

Morpheus

Alive Stories

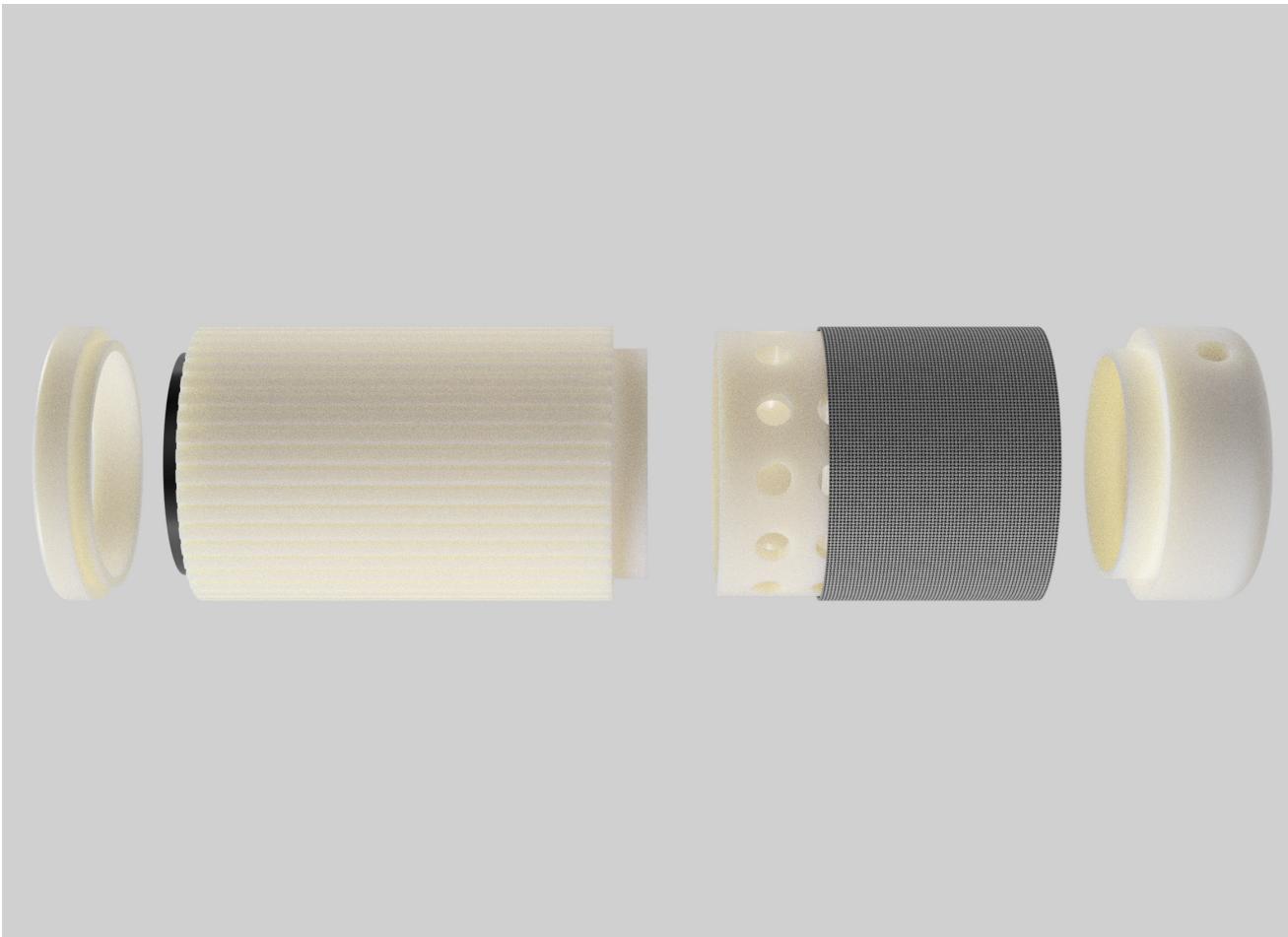
Project Description

Project Morpheus is an AI assistant that narrates stories to you while drawing.

