

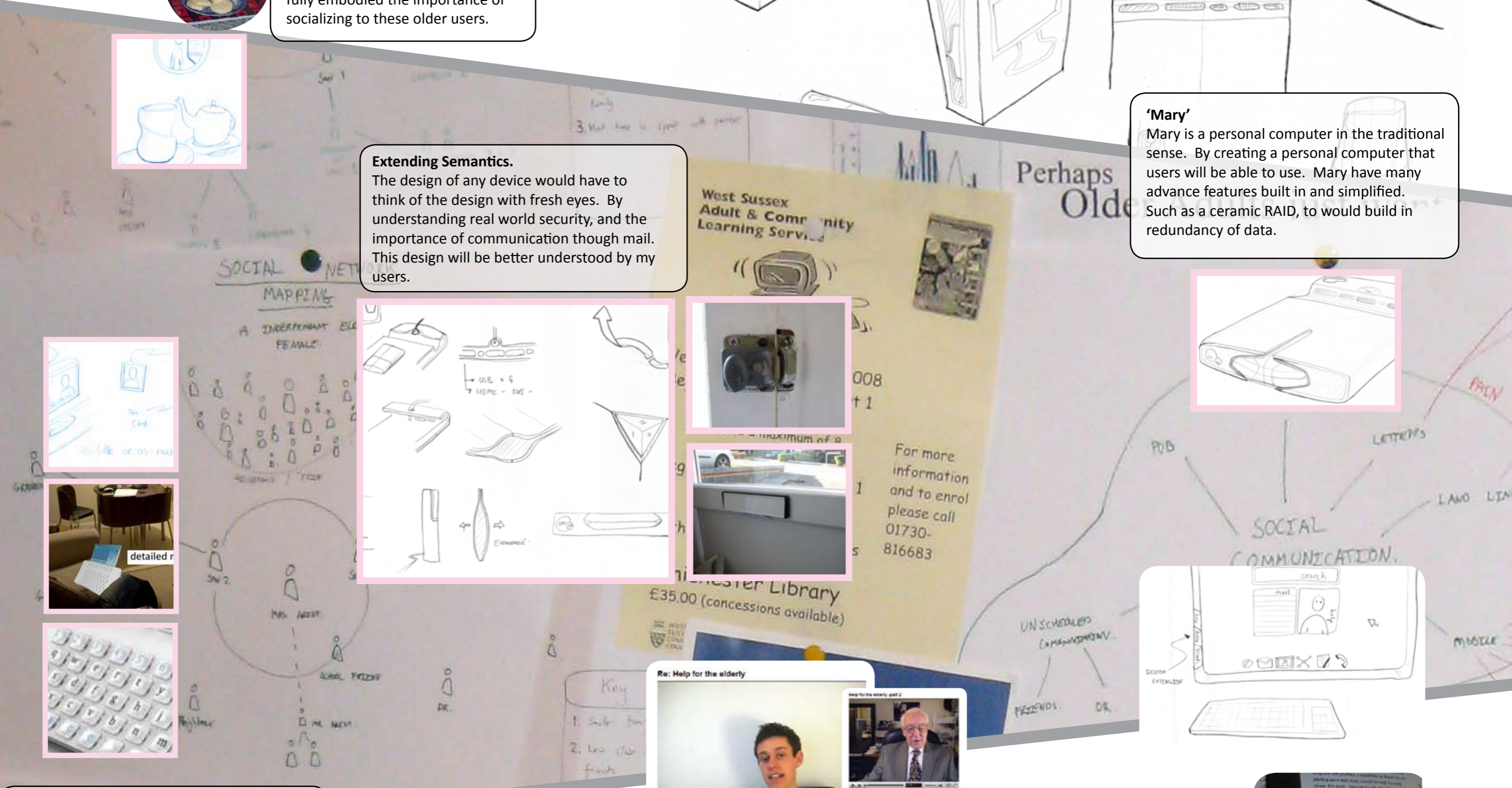
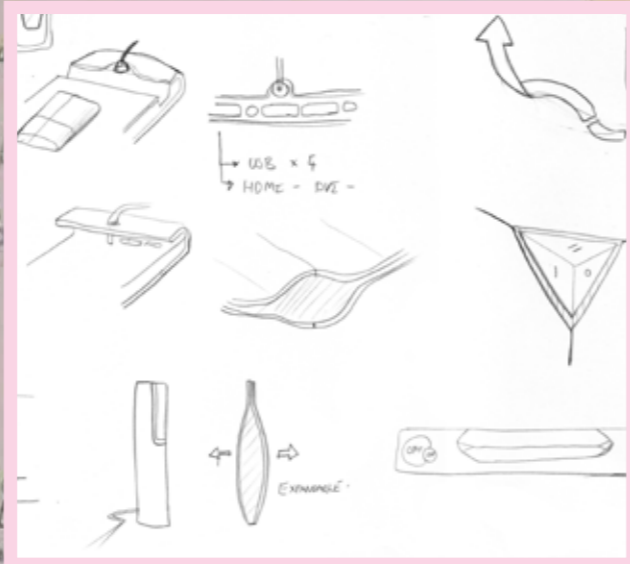


