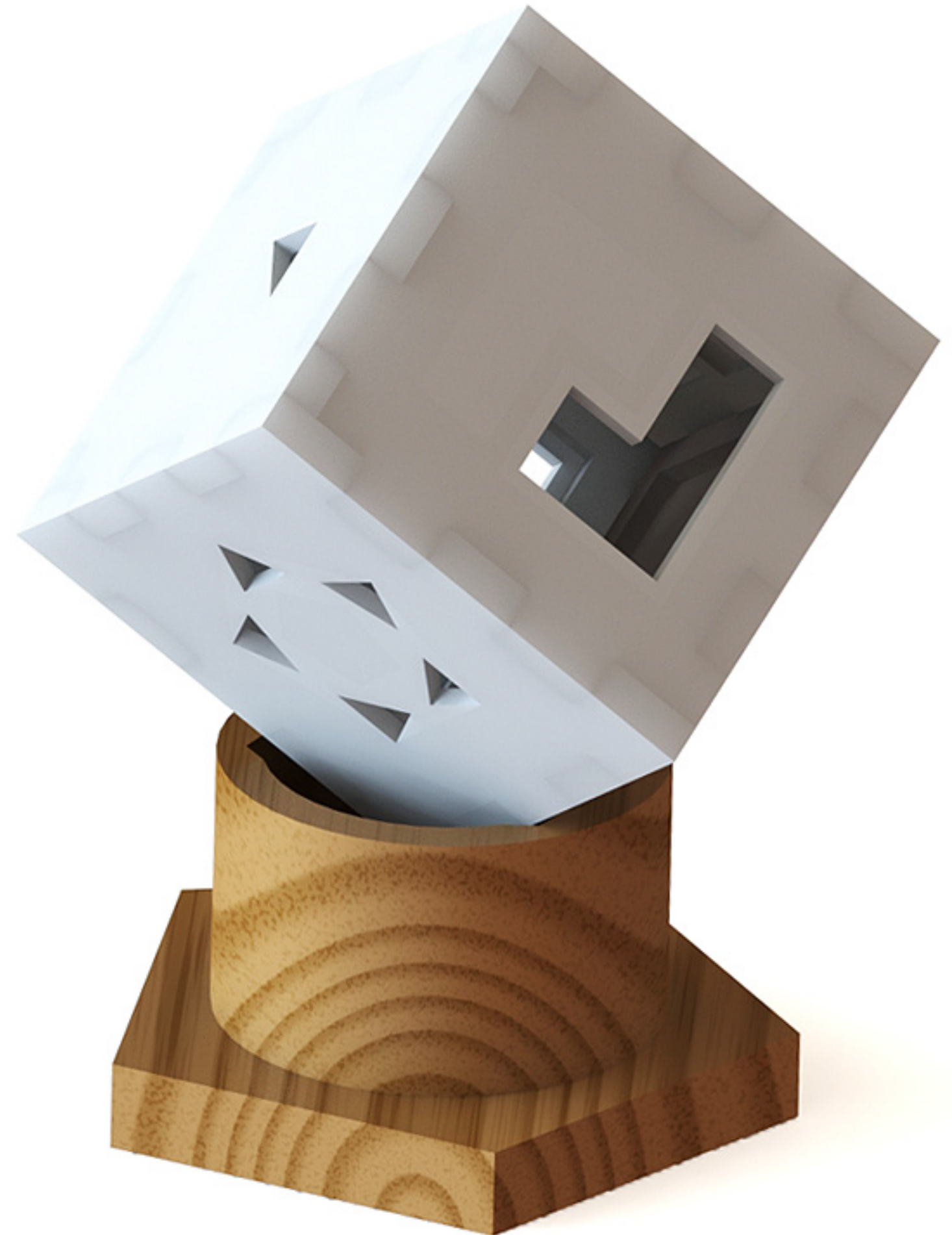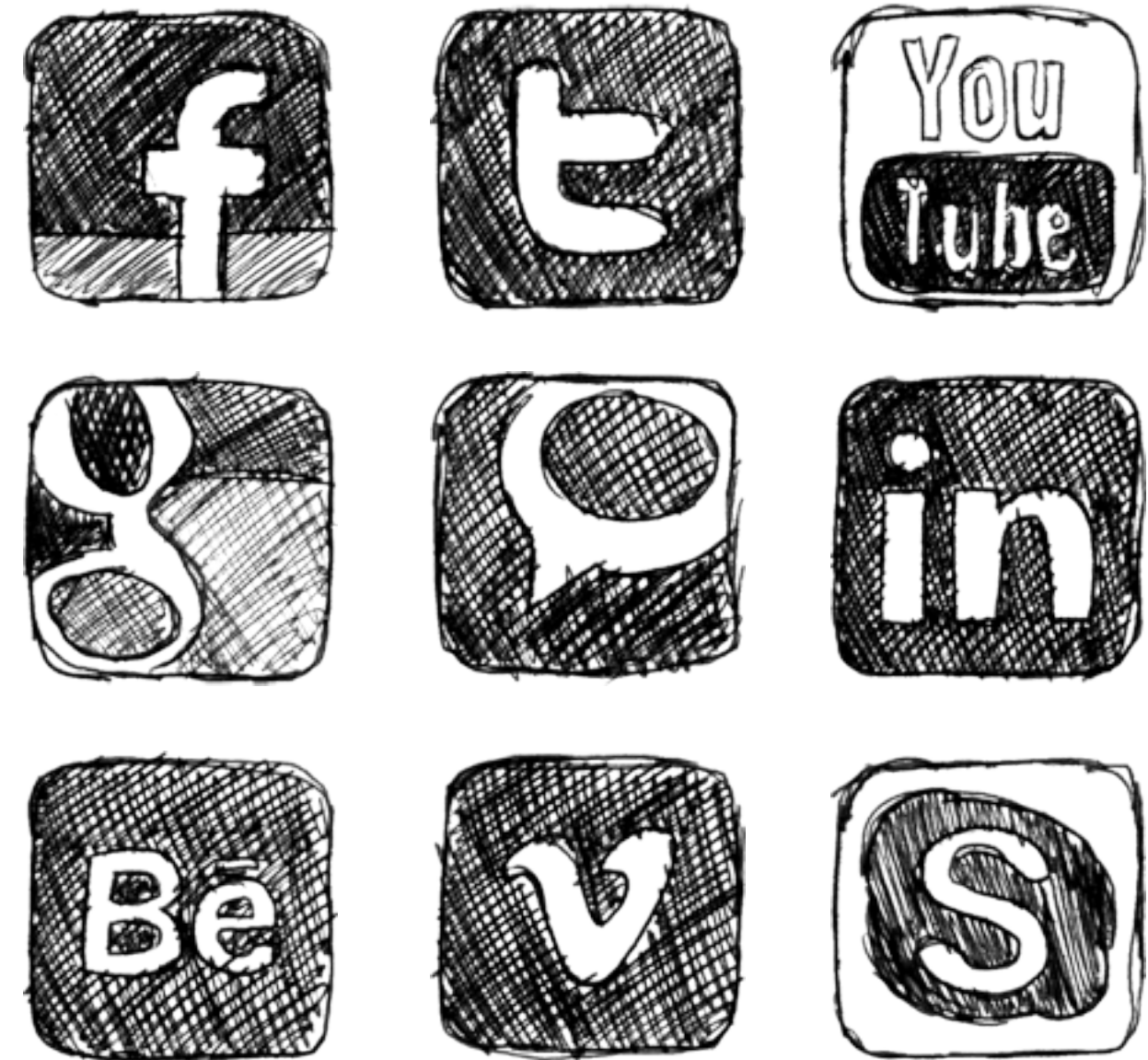