

# EMPATHY TOTEMS

Luis Cielak

"THE WORLD BREAKS EVERYONE, AND AFTERWARD,  
MANY ARE STRONG AT THE BROKEN PLACES."

—HEMINGWAY

NEEDS/OPPORTUNITY

# NEEDS/OPPORTUNITY

**Everyone feels, happy, angry, anxious and depressed sometimes.**

Paying attention on how we feel by using the tools available to us can help us grow as individuals and lead us to become happier human beings.

# MARKET RESEARCH

"Depression affects about 121 million people worldwide, with many more going undiagnosed, and is the leading cause of disability. Anxiety disorders touch 16% of people globally at some point in their lives." [Ashford]

# WHAT IF I TOLD YOU

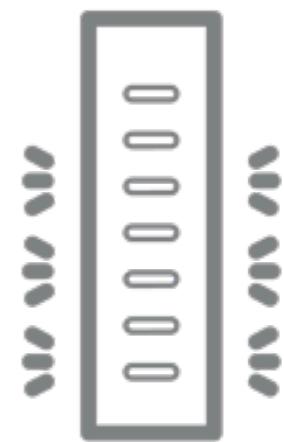


**YOU COULD BE HAPPIER IF  
YOU TRACK YOUR EMOTIONS**

EMPATHY TOTEMS SYSTEM

# EMPATHY TOTEMS

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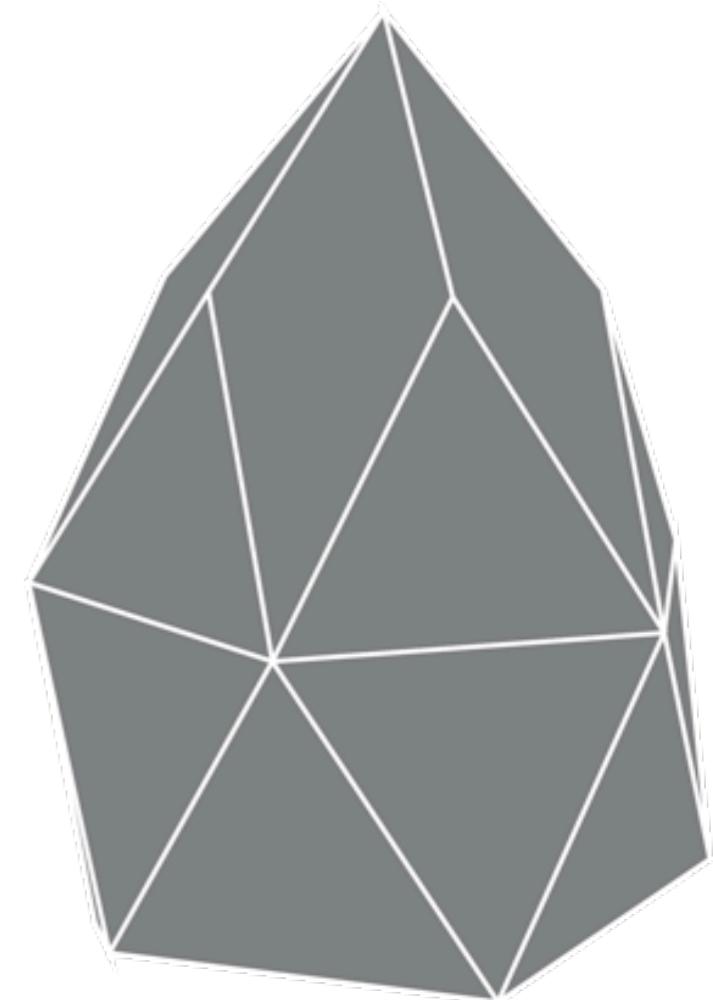
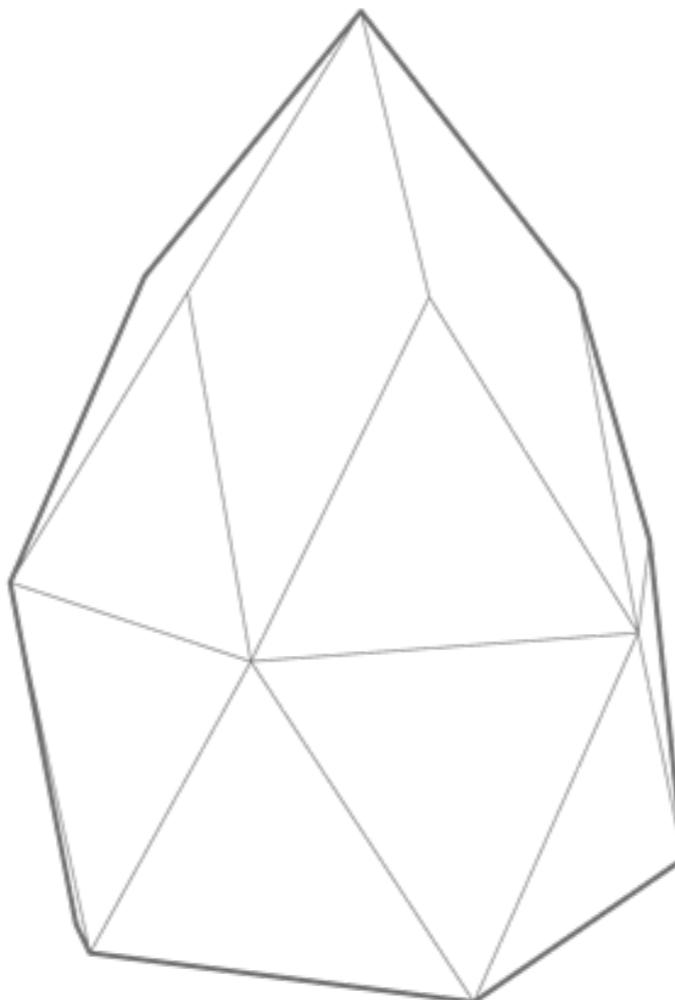
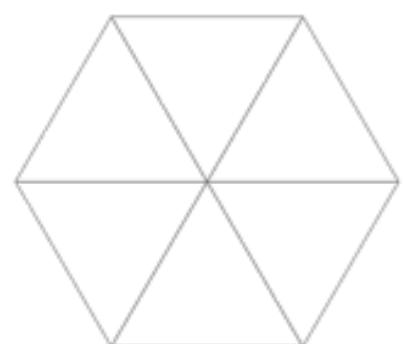


