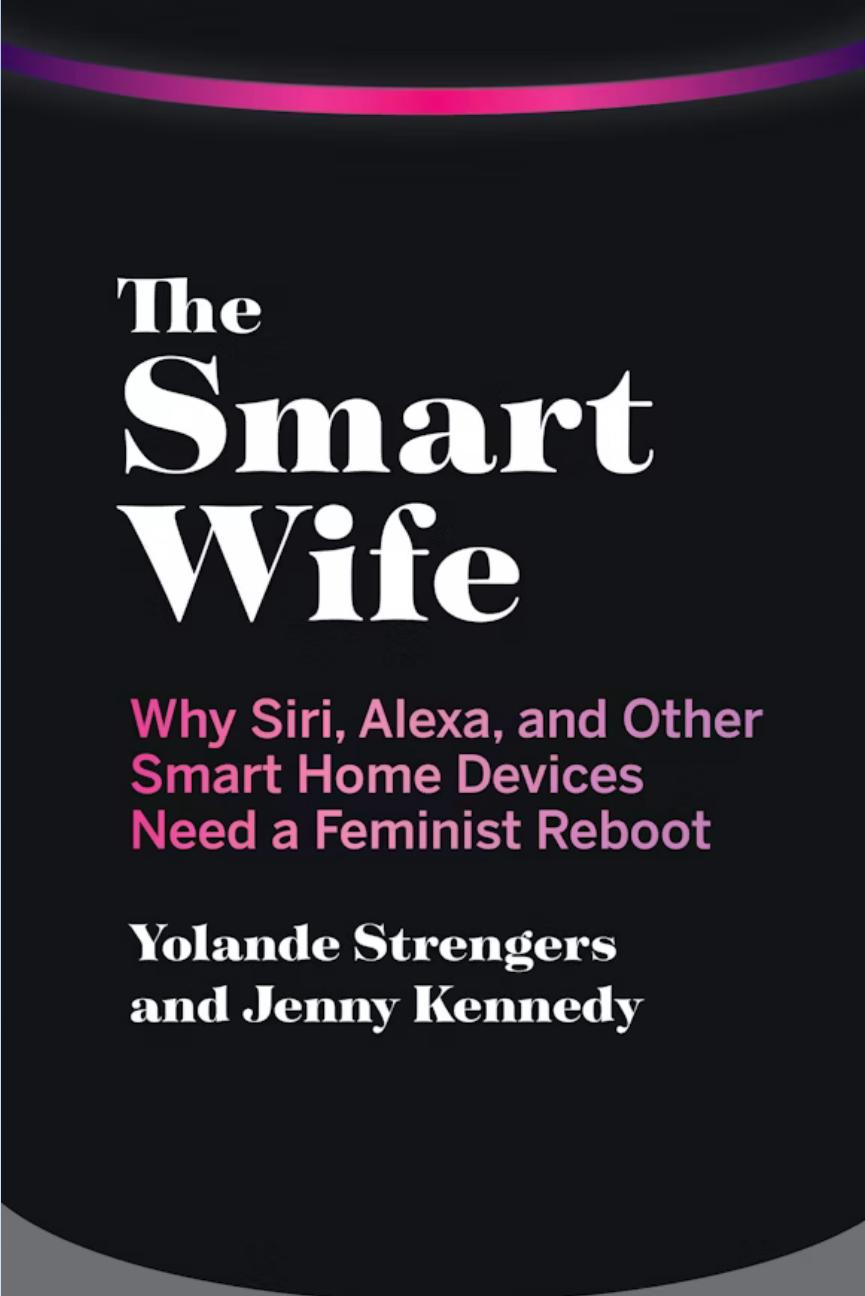
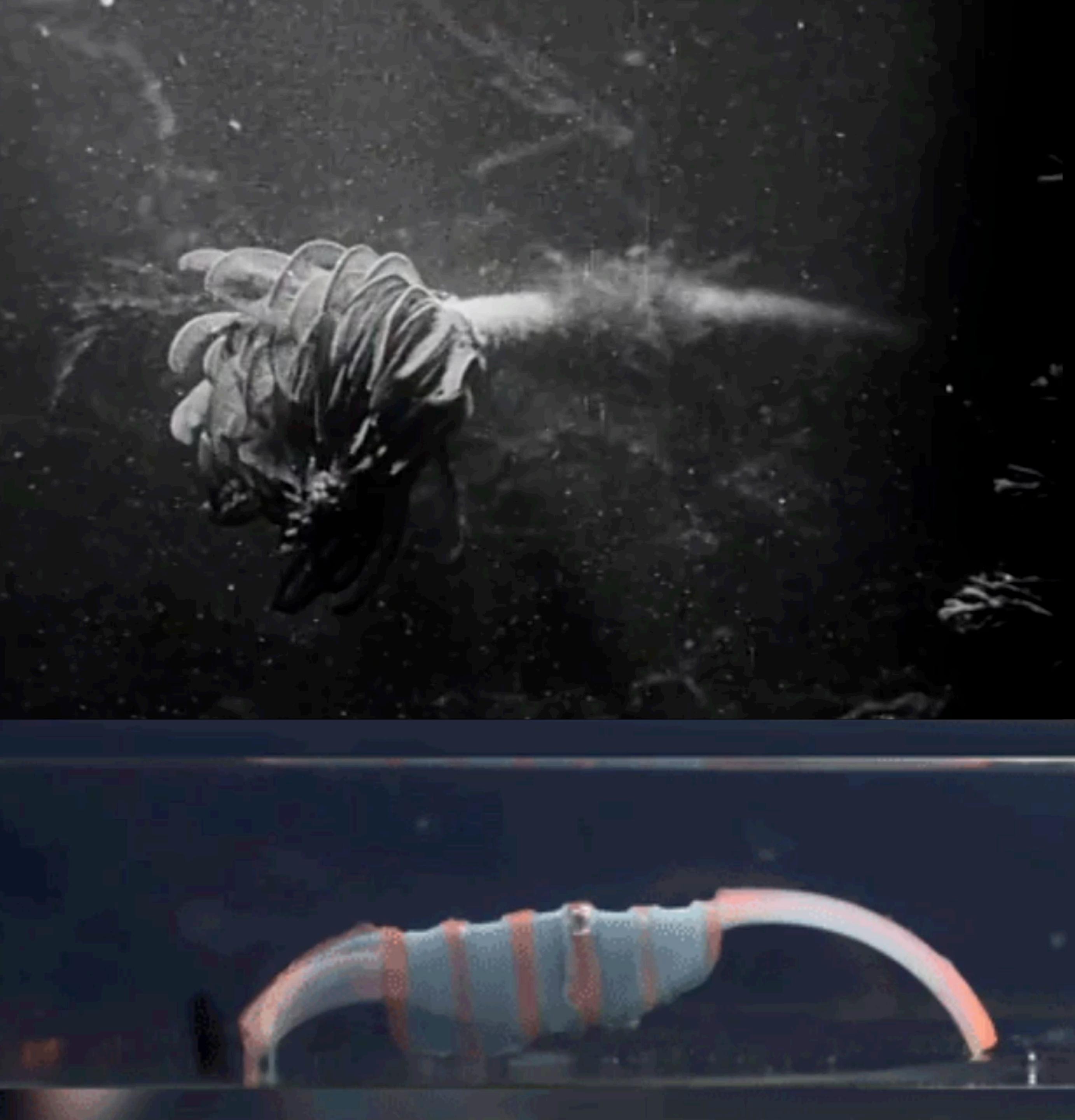


