**FYP Ideas**

**IOT**

1. IOT live art for the home, for example a pressure mat placed outside that can detect water droplets. This is then translating as a visual piece on a canvas or something in the home. An unusual spin on the standard weather station iot projects. What if you could connect all art to the internet.
2. Smart city-based project, using data gathered from sensors such as Microphone, CO2, CO, O3, NO2 levels, Humidity, Luminosity or Temperature to produce a large visualisation that could be projected on a key area of the city such as building or floor space. Could also be a reactive sculpture/installation piece.
3. Create an interactive installation that uses body monitors to control the installation, sensors such as heart rate, blood pressure, oximeter or scales(weight). <http://www.lozano-hemmer.com/pulse_room.php>.
4. Phone app to scan within a space to give an emotional analysis of the room.
5. provide architecture and facades that inform, are functional, and begin to use data to become more efficient, such as the living light project <http://www.livinglightseoul.net/index.htm> where skin of panels whose shape mimics the shape and districting of the city. Every 15 minutes, the neighbourhood panels light up in order of best air quality to worst based on 27 real-time sensors provided by the Korean Ministry of Environment.
6. a physical globe placed in the home that can be turned to a selective country view the top news headlines. A new progressive way for people to review the news from newspapaers-tv-phone/tablet-iotglobe. <https://www.hackster.io/carolinebuttet/globe-trotter-5188e8?ref=tag&ref_id=internet%20of%20things&offset=173>.
7. <https://www.hackster.io/mrelia100/particle-photon-flip-dot-clock-2d83a7?ref=tag&ref_id=internet%20of%20things&offset=243>.
8. Create some physical realisation of the umwelt.
9. An interface for the house related to the psychotropic house and the umwelt. A connected art piece that is influenced by the home occupants-each person will alter the next persons experience as with the psychotropic house some of the owner is always left behind. Eventually the older influence will fade   
     
   Arduino and sensors for detection but what would the piece be sensing?  
     
   what would the art piece be like and how would it change/alter?   
     
   What would happen to the previous user’s data?  
     
   how does this represent the umwelt and psychotropic house?

What is the art expressing?

<http://agile-iot.eu/adaptation/quantifiedSelf.html>

**2 main ideas**

**IOT Interactive art piece**

An interface for the house related to the psychotropic house and the umwelt. A connected art piece that is influenced by the home occupants-each person will alter the next persons experience as with the psychotropic house some of the owner is always left behind. Eventually the older influence will fade.

The art needs to express the data taken from the home occupants. I feel this may be better done in a more abstract way, so the user can make what they want out of the data instead of giving it hard pre-sets. This also allows for some inaccuracy in the data. I think as part of the theme is psychotropic the artwork could be based on an emotional analysis, or because the umwelt is also an inspiration it could be an enabler for a new sense to improve our umwelt.

Maybe the art is different for each person looking at it (facial recognition or something) but sometimes the previous user’s art overlaps and interferes - causes annoyance as the self-centred world but they get views into another’s world.

**Umwelt peripheral extension**