



Washing Label + NFC
Design for Smart Home in Future

Quick Game

**Find Washing
Label**



Neck

Bottom Right

Bottom Left

Time's up!

Close

Primary Research

Existed Washing Label System



Clear but still confused

Problem

Space

- The Label told clearly
CANNOT PUT IN DRYER!!!



**How to solve this
problem in Future?**



“Your smart laundry”

Client

Channel 3

- Multi-Brands
- Product different Country
(Label different Language)
- Their Customer don't know
how to wash that kind of:
 - embroidery
 - Big area of print



Persona in 2025

From Client (channel 3)'s customer

- Rich Teen
- Smart Home
- Don't know how to wash
- Lazy
- Bad at English



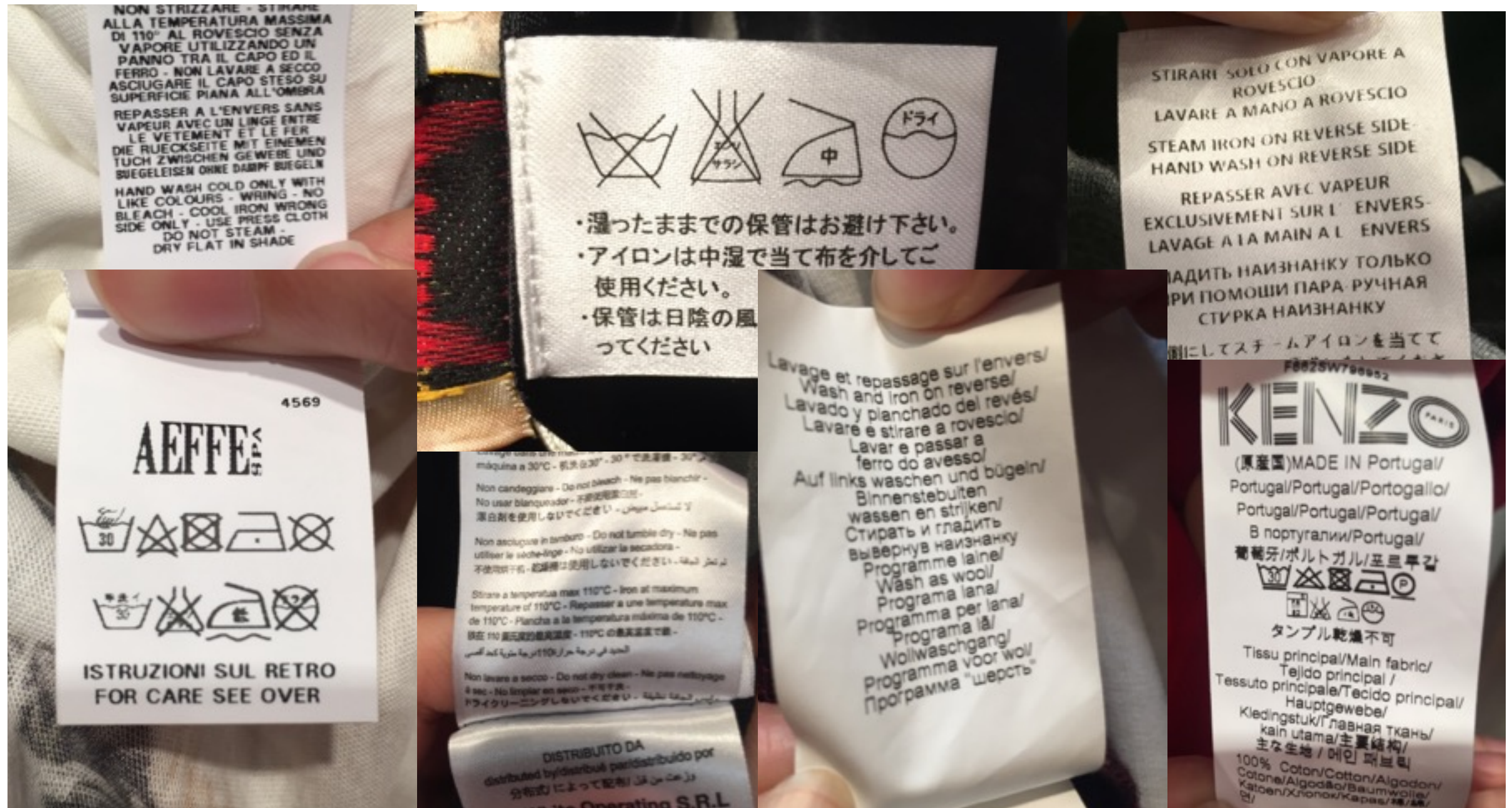
Tony

Smart Home



Primary Research

Existed Washing Label the client's product



Primary Research

PRIOR ART - Existed Washing Label

