

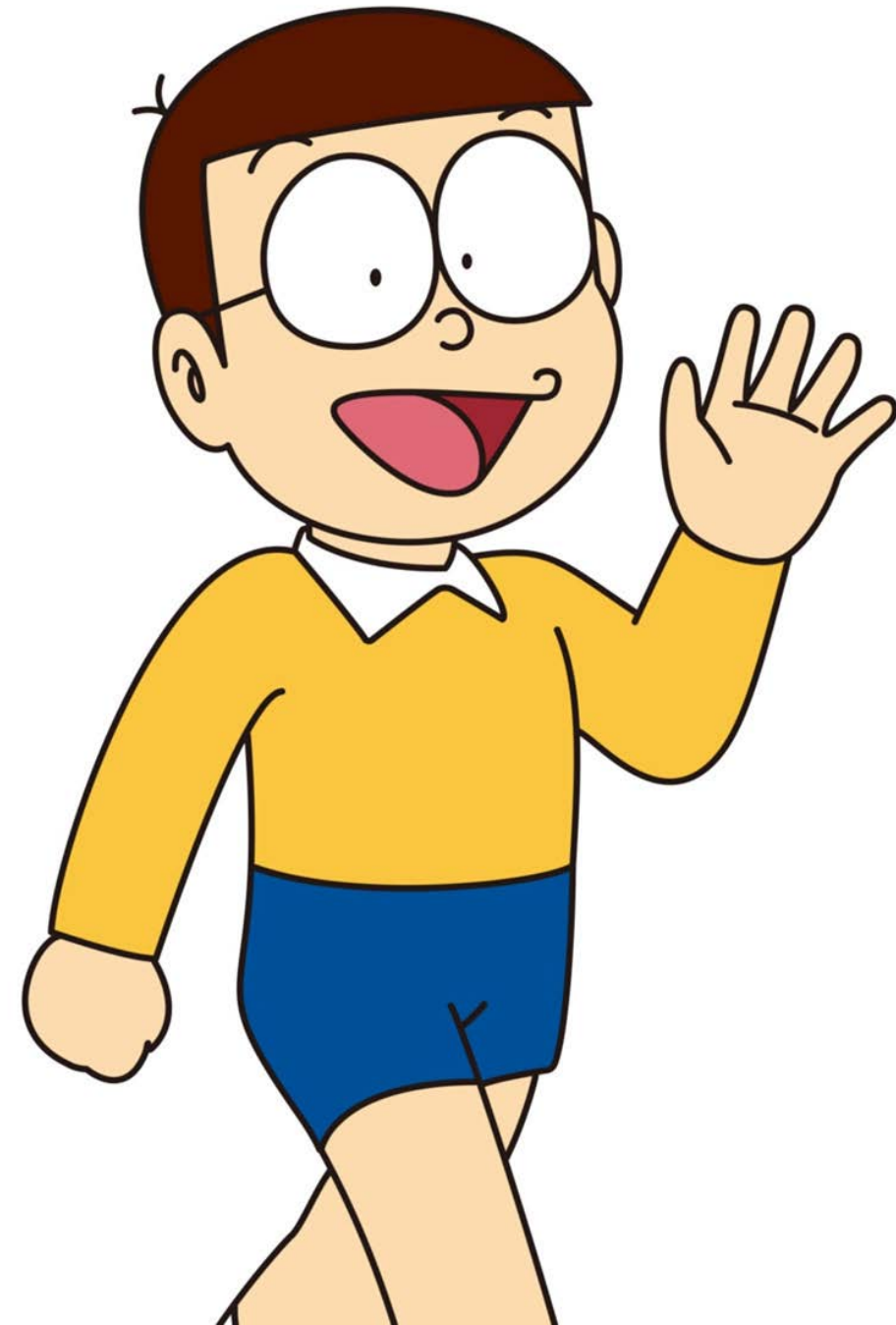
# Doraemon

- a Japanese cartoon character
- a male robotic cat that travels back in time from the 22nd century to aid a preteen boy named Nobita
- He has a four-dimensional pocket which holds a lot of technology gadgets



