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CART360: Etude One

GitHub: <https://github.com/jessfillippelli/CART360.git>

Object one: Hockey puck

The first object is a hockey puck. The puck is a circular object that is made out of this thick black rubber. The puck is almost 3 inches in height and is almost 3 inches in width. It is also more or less an inch thick. It can fit in the palm of someone's hand. Around the puck, it has this texture surface, and has the team's name and the NHL logo carved into it, with a sticker of authorization, to say it is a real puck. On the top surface of the puck there is the name of the two teams that this puck was used for, in this case it is a warm up puck from the Montreal Canadiens vs the New York Islanders on November 22th, 2015. Along with the logo of the two teams and the NHL logo. It is like all this was painted on top of the rubber, it is not carved in it. The puck seems to not have any weight to it. It is a pretty light object.

The hockey puck is meaningful to mean for a number of reasons. Firstly, hockey is my favourite sport. I am very much invested in the sport and I watch every hockey game, whenever my teams are playing. Hockey, for me is an escape from the real world. Those three hours of a game is a way to change the mood I'm in, whether it is a happy mood or a not so happy mood. It really all depends if my teams win or lose. Even if they are losing, I'll watch till the last buzzer goes off, you never know what will happen. Secondly, this puck is from my collection of hockey pucks. This puck affords me happiness because it relates to my favourite sport and it is a real puck from a real game and this game was played on my birthday.

How my object resonates with other people is that I am obviously not the only hockey fan out in the world, and humans might think my puck is a cool collector's item to have, since it is a real game puck. However, on the other hand, some people might not care about my object because they do not like hockey or do like hockey but do not feel the need to collect things. Some might think it is a waste of space.

Object Two: Mom's ring

The second item is my mom's ring. The object is another circular object. It fits on someone who has a skinny ring finger. If my calculations are right the ring is one Millimetre in height and width. It is a gold wedding band with diagonal lines in the shape of an X and three lines carved into it all the way around it. So it is an X, three lines, an X than three lines and so on until the whole band is covered with Xs and three lines.

The ring is meaningful to me because my mom gave it to me when she was in the hospital and now I wear it around my neck on a gold chain. Every time I see the ring, it makes me feel like my

mom is always with me, even if she is no longer with me. It is like I am always carrying a piece of her with me everywhere I go. The ring affords me memories of my mom because she never took it off. She did everything with it on. It reminds me of her and the memories of her and how I always liked the ring. I remembered when I was a kid, I always wanted to try it on even if I knew it would not fit me and she would always let me try and put it on. It does afford me sadness sometimes because I did get the ring in an unhappy time in my life.

How my object resonates with other people is that they can feel emotions they did not ever know they had by me telling them why I have the ring. People might not want to touch the ring because it is around my neck on a chain. Some people might want to play with the ring and see if it fits them. Some people will obviously not feel the same way about the ring as I do, I have all the memories not them.

Object Three: Highlighter

The last object is a highlighter in the color of light purple. The highlighter is five inches in length and it is half an inch in width and it is half an inch in height. It has a white cap. The highlighter is thick at the top and then it starts to slim down when it gets to the cap. It has this thing at the top where you can hook it onto a shirt pocket or a piece of paper. The top of the highlighter makes the highlighter look like it is a push pen highlighter. Which is what I thought it was. I was in the store like a fool, saying this highlighter does not work. Took me a while to realize it was not a push pen highlighter.

This object is meaningful to me because I like stationery items. You can say I like to collect highlighters. Highlighters are a staple in my pencil case. They are my favourite stationery item. I have maybe a few highlighters from each brand. This specific highlighter is from the brand Stabilo, the swing cool collection.

How this object can resonate with others is they can use my highlighters to highlight stuff. Some people might not have the same fascination with stationery as I do.

Make my favourite object interactive: The Hockey Puck

The first way to make the puck interactive is that you can use the puck as a game sensor. For example, you are in a dark room and the puck has a LED light on it and a sensor and some type of pulley system is attached to the puck. The LED light is only on if the puck is moving. You will have the puck on something that looks like a zipline. The zip line does not only go left or right, but it will

go in different directions, up, down or in circular motions. Basically, the puck is on the zipline up in the air where the zip lines are connected to the walls. The objective of this game is to try and hit the puck with a ball. The sensor on the puck will tell how many times you hit it. The LED is so you can see where the puck is in the dark room. The balls have LED lights too, so you can see where the ball is in the dark. You play this game a few different ways. Firstly, you can play one person at a time. You can be any amount of people playing this game but one person has to be in the room at a time. The one who hits the puck the most wins.

The second way that you could make the hockey puck interactive is that it still has sensors and it can maybe track how much force you hit the puck with or how fast the puck is moving when you hit it. Then you can say the puck is moving at x amount of speed and you can hit it but if the puck is moving at this amount of speed and you cannot hit it. You can also track how many times people pass the puck between themselves. This can be good for athletes who want to work on their accuracy.

The last way to make the puck interactive is that the puck would be up right with the front of the puck facing one of the walls and it is spinning. The speed of the puck when it is spinning helps activates a pulley system and then that pulling system will start a chain reaction and set off a bunch of domino pizza boxes.

Storyboard

