TOYCATHON

Musical-Hands

Toy to learn and enjoy music specially by differently abled Persons

ABOUT YOUR TOY IDEA

" a product which eliminates the need to comprehend sound as a prerequisite to learn music"

Overview of Idea

Siddharth a 14 year old happy-go-lucky boy, is a huge fan of nucleya (a popular edm band) , but the mere fact of not being able to learn the actual music and fulfill his dream of becoming a musician is quite devastating for him , so how do we make sure that the millions of Siddharths present in this world need not give upon their idea because of their inability to comprehend sound?

music is one of the most beautiful forms of art and we as team believe that understanding and contributing to this field should not be limited to only the people who are able to comprehend sounds

we are using vibration and visual cues to address 2 issues:

a) **learning with the help of proper feedback:**

a wristband embedded with vibrating modules is connected to a dock station embedded in a woofer, this station is controlled by an app on the phone. each wristband has 4 main vibrating nodes to coney the major notes and 4 minor vibrating nodes to convey the sharp notes

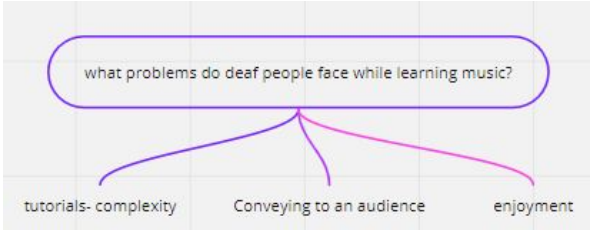
b) **enjoyment :**

strong bassline and engaging beats help the user to enjoy the music and not just depend upon external psychological triggers as an incentive to continue learning , we have included visual cues/patterns/designs using laser holograms and strong woofers to increase user satisfaction and engagement

Your Approach towards Idea Development

- user segmentation was done on the basis of the age demographic, based on the willingness to learn new things and the ability to try new tech we found teens to be the best age group to target

-the common pain points of this segment were:



- based on the commitment and investment required from the user's side, we found that a non invasive device was the best approach to devise a solution for this problem statement

- We would be using Flutter for easy implementation of our Idea for an amazing User Interface to attract more users and increase the time spent on our toy. The interface is aimed for an informative GUI for deaf people in addition to it being attractive and captivating to all ages alike mainly targeted at teenagers.

Schema Select

1. Physical and Digital Toy
2. Divyang

Create your Toy story

1 How Your Toy is Different From Existing Toys

	Issues with existing Products	Our Solution
Learning	Most of the tutorials are fast-paced which makes it difficult to follow the instructions and there is no feedback provided in a manner in which the user can understand.	Our device provides instructions by using non-invasive means by employing the use of vibration modules embedded into a pair of gloves, the progress is tracked by an app and feedback is sent via vibrations and visual cues.
Conveyance	The user would be able to gauge the level of his performance from the expressions of the audience, but will not understand the meaning/reason behind the reaction.	We eliminate the concept of sound being used as a social currency to gauge the user's performance, we make sure that the user enjoys playing with the instrument and is able to asses mistakes without needing feedback
Enjoyment	Learning should be accompanied by an incentive in terms of enjoyment.	After conducting some research, we found that the users in this segment love to 'feel' songs which have a decent amount of bass and strong beats. We are including woofers which play the bassline and beats at the right tempo and intensity, which will help the user to vibe to the song

monetization :
- a community can be created in which the user can take part and contribute his/work after paying a subscription fee
- special add ons can be implemented to improve the visual cues

2 Does Your Toy Reflect Indian Culture, Ethos, Ayurveda, Diversity or Psychology

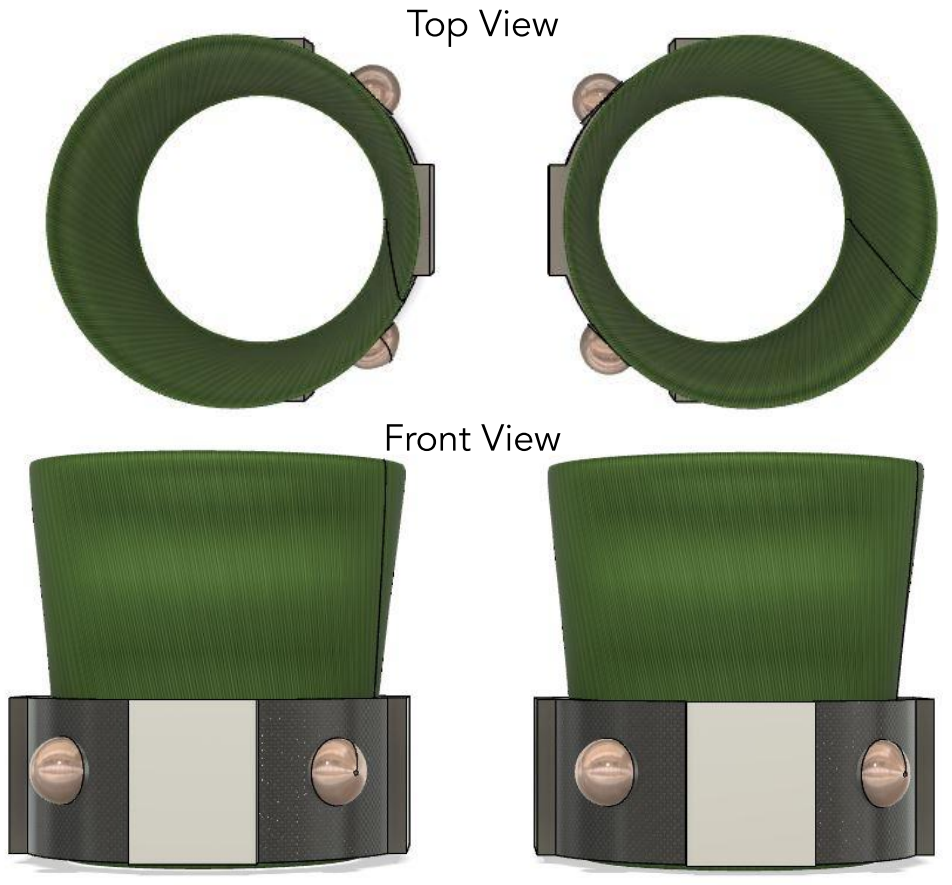
Indian Temple Architecture - halls and pillars reverberate sound, beats and music - Musical Pillars are standing testimony to Hindu art. The sculptors have invested their sculptural and musical skills in them. Sri Vijaya Vittala temple was built in 15th century. It has got 56 musical pillars also known as SAREGAMA pillars. Sa, Re, Ga, Ma are four of the seven musical notes.

We are using a similar principle wherein we treat the users body as a temple and the notes as a set of vibrations, these resonate with the musical taste of the user and help him/her understand music without being restricted by the inability to comprehend sounds.

Mini Woofer
(Available in Market)
Connected with the toy for better experience

SOME CREATIVES

Some images about **our** product idea



Two Wristbands with 4+4 mini **vibration** producing mechanisms simultaneously **controlled and aided by app** for faster learning and **understanding of music**

Team Profile

Team Objective

Aim to Provide better learning and enjoying experience for deaf community with our simple yet elegant solution

TEAM NAME: GEET

- 5 Team Members
- 1 Mentor
- Indian Institute of Information Technology Design and Manufacturing,Kancheepuram, Chennai
- Type: Track 2 [UG Students]

Team Details

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