**Crit 1 comments**

General comments for all groups:

* Commit to the core idea, don’t overcomplicate the design
* Ambient kettle - <https://redmonk.com/videos/andy-stanford-clark-and-laura-cowen-the-ambient-kettle-thingmonk-2015/>
* Intuitive Design - <https://www.interaction-design.org/literature/topics/intuitive-design?srsltid=AfmBOoqdXDS8l5mYBgEoRy8VxBq0KK5VJqlva7e3gjYlsrVHimXSVy0M>
* WiFi / cell tower proximity a good way to approximate location without GPS module. Or use smartphone as a conduit / gateway.

Our group:

* Andy:
  + Doesn’t think we need the heating element
  + Likes the coordinated touch – maybe coordinate to change the colour
  + 3D printing a moon not a successful idea historically
  + Think more about cost
* Duncan:
  + Likes the changing interaction when two people meet
  + Likes the heating element function, more than the light – too much like goodnight lamp?
  + Heating testing must be done in the workshop, not lab
  + Does the difference in times zones matter? E.g. the sun and moon don’t have to be synced, moon for the device in a region at night and sun for the device in a region during the day
  + Dopplr - <https://en.m.wikipedia.org/wiki/Dopplr>
  + Oh, someone just made a cup of tea, nice idea of carrying a mug around
* Leah + Valerio:
  + Thermochromic paint is available in the lab, Leah can help with this
  + Add more detail to users and user personas
* Overall:
  + All tutors agree - something interesting in the idea of passing through the same place and time together, subliminal spaces
  + Maybe move away from light – too close to goodnight lamp?