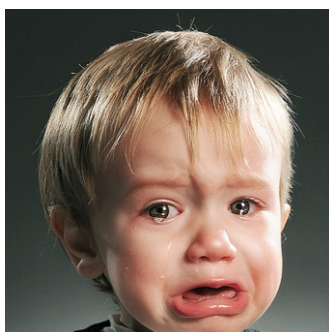
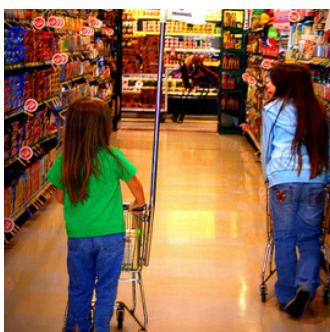
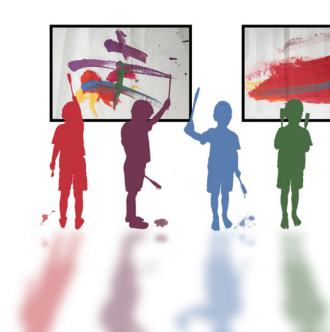


20 IDEAS: for PARENTS & CHILDREN





CEILING STORY

A large display in the ceiling that tells child bed time stories and putting it to sleep. Some sort of sleep inducer + fun.



VANQUISH MONSTERS

Eliminate the fear of monsters by asking a child to tell a story that conquers that monster.
Project the story that the child tells that shows the monster being conquered.



ACTION FIGURE NIGHTLIGHT

Action figure characters that light up a child's room whenever the child feels scared or attacked by a monster.



TIME BLOCKS

Use stackable blocks as a timer for young kids. Kids frequently say "I wanna play more." In that case, use this blocks. Take a few stacked blocks from a cradle and put them on a table. Each luminous block gets dimmer and turns off after 10 minutes.

LEDs + semi-translucent blocks + microcontrollers



COOK WITH PARENTS

Children can still cook with parents without burdening them! A camera projector on the ceiling projects whatever the parent is cooking on the real stove, while the child "cooks" using his own pan with the projected image on top of the pan.



CONCEPTS OF NUTRITION

Teach children nutrition by having an interactive fridge that tells them what is good for you and what is bad for you.



GAME LAYER TO NUTRITION

Teaching children to eat nutritional foods by having them interact with a fridge that keeps track of what they eat based on what they get out of it. The more good foods they eat, the more points they receive. The more bad foods they eat, it negatively affects their score and impedes on things like play time.



COOK ALONE WITHOUT PARENTS

If a child wear's a chef's hat, children can be guided by it to cook safely and nutritionally.



KIDS BUY GROCERIES

A shopping cart that will allow children to shop on their own without their parents and contribute to the food bought for the family. It will have a LCD screen that plays a cartoon that will inform children on what to buy and what not to buy, and the why.



BABY DEBUGGER

Why does it cry? Uses sensors (or just automatic data recording) to estimate the likelihood that your baby cries because its hungry, thirsty, tired, bored, or peed in it's diaper.



INTELLIWALL

Kids have the habit of drawing / scribbling on the walls. Some sort of walls that can capture these paintings in the night, erase them and leave them white the next day morning to allow the child to paint all over again. These scribbles can be recorded digitally and used by parents.. to showcase.. or it can be autoblogged.



GROWING PIGGY BANK

A piggy bank which becomes bigger when children put money in it. If they put *bigger* money, it gets more bigger.



BABY GLASSES

Babies look our world differently. Try this glasses to see how objects look like from babies' eyes.
Using image processing technique adjust images.



BABY MOZART

They say that listening to Mozart makes babies smarter. Maybe they would be even smarter if they heard his ENTIRE body of works, including all the obscure pieces. This music player stores every single piece of music that Mozart ever wrote, and plays it to your baby once through before looping.

Never worry that your baby is missing out on some obscure Mozart pieces ever again.



CLEAN UP

A device that will help children learn how to clean up on their own without their parents saying so.



MY OUTFIT

A way of helping children pick their outfit based on weather advice and based on the latest fashion trends.



NO FIGHTS

Eliminating fights between siblings and classmates. Children wear a wristband that senses their temperature and their level of perspiration to determine whether or not a fight will start, and recommend other activities to do instead of fighting



SHOOT YOUR TARGET

Teaches children about their neighborhood by making car rides an interactive game. With a toy gun, looking through the viewfinder will allow children to shoot at places as real targets (i.e. the supermarket, the post office, the library, etc.)



CHILD STORY

Give a camera to child.. sort of disposable.. while taking the child out for shopping.. back at home ask the child to say stories about the photos it took. It has the child's power to describe things. The "back-at-home" sequence can be recorded as a video and presented at a later date to the kid (after he/she grows up). Or.. probably it can help autism kids..



INTEREST CAM

Kids can take photos of objects which interest them through out a day. Then, parents can talk about the object later.