

iHe(art)

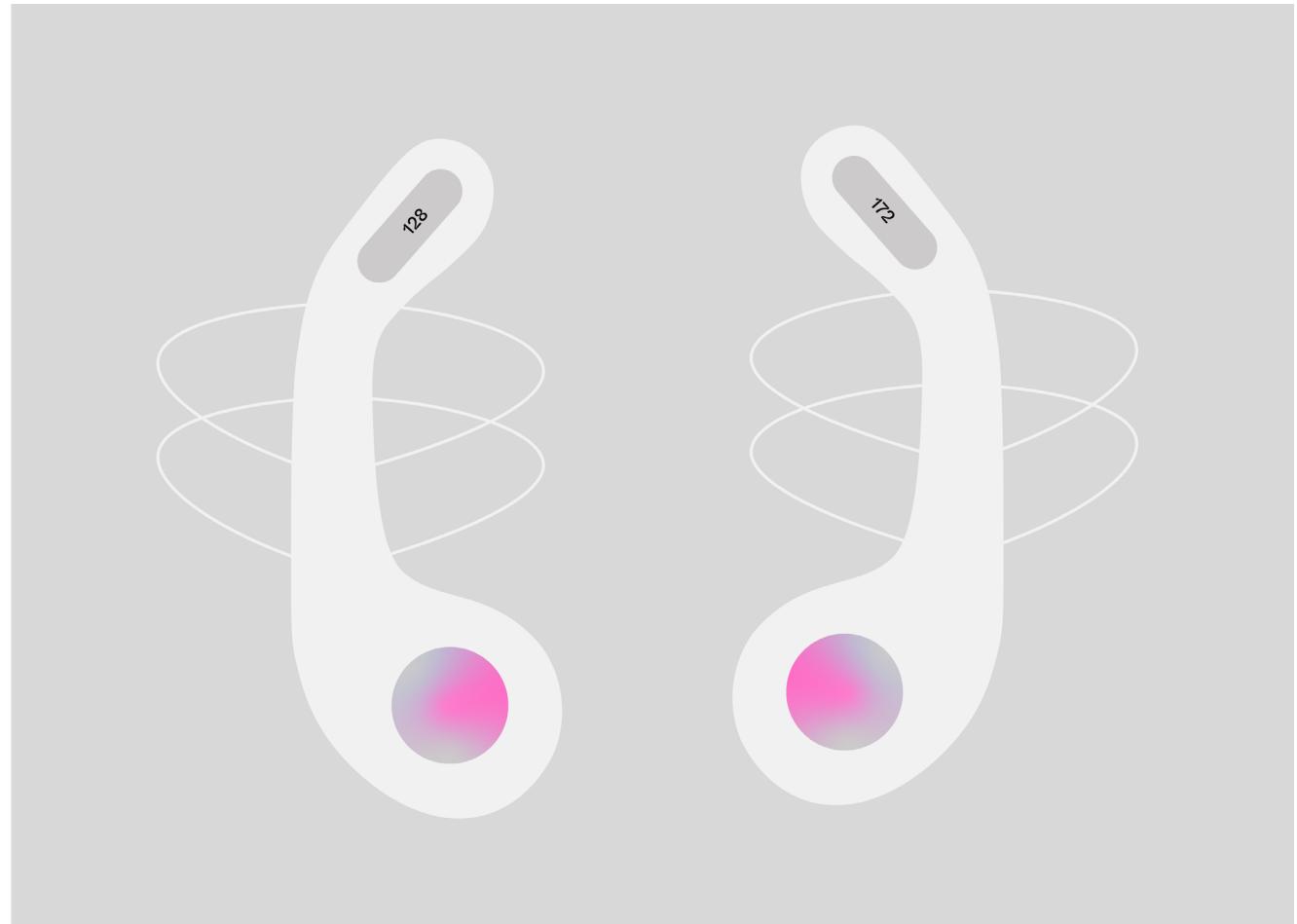
bpm-powered game

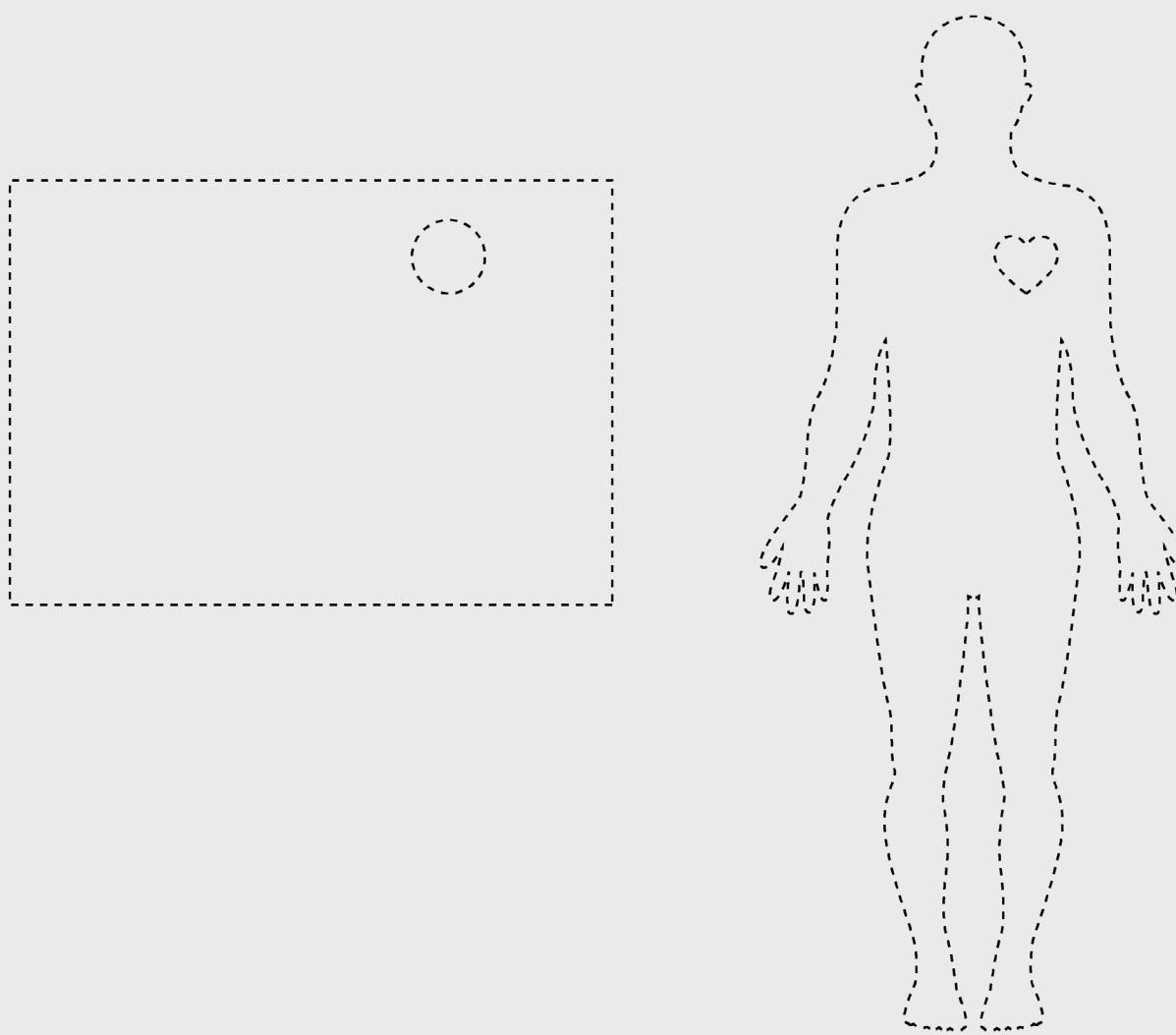
Pitch

«What if we could paint with our hearts?»

iHe(art) is a game that arose from the speculation of a future where digital bpm-powered ink is the only painting form. In this game two users have to coordinate to generate a collaborative artwork. The artwork can be painted with the own ink level, which is affected bimetrically. However, once the ink supply is low, the other player will need to take over the artwork as to keep it alive.

