

ALICE IN IoT

We'll take you to wonderland



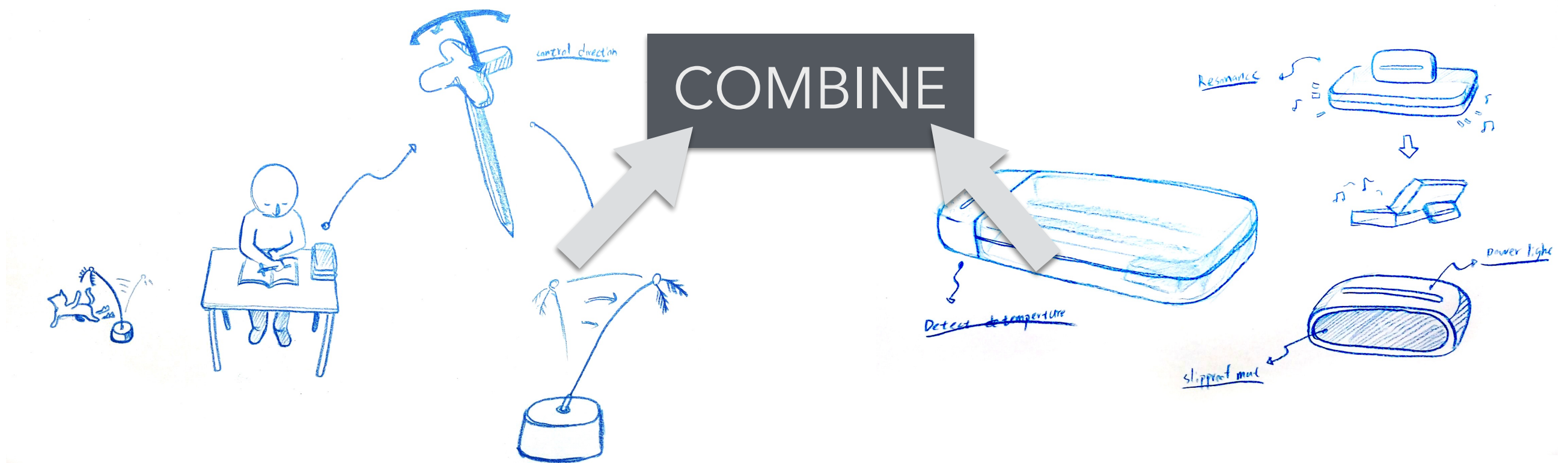
OUR MISSION STATEMENT

To help teenagers focus and concentrate while studying by providing an optimal environment through sound and at the same time keeping pets entertained.

VALUE PROPOSITION

Alice is your best study companion, she helps you keep the concentration mood going on for when you are preparing for those exams. She'll play music, ambience sounds, remind you to rest when you get tired and even play with your pet while you're studying.