- **Trend and Future**
- **Code on the Label**



Secondary Research

PRIOR ART - Smart Washing



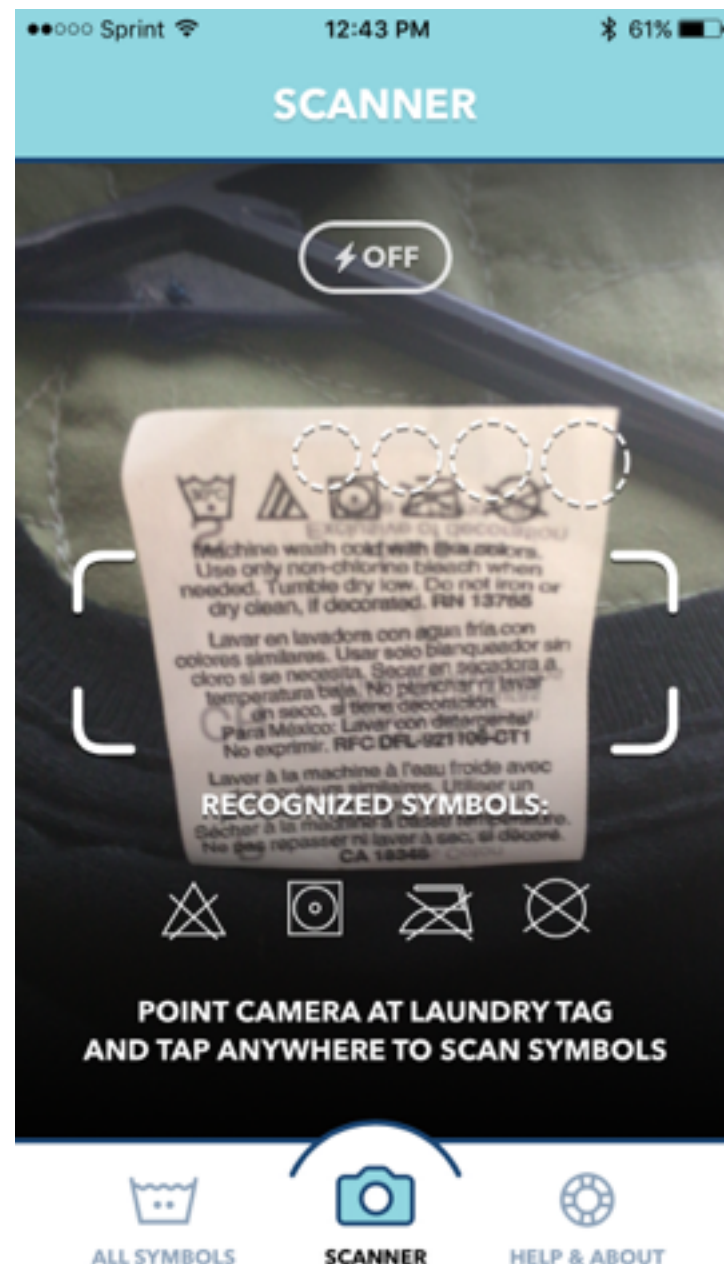
Secondary Research

PRIOR ART - Auto Fold Clothing



Secondary Research

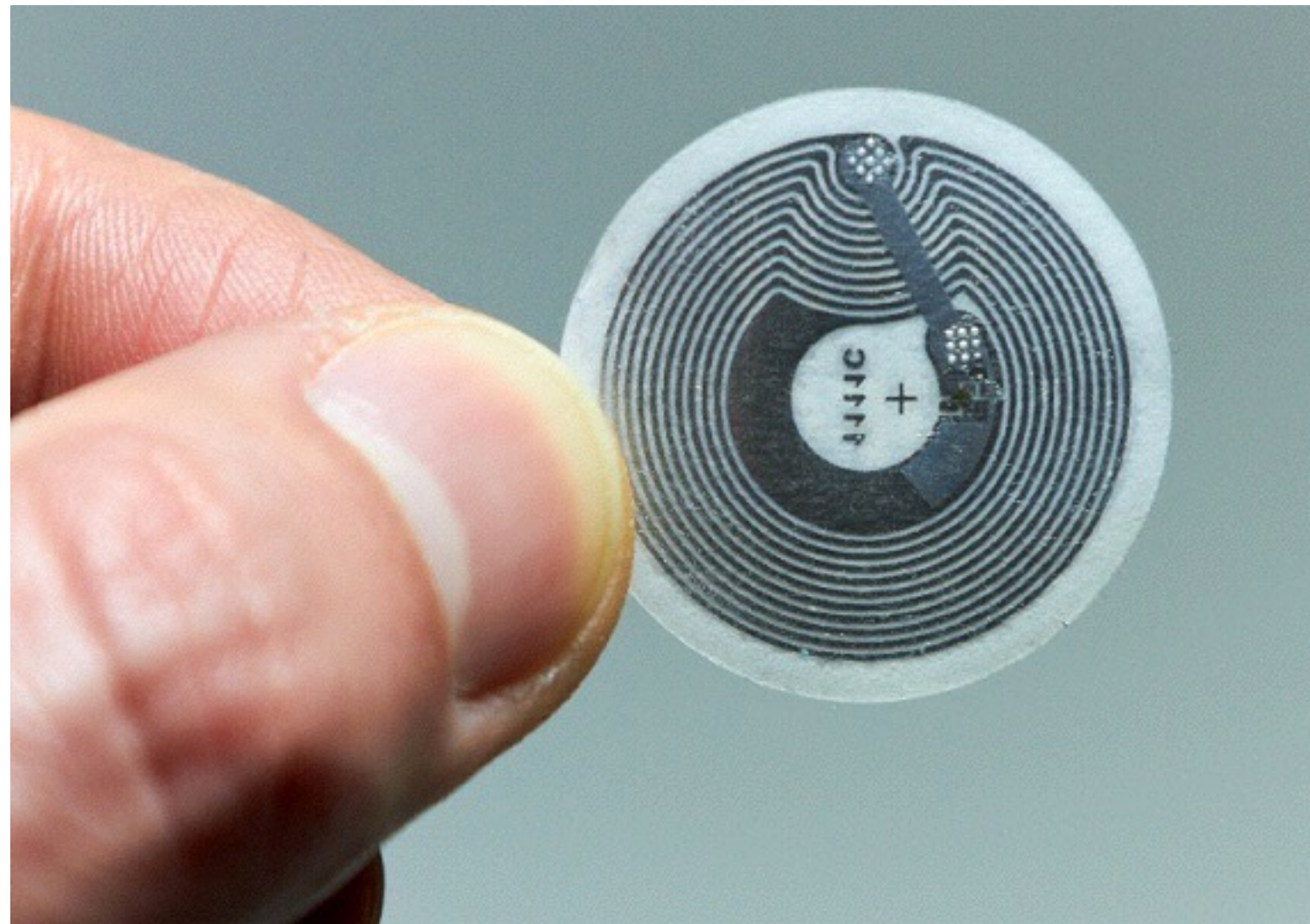
PRIOR ART - Washing Label Scanner app



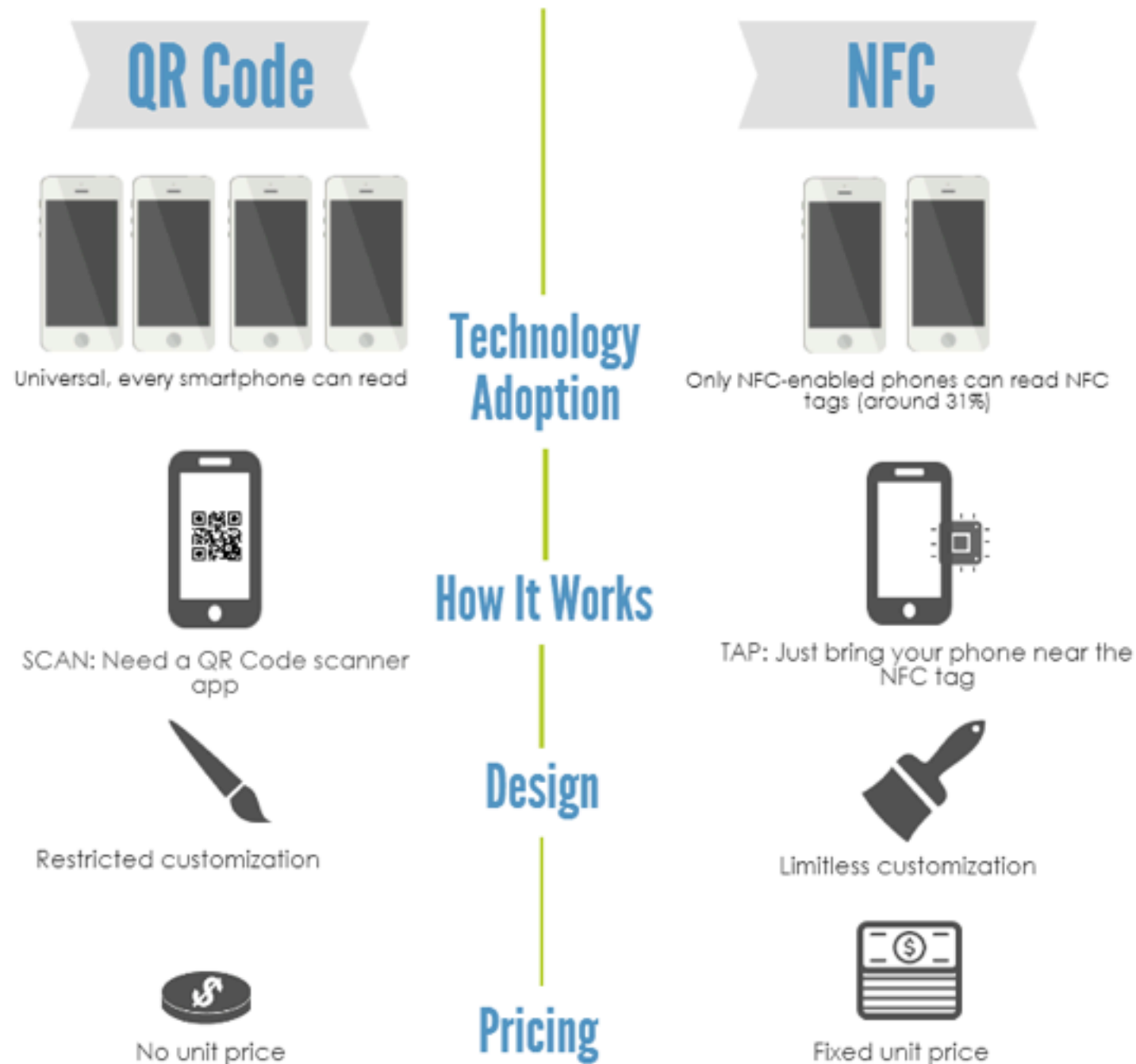
**But, Can We Just Pass the
process of app? Or Put it
as Additional function**

