

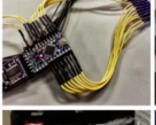
CMSC838f

Tangible Interactive Computing













"Joy is a well-made object, equaled only to the joy of making it."

Preamble

This class is about making, being creative, taking risks. We will make to learn and learn to make. We will use materials to help us think and to push our own boundaries of what interactive computing is and could be. I taught this class once before: http://cmsc838f-f12.wikispaces.com. It was, by most accounts, a success (I think!). I learned a lot. The class learned a lot. Most importantly, along the way, we had fun together, we made interesting things, and we helped each other (peer learning ftw).

As another indicator of success, the aforementioned <u>Fall2012</u> class generated one MS thesis topic, one PhD thesis topic, and two publications (with more to come!). In addition, the instructables posted for the final project have

Course Pages

<u>Home</u>

Schedule

Resources

HCIL Hackerspace

Individual Assignments

IA01 Background Survey - 1/29 A

IA02 Arduino Graph - 2/13

IA03 Partner Eval for MPA01 - 3/10 A

IA04 Partner Eval for MPA02 - 4/02 A

IA05 Partner Eval for MPA03 - 4/21 A

Mini-Project Assignments

MPA01 Input Inventions - 3/3

MPA02 High-Low Tech - 3/26

MPA03 Kinects & Motors - 4/16

Semester Project Assignments

SPA01 Project Pitch

SPA02 Project Presentation

SPA03 Project Instructable

SPA04 Project Video

SPA05 Project Artifact

Reading Assignments

RA01 Tangible Bits - 1/29 &

RA02 Arduino Intro - 2/3 &

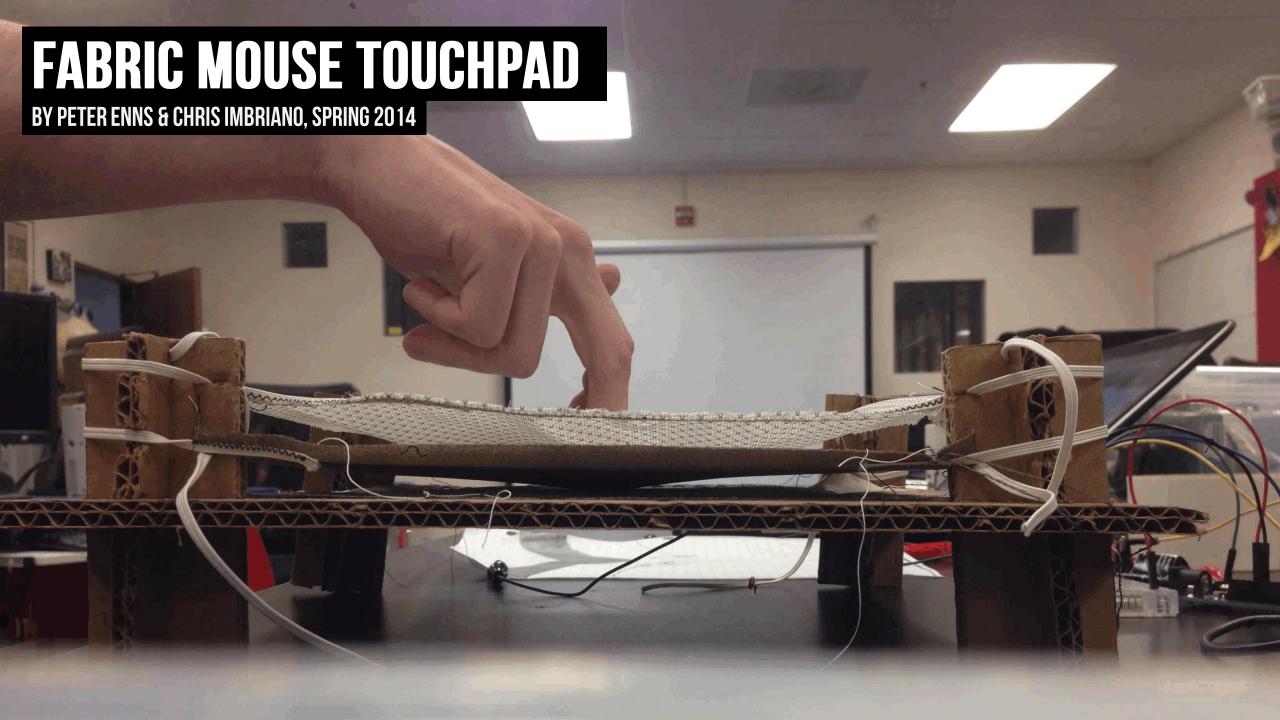
RA03 Electricity Intro - 2/13 &

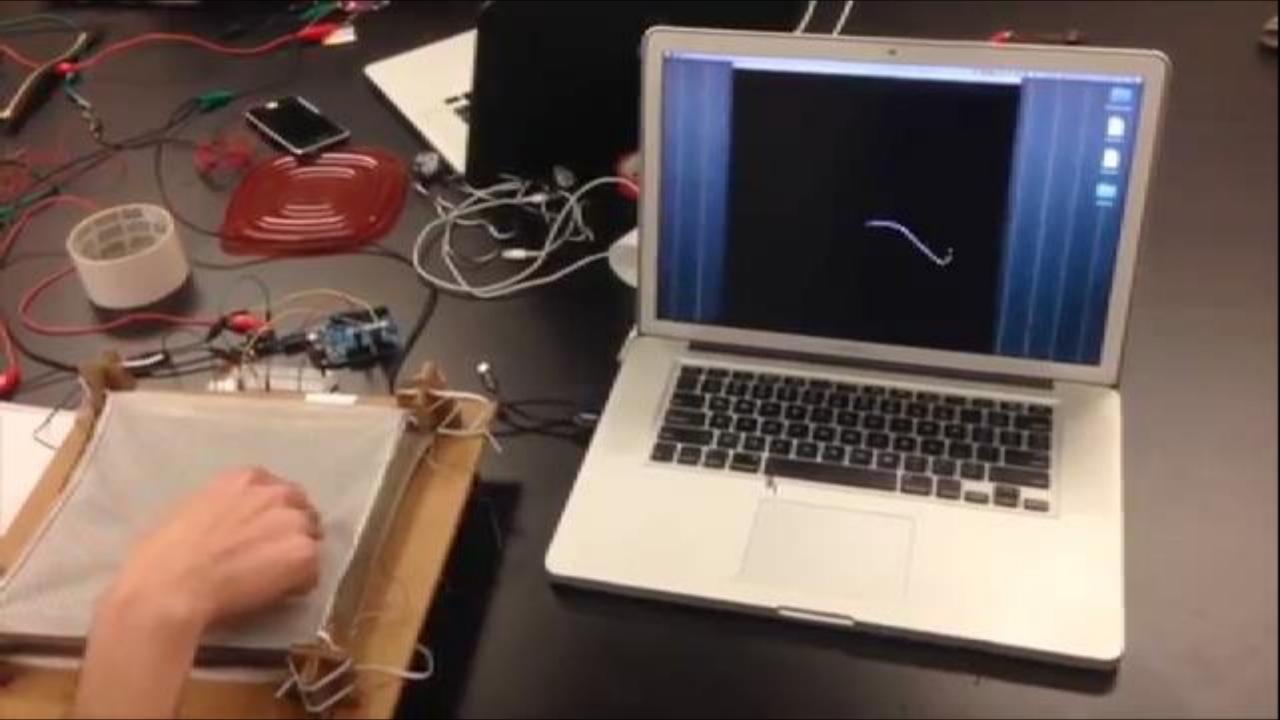
RA04 Switches (p 39-59) - 2/19

RA05 Input Technology - 2/26 &

RA05 Sensor-Based Input - 2/26 &

RA06 Prototyping 3/5 &









INTERACTIVE WALL HANGING

Designers: Jie Qi & John Clifford





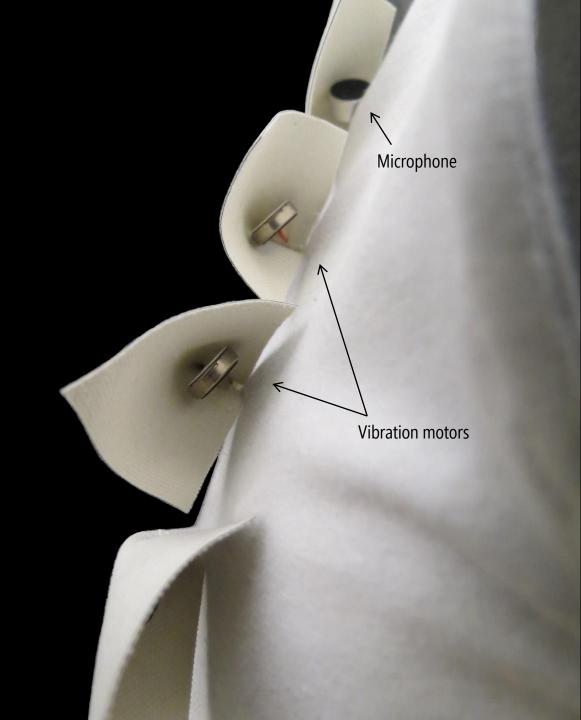


FLUTTER

Designers: Halley Profita, Nicholas Farrow, Nikolaus Correll



Flutters in direction of sound









SOCIAL FABRIC FITNESS [CHI'14]



I LIKE THIS SHIRT
[CHI'14]



BODYVIS[IDC'13, CHI'15 Honorable Mention, ICLS'16, IDC'16, CHI'17]

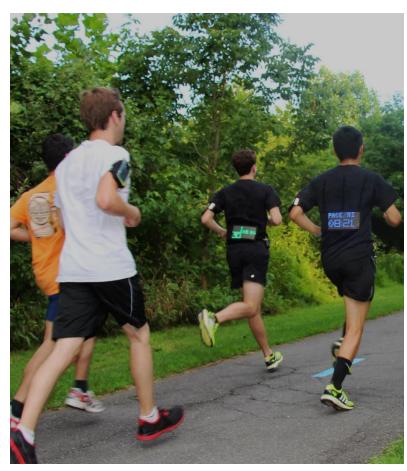


MAKERWEAR [IDC'15, CHI'16 Best Poster, CHI'17 Best Paper]

HEALTH & WELLNESS

SOCIAL FABRIC FITNESS

With Matt Mauriello and Michael Gubbels



What if...

our clothes revealed information about our exercise? How would this change the fitness experience? For good or bad?