From observations to
your interactive
prototypes

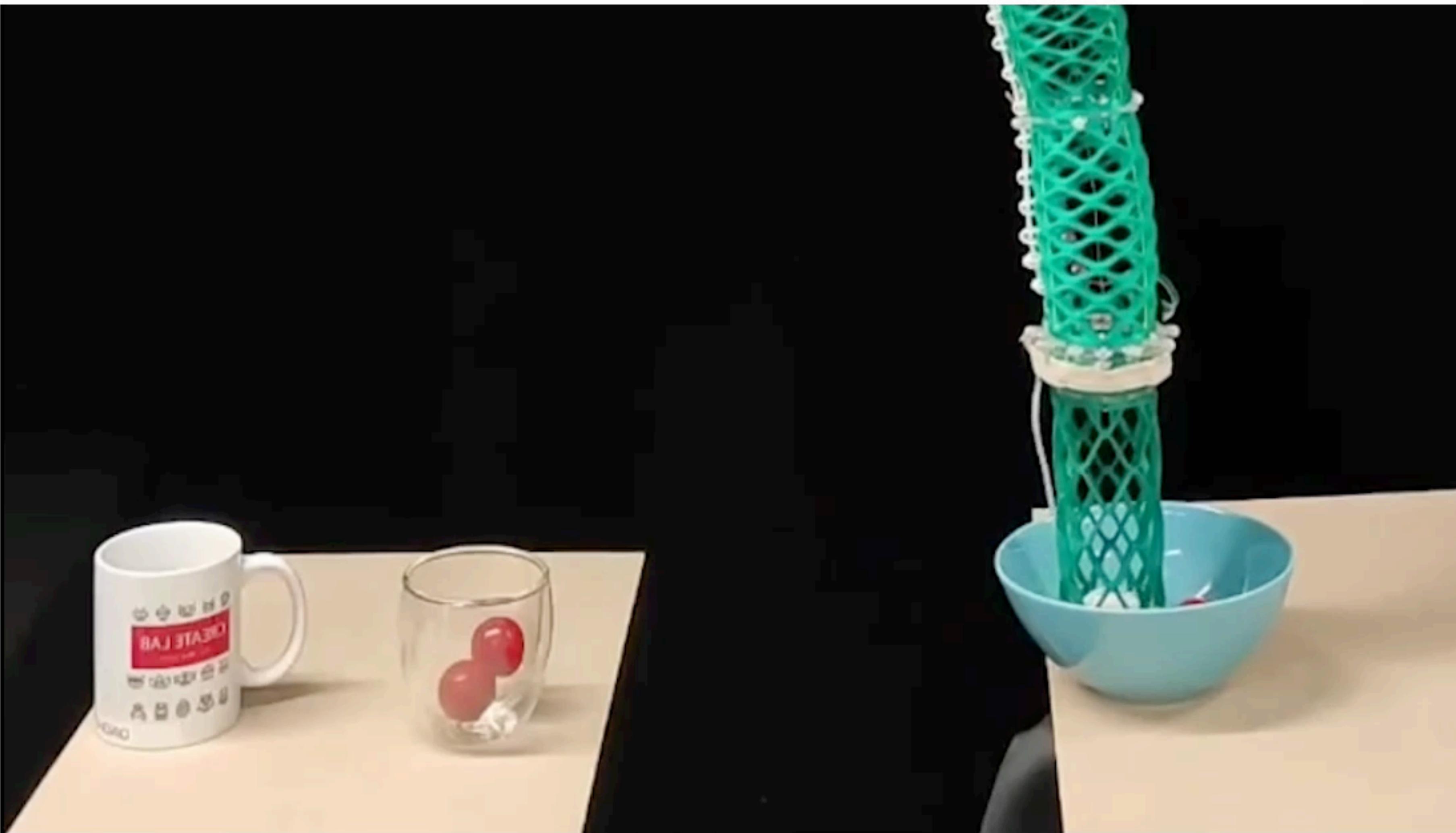
What we
did so far



“What would it mean to build artificial intelligences and other machines that were more like octopuses, more like fungi, or more like forests?”