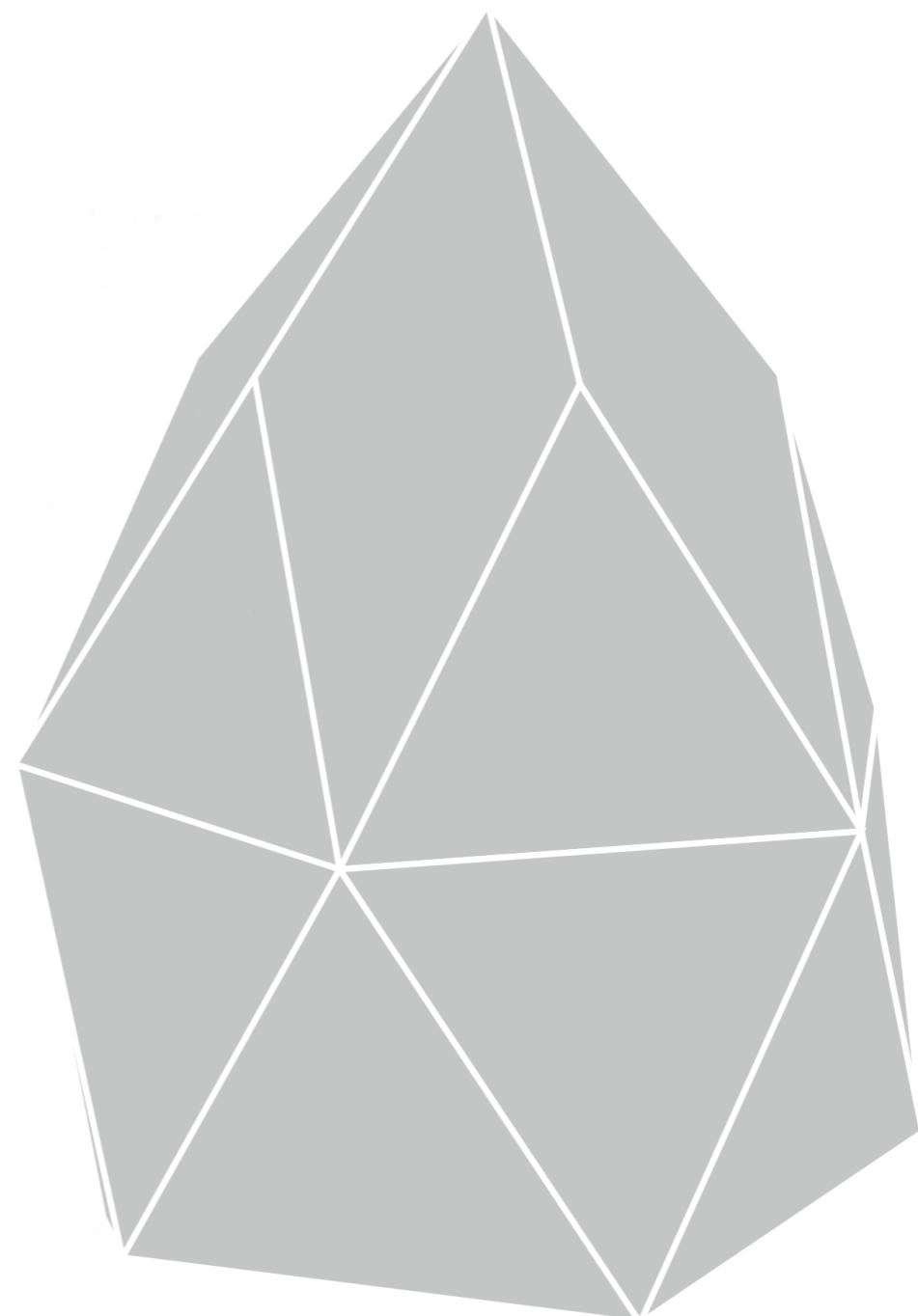
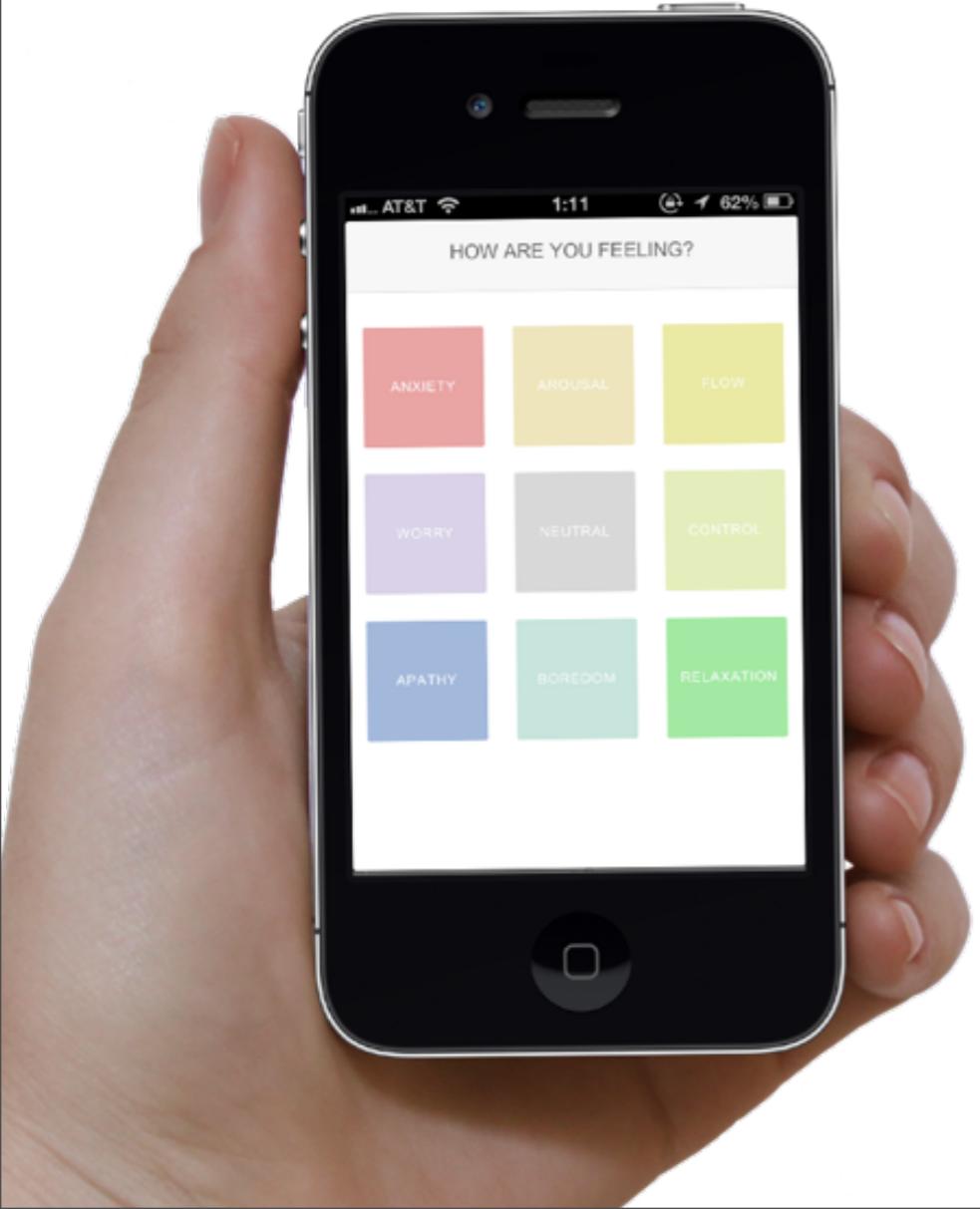
# SYSTEM FEEDBACK LOOP

1. **Self-actualization** of current emotional climate
2. **Understanding** and communication of our own emotional stream
3. **Recognition** of external emotions experienced by others around us
4. **Relate** ourselves to the feelings of others and provide compassion

# EMPATHY TOTEMS

The world's first smart totems to track, analyze and represent emotion data.





