

Observations:

Person A:

- Cool, design's nice
- like the design of the whale
- wouldn't come to the thoughts
 - "the symbol is designed w/ initials"
 - w/o reminding.
- The idea of the "W" part is a standing is not ~~too~~ really straightforward
- Bubble isn't necessary

Person B:

- personal style is stronger
- font is a bit small for professional business card
- can't tell what the W is for
- ~~can't really~~ why the tail of the whale is detached from the body.
- The whale doesn't have eyes, & a bit fat

Person C:

Person C:

- like the bubbles cutoff
- Why the "W"? kinda odd to have a boundary b/t the card and the W
- Is there ~~any~~ any meaning of the W part?
- like the simplistic yet aesthetic design
- Maybe make it foldable?

Person D:

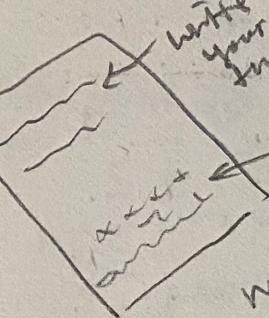
- the email address is too small
- whale looks cute
- The card is foldable?
- No QR code
- W looks like a ^{mechanical} part ~~part~~ (Doesn't get the easel idea
for receivers)

Person E:

- The design of the whale is nice
- Doesn't feel like a business card for work through

- creative
- Can't tell what W is for
- the font size is a bit small

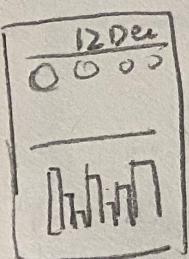
Final Project Brain Storming



write your thoughts

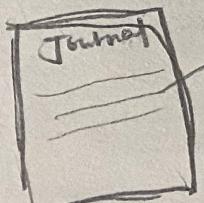
write it back /
slip it on digital
copy /
projector
drawing paper

start Emotion,
Journal
Personal Habit,
Cloud Storage

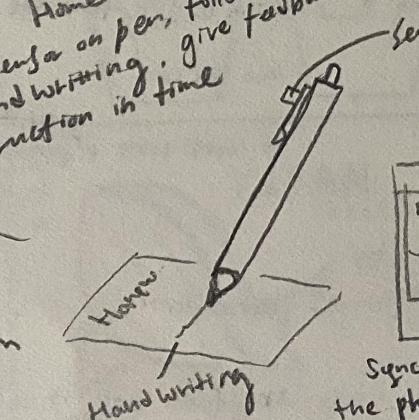


Send
text
Sensitizing
Handwritings

U2 - mental health
tracking



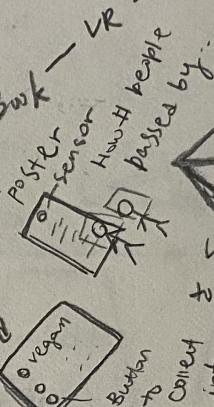
Analyze
from text
(content, Hand
writing, length)



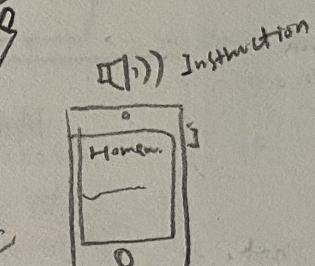
Synchronize to
the phone
(Remote update)

Paper

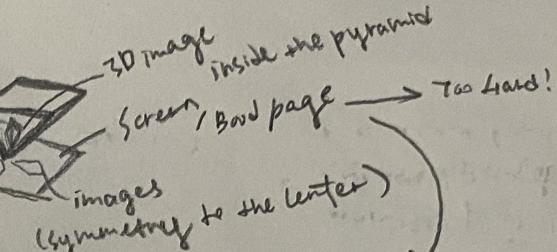
Card



sensor

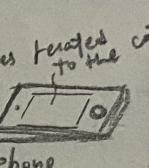


Instruction
(Handwriting)



images
(symmetric to the center)

on phone instead



Images related
to the content
of book



Book

sensor
indicating
this page is open

Bluetooth
connection

INTERACTION

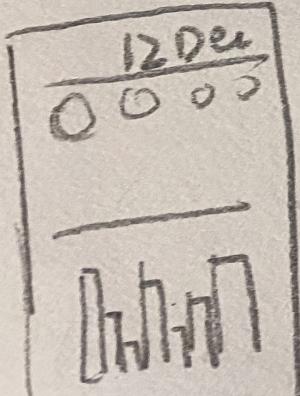
Gesture / Sensor
(Nodding, Hand Shaking...)

