

BOWL

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"Bowl" is a project looking on containers in the home as possible touchpoints for NFC-technology. The project investigates how specific objects and behaviors in the home can be utilized as interfaces for digital technology. It focuses on **bowls**, both as containers and as devices for sharing and presenting.

To be able to look into the detailed interactions with bowls and objects I've chosen to work on a specific case:

Case : " To develop and test a token-based mediaplayer for children designed around a bowl / container. When the child places a specific token in the bowl the TV plays a specific movie (i.e. Elephant-token = Elephant-movie).

The case-studie includes my 2 year old daughter as the primary test-subject and will be done over a longer period of time. Hopefully this will result in knowledge about the possibilities and challenges of alternative interactions with NFC-systems in the home.

PROJECT OUTLINE:

Step 1: Overview

Overview/mapping of challenges for:

- Technical setup
- Interaction details

Step 2: Typology studies

Creating a typology of bowls and possible tokens. Looking at associations, habits and behavior. Testing on Anna.

Bowls;

- associations
- material
- size and shape (measurements)
- placement

Tokens;

- associations
- size and shape (measurements)
- material

Introducing bowls and tokens to Anna and observing behavior.

Concluding with 3 test-bowls and several possible tokens and token-types.

Step 3: Technical setup

Developing a platform for prototyping and testing. Through the development of the setup the technical possibilities and challenges of the project should be discovered. It is important that this setup is dynamic, and that the parameters important for the interaction can be tweaked and altered. This setup is the first iteration of the functional prototype and will mainly be used for further research.

Step 4: User-test

The user-tests will have two main elements:

1. "Token --> Bowl"-interactions
2. "Token --> Media"-experience/behavior

The user-tests will be conducted in this order:

Test 1 : "Existing toys as token"

Testing the system with Anna's own toys as token for the movies. (i.e. her Mickey Mouse-doll = a Mickey Mouse movie). This should be done before introducing the specifically made tokens in order to see her reaction on her own toys having new abilities.

Test 2 : "New tokens"

Introducing brand new objects as tokens. These first new tokens will have clear associations. (i.e. Elephant figure = Elephant-movie) The goal for this test is to create and test very different kind of tokens (dolls, wooden figures, picture-cards).

Test 3 : "Tokens for favorite movie"

For the first two tests there will be new media-content and the aim is to observe Anna's general reactions. The third test is a bit more complicated. Anna's favorite movie at the moment is a dvd with several episodes about a mole. Each episode is about the Mole finding a specific object and trying to find out what it is / does (i.e. a lollipop, a blanket, a radio, a glittering stone) . The idea for the test is to make tokens based on these objects and see if Anna understands the connections. This will be a way for her to navigate within content she already knows.

Test 4 : "Odd / weird tokens"

This test is about finding out how Anna reacts on tokens and movies where the associations and connections aren't clear. For example a twig that plays a new movie everytime you stick it into the bowl.

Test 5 : "Homemade-tokens and homemade-content"

For this test Anna and I will make the tokens and the content ourselves.

The user-tests will be documented with video and photos.

Step 5 : Refining the "Token--> Bowl --> Media" - interactions

Based on the development and research done in the first four steps the design of the bowl-interface, the tokens and the technical setup will be refined.