

A horizontal rectangular area with a smooth rainbow gradient, transitioning from green on the left, through yellow, orange, red, blue, and purple, to dark blue on the right.

# **“THEN” PROPOSAL**

By

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# PROJECT PROPOSAL REQUIREMENTS:

## FOUR RESEARCH QUESTIONS

Think of a context and an environment where you would like to intervene. Where will you present your project? Who is it made for?

I see my project inside of houses or at work. It's made for the people who always sit down and don't move after a long time being seated. Also, it's for people who want to have a healthy lifestyle and who love to move. Additionally, for people who love to interact with an object or someone who needs love from someone.

Think about the kind of relationship you wish to foster between your users and the artifact or installation.

How can you use your project to destabilize the users and make them reflect on themselves, their environment and society?

I want the user to take care of the object (chair) and the object taking care of the person using it. This will be done by making the user assemble the back of the chair. The project will then light up. Also, the chair will have a sensor that measures how long the user has been seated. A minute after the user is seated, the chair will speak and ask the user to get up and close the light. Once the light is closed, the user will see a message on the chair saying "thank you". When the user opens the light or before closing the light, the user will see a visible mark on the chair left by him. This will bring the user to think that using the object or the heat transferred to the chair is a way to give love to the object. In the end, the user will think about the chair and how it gave him some love and also made him work a little bit, because nothing is done without a little effort. Also, by making the user move, the people using the chair will be a little bit more happy and healthy and this will have a lasting impact on their personal lives and society.

Think about the notion of empowerment. Is your artifact really helping or challenging its users in any way or is it just another psychological pros-

thesis?

My artifact is helping the user to be more in shape by making them move a little. People who just sit down and don't move are more at risk of depression. It also helps them psychologically by sending a message of love. We know that someone who is loved is less likely to be stressed or unhappy.

Think about something meaningful. What are you trying to tell us with your project?

I want the user to not stay seated more than they should. I want my object to reflect that if it's given some love it, it will also give some love back by making the user healthy, physically and mentally.

## RESEARCH

Three Artist And Designer research

Design Noir:

The "Nipple chair" by Neil in the book title Design Noir is making the user think of how much there is an electromagnetic field in the room. He put 2 vibration motors on the back of the chair and this make the user feel the the sensation on their torso. The artist created the chair because he wanted something for a pet.

Jay Watson:

The thermochromic table designed by Jay Watson titled Linger a Little Longer, reacts to heat. Therefore, it will leave a trace of any object or body that is hot when it touches the table or the chair. The object is sold for 3000 US dollars.(1)

My product will be using the same process to leave a trace of the person who has been sitting on the chair. In fact, my thermochromic ink is not painted on the wood itself. It is screen printed on a fabric that will be fabricated into a cushion.

The person sitting would leave its mark on the cushion and the chair would tell a story about someone who was sitting on that spot. Also, the chair could remind the person who just used it that he just sat and that maybe he should wait a little more before using it again.

NuoErin:

NuoErin interactive Light Products is an object that lights up to create a sensation when the user touches the chair. They integrated this technology on normal furniture because they wanted "that people experience the world through multiple senses, and everyday objects are strongest when they touch the mind and body."(2)

My project would have a light that is assembled on an everyday object. The people who will want to sit will have to work for it. That means they will have to build the back of the chair if they want to have lay their back on it. Each time the person builds the back, he has to put a transparent bar on the back of the chair. The bar will then light up. The light gets stronger the more transparent bars the user puts on the back of the chair. The feeling of building up your chair is somehow similar to the concept of NuoErin.

Rachel's project:

My project is different from the 3 other projects because it will be all combined together to make one object. 1st the table designed by Jay Watson uses the same technique that I will be using. It tells a story about something hot or someone hot that was on that table and chair. 2nd the NuoErin interactive Light Products is also similar to my concept. Taking something that we used every day and integrating the technology into it to make the user have an immersive experience with both mind and body. Mine would be more about the chair having its own emotion and letting the user know that by lighting up and moving. Therefore, the Chair I'm going to build will act as if it has emotions of its own.

