

# Thesis

As a child, I was surrounded by toys, television, games, oldies music, dancing, and my family. I grew up on Koosh Balls, Slinkies, G.I. Joes, Hot Wheels, Barbie, Candy Land, Shoots and Ladders, Hero Quest, Risk, Skip-It, horse figurines, miniatures, The Dark Crystal, Return to OZ, Sesame Street, Mighty Max, Dinosaurs, Fraggle Rock, Rainbow Bright, The Care Bears, turkey baster instruments, the family dog, and the love and humor that was my family. These things were my world: simple, fun, imaginative, and inspiring.

As an adult, I don't make the same kind of connections with my world. My affection toward the things in my life is not so easily given or unconditional.

What matters to me now?

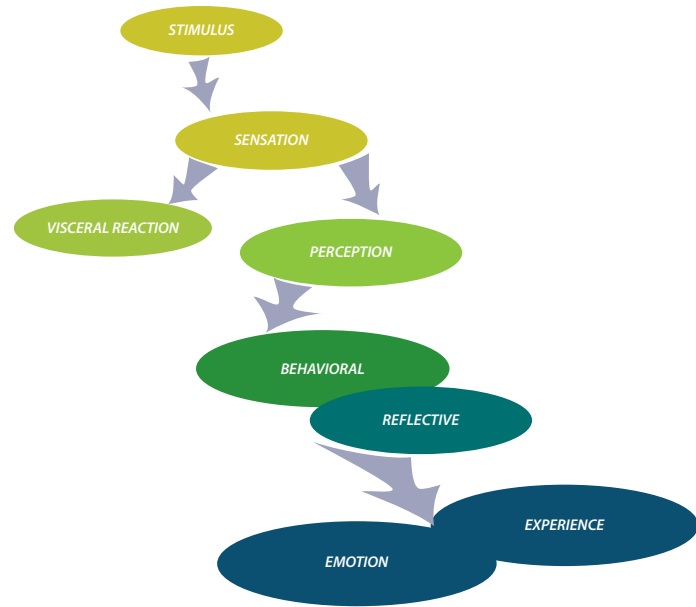


*My thesis is centered around emotional attachment to objects and the relationships we create. Can an object interact with you as much as you interact with it? What is it that makes us love the things we own and use? What kind of relationship do we have with those objects?*

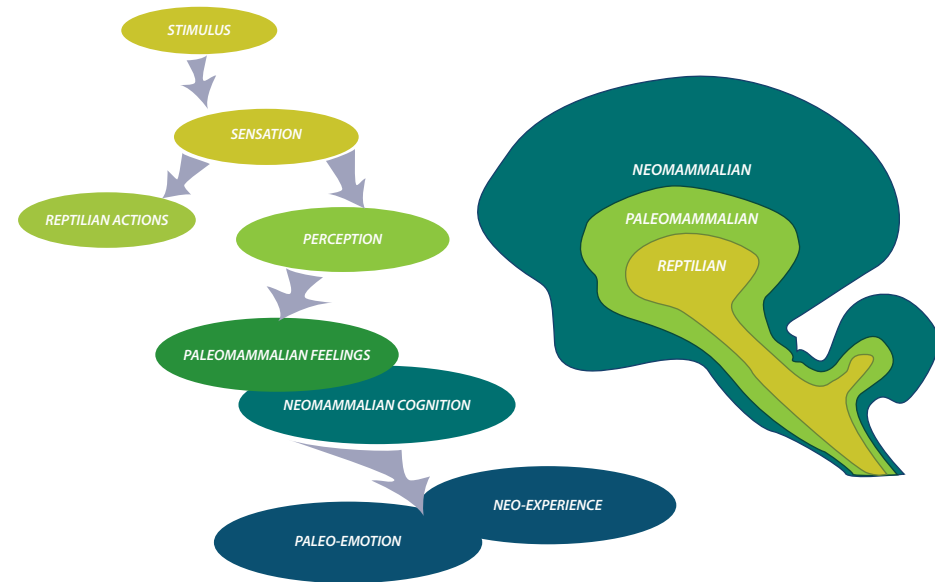


In short, our environment is the stimulus. This comprises everything around us and even inside us. We pick up on these stimuli with our senses, react accordingly, and perceive groups of stimuli as objects.

