
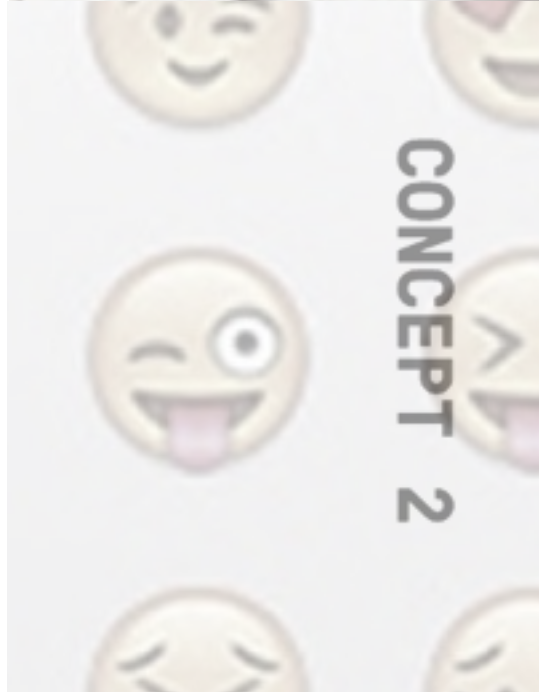
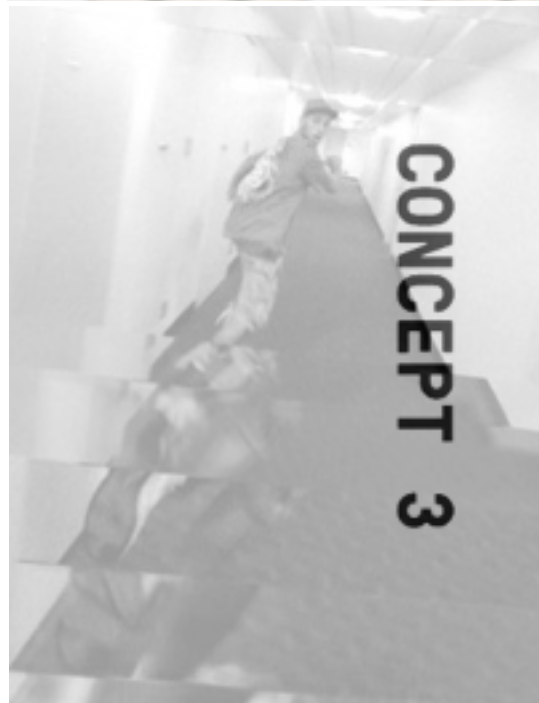


**Nitcha Fame Tothong**

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Thesis 1 | Fall 2015

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 <p>CONCEPT 1</p>	<p>Use body as an interface access to mind / Be in the present moment.</p>	<p>A Wearable <b>device for interact with computer</b> in working space that require movement more than fingers.</p>	<p>A Wearable simulate <b>weather</b> accessory to make less distance between human being and nature</p>	<p>Tool for <b>non dominant hand</b>.</p>
 <p>CONCEPT 2</p>	<p><b>Affective Computing in urban Space</b></p>	<p>A Wearable to avoid <b>socially awkward</b>.</p>	<p><b>Performative environment</b> follow user's feeling.</p>	<p><b>Jealous game.</b></p>
 <p>CONCEPT 3</p>	<p><b>Digital behave and feedback loop</b></p>	<p>A Wearable to force human body to stay in the <b>smartphone interaction posture</b>.</p>	<p><b>Crowd source interactive narrative web-based piece.</b> [Simulation]</p>	<p><b>Romantic Twitter bot.</b></p>

