



Vehicle Experience Content & Entertainment Workstream

October 12, 2023

As thought leadership, open collaboration and validation of ideas are key to the future BoF. The working group will have regular presentations and webinars by industry professionals. The slides and perhaps even recordings will be made available.

Common challenges, guidelines, concerns, standards, architectures... will be documented in the form of briefs or white papers.

Education and training materials for software developers and architects may be created.

Data and interface specifications that facilitate and accelerate or otherwise improve vehicle experiences will be informed, created and/or updated, especially those of the Data Expert Group-

INTRODUCTIONS



Michael Blicher
Managing Director
Innovation Works



Brad Gieske
UX Design Chief - Adv. UX Cockpit
Strategy & Brand UX (RAM / Dodge)
Stellantis



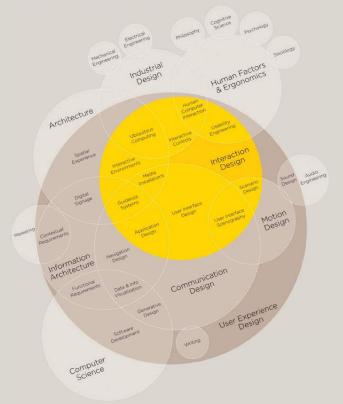
Dan Cashen
Chief Engineer SmartCockpit - SWX
Stellantis





COLLABORATIVE SKILLSETS

The Disciplines of User Experience Design



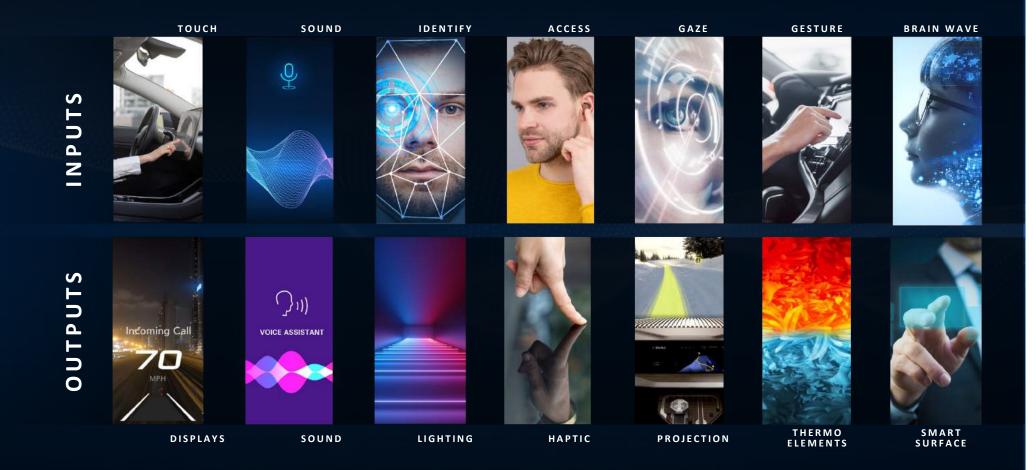
The Disciplines of User Experience Design

made by envis precisely GmbH (2009 | Redesign 2013)

www.envis-precisely.com based on »The Disciplines of User Experience» by Dan Saffer (2008)

MULTI MODAL IMMERSIVE EXPERIENCE -







ADAS TECHNOLOGY



- Auto Drive advancement
- Handsfree Driving

CONTENT ECOSYSTEM



- Multi-media
- Productivity
- Gaming

CONNECTIVITY



- 5G
 - V2X
 - Smart Cities
 - IoT

ΑI



- Sensor-based Al
- Contextual awareness
- Situational awareness
- Persona
- Feedback

COCKPIT PHILOSOPHIES





Features Packed



Progressively Simplified

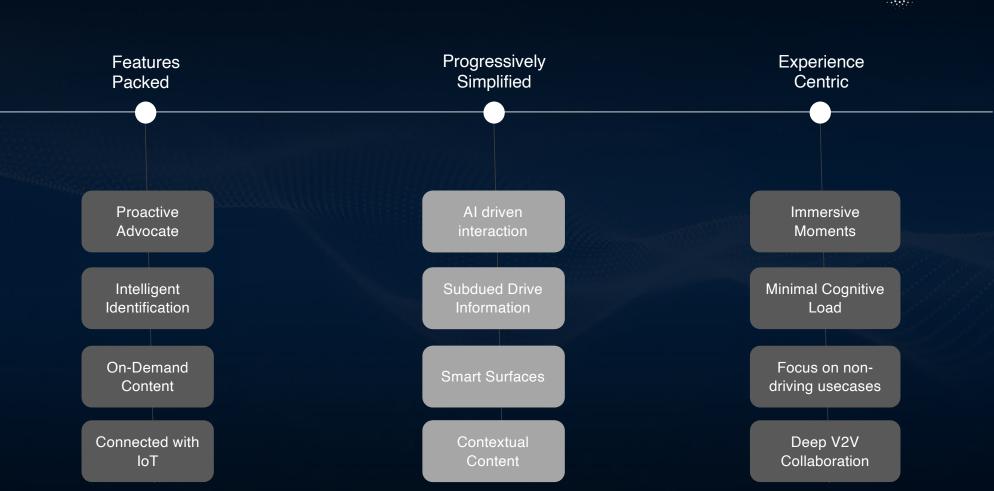


Experience Centric

Driven by Progressing levels of autonomy

COCKPIT PHILOSOPHIES







GROWING AS A COMMUNITY



The Future of Automotive UX





Thank you & Stay Tuned

See you online and at CES 2024