Soft, elephant trunk-like robot for close interaction with humans

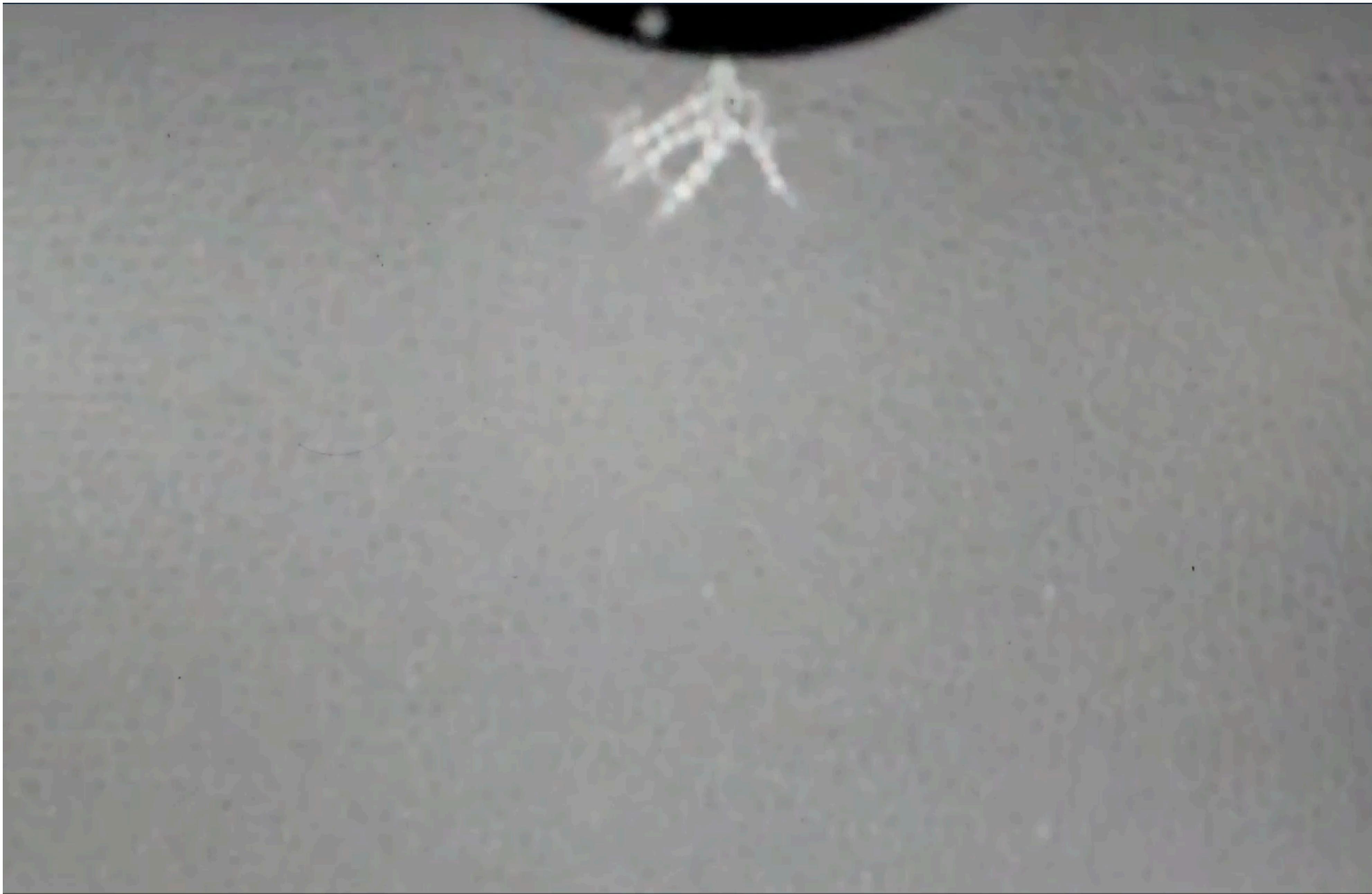


"An optimistic vision
of a lush, beautiful world."
MARTHA WELLS

A PRAYER FOR THE CROWN- SHY

A MONK AND
ROBOT BOOK

BECKY
CHAMBERS



PROPOSAL 7

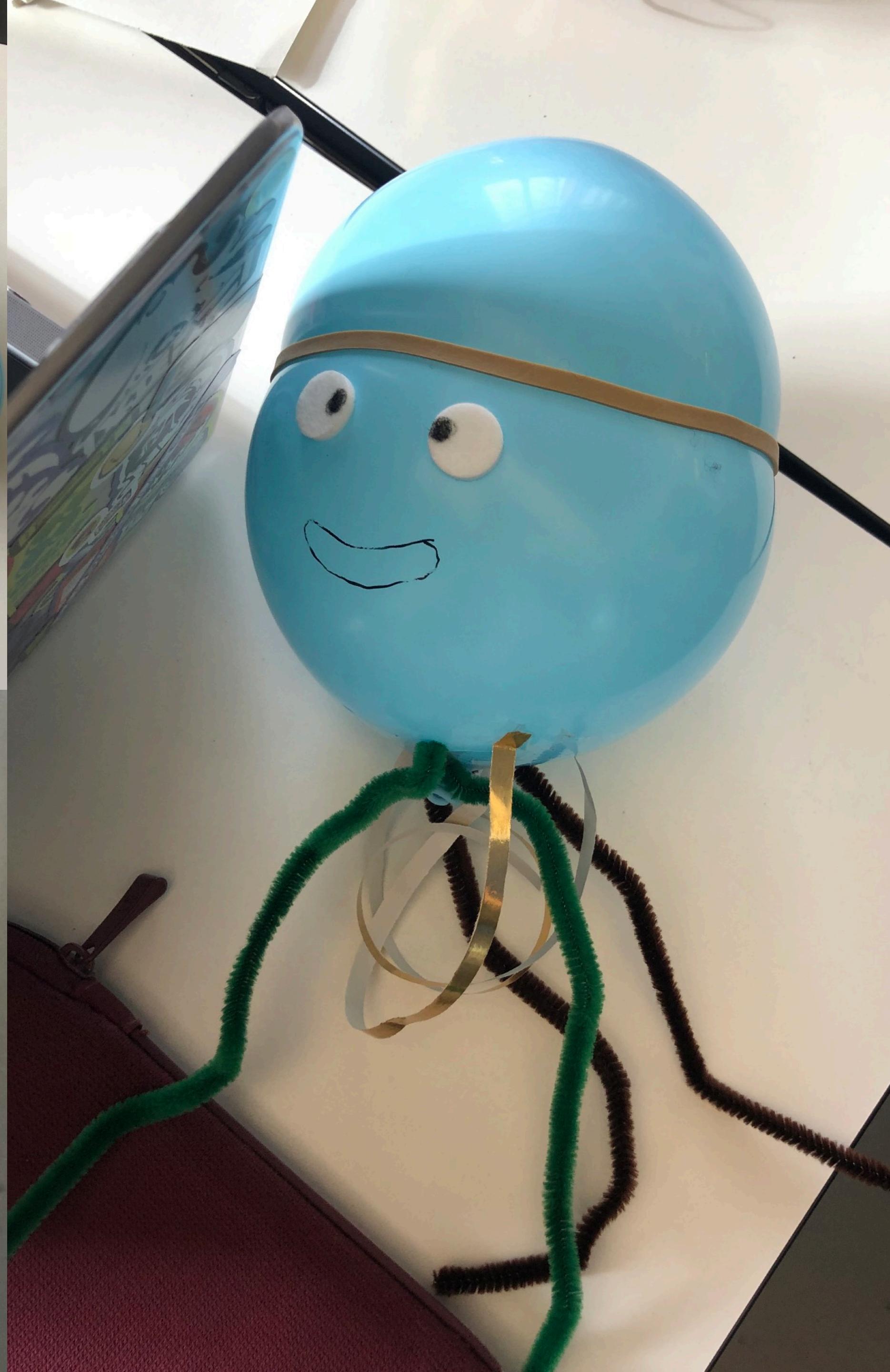
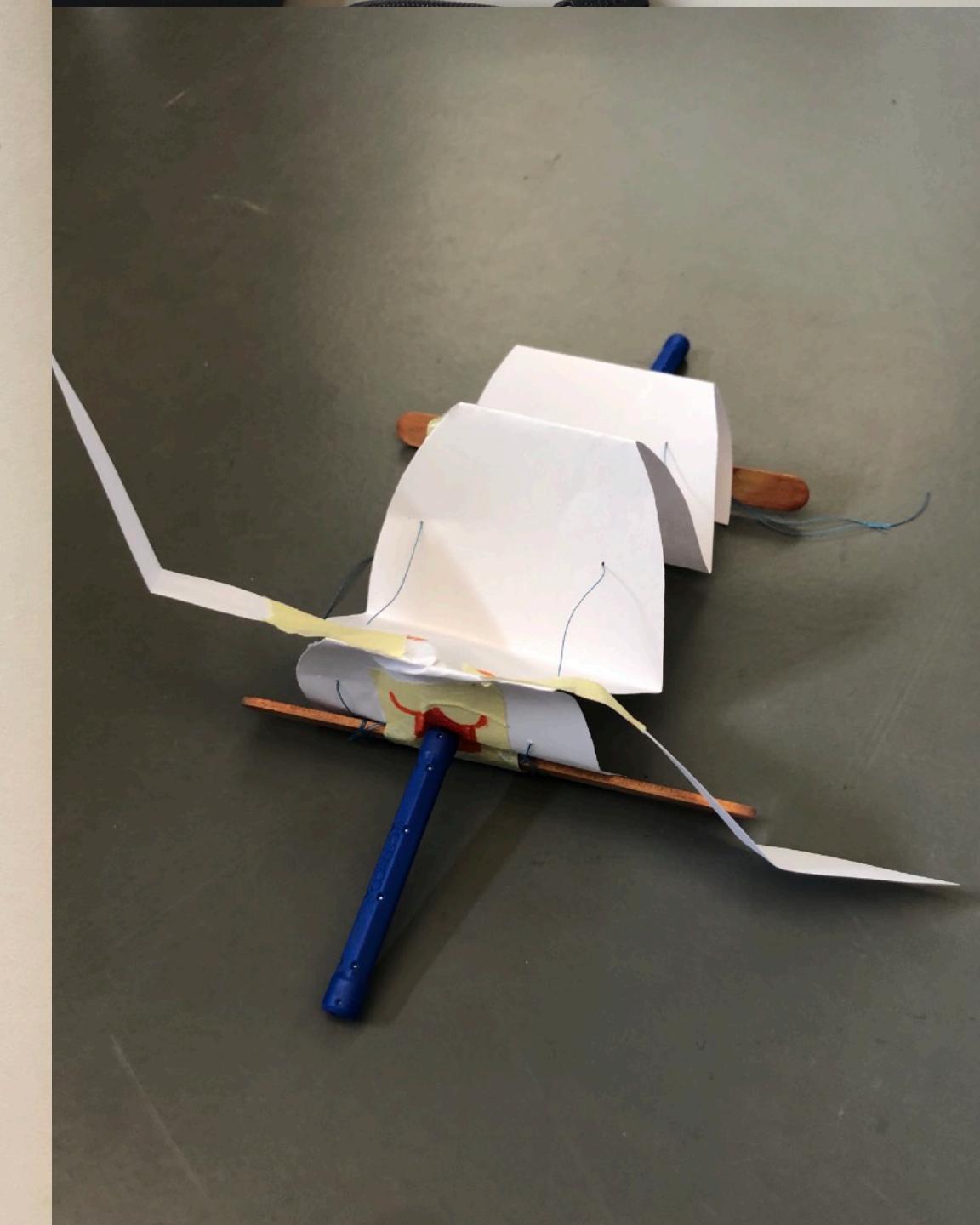
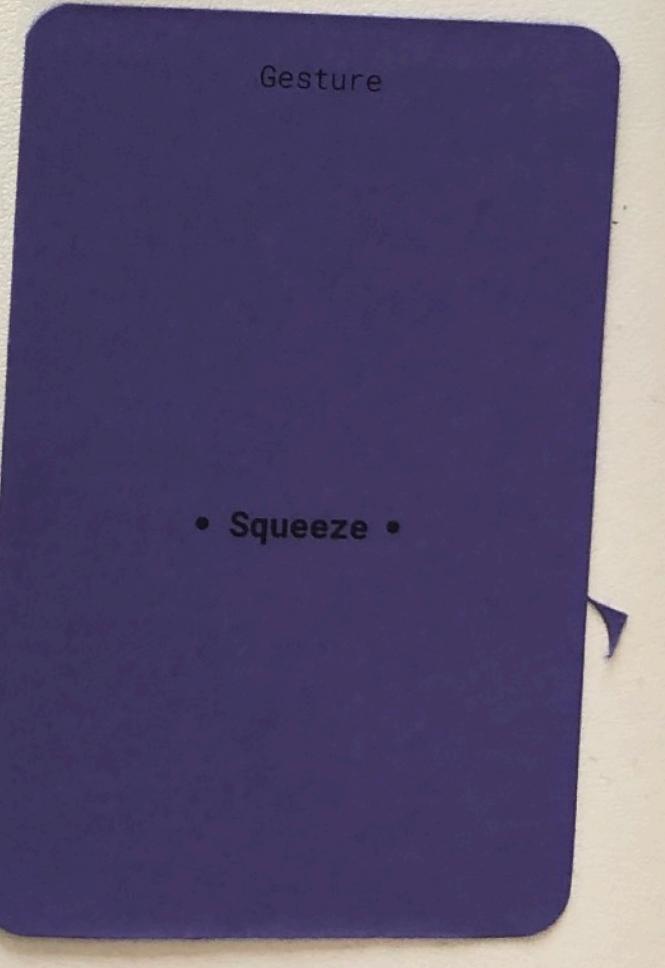
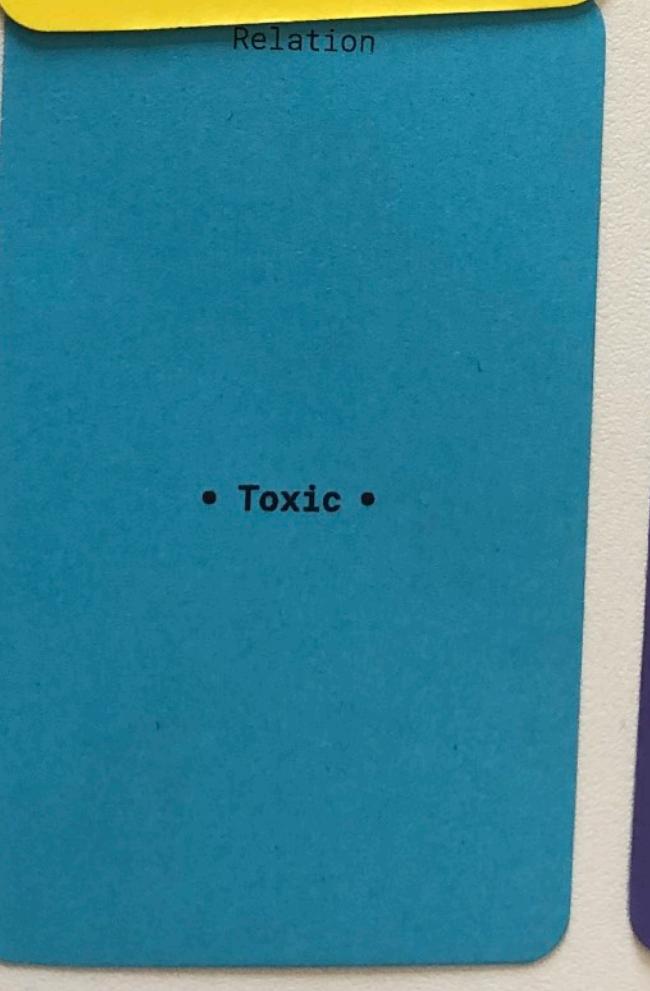
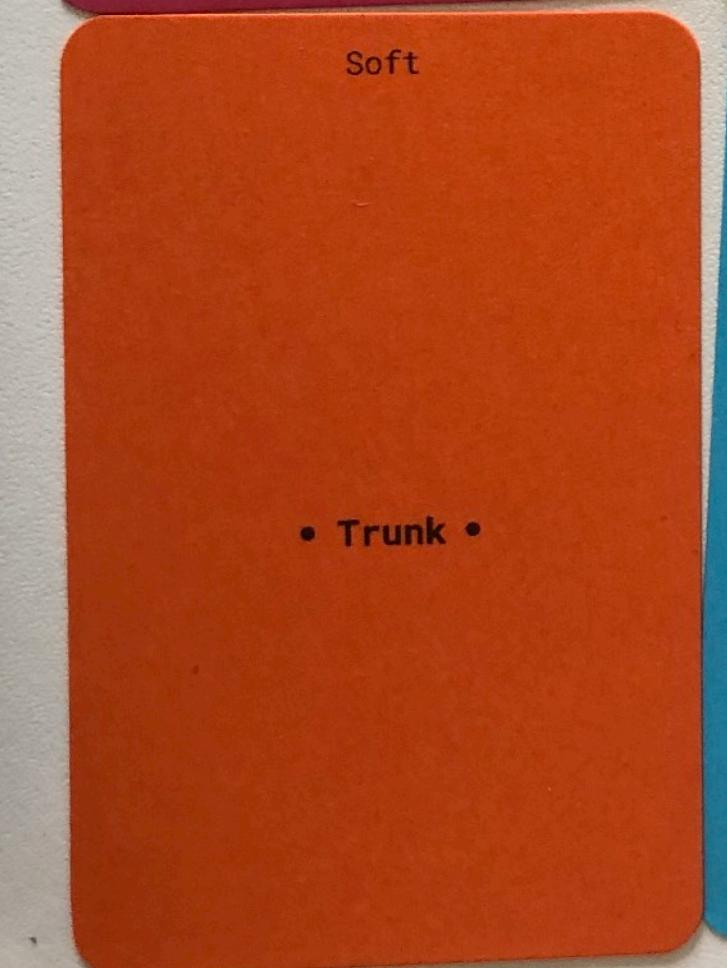
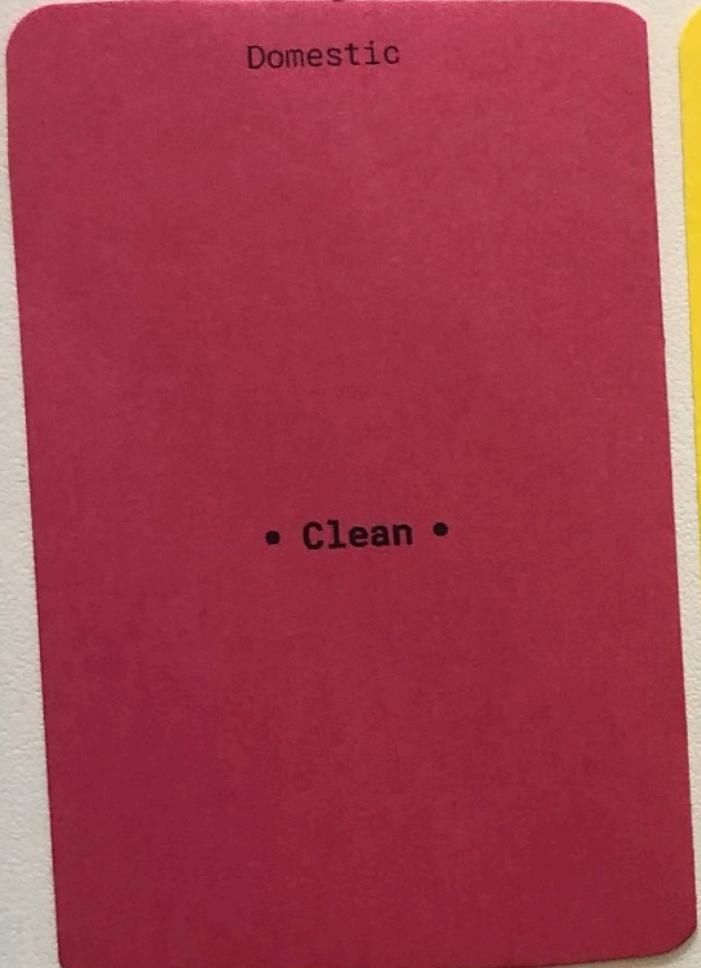
CHOOSE YOUR NON-HUMAN. A reference animal, a non-human companion (if possible marine) who will help us to ease a question, a problem. Sea anemones, aceras, molluscs, etc. See Painlevé's films. When we choose a non-human, we are not simply choosing a creature, but an entire ecosystem, an *umwelt* (perceptive world).

