

ATLS 5410 IDC1:

Ideation Assignment Drop: 2/4/25 11:59pm

Ideation Consults: In class 2/6

Due in class, 3/13/25, Present in-person

*****YOU ARE EXPECTED TO DEVELOP THIS PROJECT
BEGINNING...NOW!*****

OBJECT IDC1: Independent Design Challenge 1: Solving a Personal Pet Peeve



You now possess powerful skills to design objects that are both physical and digital, with the ability to create interaction between people and the object, or people and other people.

You have also planted a flag in your perspective on a Technology Tinder date with your classmates.

Now it is time to demonstrate your conceptual prowess by designing and prototyping an interactive object that addresses a personal pet peeve (PPP).

Example: I have a deep hatred of penalized paid parking. My personal pet peeve places penalized paid parking as a paramount problem. Parking enforcement is a 'dumb' problem; a view shared by many. [My interactive object](#) was a "robot" that watches for parking enforcement and drops a quarter in the meter whenever they are detected. Obviously, this project was as much storytelling as it was technical. It was functional, yes. But it functioned aesthetically as much as it did technically. This is your challenge. **And YES, it must incorporate an Arduino (microcontroller), circuit and code of your design.**

Define a list of **three** pet peeves. It could be related to your 'dumb' technology, or not. ***You should be able to describe*** what you would make to solve this pet peeve.

We will discuss your concepts individually during class on 2/6/25. We will agree on a project for the purposes of scope, feasibility, and evaluation. You'll spend the next weeks designing and building that project *along with other assignments.*