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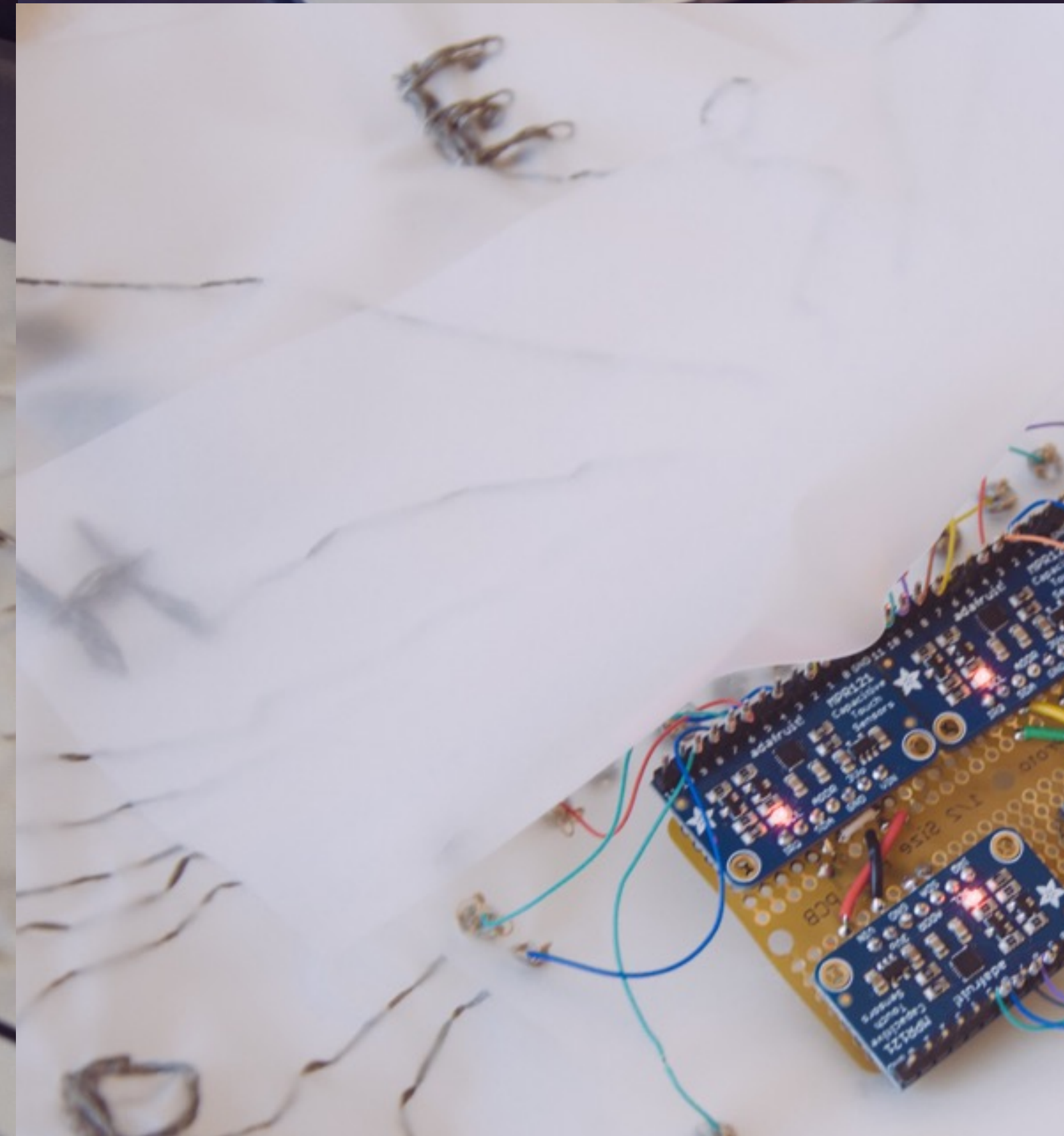
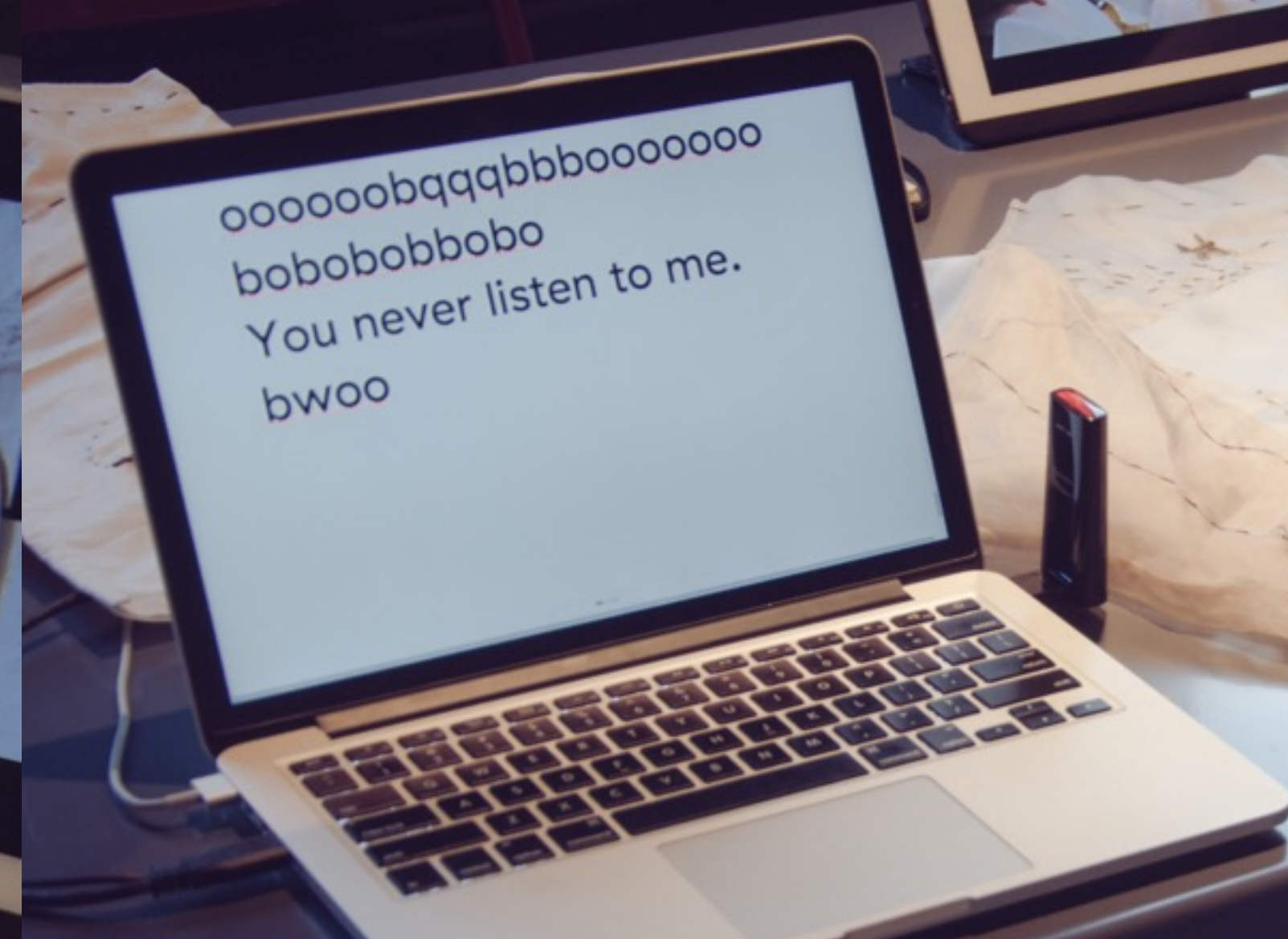