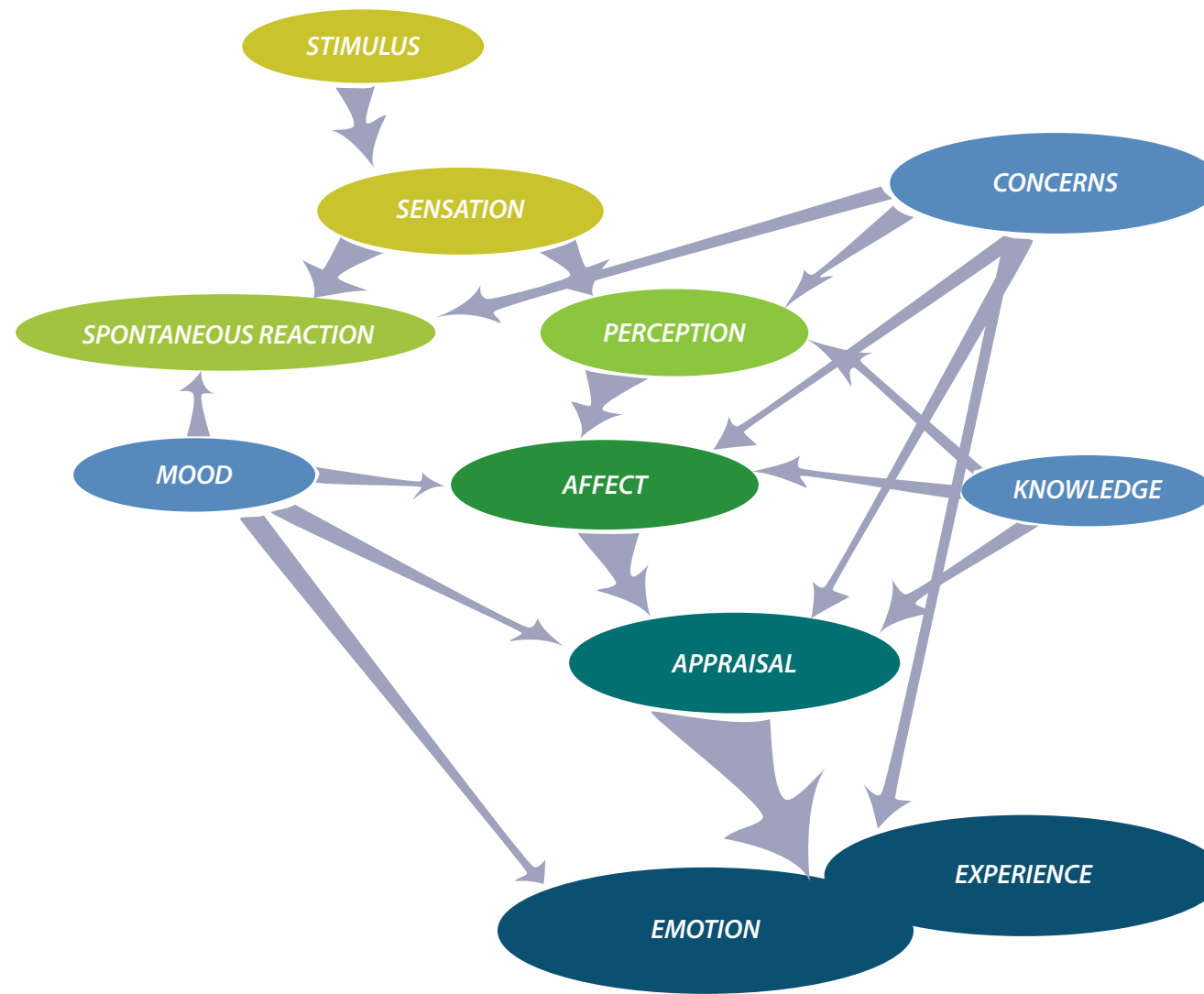
We have a first response, called **affect**, which is **immediate and instinctive**. Having an affective reaction, we then actively use our memory, knowledge, and concerns to **make an appraisal** of the sensory object. We appraise the object as generally good or bad for us, at which point we have developed an **emotional experience** based on our needs and mood and interaction with the object.



