CURIOUS DESIGN
design vignette 02
due 20 oct 2011

What if, rather than speaking or dreaming of an absolute beginning, we speak of a leap? - *Kierkegaard*

activating objects
fall 2011 / eric paulos / cmu / hcii

Integrating sensing into play. For this vignette your design space is that of playful toys. The act of physical play and imagination should be your catalyst in a critical design of new opportunities for sensing and expression. Imagine a tractor with a soil sensor, a balloon with air quality sensing, or a remote controlled boat with water sensors. You will need to explore a set of existing toys and playful objects, observe and understand their role in play, and how they can be re-imagined to include sensing and expression. Clearly, there are a range of products that explore some of this space. You need to look beyond these towards future play. Ideas to start: embedded toys with social or memories. Looking at alternative materials - chalk, clay, rocks, rope, etc.

Curious Sensor - your final design should be a functional extension of a playful objects or a new artifact based on cultural observation of play. It must include sensing beyond that of simply buttons and switches for modes and sounds.

You should visit a toy store and take note of the range and interactivity of objects you find there Be inspired. Look at the landscape where these toys are played with for inspiration - sandboxes, swings, doll houses, rugs, etc.

Your designed artifact should be motivated by the cultural activities surrounding play and provide a new curiosity in that landscape.

Your team will be required to deliver a 10 minute presentation communicating:

- documentation and images of your toy landscape investigation
- motivation (and/or need) for your design (why should we care?)
- a brief demo in class of your working prototype
- a brief video (1-2 min) of your prototype in situ




You will need to hand in the following materials:

- a title for your project
- a 120x120 image representing your project
- one paragraph of text describing your project
- your observational documentation
- competitive analysis of your design concept
- design process documentation (intermediate designs, sketches, ideas)
- a brief video (1-2 min) of your prototype in situ demonstrating current and envisioned future
- an instructable style process document describing the step by step making of the work
- you must include circuit diagrams as well as design sketches