SOCIAL FABRIC FITNESS

[CHI'14]



Everyone. Every run.

Runkeeper is a top running app and a community that helps people get out the door and stick with running.

Sign Up for Free

Learn More





50 million runners strong

Welcome to the community!



Jordan, 24 Waterlooville, U.K.

"I love that I can look through my Runkeeper app to see the progress I have made."



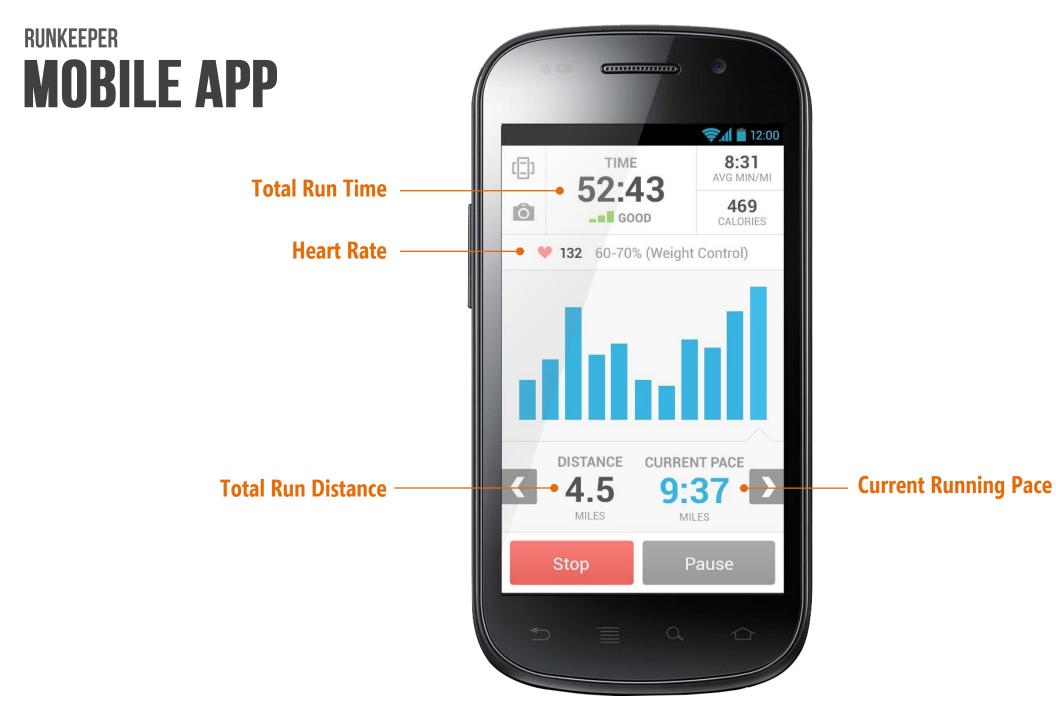
Kaylyn, 26 Cambridge, MA

"I love how user friendly Runkeeper is. From training plans to workouts, it makes organizing my runs a breeze."



Derek, 45 Lexington, VA

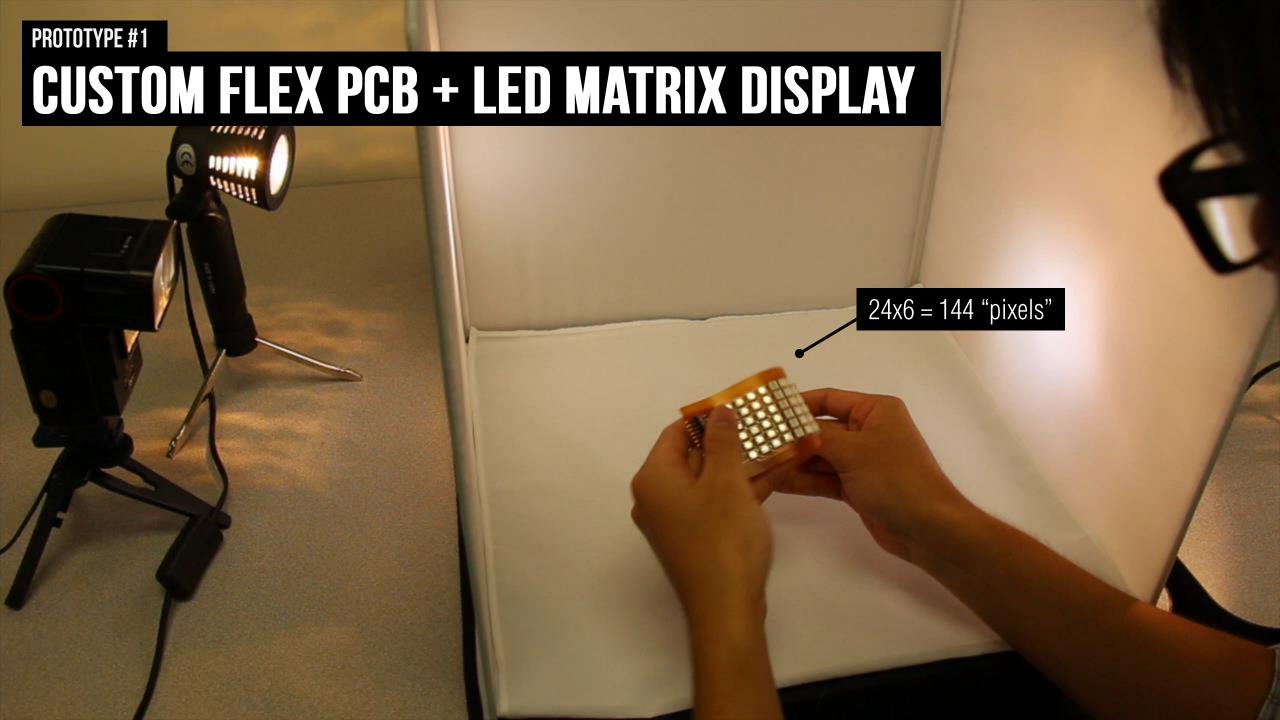
"Runkeeper helps me set and reach my goals, motivating me to stay ahead of my family history of poor health."