# Nobita

- known as The Lazy King
- He is foolish, uncoordinated, lazy, dimwitted, weak, frail, childish and bad at sports
- Always find Doraemon to help him to solve problems in life

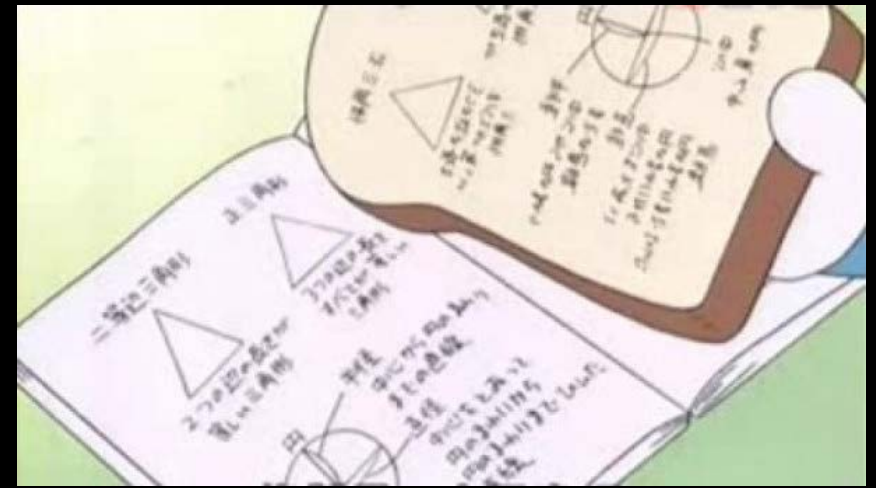
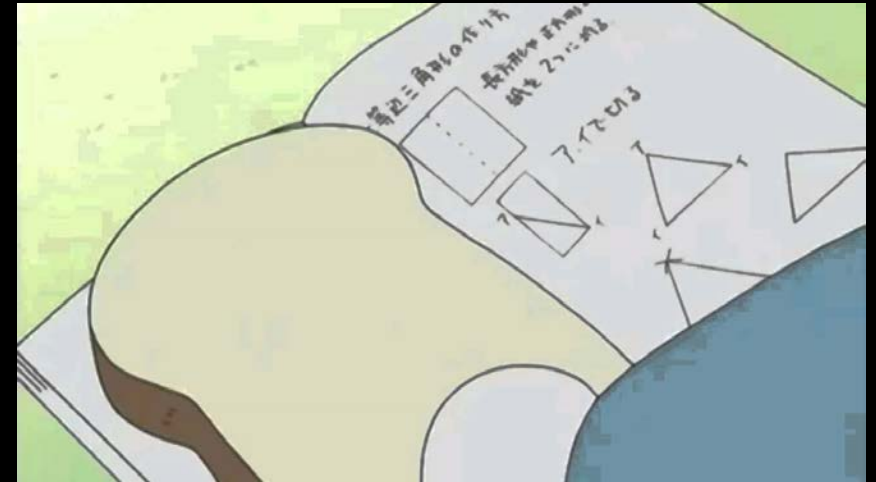


# Story: Memory toast

1. Nobita had two exams coming up
2. He had not revised for them
3. Mum urged her to study
4. Nobita asked Doraemon to help
5. Dorameon gave him “Memory Toast”

# What is “Memory Toast”?

- one should press one side of the toast on a book with either text or pictures. The text or picture will then be 'printed' on the toast.
- Eating the toast later will allow the eater to remember whatever content that has been printed on the toast.



# Story: Memory toast

6. Then, he “printed” the exam content of the Math Book on the toast and ate them.
7. Tomorrow, he succeed in the Math exam.
8. He had English exam tomorrow, but he chose to hang out with friends.
8. At home Nobita's father cooked dinner on the occasion of Mother's Day at night. Nobita ate a lot.



# Story: Memory toast

9. At last he didn't eat any of bread for the exam. Doraemon got mad because of his going out all day and made him eat all the bread.

10. The next day mrning Nobita had a stomachache and lost all the memories he had eaten. At last he needed to start over.



