

(Un)wanted Guests

Crafted Absurdities

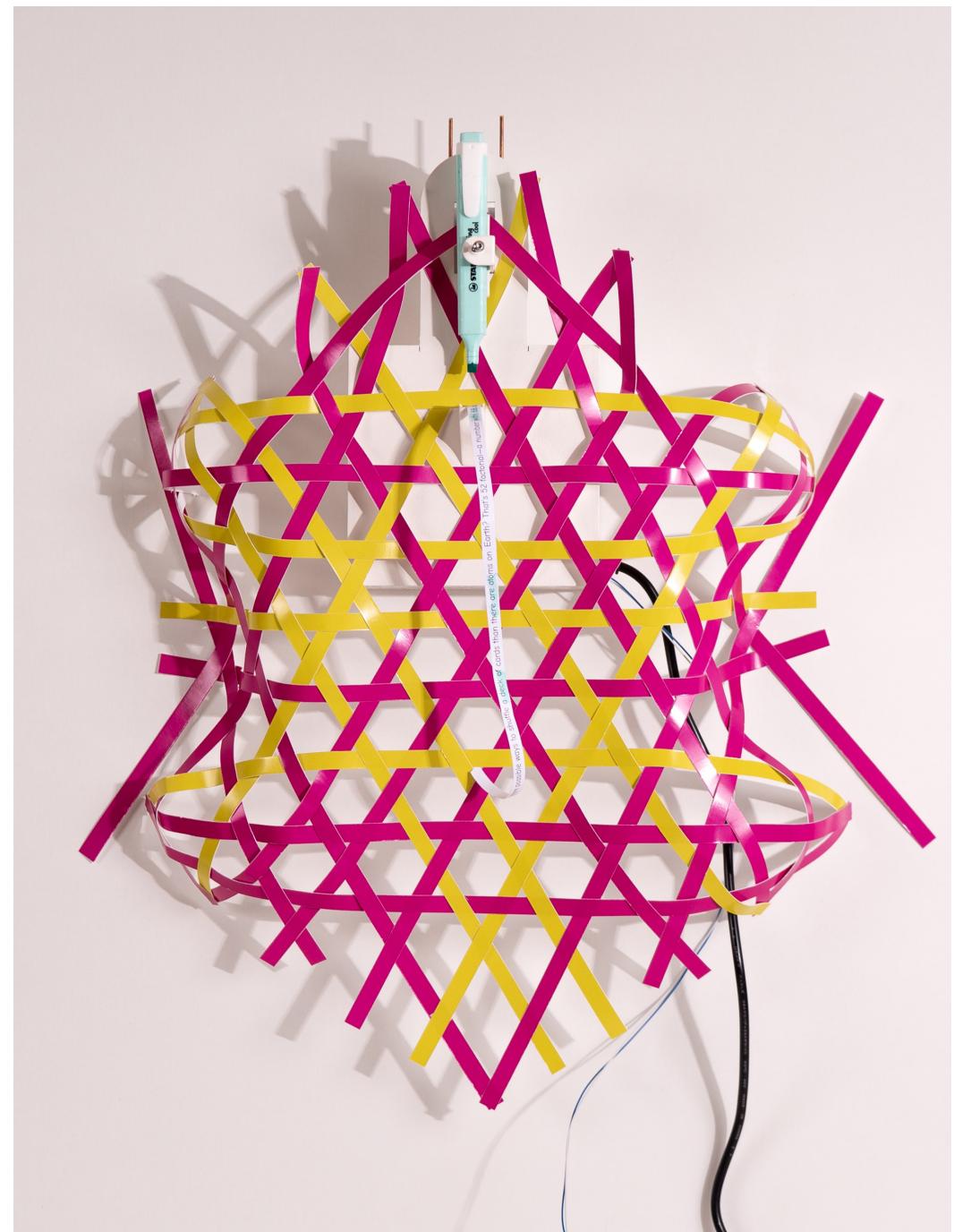
Project Description

(Un)wanted Guests is a collection of soft robots, each crafted with a unique personality and tool that influences their behavior and interactions. These guests create a variety of experiences—welcoming, unexpected, or even subtly unsettling—inviting individuals to connect with the one that feels most resonant.

Located near the front door, these robots activate with the door's movement, turning this transitional space into a playful moment. The front door becomes a site of shared absurdity, offering a pause to step out of routine and engage with housemates in a shared experience.

In the image on the right, you can meet Sasha Loquace, the chatterbox. Always ready to drop the most useless, outdated fun facts no one asked for. The kind of friend you grow weirdly attached to, despite knowing you'll get random trivia about 18th-century spoons mid-conversation.

Meet all the guests at tarahachler.github.io/unwanted-guests, or on page n°4!

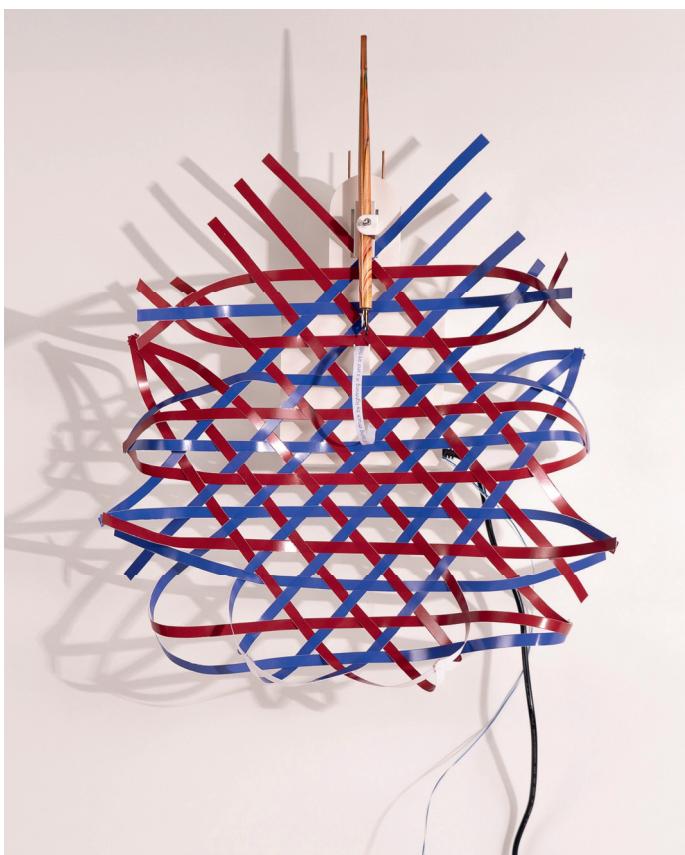




Théodore de Montaigu -Visitor from another era

A fiercely devoted French revolutionary, Théodore has stumbled into the modern world - and he's not impressed. He greets you like a knight, politely disturbed by your "magic lanterns" (light bulbs). He quickly loses patience and calls you an "infamous scoundrel" when you cross his path.

Tool/accessory: Old fountain pen



Émile Brouillard -Clownish trickster

Greets you with riddles that make no sense - half the words mysteriously whited out. Every visit feels like cracking a bizarre code. Are they messing with you or is there actually a deeper meaning? Either way, Émile's absurd enigmas turn opening the door into an unpredictable adventure.