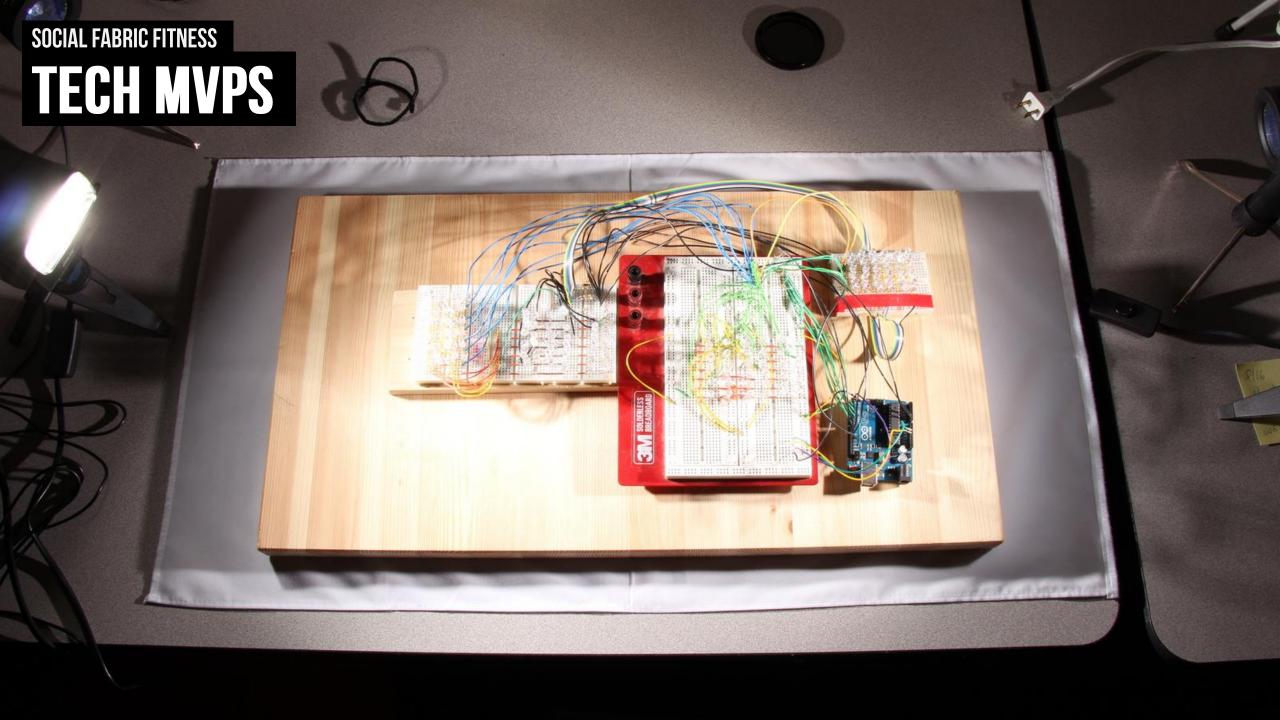
PROTOTYPE DISPLAYS

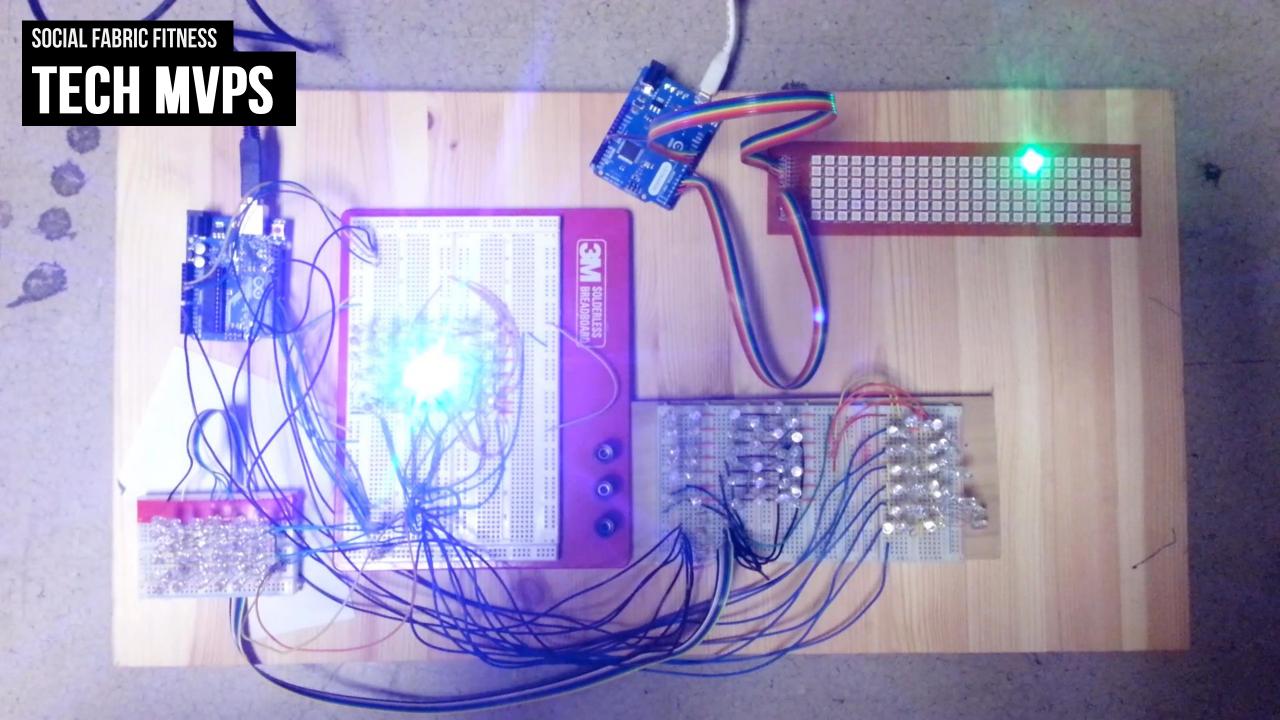


We created **three prototypes**, which differed in display technology, resolution, viewability, weight