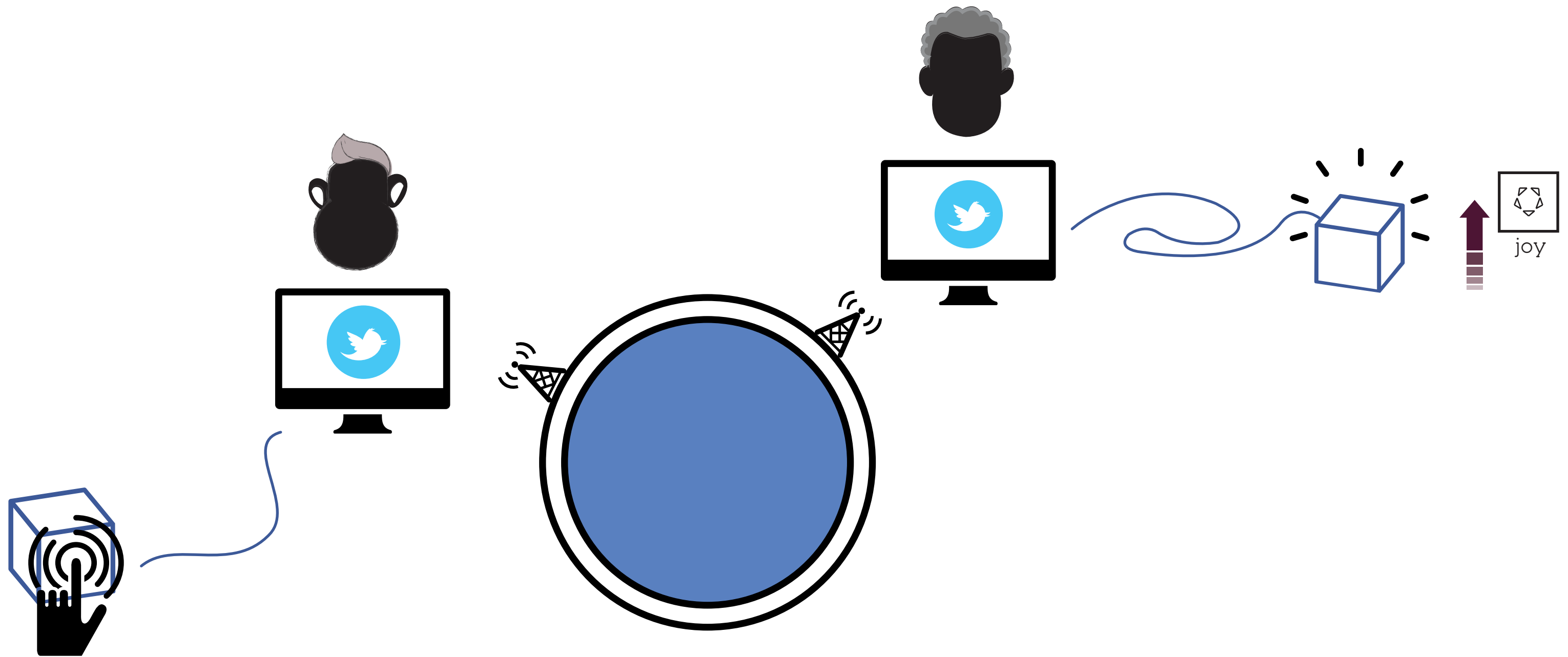# EmoCube