Opportunity - NFC

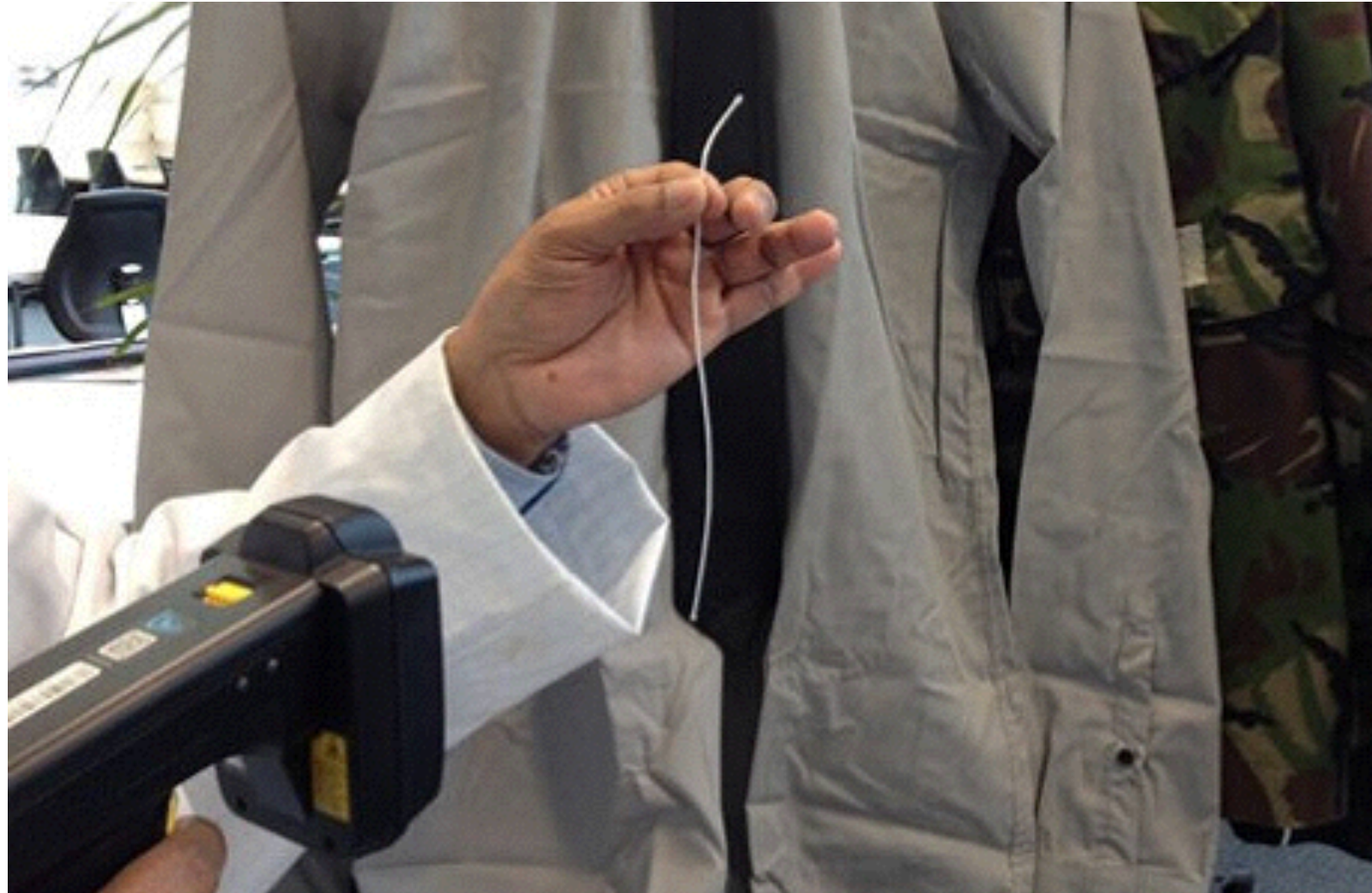
- **Trend and Future**
- **Better than QR code**
 - faster
- **Better than RFID**
 - secured
 - faster
 - accurate



QR Code VS NFC



Opportunity - NFC



- **Trend new technology for NFC code**
- **code inside the fabrics of the clothing**

