

20 Design Ideas

April 4, 2011

Basic Interaction Design Spring 2011

Group 3

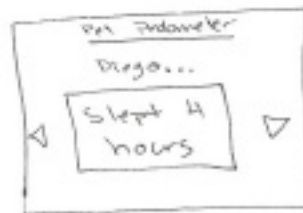
Jooyong Lee

Ray Lin

Steffi Paepcke

Eva Shon

Pet Pedometer

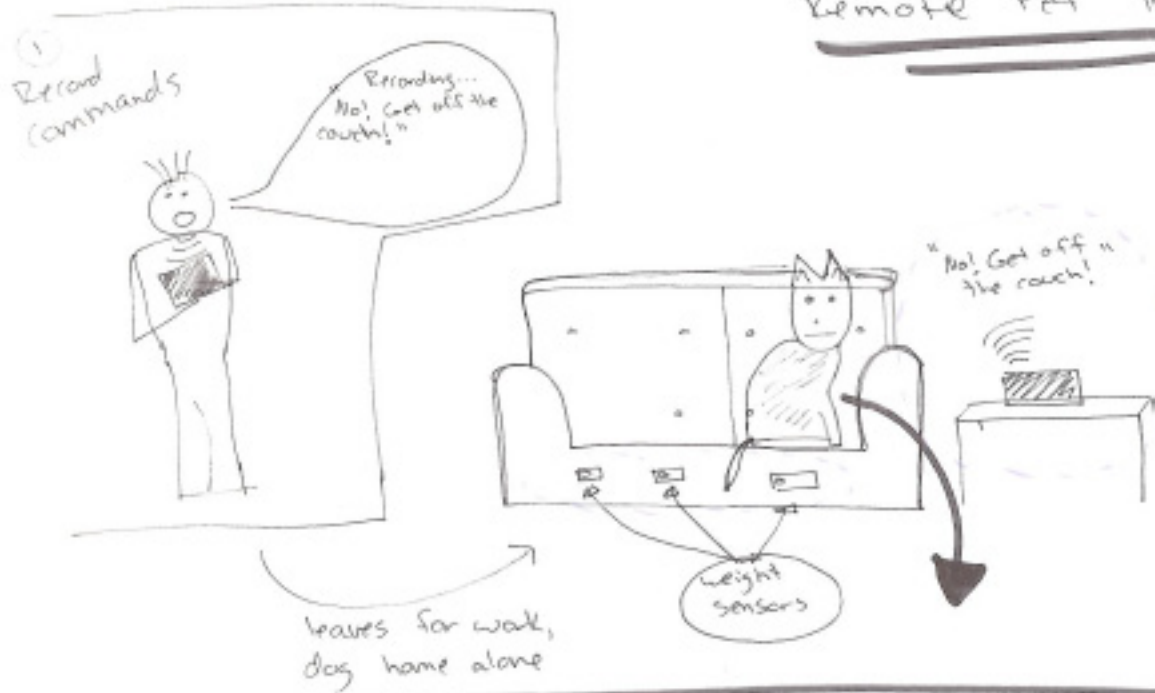


• Walked .78 miles

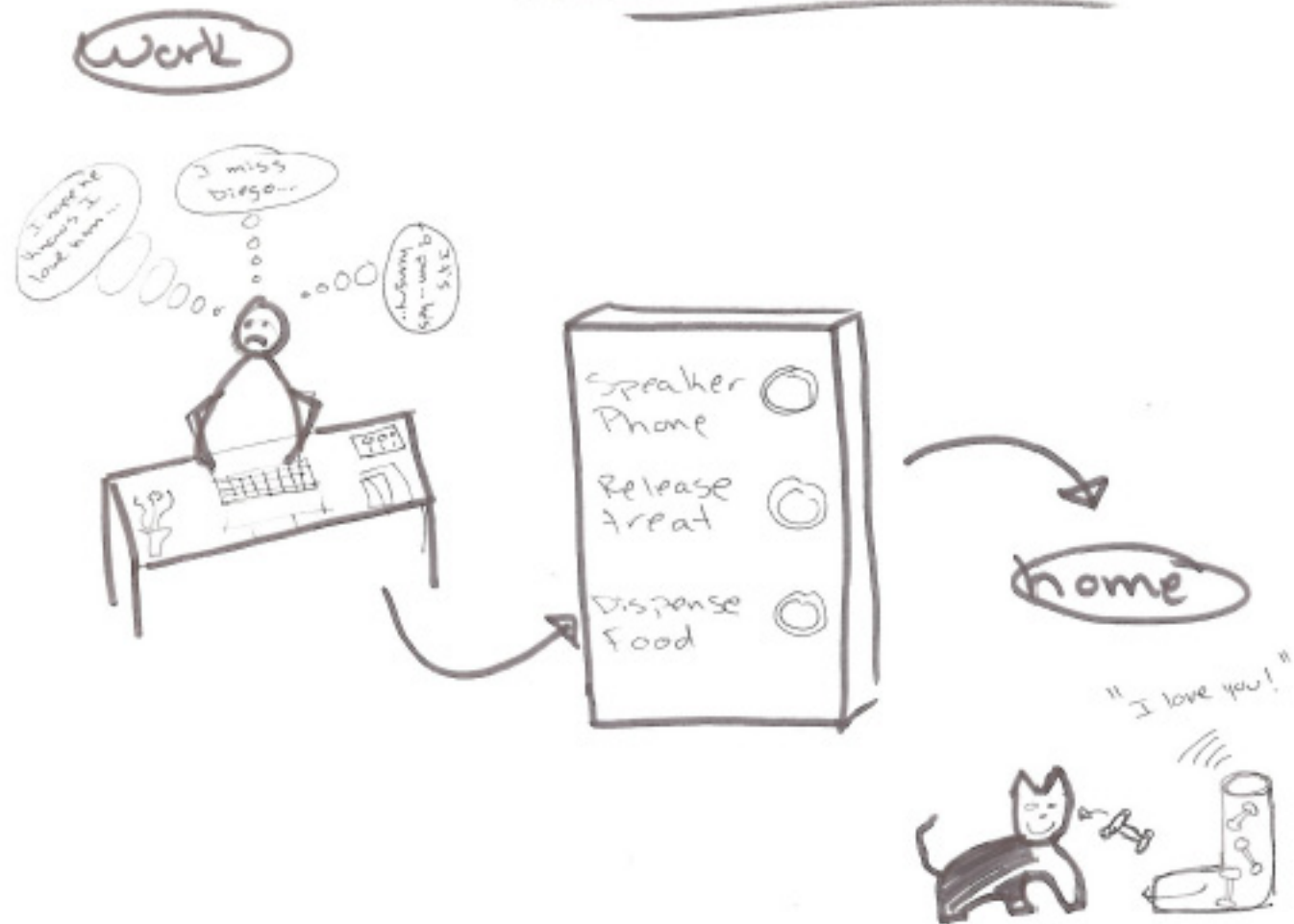
• Needs 30 mins of exercise
(based on breed, weight, age,
exercise)

• Hasn't been pet in 9 hrs.

Remote Pet Trainer