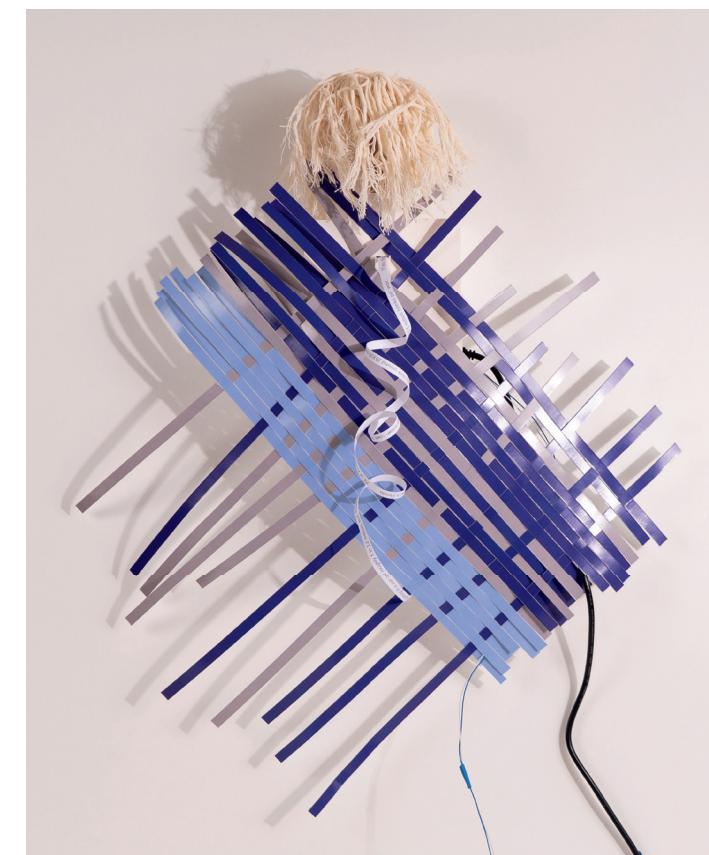
Tool/accessory: White-out



Morphée Ombrelune -Light sleeper

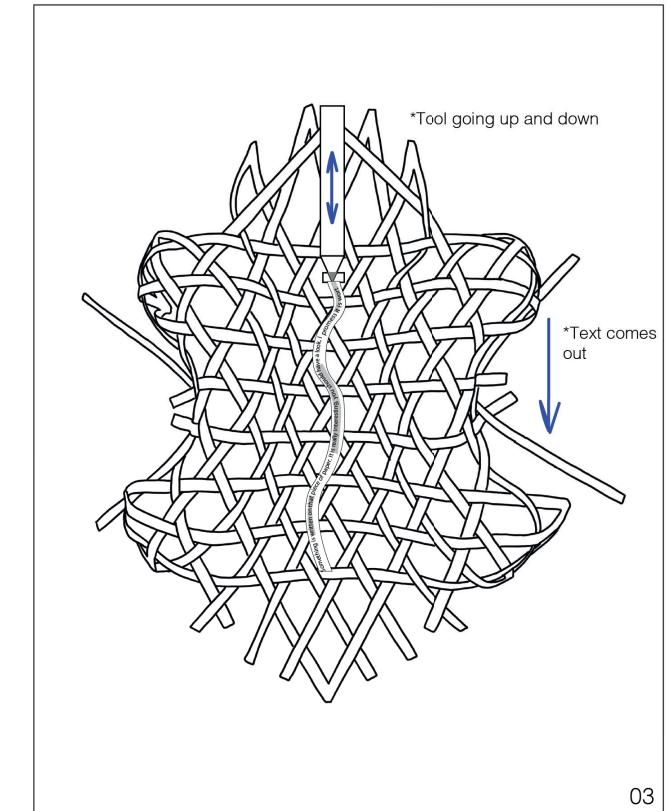
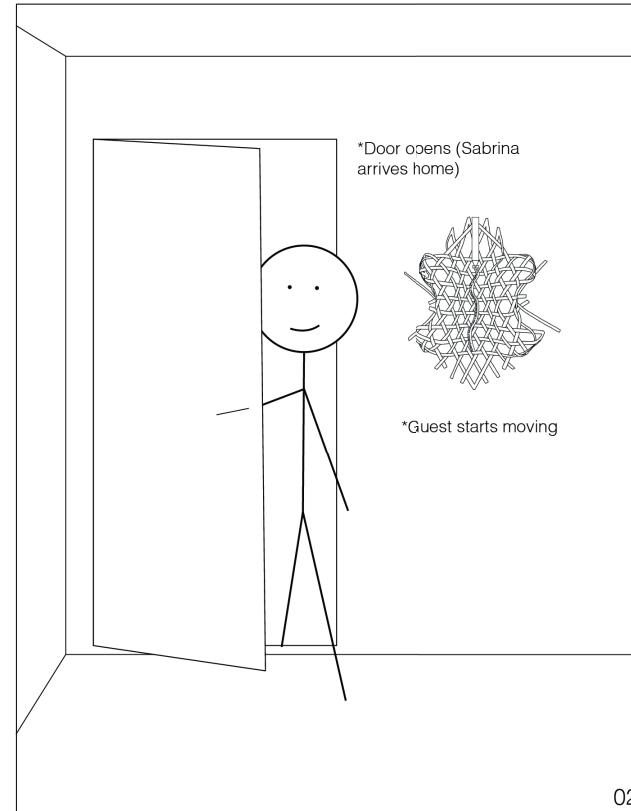
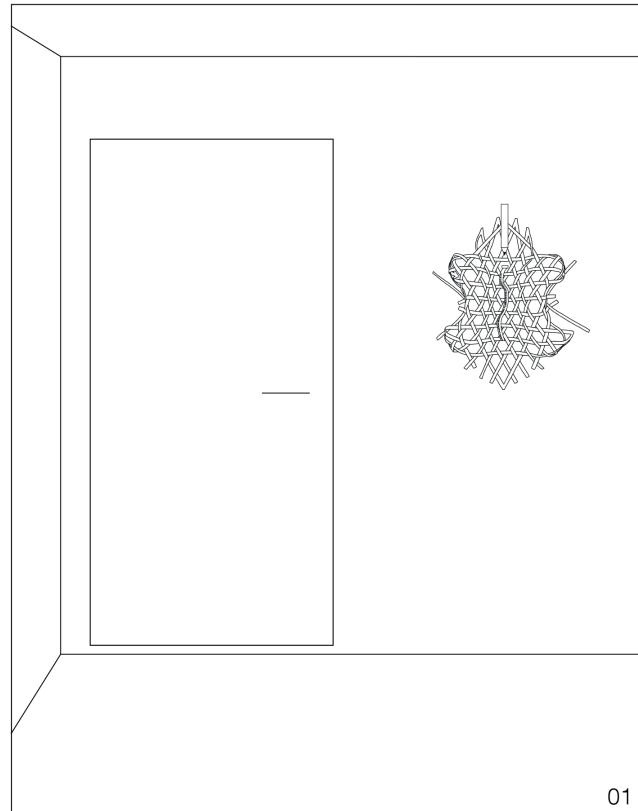
Wakes up ridiculously easily - the second you step inside and make even the tiniest noise. Hair looks like it's fighting gravity, with a perfect pillow crease stamped across the face. Exhausted, but ready to judge you for waking them up when you get home late

Tool/accessory: Disheveled hair



User Journey

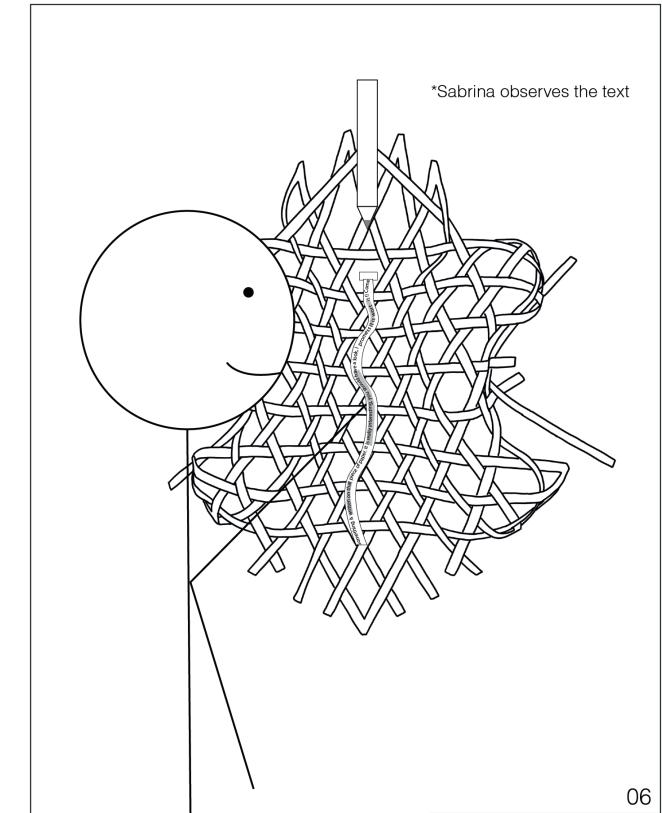
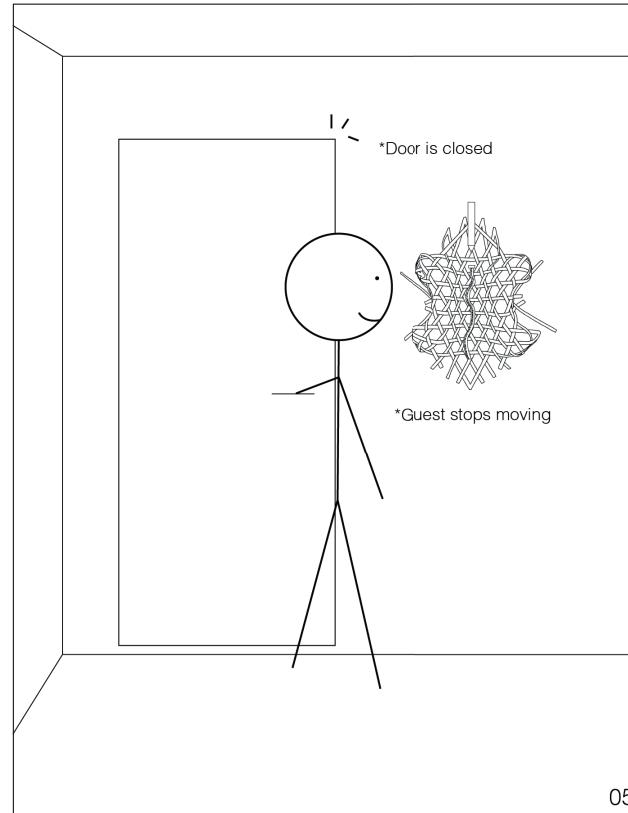
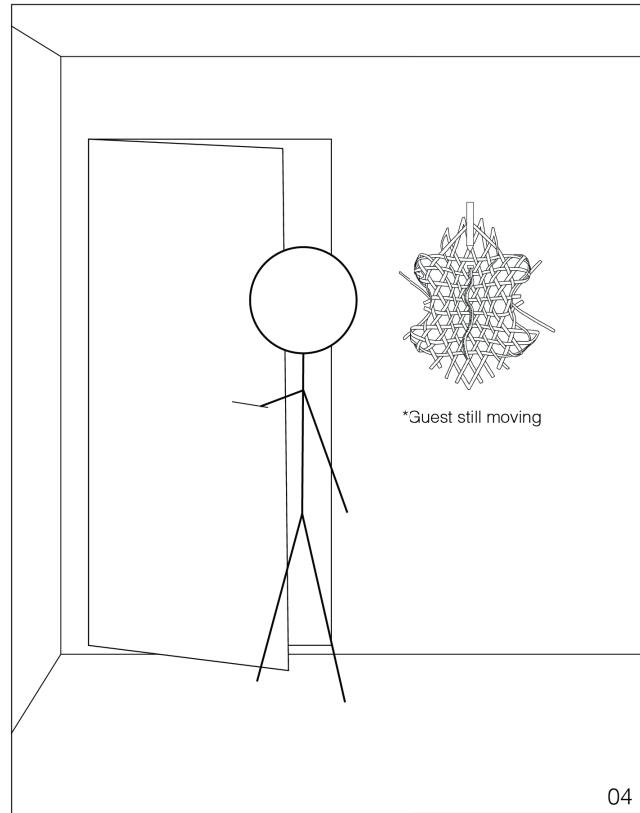
**Sabrina arrives home and opens the front door.
Immediately, Sasha Loquace, her guest, springs to life, chattering away. When the door closes, Sasha falls silent.**



User Journey

The soft robot's movements and sounds grab Sabrina's attention, prompting her to notice the note attached. She chuckles—Sasha always shares the most unusual facts. Amused, she considers reopening the door, knowing how much Sasha enjoys a chat.