A nice cup of tea.
By building on existing interactions, a range of concepts were created that fully embodied the importance of socializing to these older users.

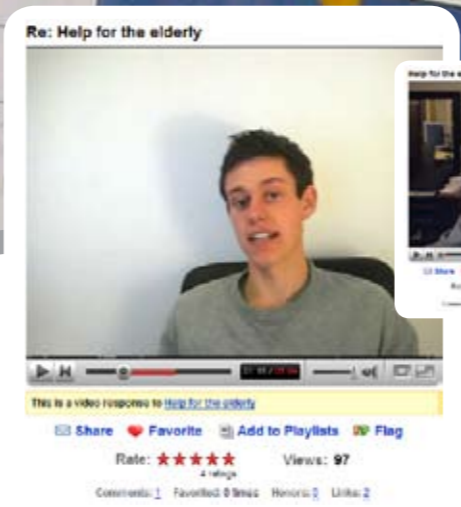


Extending Semantics.
The design of any device would have to think of the design with fresh eyes. By understanding real world security, and the importance of communication through mail. This design will be better understood by my users.

'Mary'
Mary is a personal computer in the traditional sense. By creating a personal computer that users will be able to use. Mary have many advance features built in and simplified. Such as a ceramic RAID, to would build in redundancy of data.



Cuppa.
Cuppa is a socially focused UMPC. This side project is a finalist of the Microsoft 2008 Next-gen PC competition. This shows that there is interest in a device that enable chat and not just communication.



The Pro-Users.
Early PR and marketing starts with a reply to geriatric1927. Peter is on a mission to get fellow older users online as a result of how the internet has change his life. This shows the power of the medium, but the weakness of the tools. This problem needs to be solved with both hardware and software.



<http://www.youtube.com/watch?v=SalqtVUJnP4>

Avatar Development



The avatar is a physical representation of your friends and family. Everyone you know will be able to create their own avatar either in a shop, or online. The avatar will have a radio heart, that will be embedded with a key to personal information, and open up your aggregated online / offline life.



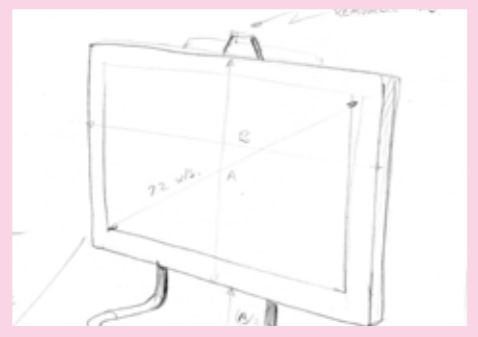
High fidelity interface.

These screen grabs show a range of interfaces for 'Betty', this interface was designed and built to use the first iteration of avatar. To implement the tangible user interface, the avatar should be representative of the avatar.



Experience Prototypes at http://www.benarent.co.uk/video/betty_2.html

The second experience prototype uses a standard size avatar, which is embedded with a magnet. This allows for the avatar to stick to the screen. This will trigger one of three magnet sensors that will initiate one of the three parts of the interface.