RESEARCH

# MARKET RESEARCH

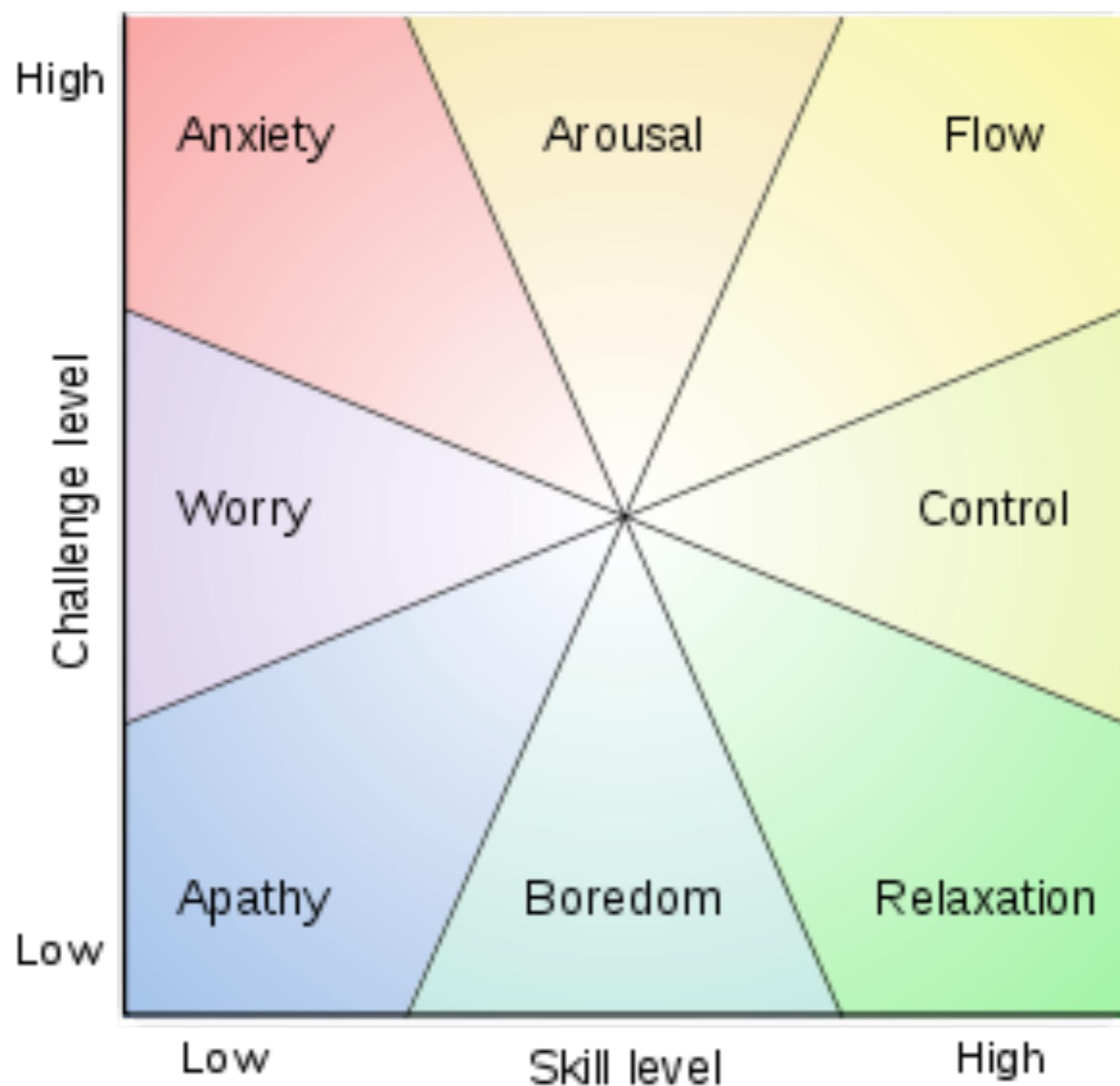
## Connected devices



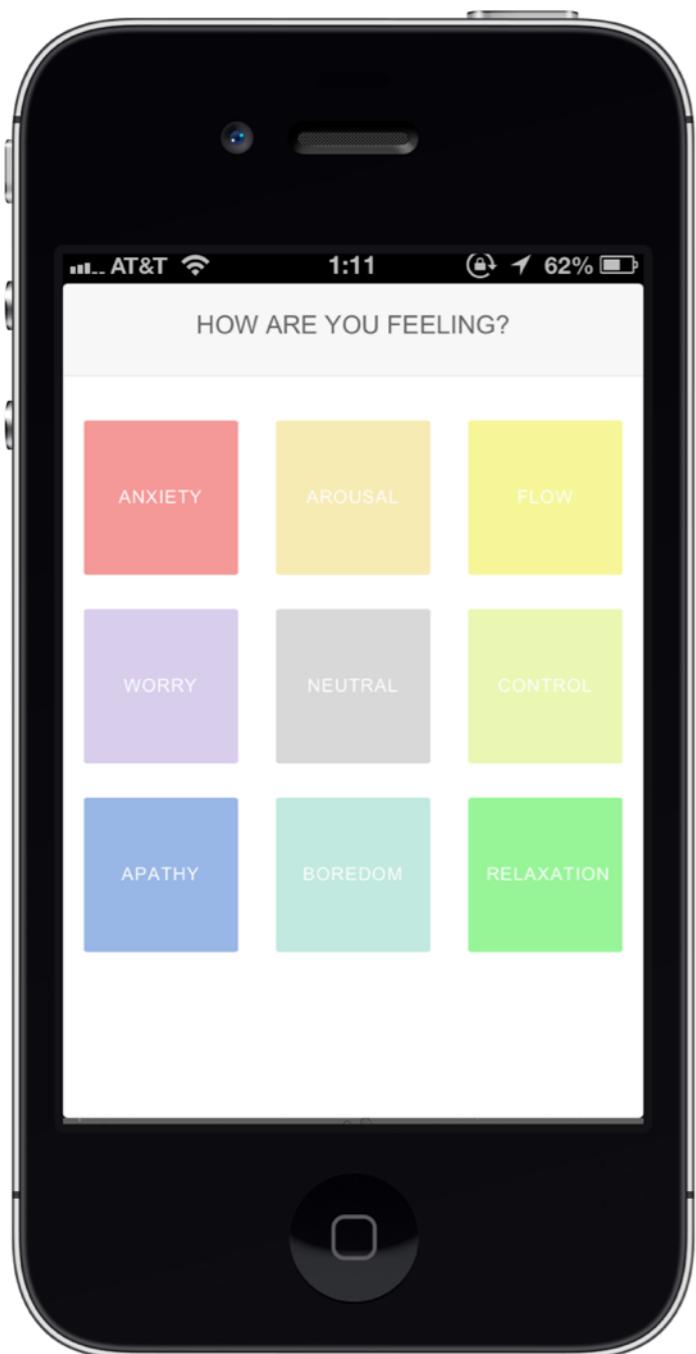
Withings body scale  
Fitbit body monitor  
Nike+ fuel-band

# MIHALY CSIKSZENTMIHALYI



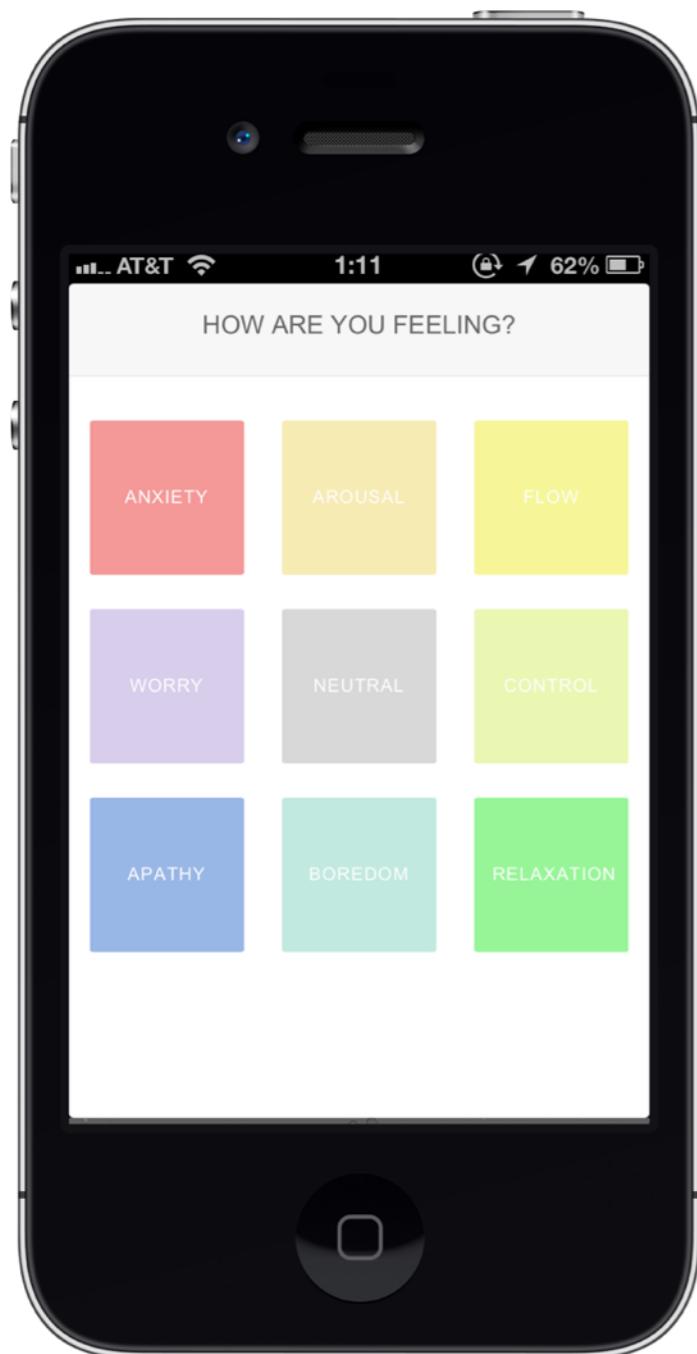


PRODUCT



added entry → 1:2 (challenge:skill)

