

## ThoughtFull

The device that I have created is a headset that takes thoughts and projects them as visual images. During its development, the ThoughtFull, through Machine Learning and AI, has been trained to recognize the intent of human thought by reading brain wave patterns. It is able to translate the data derived from the wave sensors through a headset and outputs a visual projection within an open space. In essence it's able to understand the visual context of human thought and display it in the realm of reality. Due to human error and the way the mind works, most thoughts can be incomplete and disorganized. The algorithm used by the ThoughtFull is able to fill in these gaps of thought as well as enhance them in a way so that each visual projection is user friendly and communicates the overall message in a way that is clear and effective.

I decided to create this particular technology to explore other forms of communication that we could have in the future and what responsibilities would need to be taken in order to have an idea for using new tech as a way to communicate. In the future we could be breaking language barriers in ways that we don't even realize yet, so taking that into consideration I thought of an invention like ThoughtFull that could exist to communicate with one another in important meetings or in classroom settings as a way to bring people closer together.

The project itself follows a "choose-your-own-adventure" style of interactive flow. The user is given a brief introduction to the product as well as the characters they are interacting with. From there they are able to make their own choices based off of three main groups of people. In my model each route follows a similar flow. The new tech is introduced to a selected group of people, from there the player is able to choose options of how to improve the product which will affect their budget, after implementing these features the user needs to decide what to do with the repercussions of their actions.

In terms of aesthetics I wanted to take inspiration from some commonly seen tech user interfaces from the mid 2000s. For example I took much of my inspiration from the home screen UI and settings page from the 2008 console for the Wii. Similarly my color palette stayed within blues and grays to give off a social media or artificially calm color. The reason I chose this particular aesthetic was to go along with my product. As a new technology I wanted to follow that same feeling of new tech.

