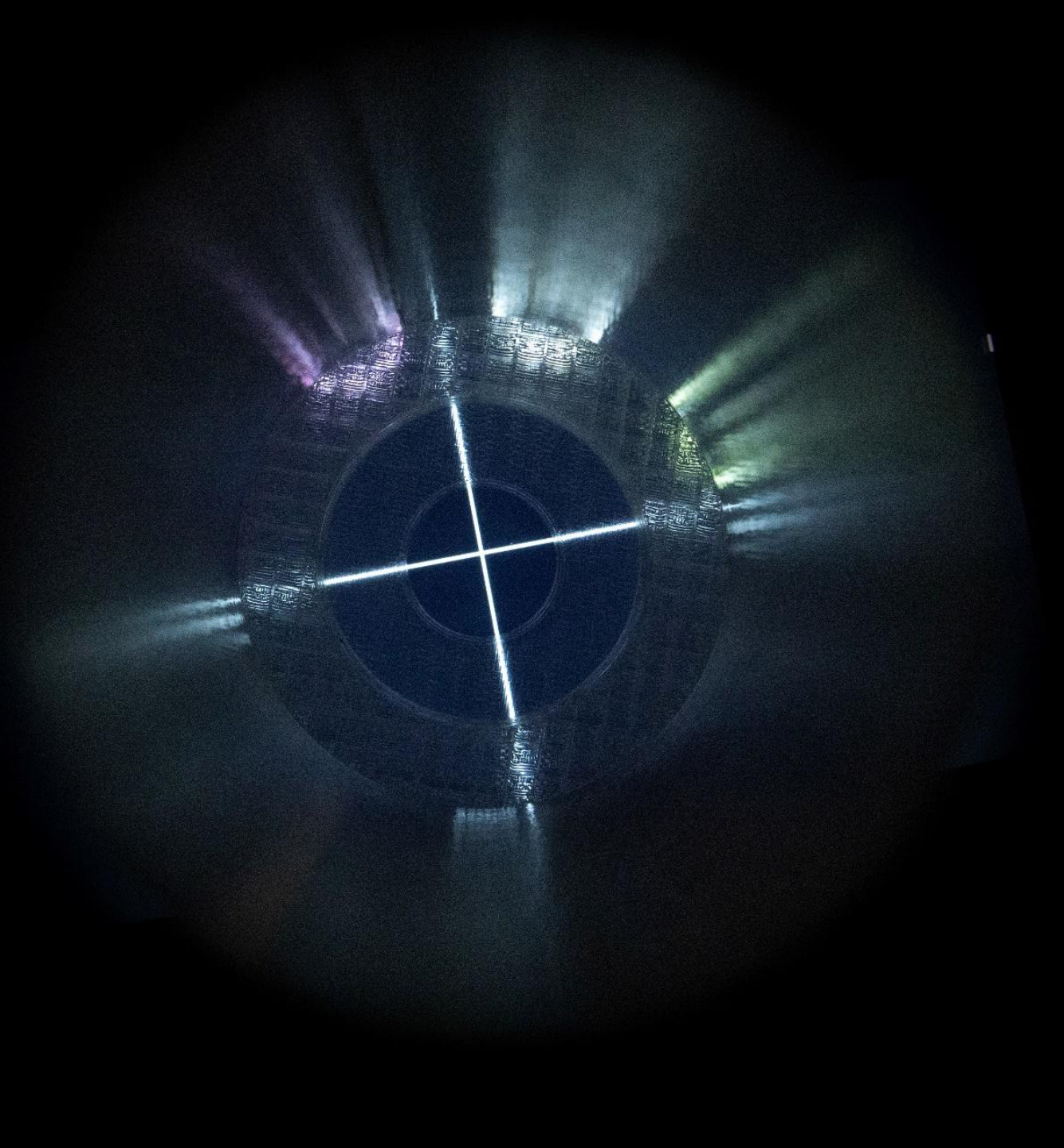


# MIXI

Sissy Tian, Weicheng Chen, Bo Li

*“We aim to design a beverage machine that  
strengthens long-distance relationships.”*