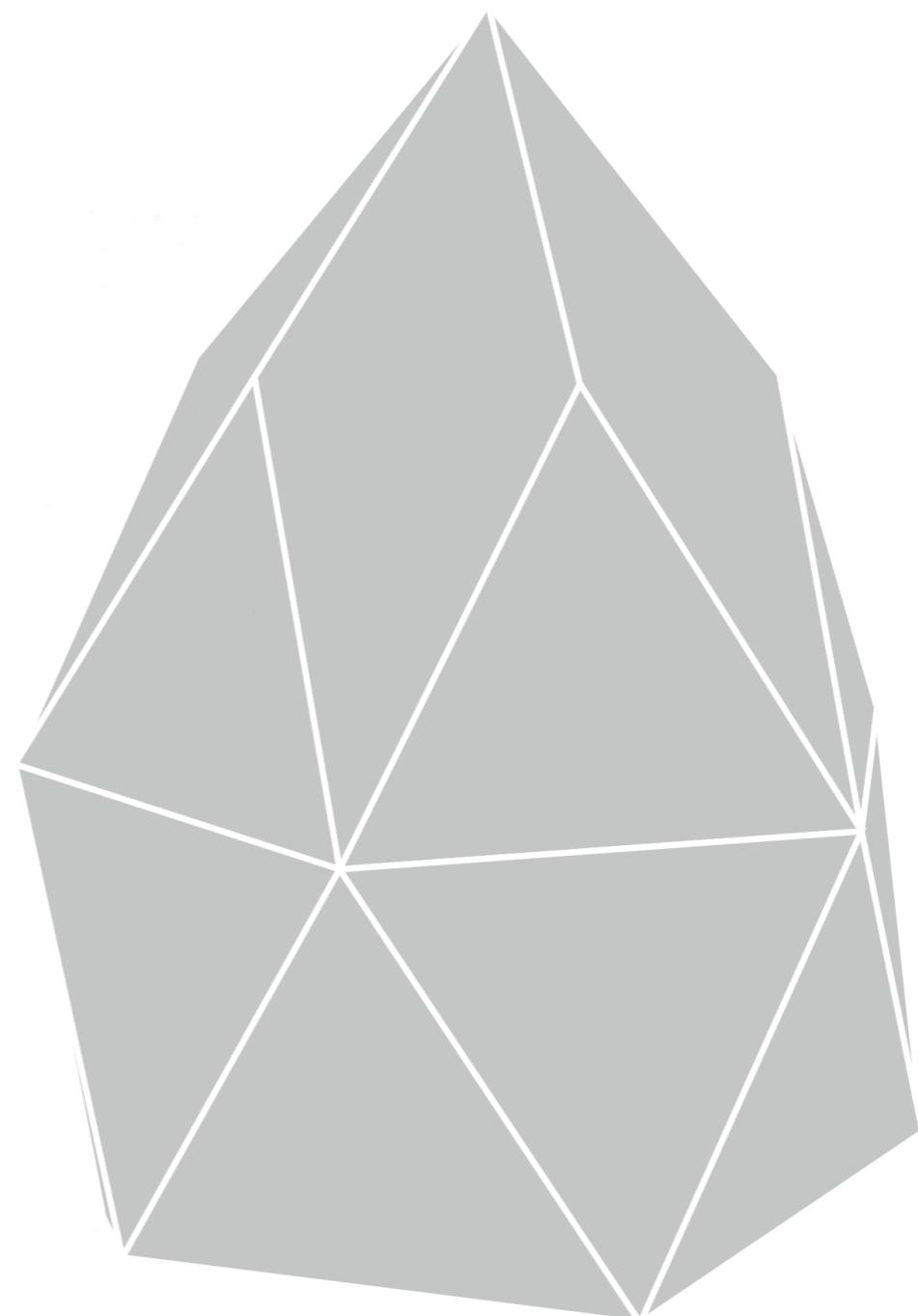
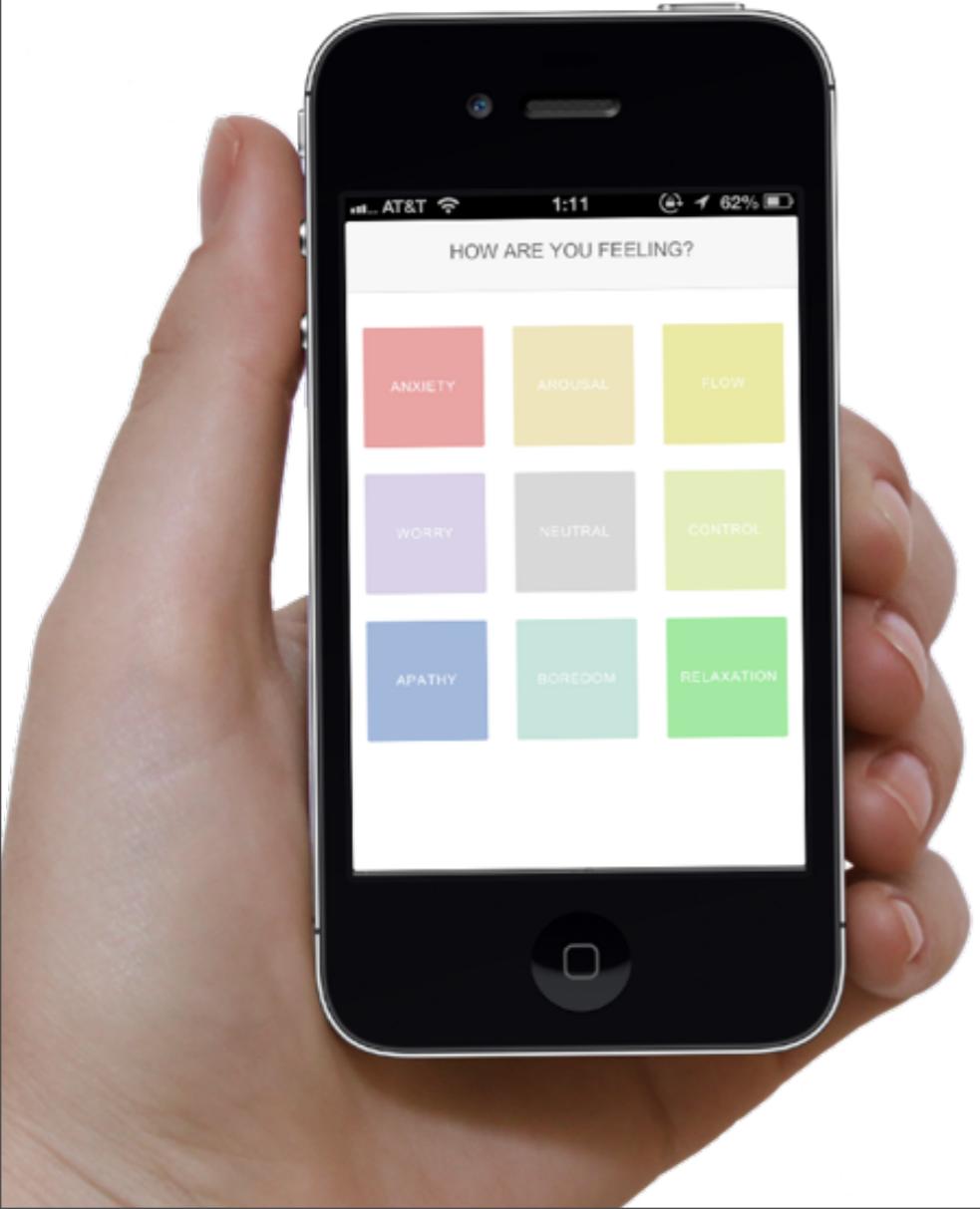
back



371

WORRY

2013-04-18 07:18:44



Chrome File Edit View History Bookmarks Window Help 100% Mon Apr 29 1:09 Luis Cielak

