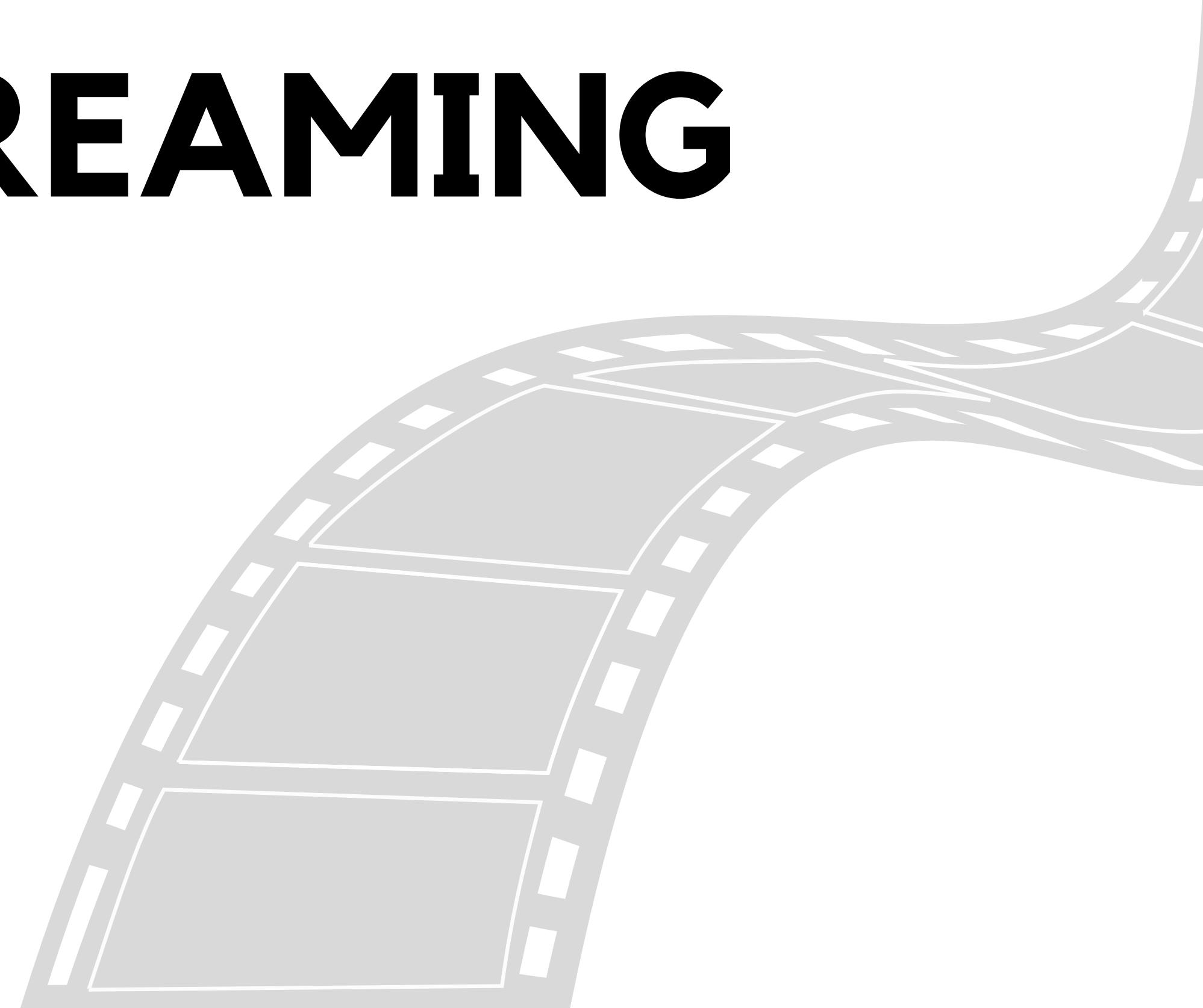


# **VIDEO STREAMING**

## **INTERACTION DESIGN**

**ARUSHI SINGH  
RITIKA MUSTHYALA**



# TIMELINE

## Ancient to Pre-Industrial Era (Before 1800s)



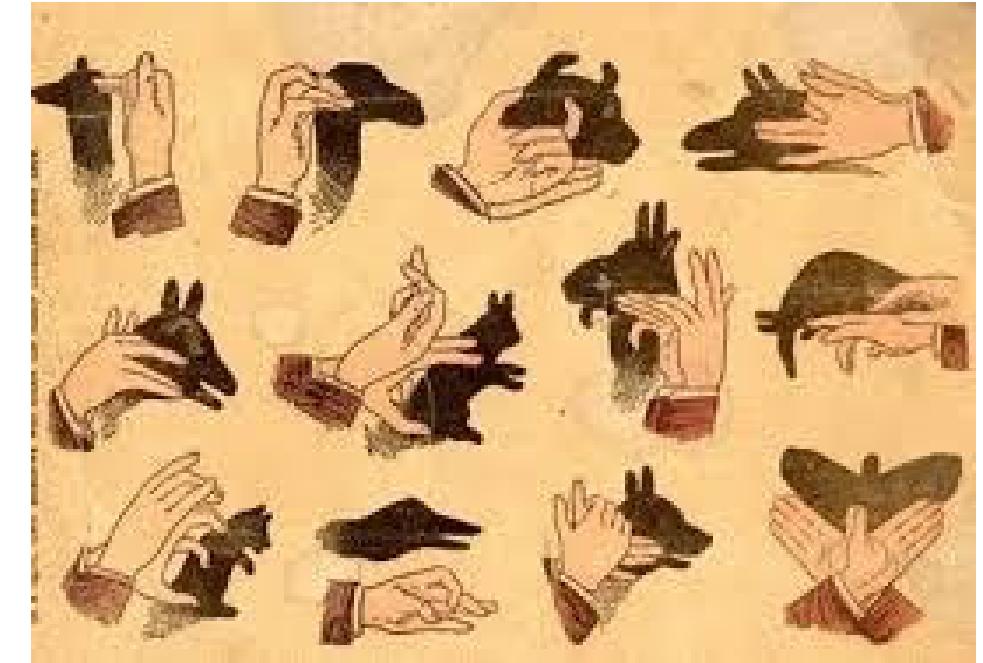
**Cave Painting (c. 40,000 BCE)**

The earliest form of visual storytelling, where ancient humans painted scenes on cave walls, often depicting animals and hunting scenes.



**Puppet Show (c. 3rd century BCE)**

A form of storytelling using hand-controlled figures, often depicting folk tales, myths, or historical events.



**Shadowgraphy (c. 1st millennium BCE)**

An ancient art form where shadows of objects or hand shapes are used to create images and tell stories on a screen.