# HERO SHOT







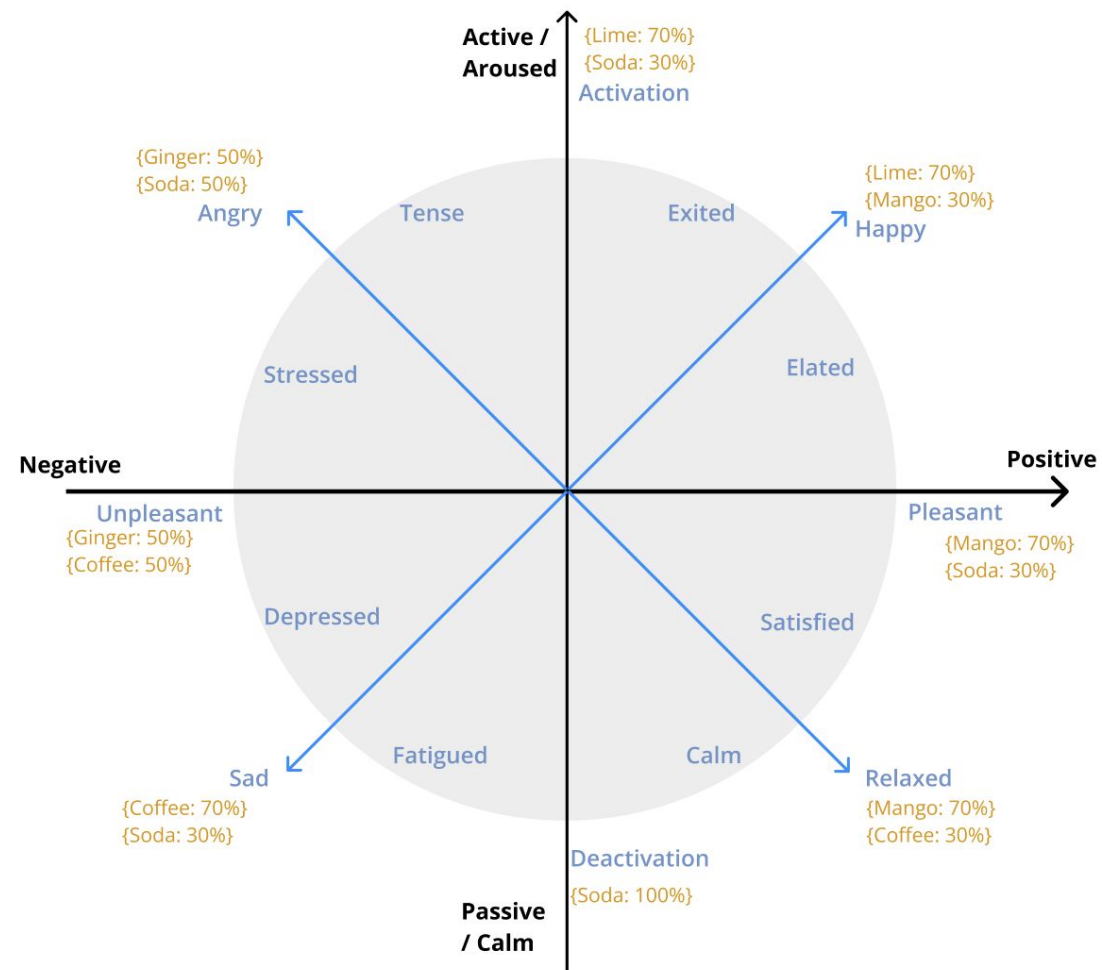
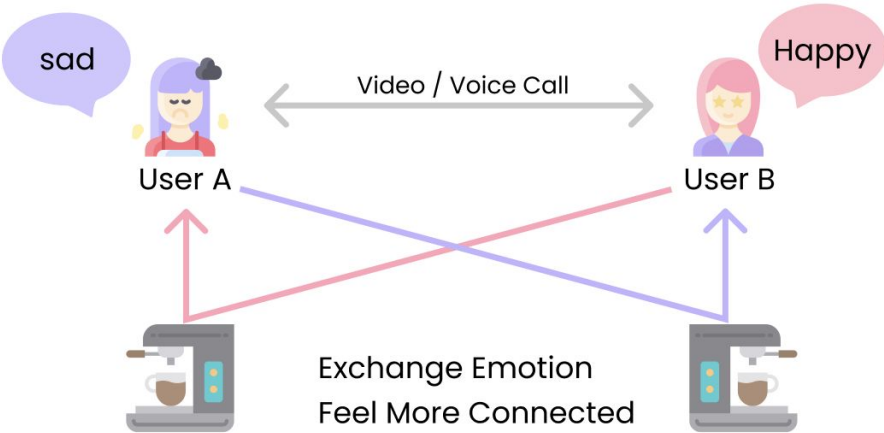