## **Concept 1**

**Mechanical between body, mind and environment - Use body as an interface access to mind**

Play with senses and haptic, tactile perception for the sake of experiment with how posture and gesture of body affect to one's mind, feeling, and thought. Combining theme of human and machine interaction.





<http://nitchafa.me/keybod.html>





## pros and cons

+ The interaction is playful.

Level of Excitement

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## No.1/9 - Concept 1

Use body as an interface access to mind  
- Be in the present moment.

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**Idea 1/3** - A Wearable device for interact with computer in working space that require movement more than fingers.

**Hypothesis** - Could we bring unconscious posture become conscious? Is this can make people get the realization of being in a moment?

Continues exploring speculative wearable to make uncomfortable interaction that require movement more than fingers. Distracting user from being stuck in digital device addiction to be also control their body. Could be a pair of shoes that click when you kick.





## pros and cons

- + The feedbacks need to be unique from commercial product.

## No.2/9 - Concept 1

Use body as an interface access to mind  
- Be in the present moment.

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**Idea 2/3** - Wearable simulate weather accessory to make less distance between human being and nature

Since we have built so many man-made to stem between us and nature. Seem like we are be more and more cannot connect with nature. Even our body that use to be able to measure time and weather looks like we hardly to connect with it anymore.

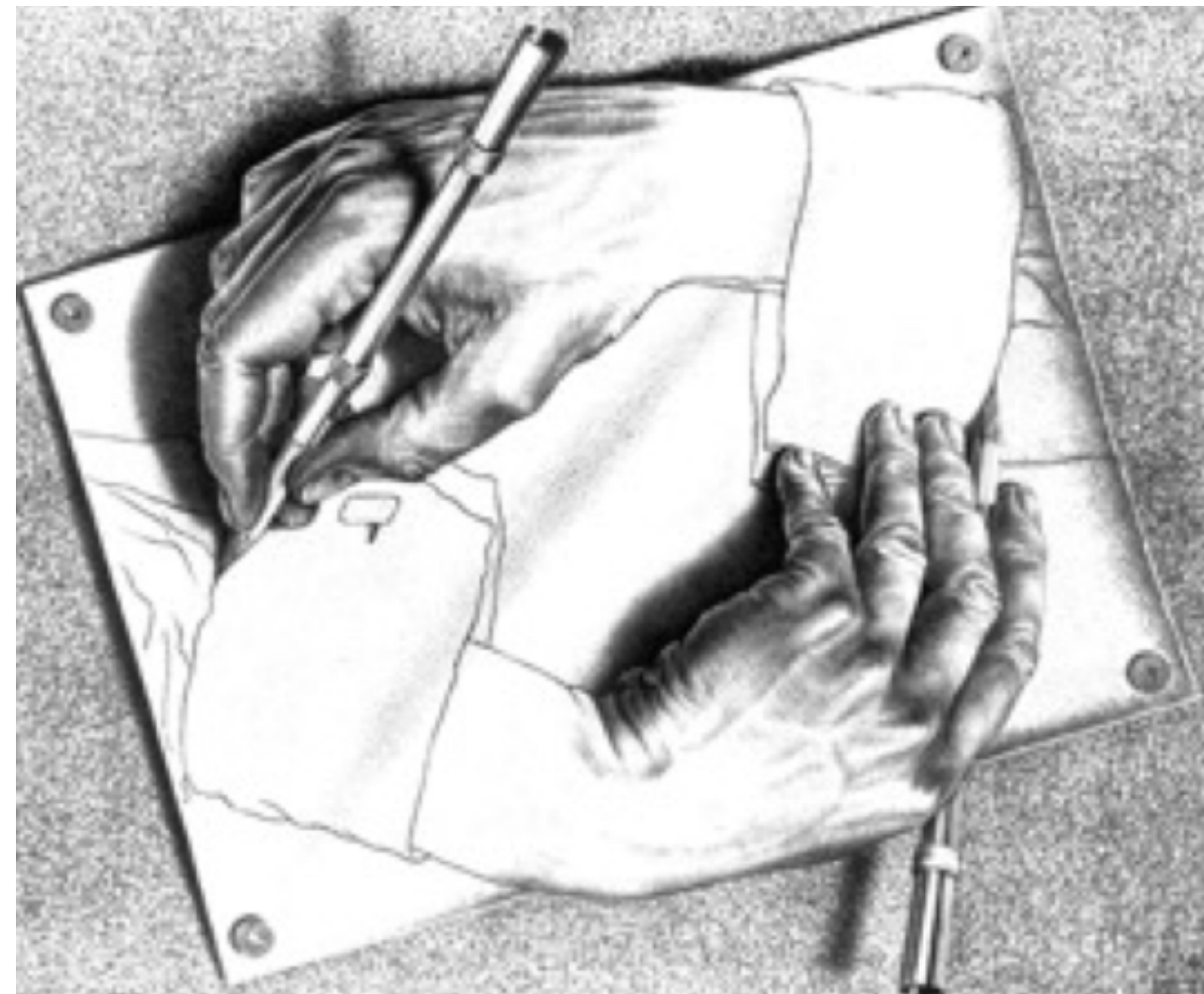
What if we can build device that feed the information from local weather and tell us right away to our body. Building new interaction through our senses.

To notify rain could be make the rain smell. Or make shape shifting feedback on body to make architect body.