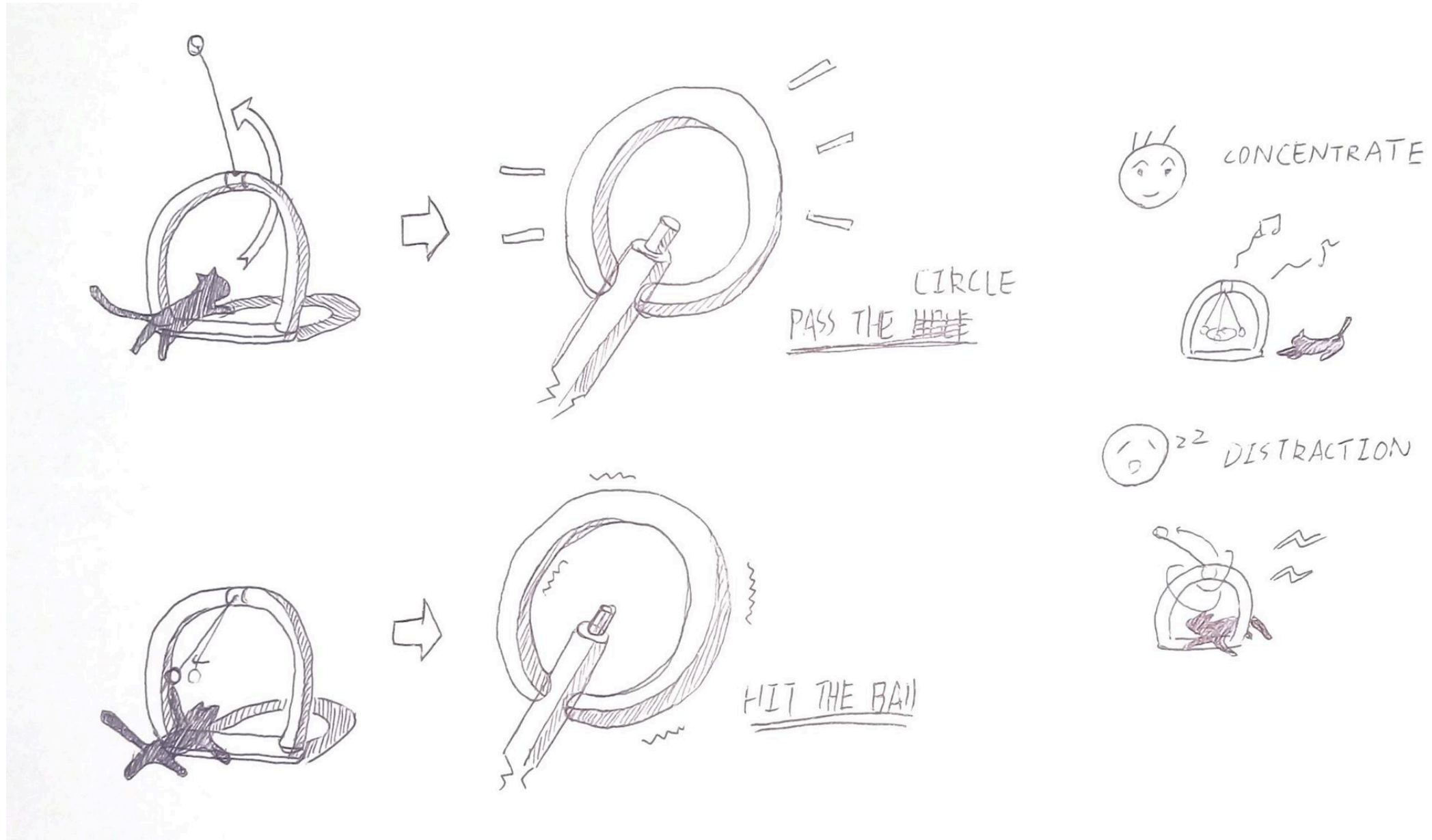
THE TWO MAIN PROTOTYPES



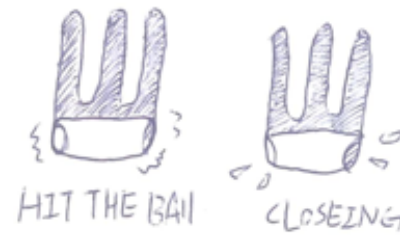
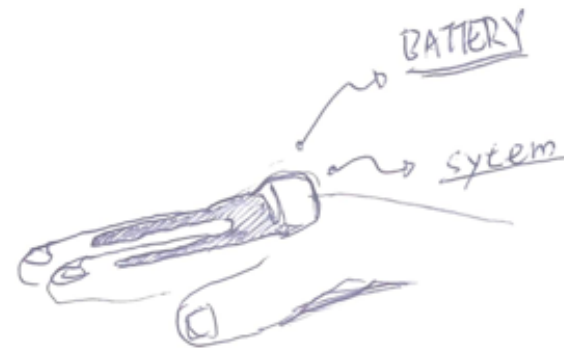
SELECTED INTERFACE & RATIONALE



SKETCH # 1



SKETCH # 2



CONCENTRATE

ONLY ONE OF STICKER WILL MOVE.



DISTRACTION

THREE STICKERS ARE MOVING.



STORYBOARDS

What will our thing do, and how?