# 19th Century (1800s)



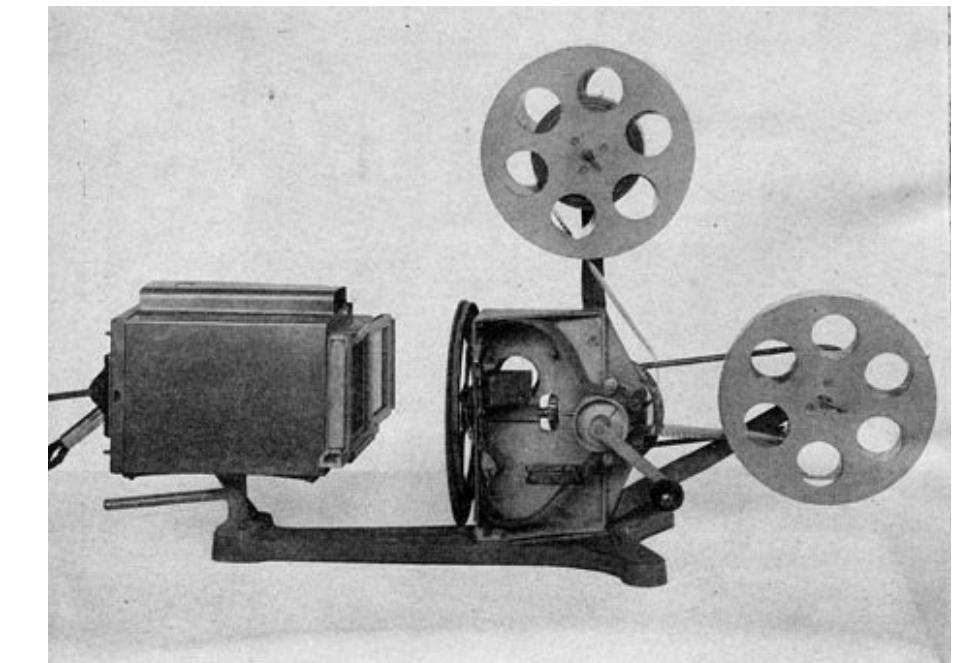
**Zoetrope (1834)**

An early animation device that spins a series of images inside a cylinder, creating the illusion of motion when viewed through slits.



**Mutoscope (1894)**

A flipbook-style motion picture device that displays images on cards viewed one at a time by turning a crank.



**Vitascope (1896)**

One of the earliest film projectors that allowed movies to be projected onto a screen for public viewing.

# Early to Mid 20th Century to Late 20th Century



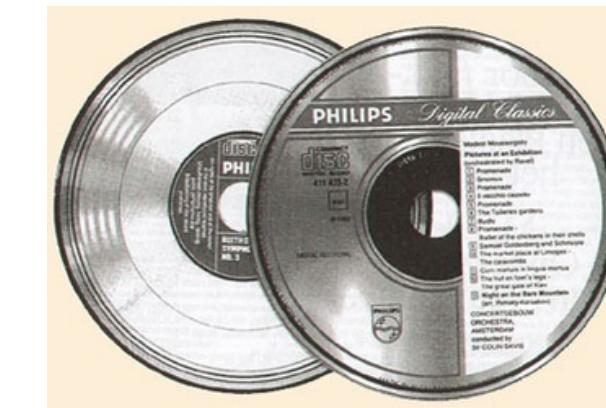
**Film Projectors (late 19th century - early 20th century)**

Devices that project moving images from a film reel onto a screen, used widely in cinemas for much of the 20th century.



**VHS Player (1970s)**

A device used to play videotapes, allowing people to watch movies and record TV shows at home.



**CD (1982)**

A compact disc used primarily for storing and playing music in digital format.



**DVD (1997)**

A digital disc used for storing and playing video content with higher quality than VHS tapes.



**Blu-ray (2006)**

An optical disc format that offers high-definition video and greater storage capacity than DVDs.

# 21st Century



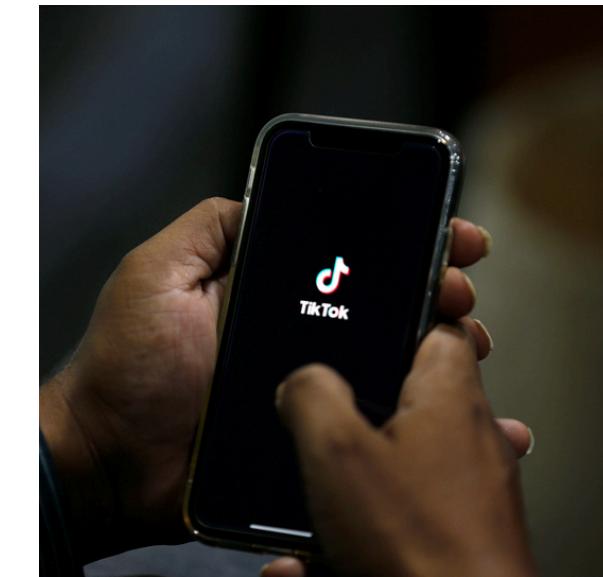
## Television

A streaming platform that offers a wide variety of TV shows, movies, and original content on demand.