Level of Excitement

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## pros and cons

- The technical and mechanical part is hard.
- the topic not new could already be done by other people.

Level of Excitement

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## No.3/9 - Concept 1

Use body as an interface access to mind

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Idea 3/3 - Tool for non dominant hand

**Hypothesis** - What if digital world can help us expand our abilities.

The idea is to make a machine that can help people to use non dominant hand. Focusing on the relationship between digital and analog, in order to use digital platform expand analog. Instead of passing knowledge from one to another, what if we can teach and learn by ourselves. The idea is make dominant hand teaches non-dominant hand in an activity that usually required just one hand to use it. Duplicating the drawing from one hand to another. Doing this in order to practice our brain and improve creativity.





## Concept 2

### Affective Computing

Interaction between human and smart objects is usually emotionless. We can get serious,

raw informations like facts and datas from smart object that can track and measure us.

What if we have emotion evoking machine using human idiosyncratic traits.

To point to real feeling rather than hide it.



## No.4/9 - Concept 2

### Affective Computing

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#### pros and cons

- + add characteristic into a wearable object, which attached to wearer like a part of body seems to be fitted media.
- + the interaction meaning is suitable with traditional meaning of the object
- technical part will hard to figured out and might be effect to aesthetic, which is a important part for wearable. (Ex.size)

**Idea 1/3** - Wearable to avoid socially awkward  
**Hypothesis** - What would it be if objects have it own behaviors?

This idea is to make a movable cap to play with privacy and public space. A cap usually be use for protect us from sun light or rain. Sometime use for impersonate.

if the cap has a characteristic like trying to protect us from other people's eyesight. It help us avoid interact with other people emphasize barrier around us. Is it make us less or more awkward.

This could make the wearer realize how it feels to cut other people out and raising awareness of people around how we are being in the public space. The feeling of unavailable and suspicious.

Level of Excitement

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## No.5/9 - Concept 2

### Affective Computing

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**Idea 2/3** - Performative environment  
follow user's feeling.

**Hypothesis** - Can it creates the same  
feeling when we stay with family, friends?

A set of daily objects around a space that all have  
it own behaviors changing following the user to  
change feeling (might use facial expression) to  
change mode.

Emphasize the feeling of be lonely in urbanscape.

### pros and cons

- The scale of the project can be huge to be able  
to create environment.

Level of Excitement

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## pros and cons

- + the interaction can be really intense to fit with the feeling
- not sure what form will be fit. Physical, board game, crowdfsource computer game?

## No.6/9 - Concept 2

### Affective Computing

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#### Idea 3/3 - Jealous game.

Jealous is the strong feeling that can move both positive and negative feedback.

Why we feel jealous?The idea is to break down assessments that build up the feeling in order to realize what it really is.

Also as a game medium that usually have competitive interaction.

Ex. souvenir

Level of Excitement

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### **Concept 3**

#### **Digital behave and feedback loop.**

Digital environment has built and has changed our behavior, ways of interaction, language, posture and even body structure. Many of these become new normal in the era of screens.



## Facebook

I am trying to make friends outside of Facebook while applying the same principles.

Therefore, every day I walk down the street and tell passers-by what I have eaten, how I feel at the moment, what I have done the night before, what I will do later and with whom.

I give them pictures of my family, my dog and of me gardening, taking things apart in the garage, watering the lawn, standing in front of landmarks, driving around town, having lunch and doing what anybody and everybody does every day.

I also listen to their conversations, give them the "thumbs up" and tell them I like them.