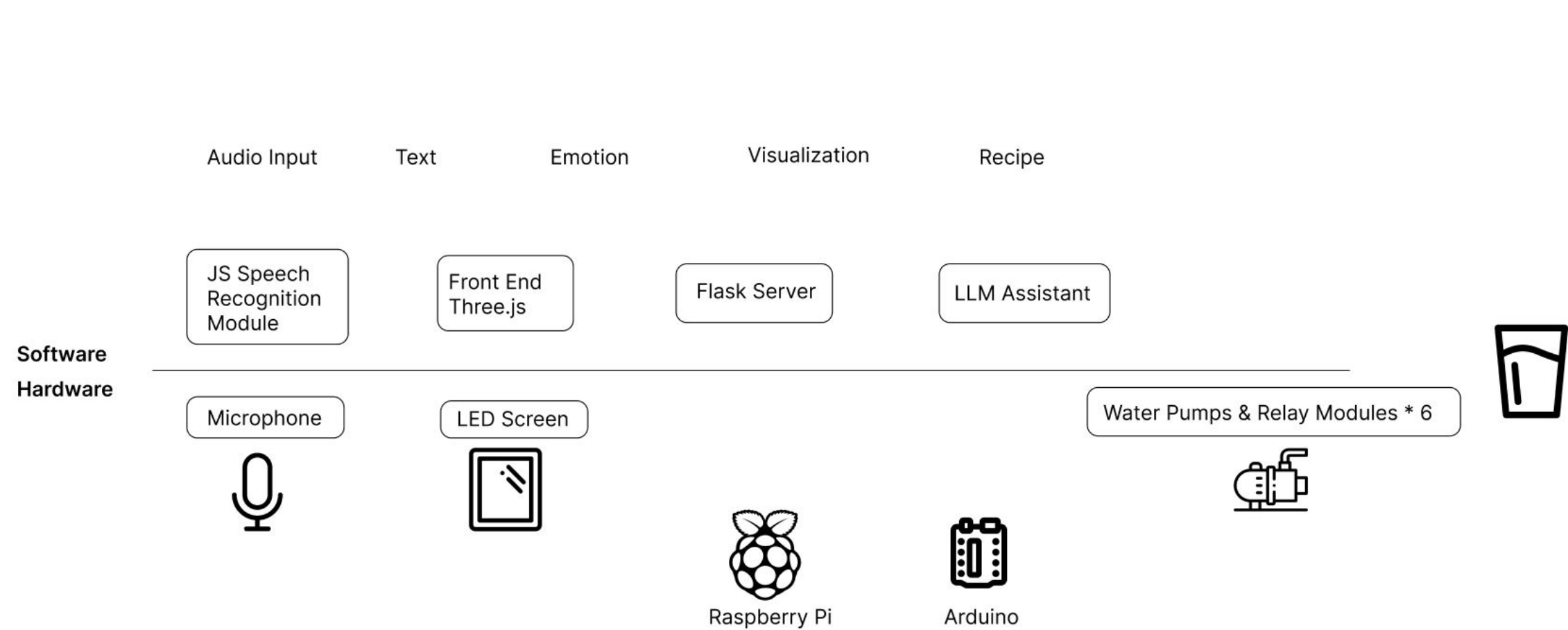
## Inspiration

People have always socialized and built connections through shared experiences of eating and drinking. With advancements in the internet and transportation, forming friendships across the globe has become easier than ever. However, maintaining these relationships and spending quality time with long-distance friends remains a challenge due to physical separation. To overcome this, we propose a beverage machine that creates a new form of social interaction, enabling long-distance friends to connect, share meaningful moments, and “hang out” together in an engaging and unique way.