Norman's Model



Triune Brain



My Model

*I began by looking at how emotion happens in the brain. Donald Norman's model describes generalized processes while the triune brain model involves evolutionary physiology.*

*There are a great many contradicting theories on how emotion occurs. My model is an attempt to combine those theories in the most logical way.*





Sensation is an integral step in the creation of emotion. These are the things that let us know what we're feeling, seeing, hearing, tasting, and smelling.

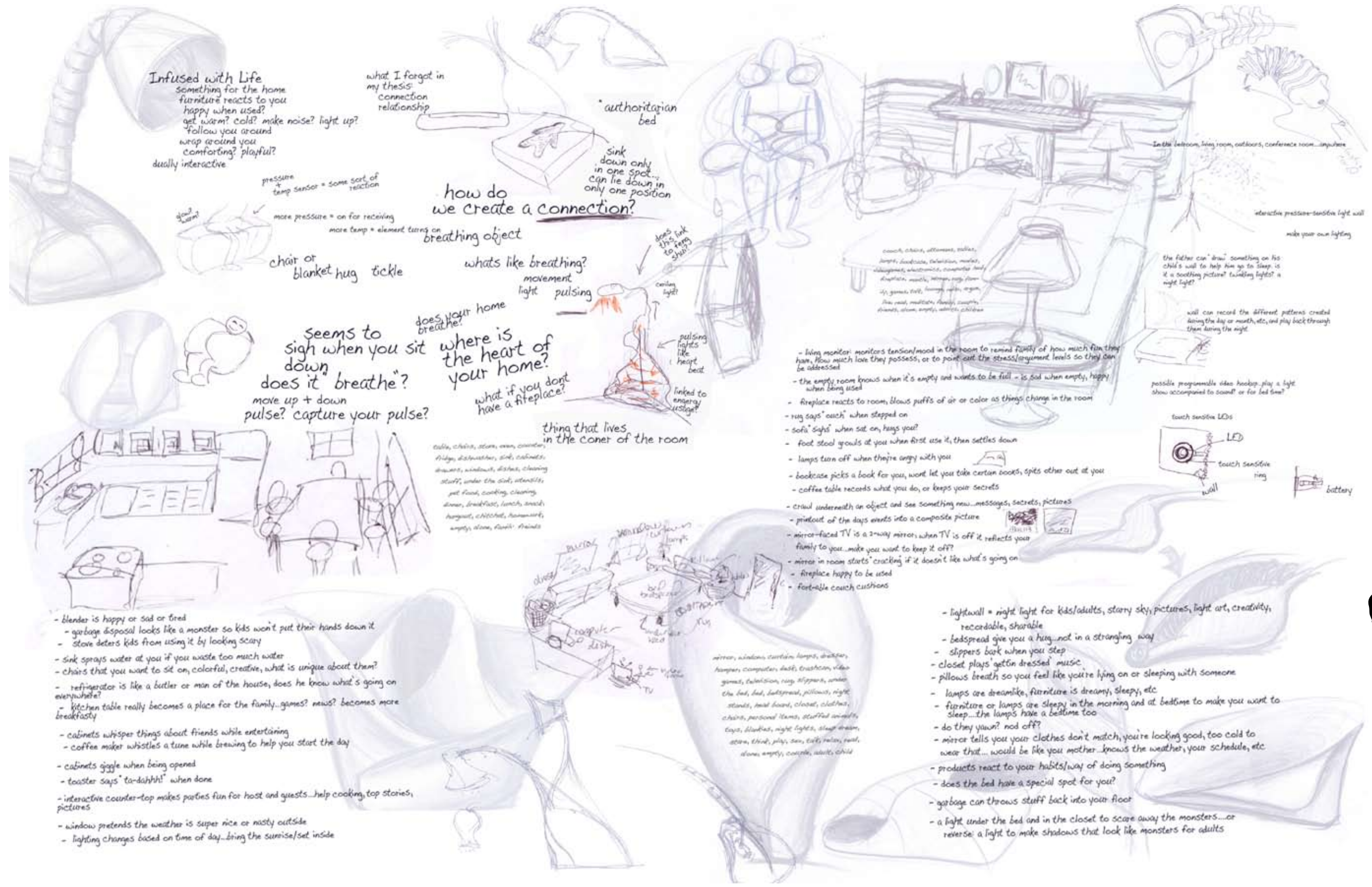
It is from our senses that we decide whether something is bad or good, interesting or boring, safe or dangerous. Our senses direct our brain to eventually make a conclusion about an object.