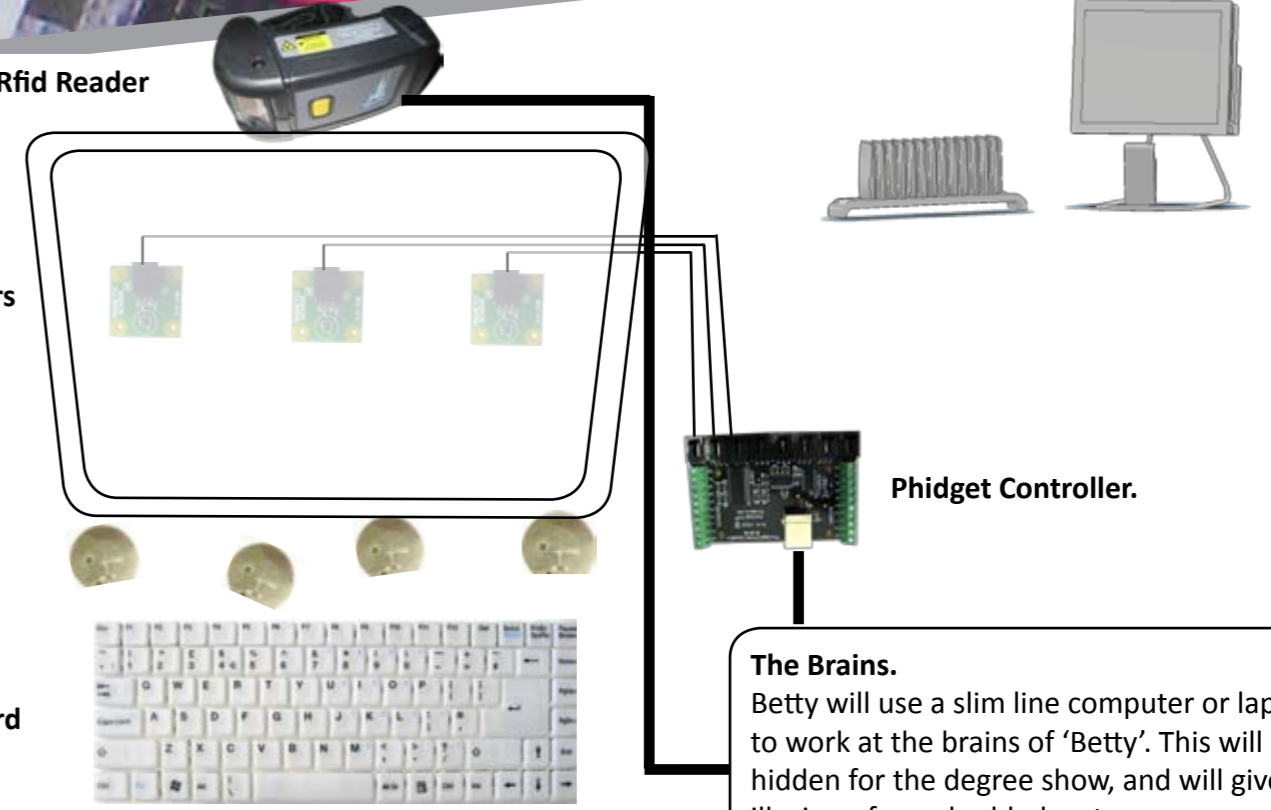


QP1000 - Multi Tag Rfid Reader

Phidget Magnet Sensors

ISO15693

Striped Back lite Keyboard

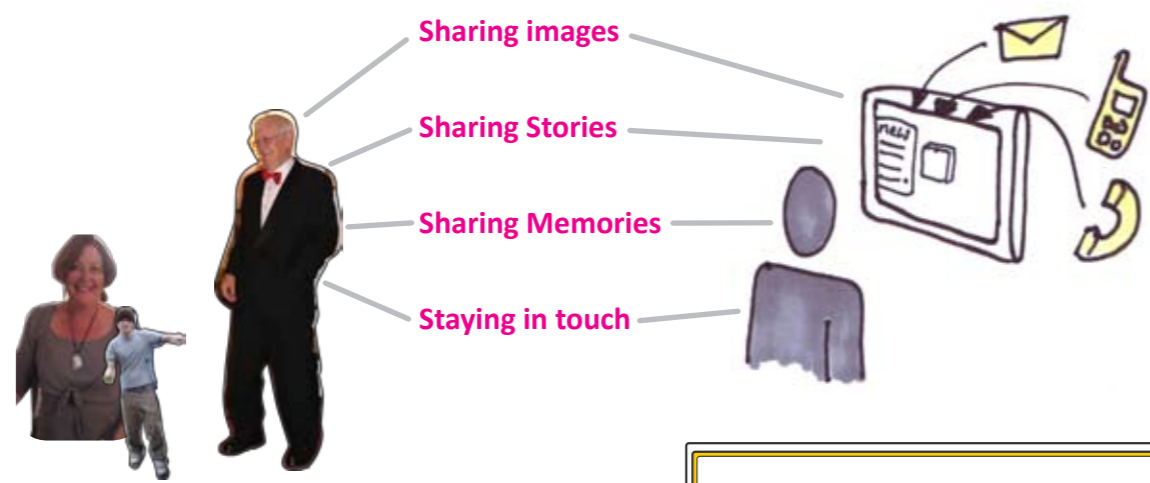


Experience Sketch 1.