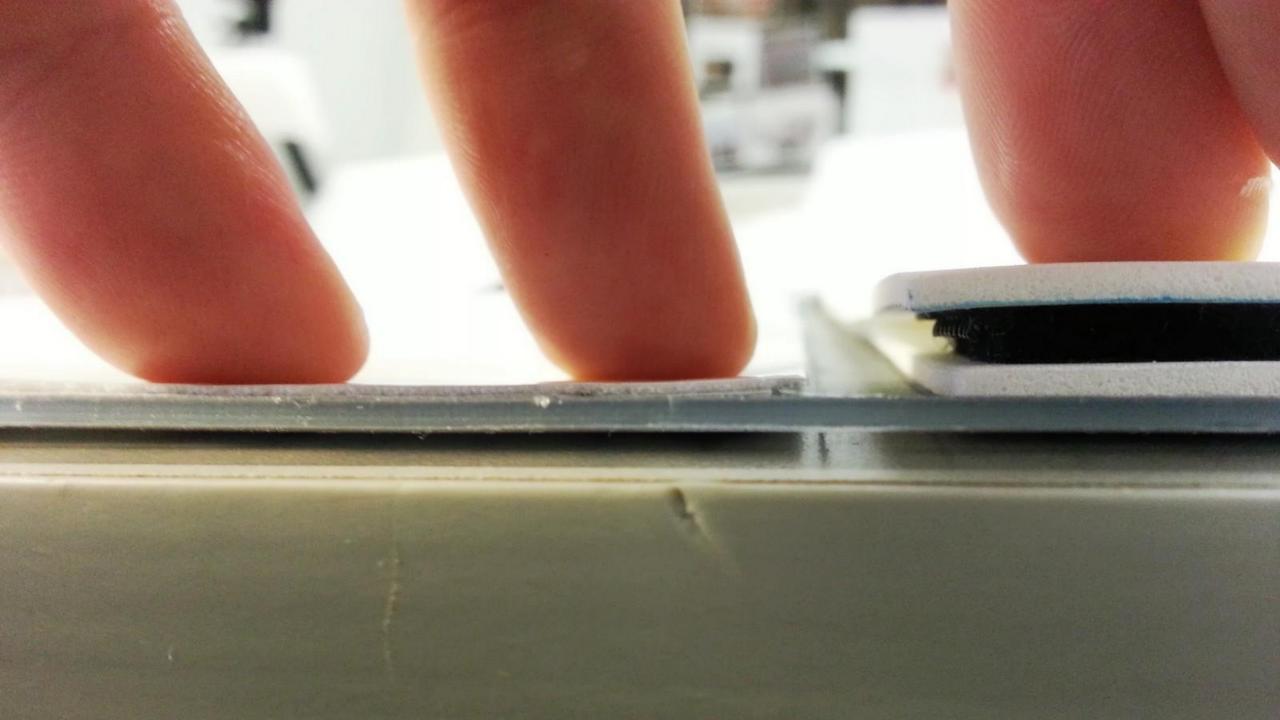


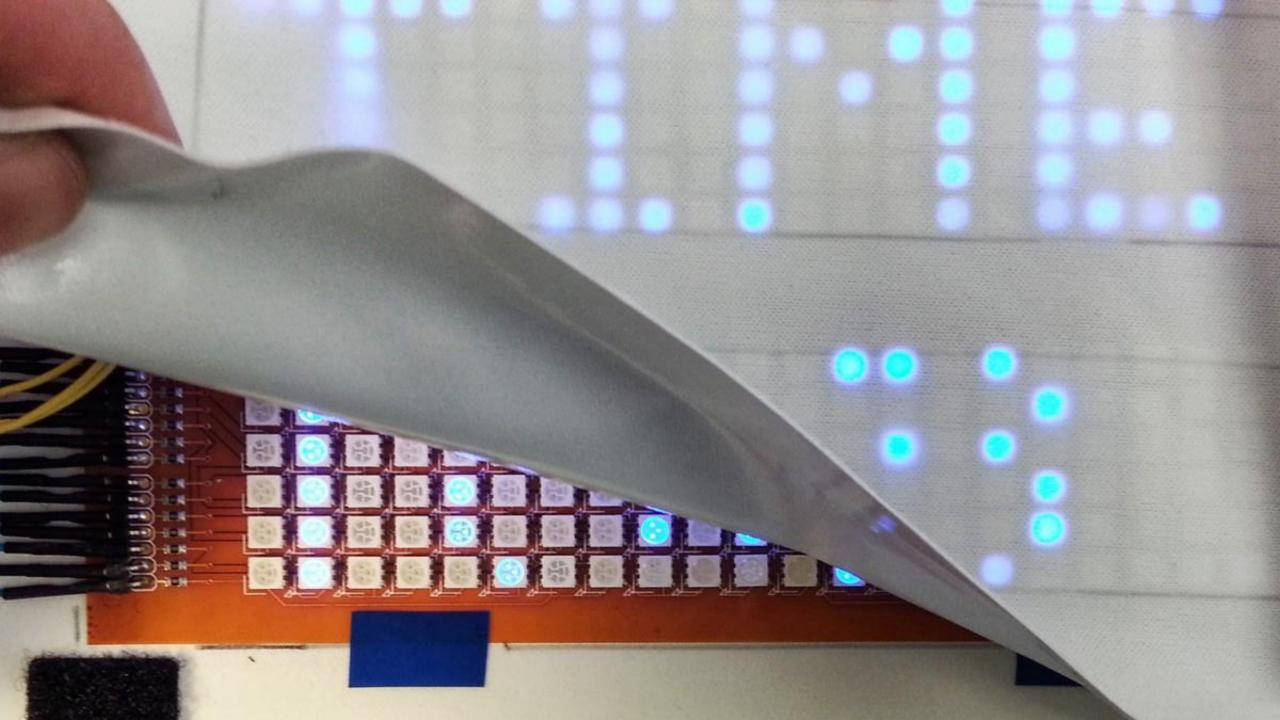


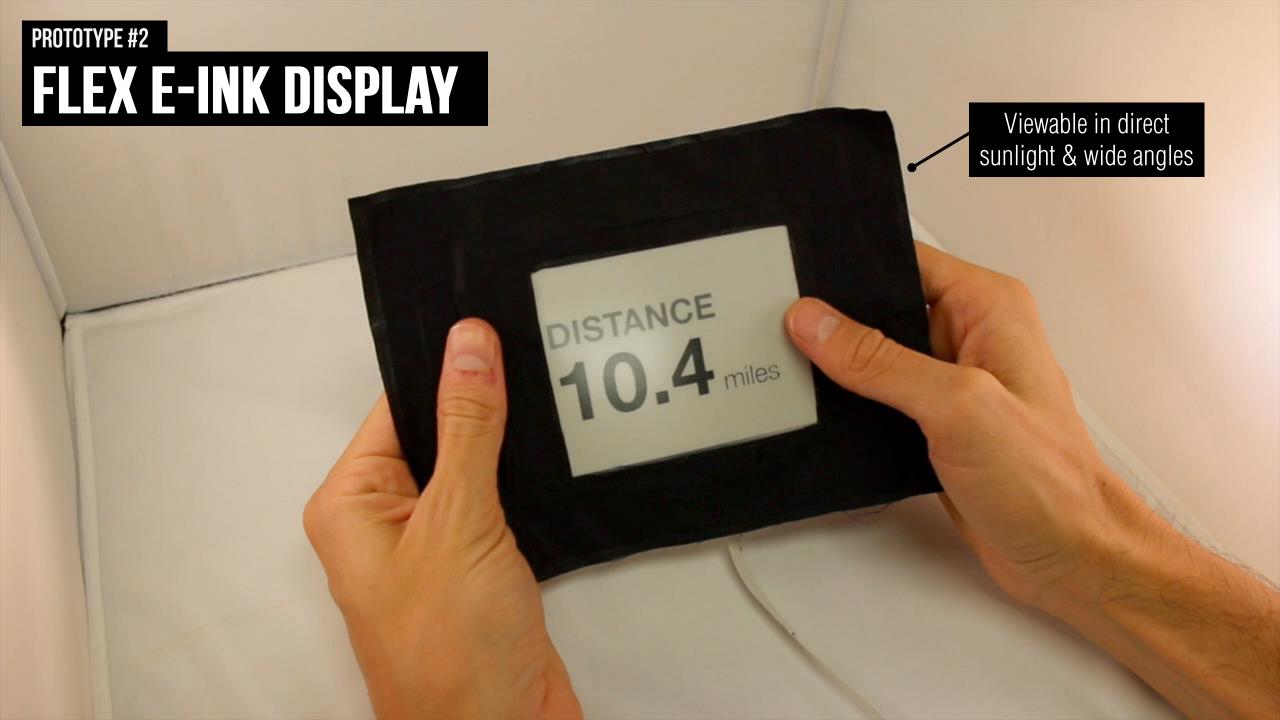










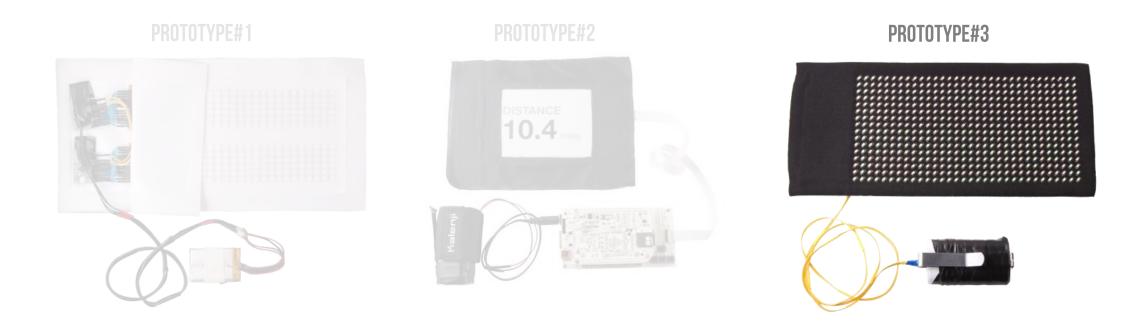








PROTOTYPE DISPLAYS



Prototype #3 performed best in our pilots

FINAL VISUALIZATIONS

















10 Groups:

52 runners

Avg Group Size:

40.7

Avg Age: Avg Target Pace:

10:14

Avg Distance:

3.5 mi

RACE DEPLOYMENTS



II SPH





Male, 34 Target Pace: 6:10 County 8K

Female, 33 Target Pace: 8:20 County 8K

Male, 26 Target Pace: 7:45 Labor Day 10K

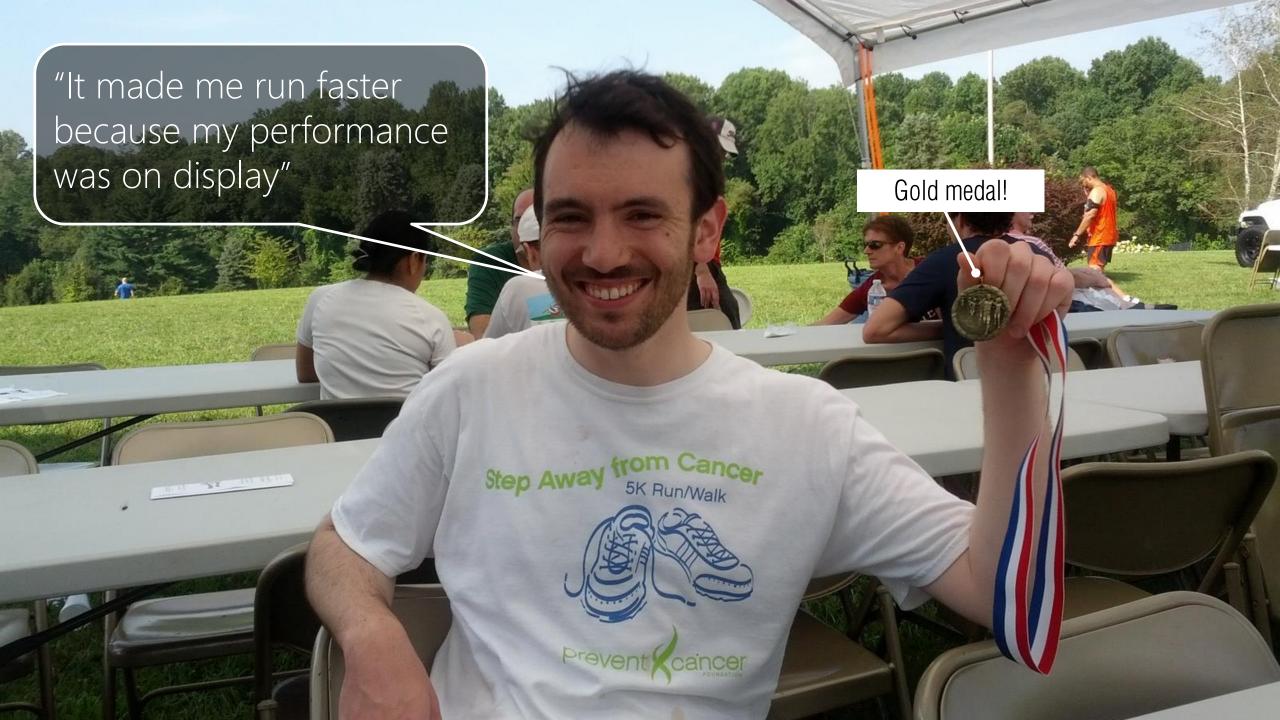
Male, 18 Target Pace: 8:30 Labor Day 10K















FUN/SILLY

I LIKE THIS SHIRT

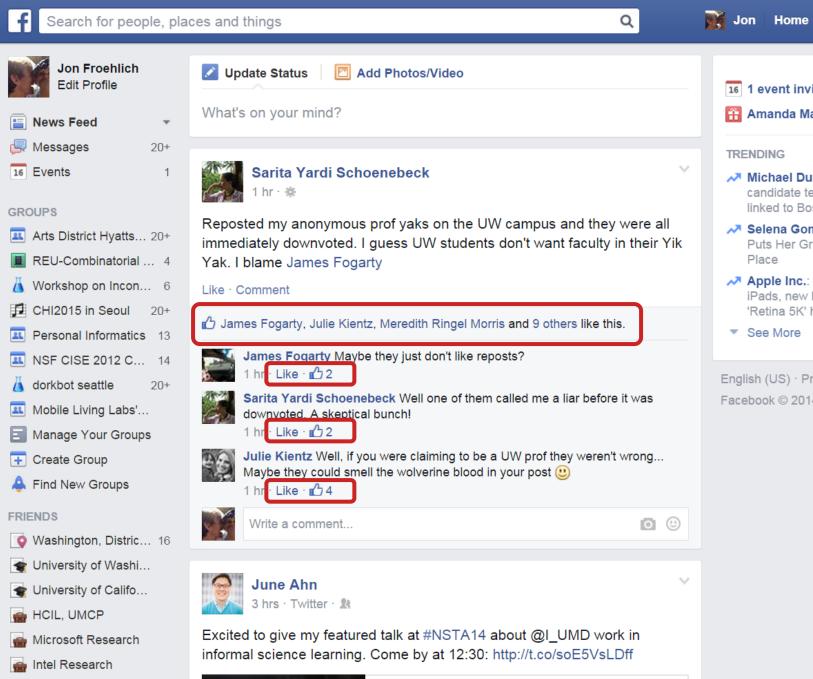
With Ladan Najafizadeh and Seokbin Kang



What if...

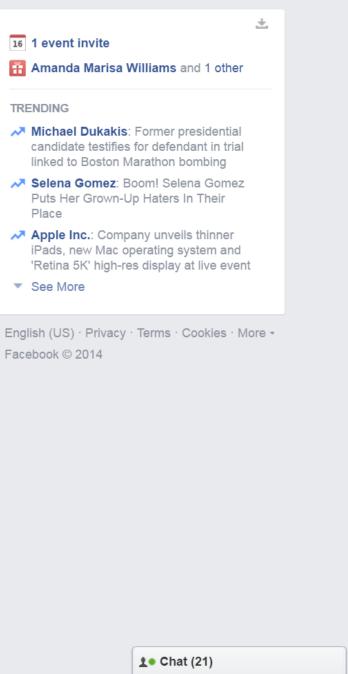
we translated the dynamics of lightweight social interactions that arose in social media to the physical world?

I LIKE THIS SHIRT



National Science Teachers

Aggogation



Intel Research























STEM EDUCATION

BODYVIS

With Tamara Clegg, Leyla Norooz, Seokbin Kang, and many others



How can we...

design wearables that use the human body and physical activity as a platform for experimentation & scientific inquiry?