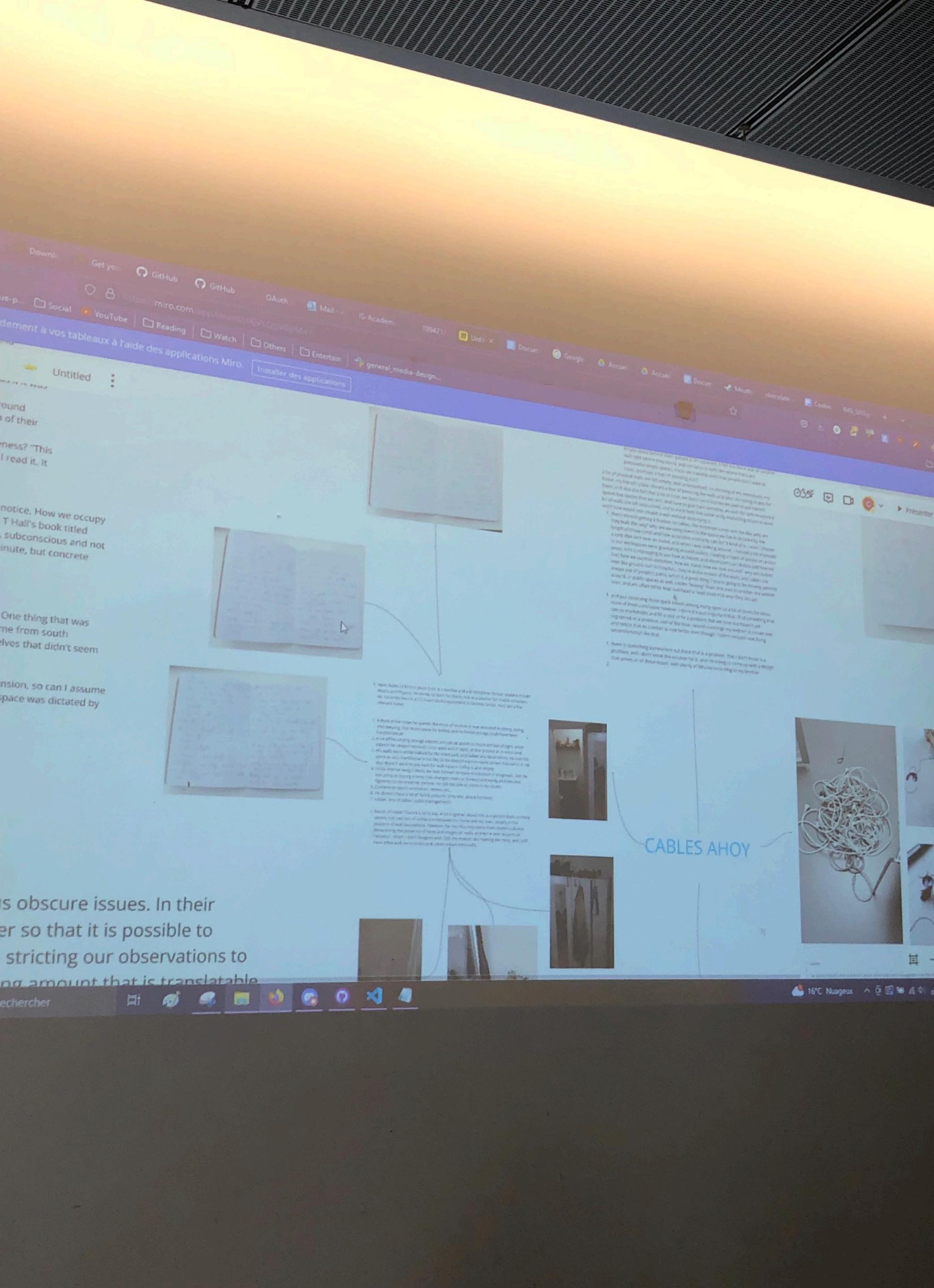


head-md-soft-robots-cards Working offline

A1 | fx Student

	A	B	C	D	E	F	G	H
1	Student	Gesture	Domestic	Relation	Sensor	Feedback	Soft	Living
2	Chakir	Caress	Nourishment	Intergenerational	Proximity	Noise	Gelatinous	spiderweb
3	Ayoub	Effleurer	Retreat	Interspecies	Light	Note	Tentacle	Octopus
4	Elisa	Brush	Communication	International	Noise	Purr	Sponge	Trunk
5	Bruno Alexandre	Touch	Share	Internal	Vibration	Light	Balloon	Snail
6	Haneul	Encircle	Welcome	Isolated	Word	Vibrate	Watery	Water
7	Peter	Mirror	Play	Cluster	Tone	Word	Ligament	Wind
8	Tara	Mimic	Intimacy	Intracellular	Slider	Sigh	Skin	Jellyfish
9	Francesco	Echo	Creativity	Isotopic	Rotary Encoder	Breath	Blob	anemone
10	Lise	Hug	Clean	Neighbour	Temperature	Blink	Elastic	Fern
11	Antonin	Point	Hide	Caregiver	Song	Wink	Tensegrity	Mushroom
12	Karina	Probe	Think	Parents	Movement	Mirror	Slippery	Caterpillar
13	Liuliu	Select	Strategy	Unwanted guests	Humidity	Color	Round	Snake
14		Imprint	Connection	Online	Speed	Song	Curve	Bee
15		Squeeze	Expression	Long distance	Heart	Whistle	Suction cups	Firefly
16		Wave	Discovery	Heritage	Flow	Side eye	Tube feet	
17		Fumble	Friction	Introspective	Breath	Pulse	No limbs	
18		Rub	Caring	Community	Pressure	Glow	Soft bell propulsion	
19		Pinch	Support	Nurturer	Fingerprint	Tingle	Segmented	
20		Nudge	Bonding	Guardian	Face ID	Swirl	Soft polyp	
21		Grip	Transmission	Ancestors	GPS	Jingle	Slime	
22		Tap	Discord	Remote	Color	Rustle	Mucus	
23		Trace	Dream	Alien	Acceleration	Groan	Glide	
24		Grapple	Rest	Alone	Tension	Ripple	Slug	
25		Friction	Pause	Lonely		Flutter	Gooey	
26		Parrot	Hospitable	Strange		Wriggle	Squelchy	
27		Echo	Tick	Estranged		Prickle	Oozing	
28		Graze	Agoraphobia	Elephant		Radiate	Cushiony	
29		Bend	Homebody	Warrior		Wobble	Quiet	
30		Squish	Routine	365 PARTYGIRL		Cascade	Squishy	
31		Flex	Host	Brat		Undulate	Kindness	
32		Melt	Shelter	Free		Surge	Ooze	
33		Relax	Privacy	Toxic		Inflate	Compassionate	





thigns in room/private space but related to outer spaces (q1+q4) how the outside public intervene the private place? 4. how the things in domestic places/personal life talks about the outer culture, contact					
what	where	intervention	how	why	others/thoughts
adapter	end of bed	have to change or buy new one because you come from another country and is used to the previous socket;	attached to original one and plug into the domestic socket	the socket in different countries is not the same	pic
extension board	bedside	the location/place of the original socket in the room is not suitable for the living	extends the reach of an electrical outlet	the number of sockets is not enough	pic
	mainly in right side of the room	the difficulty of finding a place to live in geneva (the imbalance in quantity of living space and people)	adding things to my private space and making it a shared one	finding a long-term living place in geneva is difficult; she hasn't find one; temporarily live with me	pic
books	on the bedside table of my room	brought from china	the other culture	i reas	pic
advertisements					share extension bo

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main ▾ head-md-time-in-time-out / process / README.md Go to file ...

