

Tell'ink

Showing by talking

Project Description

Tell'ink is a passive interactive pin that listens to the person wearing it and displays personalized images based on what the user says and how they speak.

The goal is to create an evolutive personalized wearable that transforms our everyday life into an imaged storytelling.





User Journey

Starting point: A person wanting to passively incorporate a creative dimension into their daily life.

Situations of use: During a discussion, the microphone records what the person says and the badge transform it into a personalised visual using their AI.

Scope of use: Personal wearable that follows you and can take place in various time of the day.



The user wear the badge like any wearable accessory



When the user speaks, the badge listen to it and transform it into new data

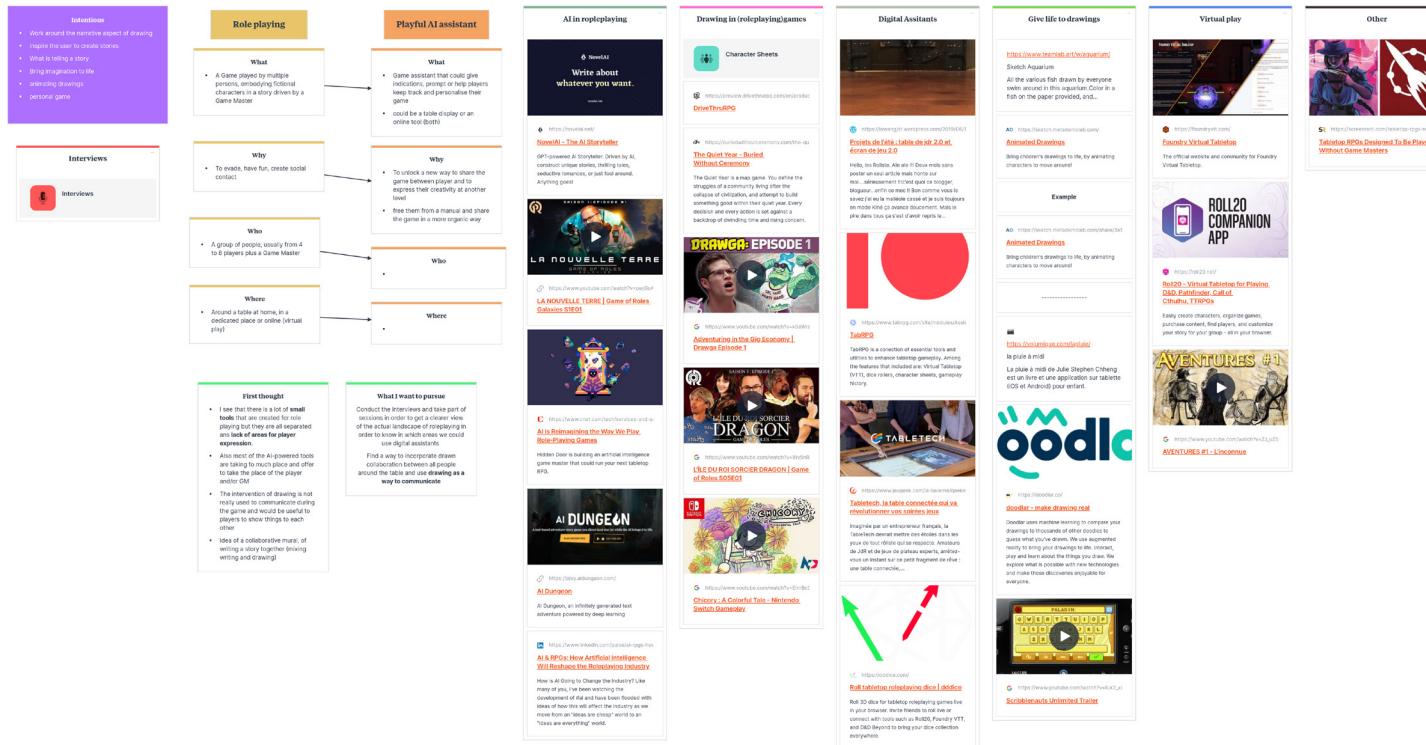


The badge then update the visual to stay updated to what the user says or what he is going through

Field observations

Reluctant to use AI:

When asked about the place AI could play in the creation of visual the creation of visual and/or or textual support for storytelling narrative, people were rather reluctant people were rather reluctant and not and don't necessarily want to use ia in this way.



