

-MARBLE ANSWERING MACHINE (BISHOP, 1995)-

- The Marble Answering Machine (by Durell Bishop, student at the Royal College of Art) is a prototype telephone answering machine.
- Dropping a marble into a dish plays back the associated message or calls back the caller.
- Incoming voice messages are represented by marbles, the user can grasp and then drop to play the message or dial the caller automatically.
- It shows that computing doesn't have to take place at a desk, but it can be integrated into everyday objects.
- The Marble Answering Machine demonstrates the great potential of making digital information graspable.
- The machine spits out a marble each time an incoming voice message is recorded.
- The order of the marbles indicates the order in which the messages arrived.
- Messages can be played back by putting a marble in a small dent.
- If the message is for somebody else it can be placed on a small dish to the side that can be labeled with names of different persons.
- The telephone itself also has a small receptor area for the marbles and by placing a message there, the original caller gets called back.

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