AmauryHamon second pip boy img because why not Latest commit e814118 27 days ago History

1 contributor

35 lines (29 sloc) 2.69 KB

Process

Here is my process folder to describe progress throughout the semester

Random Time-related Observations

1. All the days I wake up without plugging my phone, and yet I wake up at the exact same time of my alarm, or not.
2. All the moments alone in public, where you have an urge to pull out your phone and showing you are busy to your surroundings, instead of being comfortable with you and yourself.

3

First ideas

Iteration

Domestic

• Clean •

Sensor

• Tension •

Feedback

• Flutter •

Soft

• Trunk •

Relation

• Toxic •

Gesture

• Squeeze •

SWISS MADE SINCE 1908

Interaction

An interaction refers to the **communication and engagement** between humans and automated systems or devices.

An interaction encompasses **how people and automated systems communicate and respond to each other**. (exchange of information, actions, responses between humans and various technological devices or systems...)

who

who interacts?

How

how do these subjects interact?

why

for *what reasons* is interaction taking place?

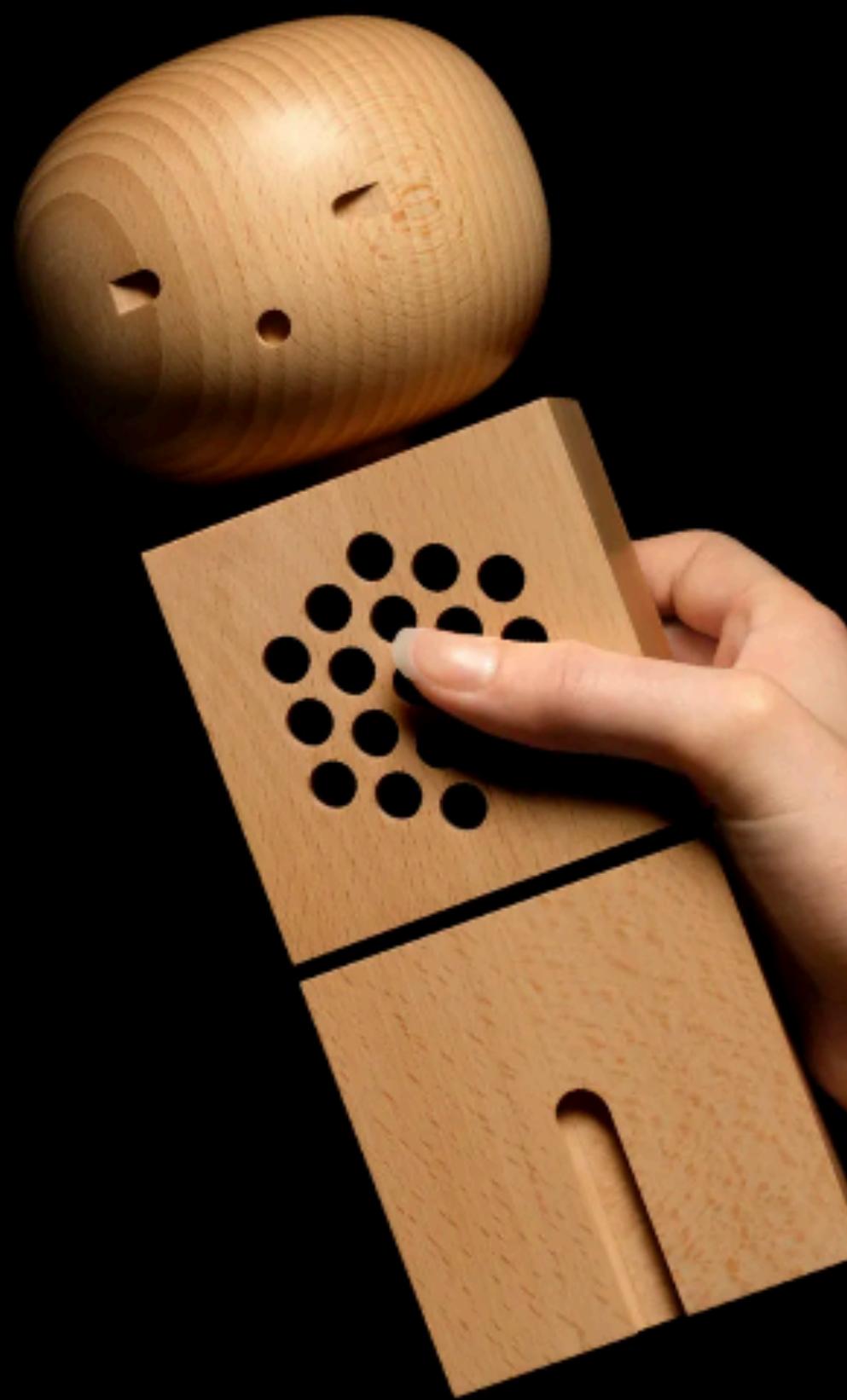
where

under *what conditions* is interaction taking place?

One key
interaction



GENTLY TAP THE DOLL ON IT'S HEAD OR ON
THE TABLE TO PLAY OR PAUSE SINGING



TILT THE DOLL LEFT OR RIGHT TO
DECREASE OR INCREASE THE VOLUME



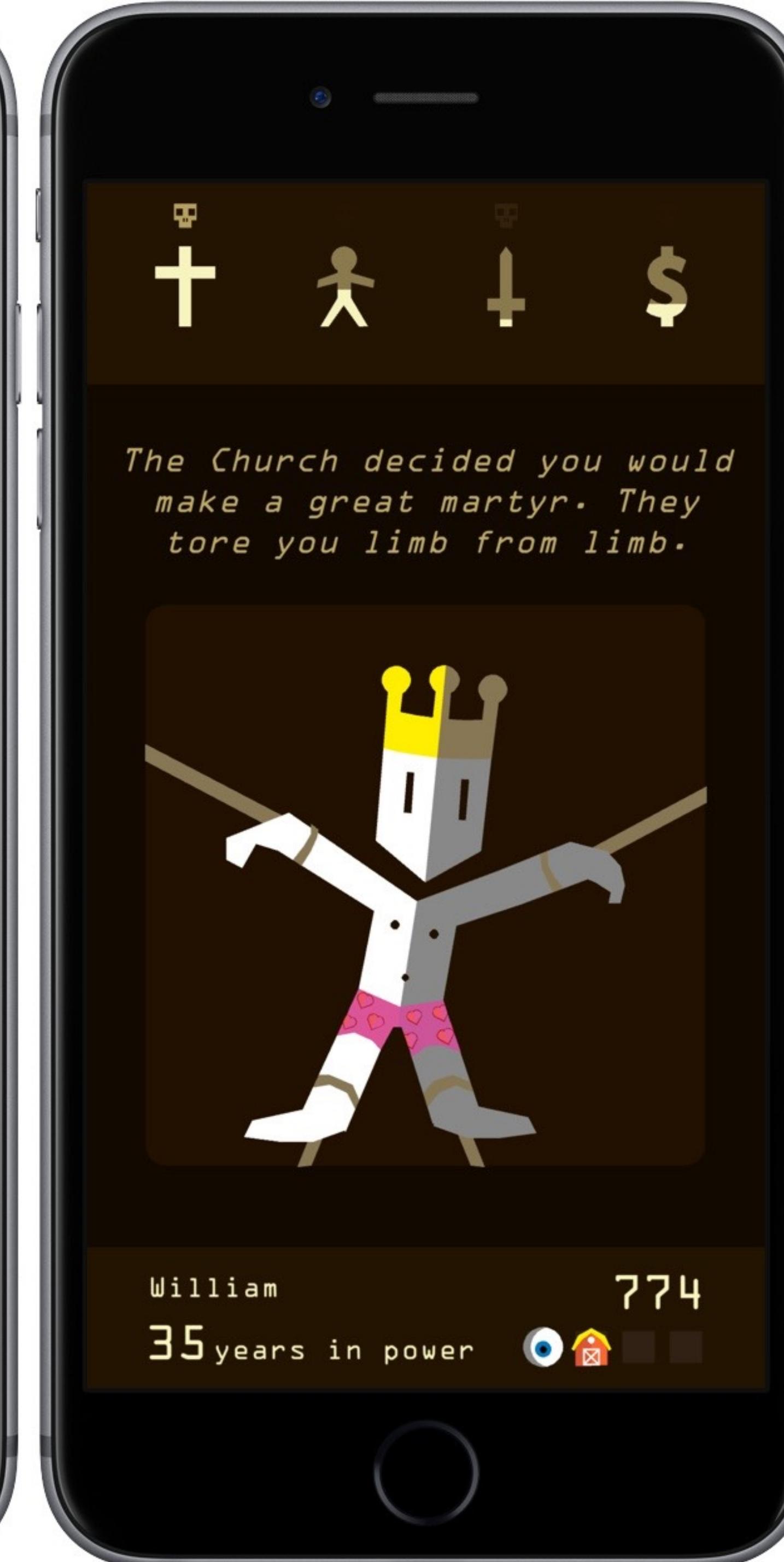
Agency

Agency is the user's ability to **perform meaningful actions** and **have a sense of control** over their experience with a digital interface or system.

It's the notion that **their choices translate into real changes** in the narrative or interface. For agency to occur, the content creator must provide tools and opportunities for the user to **actively engage** and receive satisfactory responses from the system.

