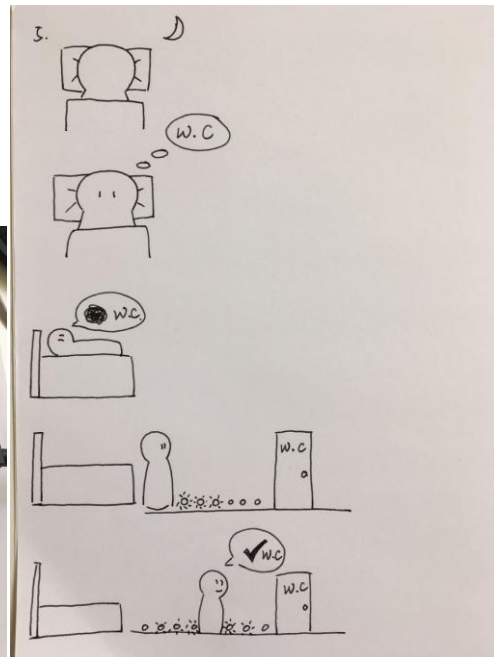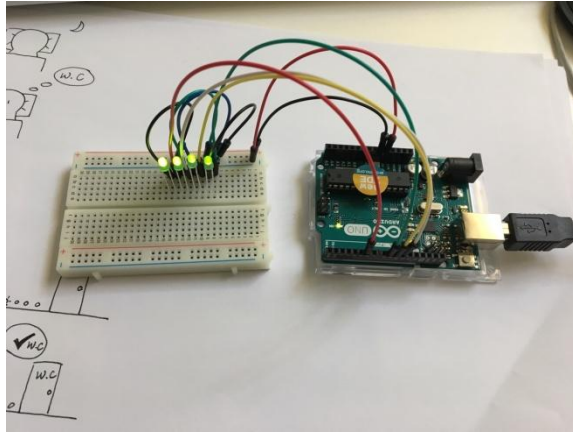# Week 1 Review

This module's name is Creative and Technology. And the aim of this module is that we need to use some interesting and existing technological methods to connect our creative ideas which is about IoT (Internet of Things) with our home. In first two days, professor Jon Rogers and Martin Skelly gave us introduction of Creative and Technology and activated us to think innovatively. During the process, we also named our studio as HOBMO. We found all kinds of stuff and equipments in our home, including living room, bathroom, bedroom and so on, and did some Rip and Mix about them for acquiring different ideas that connect with our daily life; in addition, our life could be more abundant and interesting by these ideas.
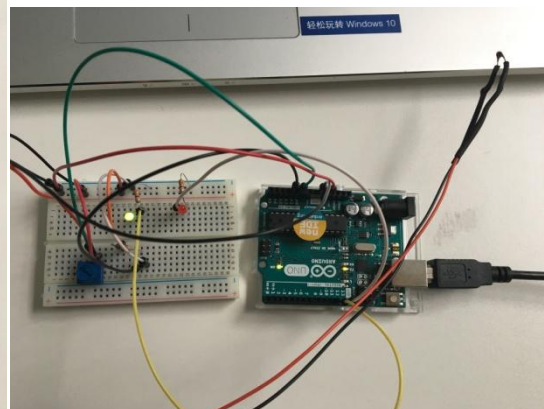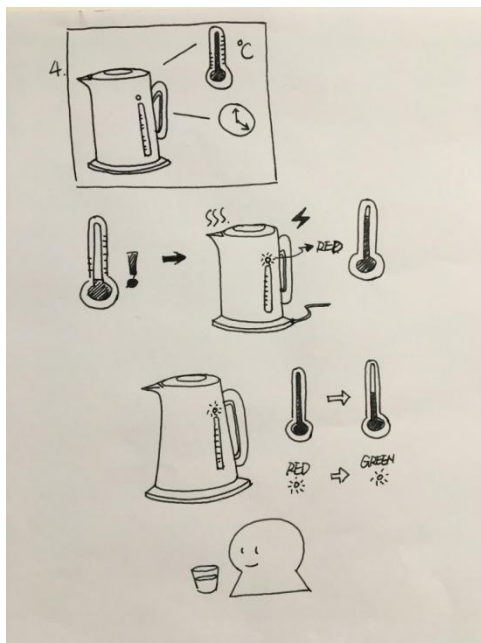

In the next few days, we tried to use the technolocial hardware and software platform Arduino to achieve our ideas and thoughts by voice, lights, temperature. Using this simple factories to express stories is not as easy as we thought. Jon and Martin help everyone in studio for connecting Arduino and editing complicated code. For me, I divided my process into 3 steps, including initial idea, storyboard and Arduino program. 7 ideas have been came up with by this week. And I am fond of IDEA 1 and IDEA 2.

IDEA 1 is a night light system that can help people looking carely at night in home, at the same time, it will not bother other sleeping people. These lights fixed on the edge of wall and floor will keep fading and direct the way to other room in home. But how to activate this system I have not specific idea. Therefore, in the upcoimg 3 weeks I need to enrich this idea.

   IDEA 2 is about an intellective kettle that aim to help family members can always drink warm water. The kettle can heat the water inside when the temperature is below 46℃ the suitable temperature for people drinking. Whilst the red light will be activated when the temperature is over 50℃ and the light will turn to green when water is between 46℃ to 50℃.

   During the process of Arduino, Jon thought about an idea about digital candle when I blew the thermistor for decreasing the temperature. Therefore, more ideas will appear in the next weeks.

In the upcoming 3 weeks, I am planning to use one week for continual design, and two weeks to achieve the prototype. I arrange to find more chances based on the digital candle concept. I have realized that my ideas do not include many interaction of home, and my ideas lack of emotion. In my experience, I have designed some practical products in my undergraduate study, but the interaction between people or family members are more touching for me , and I consider that products are just the intermediary.   Therefore, to find funny interaction and to express it by my design will be significant tasks for me in the next week.

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