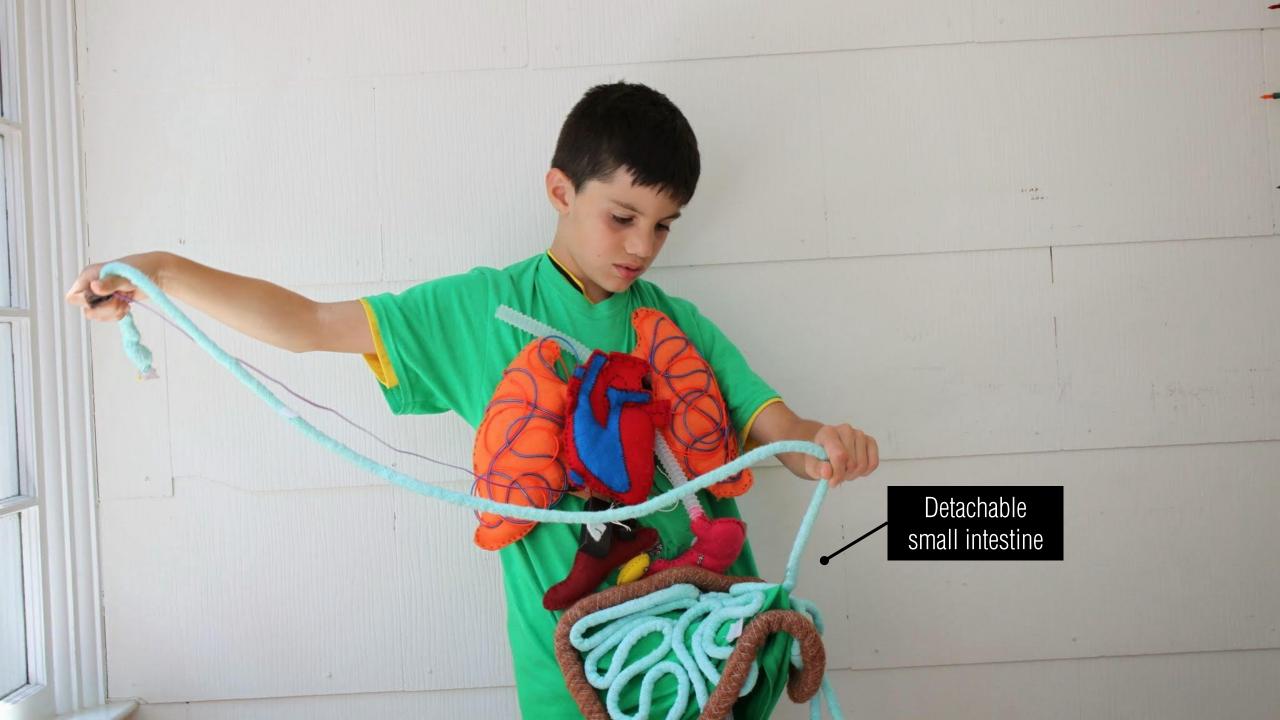
BODYVIS

[IDC'13, CHI'15 Honorable Mention, ICLS'16, IDC'16, CHI'17]

"Does my heart beat faster when running vs. reading a book? Why?"

"How does food travel through my body?"

"How does my breathing rate compare to my classmate's and why may this be?"



BODYVIS PROTOTYPES

BODYVIS PROTOTYPES



PROTOTYPE 1: MID-FI

Stuffed fabric organs
Heartrate Only
LEDs, EL-Wire
Arduino Uno



PROTOTYPE 2

Improved Anatomy
Heartrate, Breathing
LEDs
Lilypad Arduino



PROTOTYPE 3

Labeled, Removable Anatomy Heartrate, Breathing, Digestion LEDs, Sound, Touchscreen Arduino Uno, Smartphone



PROTOTYPE 4: HI-FI

Added Organs (e.g., Bladder)
Heartrate, Breathing, Digestion
LEDs, Sound, Haptics, Touchscreen
Arduino BLE Mini, Smartphone

BODYVIS PROTOTYPES

BODYVIS PROTOTYPES



PROTOTYPE 1

Stuffed fabric organs
Heartrate Only
LEDs, EL-Wire
Arduino Uno



PROTOTYPE 2

Improved Anatomy
Heartrate, Breathing
LEDs
Lilypad Arduino



PROTOTYPE 3

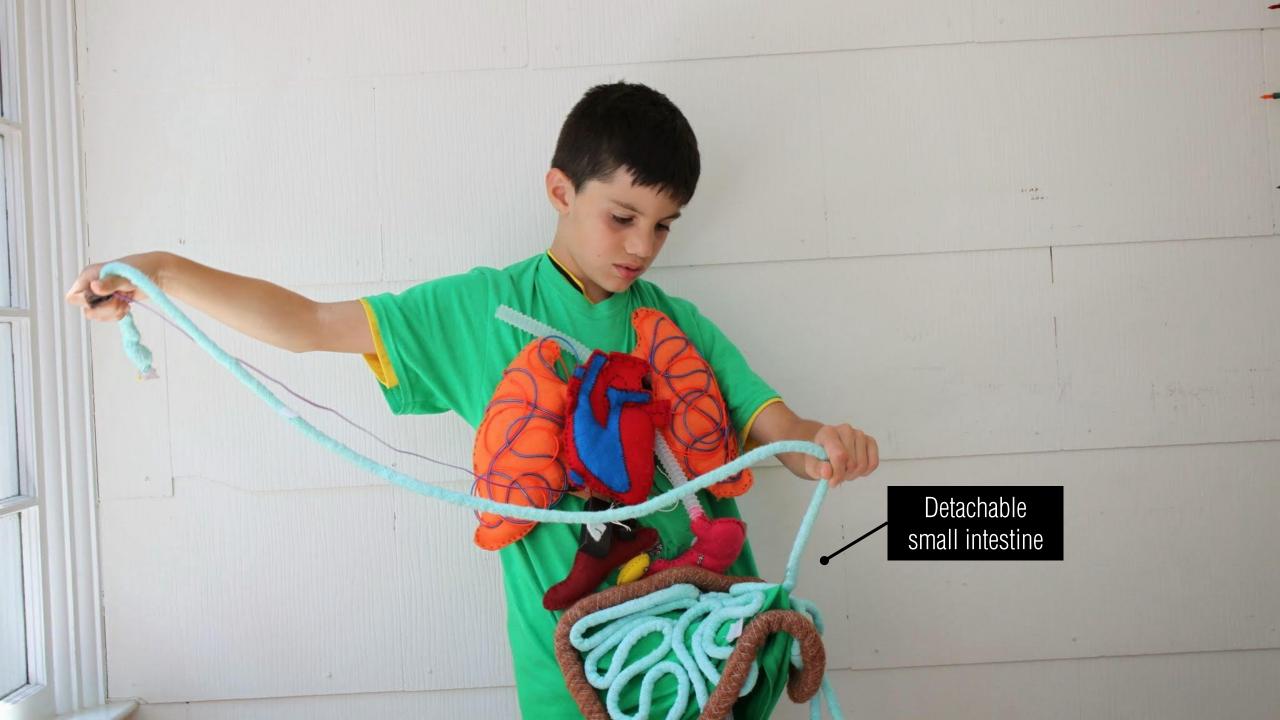
Labeled, Removable Anatomy Heartrate, Breathing, Digestion LEDs, Sound, Touchscreen Arduino Uno, Smartphone



PROTOTYPE 4

Added Organs (e.g., Bladder)
Heartrate, Breathing, Digestion
LEDs, Sound, Haptics, Touchscreen
Arduino BLE Mini, Smartphone





BODYVIS PROTOTYPES

BODYVIS: FOUR GENERATIONS



PROTOTYPE 1

Stuffed fabric organs
Heartrate Only
LEDs, EL-Wire
Arduino Uno



PROTOTYPE 2

Improved Anatomy
Heartrate, Breathing
LEDs
Lilypad Arduino



PROTOTYPE 3

Labeled, Removable Anatomy Heartrate, Breathing, Digestion LEDs, Sound, Touchscreen Arduino Uno, Smartphone



PROTOTYPE 4

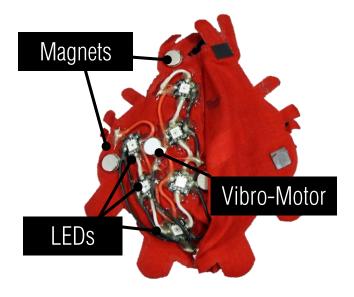
Added Organs (e.g., Bladder)
Heartrate, Breathing, Digestion
LEDs, Sound, Haptics, Touchscreen
Arduino BLE Mini, Smartphone