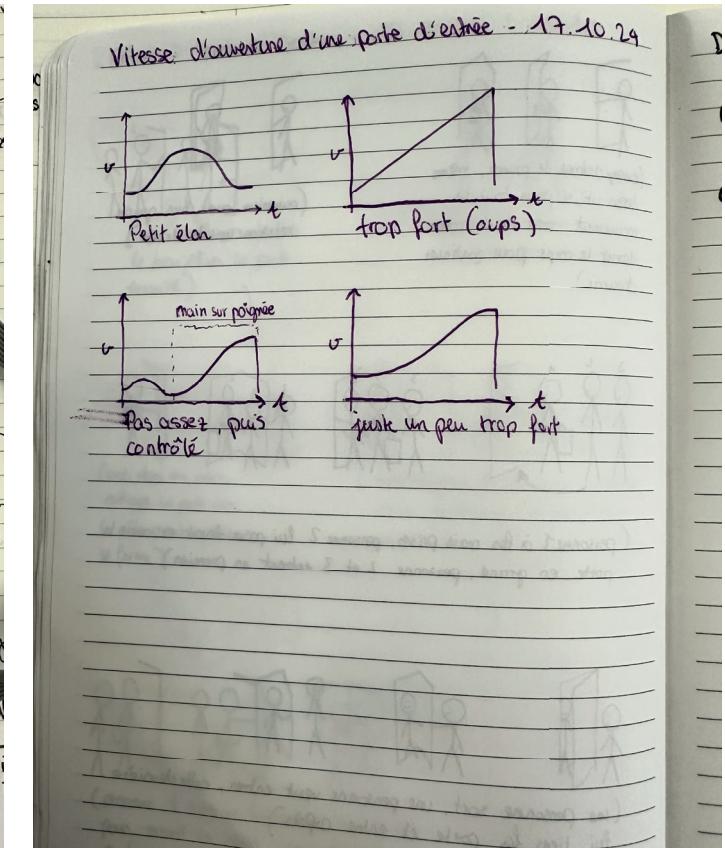
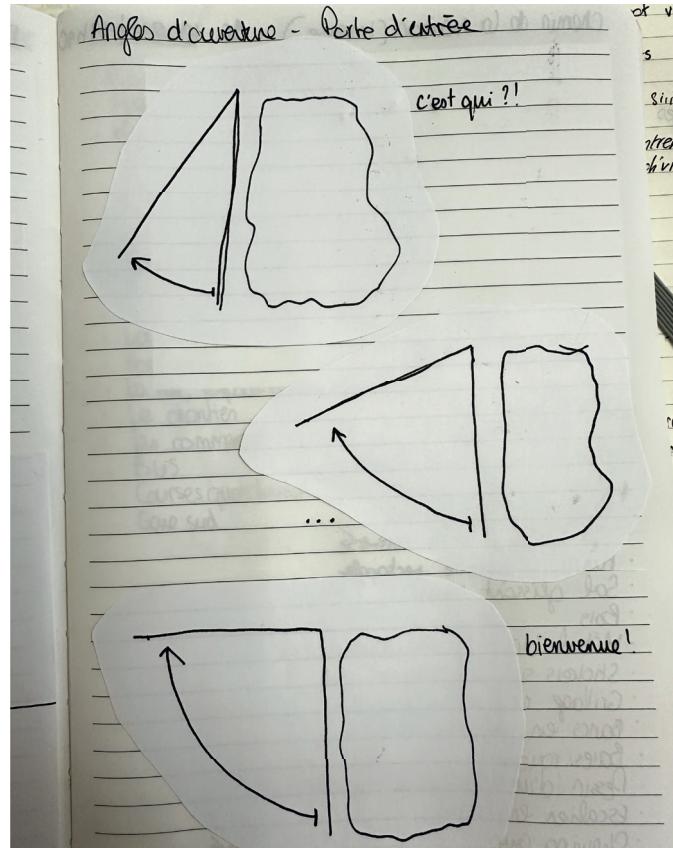
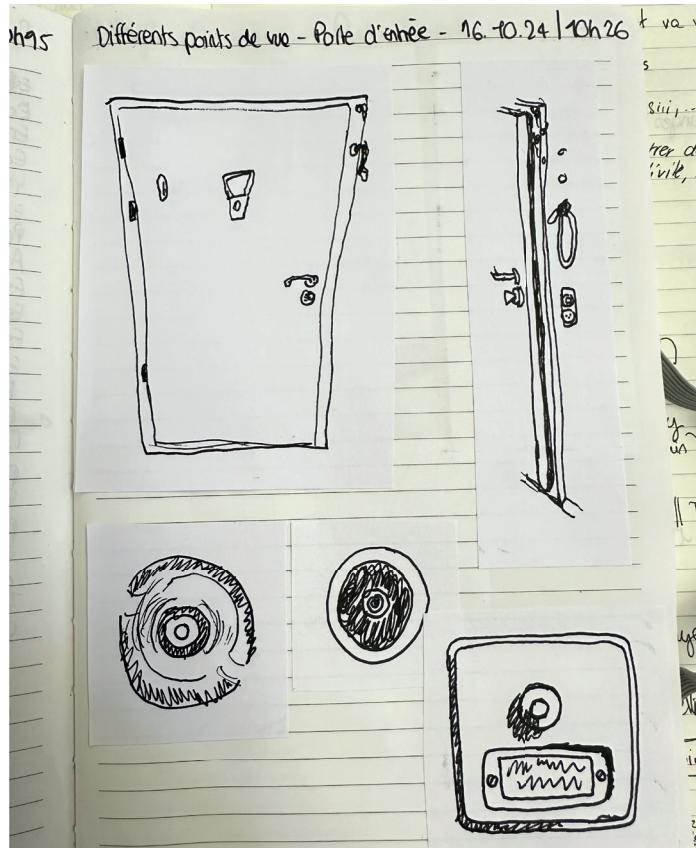
All the guests will behave in the same way, except for Morphée, who only manifests when she sleeps—at night. The interactions between the human and the guest depend entirely on the user's intentions. For example, they can let the text flow without interference, cut out pieces of text to keep, weave them into the tapestry, or do anything else they desire.



Field observations

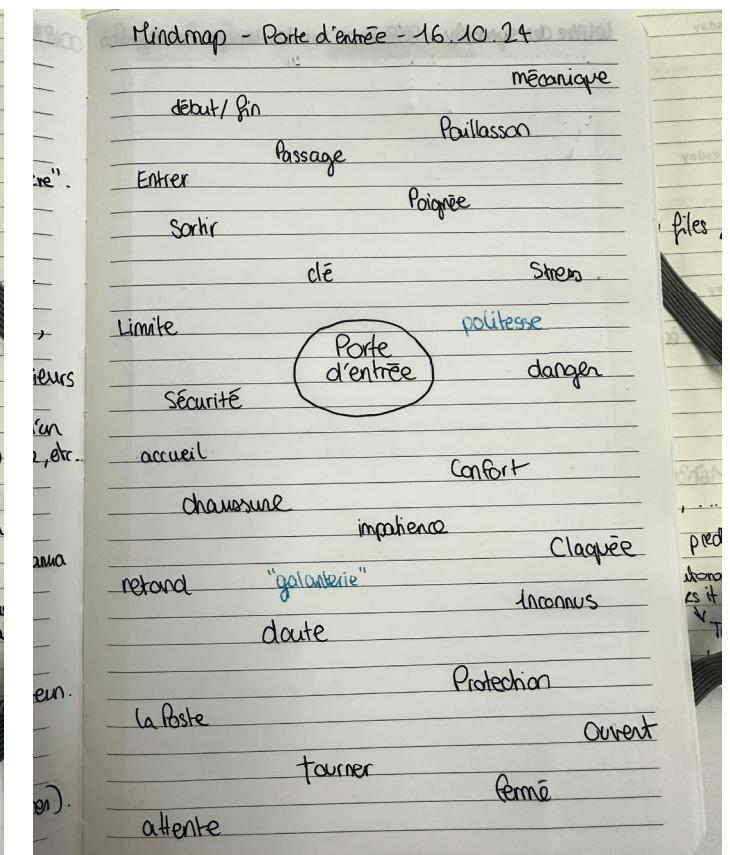
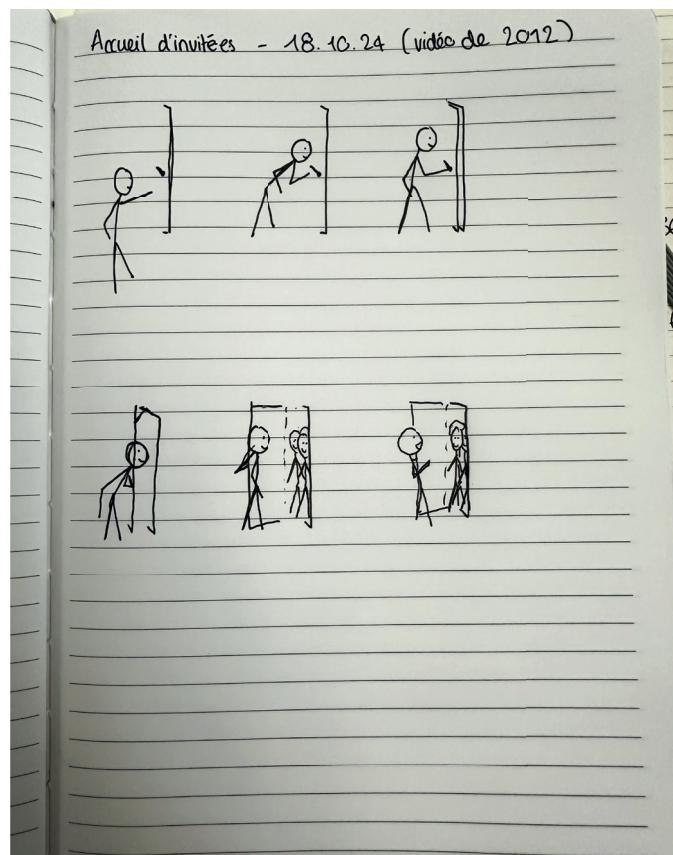
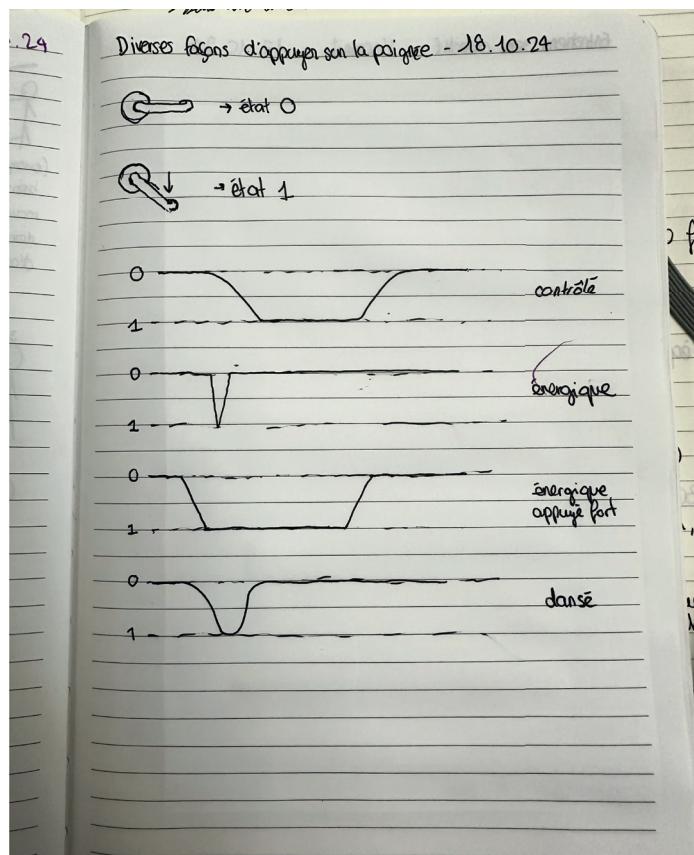
The field research focused on the front door and the entrance of the home, examining their role as transitional spaces. Various methods were used, including drawings, schematics, sound recordings, lists, and mind maps, complemented by an interview with two individuals living in the same home.