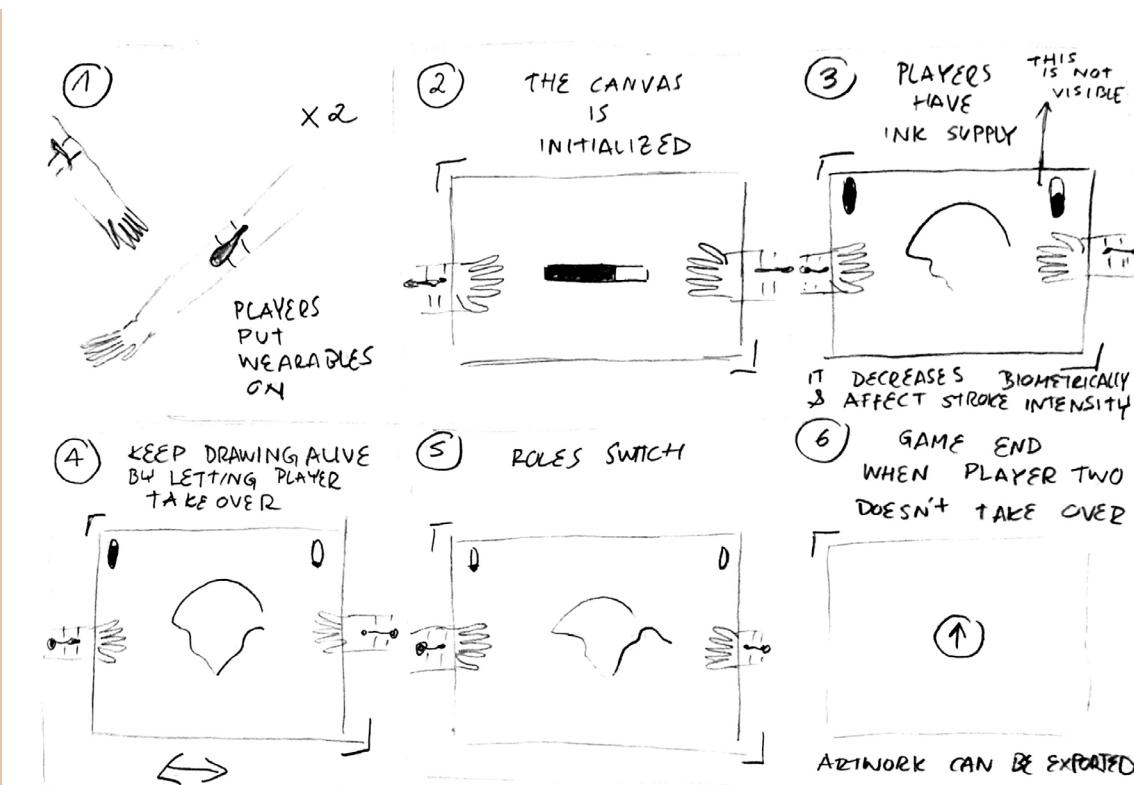
The players have two bpm wearables and a screen at their's disposal. In the latest, the painting occurs via hand detection. The artwork created can be exported by the end of the experience.





User Journey or Scenario

1. users put wearables on
2. the canvas is initialized
3. each player has an ink supply that decreases biometrically and affect the intensity of the stroke. keep the drawing alive by letting the other player take over.
4. drawing happens via hand detection
5. the resulting drawing is ready to export once the game comes to an end.



Field observations & Key Insights

Key Insights on fun/non-conventional ways of painting:
surveys on the importance of fun, experimentation, enjoying
the process despite the final outcome and non-conventional
ways of painting.

«expression and relaxation are important»

