

Public Summary

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As technology evolves rapidly, remote controls remain a central element of how we interact with our home entertainment. This project explores the potential of an innovative remote control that not only meets but also exceeds the evolving needs of users. The objective was to create a 'near-future' concept that focuses on user preferences, market trends and emerging technologies.

Research into user behaviour showed that living rooms are the heart of entertainment, where people relax and enjoy leisure activities such as streaming videos, watching TV, or gaming (Ortiz-Ospina et al., 2024). However, with the increasing number of devices and platforms, new challenges have appeared, including difficulty navigating content, maintaining simplicity, and meeting the diverse preferences of individuals and groups (UserTesting, 2023). This was further supported by market analysis that highlighted trends such as the integration of smart home technology, increasing demand for personalised experiences, and growing interest in sustainability (Sajdak & Miquido, 2024; Designovation, 2023).

Interviews with experts and users in various groups, representing various demographics such as families, students, and solo users, greatly contributed to the research data. Multiple themes appeared to come back: users want remote controls that facilitates content discovery, makes the shared experience nicer and easily adapts to any environment. In the case of social settings for example, the remote should help co-viewing decisions; for the solo user, it should focus on the access to tailored content (Salim, 2024).

Based on these insights, the design process followed a structured and iterative approach. It started with a brainstorming session that encouraged creativity and explored a wide range of use cases. Sketching and clay modelling was used as ideation tools. The concepts were evaluated in detail against design criteria derived from the research. This was done to ensure they would meet user needs while being realistic in the near future. A study and analysis of 50 existing remote controls was done to set up ergonomic and aesthetic standards. The final concept embodies the principles of "Designovation," making sure to innovate with user needs and new technologies in mind (Designovation, 2023). The remote concept combines functionalities like content aggregation and adaptive interfaces into a streamlined, ergonomic form that focuses on user comfort and overall usability. The design is tailored for both solo and group scenarios, ensuring it meets the needs of diverse users and enhances their entertainment experience. The aesthetic is informed by current "homey" design trends, using materials and finishes that allow the remote to blend seamlessly into modern residential environments.

In short, this project speaks to a forward-looking view of remote controls: devices that function not only as tools for controlling entertainment but also as intrinsic parts of an interconnected, enjoyable, and socially interactive lifestyle. Answering real user needs and with the use of evolving technologies, this idea of a remote control reimagines the idea of a domestic necessity—combining simplicity, innovation, and versatility into one compelling design.

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