BODYVIS

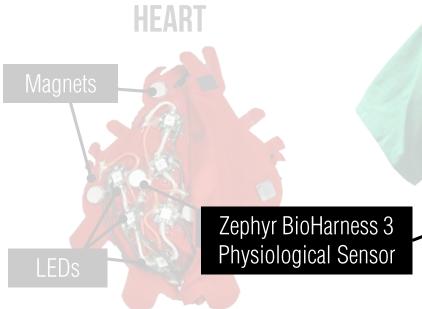
HOW IT WORKS

HEART

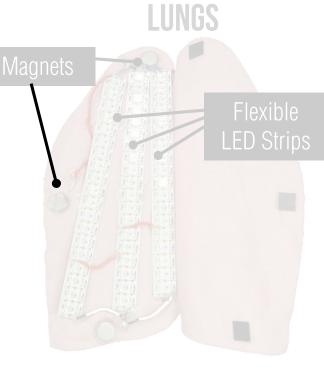




HOW IT WORKS







STOMACH



BODYVIS

SENSING SYSTEM













ZEPHYR BIOHARNESS 3

Worn directly on skin Senses heart, breathing, movement

SAMSUNG GALAXY S4 MINI

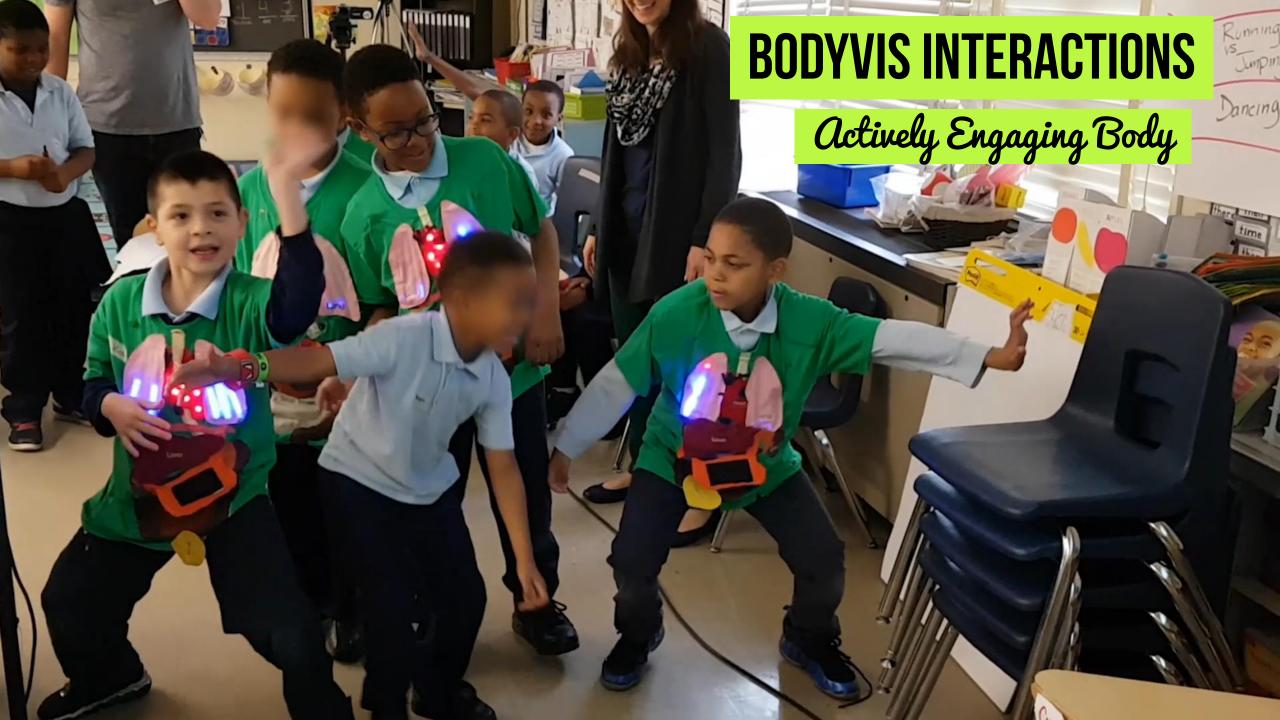
Serves as stomach
Processes physiological data
Plays sound & vibrates

REDBEARLAB BLE MINI ARDUINO

Sewn into shirt
Directly wired to LEDs, Vibro-motors,
digestion button, etc.









STE(A)M EDUCATION

MAKERWEAR

With Majeed Kazemitabaar and many others



How can we...

enable young children to build their own interactive wearables?

MAKERWEAR

[IDC'15, CHI'16 Best Poster, CHI'17 Best Paper]



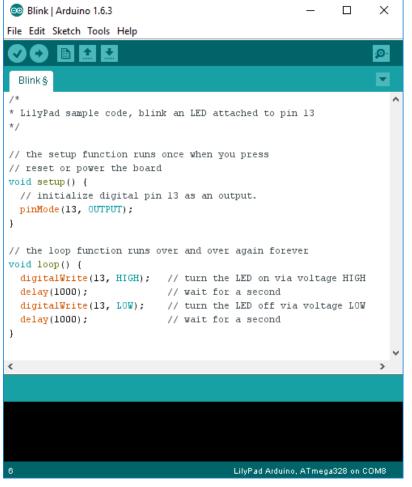




See: Buechley & Hill, 2010; Kafai, Lee, et al., 2014; Kafai, Fields, & Searle, 2014