Remote Pet Care



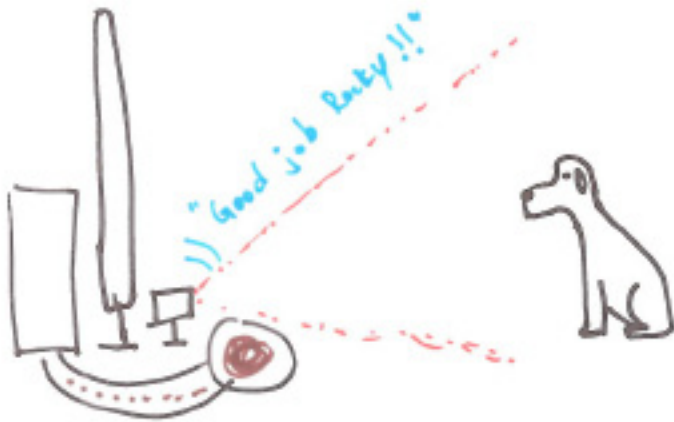
Proper Pee Place



Pet Mood Collar



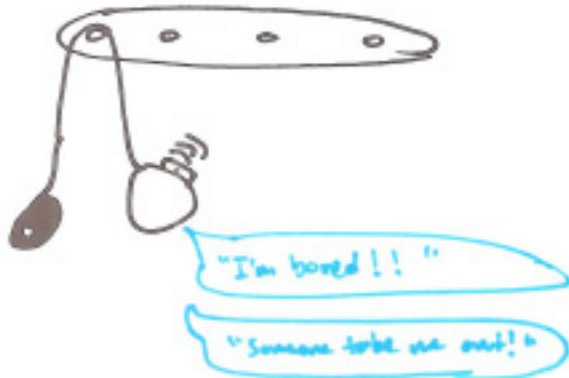
Kineet - me - knot.



- Features

- Kinect detects "gestures" or "moves" by the dog and the owner can train the dog while he/she is away.
- When the ~~owner~~ device recognizes the dog has correctly done the task, a dispenser automatically dispenses a treat.