Empathy Totems fstraat.webfactional.com/emto/setEmotion.php

added entry → 1:3 (challenge:skill) back

799  
ANXIETY  
2013-04-29 05:09:30

EmpathyTotems | Processing 1.5.1 STANDARD

EmpathyTotems Emotion Totem

```
shp = RG.loadShape("ento_lowpoly.svg");
// shapeMode(CENTER);
}

void run() {
update();
render();
}

void update() {
background(40);

getEmotion();
setColor();
sendColor();
}

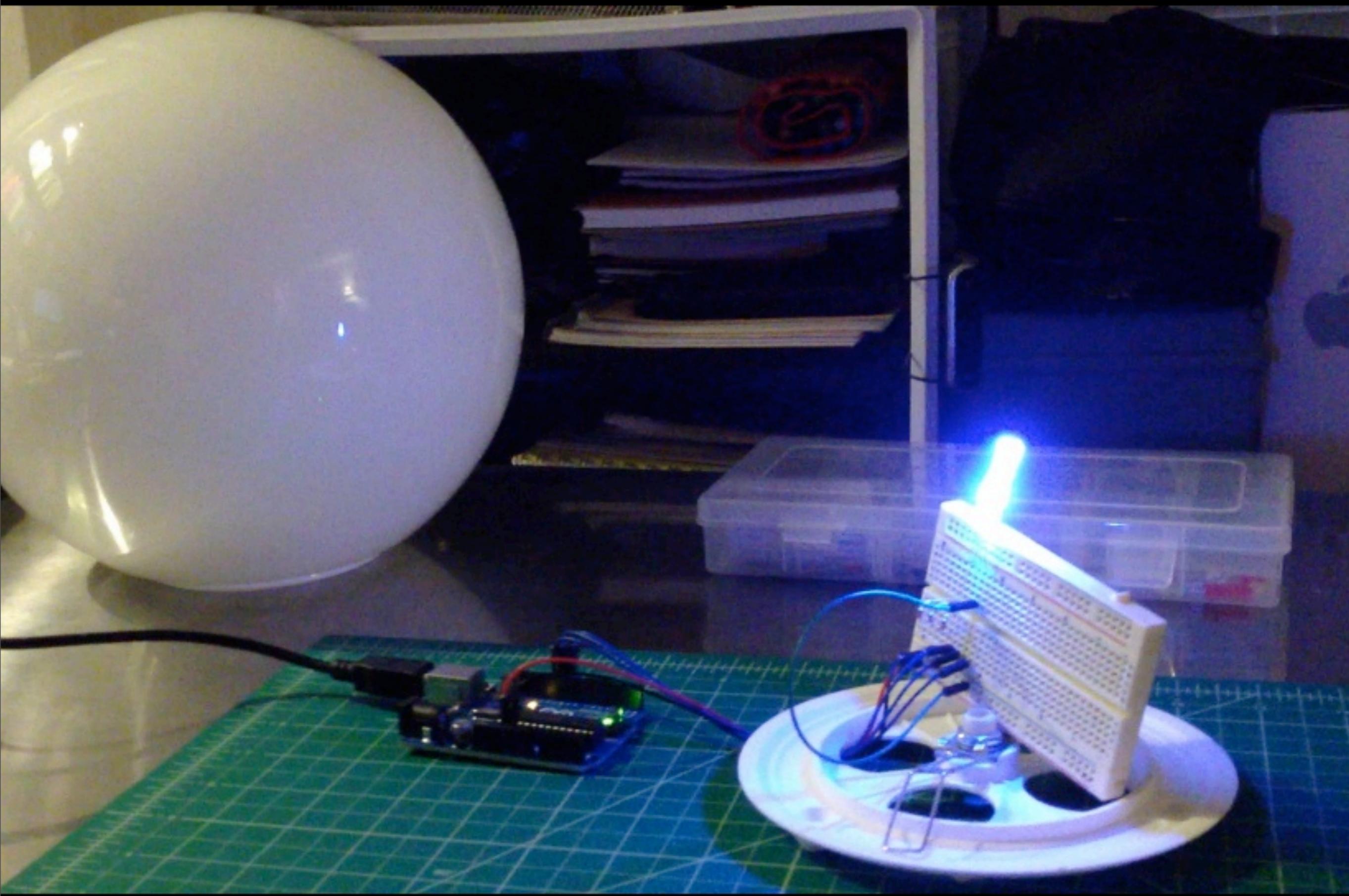
void render() {
// Display totem
pushMatrix();
translate(width/2, height/2);
// Disable styles
RG.ignoreStyles(true);
stroke(255);
strokeHeight(2);
fill(col);
RG.shape(shp);
popMatrix();
}

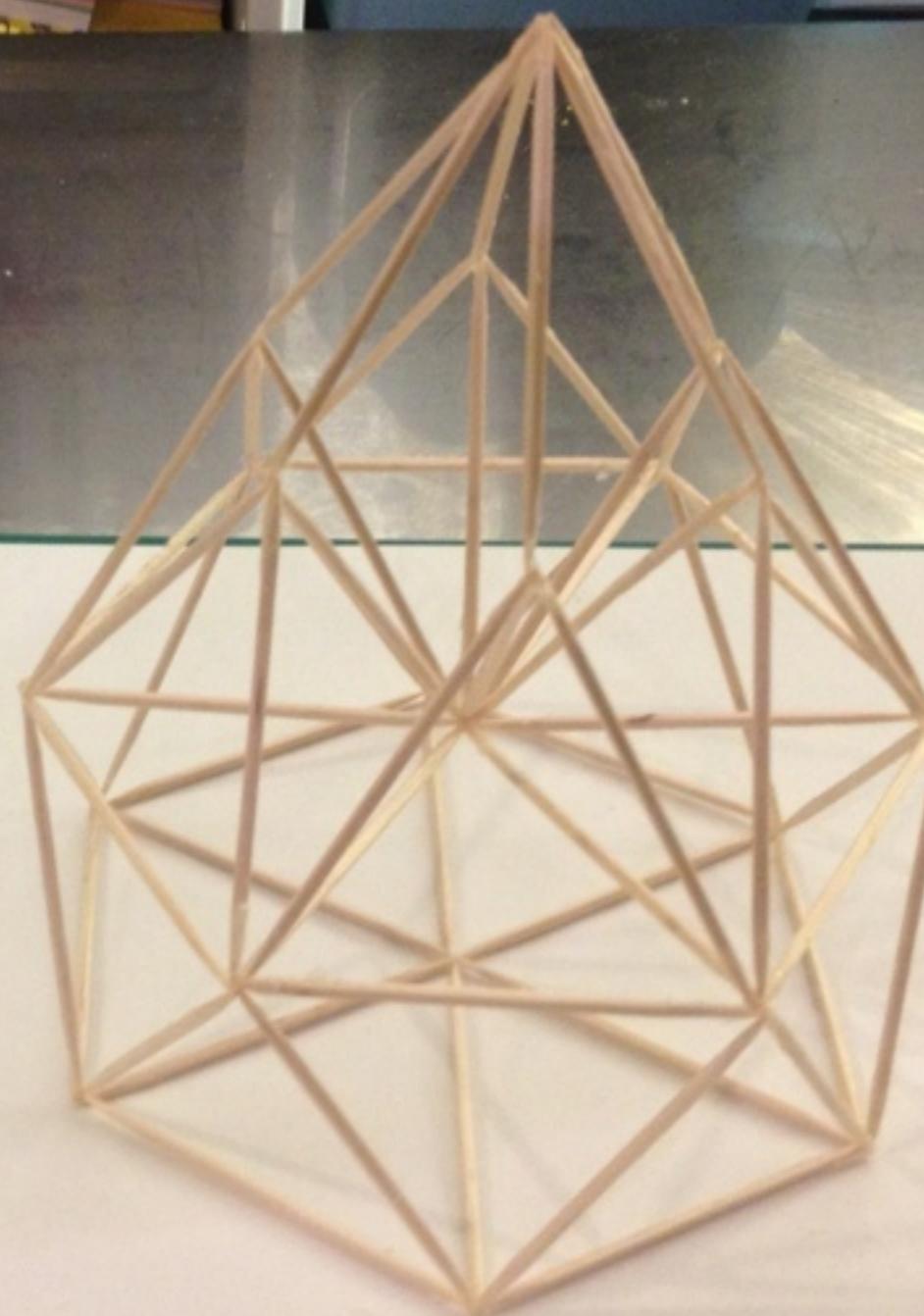
void getEmotion()
{
em.fetchData();
}
```

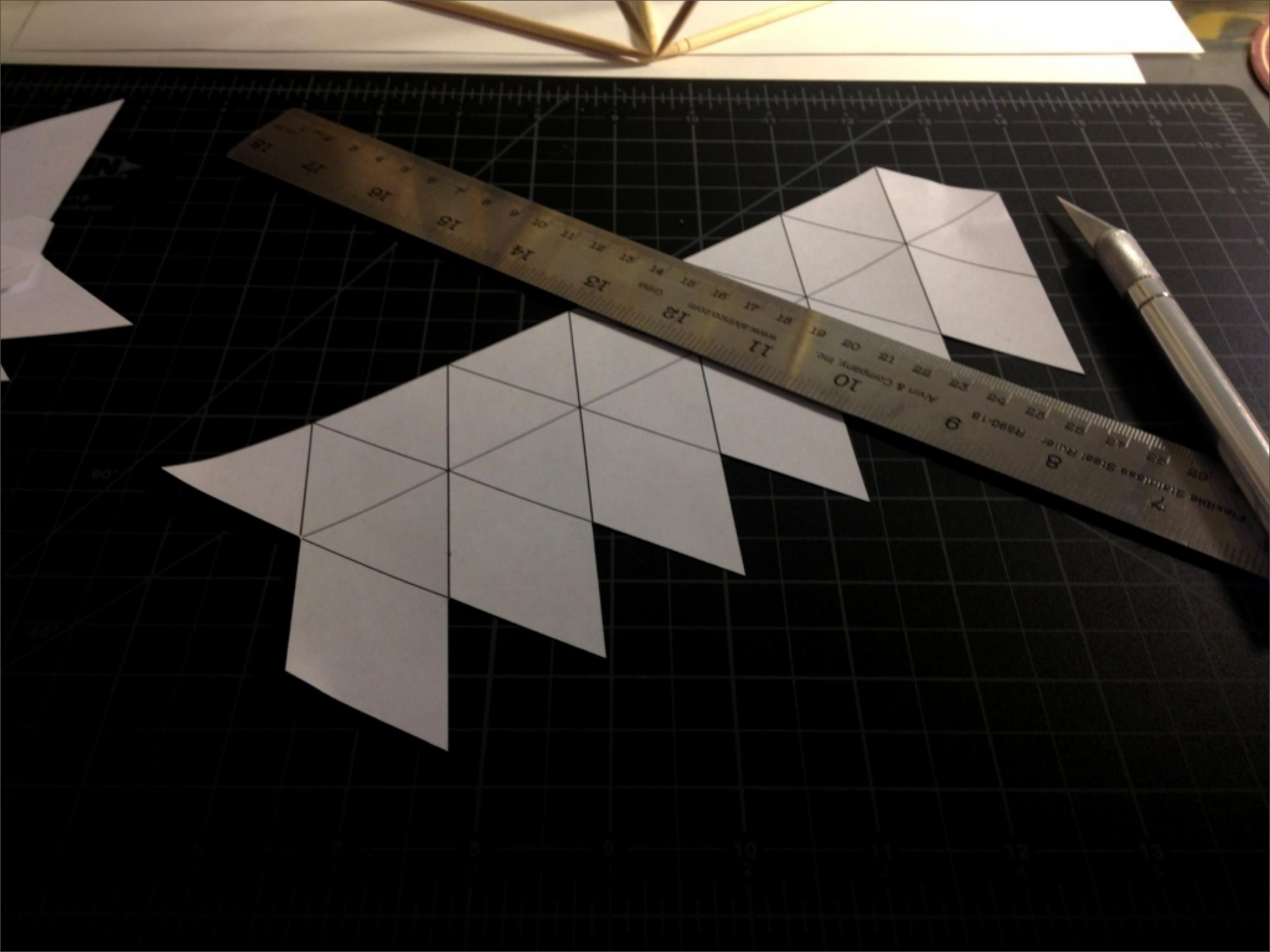
WARNING: RXTX Version mismatch  
Jar version = RXTX-2.2pre1  
native lib Version = RXTX-2.2pre2

