

PROJ 02

Conversation

'Limits' is a relative term. Like beauty, it is often in the eye of the beholder

— Andy Warhol

due 21 oct 2019

This is a team design project. Look around you: What do you see? Besides your phone (or maybe your computer or Alexa/Siri), none of these artifacts are listening to you. But what if they were? What would they want to say? How would they help? What opinion of you would they have? How would they be delightful? Bias? Social? What would collections of these objects chat about with you? What would they gossip about when you are away?

Your design prompt is to embed some element of conversation into one or more of these everyday mundane objects. Think deeply about the life of each object. For example, your pencil may delight in drawing and sketching but complain when put away in your backpack. On the other hand, it may enjoy relaxing in the dark when put away and grumble and complain when put to work by you. You can also take a focused practical approach – the lid of your medicine may help prompt you to take, reorder, or ask you about how you are feeling (to look out for potential side effects). Playful or productive – the design direction will be yours. Your first task will be to select an artifact. A mundane object will likely allow the most expression, but you are free to choose. Some objects will not be able to physically embed the entire electronics within them. As a designer, you should work to enable a functional experience that approaches the vision of your identified interactive experience.

You must use the Raspberry Pi and Google Cloud Speech and at least one (perhaps more) other elements. While there will be elements of conversation, you should also be open to other outputs (i.e. a desk lamp that complains when left on wasting energy and sags down into the table). You are required to include at least one other beyond just speech. Don't forget about the palate you have developed so far – lights, sounds, motors, kinematics, etc. You may also want to begin your bodystorm by selecting an object away from a familiar place – outside, on BART, gardening, hiking, boating, bathing, skydiving, volunteering, protesting, etc. Do take into consideration that some sites of inquiry may be challenging due to background sounds and noises –making isolation of a single dialogue difficult. Finally, remember that you will also give this artifact form and need to consider design considerations when you situate it within your final context.





Your team will be required to deliver an 8-minute presentation communicating:

- documentation and images of your artifact studies and investigation
- motivation for your design (why should we care?)
- a brief demo in class of your working prototype
- a brief video (2 min max) of your prototype in situ

You will need to hand in the following materials online via bCourses:

- a title for your project
- a single representative image (landscape at 1600:900 pixels jpg or png)
- one paragraph of text describing your project (max of 150 words)
- your observational documentation
- design process documentation (intermediate designs, sketches, ideas)
- a stand alone video describing your project and showing it in use in situ (2 min max)
- an instructable style process document describing the step by step making of the work
- any code, STL, cut, or modeling files required to make the prototype

Grading:

- 40% Quality and originality of idea
- 25% Execution of object design and interactivity
- 15% Critique Presentation
- 10% Video
- 10% Documentation