The person who will be sitting on the chair will have to assemble the chair to be able to sit on it. They will have to crank the box to take the pieces of the back out. Then they will have to place them in parallel to make the back of the seat. When they will be placing the sticks, they will light up. This action makes the user work a little to sit and at the same time, the chair is emitting emotion by the light to show that it's happy.

Then, there will be a counter to measure how long the person has been sitting. Also, because there is so much light, the chair will be warmer because of the UV light it will produce. After a minute of sitting, the chair will talk to the user and will ask him to turn off the light and he will find himself in the dark.

By making the chair act as if it has its own emotions, we can make the user realize that an object is something precious and that it is alive. It has an impact on the environment. Also, by the time the user realizes that the chair made him move, the user will be grateful and will take care of the chair. In the end, I also want the user to move because according to my research, sitting too much or standing without moving can be unhealthy and lead to back pain. : "According to Callaghan, the key to avoiding back pain while still reaping the benefits of standing, is to move early and move often." (3)

# Moodboard

Interactive and non Interactive CHAIR



Image 1



Image 2



Image 3



Image 4

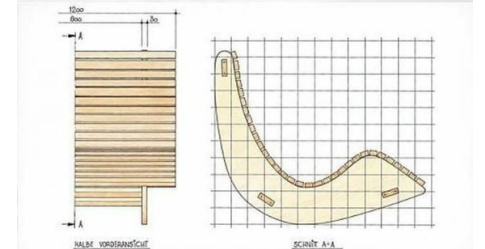


Image 5

Image 6

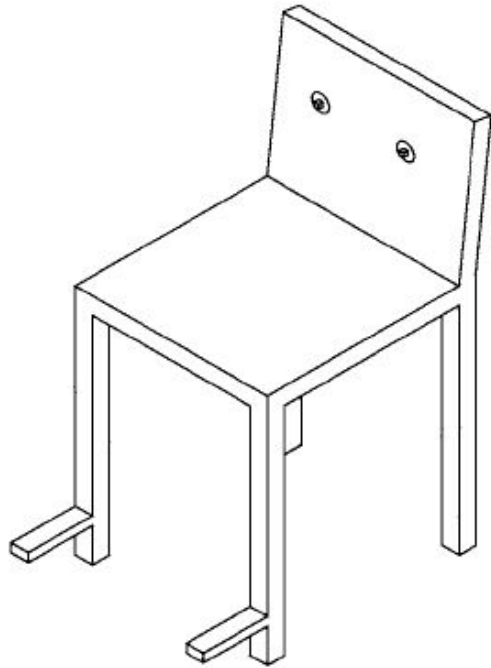


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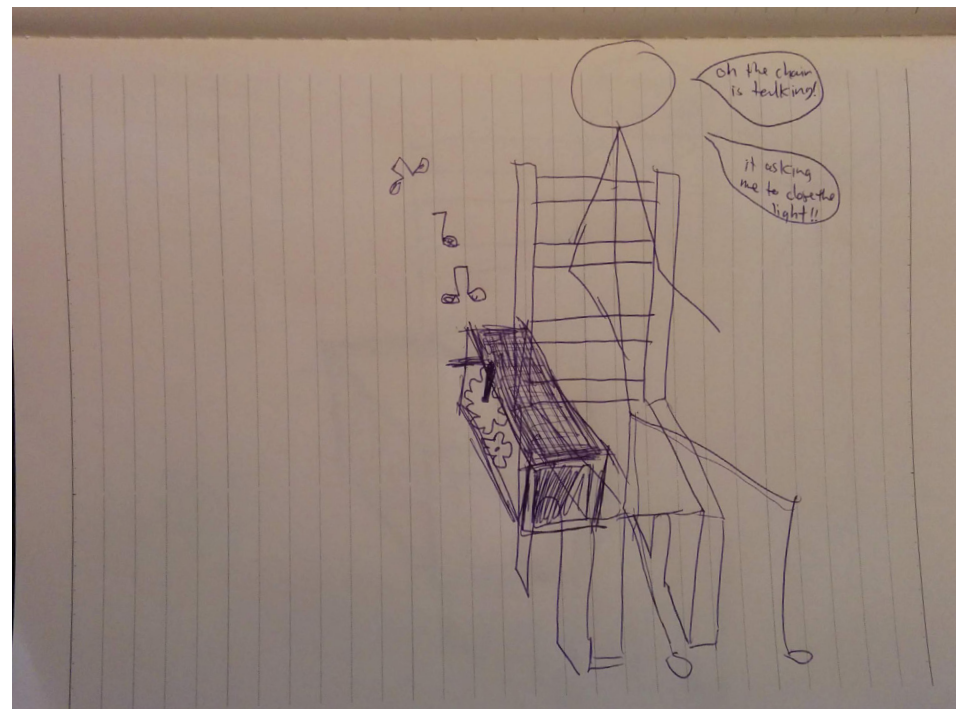
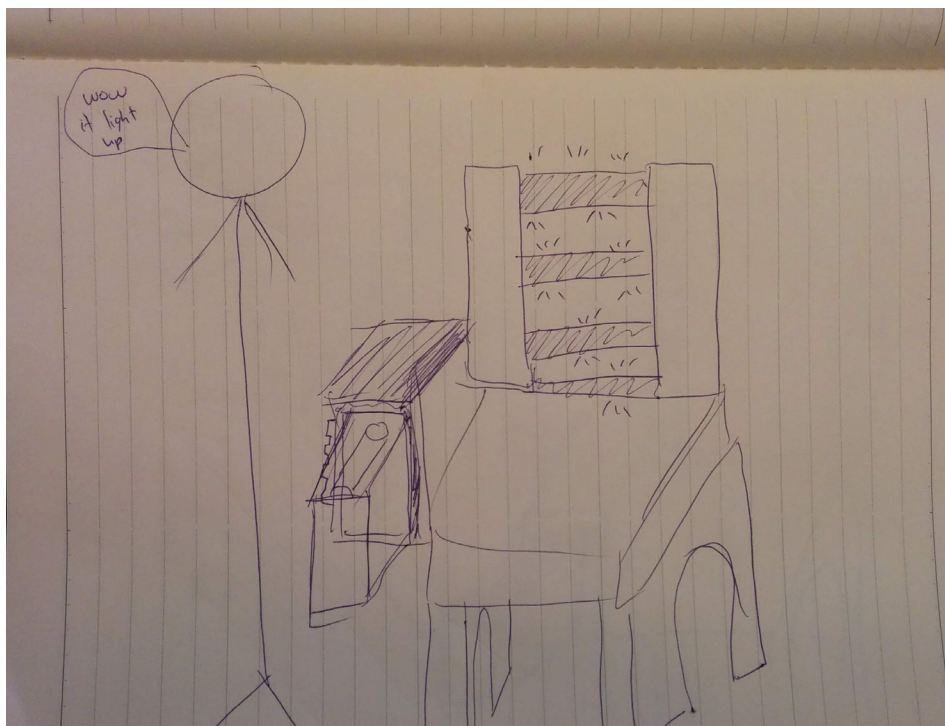
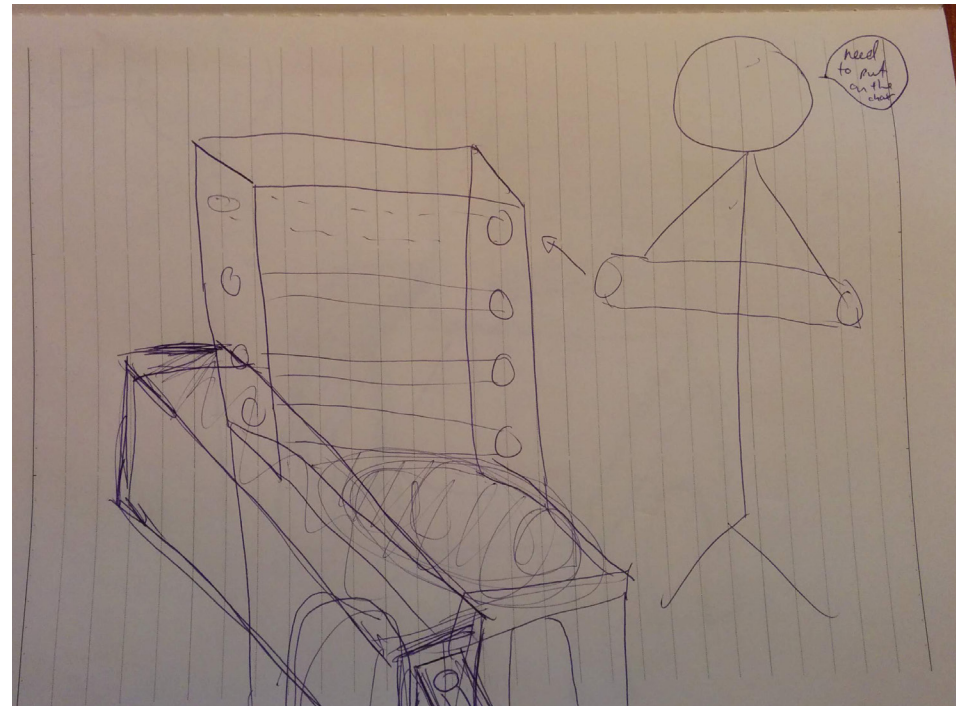
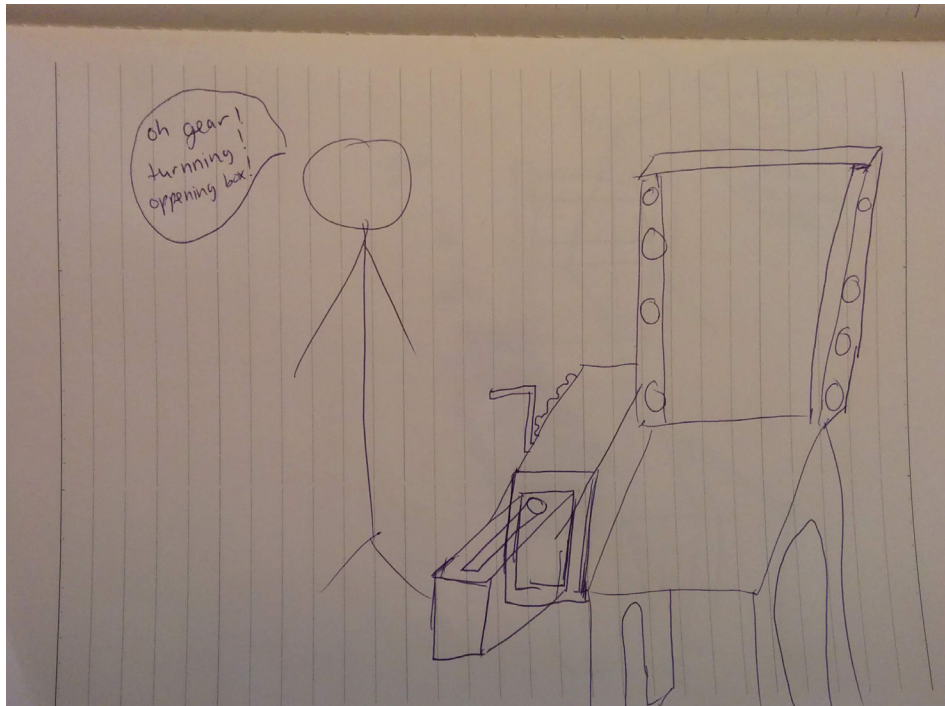