Dog ~~Web~~ Status



- Tweets or facebook updates dogs activity status.
- Helps other dog owners come and hang out together.
- Knows when you are with other dogs and status updates the friendship.
- Automatically makes them friends.

Eat, Drink, Count



- Features

- Eating Tracker to track when, where and how much the dog is eating.
- Detects swallowing to know how much they are eating.
- sensor on the bowl to know how many times they drank water.
- Option to tweet info to the owner.

Dog Radar



- Considerations

- Requires that other dogs have the devices as well.



- Features

- A Bluetooth device that emits dog name and type and owner.
- Connected to the phone that allows you to map other dog locations.

Catch Counter / Tracker



- Considerations

- only for dogs that know and love this game.
- sensors may weight down frisbee or ball.

- Features

- Chip that detects how many were caught by the dog and how well the frisbee / ball was thrown by the owner.
- Surrounded with minty breath freshener to clean dogs mouth.
- Tweet feature that allows dog to tweet how much he's done.
- Interface to record and track workout.

WALK-THRU
Dog Washer

① Dog is at home



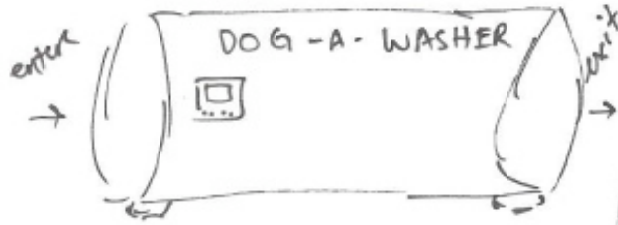
② Dog goes outside



③ Dog gets dirty



④ Dog goes to
walk-thru cleaner!

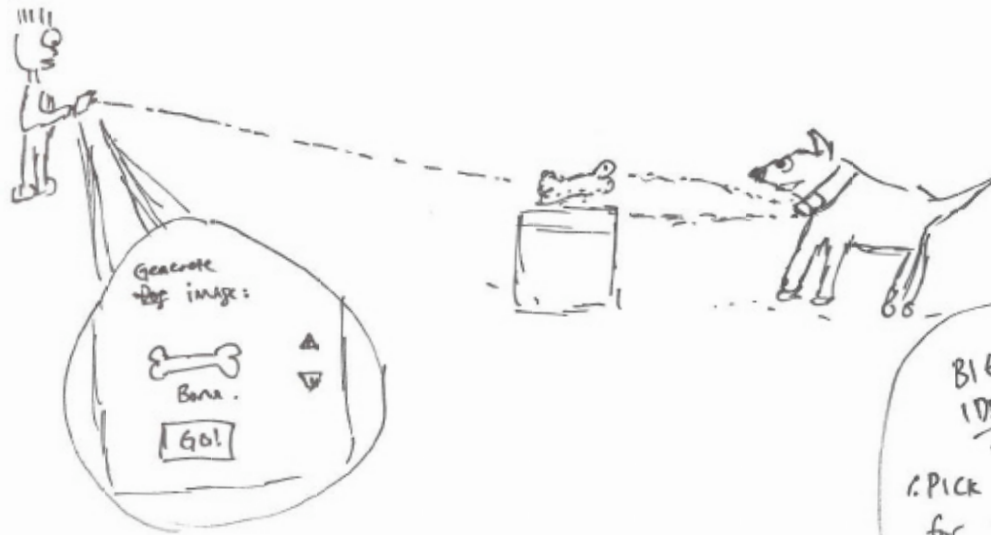


BIG
IDEA



- Dog washer cleans dog by washing and drying.
- Dog simply steps in, and a few minutes steps out clean!

entertainer!



- remote control with LED display for user.
- user can pick where illusion is generated!

BIG
IDEA



1. PICK an image to generate for the dog to see
2. point on where you want it to appear.
3. remote sends image data to dog collar.
4. dog collar projects illusion at specified location
5. dog runs to location!

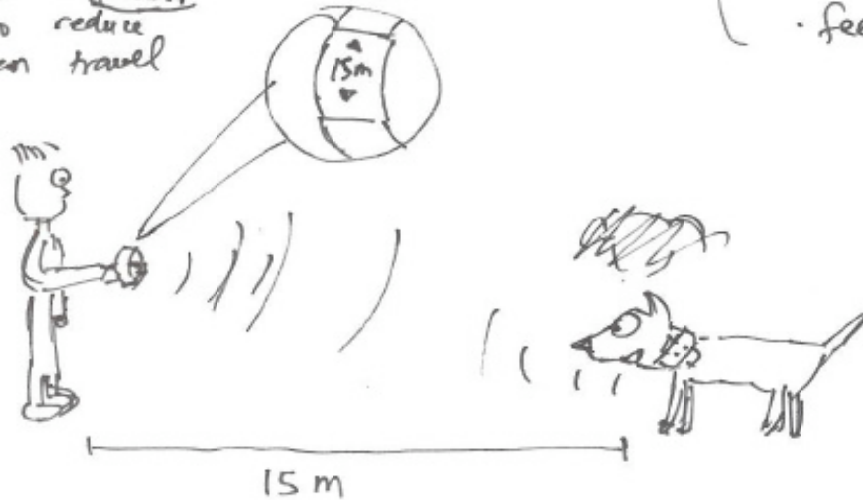
Magnetic
Dog collar.



