Body Drone Write Up
Tyisha Hill

My speculative technology "Body Drone"is going to be a miniature portable drone which can be controlled based on neural technology attached to the user. The user will have a neural attachment like a sticker pad placed on the temple of their head. There the attachment will be able to sense the moods and needs of the user. Along with the neural connection they will have a mini drone that can fit in your pocket or purse. The drone will follow ahead of the user creating the best route when walking the streets. Based on the user's feeling and neural reactions the drone can move and adjust paths for the user. The drone can also alert the user if someone is in the same vicinity. Equipped with bright light to help with visibility in dark areas. The purpose of it all is to help women specifically walk safely and comfortably around the streets.

It will benefit those who are able to get a hold of the technology. Through this interactive experience the player gets to choose who gets to access this technology and how. This makes technology accessibility dependent on player choices. As you go through the encounter there is a clear understanding based on the final results that the technology would most benefit lower income families. I feel that overall the technology would benefit society greatly because it will eliminate the fear that many people carry when walking alone.

In this experience the user's will be making decisions on different scenarios for different players through the standpoint of both the Tech company and the different community members each character represents. The user will be able to see how their decisions affect both the company and the characters. As you go through the encounter there is a clear understanding based on the final results that the technology would most benefit lower income families or students.

Moving into the aesthetic of the interface I wanted to choose colors that felt calm and welcoming. The idea of a drone surrounding people could seem very aggressive and the colors of purple and yellow I feel do a great job of deflecting that feeling. Keeping a simple and a little abstract shape in drawing I think also helped the product not come off too aggressive. I also wanted to choose somewhat gender neutral colors to get a bigger appeal to everyone and understand there isn't one specific target. As for the Interactive standpoint, again simple was the goal to focus on the scenarios along with the purpose of the Body Drone itself.