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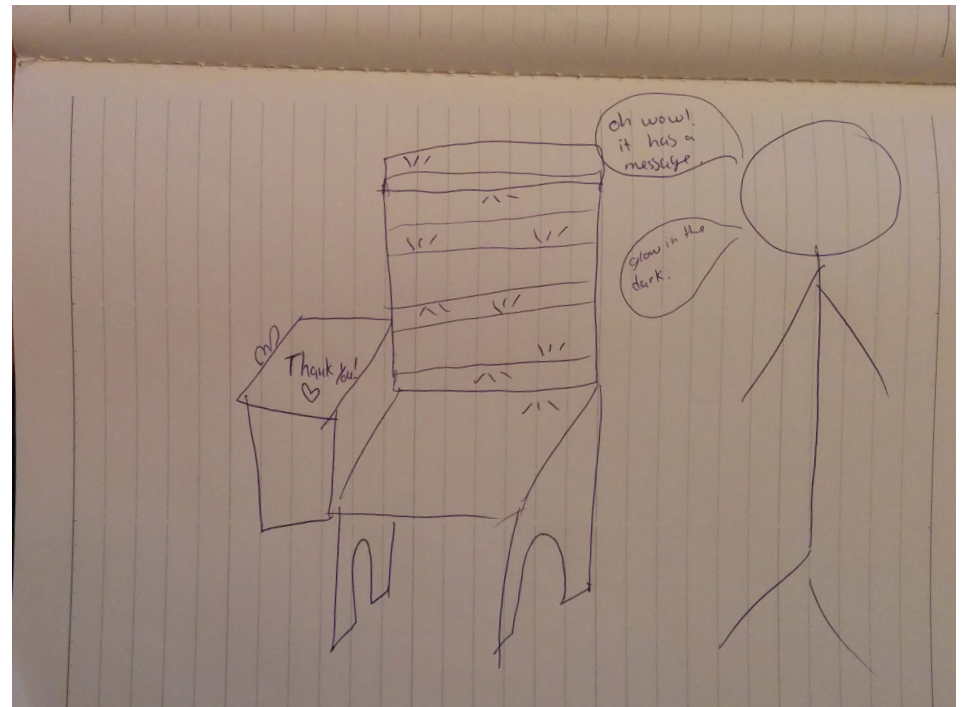
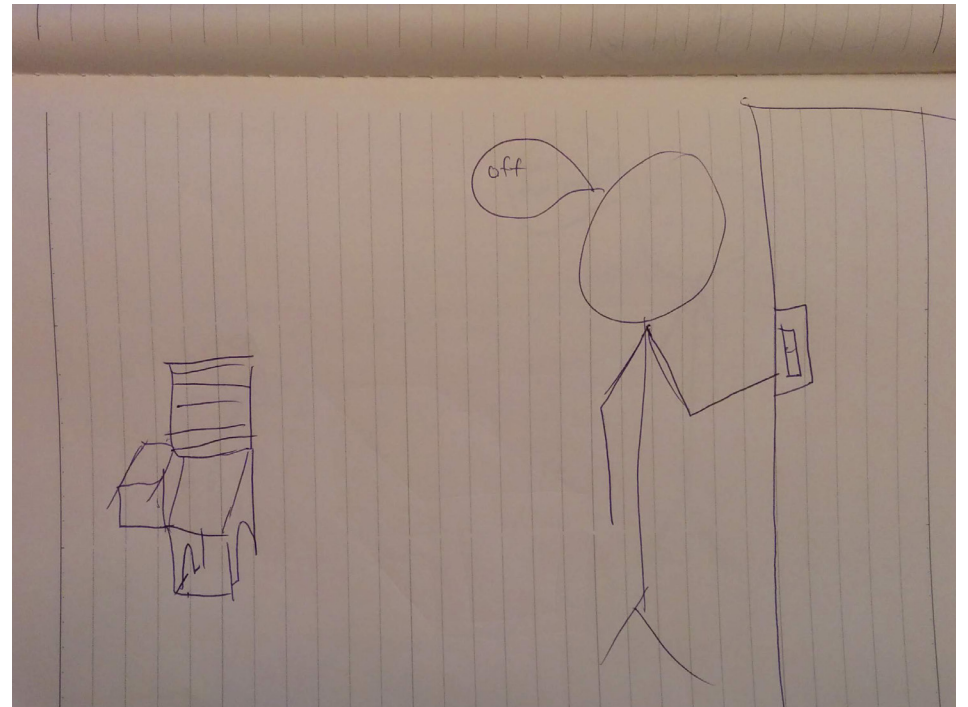