Senses are the ways in which we experience the world.

Our sensual experiences lead to emotional experience. Heavily interconnected, our senses work in concert to shape the world around us into useful pieces we can process. Imagine a world without a sense, touch or smell for instance.







**Infused with Life**  
 something for the home furniture reacts to you happy when used? get warm? cold? make noise? light up? follow you around wrap around you comforting? playful? dually interactive

what I forgot in my thesis connection relationship  
 \*authoritarian bed  
 sink down only in one spot... can lie down in only one position

how do we create a connection?  
 breathing object  
 pressure + temp sensor = some sort of reaction  
 more pressure = on for receiving  
 more temp = element turning on  
 chair or blanket hug tickle

seems to sigh when you sit down does it "breathe"?  
 move up + down pulse? capture your pulse?

whats like breathing? movement light pulsing  
 does your home breathe?  
 where is the heart of your home?  
 what if you dont have a fireplace?  
 pulsing lights like heart beat  
 linked to energy usage?

thing that lives in the corner of the room

table, chairs, stove, oven, counter, fridge, dishwasher, sink, cabinets, drawers, windows, dishes, cleaning stuff, under the sink, utensils, pet food, cooking, cleaning, dinner, breakfast, lunch, snack, hangout, alcohol, hammock, empty, alone, family, friends

- blender is happy or sad or tired
- garbage disposal looks like a monster so kids won't put their hands down it
- stove deters kids from using it by looking scary
- sink sprays water at you if you waste too much water
- chairs that you want to sit on, colorful, creative, what is unique about them?
- refrigerator is like a butler or man of the house, does he know what's going on everywhere?
- kitchen table really becomes a place for the family... games? news? becomes more breakfasty
- cabinets whisper things about friends while entertaining
- coffee maker whistles a tune while brewing to help you start the day
- cabinets giggle when being opened
- toaster says "ta-dahhh!" when done
- interactive counter-top makes parties fun for host and guests... help cooking, top stories, pictures
- window pretends the weather is super nice or nasty outside
- lighting changes based on time of day... bring the sunrise/set inside

- living monitor: monitors tension/mood in the room to remind family of how much fun they have. How much love they possess, or to point out the stress/argument levels so they can be addressed
- the empty room knows when it's empty and wants to be full - is sad when empty, happy when being used
- fireplace reacts to room, blows puffs of air or color as things change in the room
- rug says "ouch" when stepped on
- sofa "sighs" when sat on, hugs you?
- foot stool yowls at you when first use it, then settles down
- lamps turn off when they're angry with you
- bookcase picks a book for you, won't let you take certain books, spies other out at you
- coffee table records what you do, or keeps your secrets
- crawl underneath an object and see something new... messages, secrets, pictures
- printout of the days events into a composite picture
- mirror-faced TV is a 2-way mirror: when TV is off it reflects your family to you... make you want to keep it off?
- mirror in room starts cracking if it doesn't like what's going on
- fireplace happy to be used
- fort-able couch cushions