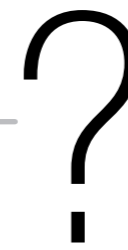
The first experience prototype build upon a traditional digital photo frame. This sketch uses a small family of avatars to initiate content on the screen. The frame is dynamic and rotates to 'input' mode when a keyboard is used.

The Brains.

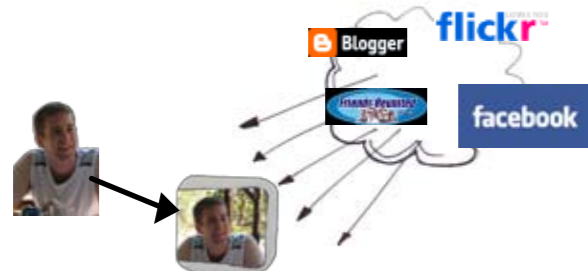
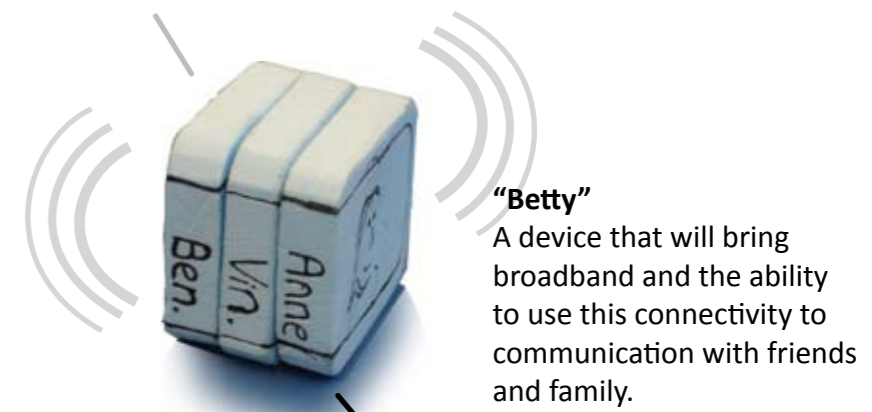
Betty will use a slim line computer or laptop to work at the brains of 'Betty'. This will be hidden for the degree show, and will give the illusion of an embedded system.



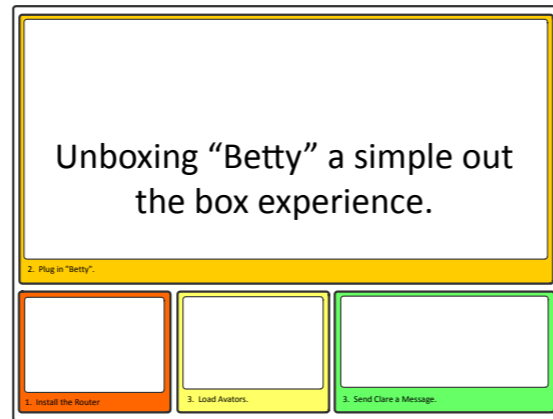
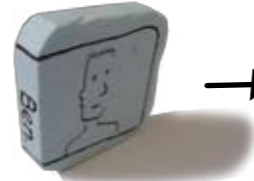
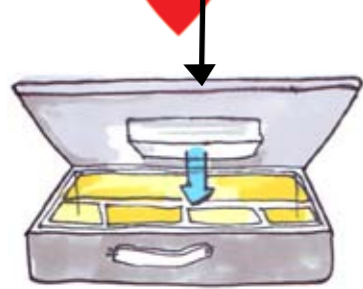
Currently no device is aimed at this market, only hand me downs and poorly design products.



Buyer & User.
Bridging and connection the gap though personal avatars.



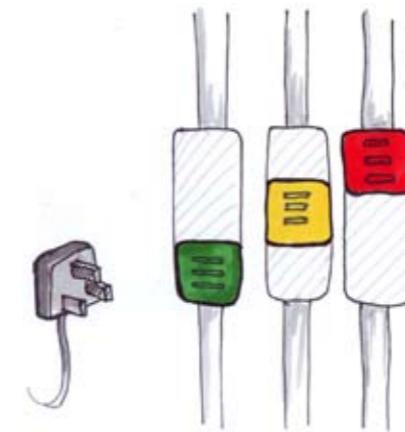
Disclosure built into Avatar.