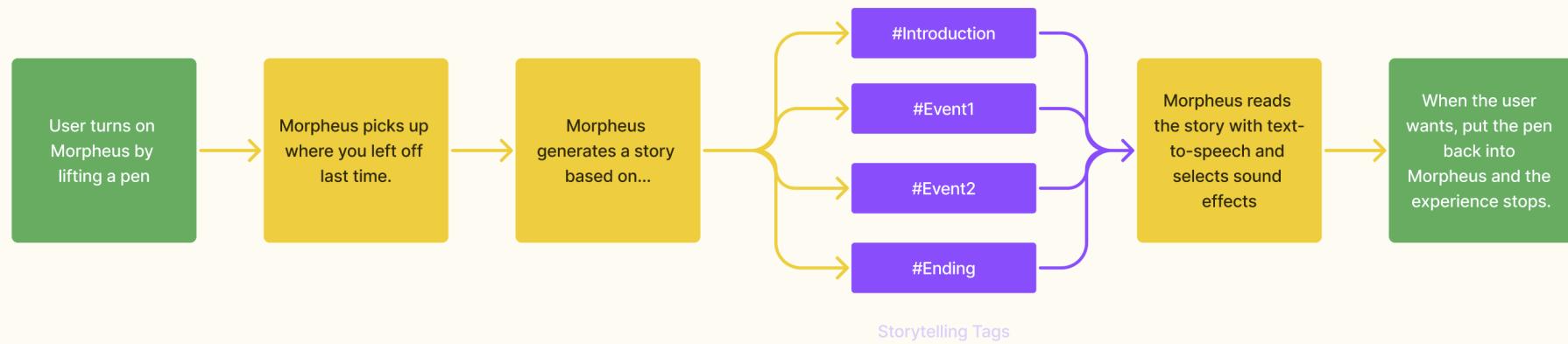
Each time you turn on the device by lifting the pen from the device, you're guided by the assistant into a virtual world where a story is narrated to you.

Each day, you get one episode to draw and each episode can be part of a series, just like a Netflix series, creating a ritual of drawing every day.