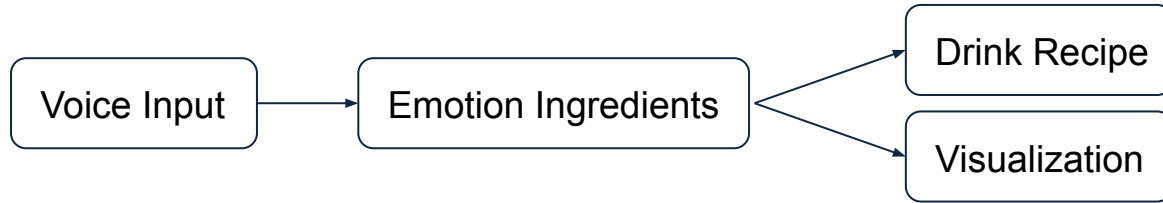
# Ideation and Design Process



# Architecture



# LLM Workflow



## Prompting Structure

- Persona
- Text - to - Emotion Logic
- Emotion Visualization Instructions (with Example Data)
- Emotion - to - Recipe Logic
- Recipe Customization
- Drink Ingredients Choices
- Reference Recipe

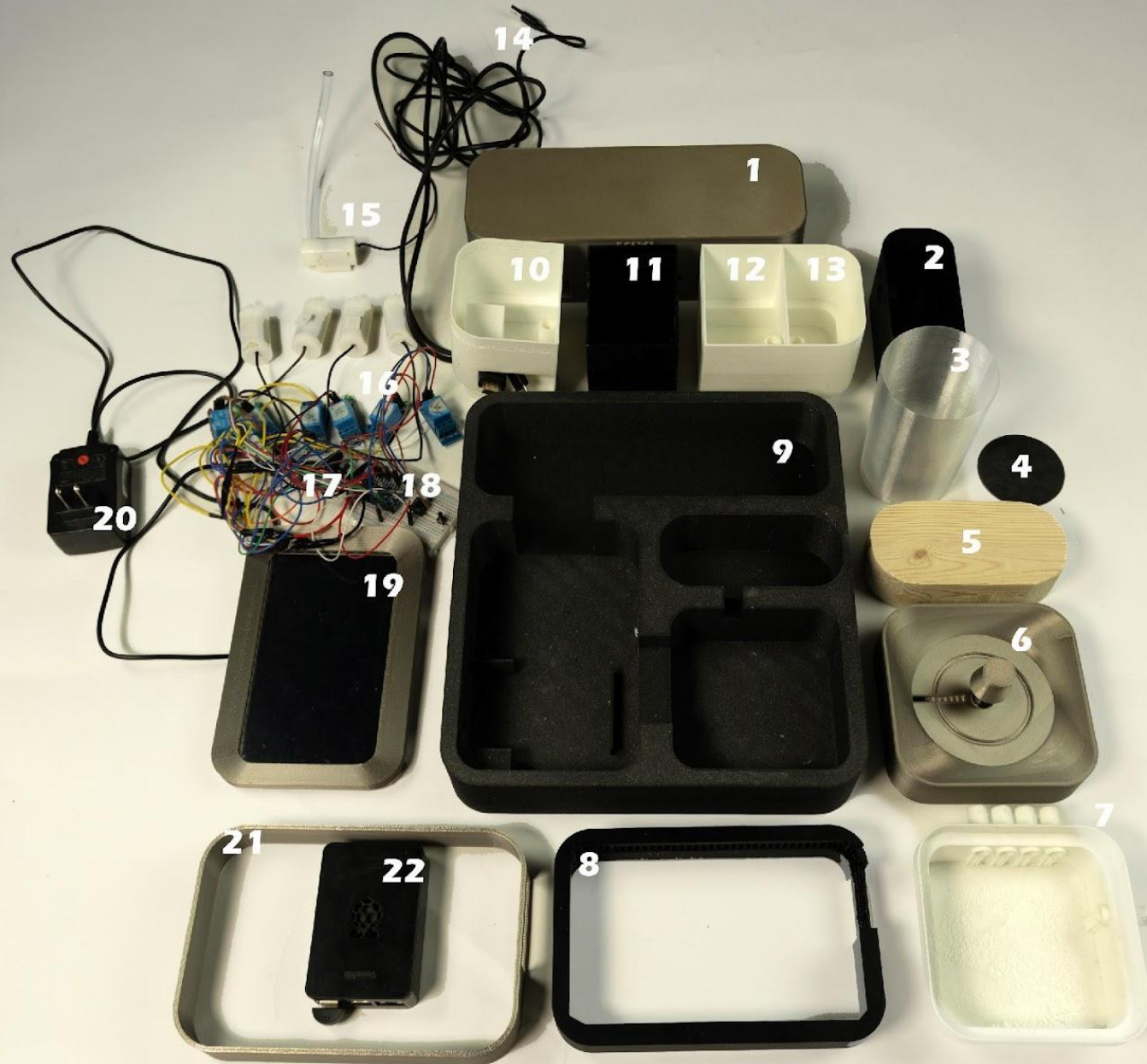
## Example Output

```
{'Emotion_name': 'conflicted emotions', 'Drink_name': 'Emotional Rollercoaster', 'Emotional_Ingredient':  
[{'Emotion': 'Happiness', 'polar_angle': 30, 'percentage': '50%'}, {'Emotion': 'Anger', 'polar_angle': 180,  
'percentage': '30%'}, {'Emotion': 'Frustration', 'polar_angle': 150, 'percentage': '20%'}],  
'Overall_Polar_coordinate': {'Polar_angle': 101, 'Percentage': 1}, 'Recipe': {'Ingredients': [{'Ingredient_name':  
'lime juice', 'Proportion': '10%'}, {'Ingredient_name': 'coffee', 'Proportion': '40%'}, {'Ingredient_name': 'ginger',  
'Proportion': '30%'}, {'Ingredient_name': 'mango juice', 'Proportion': '20%'}]}}
```