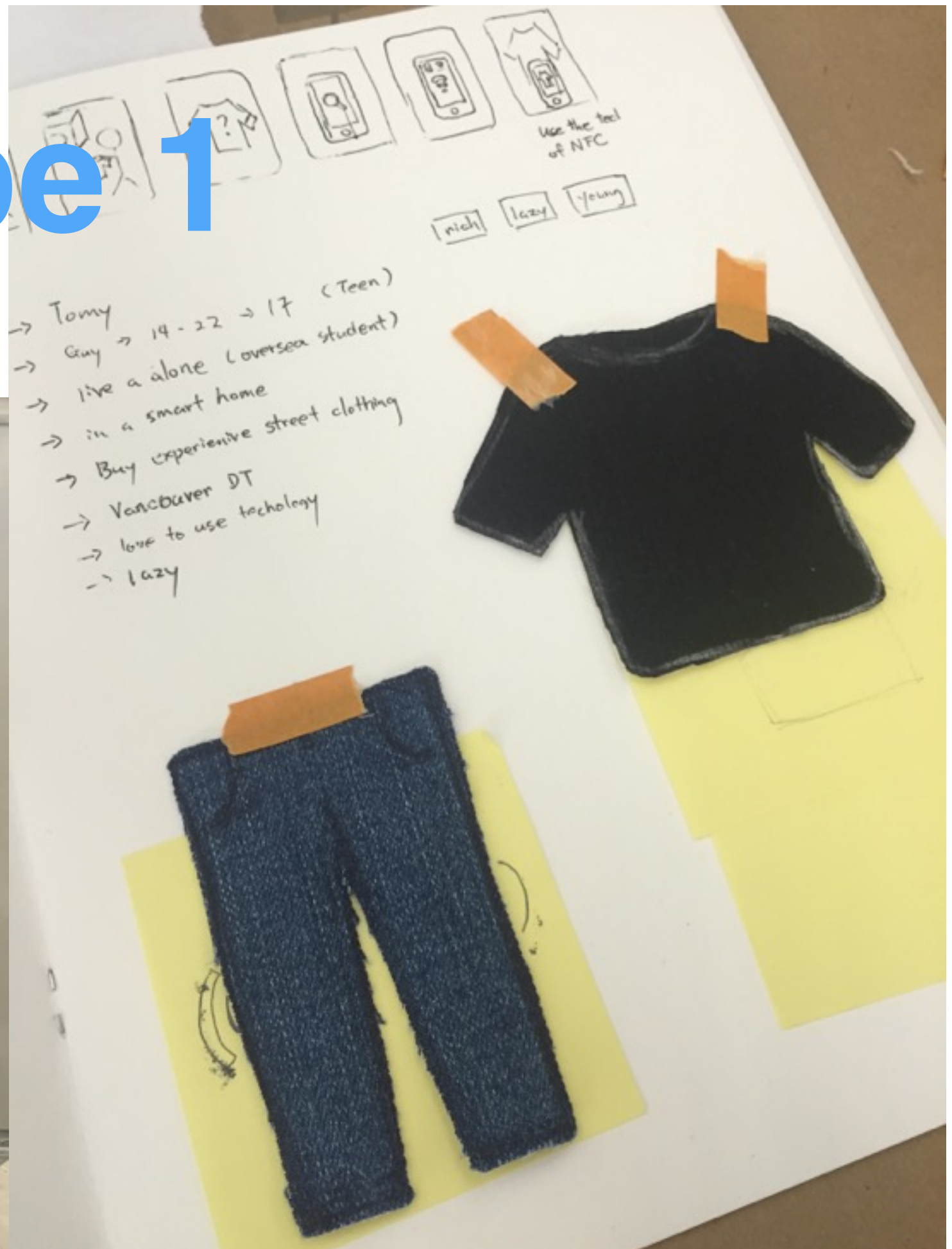
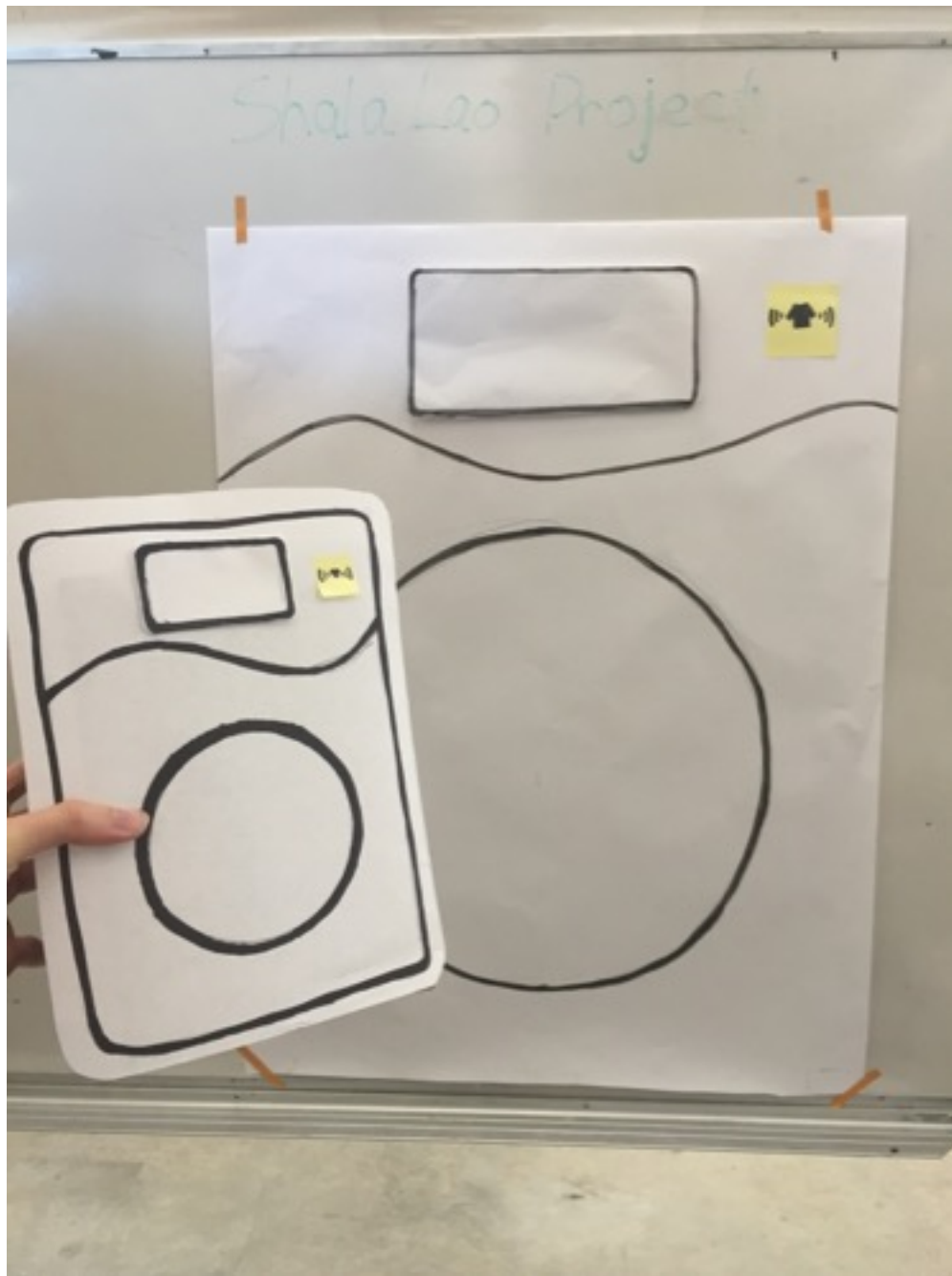
Opportunity - NFC