- lightwall = night light for kids/adults, stary sky, pictures, light art, creativity, recordable, sharable
- bedspread give you a hug... not in a strangling way
- slippers bark when you step
- closet plays 'get in dressed' music
- pillows breath so you feel like you're lying on or sleeping with someone
- lamps are dreamlike, furniture is dreamy, sleepy, etc
- furniture or lamps are sleepy in the morning and at bedtime to make you want to sleep... the lamps have a bedtime too
- do they yawn? nod off?
- mirror tells you your clothes don't match, you're looking good, too cold to wear that... would be like your mother... knows the weather, your schedule, etc
- products react to your habits/way of doing something
- does the bed have a special spot for you?
- garbage can throws stuff back into your floor
- a light under the bed and in the closet to scare away the monsters... or reverse: a light to make shadows that look like monsters for adults

As part of the 5th year thesis, the second semester is devoted to some sort of creative project while the first semester is almost entirely research.

I began the semester by going back through my research. What had I been excited about in the beginning? Had I left anything out? What had I been unable to focus on before?

My venture into the psychology of product attachment and ownership stemmed from an interest in the direct and indirect relationships between people and objects. From my research, I found that one of the strongest factors in attachment to an object is its sense of life. When an object seems to have a personality, a face, or emotions, or when an object acts human-like and interacts with us, we are much more likely to form a positive relationship with the object.

I wanted to create an object that had some life to it. I thought about how connections are made and what kinds of things trigger our life-like quality sensors. How interactive is this object? In what area of the home would it best serve? What kinds of emotions should it elicit?





After much exploration and some agonizing, I settled on designing two objects for the home - the home for its feeling of comfort and sense of wellbeing.

My first project was a chair. I chose a chair because I wanted an object that we rely on everyday. A chair is something that we come to know very well but to which we might not pay attention.

In designing a chair, I aimed to reinforce the relationship between user and object. I wanted to call attention to a connection that may be often overlooked.





*I decided on a round-backed chair to enclose the person sitting inside. Cushy and soft, enveloping. Flexible arms fold around the user to desired comfort.*

*The materials used in this chair include a found wooden chair frame, steel electrical conduit, foam insulation tubing, high density foam, chipboard, goose-neck tubing, polyester fiberfill, ultrasuede and cotton fabrics.*



*This chair was designed to be used in any number of ways. Specifically, it was designed to be a warm nest in which to feel secure and comfortable.*

*It seems to say Hello! I am here! Look at me! I am a part of your home, and I welcome you back. I am strong, I can support you, I am here for you. Cuddle up, I will keep you safe and warm and protected. I will enclose you, if you want. I am happy to see you. We can play, or you can sleep. I will hold you like a parent, or you can lay on me like a child. I will be your rock and your pillow.*



Dancing

Welcoming

Michael Jackson

Giggling

See no evil

Hear no evil

Speak no evil

Hands on hips

Who!!

