

Version 1:

My Parents' Basement has a super lively interior with pinball machines and comics, but the outside seating can feel a lot less engaging—so when the inside is packed, some people don't want to sit outside or may even leave. My project is a small interactive "attraction" designed to close that experience gap: a smart, gacha-style dispenser that lives on top of the cutlery shelf where everyone passes by. Customers wave at a motion sensor to start a quick raffle animation on the LED panels, and then it randomly dispenses a small prize from one of four tubes—like a Lindor chocolate or other bar-appropriate snacks. The goal is to add a playful, themed moment that feels very "MPB," gives people a reason to smile in the outside area, and makes the space feel more fun and worth staying in even when the inside is full.

Version 2:

My Parents' Basement, or MPB, is a bar in Atlanta with a really playful identity — pinball machines, comic books, and lots of quirky decoration that makes the inside feel energetic and memorable. But the outside seating area doesn't have as much of that atmosphere, so when the inside is full, customers can be less excited to sit outside, and the space feels more like "overflow" than part of the experience.

My project is an interactive decoration meant to bring some of that MPB energy into the outside area using a spot that everyone already passes: the cutlery shelf. I built a gacha-style smart dispenser with LED displays, a motion sensor, and four tubes inside. The interaction is simple and inviting: you wave to start, the front LEDs play a short raffle animation, and then the device randomly selects one of the four tubes and dispenses a small prize. It's designed around Lindor-sized items, but it can dispense any small bar-friendly treats or giveaways the owner wants to load. The goal is to create a quick, playful moment that feels very "MPB," makes the outside area feel more intentional and fun, and gives customers a reason to engage with the space even when the inside is packed.

Version 3:

My Parents' Basement, or MPB, is a bar in Atlanta with a really playful identity — pinball machines, comic books, and tons of quirky decoration that makes the inside feel like an experience, not just a place to drink. A big part of how MPB works is also very self-serve: customers grab their own cutlery, napkins, and other small necessities from a shelf, so people naturally get up and move around instead of staying seated the whole time. That creates these predictable "traffic lanes" where almost everyone passes through at some point during the night.

The problem is that the vibe is much stronger inside than it is outside. The outside seating is useful when the inside is packed, but it can feel comparatively empty and less engaging, which makes people less inclined to sit out there — or even turn away when they realize the inside is full. So the core idea behind my project is to use that self-serve behavior to our advantage: if everyone already has to go to the cutlery shelf, that's the perfect place to add a small interactive

moment that pulls attention, adds personality, and helps the outside area feel more like it's part of MPB.

What I built is a gacha-style smart dispenser designed to sit right on top of that shelf. You wave at it to start, it runs a short raffle animation on LED panels, and then it randomly chooses one of four tubes and dispenses a small prize. It was designed around Lindor-sized items, but it can dispense any small bar-friendly treats or giveaways the owner wants to load. The goal isn't just giving out snacks — it's creating a quick, playful interaction in a spot everyone already visits, so the outside section feels more intentional, more entertaining, and more aligned with MPB's overall theme.