- **Against Water (more than 2 hours), Fire and Ice**

Prototype 1

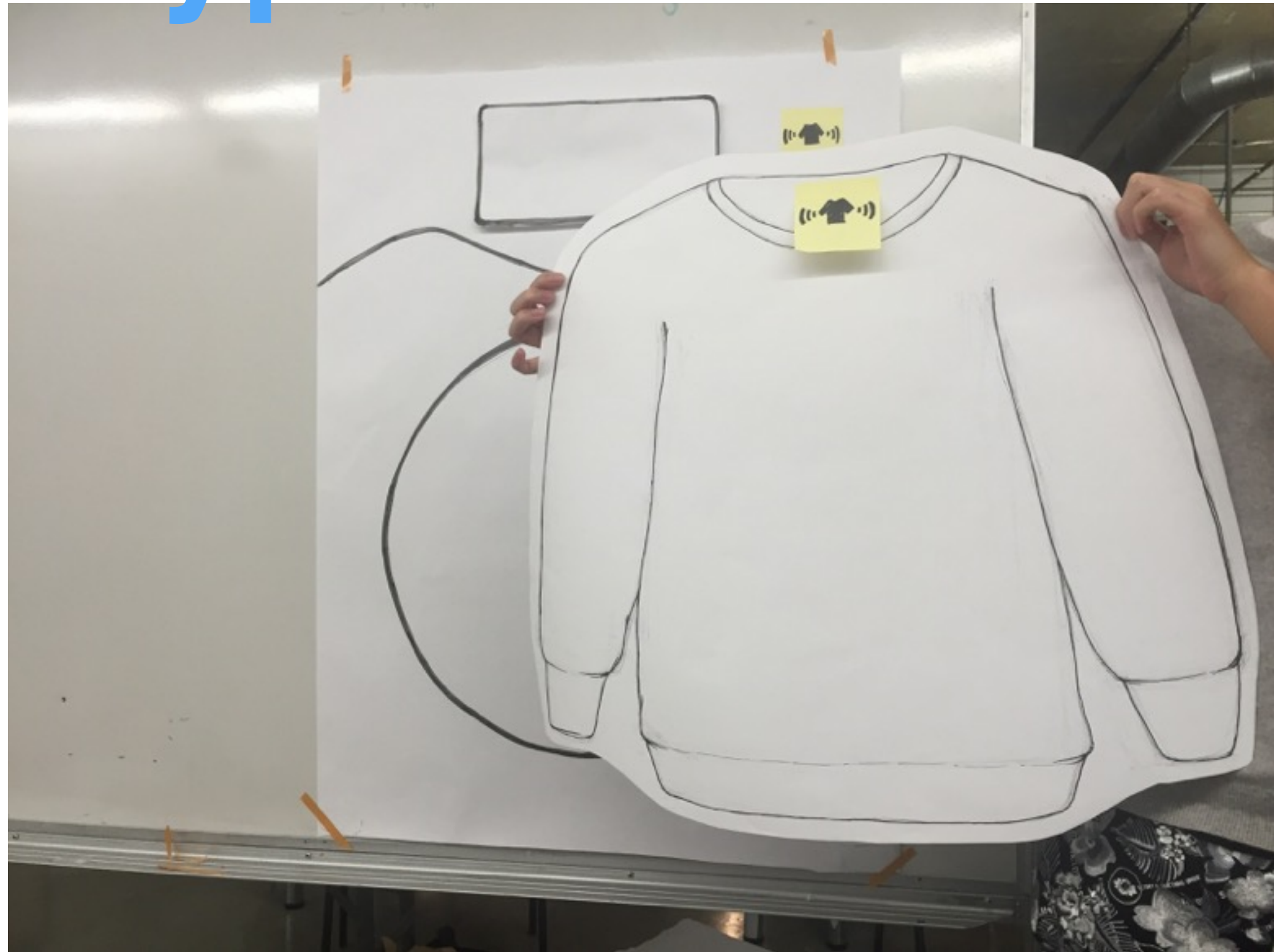
Sensor + NFC Code



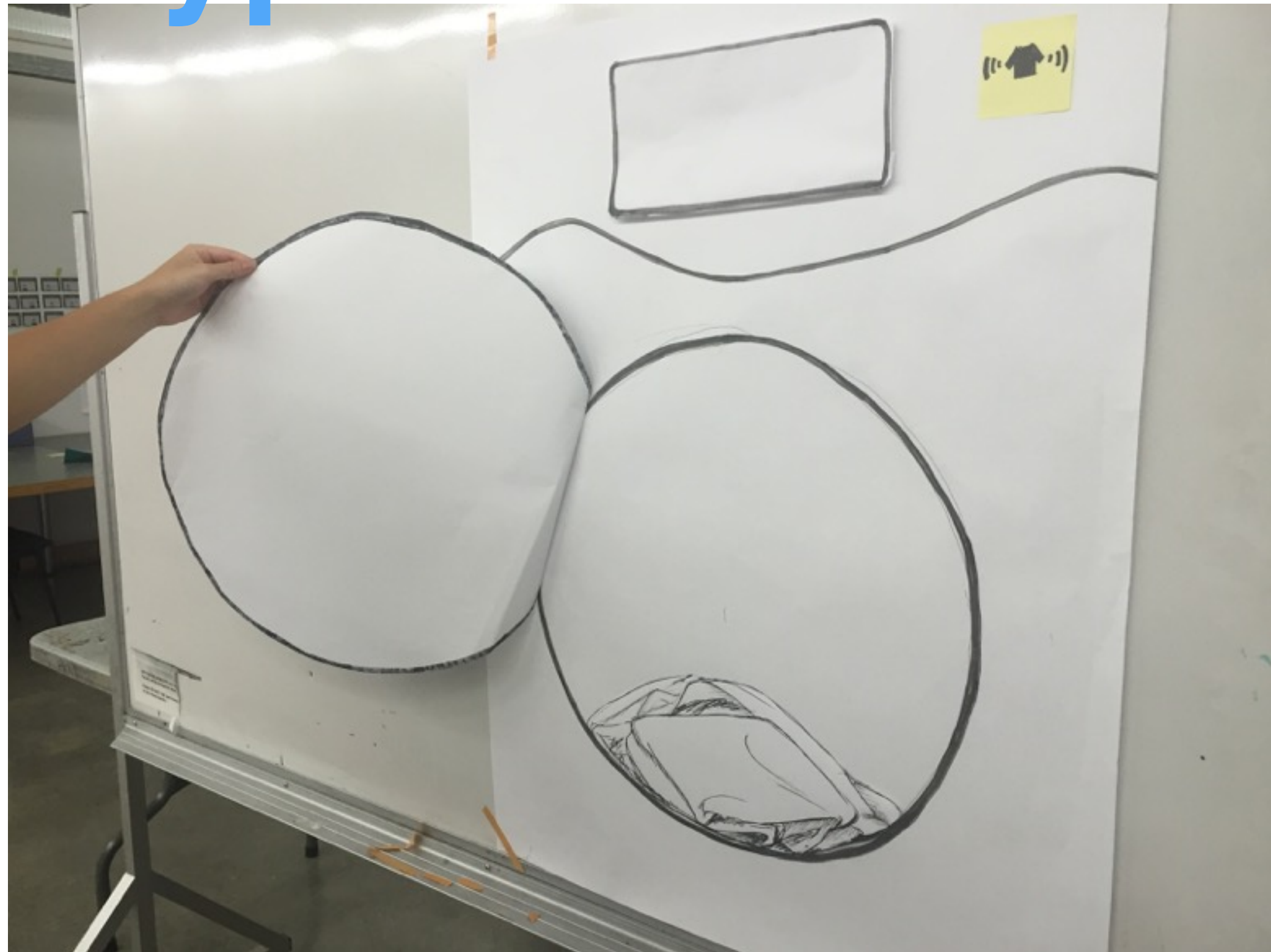
Prototype 1 Sensor + NFC Code