## YouTube

A video-sharing platform where users can upload, watch, and comment on videos from around the world.



## TikTok

A social media platform focused on sharing photos and videos, with features like stories and live streaming.



## VR Headset (2010s)

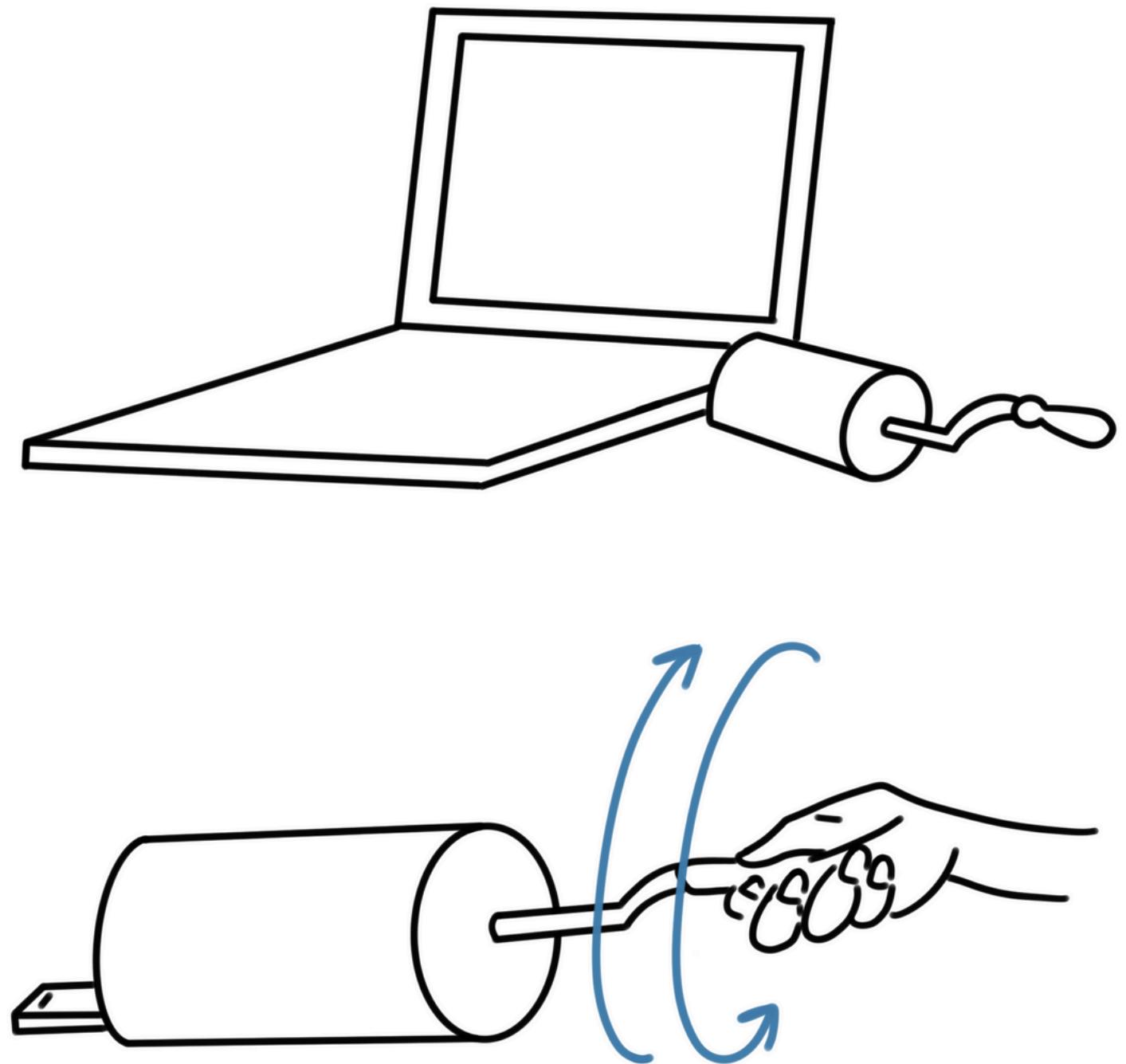
Devices that allow users to experience immersive virtual reality environments, typically used for gaming, entertainment, and simulations.