These discussions centered on their perceptions of welcoming and being welcomed. The objective was to explore two key questions: How do we interact with the entry space and the front door? And how does the welcome play a role in our experience of being together?



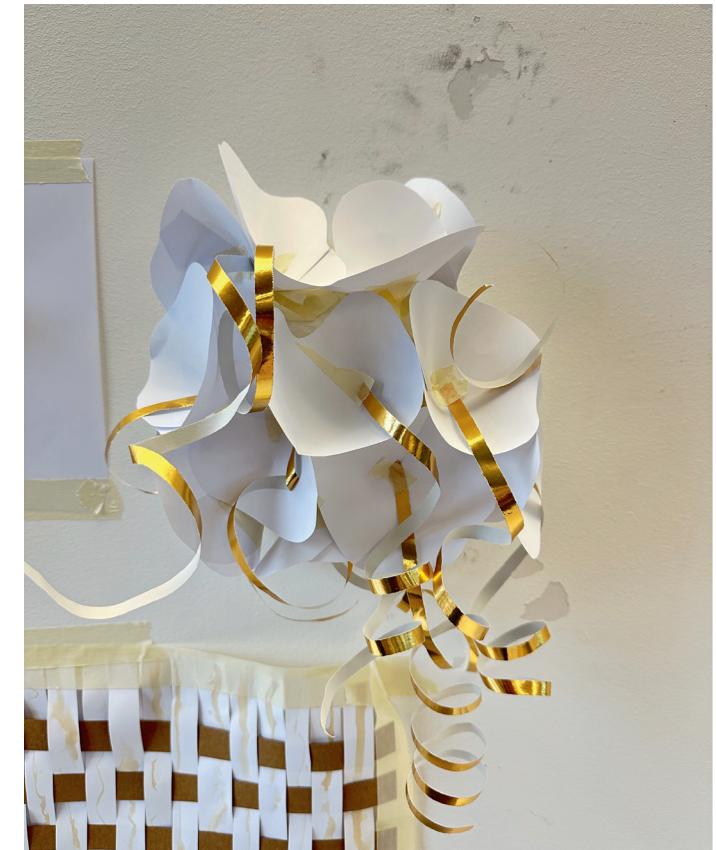
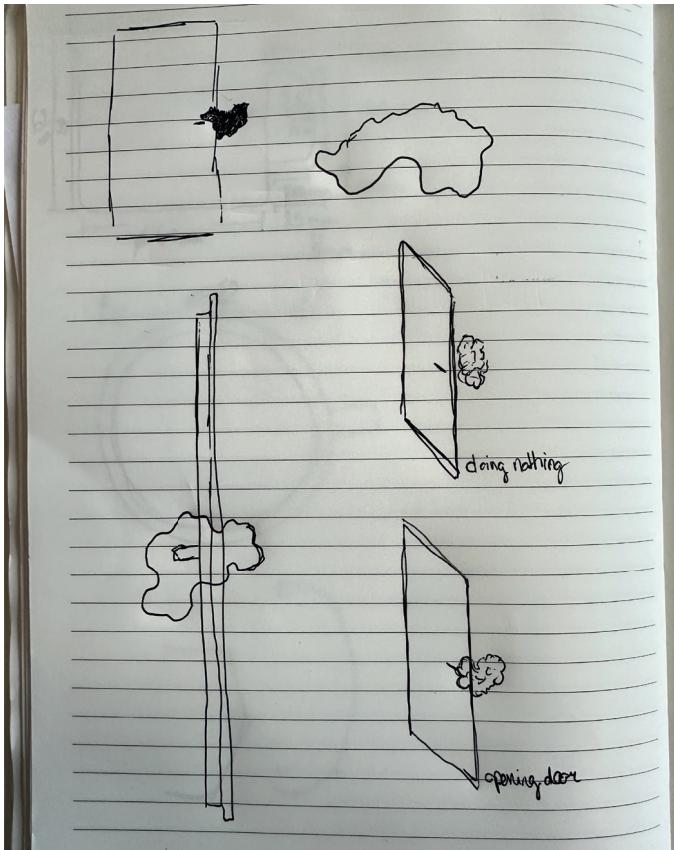
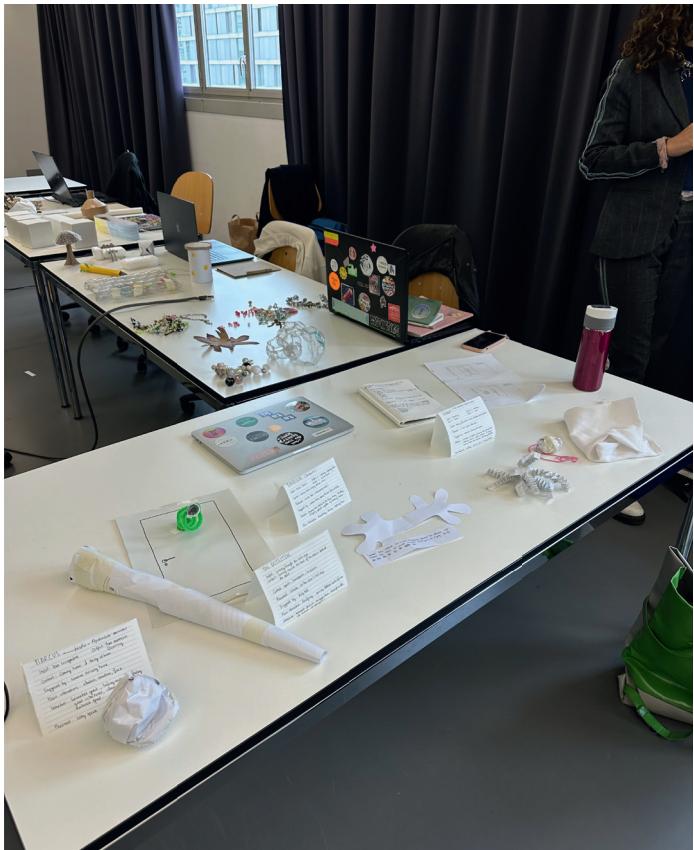
Field observations

The observations revealed several interconnected themes. The front door emerged as an influence zone, affecting behaviors and interactions within its immediate surroundings. Habits and routines tied to entering or leaving the home highlighted the significance of this space in daily life. As a transitional passage, the door marked a shift between the private interior and the outside world, while its states—open or closed—created distinct contextual conditions. Finally, the door symbolized a boundary, one that is crossed whenever someone steps inside, redefining the shared environment and the relationships within it.



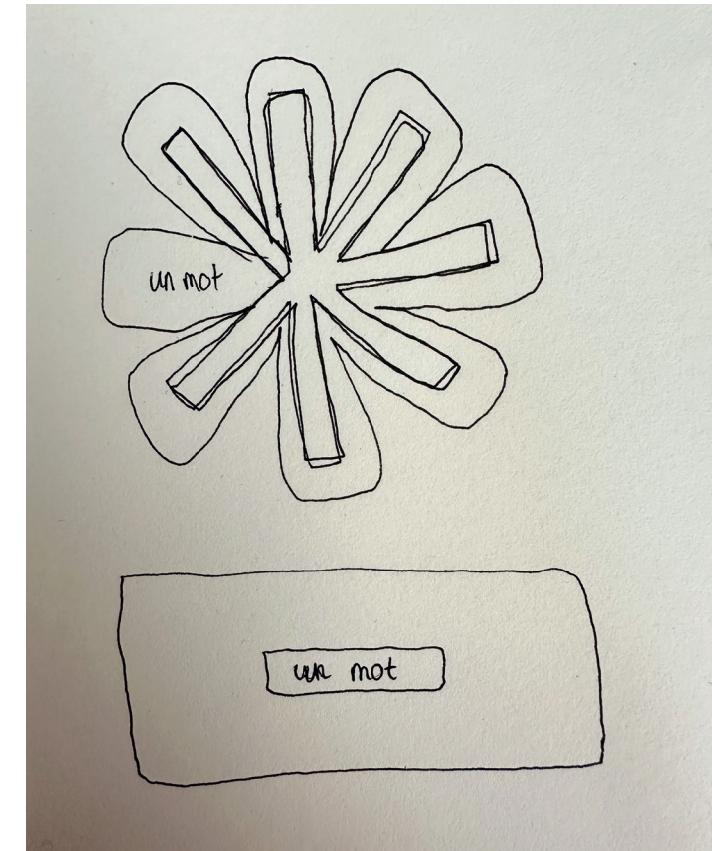
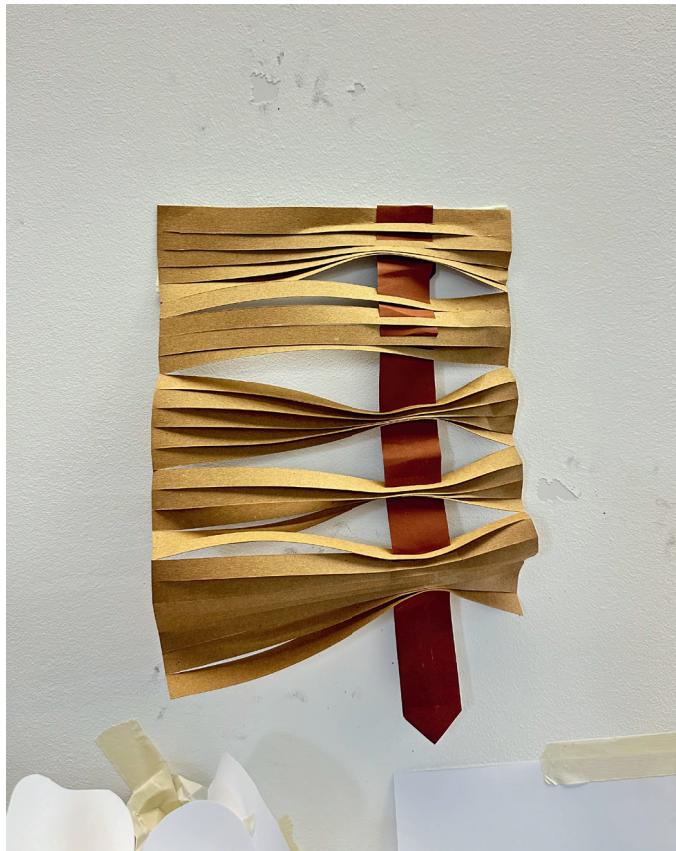
Shape research

The exploration of shape began with experimenting with paper, testing various ways of manipulating the material for inspiration.



