

Tell'ink

Shaping By Telling

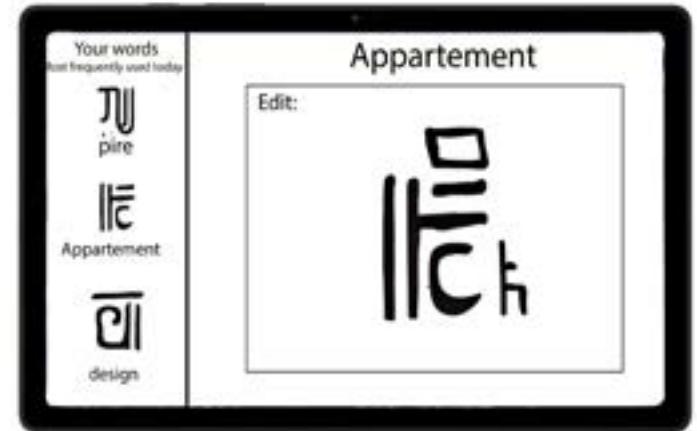
Pitch

The Tell'ink project is a mediation tool that takes the form of an ecosystem consisting of one object and an online website. The device records and then transforms the user's speech into a range of different graphic symbols generated personally for them.

The aim is to enable everyone to create and appropriate their own repertoire of personal shapes in an accessible and passive way.

This provides a gateway to the creative activities of storytelling, writing, drawing and calligraphy, enabling people who don't know how to get started to familiarize themselves with and create simple shapes just by speaking, and then manipulate them as they see fit.



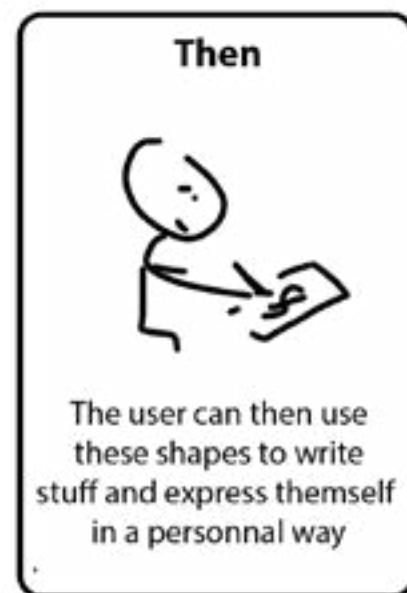
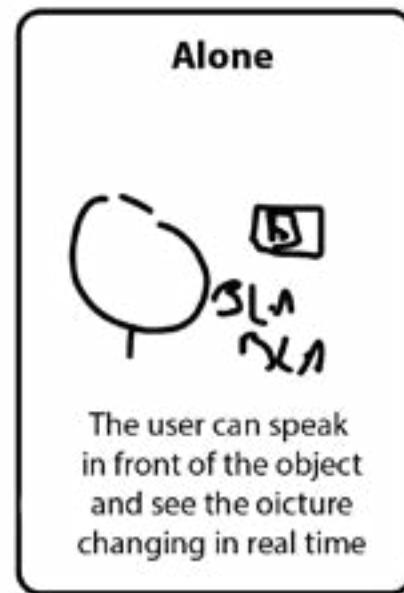
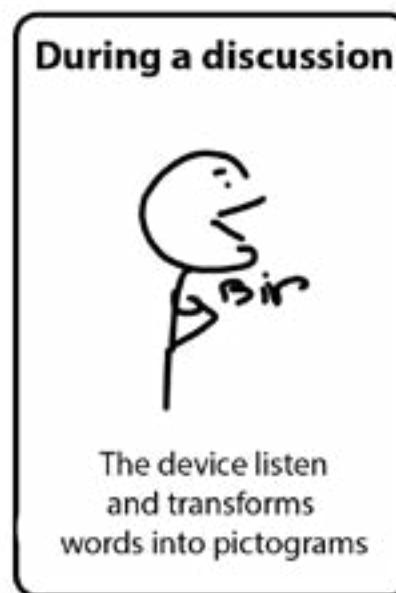


User Journey

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

Situations of use: During a discussion, the person can activate a microphone to record what he or she says and transform it into a written conversation using their own system. They can then visualize these symbols in a personal directory and play with them, making them their own.

Scope of use: Personal use that can take place in various time of the day.



Field observations & Key Insights

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.



The Reading Lantern

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.



Codex klokobetz

Link between writing and drawing:

It has been shown that there is an important link between learning cursive handwriting and drawing, and that when one or the other disappears, it often has an impact on the second. The goal being to link the two in a fun way.



Collection à haute voix

Shape research & development



Paper Prototypes



User Tests