TASK # 1:

Entertaining your pet

Storyboard - Cat Toy

Take DigiSticker interface for example

1



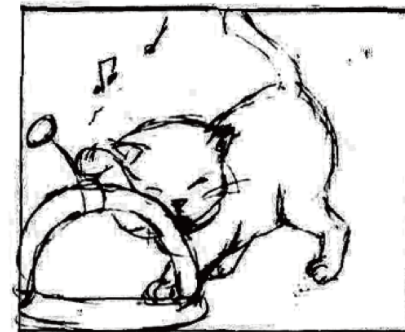
Beging studying, pet should away from users in order to disturb they study.

5



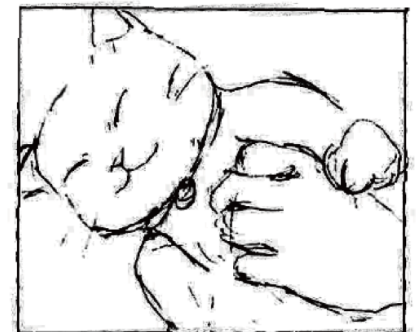
While cat feel bored and user got tire, cat will go to find user for asking anything what they needs.

2



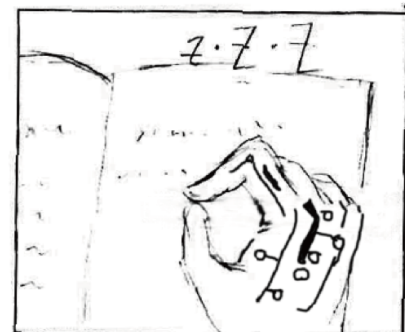
So the Cat Toy would automatically moving with quick-rhythm music to attract cat attention.

6



at the same time, cat is a symbol to make people out of the bad status instead of interruption.

3



The DigiSticker will detect the frequency of the hands- moving and delivering these data to the Cat Toy. While user feel tire, they will wright slowly. DigiSticker will collect data and send it out.

7



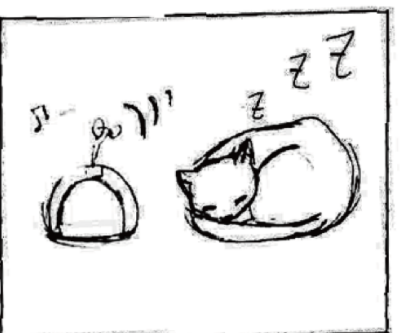
After relaxing for a while, user keep going to study, the Cat Toy will deliever other data to the installation which will chaange the frenquency of the toy and the music to more lightful.

4



When the DigiSticker recieve low-frequency data of wrighting, the toy will move slowly and play more positive-loudly music to make cat having no interest in the toy.

8



When user study to the end, the cat toy will move regularly, and paly a peaceful music which will make user andcat feeling relax.

TASK # 2:

Playing the right music

Storyboard - Music Installation take

Take DigiPen interface for example

1



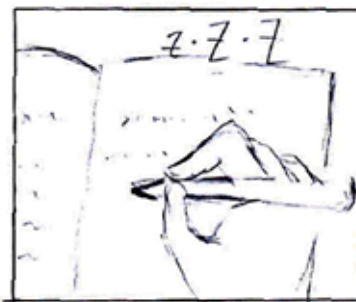
Beging to study, and it will play a light music fit person's statuse by the un stallation.

2



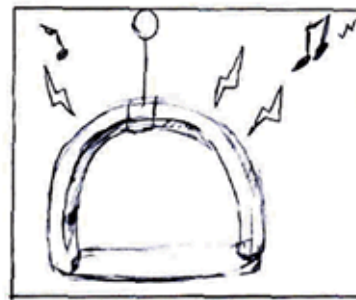
They are used to study for a long time.

3



The DigiPen will detect the frequency of the pen-moving and delivering these data to the music installation. While user feel tire, they will wright slowly. DigiPen will collect data and send it out.

4



When the music installation recieve low-frequency data of wrighting, it will play more positive and loudly music to encourage user.

5



When user hear the positive music, they will wake up and restart to concentrate studing.

6



User keep going to study, the pen will deliever the high-frenquency data to the installation which will change the music to more lightful.

7



When user had studied too long, the DigiPen will deliever others data to the instalaltion which will determine user need to end the task.