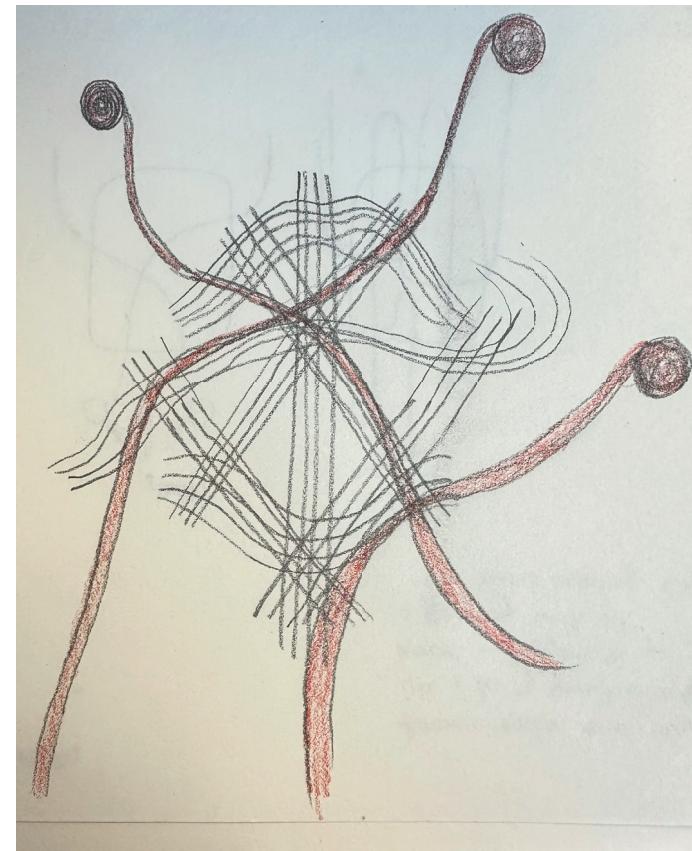
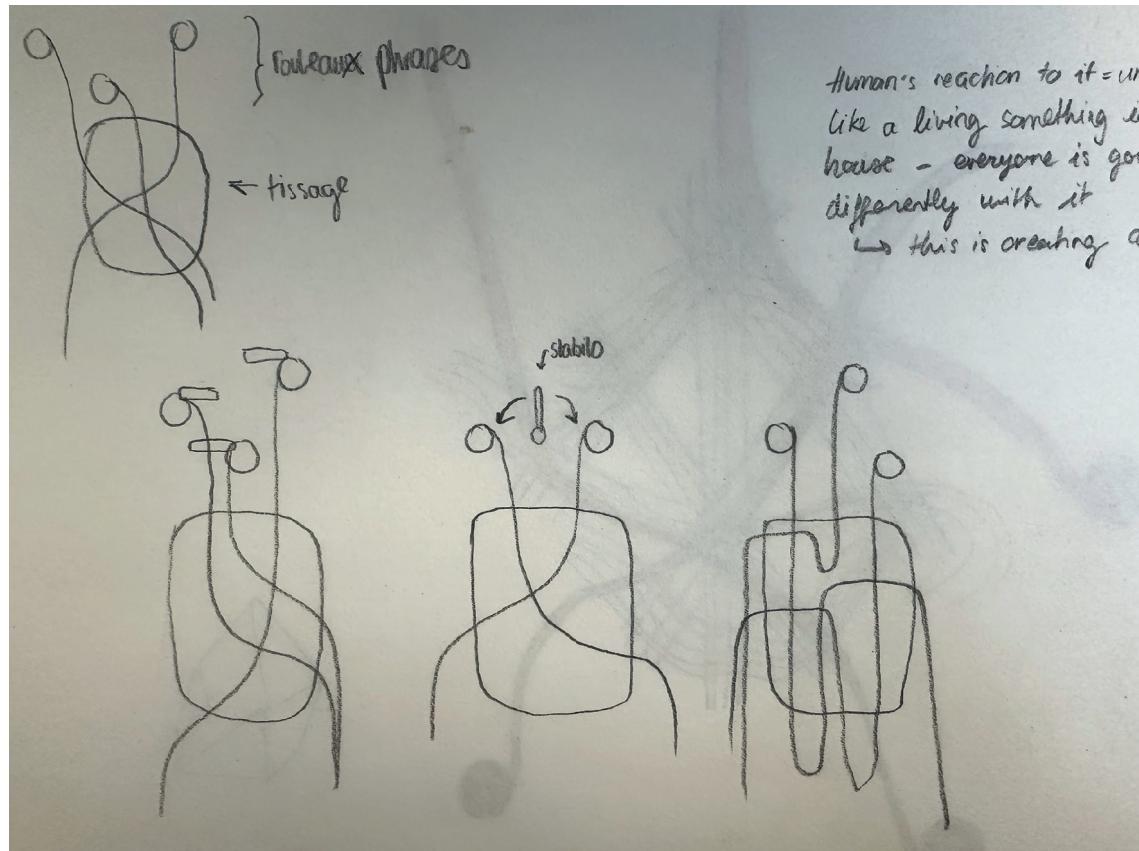
Shape research

As the concept developed, the focus shifted toward testing forms that could both hide and reveal text, all while maintaining an organic aesthetic.



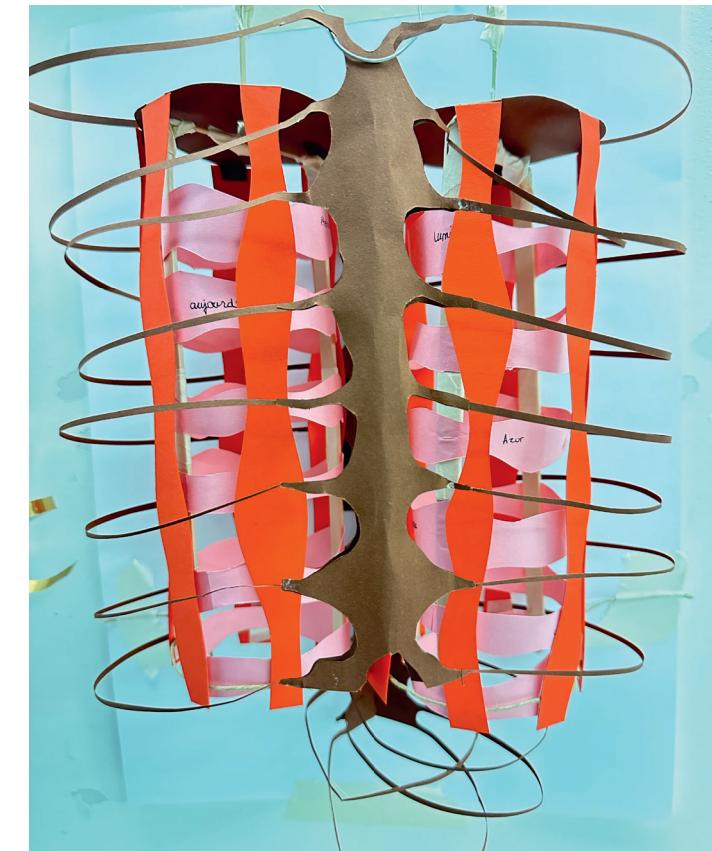
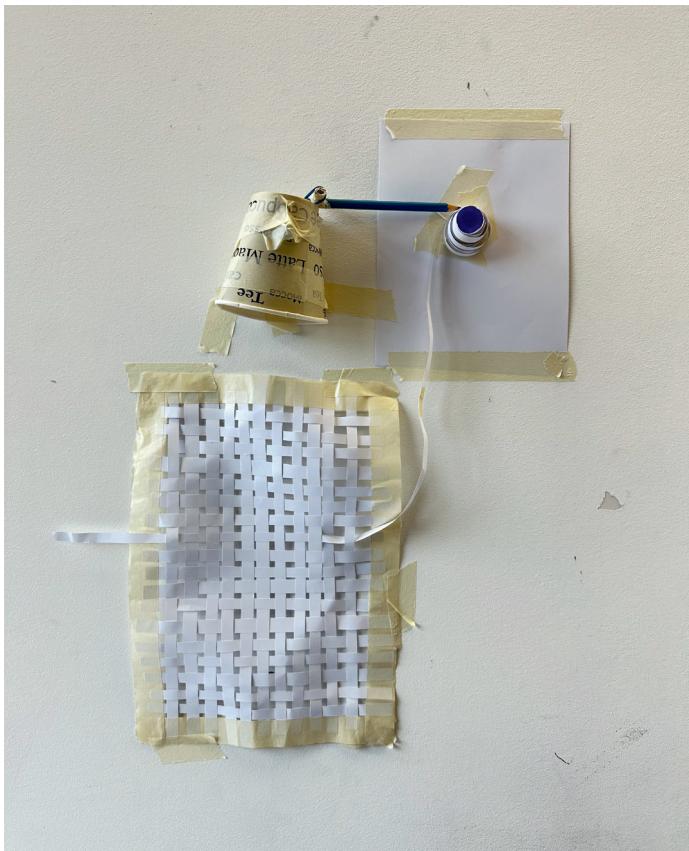
Shape research

Once the idea of text emerging from a roll became clear, the research centered on finding the most visually engaging shapes to complement this functionality.