In short - **Create a sense that user decisions matter and impact the outcome.**

.... Or not...



Ian Cheng Emissaries



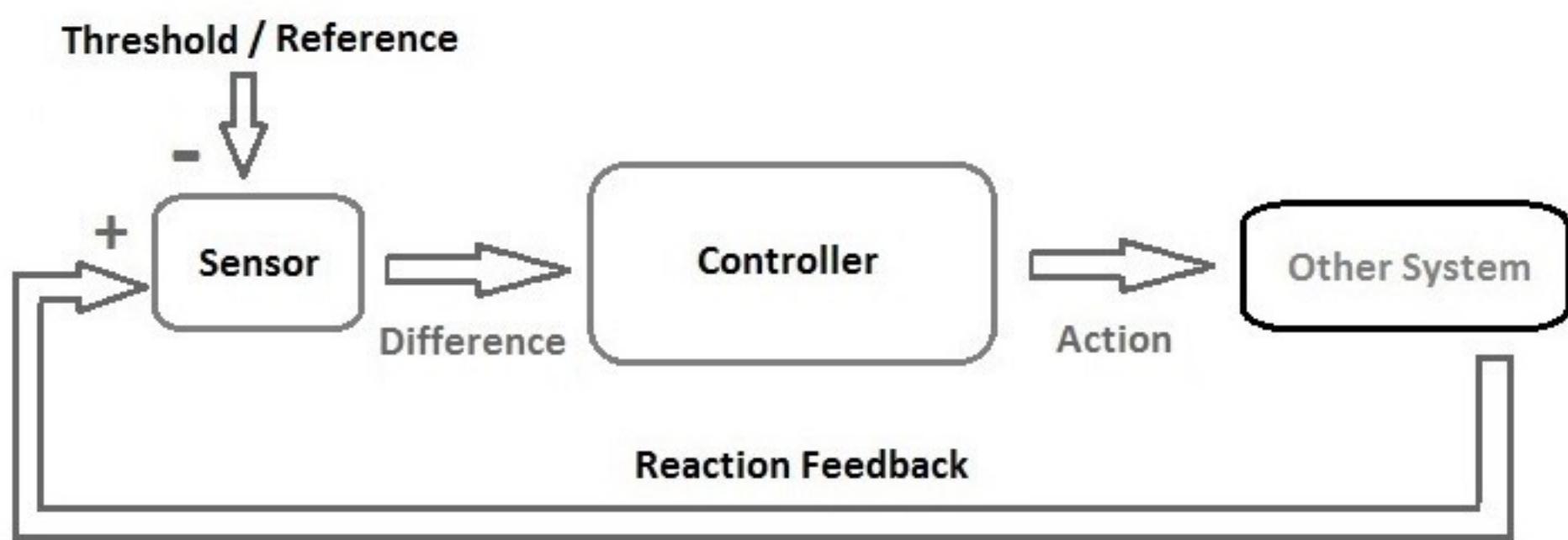
Personality



Our Friends Electric | A Short Film by Superflux and Mozilla

Feedback

Feedback refers to **the information provided** to users about the **results of their actions** or the current state of the system they are interacting with. A feedback can be a **visual cue**, an **audio signal**, an **haptic response**, a **text**, a poem, etc...



A Cybernetic Loop

The formal concept of feedback in human-machine interaction can be traced back to the development of control systems and **cybernetics in the mid-20th century**. Cybernetics, pioneered by **Norbert Wiener**, introduced the idea of feedback loops in systems, which was later applied to human-machine interactions

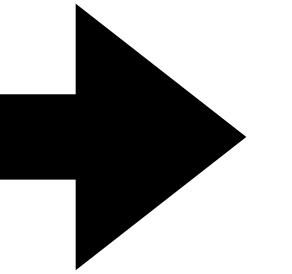
Wiener realized that complex systems, including biological and mechanical ones, are driven by feedback loops of information. In these systems, **communication is not linear but forms a circular process where the output of a system affects its input, creating a self-regulating mechanism.**

INPUT

OUTPUT

INPUT

Stroke
Pressure
Temperature



OUTPUT

Ambient light
Wiggle
Melody

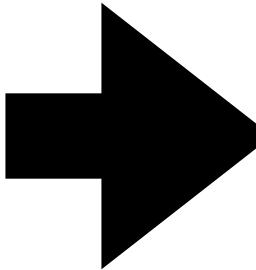
Can you think of others?



(Re)collecting
Elie Hofer

INPUT

Memories



OUTPUT

A story

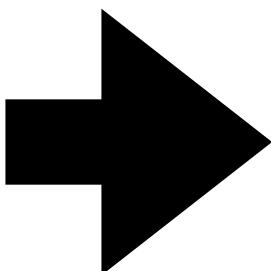
Emoty

Marine Faroud Boget



INPUT

Facial
emotions

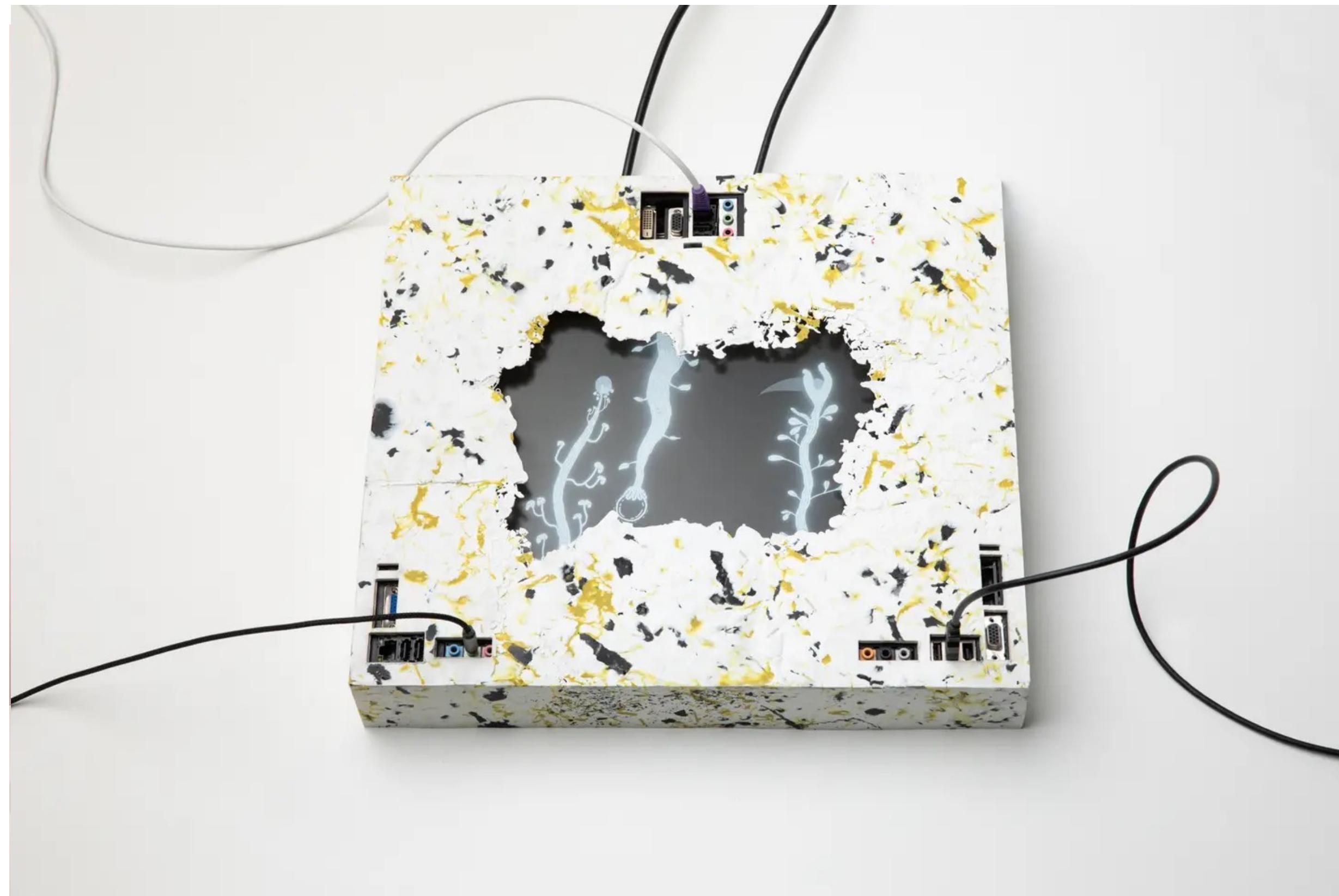


OUTPUT

Light & colours

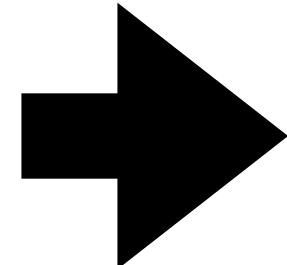
Spectral Yard

Faustine Perillaud



INPUT

Plugging a
device



OUTPUT

A plant with
a story to tell

Exercise 1 - Spend the next 20 minutes brainstorming a list of possible areas or specific situations where your soft robot could be used or interact within a home environment. Focus on where the robot could be placed* and how it might interact with its surroundings, rather than what it would look like.

**It could have multiple locations, could be a decentralised soft robot, it could be hidden, it could have various scales...*

Exercise 2: Building on your ideas from Exercise 1, create a list of potential interactions and feedback mechanisms for your soft robot. Focus on how it communicates with its environment and users. Aim to find precise terms that describe these interactions. Then, brainstorm possible input-output scenarios, without worrying about technical feasibility for now.

Exercise 3: Using your ideas from exercises 1 and 2, write a short paragraph in markdown that describes what your soft robot does, where it resides in the home, and who it interacts with. Feed this text to an AI and begin an iterative process to refine your concept.