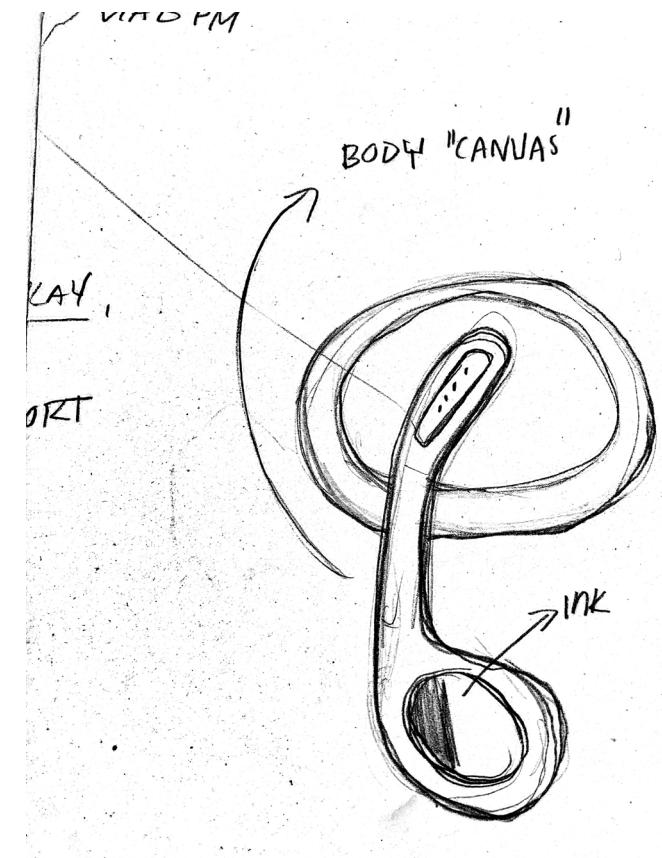
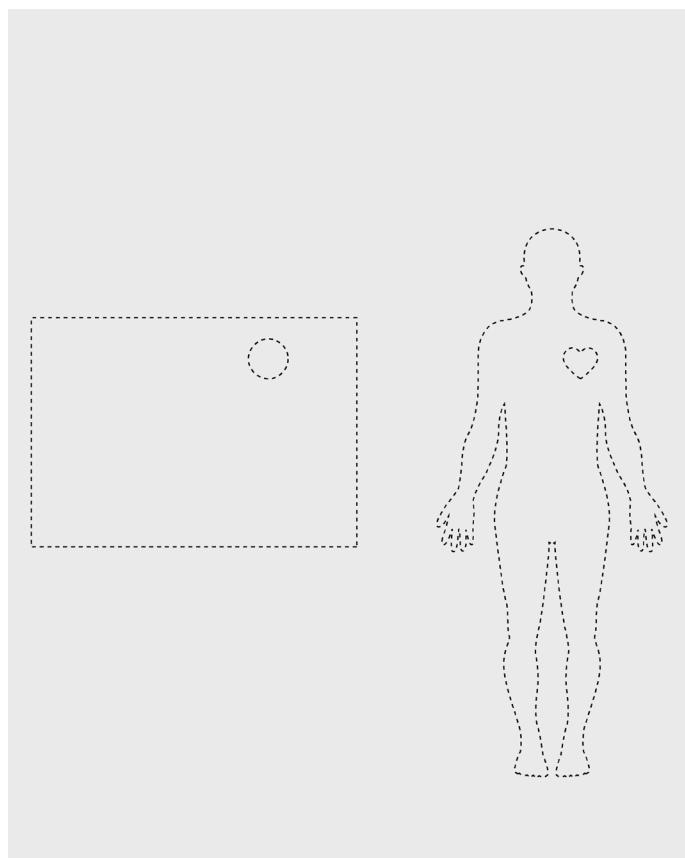
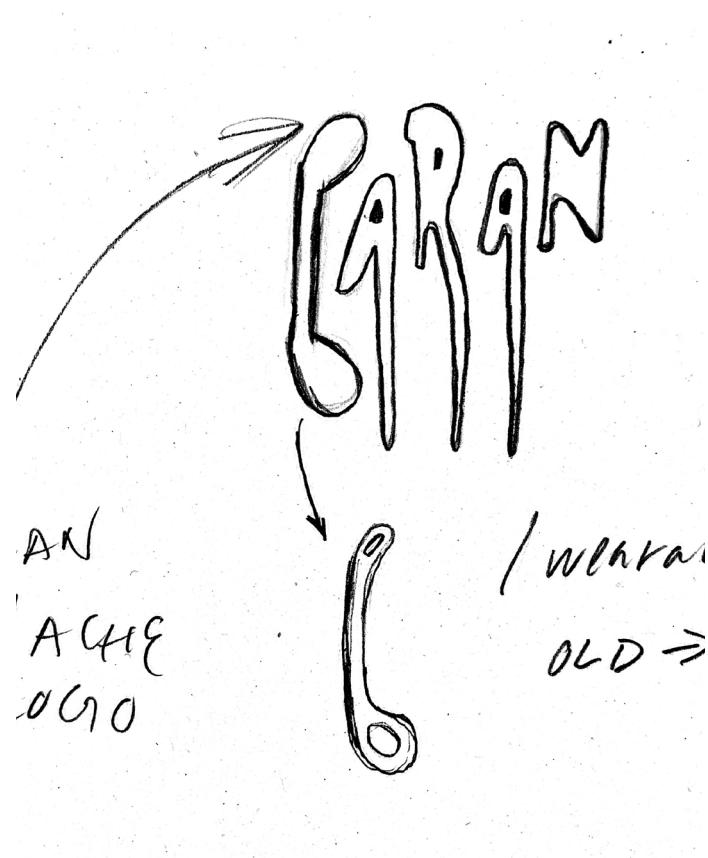
«rules/framework but also freedom within it»

«the unexpected is the reward»