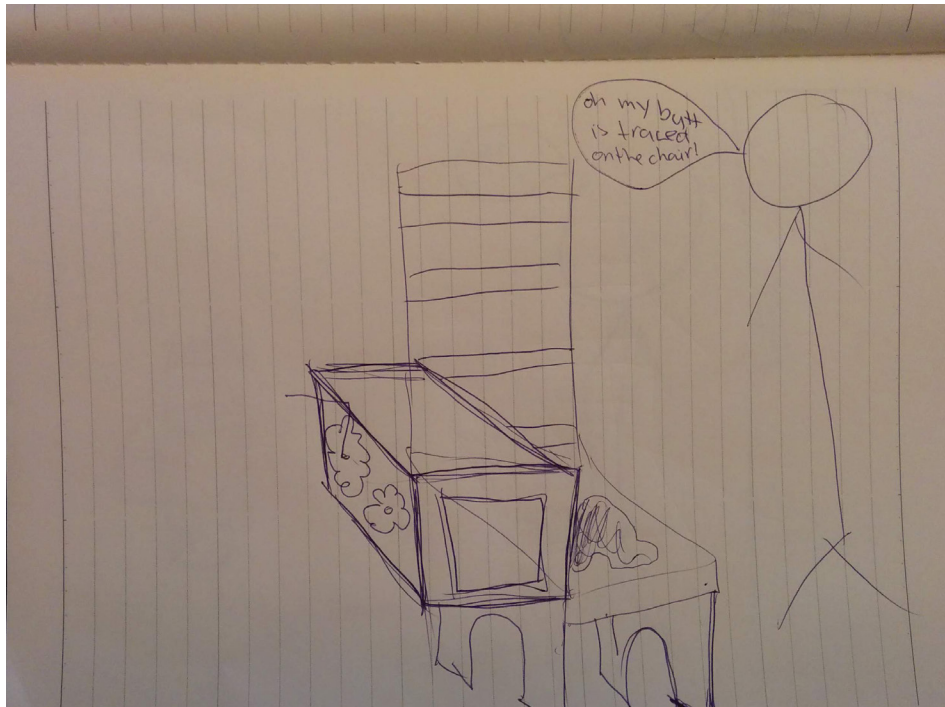
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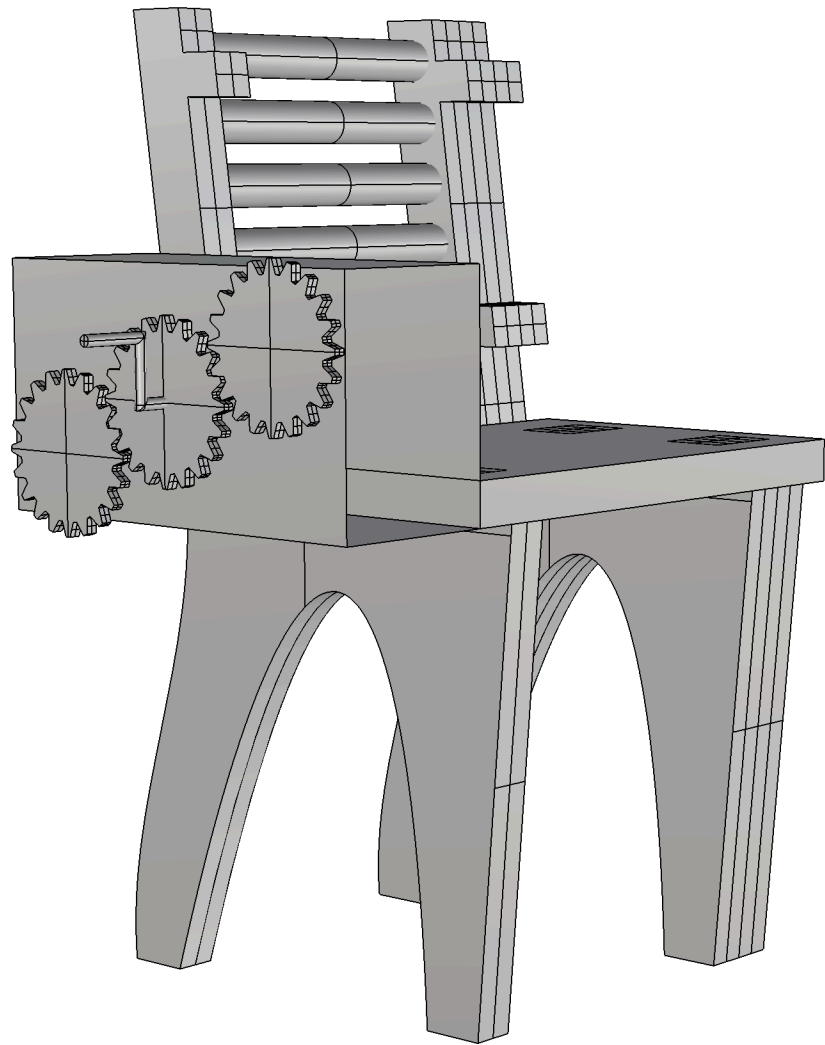
Interaction Design Strategy

