Project Proposal
Cart 360

Presented to
Elio Bidinost

By:
Ebrahim Badawi &
Audrey-Laure St-Louis

Concordia University
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Team Members & Github Repo URL

Ebrahim Badawi & Audrey-Laure St-Louis
URL:
https://github.com/audestl/CART360/tree/master/Assignments/Assignment_THEN

Non-technical Project Description

Nowadays, people in big cities are reticent to approach individuals they are not familiar with. They are reticent to start a conversation and connect with people they do not know. We feel like there is a general feeling of coldness between individuals. That is why we wanted to create a device that would diminish isolation and that would encourage people to connect with each other no matter what.

The purpose of our "thing" is to help his/her user to connect with people around him/her. The "thing" can be perceived as it's owner because it has the same interest as him/her. The thing will explore his environment and look for another "thing" which have "mutual interests" with. When it finds one, it is going to get excited and will want to connect to the "thing" in its surrounding. In this way, it will break the barrier and melt the ice that people have when they first meet someone. Hence, the thing will help the owner to stop holding back from interacting with the members of his/her society.

Since the thing is a simplified expression of the user and it doesn't care about the social rules of society, it is helping and challenging the user by encouraging him/her to go find people with the same interests. The thing needs to find its pair so the user can start building a connection with the other owner.

The most profound purpose of this project is to critic human interactions in big cities. Our project is, in a abstract way, a "cri du coeur" about our reluctance of the coldness of social interaction between strangers that crosses path everyday. It is also a statement about our dependance to technology and how it makes us isolated from our surrounding. In a contradictory way, we want the user to separate from technology but it's technology that would bring two stranger to connect. The question is , isn't it funny that we, human beings, need something like technology to make us interact with each other and socialize ?

Similar Projects Description

Valentine Blink - Wireless LED Hearts

The Valentine Blink is a project that is composed of two hearts that blinks with a red LED when they are close to each other. It is a really simple project that express the fact that when two hearts meet, they start beating. It is made with a NRF24L01+ chip that helps with the wireless communication between the two hearts. It uses 2.4Ghz band for communication and also has features like AutoACK, sleep mode, and IRQs. They both need to be turned on to react from the closeness of the other heart.

https://create.arduino.cc/projecthub/AdiK/valentine-blink-wireless-led-hearts-935b42?ref=tag&ref_id=wireless&offset=4

Proximity-Sensing Pocket Squares

The proximity-sensing pocket squares is a project that was design for a wedding. It is little pocket squares that lights up in a blue colour in a simple way when two individuals get close to each other. When there's four people or more close to each other, it will starts making a simple animation with the LED's. It uses Xbees to communicate with other pocket squares.

https://www.instructables.com/id/Proximity-Sensing-Pocket-Squares/?fbclid=IwAR3GkSE_T3ytJydb6yWL-hR-7t91Pxbggvt12nw1JhGwqg4t0CuMntli-zE

Vintage Car On-Board Messaging System

This project was design to communicate in Sahara when you're in a old car and you have an issue (ex: flat tire). It uses Xbee pro to communicate between two cars and it was design with a keyboard and a screen to easily communicate the user needs. The system is able to detect when another user is within the range (25 miles) and 200 characters messages can be exchanged. All settings and messages are stored in the flash so they are still present after complete power off.

https://hackaday.io/project/4257-vintage-car-on-board-messaging-system

How our project is different and impactful

First of all, these three projects are very different from ours since they don't have the same purpose. The only similarity is the concept of wireless communication, hence, a response due to the user request/behaviour. For the LED heart, the objectif is to reproduce, in a abstract way, beating hearts. For the Pocket Square project, the objective is to entertain the guests and to bring them closer to each other, which usually happens anyway since a wedding usually already bring people. For the Car on-board messaging system, the objective is to create a communication channel to communicate when it is usually impossible to do so.

Our project is different from those projects since it's trying to fix a problem that is increasing in our society due to technology: loneliness. Even though the population is always growing more and more in big cities, we see ourselves feeling more lonely than ever. Our project's purpose is to help individuals to feel less lonely through a "thing" that would break the barrier we have towards stranger we encounter. The thing will encourage its user to connect with another person through common interests. It lets you know that you have something to talk about so it breaks the ice in a sense. Our project will be impactful since it will change the misconception of the user, which is that he/she cannot have a meaningful and interesting conversation with someone he/she crossed path with. In short, it is clear that our project will be different from those three other interesting projects and we hope another similarity will be the success of it.

Storyboard