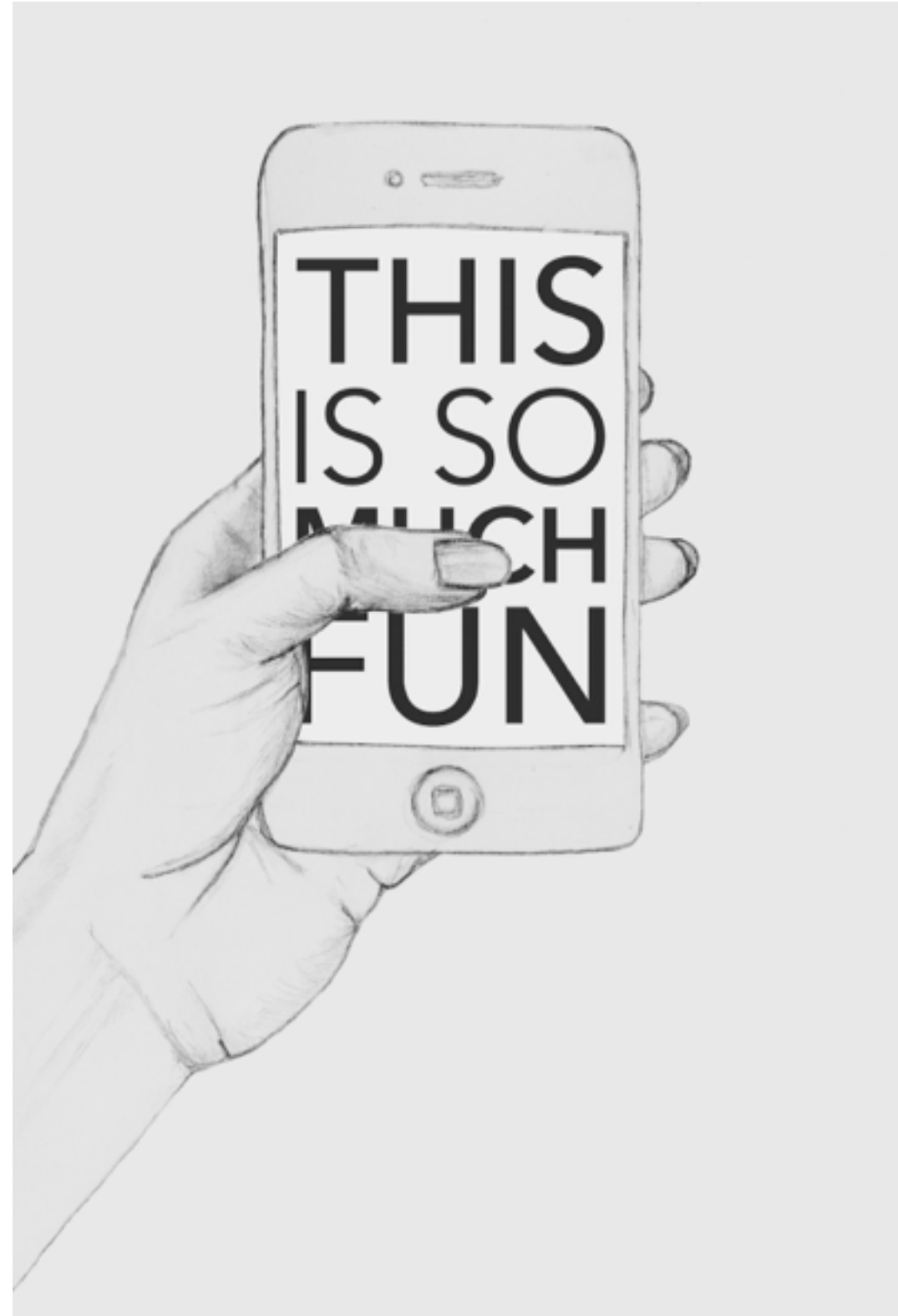
And it works just like Facebook! I already have four people following me: two police officers, a private investigator and a psychiatrist.



## No.7/9 - Concept 3

### Digital behave and feedback loop.

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#### pros and cons

- + Playing with physical and digital platform, how one can affects another.
- Find interesting input information that - Muscle sensor?

