Ambient Interfaces – The Social Family.

#AmbientInterfaces #SocialEngagement #TimeManagement #Family #Ubiquitous #IoT

Project Brief:

Ambient interfaces seek to seamlessly integrate technology into our physical surroundings, making interactions with technology more natural and unobtrusive. The term "ambient" refers to the idea that these interfaces are present in the background, always available, without demanding constant attention or overt user actions.

This project aims to create an ambient interface that facilitates seamless management of multiple family calendars, accommodating both convergence and divergence of schedules while avoiding reliance on a single "boss" user. The interface will extend beyond conventional app-based solutions and explore alternate displays integrated within the home environment. The primary objective is to support families in coordinating various kinds of events without imposing the burden of coordination on one individual. This is not a mobile phone Calander app; it must make use of Ambient UX design. Electronic displays may be used if they a shown to be effective.

Problem Space:

Time management apps within a family can be both beneficial and problematic. While they offer the advantage of synchronising schedules and organising tasks, they more often than not are served up as a mobile application. These mobile apps pose a significant challenge with their constant connectivity and demanding nature that can lead to distractions and fragmented focus among family members. Unfortunately, current mobile solutions often prioritise efficiency over creating a harmonious social family experience. The emphasis on quick notifications, seamless updates, and real-time alerts can inadvertently create isolation amongst family members.

Success Criteria

An ambient interface, that seamlessly integrates into the background in a home environment, which enables the facilitation of social engagement among family members by managing the convergence and divergence of individual calendars.

This Application MUST Have

- An ambient interaction that displays information through novel use of sight and sound.
- Allow for multiple users to be able to input information about their Calanders.
- Have that data presented in a way that allows for "at a glance" ambient interactions that facilitate social interaction and time management.

This Application COULD Have

- Expanded into a larger group dynamic (corporation, industrial, large social groups).

Expected Skills

- Physical Fabrication (Arduino, Wood Working, 3D Printing, etc).
- Microcontrollers (Arduino, sensors, etc).
- High Level Programming Language (Python, Java, C++, C#, JavaScript, etc).