My goal in this assignment was to transform an ordinary box into an interactive object that would be so compelling that people would grab it, turn it, and rub it.

I1 - I used the idea of a cartoon mystery. The fact that the story continued on all sides signified turning (see following pictures of each side). I added handles for the affordance of picking up the box.

I2 - The stick figure man is on the case...

I3 - Traveling far and wide...

I4 - From mountains to pyramids...

I5 - Whereupon he finds the culprit at last...

I6 - Lounging with her prize in the sun.

Results of user testing:

User grabbed it and started turning it, but did so in random directions, not following the exact order I intended. She did not rub anything.

Proposed improvements:

Add lamb's wool to the cat to encourage rubbing. Have bigger arrows to signify direction.