Ease of interaction and legibility:

Tests have shown that it's hard to hold a conversation or read a text while paying attention to the generated signs. The two moments are therefore separated to enable the user to enjoy a more fluid and pleasant experience.



Collection à haute voix - Volumique



The Reading Lantern - Vincent Belet, Tamara Leites et Jiajun Zheng

Visual and Material Moodboard

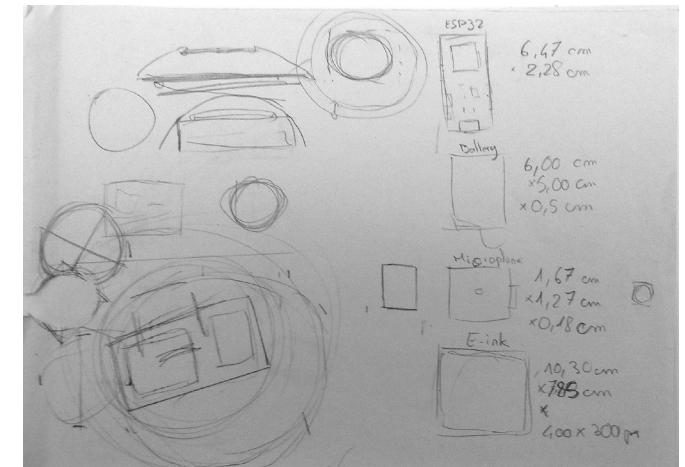
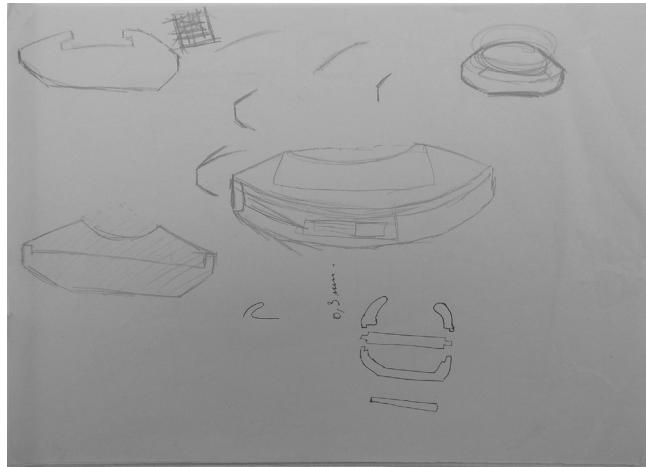
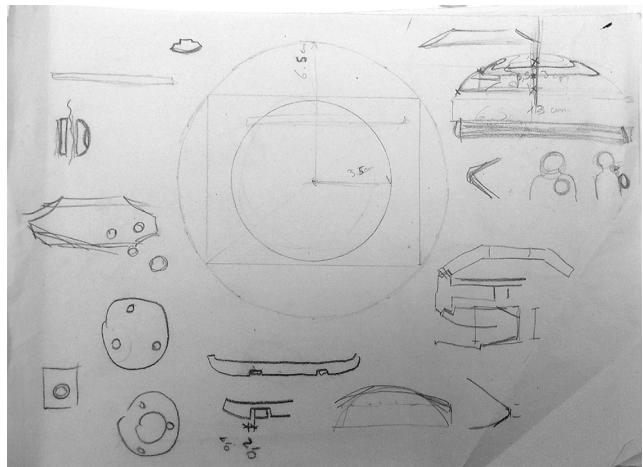
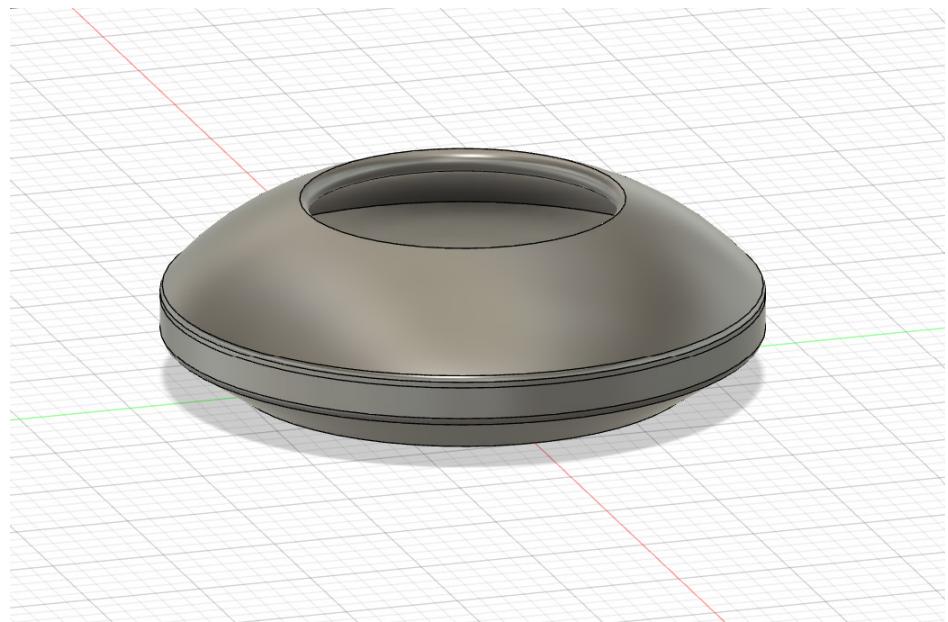
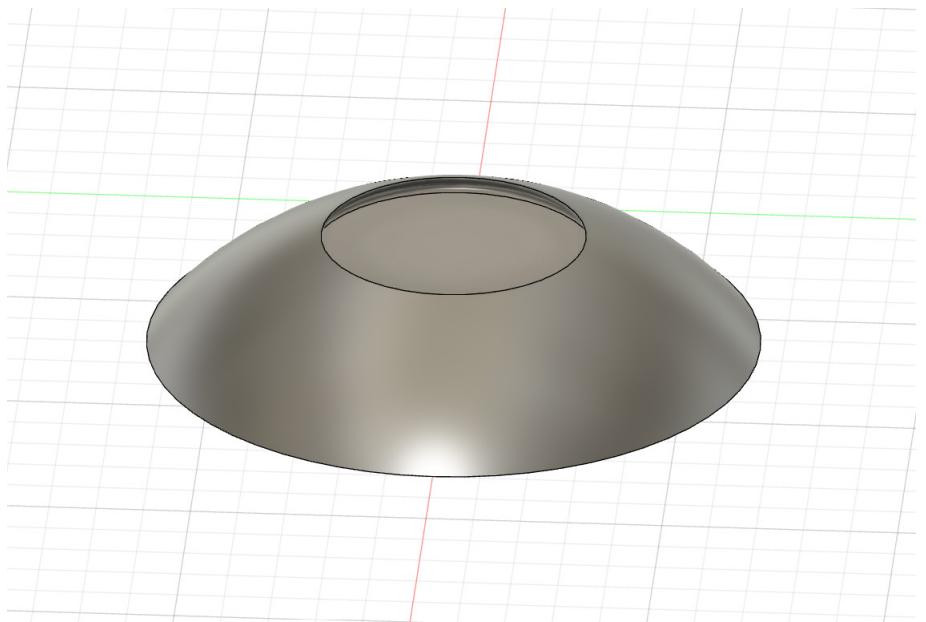