# Why?

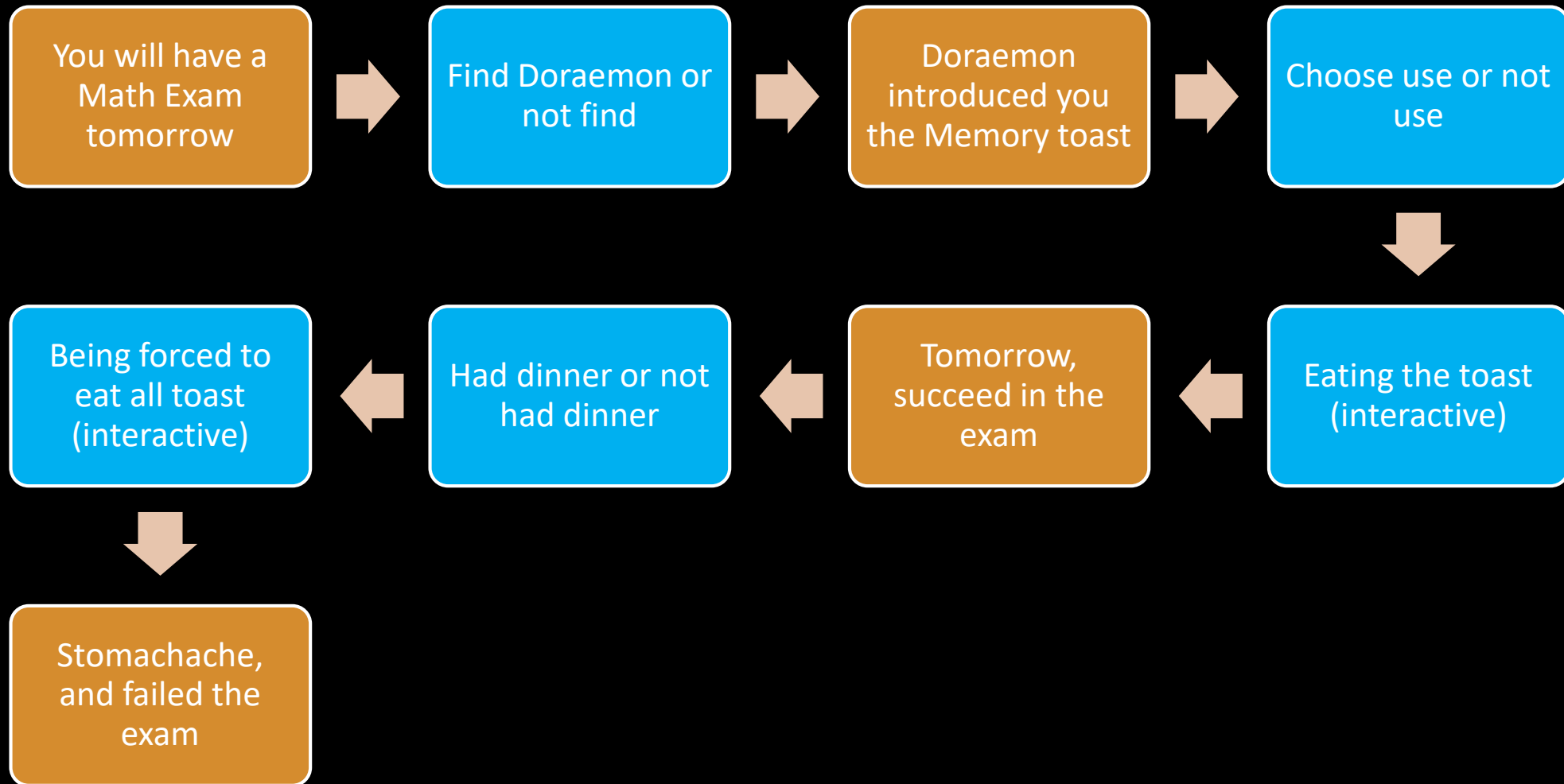
- Lesson/ main theme: there is no shortcut in achieving something, we need to put effort in it. If we rely on the shortcut, things may turn out to be just the opposite of one's desire.
- Doraemon is a famous Japanese cartoon

# Approach

- First-person storytelling
- The user would be Nobita
- The part about eating the toast will be interactive



# Flow/ Idea of storyboards





# Command Line Interface

Narrate the story only by  
text in the analog of a  
chatbox

## MEMORY TOAST

Mum



Nobita, time to study your exam!