Following this, create a series of quick prototypes that summarize the key points from your concept and your conversations with the AI.

large language models

context



semantic territories



The cat...

The cat sat on the windowsill.

The catalog included many rare books.

It was a sunny afternoon. The cat
sat on the windowsill.

The doctor reviewed the images. The
cat

The doctor reviewed the images. The cat-scan revealed a minor issue.

The townspeople gathered in
the square. The cat

The townspeople gathered in
the square. The cathedral's
bells rang out at noon.

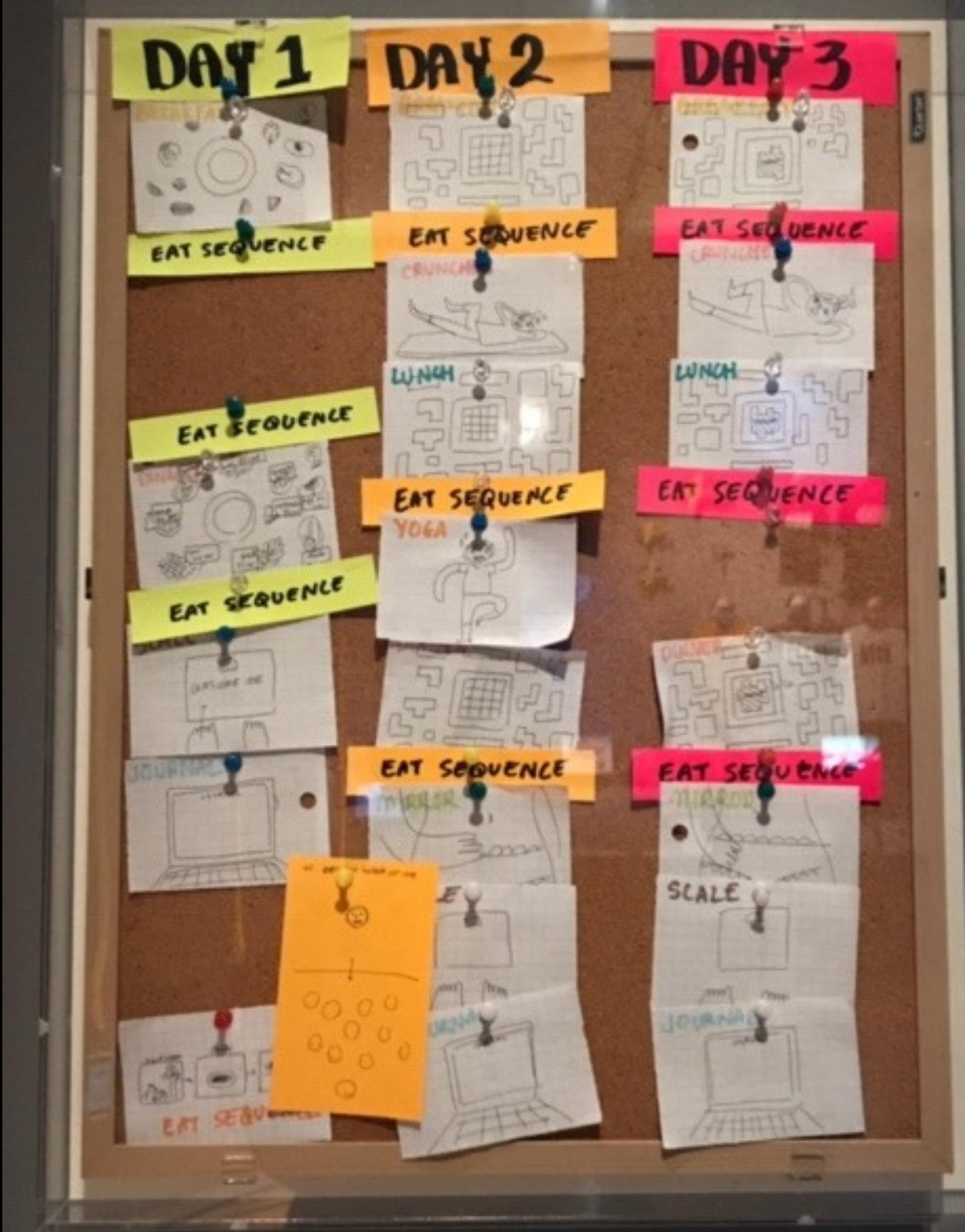
With the solder now in place,
the cat

With the solder now in place,
the cat

With the solder now in place,
the cathode emitted a steady
stream of electrons.

STORYBOARD

This is the experience people lived throughout the whole interaction with a product, a device, a service or a system.



SCENE

Aileen is a 23-year-old woman and has just started a part-time business.



She also has a part-time job at a magazine.



She's excited about starting her own business but is worried about how to manage her finances responsibly.

TRIGGER

She wants to be in better control of her business finances...



as well as understand her pension options better.

FFB!

A friend who was in a similar situation recommends the Feminist Finance Chatbot.

INTERACTION

Aileen easily starts a conversation with the bot on her phone.

NEED HELP WITH MY FINANCES.



She learns about the importance of pensions and how they work for her situation.



She also learns about good practice for setting up a business.

CHANGE

2 YRS LATER

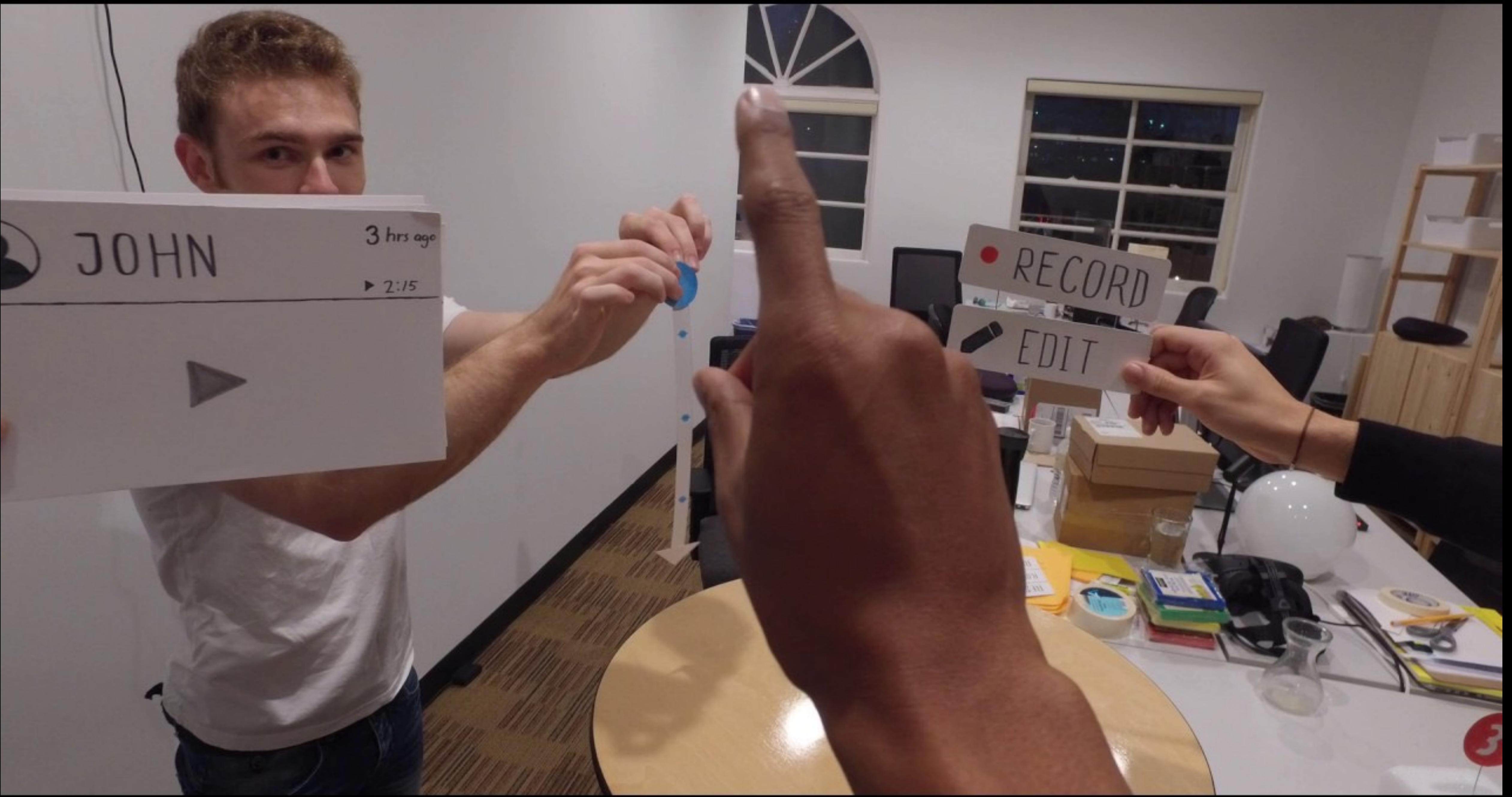
Aileen feels her business is financially stable.



She is also able to contribute to life-savings and a pension.

