

community gARden

Physical seed, digital flower

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What is a community gARden?

We present **community gARden**, a collaborative, immersive gardening experience. This hybrid physical-digital environment invites users to plant a seed in a physical flower pot and add it to a digital scene. When the user adds sunlight and water through their physical interactions in the scene, a unique flower grows in the pot. The user can take their physical pot home with them and grow their seed in the physical environment as well.

Our intention is for individuals to feel a part of a greater community through their participation in this experience. Their contribution toward the community gARden lasts beyond their experience in the room, and they will have a physical manifestation of their digital flower to carry into the future.

To plant a flower in the community gARden, you will need to plant a seed in a flower pot and give it sunshine and water. Our experience blends physical pots and seeds with digital flowers and environment. The user will need to complete all three steps in any order to create a digital bloom in their pot. The pot is also theirs to take at the end of the experience to keep the community gARden growing.

How it's made

We are creating an immersive, projection environment with two projectors, two Kinect V2 cameras for motion tracking, and Microsoft's RoomAlive Toolkit for connecting Kinect to Unity, the software used for creating the digital experience.

Physical and digital interactions

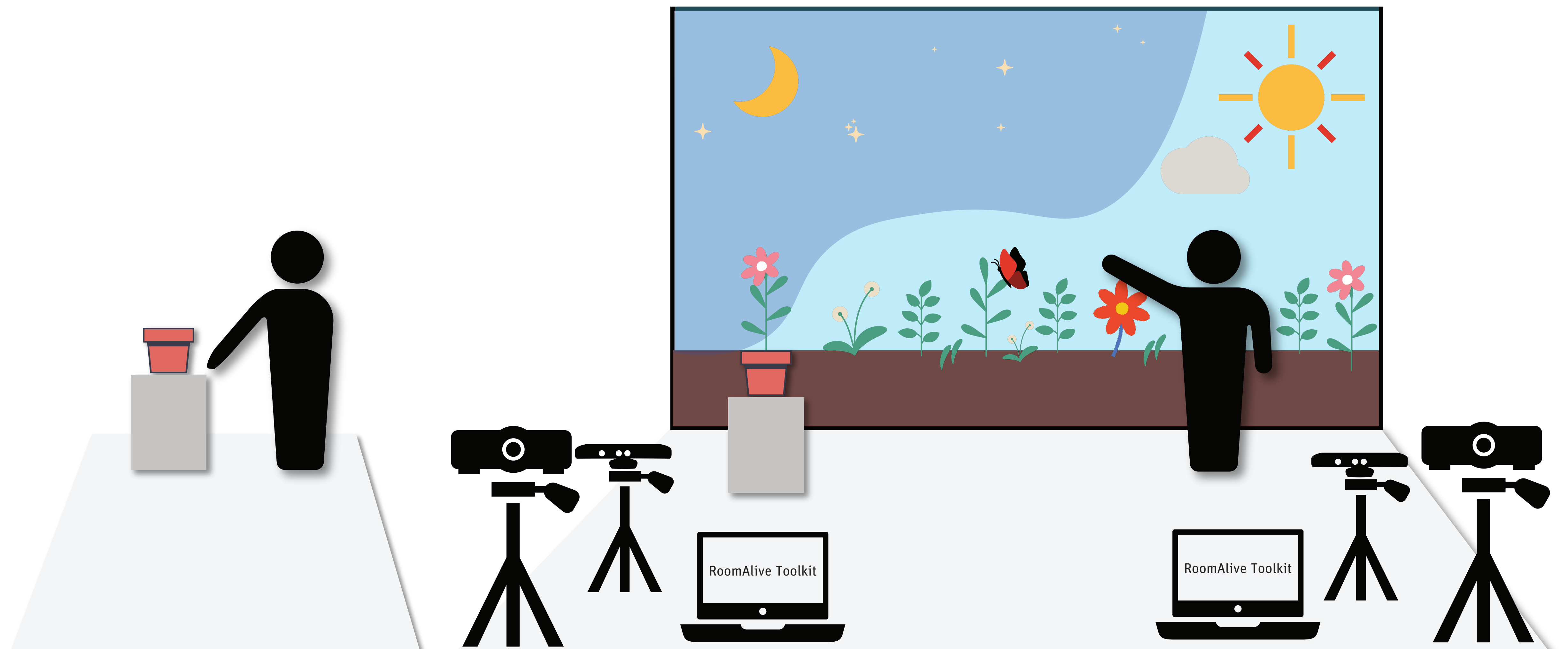


Figure 1: The participant plants a seed inside of a real flower pot and places it on top of a pedestal.

Figure 2: The participant interacts with the scene to help their flower grow. The flower will grow once a pot is placed in the scene and the participant provides sunshine and water. The sun will come out if the participant touches the moon, transforming the night into day. Rain will fall from the sky to water the plant when the clouds are touched.

Experience evaluation

During the Jacobs Design Showcase, we will be collecting feedback from participants through Likert questions in the form of a Google Form as well as paper printouts. The intention behind these questions is to conduct a formative user study to better understand what worked well during the immersive experience and what could be improved upon.

