

TRIO

Family LifeBooks: Interaction Design

Explore ways of bringing information to children and adults in new ways by exploring both the User and the Physical Interface.

Project Sponsored by IBM's Advanced Technology Group

Design Challenges:

Keeping Simplicity
Form Factor of System
Designing for Activity
Product Interaction
GUI Interaction

Project Challenges:

Defining Focus
Correlating ID & CD
Managing Schedule

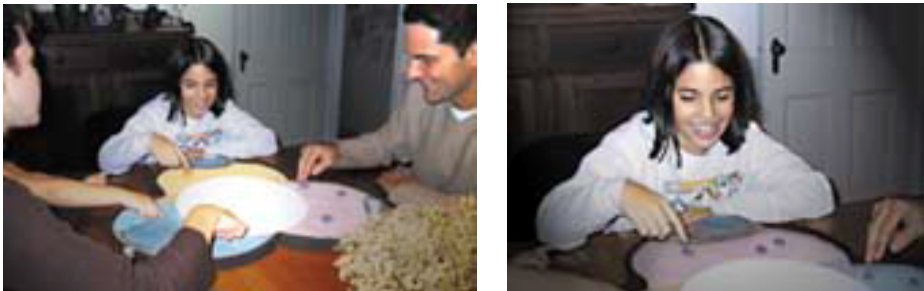


I. Story-Gathering: Photo, Sound & Text

Family members are given Story-Gathering tools. These tools allow for multiple perspectives of an activity or activities.

Each device has a single function: photo taking, sound recording, or text writing. The simplicity among each device not only allows for children and adults to use but also creates a coherence and simplicity in the "family" of devices.

Functions among each device: Action button (record, new page, take photo) and Navigation Scroll button (forward, back).



II. Story-Making: Devices & the Base

Family members dock the devices on to the Base. The Base, an LCD touch-screen computer, facilitates the activity of creating the Family Lifebook.

Each device is "docked" on an end of the Base. Represented as animated round icons, data is downloaded on to the individual Base activity areas.

When the Icons are touched, it opens, and the Icon transforms into its active state. This state allows the user to know that it can be manipulated and edited. Family members interact with the data in a game-like interaction.

III. Story-Sharing: Family LifeBook

Icons entering the Central Screen become slides in the Family LifeBook. They are snapshots of images, writings, and sounds. They can be simultaneous or sequential, conveying the expression of a shared yet personalized activity.

As the family creates multiple chapters, TRIO can store, organize, and play. TRIO can also exchange LifeBook chapters from other families such as relatives.



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