



AMBIENT EATS

SCOPE

Reinvent the Dining at Home experience
with an Internet of Things product.

RESEARCH FINDINGS

- Most people don't feel properly stimulated by eating and look for other distractions.
- Kids don't sit through the entire meal at the dinner table as they have no incentive to.
- Families don't eat as many meals together as they used to.

Main Finding: Families rush through and don't properly engage during dinner time.

IDEATION

Connected High Chair

A baby's high chair which provides auditory, tactile, and visual feedback throughout meal time to encourage positive eating habits.

Cuisine Themed Atmosphere

A constructed environment which transports a user to the location where the meal originates through visual and auditory cues to simulate eating in the actual location.

Musical Plates

A set of interactive dinnerware which enables users to construct music through their motions during the dining experience.

VISION

To aid families in better engaging their children at dinner time through a connected dining experience.

REDEFINITION

After further exploration, the team chose to move from a constructed music environment to an ambient rainforest.

The environment was simulated by having team members eat a meal together and overlaying audio features to the video to understand the experience the concept would provide.



PROTOTYPES



Fork

Plays noises to reflect movements by each eater. Each noise mapped to each individual user.



Cup

Thunder plays when each eater drinks from their cup.



Plate

Plays lightning light effect on plate every time thunder clap plays. Once all eaters have completed their meals, plates sparkle blue and green to signify the end of the meal.

THE FORK

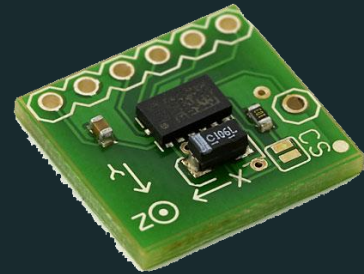
Every time a bite is taken, the specific sound assigned to each person is played. If only player is present, the noises all noises are utilized and randomized.

Sensor: Accelerometer

Output: Audio

Rainforest Noises:

- Crickets
- Koyla Bird
- Parrot



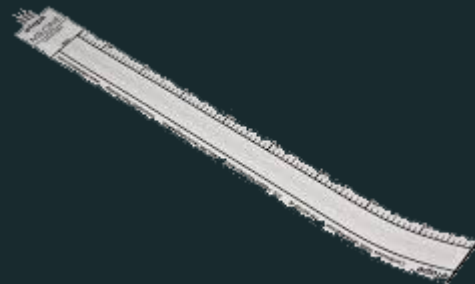
THE CUP

When the level of liquid in the cup changes, the same sound is played for every eater.

Sensor: Water Level

Output: Audio & Visual

Noise & Effect: Thunder & Lightning



THE PLATE

The plate has a neopixel and LED strip light which are activated throughout the meal. When users drink, the plate lights up with lightning effects to compliment the thunder noise. When the meal is over – when all forks have been immobile for more than a minute – an end meal light plays.

Components: Neopixel & LED Strip

Effect: Lightning & End Meal Visual



ADDING SPACE



Fork

Varying Space Weapon Noises

Cup

Spaceship

Plate

Spaceship Light & End Meal Effect

FINAL ENVIRONMENTS

RAINFOREST

Fork

Crickets, Koyla Bird, Parrot

Cup

Thunder & Lightning

Plate

Lightning & End Meal Effect

SPACE

Fork

Varying Space Weapon Noises

Cup

Spaceship

Plate

Spaceship Light & End Meal Effect



THANK YOU!