Level of Excitement

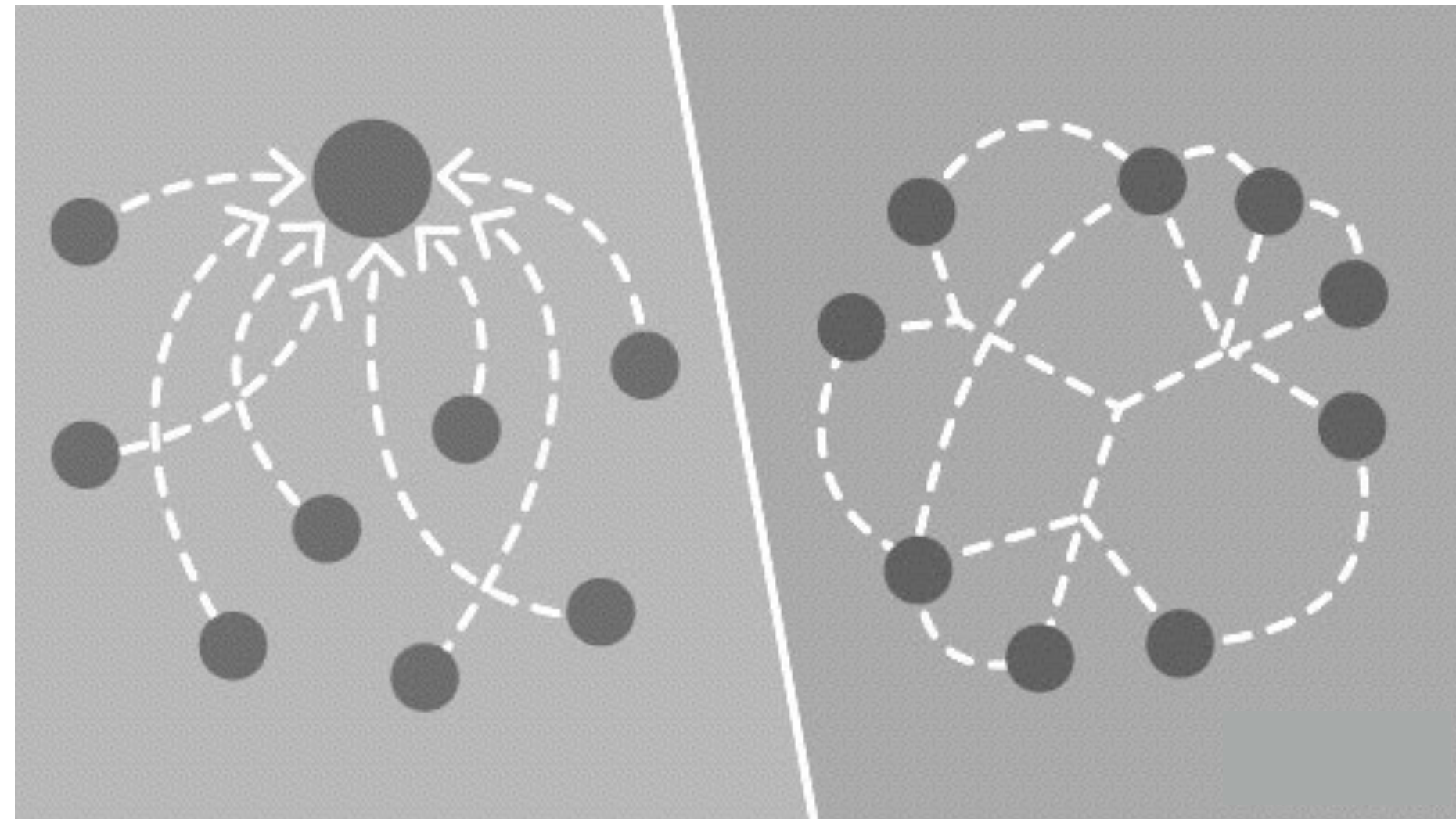
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**Idea 1/3** - A Wearable to force human body to stay in the smartphone interaction posture.

**Hypothesis** - If we get lock to the phone addiction posture, what would it be?

Accessories that design for part of body that we use to do digital activities, social networking, press buttons, scroll pages). Our digital self affects to physical self. For example, lock thumbs and get physical feed back send to our digital self.





## pros and cons

- + A lot of details in macro and micro level.
- Need to find story that fit to build interaction system.

Level of Excitement

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## No.8/9 - Concept 3

**Digital behave and feedback loop.**

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**Idea 2/3** - Crowd source interactive narrative web-based piece.

[Simulation]

**Hypothesis** - Is the decision contagious?

Crowd source interactive narrative web-based piece that simulate the social situation and see how we behave and interact to each other. There will be simulate some rules, systems, or instruction set to reveal the possibility of the interaction on screen.





## pros and cons

- + The bot seems to be fit with the concept
- The bot character needs to be interesting and different from what people have done in some aspect.
- The scale might be too small.

