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Cart 360 - Section AA

### The Tilting Bowl: Electronic Design for a Research Product

The Tilting Bowl product does pose interesting design and engineering problems. These artifacts take everyday objects and give them unexpected behaviours. These unexpected behaviors make us recognize them and potentially form a different relationship with the object than if they were static.

Finding this balance in building a relationship with the user can be tricky to achieve. There is no specific nor predefined formula for finding it. Therefore, prototyping is, in most cases, the best option. However, sometimes these interactions can feel unimportant and superficial. There seems to be a hit or miss when it comes to designing products that interact in unconventional ways with humans.

Couldn't we be spending our time designing something with more substance or is this special connection that we are looking for with these lifeless objects worth the time and effort? We tend to project human qualities on objects rather than forming connections with other people. So do we really need a bowl tilting every so often on our dining room table? How many objects do we want or need that have irregular behaviour?

There is sometimes a need for a different approach where less is more. We should aim to live a more minimalist lifestyle in which we detach ourselves from our objects we so claim care and pretend to need so much. We do not need to return to living like cavemen, but we need to find a happy middle ground where we use our technology and our prototypes in a more constructive and useful way that benefits and simplifies our life. We should not always depend on tangible objects to solve all of our problems.