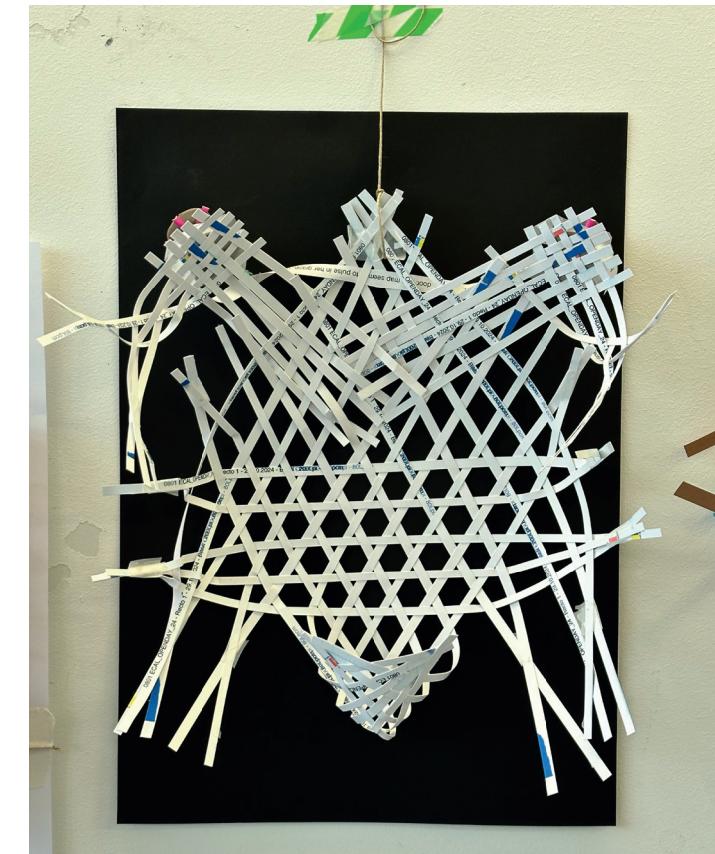
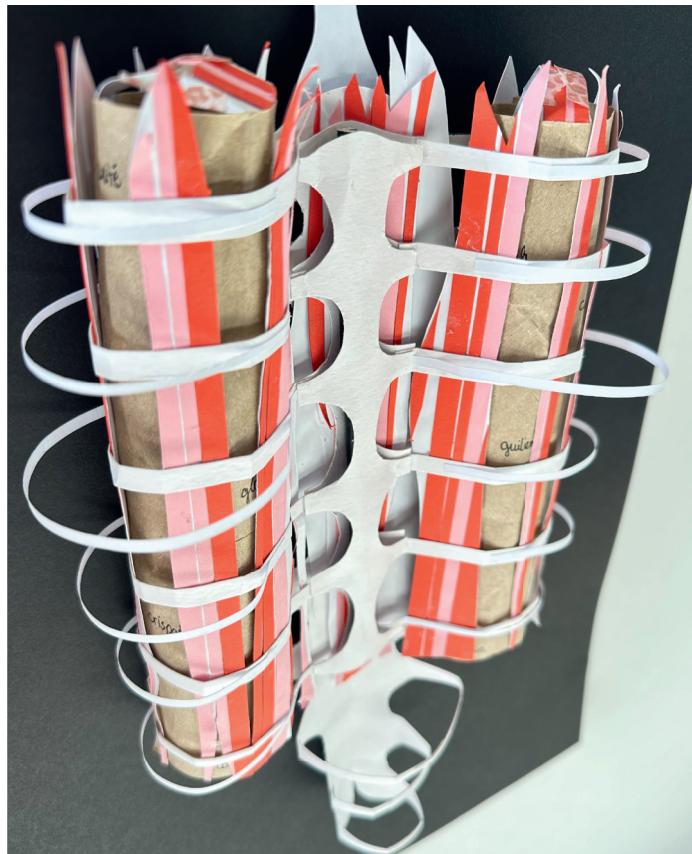


Paper Prototypes

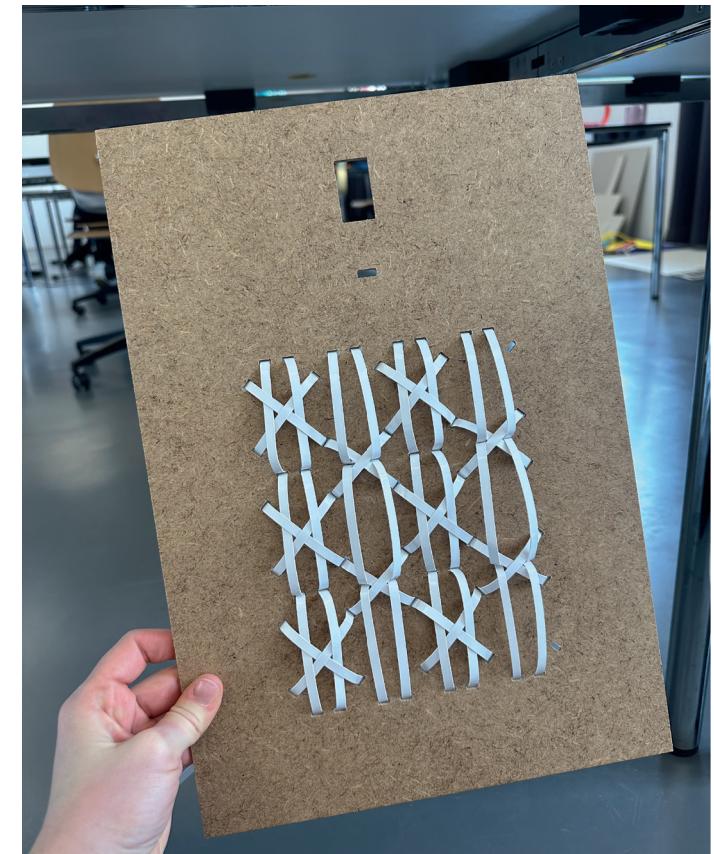
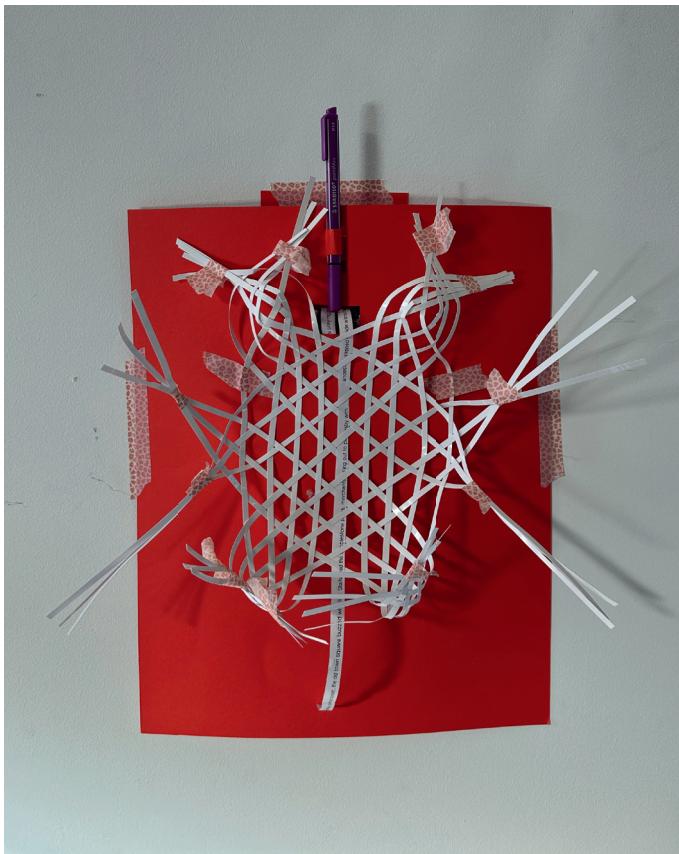
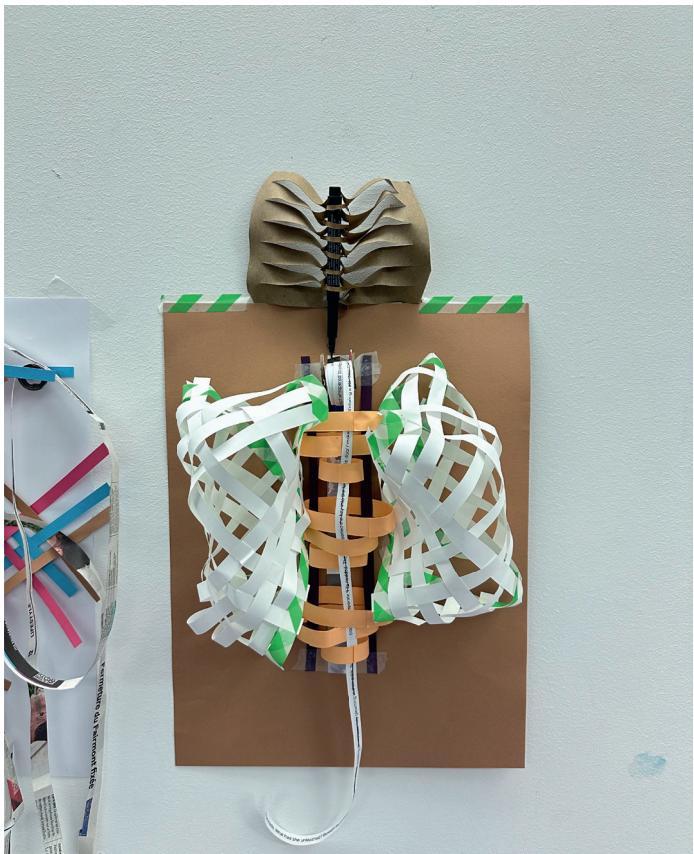
The paper prototypes were a series of experiments exploring shape, interaction, concept, and movement. These prototypes originated from two initial ideas that eventually converged into the final project: the dynamic of showing and hiding text, and the passage of strips through weaved paper. The exploration was guided by a desire to create an organic form. Early iterations focused on structures resembling thoracic cages before evolving toward shapes inspired by the visual qualities of animals and insects, resulting in shapes with a more fluid and natural aesthetic.