## No.9/9 - Concept 3

### Digital behave and feedback loop.

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### Idea 3/3 - Romantic Twitter bot.

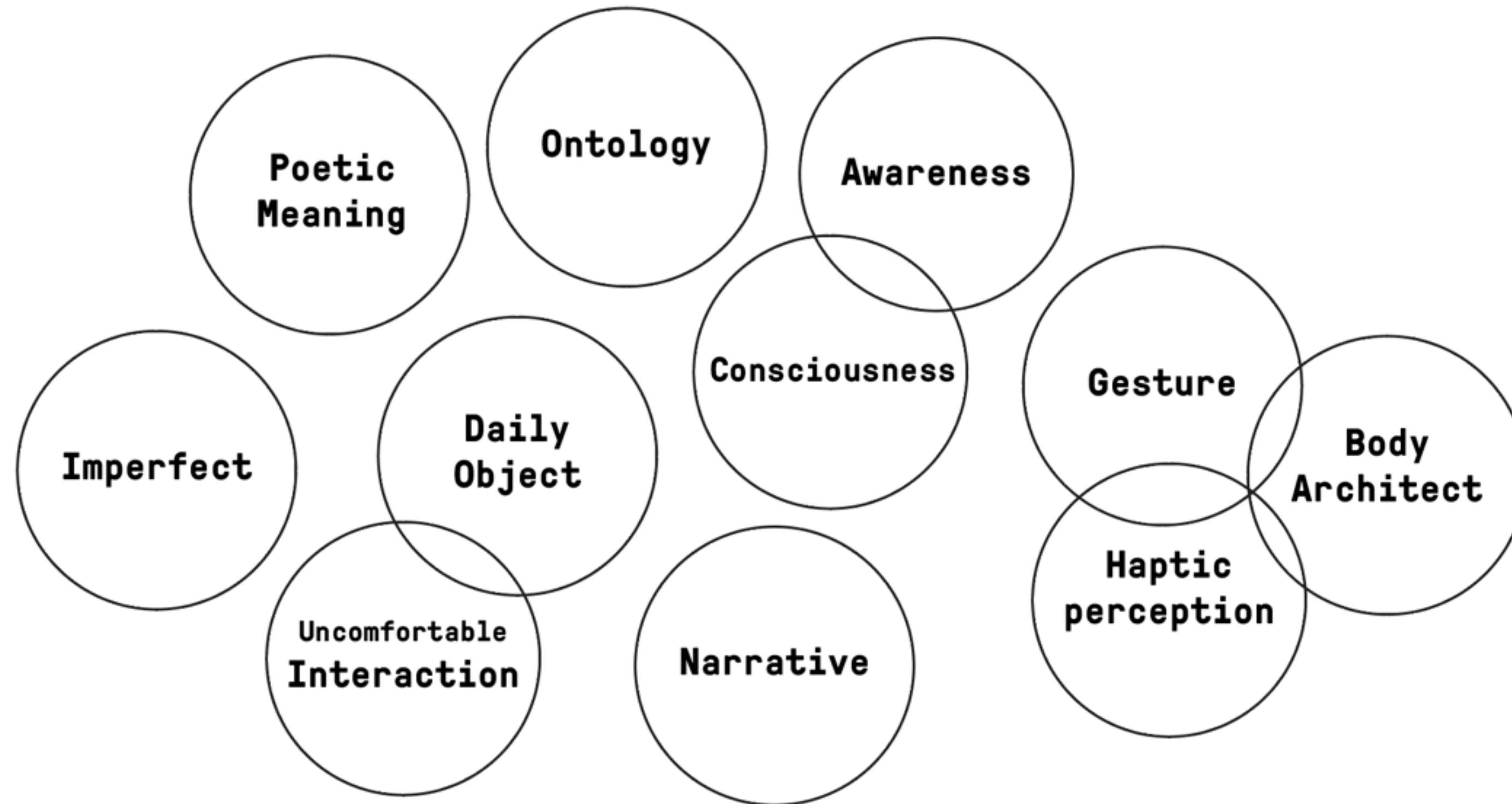
Twitter bot or some forms of artificial intelligent to play with the relationship in online platform and explore the idea of anonymity. Also how time measured by our mind has changed.

Level of Excitement





# Interest Domains





**Thank you**

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