Spectrace, HEAD-Genève x EPFL LIPID - a-project studio



MIRROR ME-RROR - Nora Fatehi

Shape research



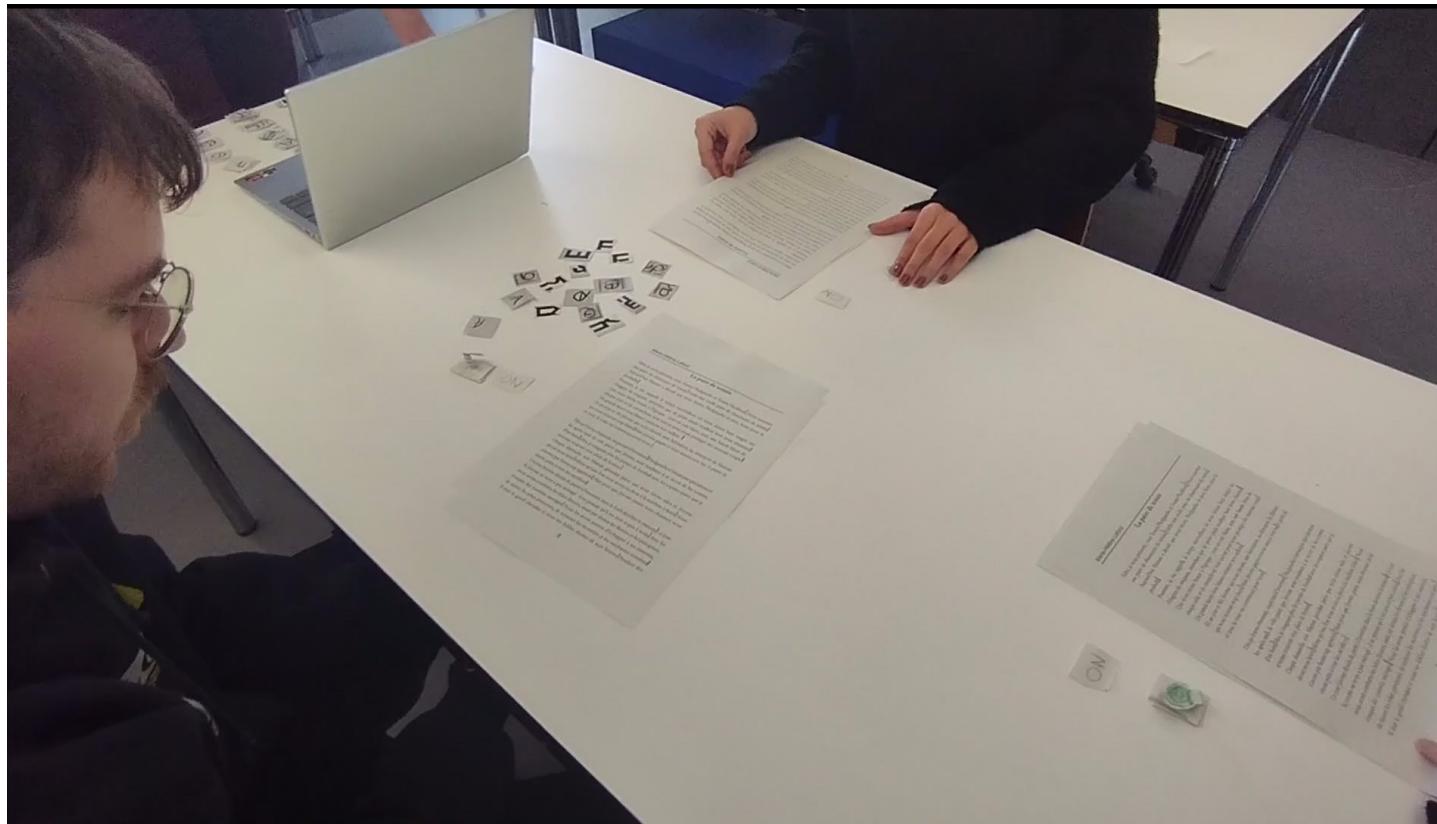
Paper Prototypes

My paper prototypes followed me for the different iterations and ideas for the project until I go with the wearable badge. It allowed me to test my ideas and see what worked and what did not. They were also very useful for user testing to give some concrete things for people testing the prototype to see and get better feedback.