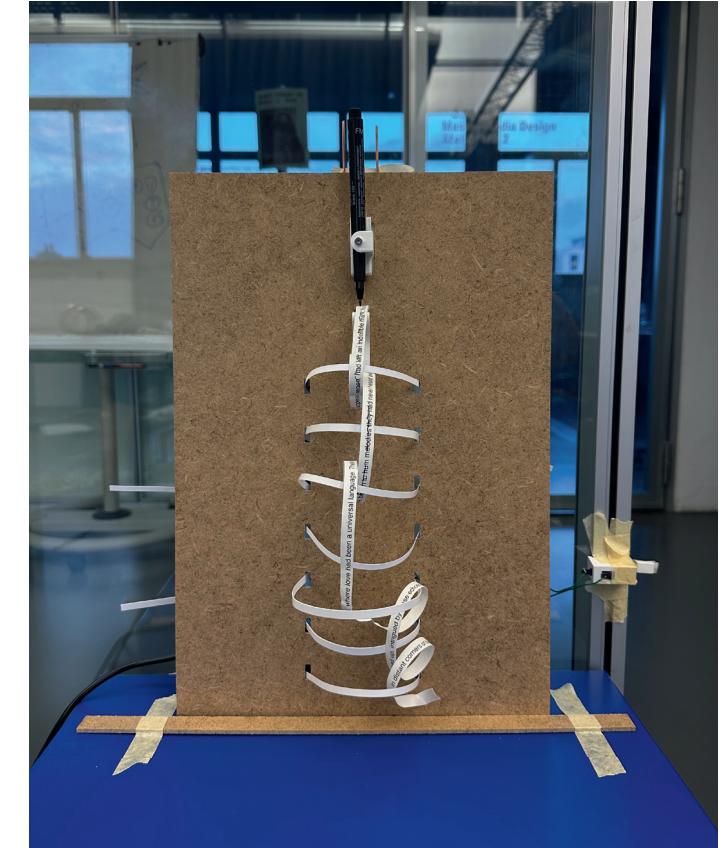
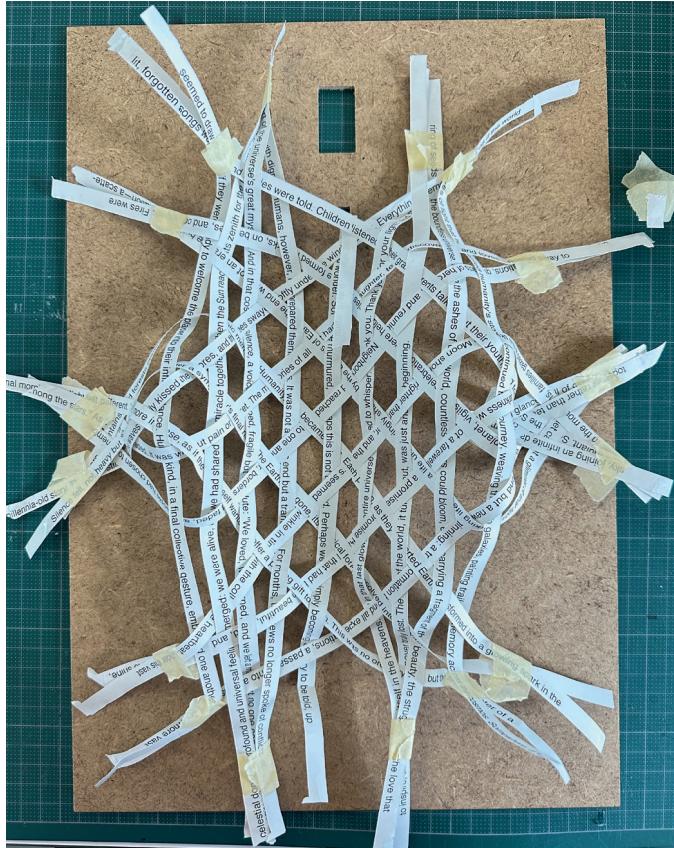
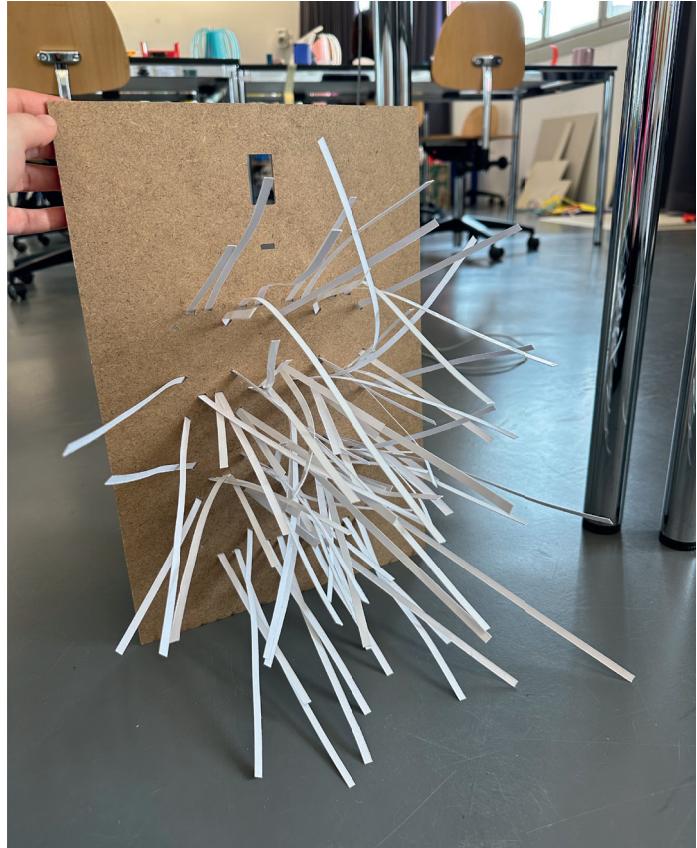
Paper Prototypes



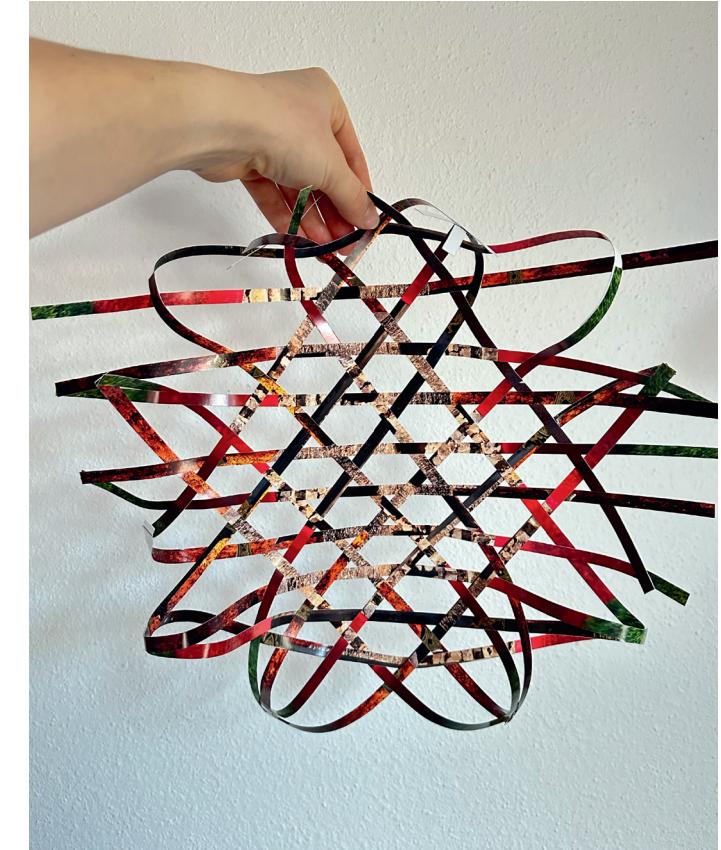
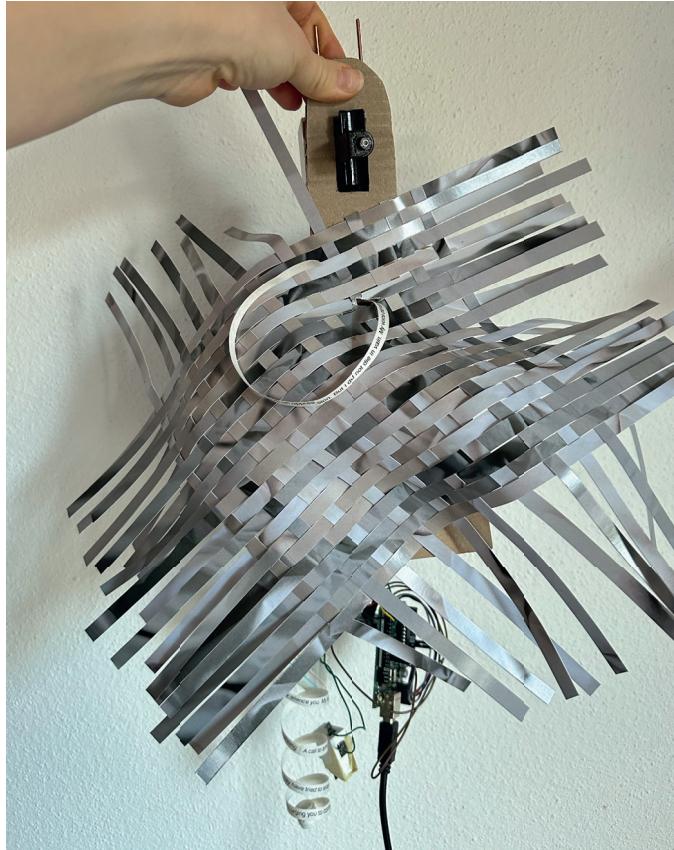
Paper Prototypes



Paper Prototypes



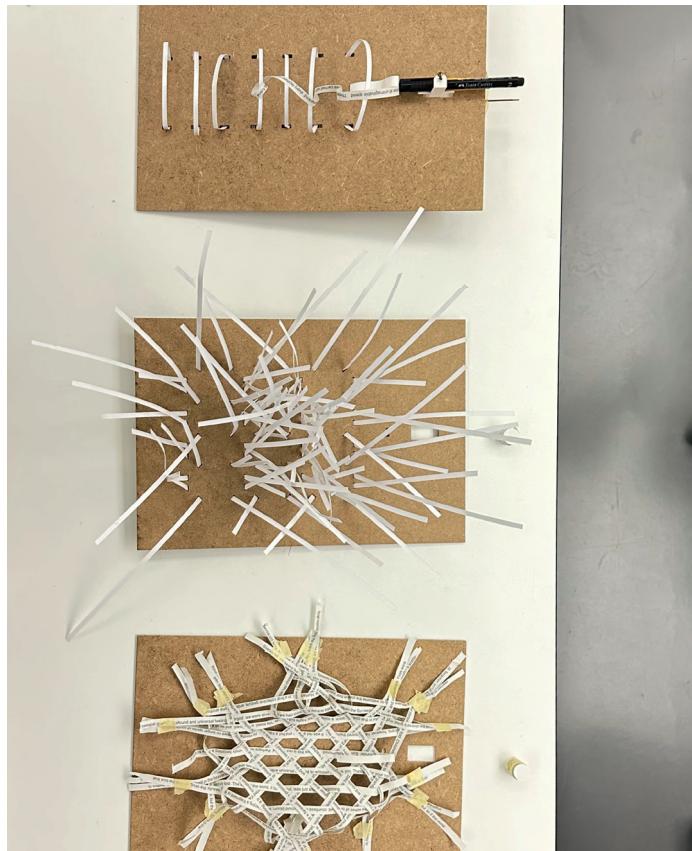
Paper Prototypes



User Tests

The test day focused on understanding how different shapes influenced users and observing their reactions to the text strips emerging with random words traced on them. Key insights emerged during these tests : First, the shape, the personality and the content of the text are highly personal—each user had unique preferences for what made them feel welcomed at home. This insight reinforced the importance of offering different personalities to suit diverse needs. Second, the design of text strips passing through weaved paper made users hesitant to touch or interact with it, which limited engagement and was not ideal.

Finally, the tests revealed that the woven shape made with text on paper strips gave the robot a very specific and disorganized personality. It also made the text coming out of the robot less appealing to read, which is why this option was discarded.