8



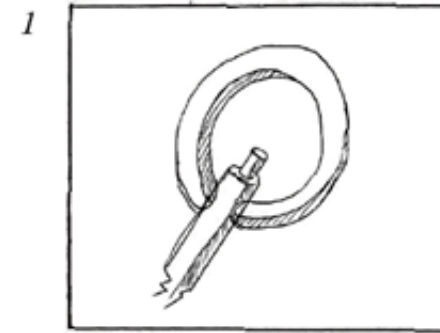
When they study to the end, the installation will paly a peaceful music which will make user feeling relax.

TASK # 3:

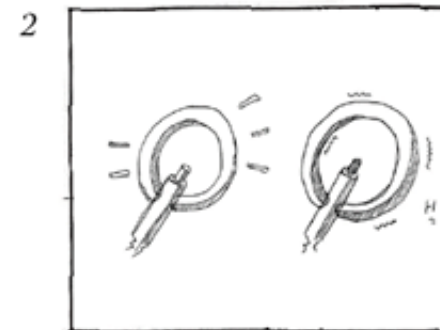
Interface

Storyboard - Digipen and DigiSticker

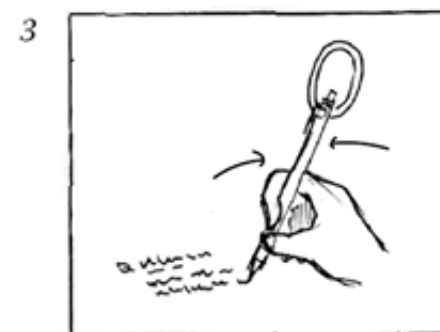
Interface about Digipen and DigiSticker



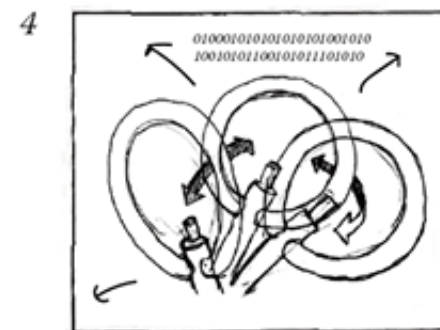
A pen can receive and deliver data by sensor.



When the pen got data from cat, it will show the different signal to inform cat's status to user



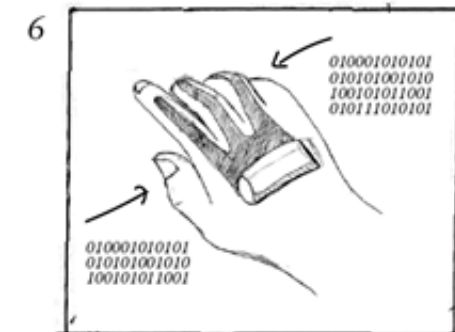
It can also record writing frequency from user.



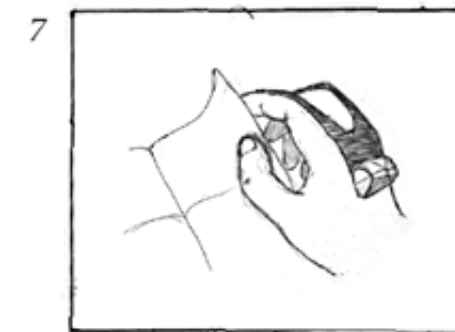
Sending out data to the installation to inform the user's status.



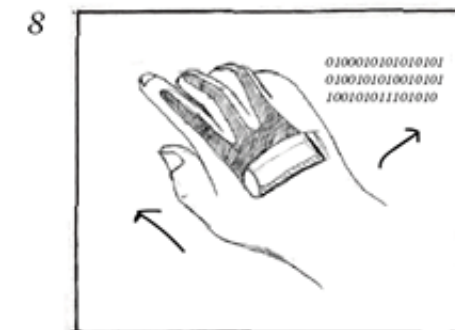
A digital sticker can receive and deliver data from sensor on skin.



When the digisticker got different data from the moving from user's skin, it will collect and deliver the data.



It can also record writing frequency from user.



Sending out data to the installation to inform the user's status.

SUMMARY