<https://drive.google.com/file/d/1-36LQw8vkaI6oT1QBKG7m29iTbwOQmG/view?usp=sharing>

# CONCEPT

**TimeSpin** is an innovative and immersive device that revolutionises the way we experience movies and storytelling. Designed as an interactive time travel device, TimeSpin merges the physical charm of a rotating drum with the convenience of USB. This device allows viewers to not only "rewind" or "fast forward" within a movie but to travel through different time periods, altering the storyline and environment based on the era they choose.



# KEY FEATURES

## **Rotating Drum Interface-**

TimeSpin is a rotating drum, which is physically turned by the user, providing a tactile, hands on experience that connects them with the concept of time manipulation. As the drum spins, the narrative shifts in sync with the chosen time period, bringing to life different historical or futuristic settings.

## **Time Period Navigation-**

TimeSpin empowers users to explore various historical periods or jump into the future within a single movie. By rotating the drum clockwise or counterclockwise, viewers can seamlessly move between decades or centuries, with the storyline adapting to reflect the chosen era. Imagine starting in the roaring 1920s and then fast forwarding to a dystopian 2166, or rewinding to the Victorian era all within the same narrative universe.

### **Plug and-Play Compatibility-**

The device functions similarly to a USB drive and can be plugged into any compatible media system, including TVs, computers, or dedicated movie players. Once connected, the TimeSpin interface appears on the screen, allowing users to interact with the movie's timeline in real-time.

### **Customisable Viewing Experience-**

Each viewing of a TimeSpin-enabled movie can be a unique experience. Viewers have the freedom to explore different timelines, creating their own personalised version of the story. This encourages repeat viewings, as no two experiences are exactly the same.

## **Educational and Entertainment Value-**

TimeSpin is not just a tool for entertainment but also a powerful educational resource. It allows viewers to experience history in an engaging way, exploring the cultural, social, and technological differences across time periods. This makes TimeSpin ideal for both classrooms and personal use, blending learning with immersive storytelling.

## **Haptic Feedback and Immersive Sensory Design-**

The rotating drum provides haptic feedback, giving users a tactile sense of the time shifts they are enacting. Additionally, the device include subtle audio cues to enhance the sensation of traveling through time, further immersing the user in the experience.

Take the movie Barbie as an example. The central image shows what the film looks like in the year it was created. But imagine viewing it decades earlier or later—how would its appearance and style evolve over time?



**1880**



**2023**



**2100**

# INSPIRATIONS



The concept of interactive cinema, where viewers can make choices that affect the storyline, can be traced back to projects like **Kinoautomat (1967)**, considered the first interactive movie.



ACCEPT

REFUSE

This concept of interactivity can be spotted in certain movies and tv shows with branching storylines like **Bandersnatch on Netflix**. Our concept builds on this by introducing time periods as a layer of interaction, adding historical and temporal depth to the choices viewers make.