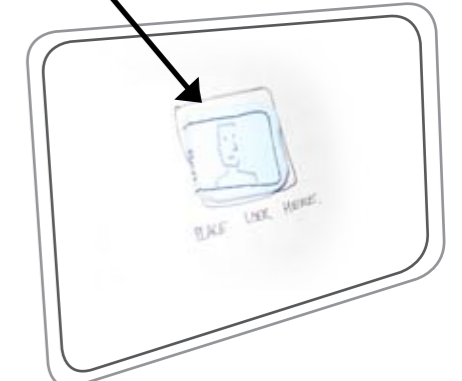
Price point to be lower than a PC, but more expensive than a phone. The router and connectivity pricing would be built into price. Possibility for subscription based service, or funded by advertising.



A symbiotic ADSL Wireless router that just plugs into your phone jack.

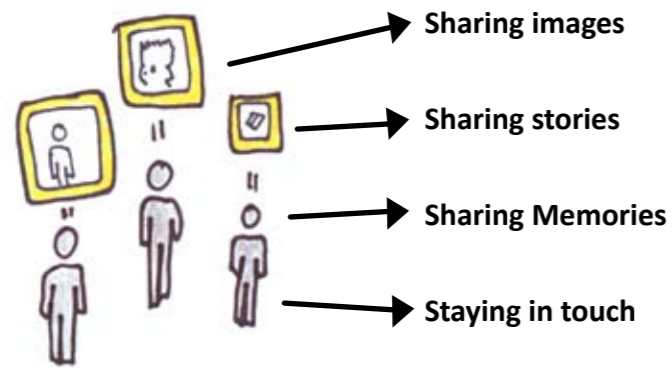


Use of tangible assets which allows for the users to easily know how to turn off, and know when the device is running.



'Betty' is now installed and ready to get nattering.

First impressionis of 'Betty'.



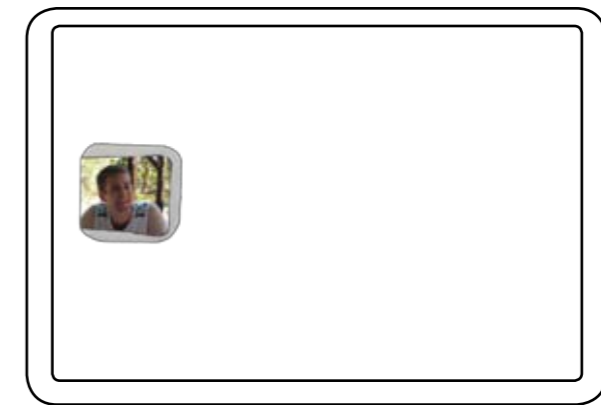
Empowering conversation, connections and communication.



Keeping up to date.

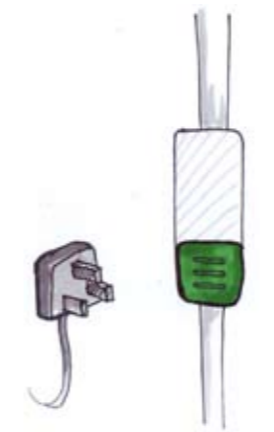
"Betty" will always be supplied with at least one avatar, this will activate a welcome screen which will guide the user though the basic function of the device.

&

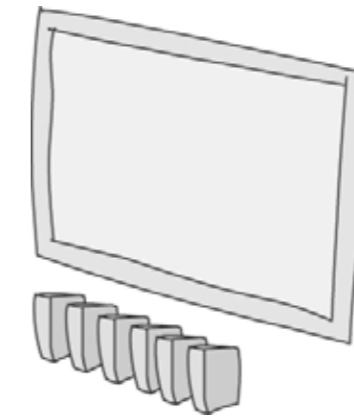


Staying in touch.

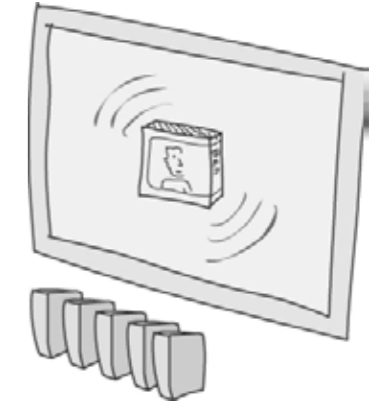




A simple slide switch is all that is needed to turn Betty on.



