

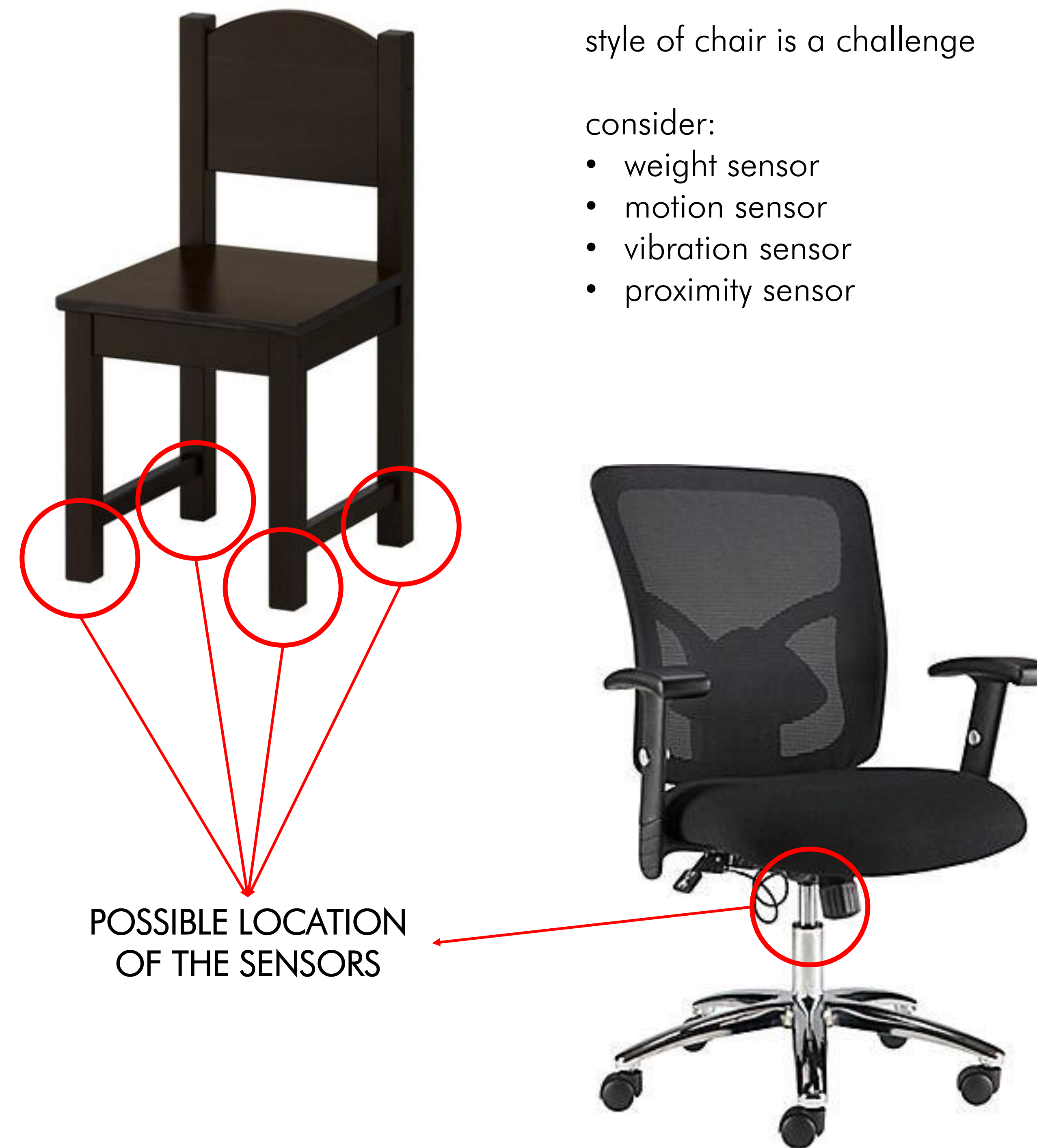
I. FORMULATING THE IDEA

this project proposes a chair that can sense when someone sits on it. it would know how much weight (or something like that) is being put on the chair. and then, it would say something based on the amount of weight that it's being put on it.

the idea is to make people think about the way they can impact their landscape by making this landscape react to them. the chair was chosen because it is an everyday object that people don't always notice.

making the chair interact with people it's a great way to achieve this goal. it have the potential to make people pay more attention to how they interact with their environments.

II. DESIGN CHALLENGE



III. THE IDEA IN PRACTICE

the possible style of chair that we are going to focus on is the ones with wheels and adjustable height. since they are adjustable, we think it is going to be more easy and ergonomic.

the final result is going to be a chair that is going to interact with people according to their movement. it will say something funny like "oh, i've been working so hard today! don't u want to stand just for three more minutes?"

the technical part of the project will basically be constituted by a weight sensor and a small speaker that are going to be connected to a photon programmed with a code that can understand different levels of weight.