Yan Yao Li . Janice Ng . Yee loong Ooi

Rationale

The goal of our design is to demonstrate awareness of an extensive use of social networking to raise an individual's self esteem leads to loneliness in front of their screens.
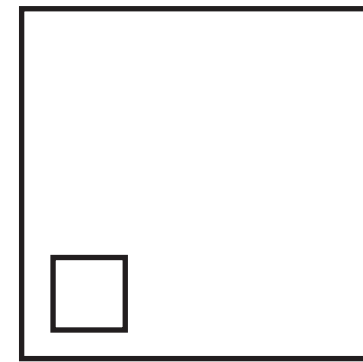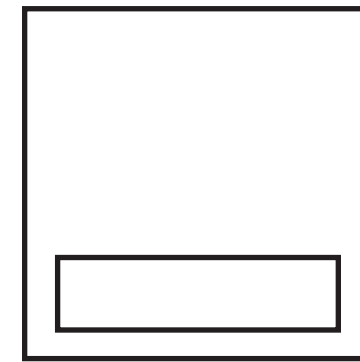
Design

With the creation of a physical object, it becomes more personal to the users which the user can make a post about their emotions by touching a surface of the cube and that another user gets notified on screen to react based on the feeling expressed. Hence, we hope the item becomes personal with the actions of making emotional posts through touch.
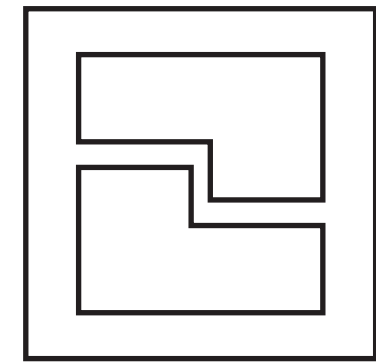
Functionalities