Micophone

(speak the line)

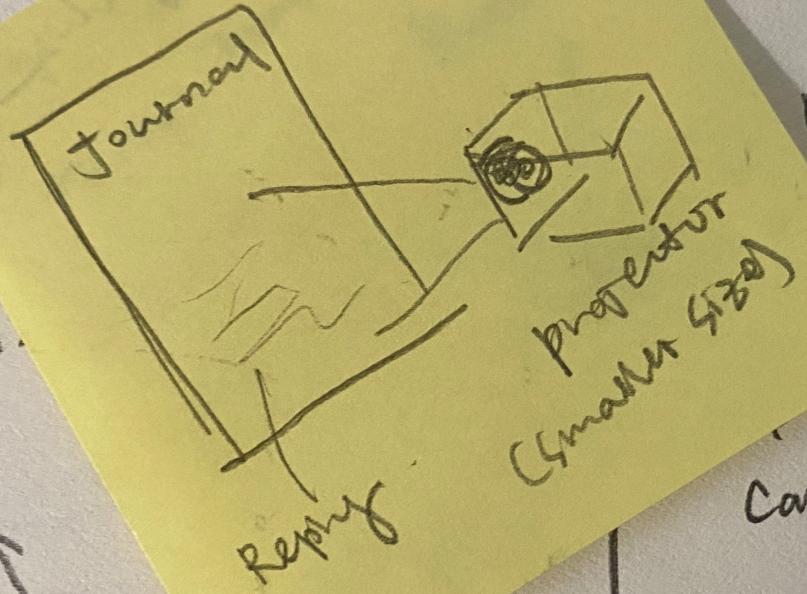
Smart, Fragrance Simulator
Speaker

track Emotion
Personal Habit,
Low Storage

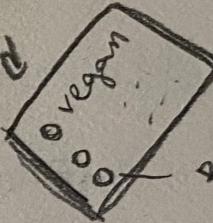


Saint
Sectional
Handwritings

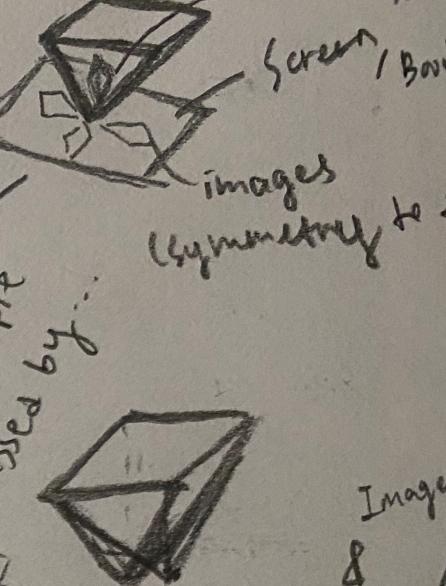
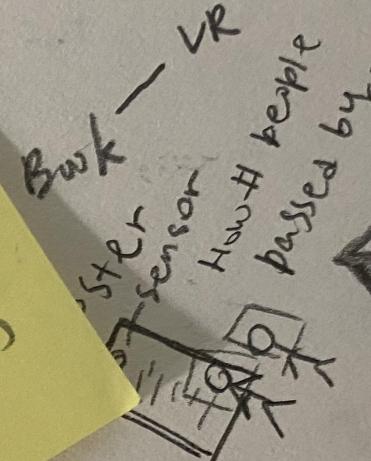
Homework
Sensor on pen, follow the marks &
Handwriting, give feedback &
Instruction in time



Card



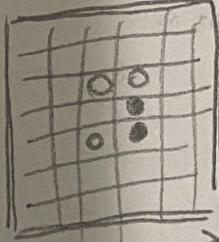
Button
Collect
info
of guests



use the pyramid
&
to see 3D images/
videos

sensor

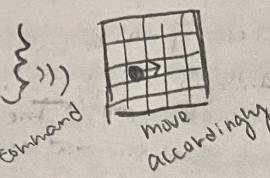
(1)) Instruction



- remember previous result
- user's personal data
- Analyze players' tactic, weakness
- Help w/ timing ...

Smart chessboard

voice control



Command

)

)

)

)

move
accordingly

Wand (Harry Potter)

sensor

(

)

)

)

)

)

)

points 5x

sensor pens

white in

air

sensor

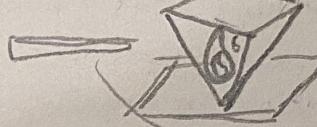
old

handwriting

Double control

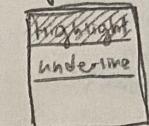
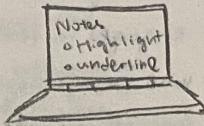
Trail the movement
corresponding
Spells & effect
present in the
pyramid, 3D effect

or on Computer



wand

- save in laptop,
easier for reviewing ...



- No need for game controller
- JS type of VR, 2D game view,
but feel more engaged.
- Gasp... " "

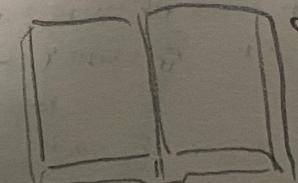
Game more
engagement, (3D)

GAME

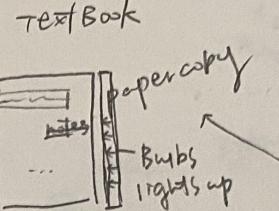
Show corres-
ponding effects
(videos...)

movement

pair w/ Books?



certain page
Graphic Books



- Storing information,
where are you at, paper &
Kindles & digital devices
- Synchronize history & things.
- Search for info on
laptop, tell you the page #
of remind by light? " "

Capture the gesture

Writing / Signature in the sky
calculator or?
paper → iPad → writing in air?