Avatars are collected, and stored in the base of the device.



The magnets allows for avatars to be stored on the screen to over the problems of a black hole device.



Betty in off mode. The Router is plugged in, so Betty is always ready.



The avatar will first stick to the middle of screen, this will activate news and photo updates.



When an avatar is moved to the left, Betty will go into send a message mode.



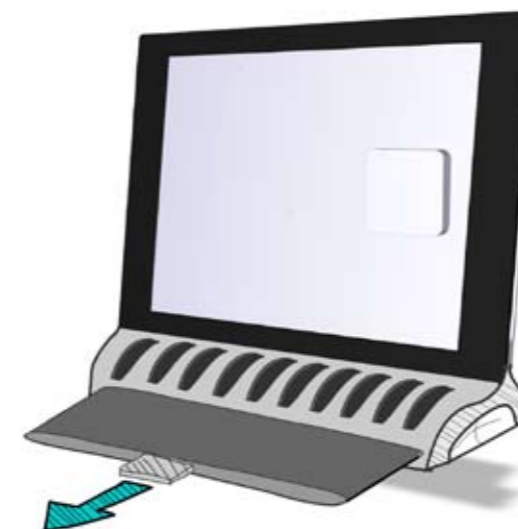
When an avatar is moved to the right a range of updates and stories will appear.



As family members create their avatars 'Betty' will feed off there information. Adding life to the device.

'Betty' has a simple three part interaction

1. Use Avatars to display 'Avatar' relevant information on the screen.
2. Slide an avatar to one of the three sweet spots to activate an insight or conversation.
3. Use the keyboard to reply, or to add your own comments to the 'Betty' network.



A fabric pull cord will pull out the functioning keyboard



The keyboard fully extended for user input.

Betty

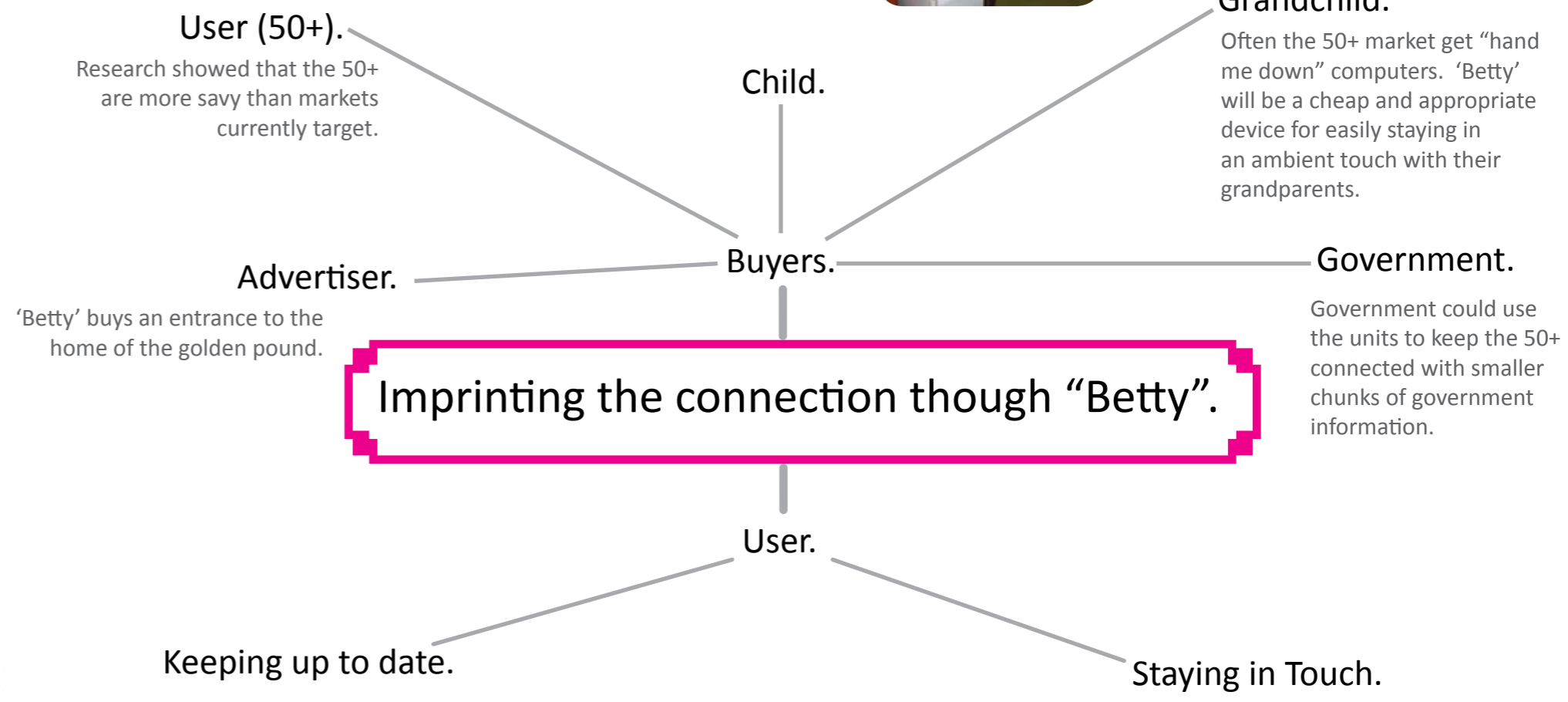
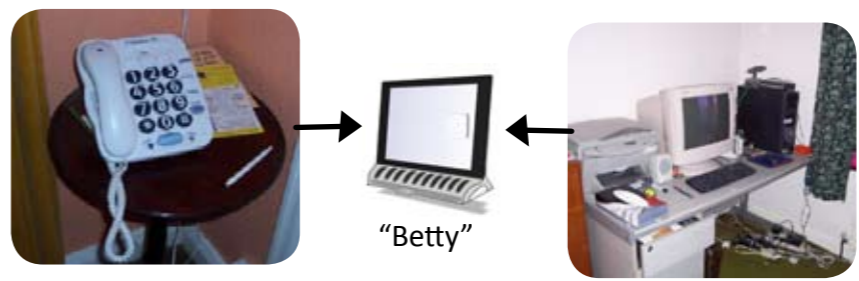
Staying in Touch