- Slide up to increase range dog can travel from owner



- Slide down to reduce range dog can travel

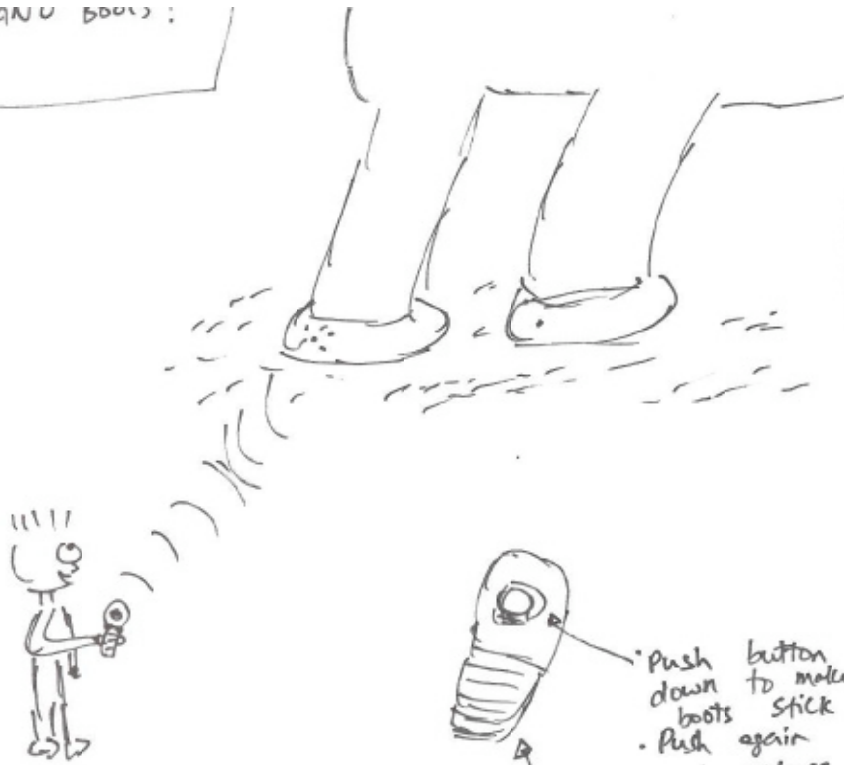


BIG
IDEA



- Prevent your dog from going too far!
- control how far he can go!
- easy to use grip
- feels like a leash

MAGNET BOOTS:



• Push button down to make boots stick
• Push again to release.
Easy hand grip!

BIG
IDEA



- STOP your dog from going somewhere
- BOOTS STICK to the ground when you tell it to.
- \$

DOG POOP VACUM!

① Turn it on.



② Poop is gone!



~~~~~  
~~~~~

BIG IDEA 

- DOG POOP IS MESSY
- YOU DON'T WANT TO BRING A BAG FOR POOP WHEN YOU WALK YOUR dog.
- portable poop cleaner!

Purr to Purr Accessories

Helping pet owners be aware of when their cats purr has many implications for taking better care of them, feeling connected, etc.

A small sensor could be placed on a cat's collar that transmits purring notifications over the internet to a mobile phone that collects data on when pets purr, and ambient awareness could be supported using related mobile device-tied actuators like soft faux fur earrings that vibrate at a pleasing, calming frequency upon a purr notification, or faux fur scarves or hats that do the same.



Purr Womb

A heated cave-like, mini, furry den for cats, dogs or other animals, where they can go and experience the healing effects of animal purrs (and dogs can try out feeling cat purrs). The womb would have vibrating actuators, a sound system and good acoustic design to capture purring well.

