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CRT 420

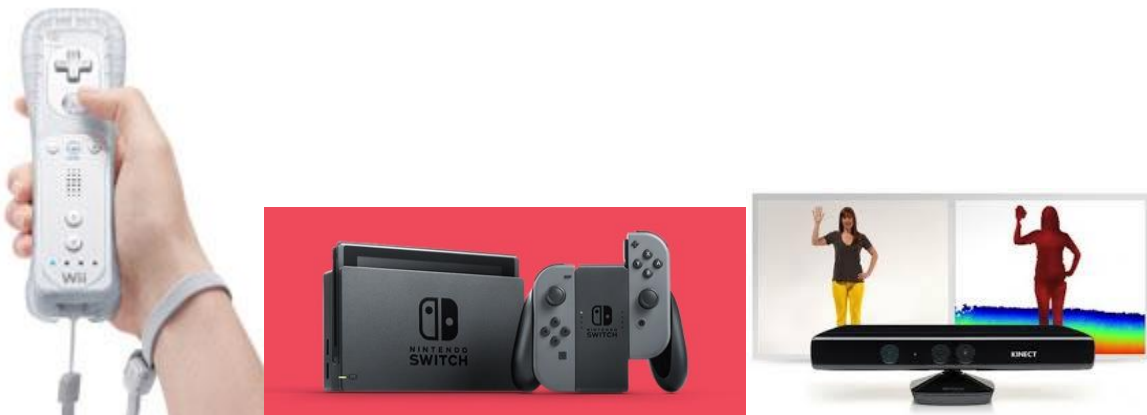
January 24, 2018

Form Proposal

Mood Board

The important characteristics of this handheld device are the motion sensing components, comfortability to allow to use the device for a long duration of time, a simple straight forward menu selection, and a somewhat reactive virtual pet.

Motion Sensing



Comfortability



Highly User-friendly Interface

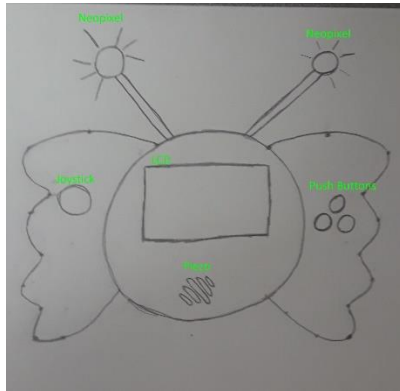


Reactive



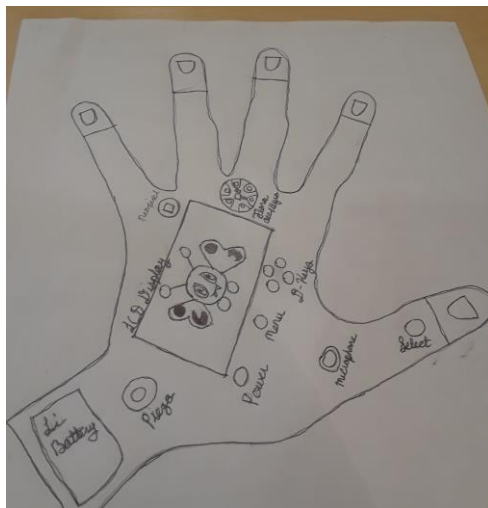
This minigame works by blowing into the DS's microphone

Aesthetic Concepts



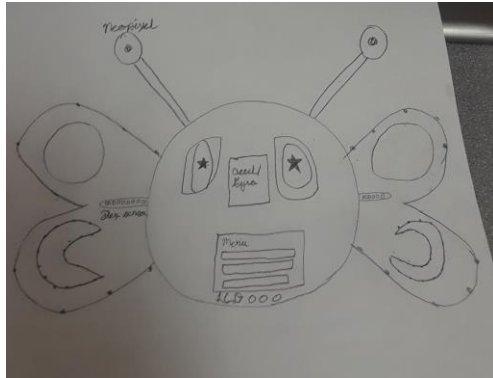
Concept One

Handheld game console inspired by the Nintendo Gameboy and the Tamagotchi. This design has nostalgic and familiar look to it which are a few pros. Some more pros would be that the design is simple to make. A possible con may be that the design needs quite a bit of material to make the shell.



Concept Two

This wearable design would be a rather novel concept for the interactive pet genre. The user's hand becomes the controller, and Adafruit has a wearable-sized [accelerator/gyroscope](#). Some pros are that it keeps your dominant hand free, looks stylish, allows users to still use touchscreens, provides a rather unique controller, and can be reversible (palm up or down) or switched hands. Some cons would be that the user has the battery on his or her hand, may need to be weatherproof, and embedding the circuitry may prove difficult.



Concept Three

This design gives your virtual pet a physical form. A pro would be that it would be a more complex Furby. A con would be embedding the sensors into the stuffed form.

Concept Summary

After weighing out the pros and cons, perhaps exploring the wearable design would prove advantageous. The design was influenced by Nintendo's Power Glove and Switch controllers. The design combines the putting a button interface on a glove with an accelerator/gyroscopic sensor. It would prove portable as well because the device will fit like a glove.