Keeping In Touch
Staying Up To Date

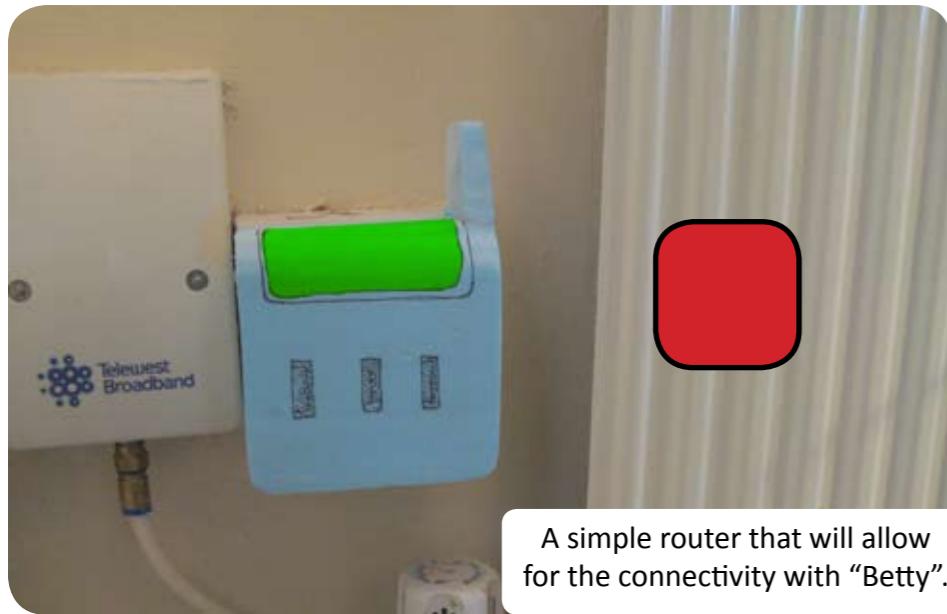
The first device to keep you in touch with your family. You can see their photos, hear their stories and find what they are up to. All through their custom Avatar that is a gateway to staying up to date will all your friends and family.