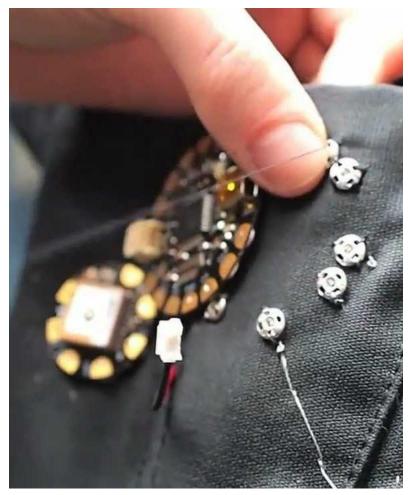
MAKERWEAR INTRODUCTION

CURRENT WEARABLE TOOLKITS



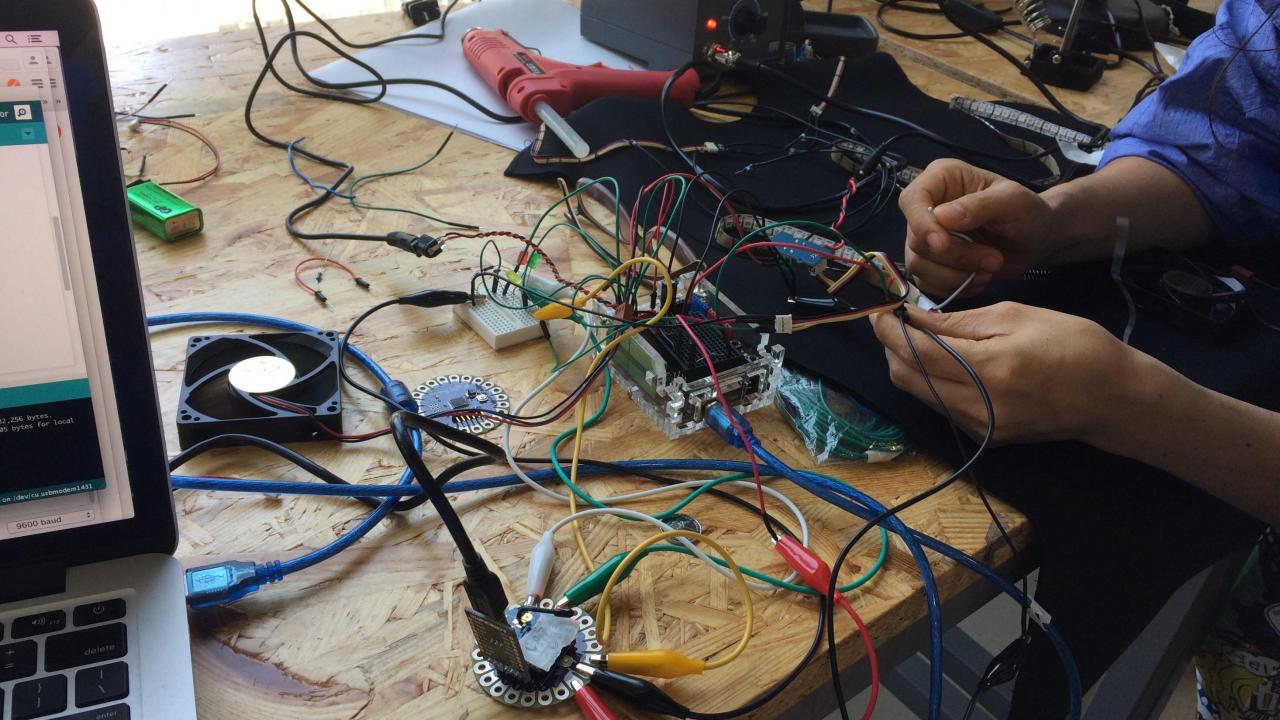


BASIC CIRCUIT & ELECTRONICS KNOWLEDGE



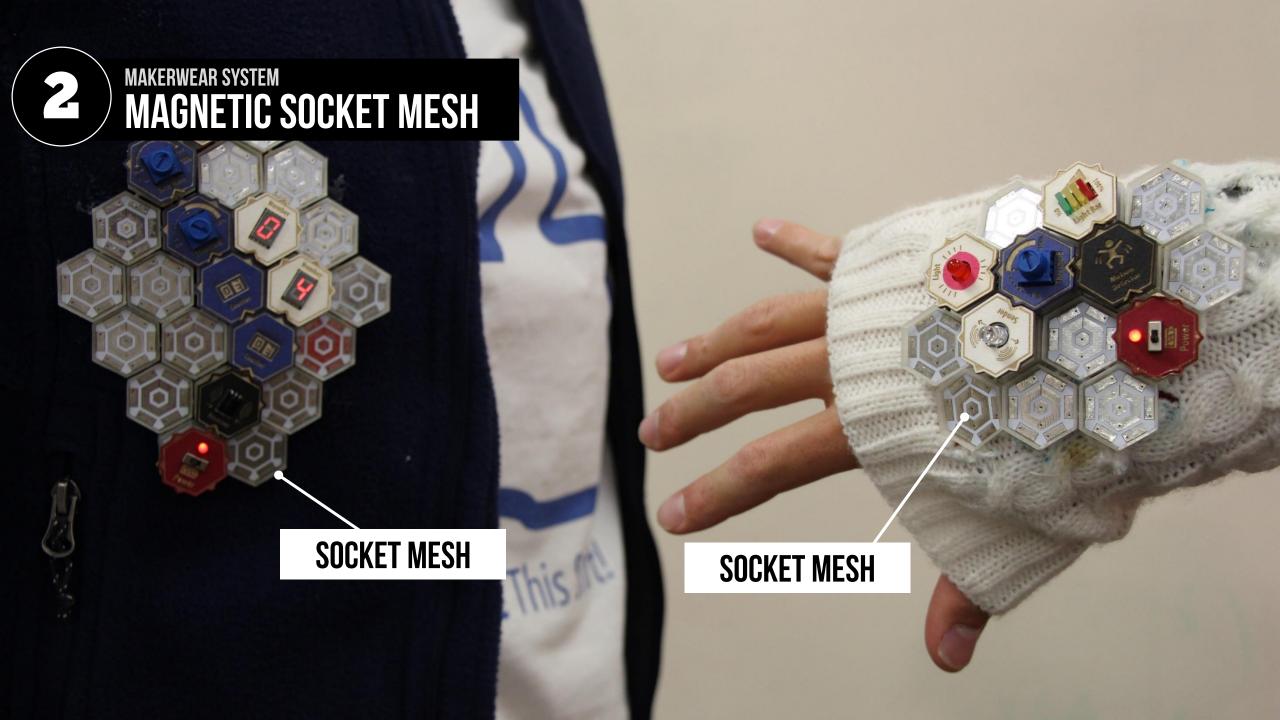
MANUAL SKILLS LIKE SEWING / SOLDERING

EMBEDDED PROGRAMMING

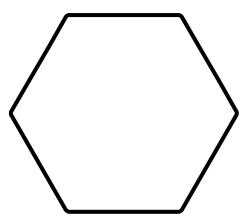


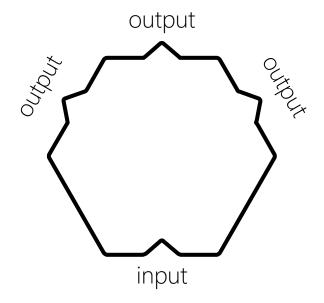


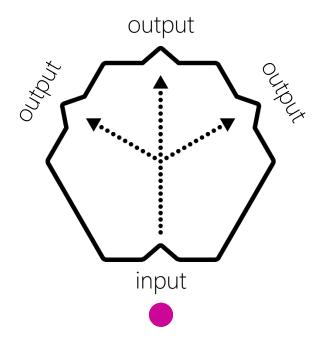


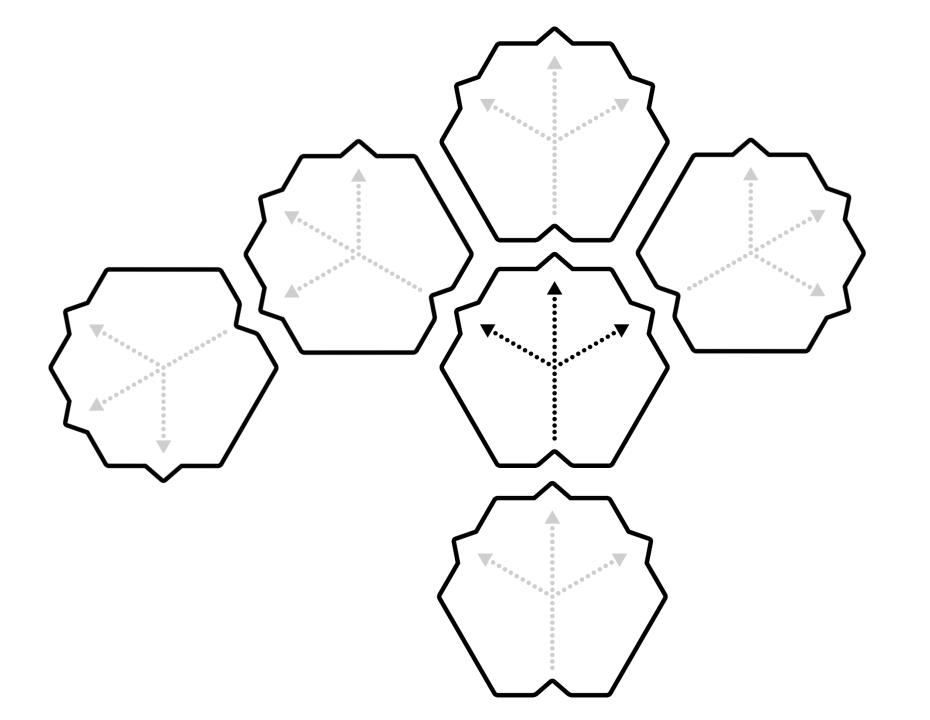






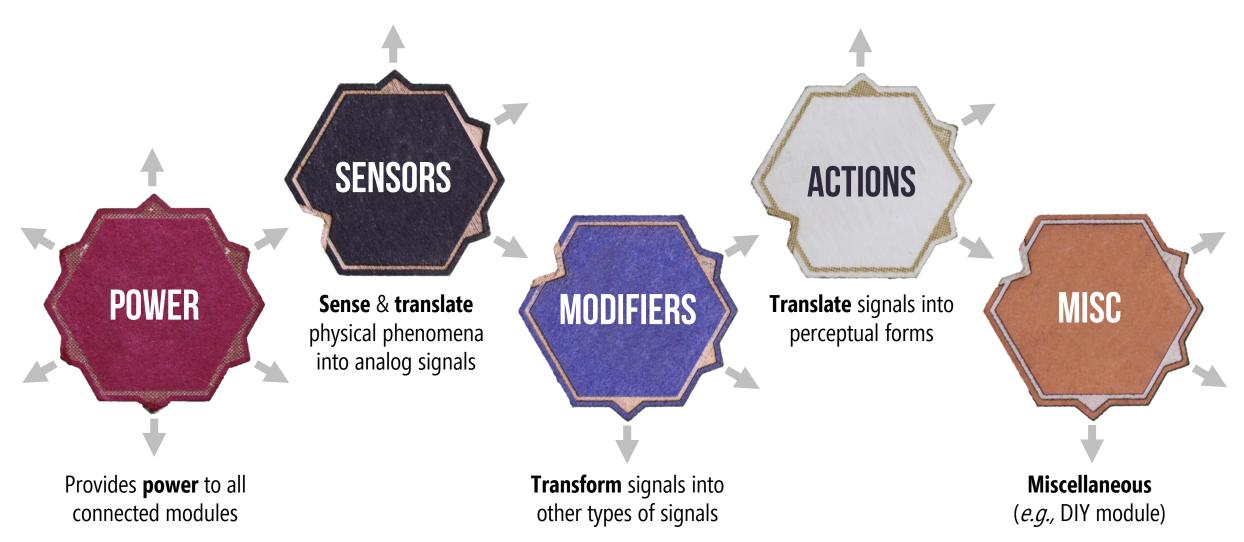






MAKERWEAR SYSTEM

5 MODULE TYPES



MODULE LIBRARY: 33 MODULES

12 SENSORS



Motion Detector



Distance



Sunlight Detector



Tilt Sensor Light Sensor



Temperature

Impact Sensor Color Detector



Button





Receiver



Heartbeat



Sound Sensor

9 ACTIONS



Light Bar

Green Light

Blue Light

Red Light



Yellow Light



Rotator



MultiColor Light



Number

6

Sender



Spinner

Vibration



Sound Maker

7 MODIFIERS



Volume Knob

Threshold



Sine Wave



Counter



Fade

Square Wave



Inverter



4 MISC

1 POWER

Power

Wire Start



Wire End



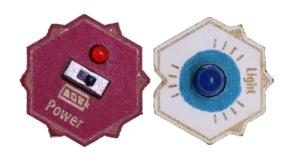






Bridge







"MOTION-REACTIVE CLOTHES"



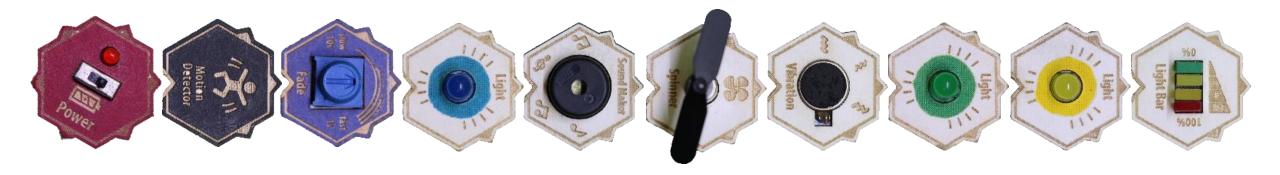


Motion-reactive clothes!





Now with fade effect

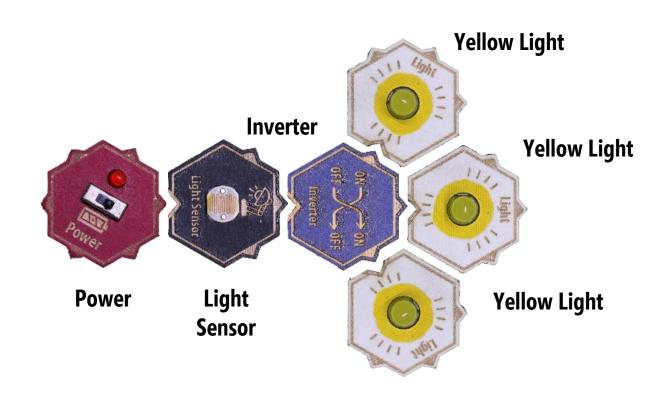






We can create a **diverse** set of designs **tangibly**

"AUTO-HEADLAMP HAT"



"CHAMELEON CLOTHES"



"LASER TAG ARMBAND"

When button pressed, shoots "laser" (IR beam) and turns on blue LED





"LASER TAG ARMBAND"

Imagine that...

you also want to track the number of times you've been "hit" by a laser.

Now imagine that...

you want to add in an "end game" condition that activates an alarm when a max hit count is reached.







WHAT DID CHILDREN MAKE?



SPORTS/FITNESS

38%



ROLE PLAY

31%



SOCIO-DRAMATIC PLAY

19%



OTHER

13%

MAKERWEAR FINAL PROJECTS

WHAT DID CHILDREN MAKE?



