In week one of this project, we worked as a team to create a sense of a working studio environment and mentality. We brainstormed and voted on a name for our working studio to be named “**HUBMO**” this word means a creative and forward-thinking space where ideas are explored. We felt as a studio that this was a great name for our space and we began to re-design or ‘hack’ the space to suit our design activities and needs.

Our theme for this project is “**the connected home**.” And in week one we were asked to write our own brief around this, taking initial inspiration from the Mozilla Connected Homes Design Sprint. This design sprint focused on users and the interactions observed and products used within their own homes. It showed clever ways to improve or change these through design.

We were introduced to the arduino software and hardware, we began to learn the building blocks of this technology, and then with this new and exciting understanding we began to create circuits that addressed stories, scenarios and ideas inspired by the connected home. Some of my own ideas involved environmental stimulus, led lighting as a form of signal and then began to largely focus onhow arduino circuits could **communicate to and with people.**

Out of the nine stories I created, I decided to focus on one in particular. This story was largely based around my own experience in my term time home and was influenced by myself and my flatmate. We both have opposing schedules/ commitments and sometimes struggle to find a situation or just a space in time when we are both in the flat, to stop and just communicate with each other about our life.

My proposed idea for this, was to find a way to fit in this communication within our daily activities. Something we quite often do is shout to each other when the kettle is boiled incase the other one would like to have a cup of tea. But we tend to make our cups of tea, one at a time. My idea was to create a tilt switch circuit, activated by the pouring of a kettle, linked to an led, that would notify one another, that we were in the process of making a cup of tea. This was to encourage us to come through to the kitchen, sit, and drink a cup of tea together.

When analysing this simple act of communication within the wider worlds, the concept of this was quite simple. **To encourage people to come together, communicate and discuss issues.**This could be compared to political issues within the world, eg to encourage a civil discussion and debate on the Scottish Independence Referendum last year.

My challenge and personal goal for the next three weeks, is to develop this initial idea into a design that features arduino or other relevant technologies to bring people together, and to have a larger impact with my design prototyping, than me having a cup of tea with my flatmate.