

the senses



Have you thought-through the sensory aspects of the experience? Are there sense you're not designing for that you could? Are you treating the senses too stereotypically? Are there opportunities to stimulate the senses in new ways? or, to stimulate senses that usually get overlooked?

Besides sight and sound, have you considered smell or taste? Have you considered what can be done with touch?

Have you thought about the senses that don't get considered in the "top five"? Have you considered appealing to our electromagnetic senses? What about our kinesthetic ones? or our neuromotor senses?

Would you describe the experience as sensorial or sensual? Why not? Could it be?

Have you considered appealing to our sense of humor?