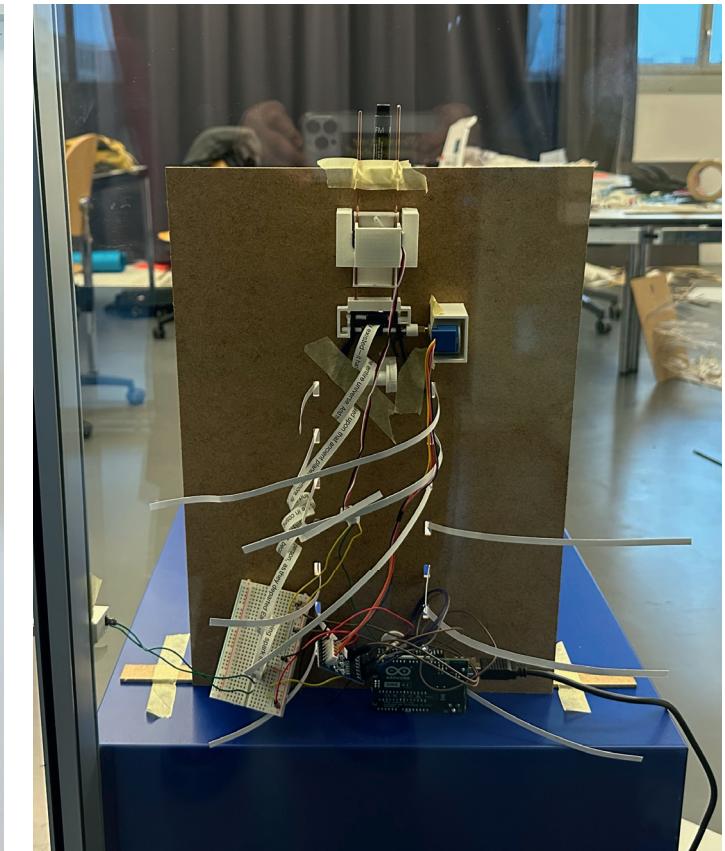
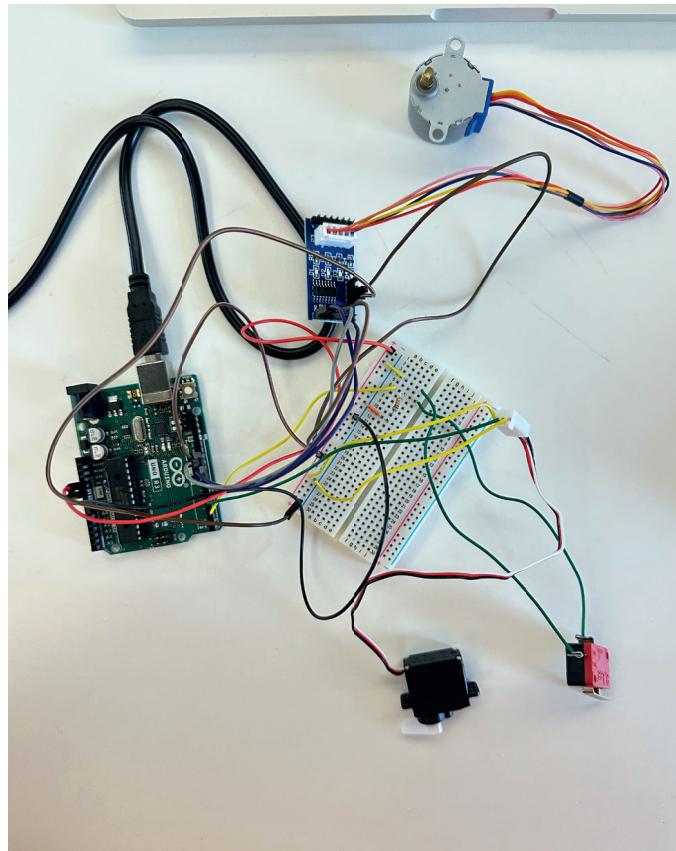
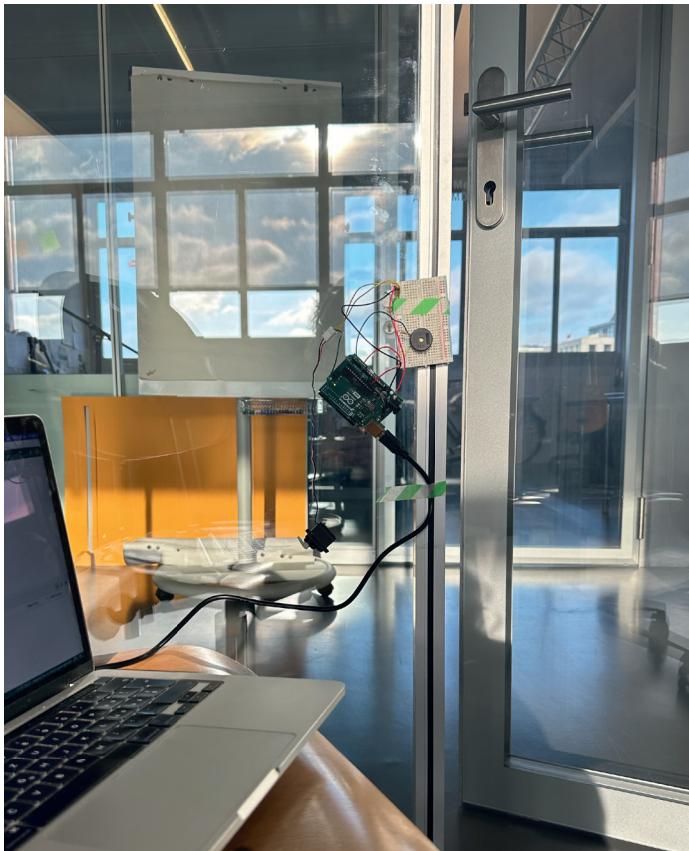


Electronics

Initially, the aim was to use a vibration sensor on the door to measure the intensity of its closure. However, this approach proved unsuccessful. Instead, the solution shifted to using a clip-on sensor that detects the door's open and closed states.

Components used :

- 1 Arduino Board
- 1 On/Off Switch
- 1 Servo Motor
- 1 Stepper Motor (with Driver)

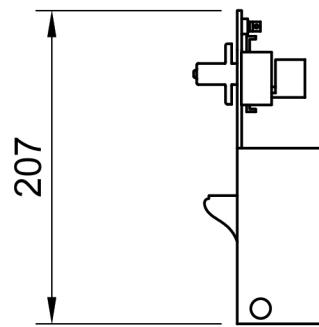


Plan Drawings

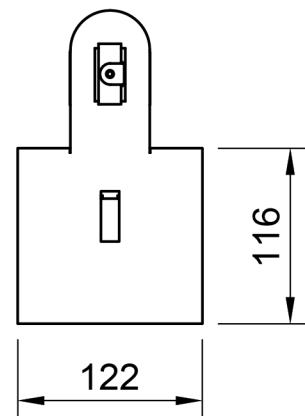
Materials: Wood, Plastic

Scale: 1:5 in mm

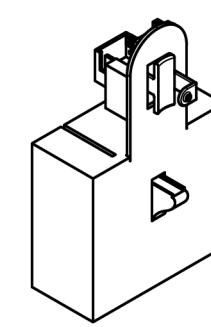
Right view



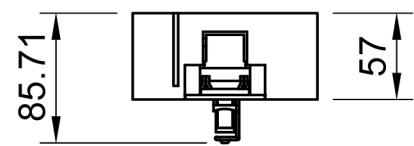
Front view



Perspective



Top view

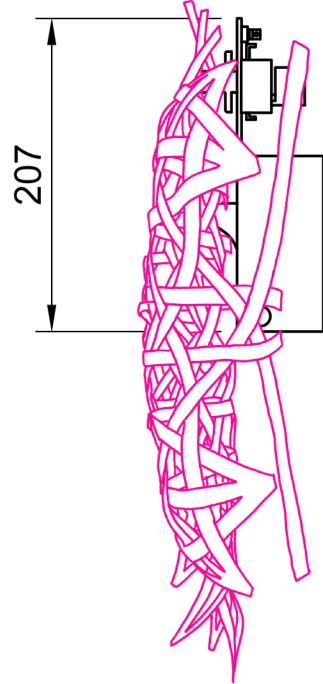


Plan Drawings

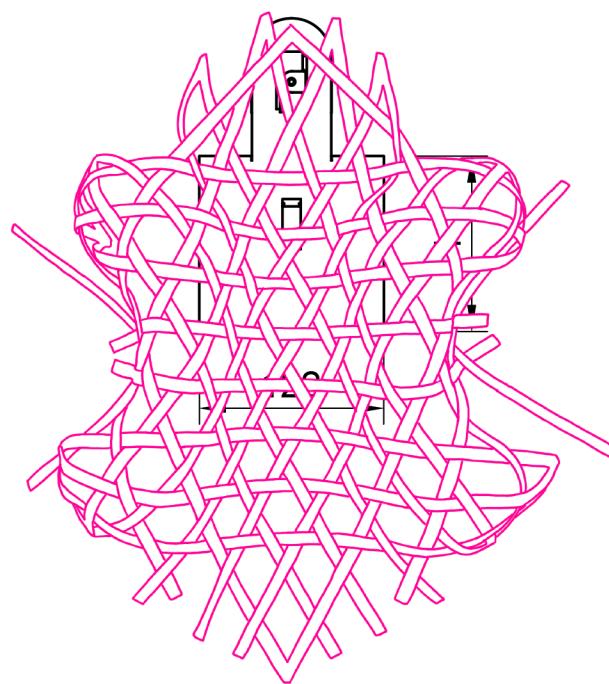
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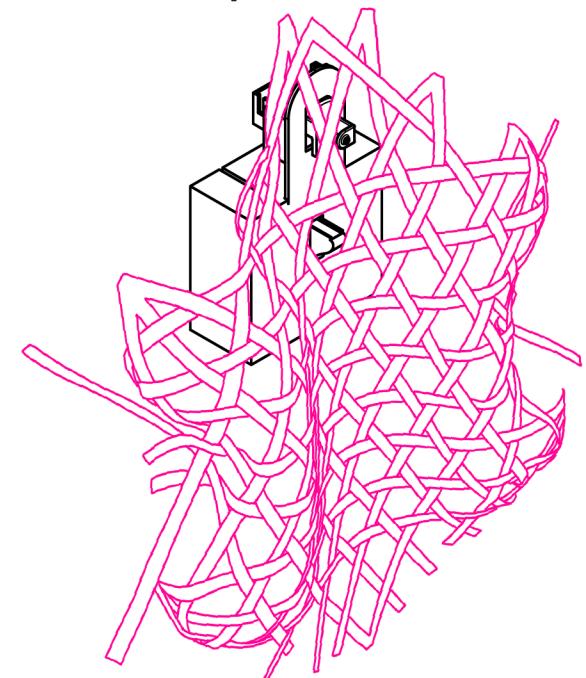
Right view



Front view



Perspective



Top view