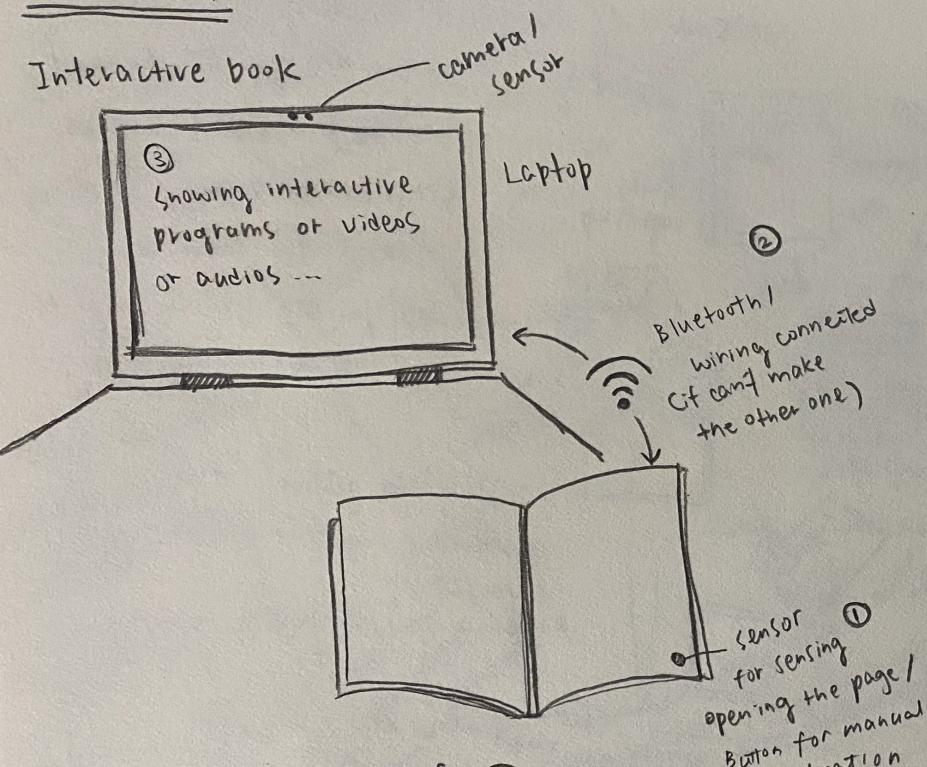
camera capture

instruction for
interaction

Signal

Final Project - initial idea

Interactive book



④ - interactive program for ③

→ Gesture control / movement / facial expression

→ Object w/ Sensor

e.g. Wand for Harry Potter
 sensor (connected to laptop / recognizable from camera)
 Special mark?

Elevator Pitch :

Hi, I'm Vanessa, I'm working on a project about interactive books, focussing on the interaction b/w human, computer, and paper-based books, targeting both children & adults. In an era where many digital devices and information, parents often worries about children prefer more of video games than reading. Interactive Books we present helps children to feel engaged in reading, through activating other senses, hearing, movements... gradually enjoys reading. For adults who enjoys novels, especially fantasy types, we don't have to stop at imagine being in the imaginative world in the books, we can actually be there. We connect the computer w/ book, so the laptop can display visual stimulations based on the current page's content. We use sensor & gesture capture to allow the user to interact w/ the displayed program. I'd love to discuss ~~more~~ other possibilities of this project w/ you.

→ Version Two: (student, no siblings) cousin - V

Hi, I'm Vanessa. I'm working on a project about interactive books. As the digital devices are prevalent in our lives, many of us often find books boring since it's just words. ~~in fact~~ The interactive book we develop integrates other senses' use, stimulate the senses through videos+audios, or interactive programs that are relevant to the book page the user's reading at the time, displayed through ^{the} laptop. We do this by ~~integrating~~ utilizing sensors in book pages for sensing ~~the~~ page opening action, and in laptop for capturing gesture / object to allow user to interact with the program. I'd love to discuss ~~more~~ other

possibilities of this project w/ you.

Version 3: (student, non-CS major)

Hi, I'm Vanessa. We are developing interactive books, targeting both adults & children. As the Internet & digital devices play more important roles in our lives, we live ⁱⁿ sense-stimulating lives. ~~where~~ Children often find reading ~~is~~ boring, especially after they entered the world filled with videos, games, and all kinds of entertainments. Our project has the potential to make learning & reading something more fun to do, encouraging children to read, and gradually learn to enjoy learning & reading. For adults, interactive books would also be a great entertainment. While VR is still a technology that is quite expensive and hard to experience, our product provides a chance for people to experience the imaginary world in the book ~~with~~ and interact. Our project follows the popular trend of human-computer interaction, aiming to ~~integrate~~ connect computer, human and books. We applies newly developed technologies to accomplish our goal. I'd love to discuss more possibilities of our project with you, and your insight to this project would be valuable.