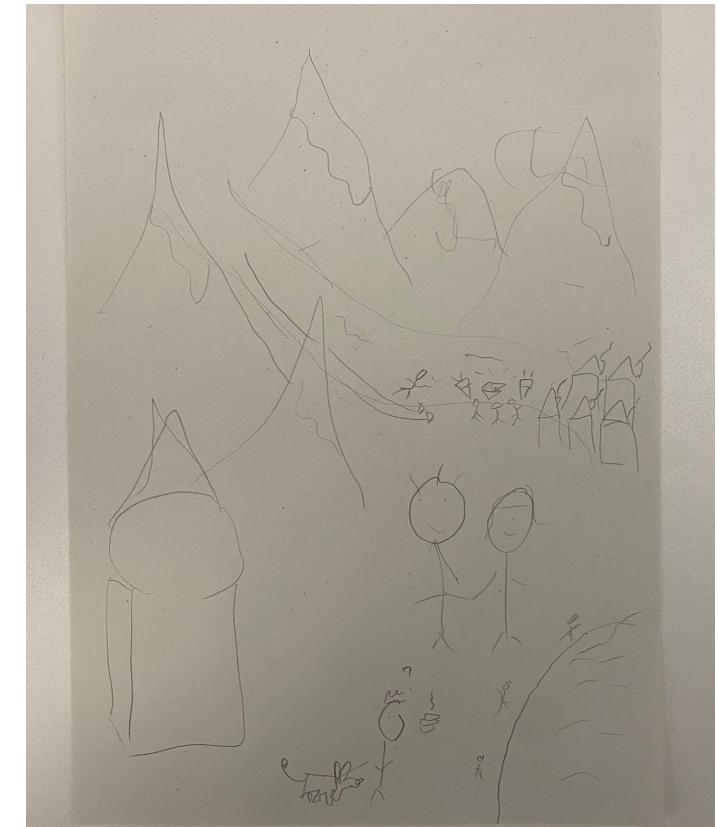
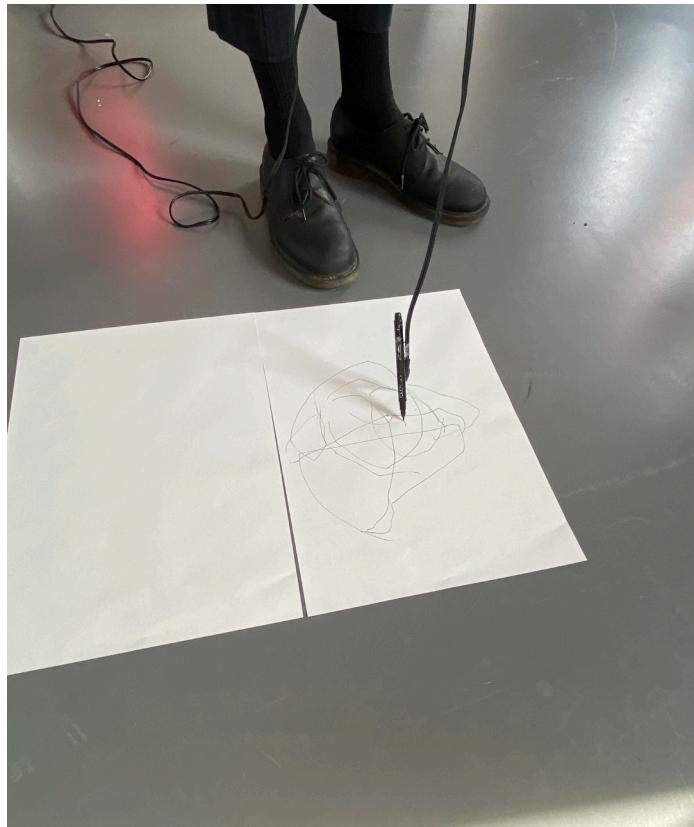
User Journey



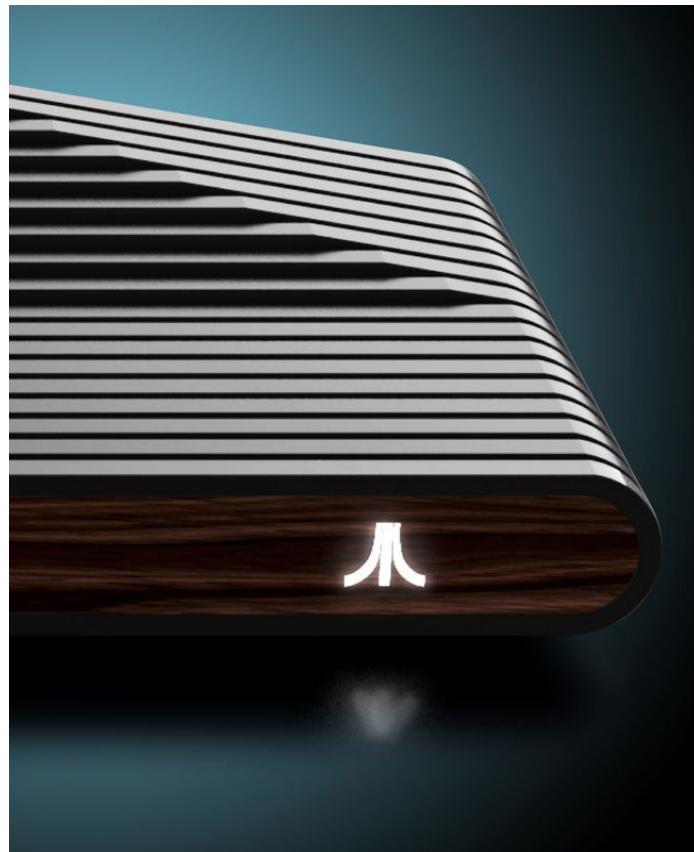
Field observations

It all began with the theme of daily stress, and drawing as an exercice to ease tension. I then became interested in drawing with eyes closed, where people surprised me with their outputs. Subsequently, I tried influencing their drawing by commenting and expressing positive feedback, while at the same time indirectly giving them ideas that influenced their drawings.