User Tests

For user testing, I started by trying different scenarios of discussions with different amounts of people, with or without reading assistance, while simulating some shape generation to see the reactions and ask for feedback from people participating in the discussion. Then I did some experiments with different ways of generating images for the badge and asked for feedback on the readability and quality of the generated images.

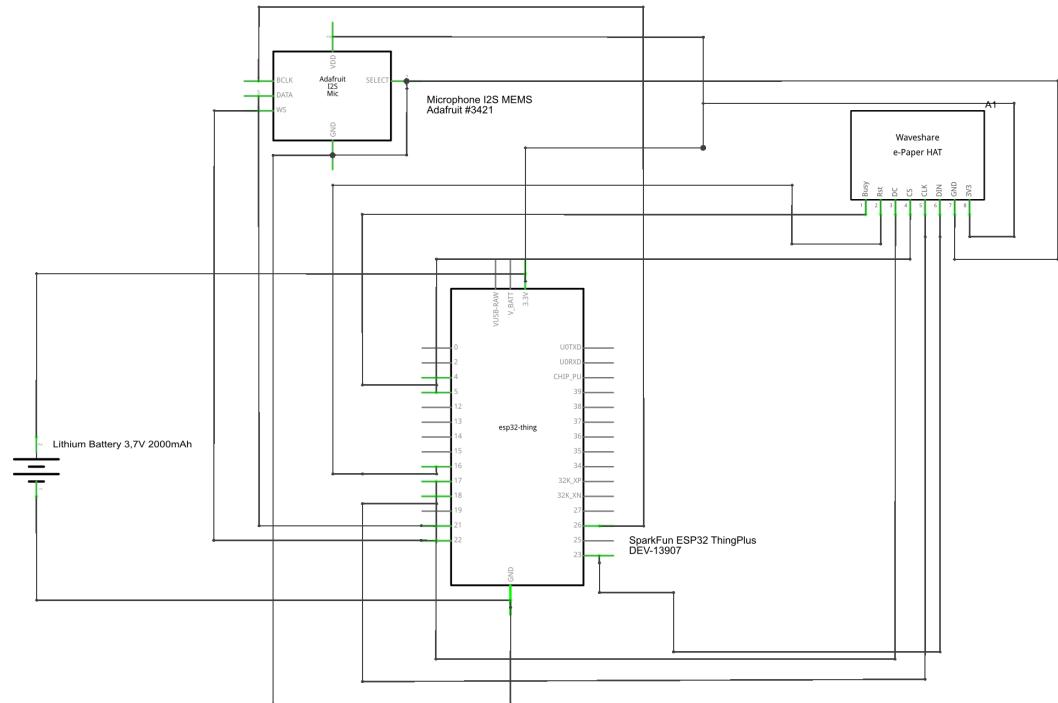


Exhibition Scenario

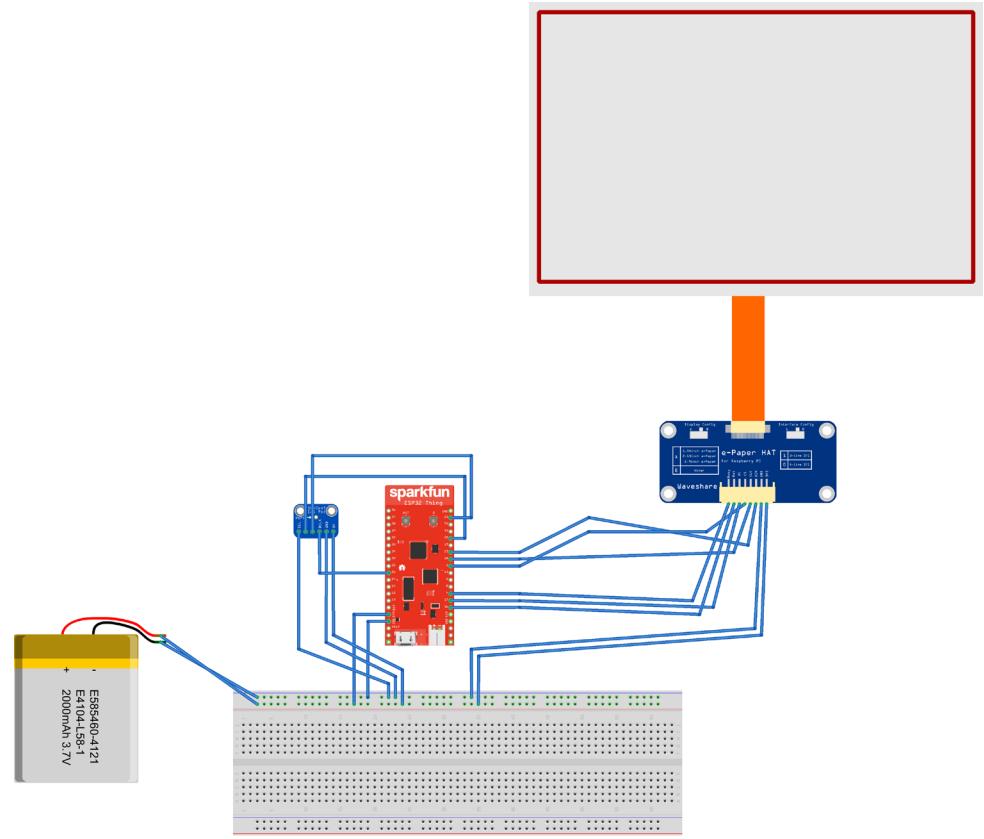
One idea for an exhibition scenario would be to have a large screen and place some of the badges in front of it. This way, people visiting the exhibit can try them out and then have the images generated on the badges also appear on the screen to see them change in real time from anywhere in the exhibit space.