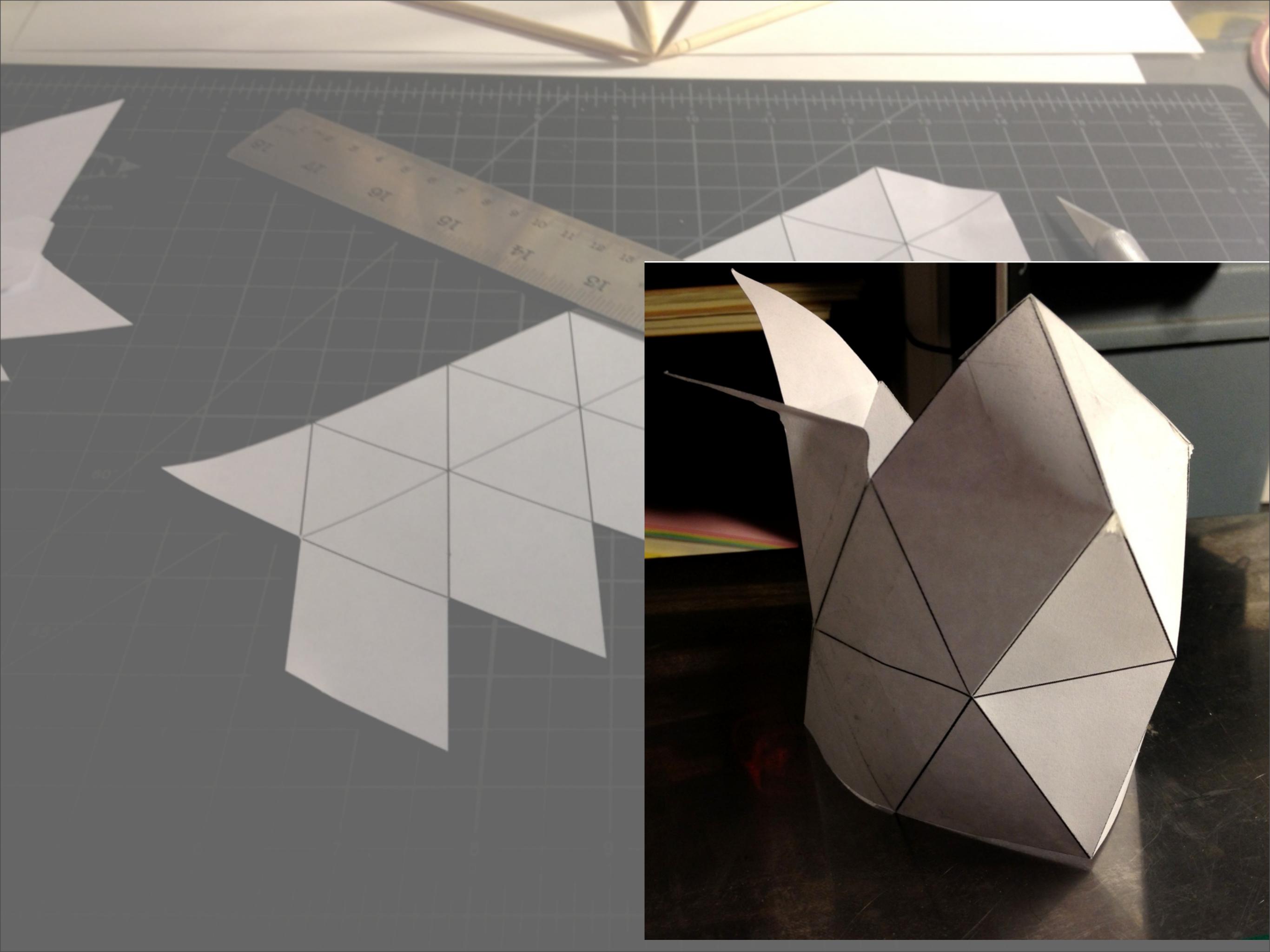
62

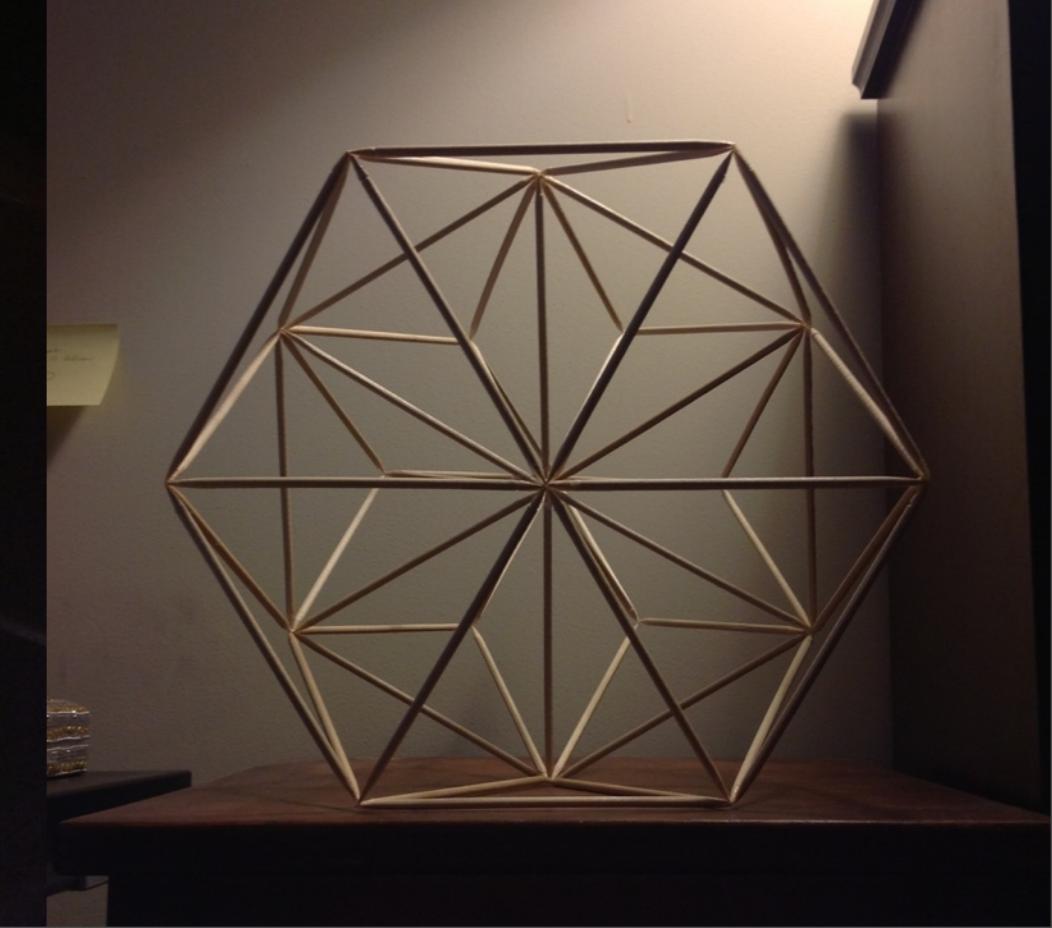