«the journey and the process play a major role»

«lab-like experiences are fun»

Shape research & development



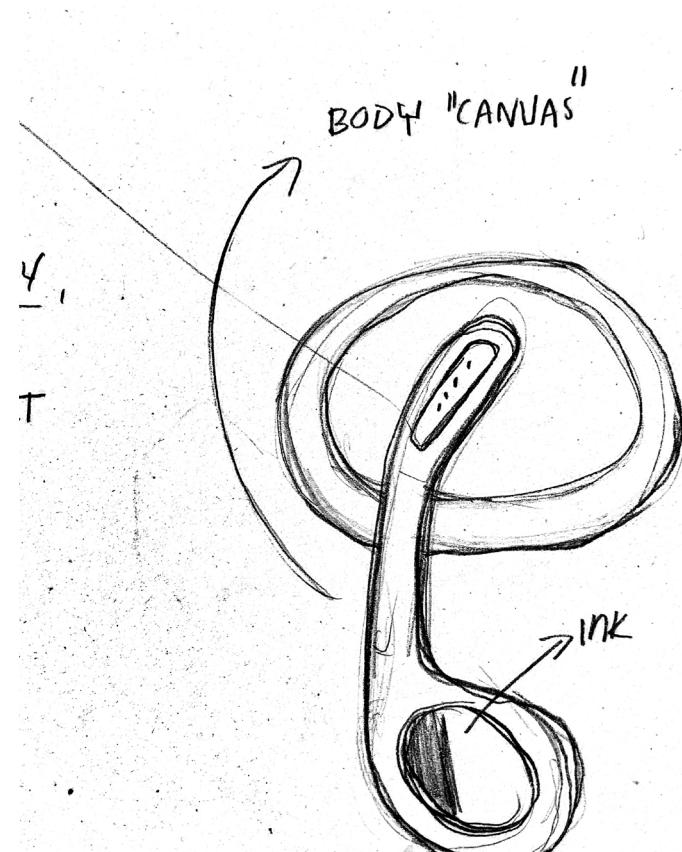
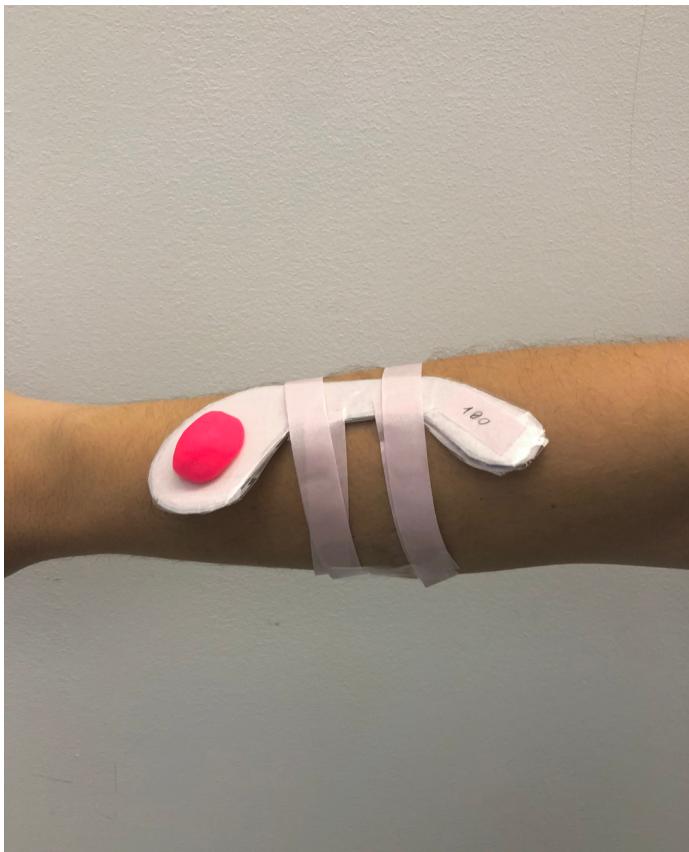
Visual and Material Moodboard

- Material Ecology
- Silicon
- PLA



Paper Prototypes

The shape of the wearabale resembles the letter C of the old Caran D'Ache Logo while embracing the concept of the heart-body analogy. Here, the ink, acts a the heart or core of the body which is the wearable.



User Tests

- Ink should be designed to run out eventually
- Recharge Ink when the other player is disabled
- Gestures to trigger ink supply, unlock game.
- Parameters, colors.