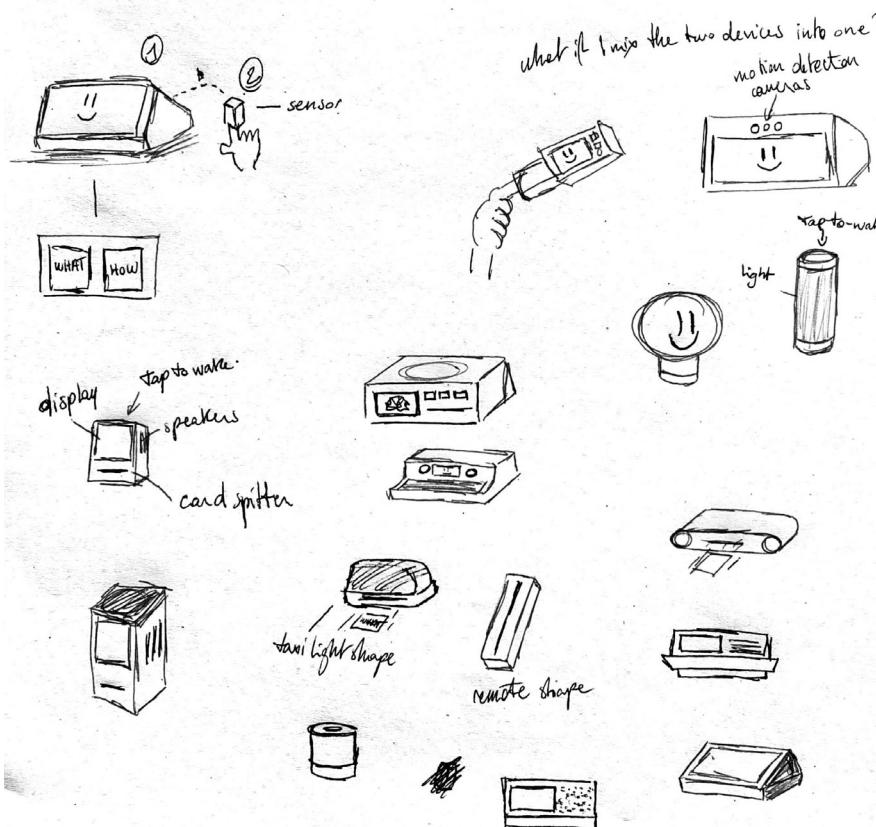
But then, the idea of drawing eyes closed wasn't that much important anymore, and the idea of storytelling and narrating a story was born. The results were so much interesting, with people feeling creative and inspired by stories, desperately waiting for endings.



