

Project Brief



The project is essentially a puzzle box in the form of a plastic baby doll. The embedded systems will be integrated within, and throughout the doll and will include a joystick, button interfaces, LEDs, switches, digital display, pressure plate, FID reader, magnets and speakers, with a microcontroller to program it.

The inspiration for this project comes from the dolls that are given out to students taking home-economics classes in high school. This project will be the antithesis to the values that home-economics classes try to instill in their students. Rather than attempt to quiet the baby by calming it by cradling it and attending to its “needs”, our baby doll will be a “possessed” baby.

Therefore the interactions between the user and the project will consist of (reasonably) violent/inappropriate actions in order to quiet the baby. This includes twisting its head around, pulling off its leg from its body, “feeding” it alcohol, “choking” it, etc.. The doll's aesthetic will match what the spirit of the project is supposed to be, such as giving the baby red LEDs for eyes, a “666” display on its body, and vulgar lines output via speaker.