Nobita

Emm, fine!



Mum leaves the group

Nobita

Doraemon! Are you here?



Doraemon enters the group

Doraemon



What's up, Nobita?

How do you use it?



Doraemon

You need to press one side of the toast on a book with either text or pictures. The text or picture will then be 'printed' on the toast.



Eating the toast later will allow the you to remember whatever content that has been printed on the toast. Do you want to try?

Nobita

Sure!



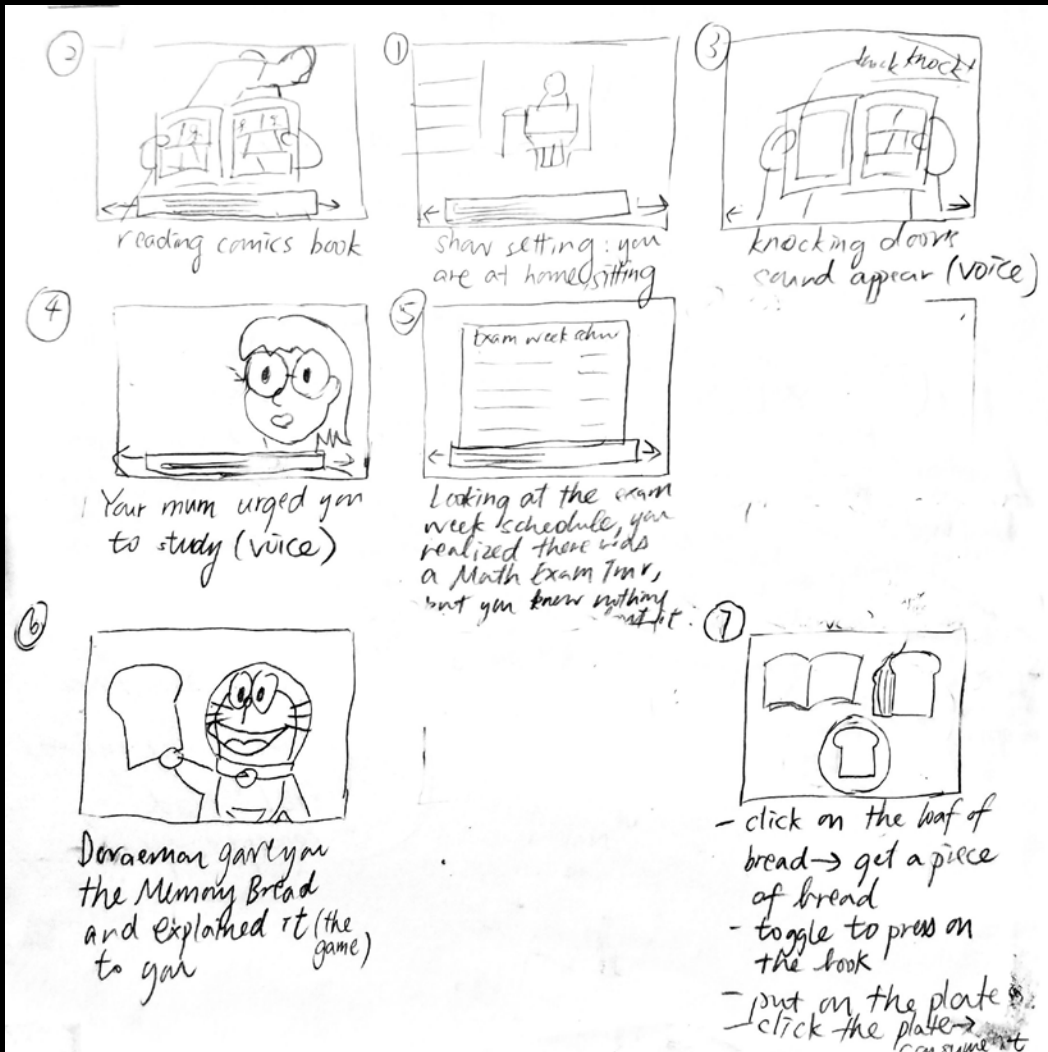
Type in the word "toast it" here to print the content on the toast