Electronics



fritzing

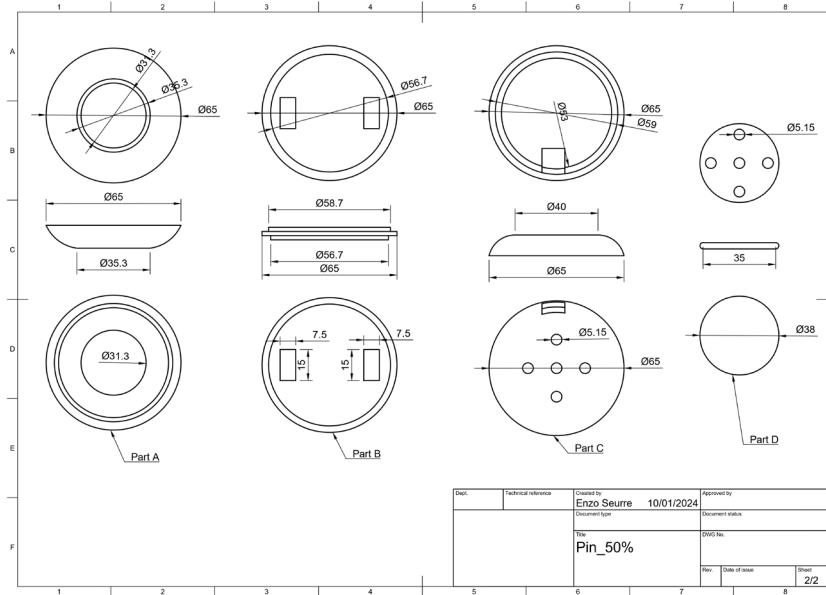
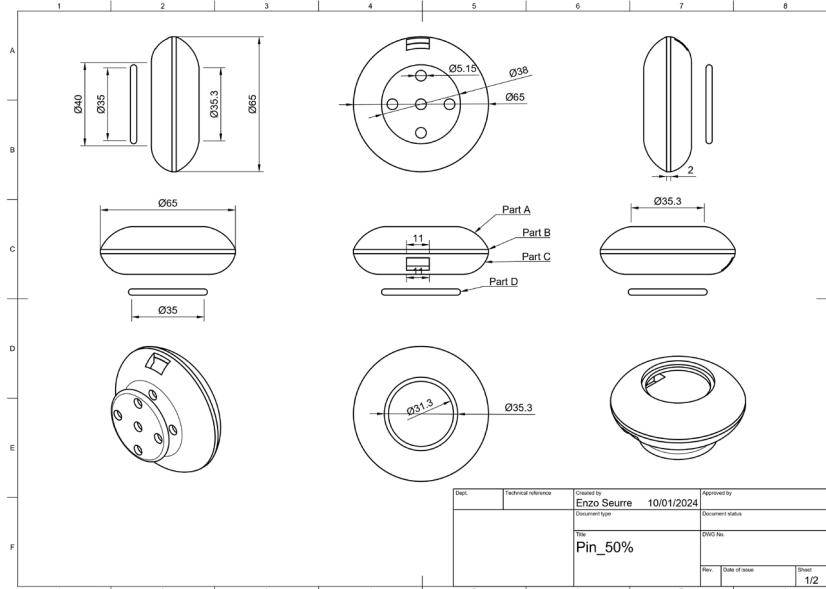
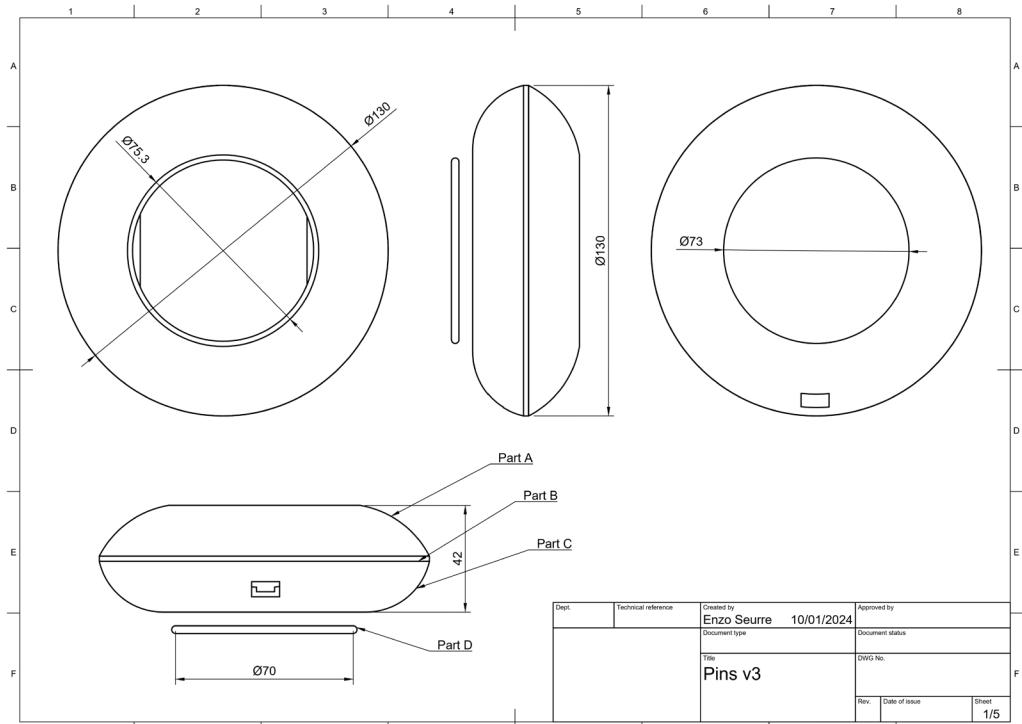


fritzing

Plan Drawings

Materials: PLA

Scale: 1:1 in mm



Plan Drawings

Materials: PLA

Scale: 1:1 in mm