Prototype 1 Sensor + NFC Code

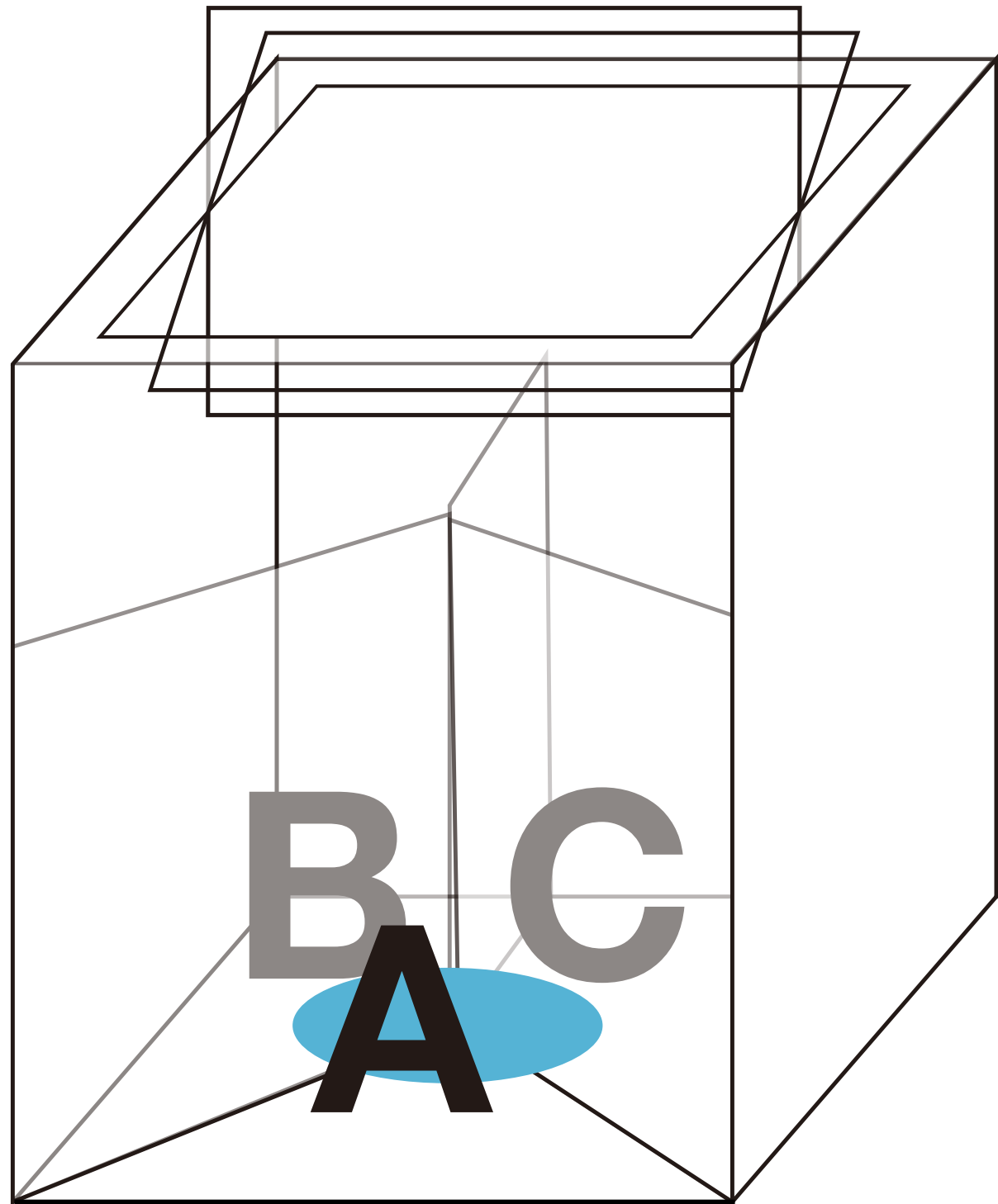


Prototype1 Sensor + NFC Code



**But this way can only
wash one type of cloth
per time**

Solution for Prototype1



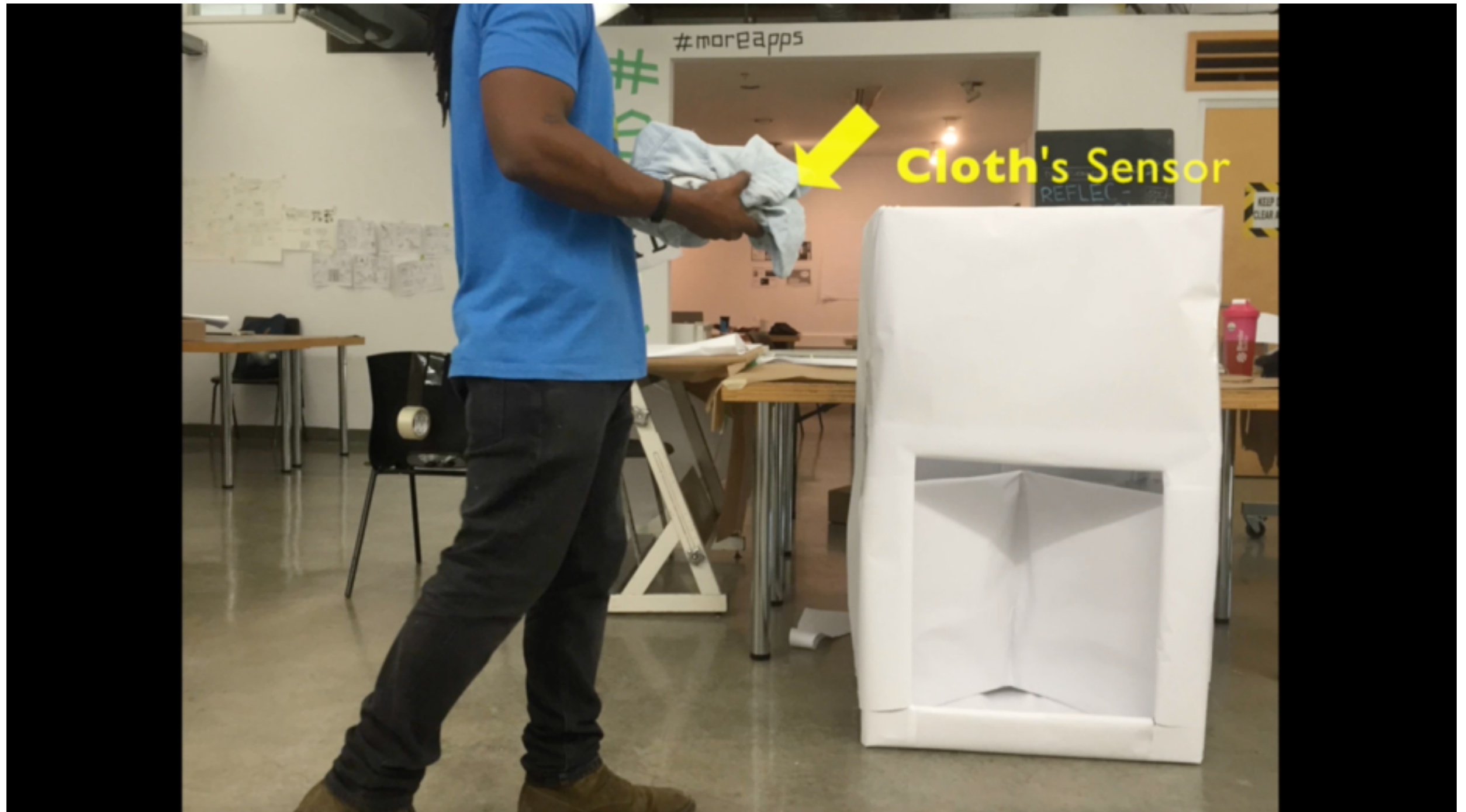
Prototype 2

Auto Sort Washing Machine “LAZY4000”



“Your smart laundry”

Prototype 2 ^{LAZY4000}



Prototype 2 ^{LAZY4000}



Prototype 2 LAZY4000



Prototype 2 LAZY4000



Next Step

- **3D Modeling**
- **Material**