## Font

Headings: Proxima Nova Regular

Text: Lata Regular



# GUI & NUI

GUI and NUI share the same scenario interface, but the difference is that the user of GUI needs to click the forward and backward button and the user of NUI needs to swipe the screen to go to next page

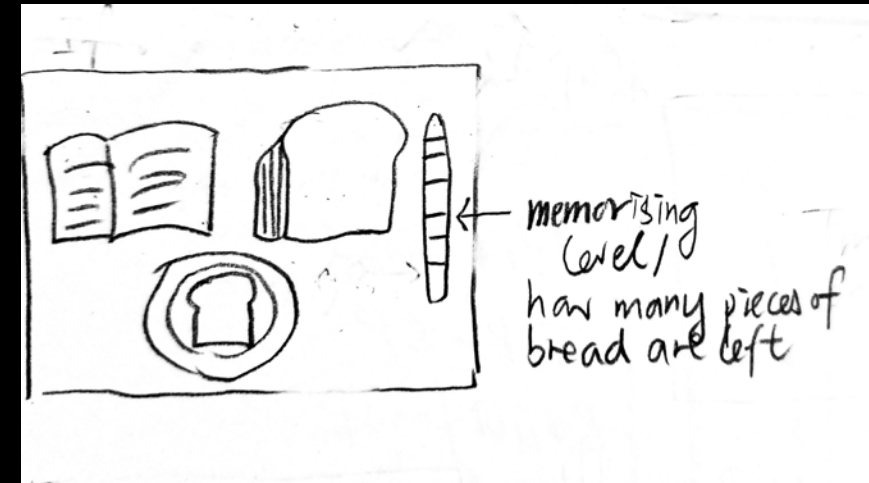
Narrating the story

Screenshot of  
Keyaki no Kiseki

Tap the screen to go to  
next page

# Interaction in GUI

- Click on the loaf of bread to get a piece of bread
- Toggle the piece of bread and put it on the book
- Put the “printed” toast on the plate
- Press the toast to mimic the action of eating



Interface sketches

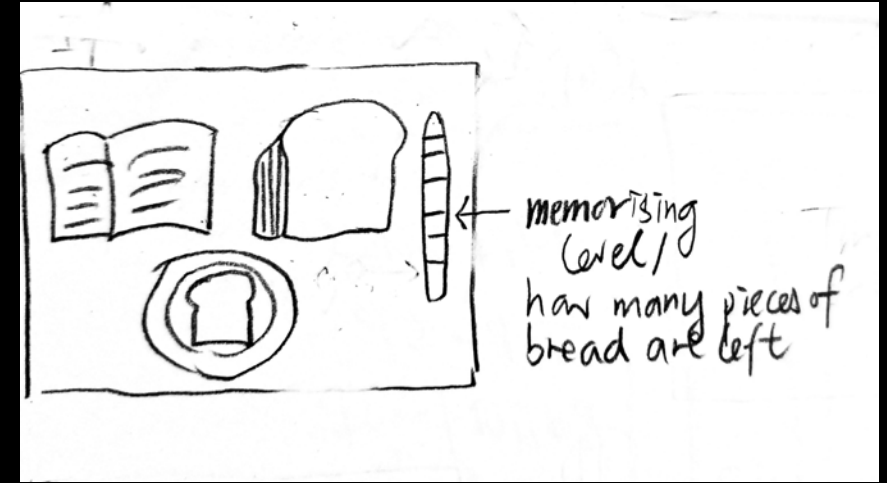


Screenshot of  
Cooking Mama



# Interaction in NUI

- track user motions and translate those movements
- Detect the gesture of copying
- Detect the gesture of eating



Xbox Kinect



# Conceptual interface

- Voice + AR + face recognition