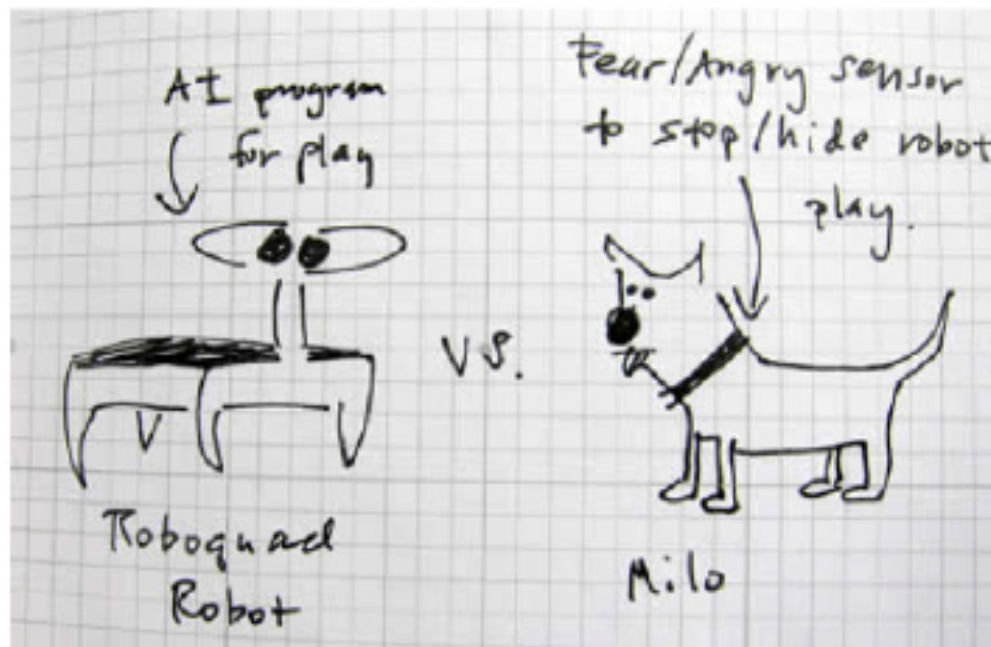
Ambient PURRR pet den or pod chair



AI Roboquad vs. Pet

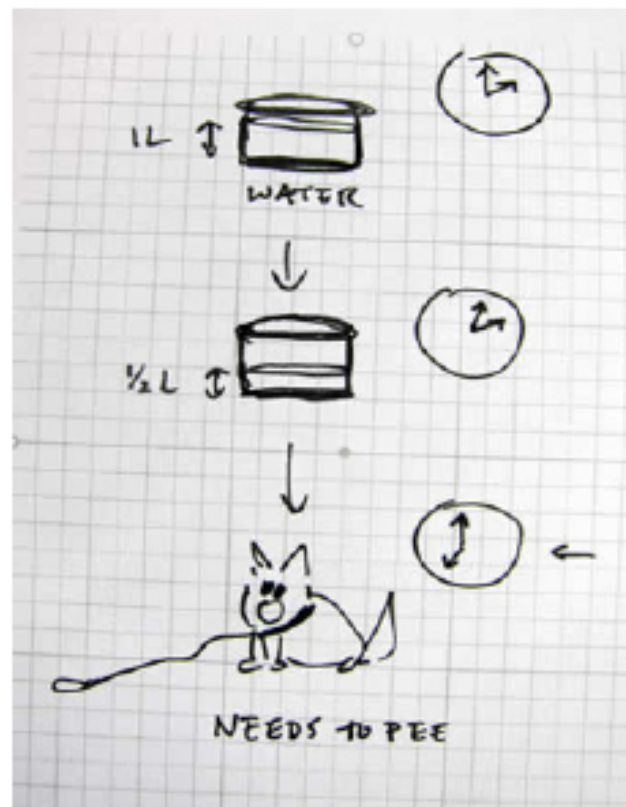
The Roboquad robot (have one at home but not sure if it can be programmed) has a mode for random interactive play. However leaving pets home alone with it on may scare them or lead them to destroy it.

Sensors detecting fear and anger (heart rate, pitch and frequency of barking?) on a pet's collar could be used to program the robot to stop playing and moving, and perhaps to scuttle back to a closet (and an attached string could close the door).



Smart Water Bowl-to-Pee-Time System

A smart water bowl that monitors timing and amount of decrease in water level can be set to keep track of how long until a dog will need to pee (say, in about 7 hours if $\frac{1}{2}$ a Liter was consumed a certain time). An alarm can alert the owner of their pet's urinary needs. A similar bowl can be designed for food.



Clicker Training for Humans by Dogs

When pets want to communicate that their owners are misbehaving, a special collar they wear acts as a clicker that on bark or meow could be used to buzz the owner and correct owner behaviors the pet does not like. This would increase empathy by pet owners for what the experience of being training is like.

'Dear Paris, you are being bad. Zap!'