SPORTS/FITNESS

38%



ROLE PLAY

31%



SOCIO-DRAMATIC PLAY

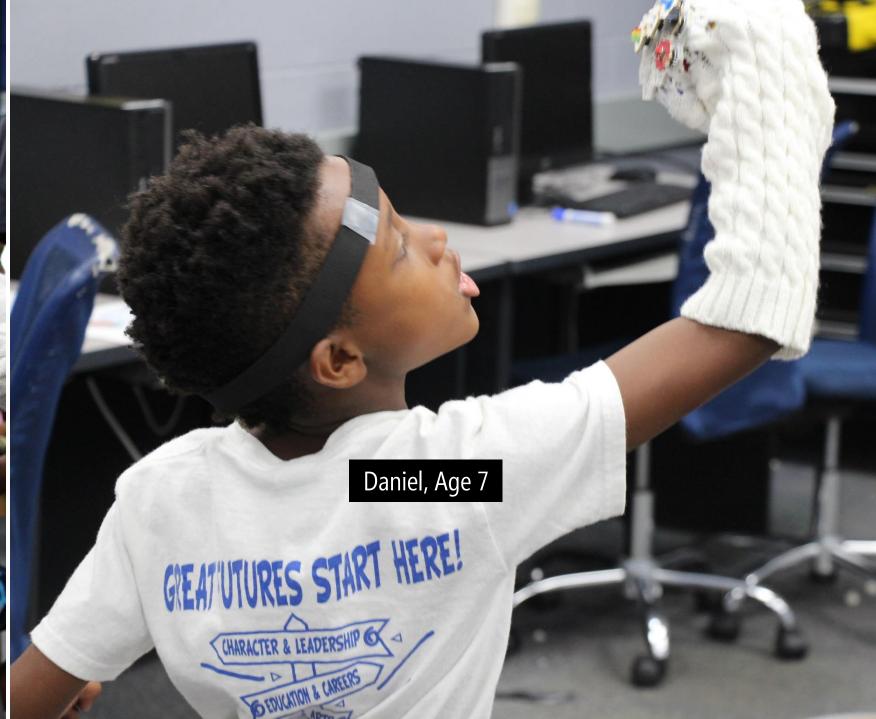
19%

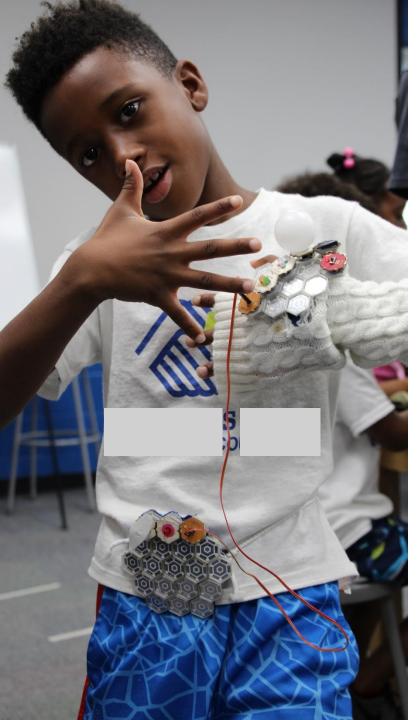


OTHER

13%







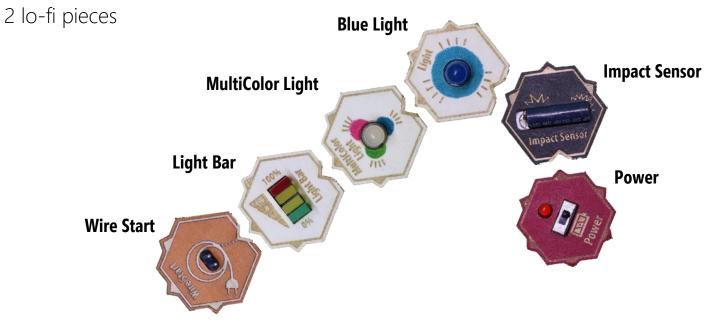
SUPER NINJA

Maker: Daniel, Age 7

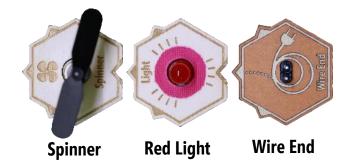
9 modules: 5 actions, 2 misc, 1 sensor

2 socket meshes

"UPPER CUT" ARMBAND



"NINJA" BELT



MAKERWEAR FINAL PROJECTS

WHAT DID CHILDREN MAKE?



SPORTS/FITNESS

38%



ROLE PLAY

31%



SOCIO-DRAMATIC PLAY

19%



OTHER

13%







MAGIC YVELTAL POKÉMON

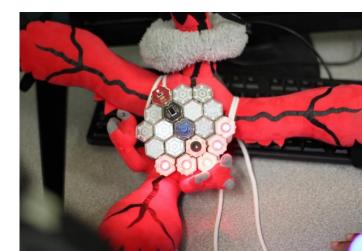
Maker: Austin, Age 9 14 modules: 9 actions, 2 sensors, 1 modifier

2 socket meshes

3 lo-fi pieces + pokemon







MAKERWEAR FINAL PROJECTS

WHAT DID CHILDREN MAKE?



SPORTS/FITNESS

38%



ROLE PLAY

31%



SOCIO-DRAMATIC PLAY

19%



OTHER

13%







SMART LACROSSE STICK

Maker: Sarah, Age 9

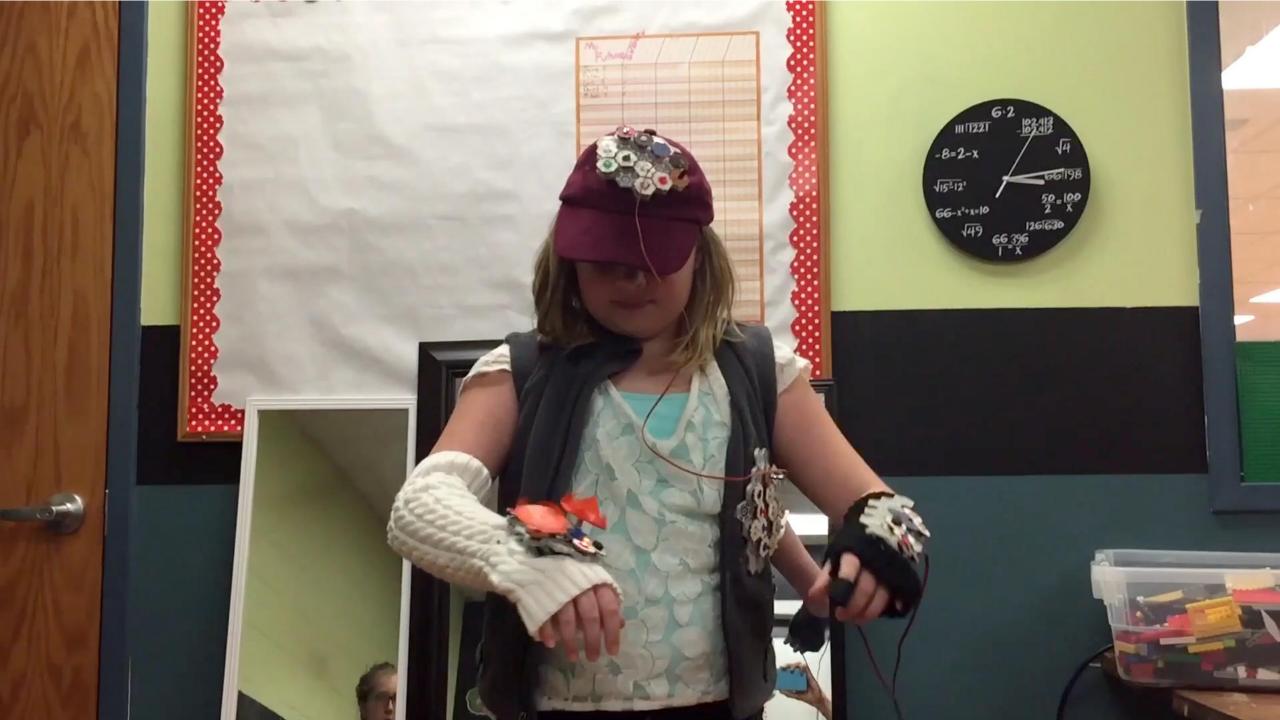
8 modules: 6 actions, 1 sensor

1 socket mesh

3 lo-fi pieces + lacrosse stick









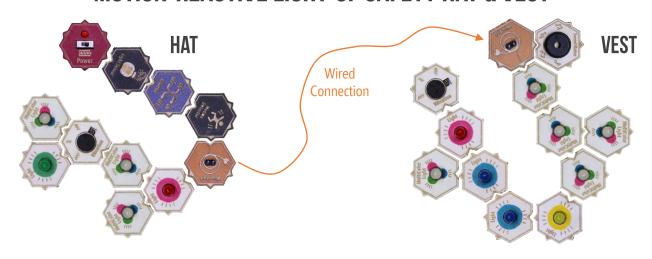
NEXT GENERATION RUNNING CLOTHES

Maker: Amelia, Age 10

40 modules: 25 actions, 3 sensors, 5 modifiers

4 socket meshes; 2 lo-fi pieces

MOTION-REACTIVE LIGHT-UP SAFETY HAT & VEST



"AIR CONDITIONING" ARMBAND



"HEART TRACKER" ARMBAND



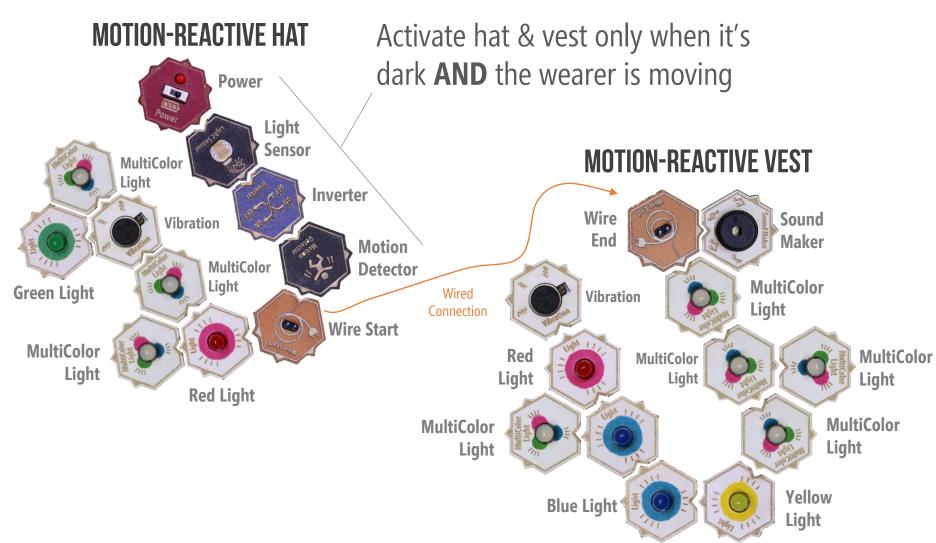


NEXT GENERATION RUNNING CLOTHES

Maker: Amelia, Age 10

40 modules: 25 actions, 3 sensors, 5 modifiers

4 socket meshes; 2 lo-fi pieces





NEXT GENERATION RUNNING CLOTHES

Maker: Amelia, Age 10

40 modules: 25 actions, 3 sensors, 5 modifiers

4 socket meshes; 2 lo-fi pieces

"HEART TRACKER" ARMBAND



