**KATIE BROWN**

**CREATIVE TECHNOLOGY  
WEEK ONE**

To kickstart this project we worked as a team to transform our masters studio into a working studio environment and to throw away our student mentality. We brainstormed and voted on a name for our working studio and named this “**HUBMO.**” This word means a creative and forward-thinking space where ideas are explored. We felt that this was a great message for our studio and we began to re-design or ‘hack’ the space around us to suit our design activities and needs.

Our initial theme for this project is **the connected home**. And we were asked to write our own brief from this topic, 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 fresh 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 inspired by my own experience in my term time home and was based on interactions between myself and my flatmate. We both have opposing schedules/ commitments and sometimes struggle to find a situation or a space in time when we are both in the flat, to stop and just sit and talk to each other.

My proposed idea for this was to find a way to schedule this communication into our daily activities. Something we quite often do in the flat is shout to each other when the kettle is boiled, in case we would like to use the water in the kettle while it’s hot. But when we do this we tend to make cups of tea for ourselves 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 flatmates, that their flatmate is making a cup of tea. This was to encourage the other flatmates to come through to the kitchen, sit, and drink a cup of tea together allowing them to then communicate and share stories.

When analysing this simple act of communication within the wider world, the concept of this was quite simple.To **encourage people to come together, communicate and discuss their ideas or 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.