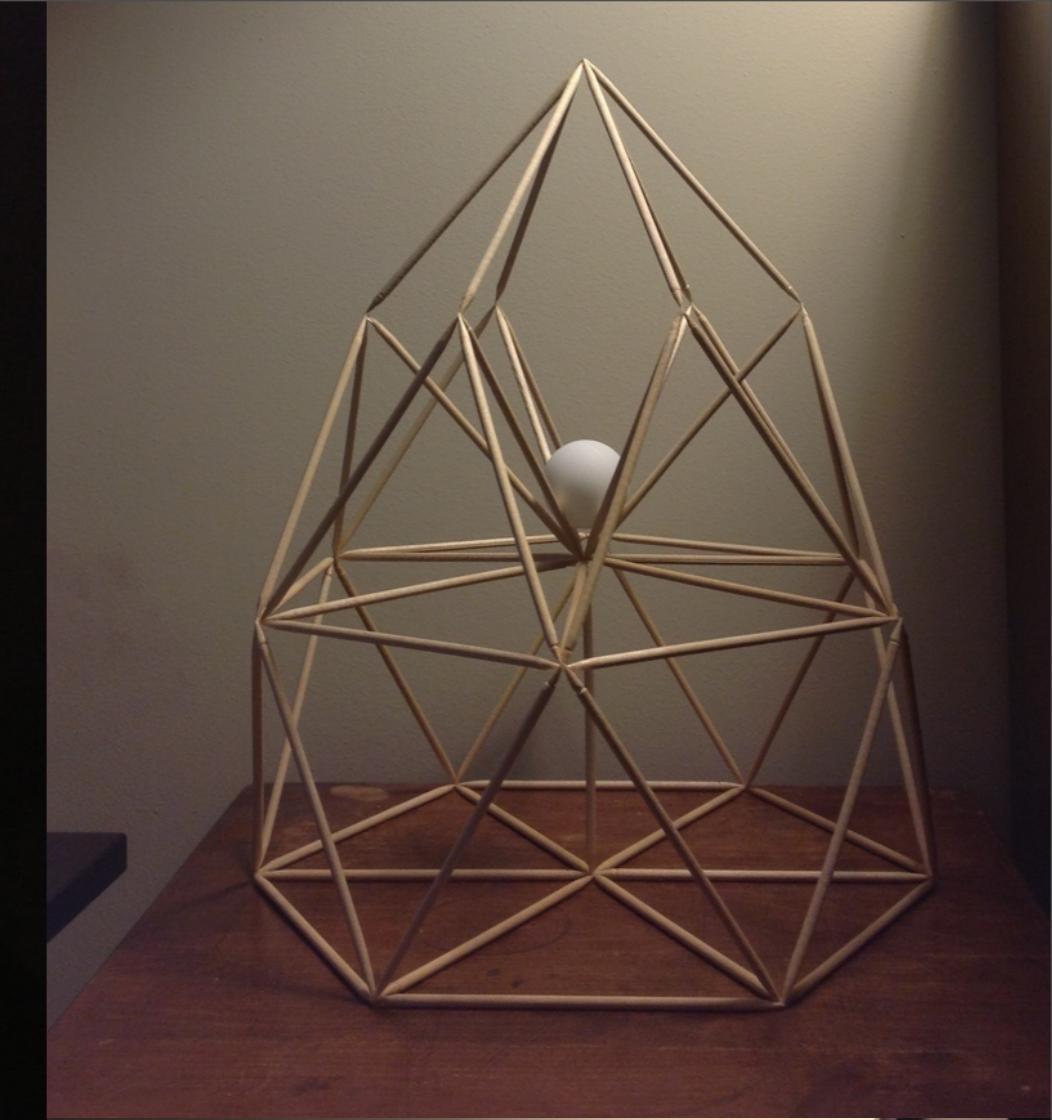
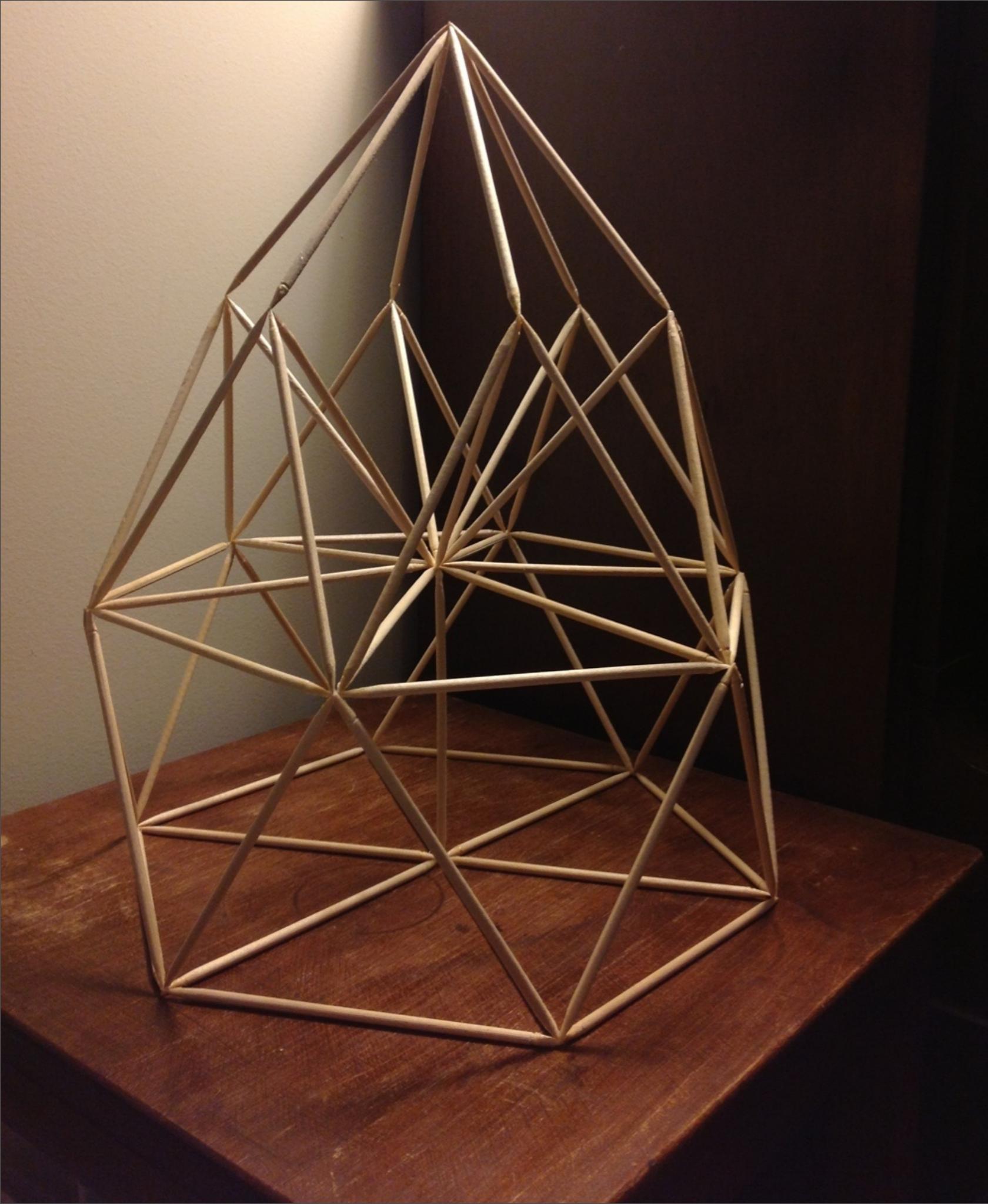
BUILD

