIGN

GRADUATION PROJECT



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Living with Micro Mobility in 2030
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Design for Interaction

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