Opera singer

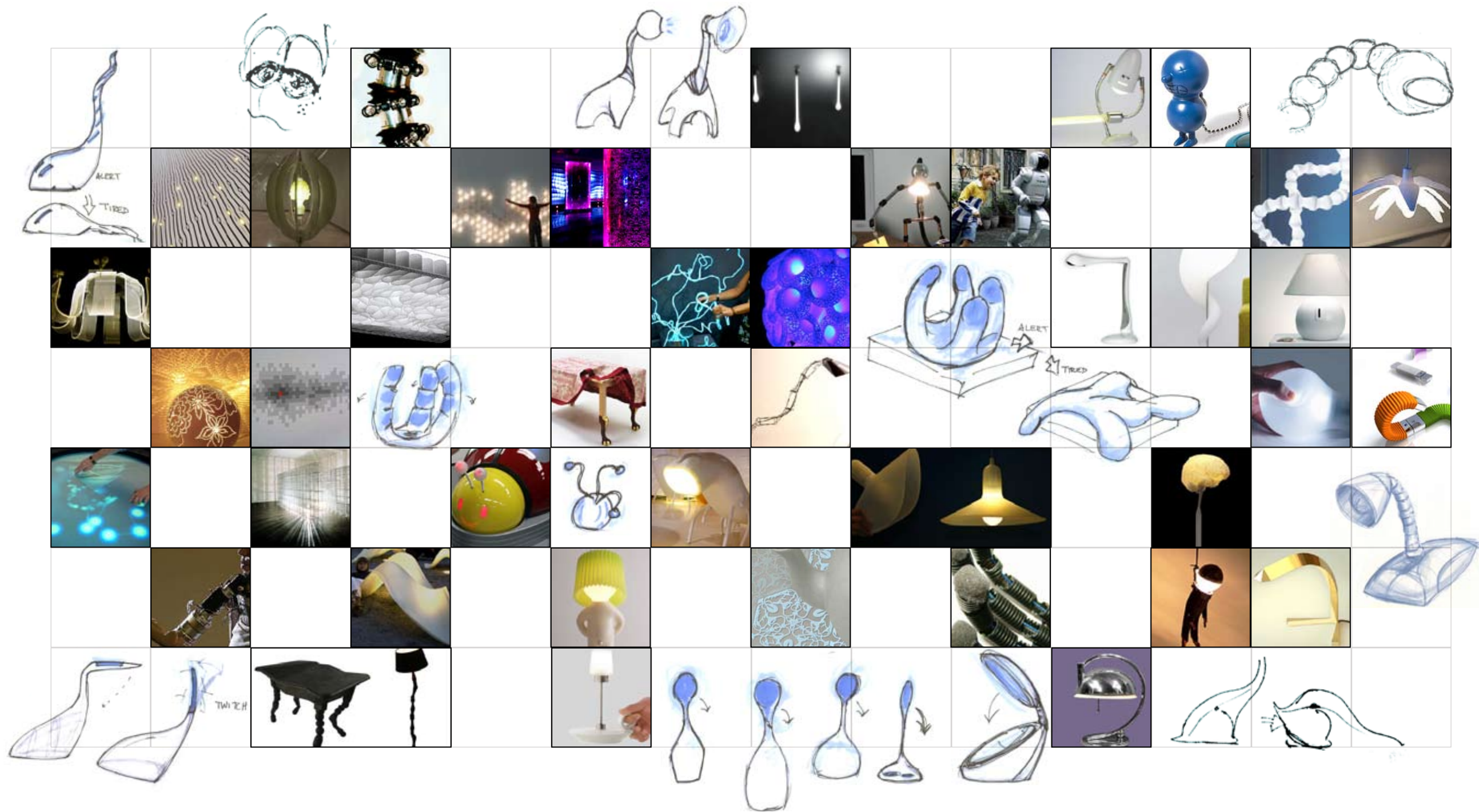
Headache

emotive chair



*Is it calming or is it creepy? Is it like a cocoon or a venus fly trap or a mama or a coffin or a cave or a womb or a hand? Is it for sleeping or sitting or kissing or whispering or reading or playing or listening or thinking or giggling? For books or teardrops or music or video games or heart beats or lunches or hangovers?*





The second project I designed for the home was a light. Again, this is something so commonplace that it is often overlooked.

A lamp is lit when we turn it on. Its life, so to speak, is in our hands. What if it weren't? What if this lamp had a mind of its own, a life of its own? Would we see it as something more than just a light?



## Sleepy Lamp

Instead of waking up in the morning to realize you'd fallen asleep with all the lights on.  
A way to manage your child's bedtime or your own.  
Be conscious of how long your lights are on.

After a programmed time-in the day or amount of use, the light begins to fall asleep. It droops and dims as it becomes tired. It will seem to nod awake as it realizes it's falling asleep.

To wake it up, shake it like you would a person.