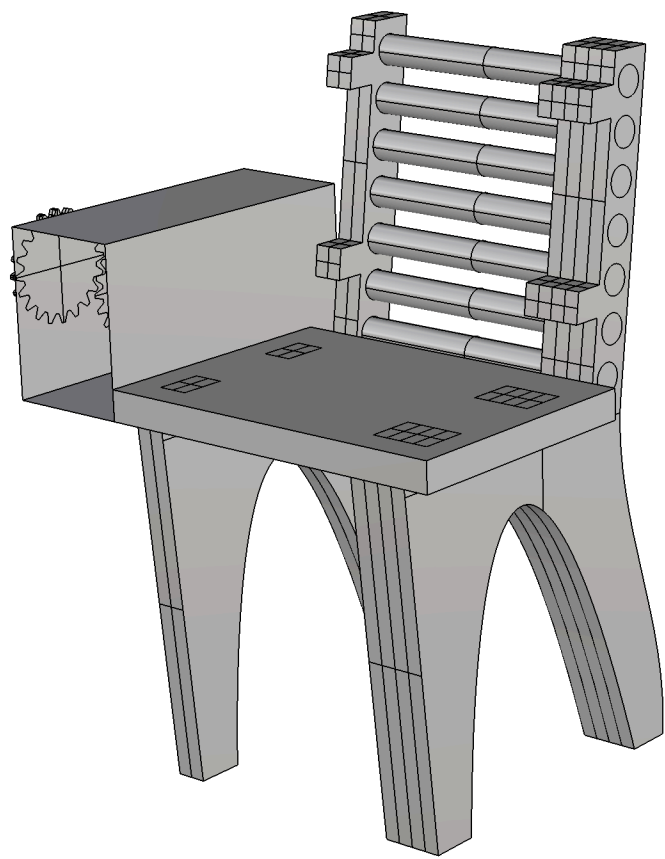












## Reference

- 1) <https://freshersmag.com/thermochromic-table-by-jay-watson/>
- 2) <https://www.trendhunter.com/trends/nunoerin-interactive-light-products>
- 3) <https://uwaterloo.ca/kinesiology/how-long-should-you-stand-rather-sit-your-work-station>

Image 1: <https://www.fullmodern.com/unico-office-chair-by-zuo-modern.html>

Image 2: [https://www.techdigest.tv/2007/08/the\\_exciting\\_in.html](https://www.techdigest.tv/2007/08/the_exciting_in.html)

Image 3: <https://www.pinterest.ca/pin/396739048406820227/>

Image 4: <https://www.pinterest.ca/pin/237353842842033296/>

Image 5: <https://www.pinterest.ca/pin/483785184966994688/>

Image 6: <https://www.pinterest.ca/pin/129619295505881967/>

Image 7: <https://www.homedit.com/6-interactive-furniture-designs-with-unique-features/>

Image 8: <https://www.trendhunter.com/trends/nunoerin-interactive-light-products>