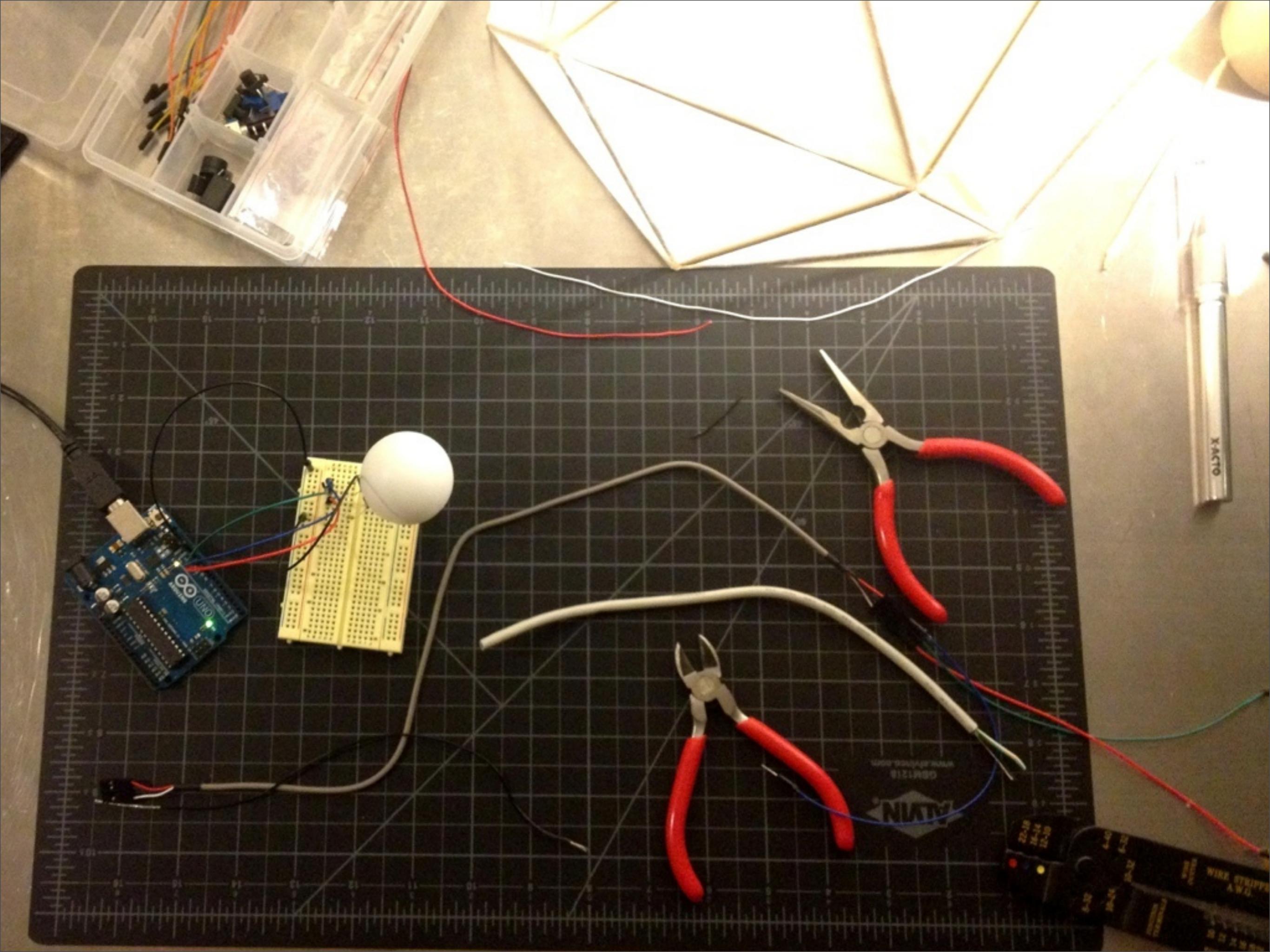








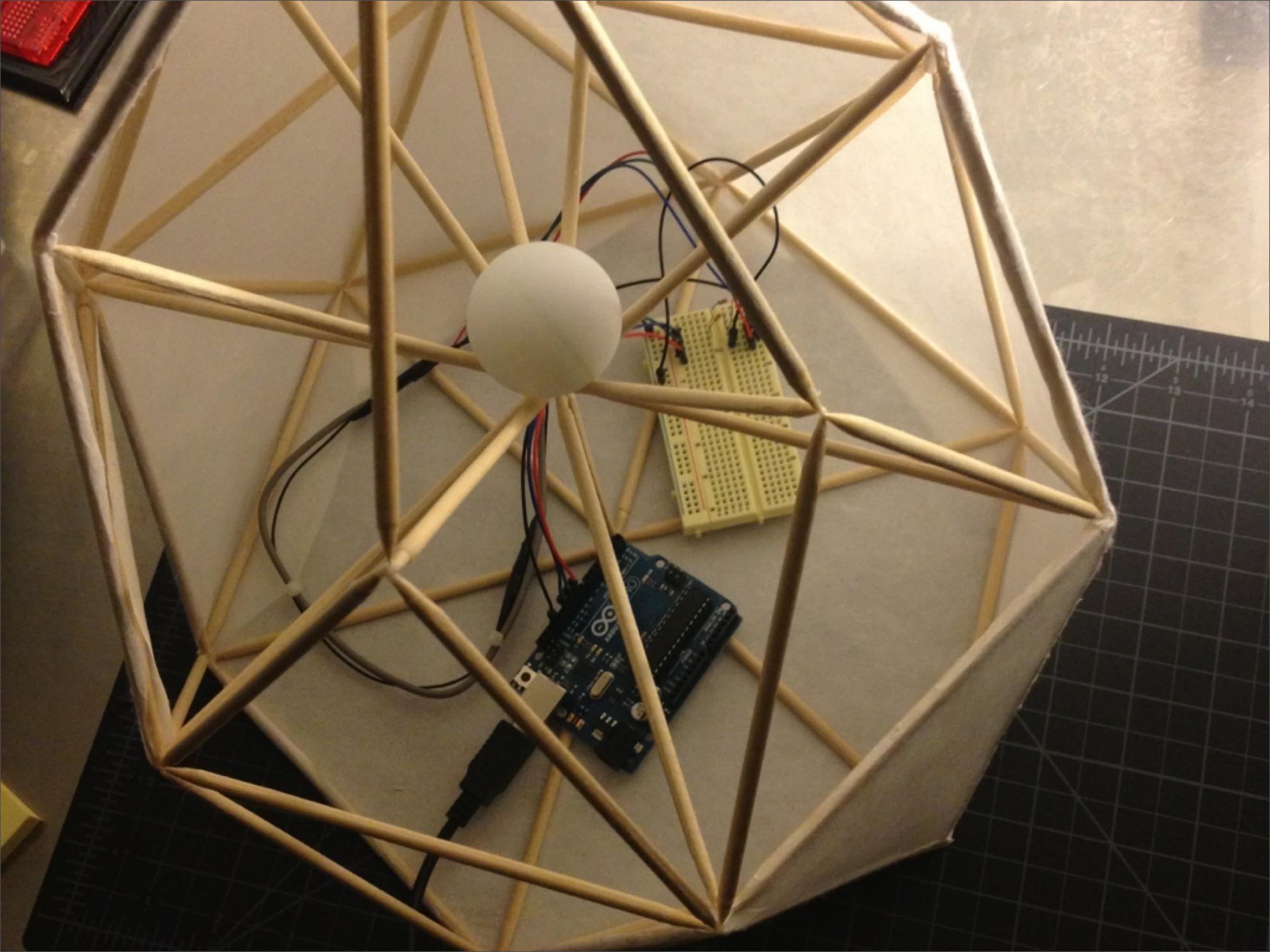






GBM121S  
www.abbinc.com

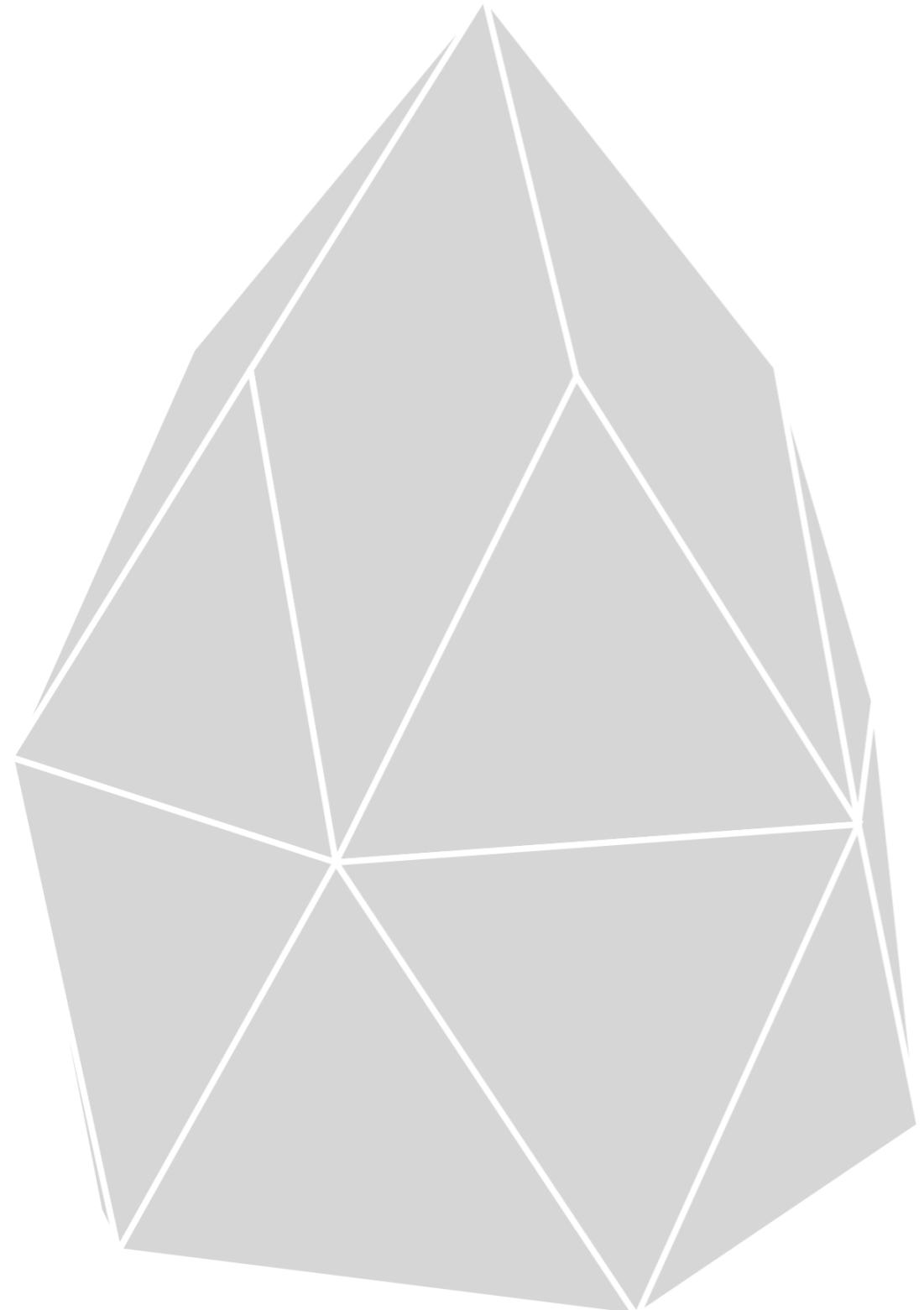












[github.com/luiscielak/EmpathyTotems](https://github.com/luiscielak/EmpathyTotems)