Visual and Material Moodboard



Shape research

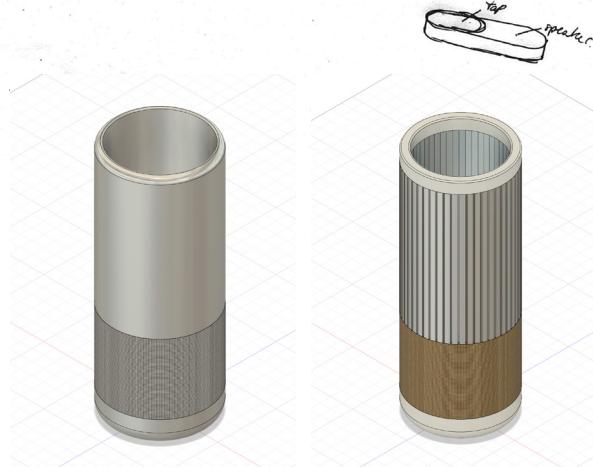
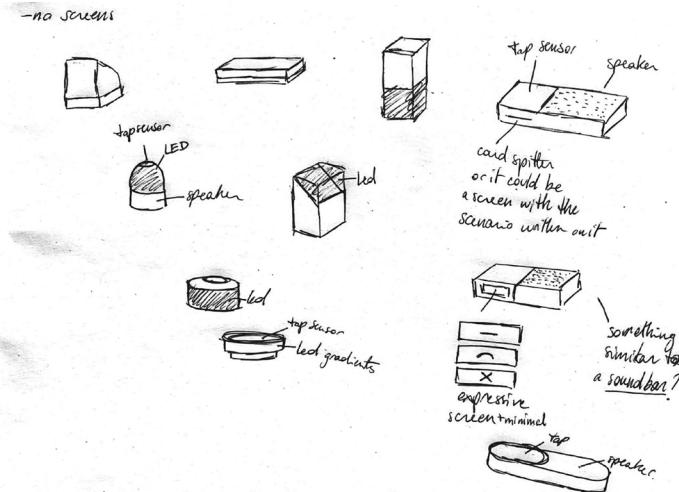


Remarks

- The goal is not to remind people of the smartphone because of its toxicity.

↳ so the picture of the drawing at the end should be displayed on the device.

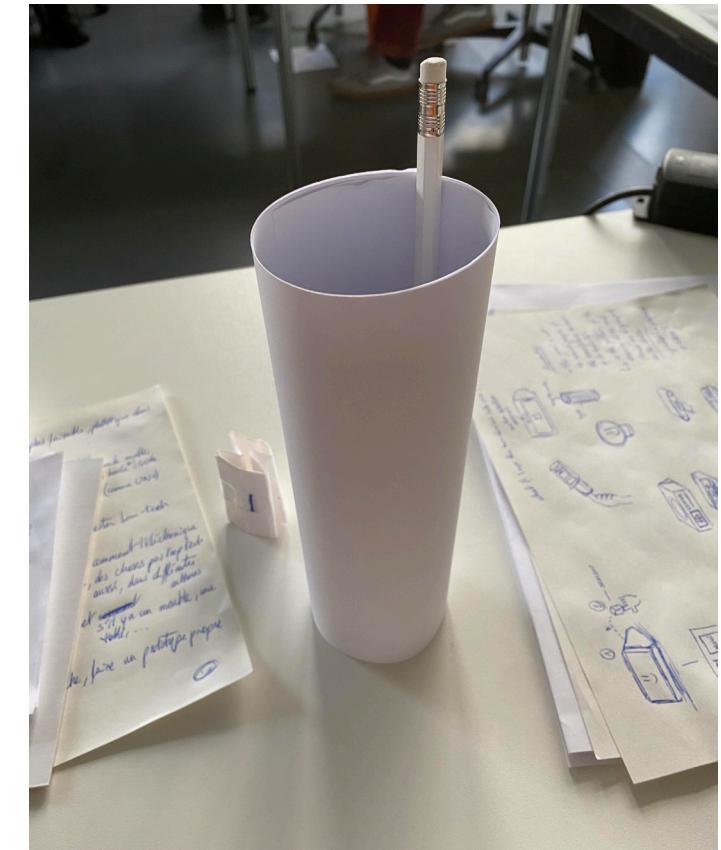
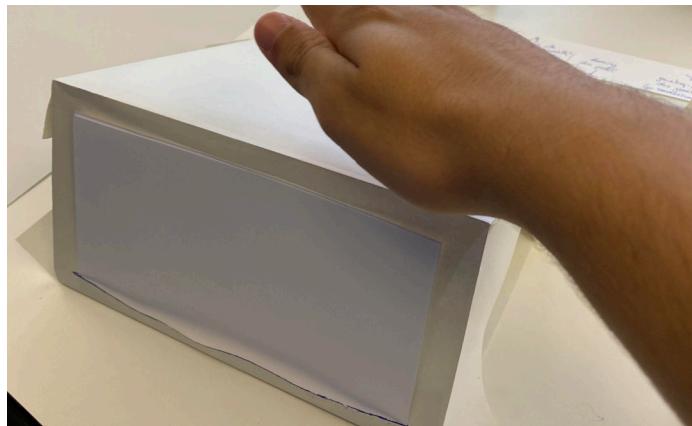
-printed? displayed on a screen?