## Response Format (Json Schema)

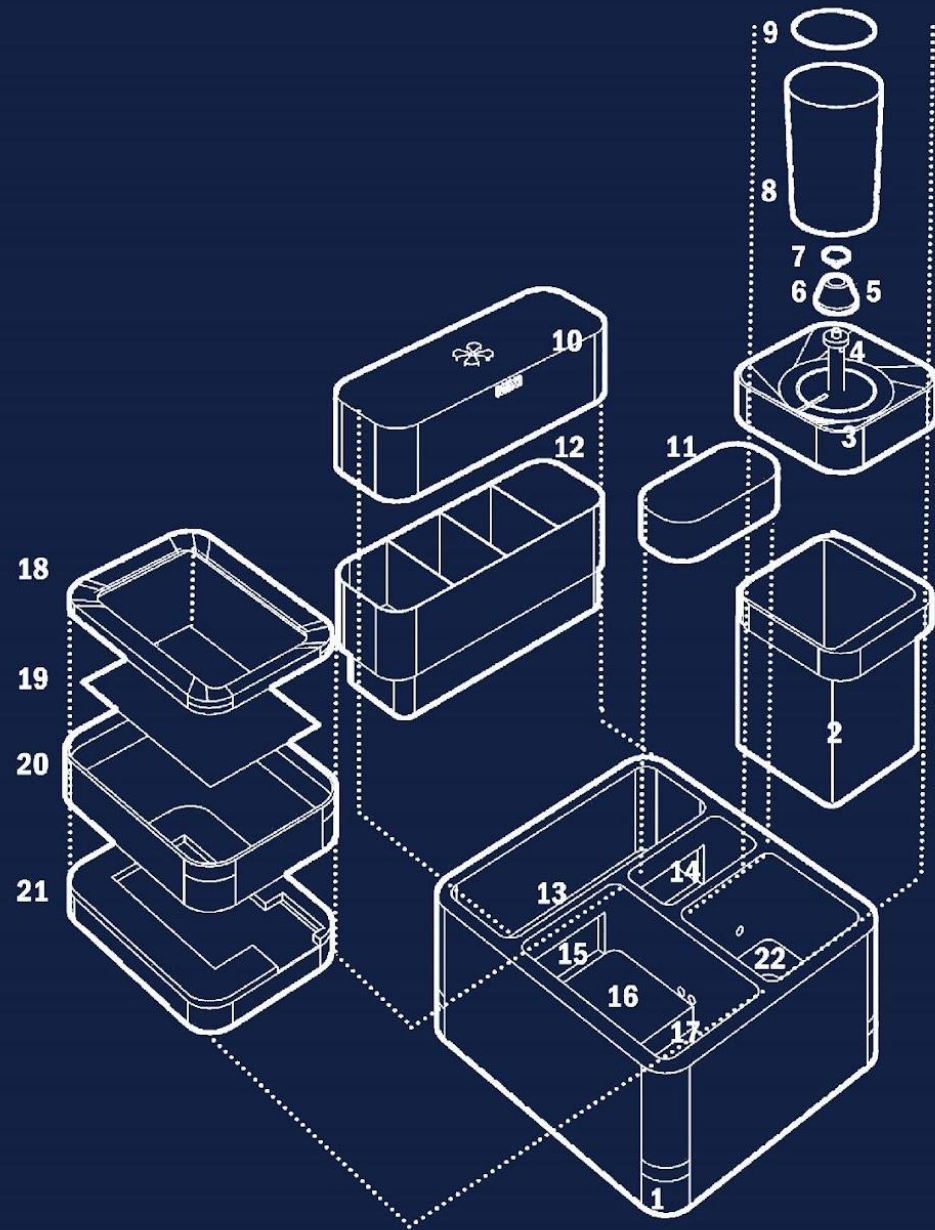
```
response_format={  
  "type": "json_schema",  
  "json_schema": {  
    "name": "AnalyzeEmotionAndGetRecipe",  
    "strict": True,  
    "schema": {  
      "type": "object",  
      "properties": {  
        "Emotion_name": {  
          "type": "string",  
          "description": "Name of the emotion analyzed from the user input and associated with the drink"  
        },  
        "Drink_name": {  
          "type": "string",  
          "description": "A creative name for the drink"  
        },  
        "Emotional_Ingredient": {  
          "type": "array",  
          "description": "List of emotional ingredients contributing to the drink",  
          "items": {  
            "type": "object",  
            "properties": {  
              "Emotion": {"type": "string", "description": "Name of the emotional component"},  
              "polar_angle": {"type": "number", "description": "Polar angle value"},  
              "percentage": {"type": "string", "description": "Percentage of the emotion in the blend"}  
            },  
            "required": ["Emotion", "polar_angle", "percentage"],  
            "additionalProperties": False  
          },  
          "required": ["Emotion", "polar_angle", "percentage"],  
          "additionalProperties": False  
        },  
        "Overall_Polar_coordinate": {  
          "type": "object",  
          "properties": {  
            "Polar_angle": {"type": "number", "description": "The polar angle value for overall emotion"},  
            "Percentage": {"type": "number", "description": "Percentage representation of the overall emotion, from 0-1, a float number"}  
          },  
          "required": ["Polar_angle", "Percentage"],  
          "additionalProperties": False  
        },  
        "Recipe": {  
          "type": "object",  
          "description": "Recipe details for the drink",  
          "properties": {  
            "Ingredients": {  
              "type": "array",  
              "description": "List of ingredients and their proportions",  
              "items": {  
                "type": "object",  
                "properties": {  
                  "Ingredient_name": {  
                    "type": "string",  
                    "description": """"Name of the ingredient. Currently with only four drinks available, you can only choose from  
                    lime juice - sour  
                    coffee - bitter  
                    ginger - spicy  
                    mango juice - sweet  
                    Only make juice with the above four elements.  
                    """"  
                  },  
                  "Proportion": {"type": "string", "description": "Proportion of the ingredient in percentage"}  
                },  
                "required": ["Ingredient_name", "Proportion"],  
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              "additionalProperties": False  
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            "additionalProperties": False  
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          "required": ["Ingredients"],  
          "additionalProperties": False  
        }  
      },  
      "required": ["Emotion_name", "Drink_name", "Emotional_Ingredient", "Overall_Polar_coordinate", "Recipe"],  
      "additionalProperties": False  
    }  
  }  
}
```





