

SANS-Boxes

We have developed an everyday artefact that refers to a human sense, but instead of exploring cognitive processes, we have chosen to concentrate in the establishment of human relationships.

We chose to design and develop an artefact that will enrich the relationship between family and friends, and this by using our hands as a kind of haptic interface to a simple communication device.



Figure 1: prototype's case

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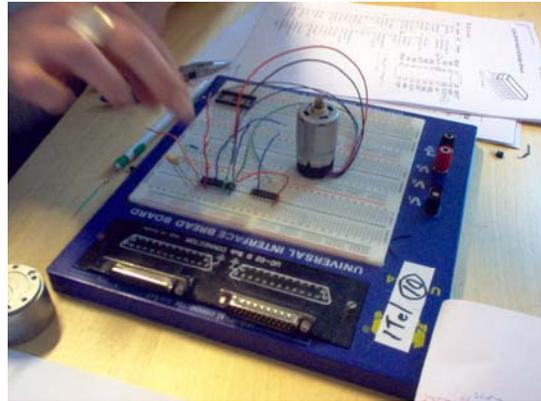


Figure 2: experimental setting of the prototype

THE PROTOTYPE

The prototype consists of two wooden boxes with globes cut in half.

Whenever someone makes one of the globes spin, the rotation will be sent from one globe to the other and the second globe will react following a behaviour pattern depending on the kind of stimuli produced at the origin. This makes possible to “feel” the presence of the other person at the other side; if both want to “send” a rotation at the same time the resistance produced by the moving globe will not allow the users to do so. In the long run it could end up being used as a physical game as well.

THE CONTENTS

What actually makes the globe spin is inside the boxes. A program written in Java is downloaded on a handmade prototype board that controls one small electrical motor. The motors are then connected to the globe, which surface the user can interact with.

Everything is hidden from the human eye so that the surface of the prototype is clean and simple not confusing the user. We like to think that it is easy to see what this prototype does and how it works.