FUTURE TRAIN STATION PILLAR DESIGN
OBSERVE HUMAN BEHAVIOR PROJECT 2015  Hongxuan Ge / Kun Feng

The new pillar is designed as a future interactive infrastructure to improve passengers’ travel experience. There are two interaction behaviors in our design solution. The first one is the passengers can build their own places to rest. The second one is that the passengers can push the soft surface and change it to the different shape. With these two behaviors, the passengers can make comfortable environment by themselves and they can communicate with the station in a special way. They not only interact with the pillar but also change the appearance of the station.

What behavior we observed

With the observation of the passengers’ behaviors in the Clark & Lake, we found most of the passengers would like to lean on the pillars unconsciously even if there were some available seats. This provides us an opportunity. We think these pillars offer the passengers places to rest, but people always overlook this invisible function. Therefore, the goal of our design is to build a connection between the passengers and the station, and we choose pillar as a medium.

Design solution

In our design, the idea of the framework of the pillar comes from nature. We consider our new pillar as one part of the station like the animal skeleton is one part of the animal, the leaf vein is one part of the tree. Our meshed framework like a big vine which grows up in the station and connects the roof and the floor.

Moreover, the soft surface of the pillar is flexible. It will transform under outside force and will be shaped as a seat or a pillow for people to rest. After you push it, it can rebound and recover in ten minutes.