# INSPIRATIONS

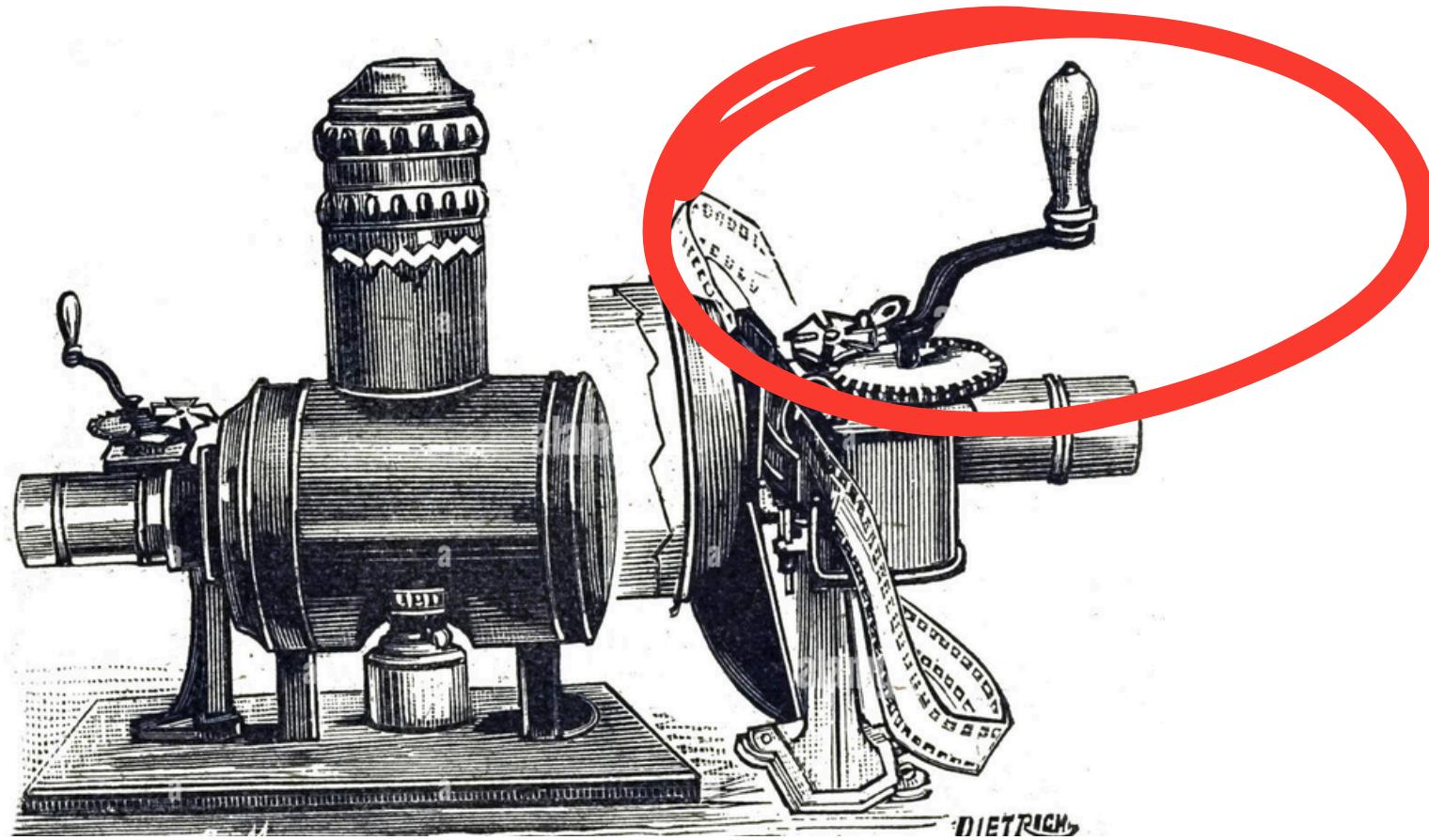


The power to **change channels** gives viewers control over what they watch. Our concept builds on this idea by allowing viewers to not only choose their content but also shift between different time periods.



We took inspiration from the idea of **fast forwarding** and **rewinding media**, only we took it to another extreme. The device allows you to perform these functions not just within the movie but across different time periods. For example, you could start in the 1920s and jump to the future, with the storyline and environment adapting to the time you choose.

# INSPIRATIONS



We were inspired by the physical aspect of various devices, one such example is of the **cinematograph**. We wanted to replicate the handle of these devices in our design, enhancing the sensation of physically altering time.



Movies and shows that explore different time periods, like Downton Abbey or **Forrest Gump**, where the setting and events are central to the story.