Paper Prototypes

I went from a small rolling robot that gives you ideas on the run, to a card selection machine.

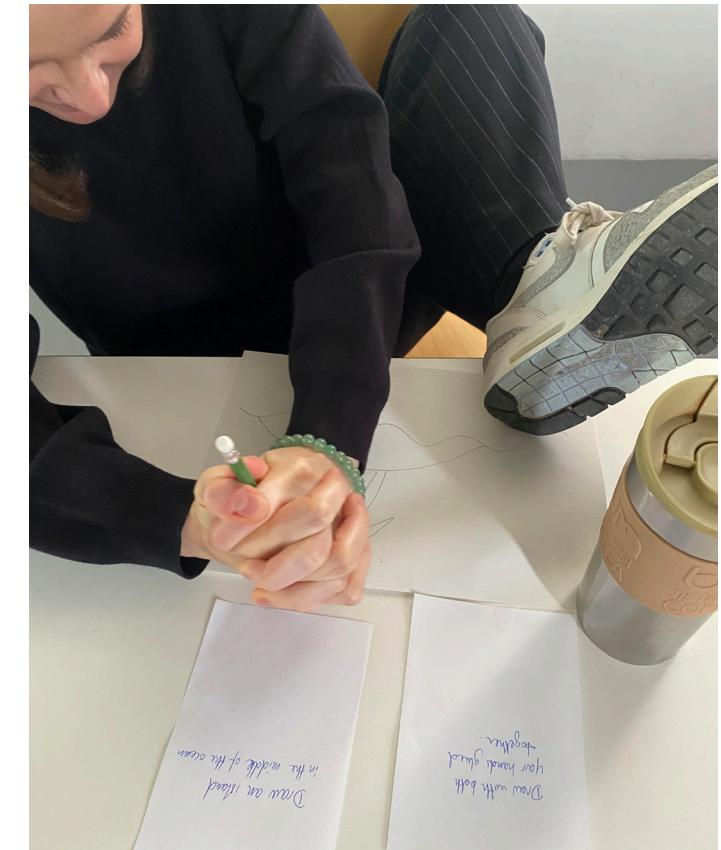
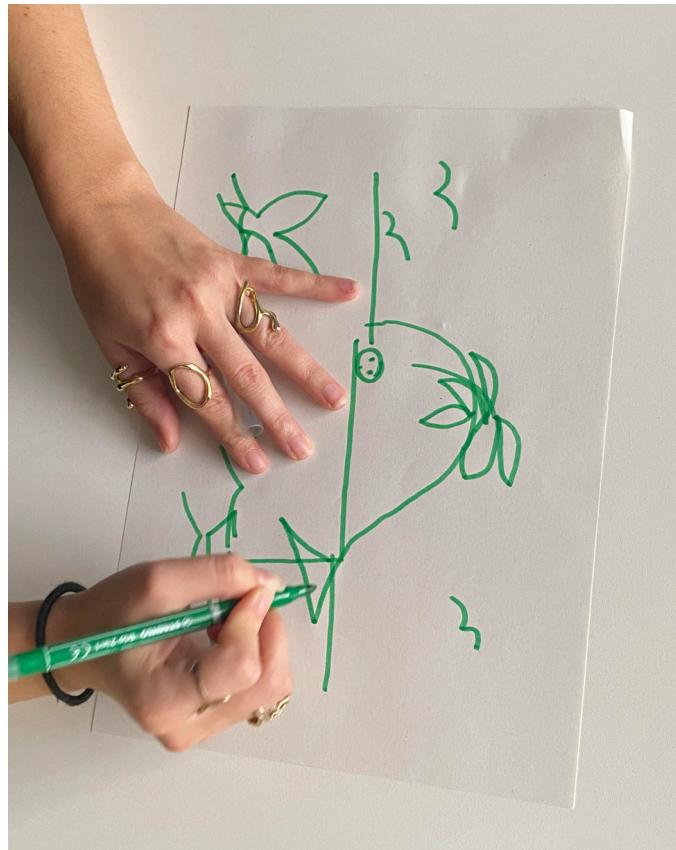