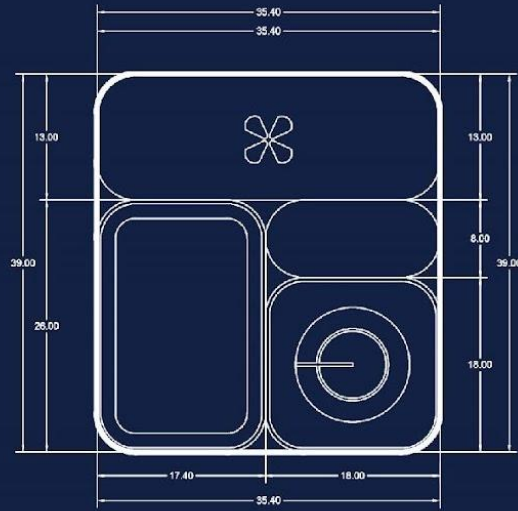
- 1 Logo Cover
- 2 Soda Pool
- 3 Cup
- 4 Bottom of Cup
- 5 Soda Pool Cover
- 6 Out Put
- 7 Mix Pool
- 8 Screen Stand
- 9 Base
- 10 Sore Pool
- 11 Sweet Pool
- 12 Bitter Pool
- 13 Spicy Pool
- 14 Raspberry Pi Cable
- 15 Pump
- 16 Relay Module
- 17 Arduion
- 18 BreadBoard
- 19 Screen
- 20 Power
- 21 Skin
- 22 Raspberry Pi

# Structural Decomposition Diagram

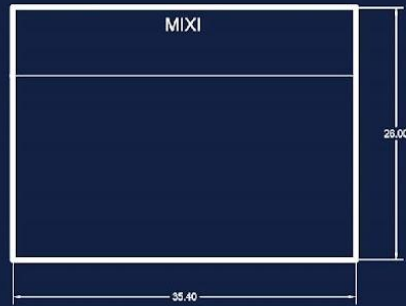


- 1 Base (wood)
- 2 Mixing Container
- 3 Cover
- 4 Drinking Outlet
- 5 Magnet
- 6 Plugging Block
- 7 Fixed
- 8 Cup
- 9 Magnetic Disk
- 10 LOGO Cover
- 11 Sparkling Water Containers
- 12 Four Flavored Beverage Containers
- 13 Water Valve
- 14 Water Flow Sensor
- 15 Cable Channel
- 16 Arduino
- 17 Raspberry Pi
- 18 Cover
- 19 Screen
- 20 Outer Shell
- 21 Support
- 22 Pump

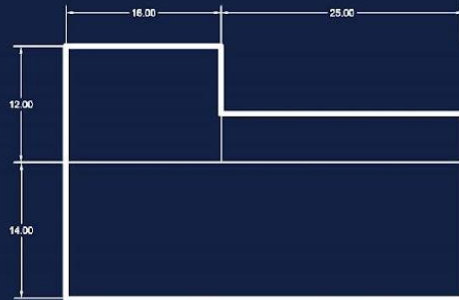
# Dimensional Drawings of Components



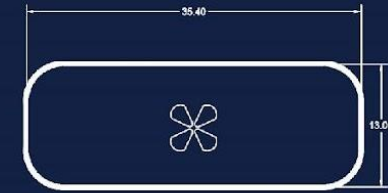
Overall layout



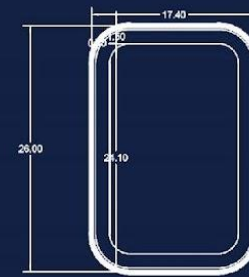
Front façade



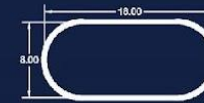
Side façade



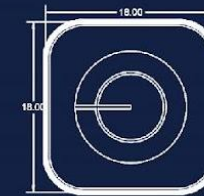
Beverage containers plane



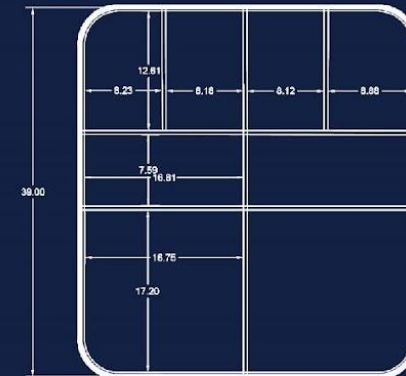
Interactive screen plane



Base beverage container plane



Drinks outlet plane



Base plane



# Design Iterations

Adding screen to enhance visualizations and interactions

Improving performance with different AI models

Multiple 3D printed prototypes enhancing the design iteratively





# Lessons Learned

1. We need to learn how to balance our desire to challenge ourselves with effective time management.
2. 3D-printed models can leak water! Even if you print a cup or container, it won't be completely waterproof due to tiny gaps between the layers.
3. It's truly rewarding to work on a project we're passionate about, alongside people we enjoy collaborating with.

