

# FAMILIAR STRANGER

Design to increase trust within diverse societies.



## Trust Principles

Research was conducted regarding the design of various services and platforms that rely on the trust of the users. From this research, four principles were established that can function as guidelines when designing for trust. These Trust Principles are: Design for the users to express a vulnerable side. Design for the users to put extra effort in the interaction. Design for a feeling of mutual responsibility. Design for the expression and recognition of similar characteristics between users.



VULNERABILITY



EFFORT



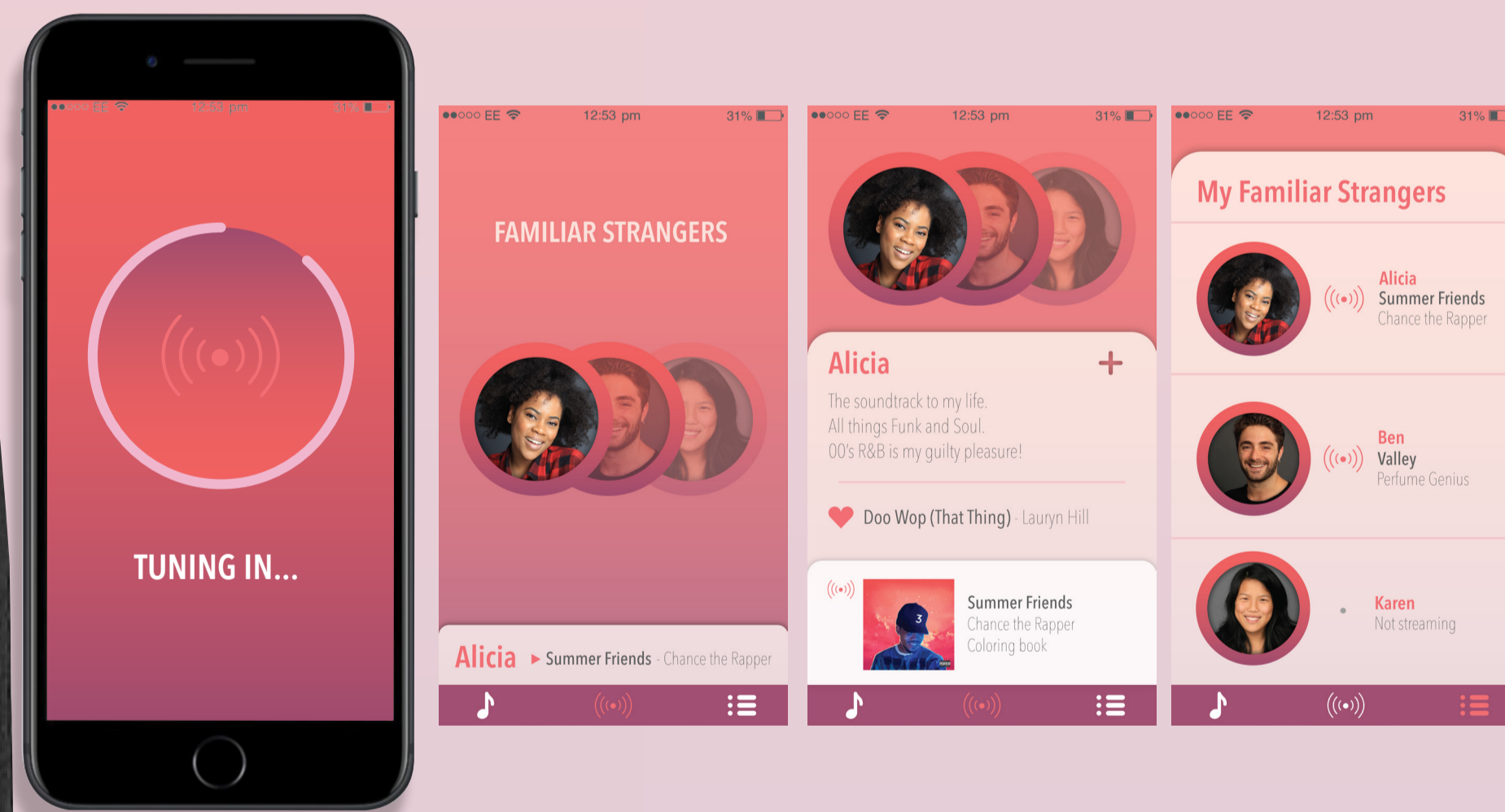
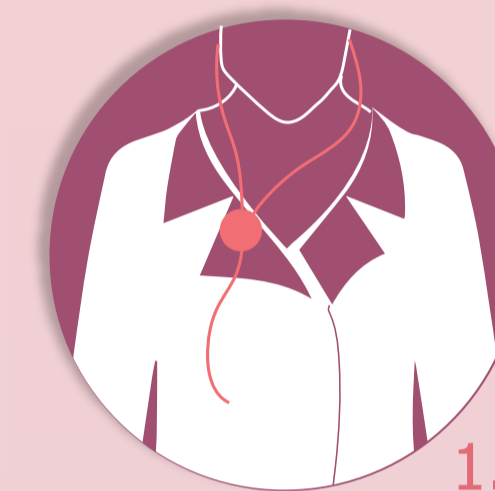
RESPONSIBILITY



SIMILARITY

## Scenario

1. The Familiar Stranger will listen to music on their phone.
2. On the street they recognise other Familiar Strangers by the button.
3. The Familiar Stranger takes out their phone and tunes in to the others' music.
4. Both strangers are now listening to the same song, sharing an experience together and feeling connected.
5. They like each other's song and can add each other on their Followers list.
6. Hereby creating a community of Familiar Strangers that can tune in to each others music and mood wherever they go.



The Familiar Stranger system is a platform that let's you tune in to each others music and connect with people from all walks of life within you neighbourhood. The system let's you express your mood and taste in music. It expands the percieved similarities of people within cities, hereby increasing trust amongst civilians

A STRANGER  
CAN NOT BE  
TRUSTED  
xoxo  
FAMILIAR STRANGER

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