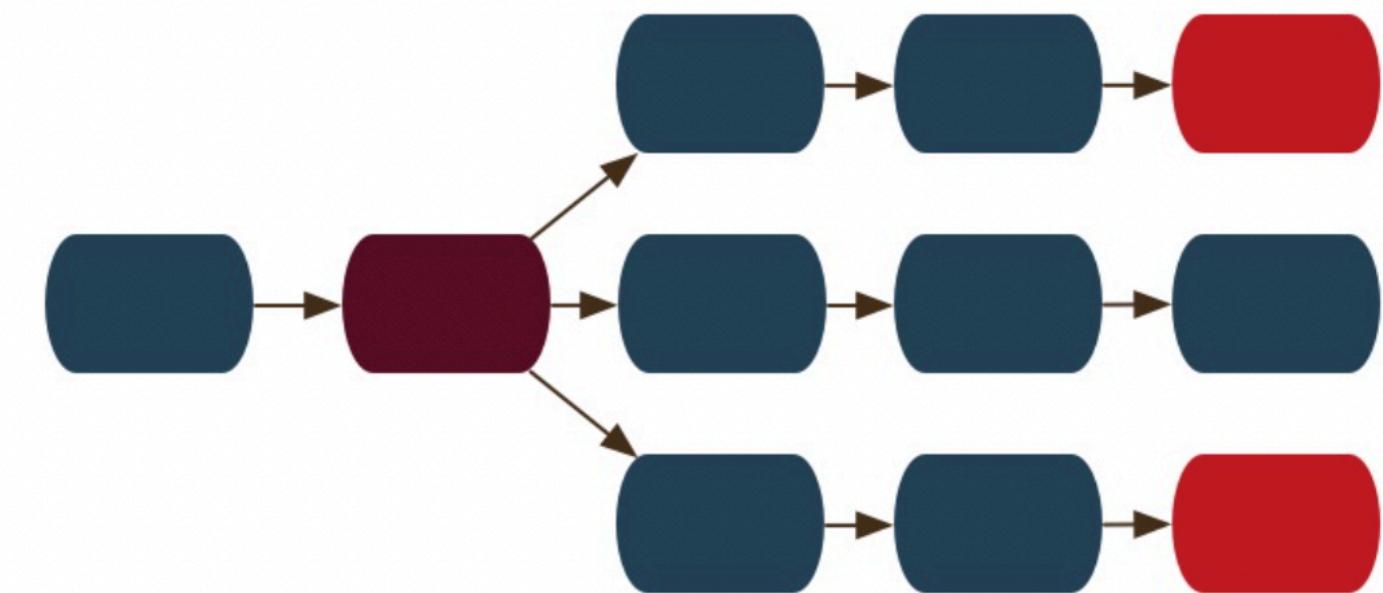


Aileen feels financially secure and is confident about her business's future!

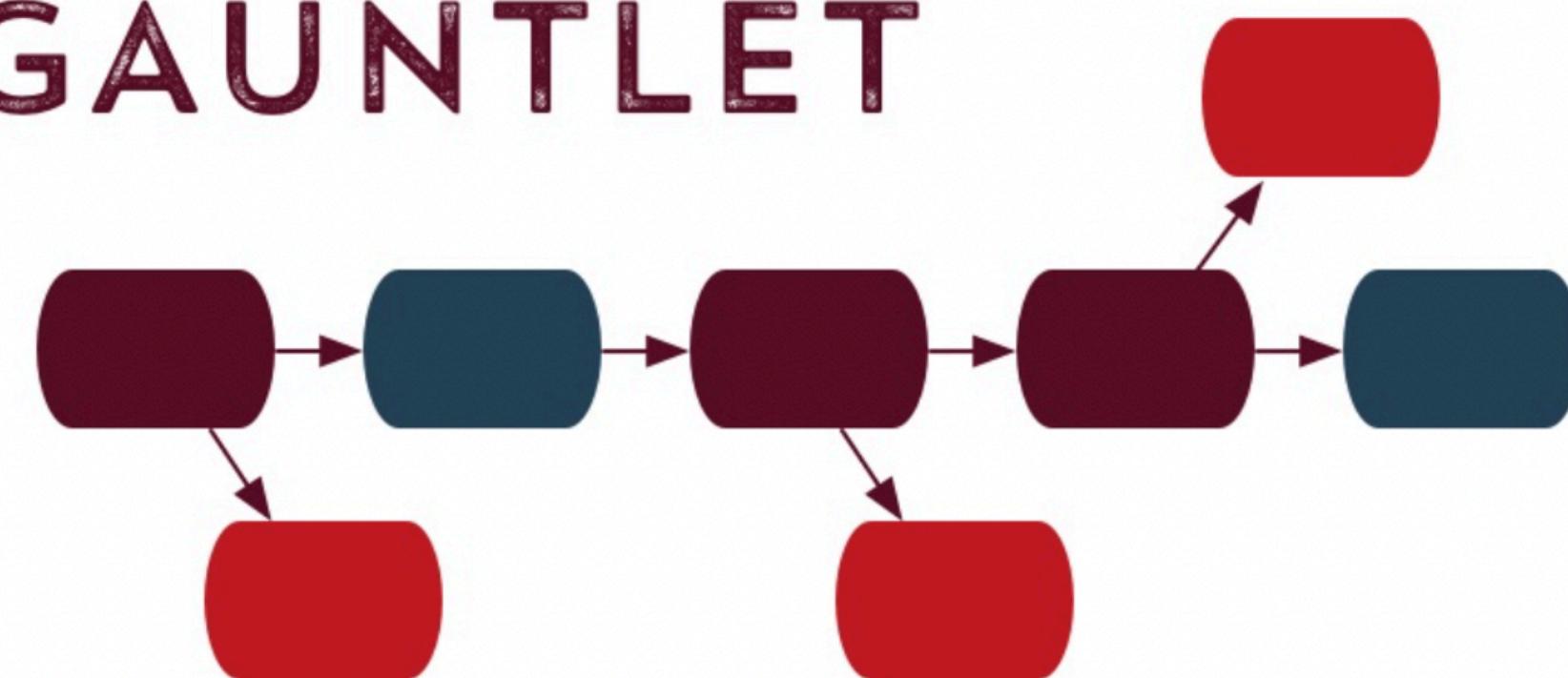


Emily Short

Storylet systems are a way of organizing narrative content with more flexibility than the typical branching narrative.



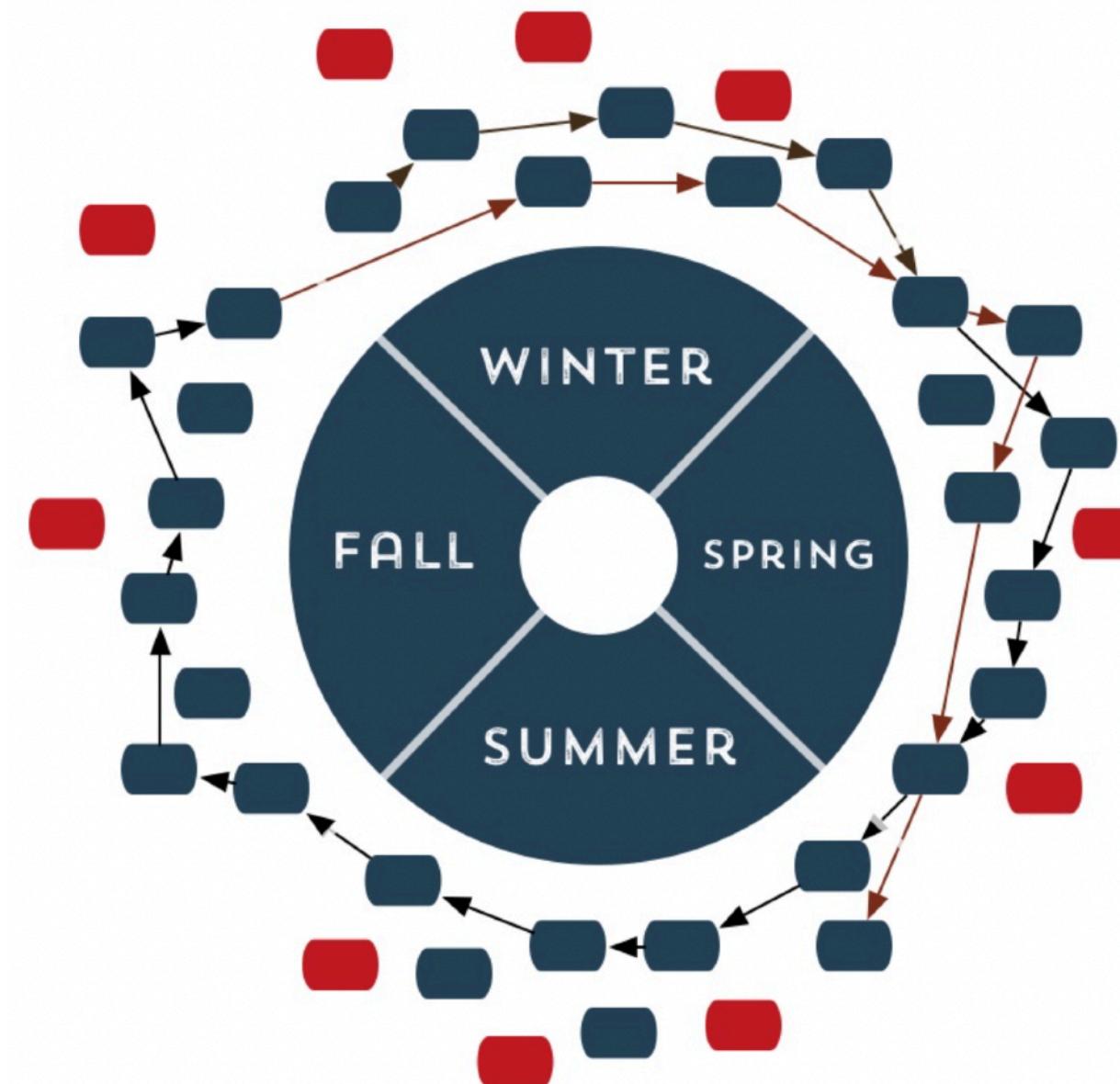
GAUNTLET



GAUNTLET STORYLETS

SORTING HAT

LOOP & GROW



IN SUMMARY FROM YOUR SCENARIO WE MUST UNDERSTAND THE FOLLOWING

WHERE - Where does exist?

WHO - For who is it?

WHAT - What is it? What does it do?

HOW - How does it behave? How do people get the information they need? How do they interact with it? How does it communicate?

WHY - Why does it exist?