The prototype was encoded using Arduino and Processing through serial communication, as well as multiple wiring connections.
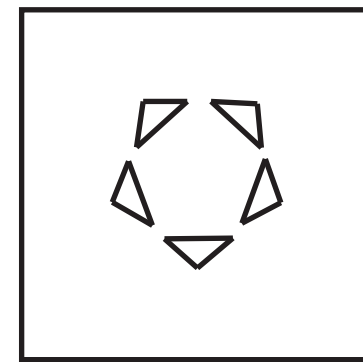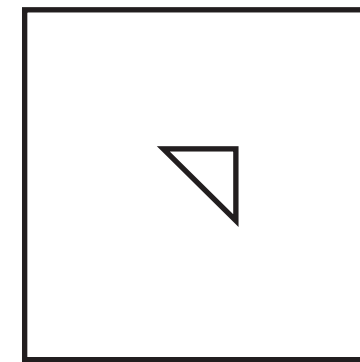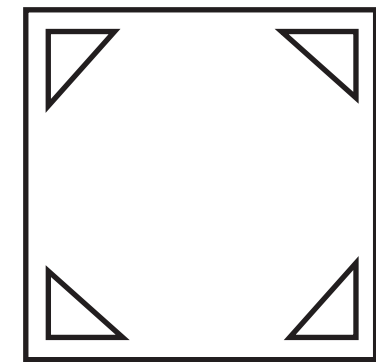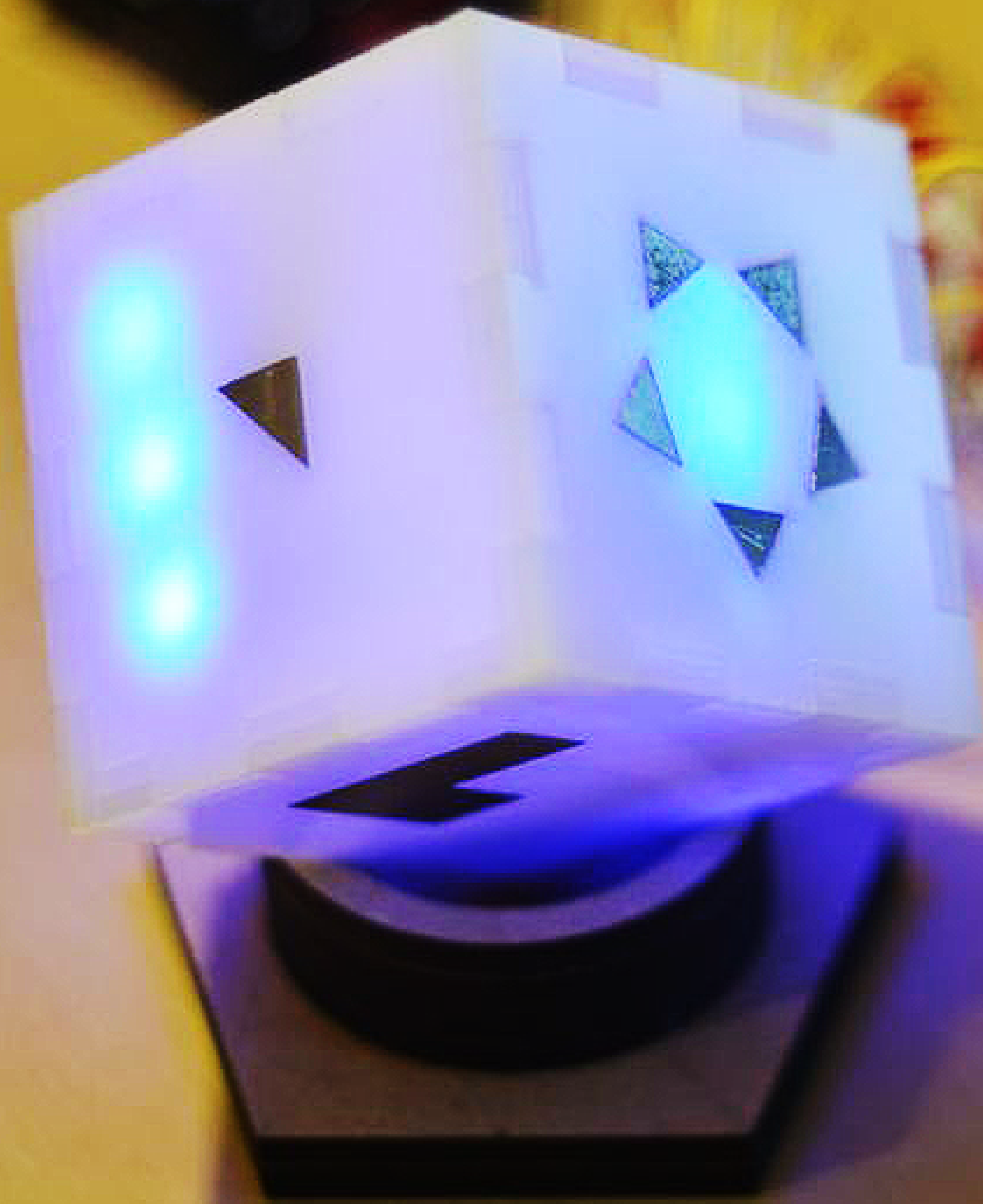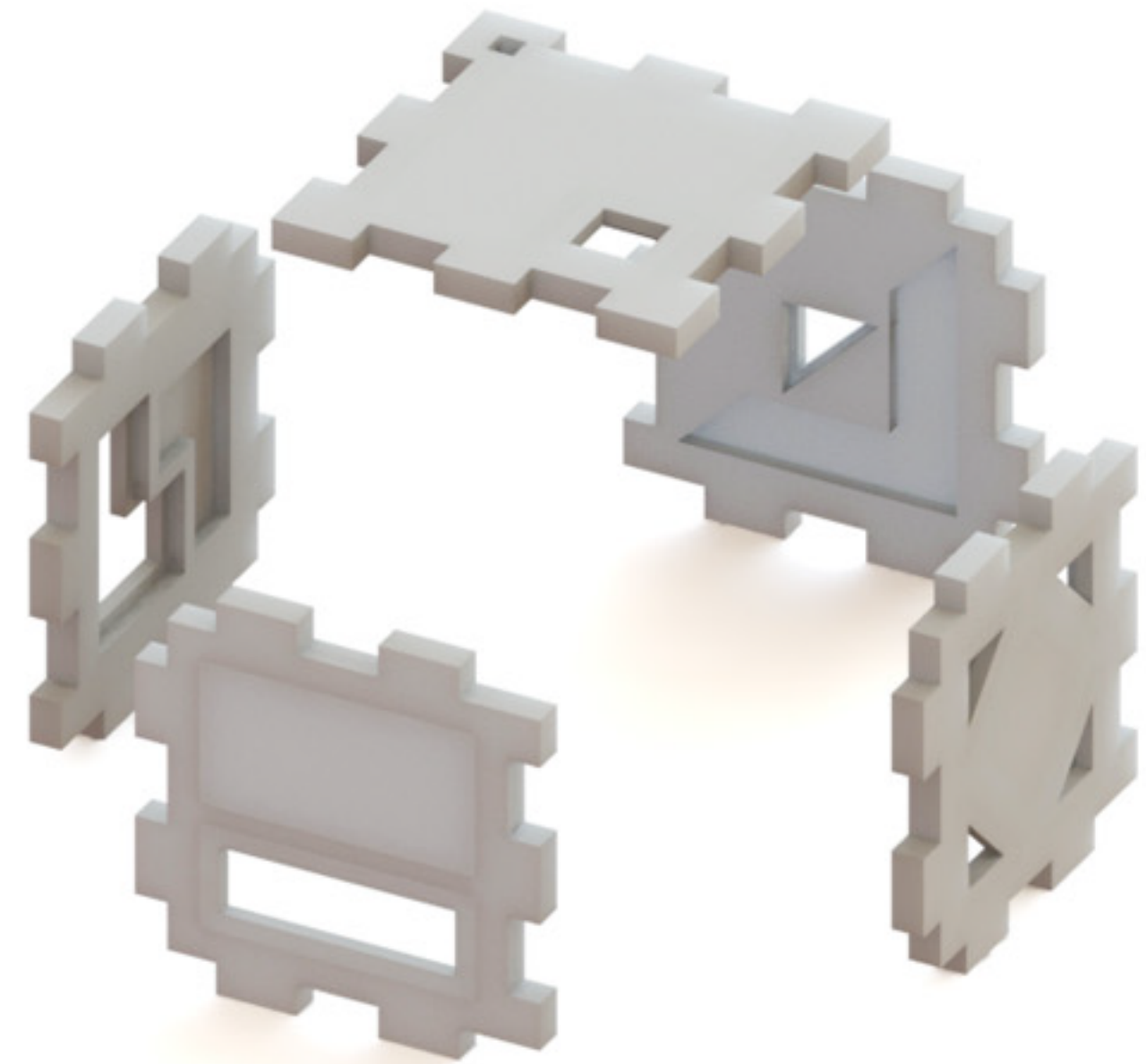
Deployment

It has been released to a household in the structure of a town house with two sisters. Due to 3 floors in the house, communication becomes difficult as they are in individual rooms on separate floors.

Findings

Based on observations and data gathering, we have used an affinity diagram method to organize our results where we found themes of the type of posts that the sister made most, as well as family relationship after using the product.

Video https://vimeo.com/63841184