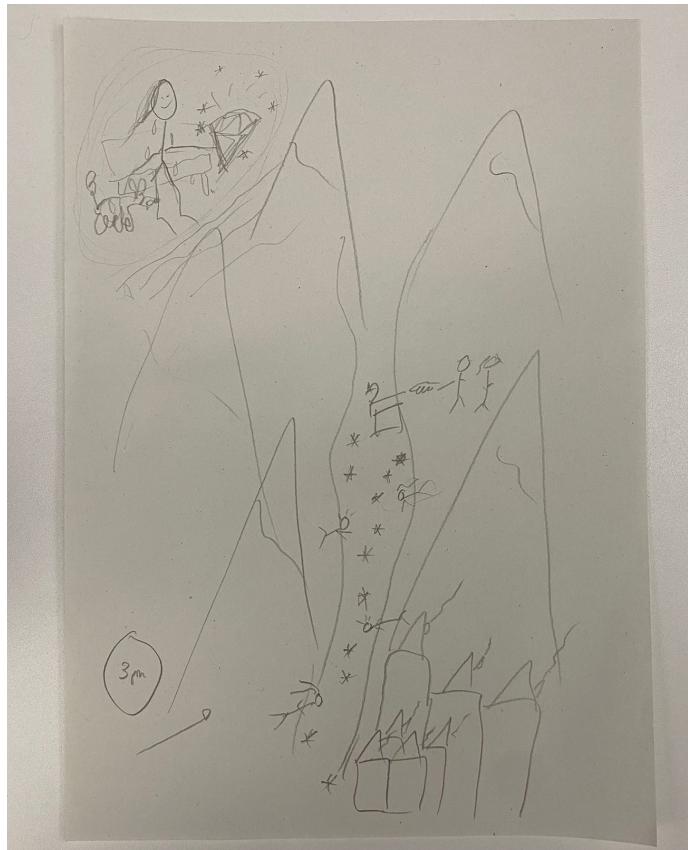
The first designs were a bit too technical, until I focused more on the interactions, and finally focusing more on the shape of a pen holder.