4 Part Installation.

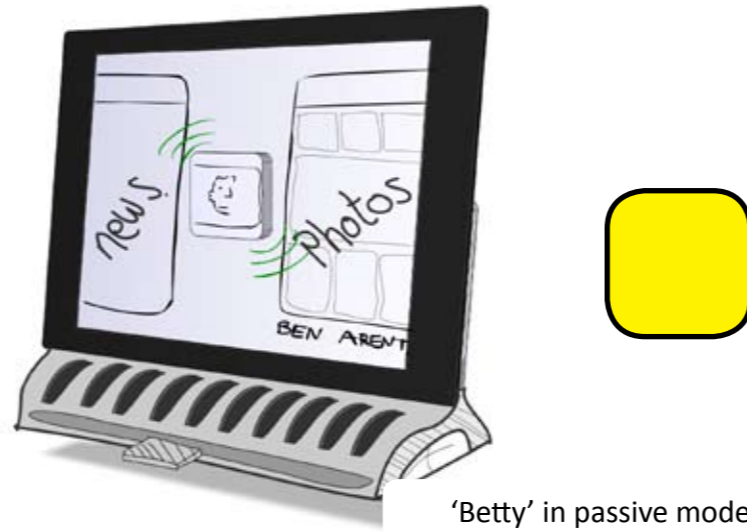
"Betty" A new product category.



Avatars.
Avatars are created by the person on them, they will be built online or in a store. The avatar will act as a key to a range of aggregated data. This data will be distilled before its embedded into a RFID heart.
The personalised avatars will be read by 'Betty' and will output the most up to date information. Lastly these avatars will act as a physical address book, and can be used to send messages to the person on the avatar.



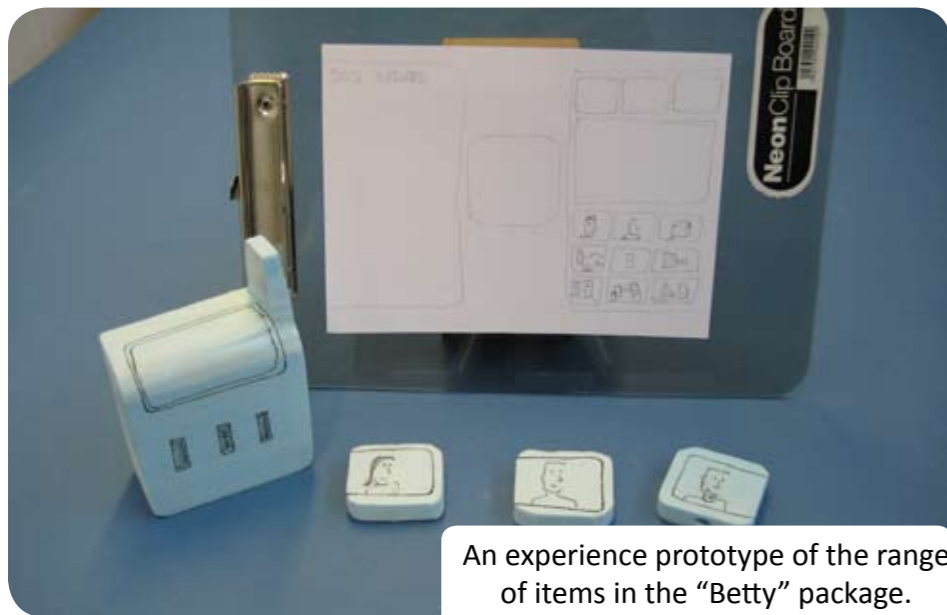
A simple router that will allow for the connectivity with "Betty".



'Betty' in passive mode.



'Betty' in publish mode.



An experience prototype of the range of items in the "Betty" package.

A magnetic avatar. This acts as a key to the personal content, contained on the internet.



An hacked slim line keyboard will be used so less learning of the product is needed.

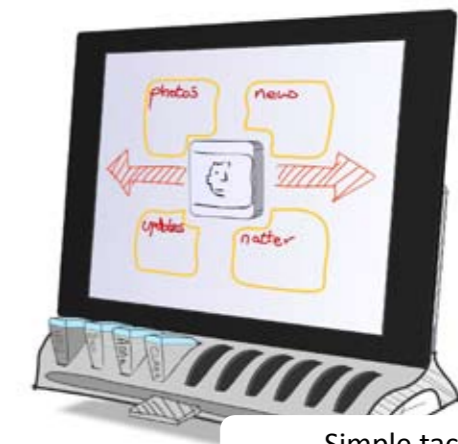
Inciting engagement through design.



'Natter' a quick instant message system.

'Betty' enables its users to keep up to date with their friends and family. Through the gifting of avatars 'Betty' will blossom with information that is relevant to the people you really care about.

Lastly 'Betty' lets you keep in touch with your friends and family. Using a range of devices that are aimed at negating all existing pain of computers, e-mail and the internet.



Simple tactile, touch and keyboard inputs.