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THE TALKING CHAIR PROJECT

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This research is based on an initial idea to make people start noticing their surroundings. The goal is to make people think about the way that they can impact their landscape by making this landscape react to them. With this in mind, we wanted to give a personality to an everyday object (like a chair) that people don't always notice or pay attention.

We first considered using a trash can. It would know if someone throws something inside or outside of it using motion sensors. And then it would say something based on that. But some design challenges weren't allowing us to put this in practice. Such as the trash basket sensing a person passing by and then saying something random thinking it was a paper ball being thrown on the ground. Also, we thought that a trash can was not very original, and people don't interact or spend too much time with it during their day. So then, we started considering a chair.

The chair is a better idea, since people spend most of their days sitting in a chair and working. It could even know if someone is spending too much time sitting and say something like "It's been a long time since you sat on me. Take a walk to make your blood circulate through your legs."

The chair would say something based on the type of tract that it receives. A motion sensor would know when someone sits on it and then it would say something like "Hey there! I'm glad to be at your service." And then, a time sensor would know when this person spent too much time sitting. Using this information, the chair would know that it is not healthy for someone to spend so much time sitting on it and then it would warn the person about it.

The technical part of this project is perfectly producible. It would connect a chair, a little speaker and a sensor to a photon programmed with a code that would process the different information that the sensor would collect. In the end, we will have a chair that have a personality and that hopefully will help people notice their landscapes and even make them healthier.

Keywords: Motion sensor. Chair. Robotics. Architecture. Photon. Talking objects.