User Tests

People were always surprised to see their drawings at the end and found the experience really fun. The idea of narrating a story and each person imagining their suns, theirs animals, their trees, their cities, their people, etc. was also really interesting to see and hear.

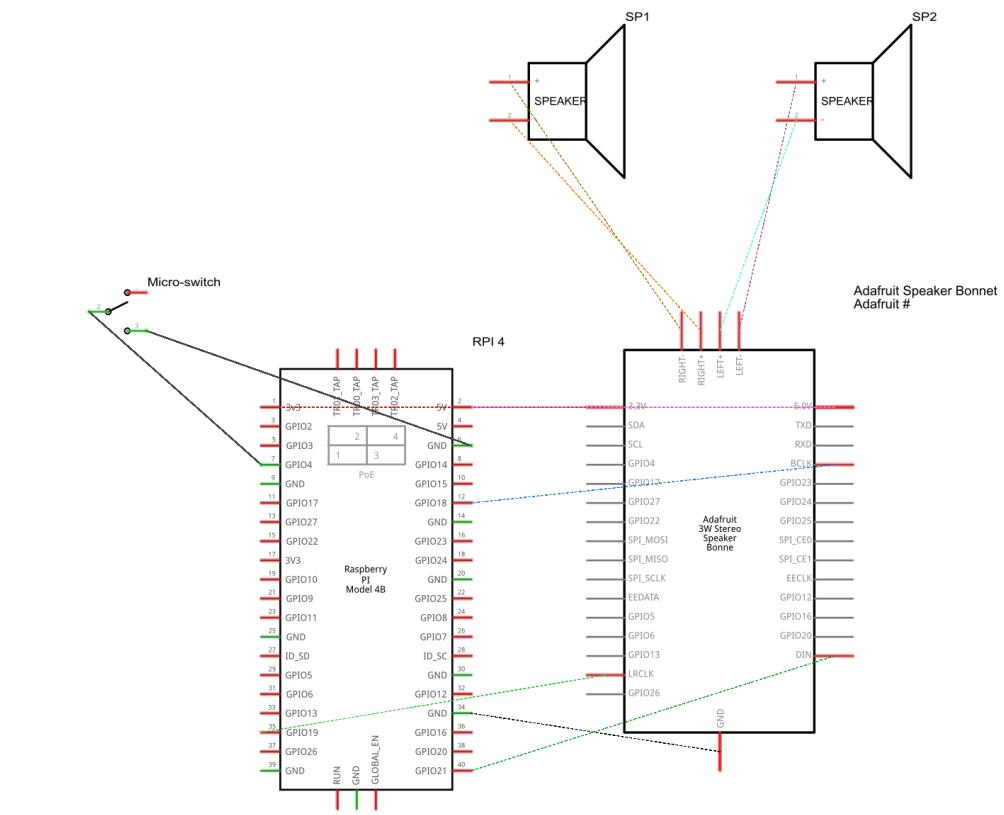
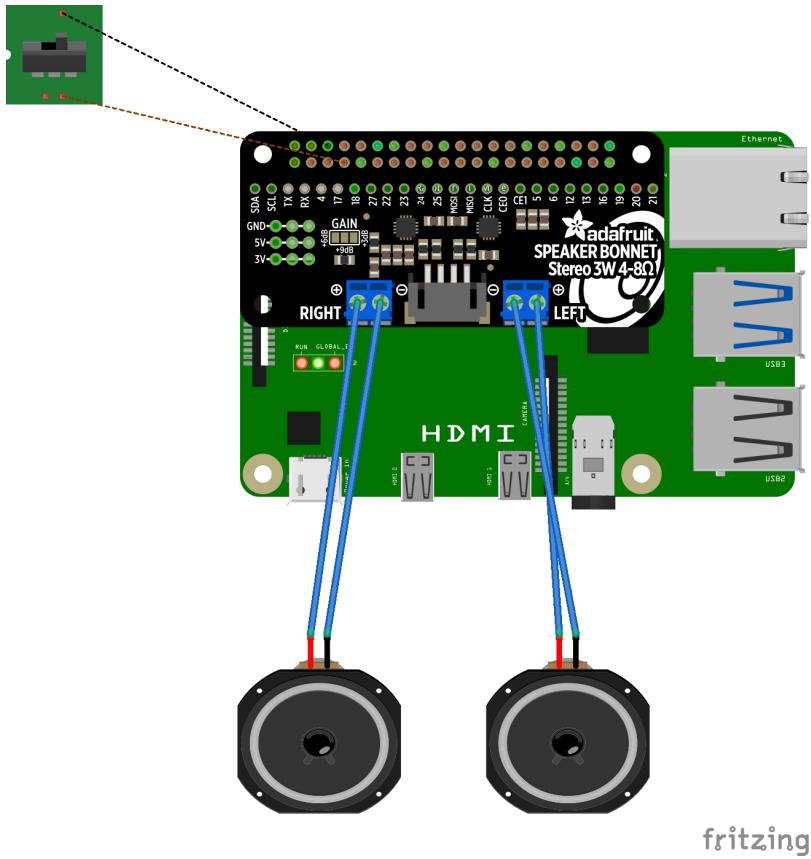
The whole storytelling experience can be compared to a campfire, with people waiting to know what happens to the characters in the story.



Draw on it
in the middle of the room

Draw with both
your hands simultaneously

Electronics



Plan Drawings

Materials: ABS White + Textile (for Speaker Grill)

Scale: 1:2 in mm

Dimensions: 80x224