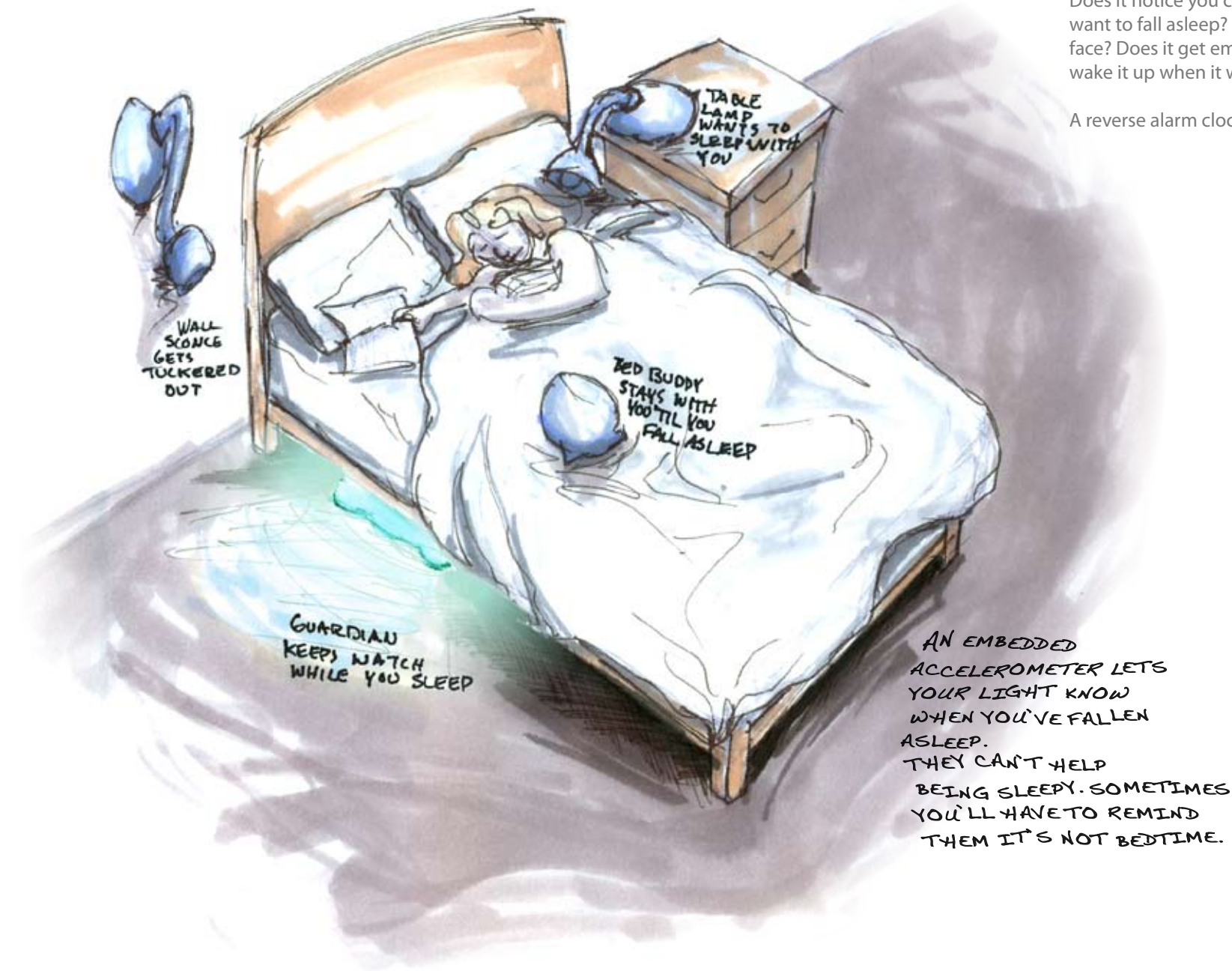
Does it notice you come in the room? Does it wake up? Is it a sound sleeper? Does it always want to fall asleep? Does it just crash? Does its face get smushy when it sleeps against a surface? Does it get embarrassed it's falling asleep? Is it impatient that you fall asleep too? If you wake it up when it wants to go to bed, does it fall asleep in 5 minutes?

A reverse alarm clock? A reverse snooze button?

*This is a lamp with his life in his own hands. He's his own master, but he'll still be friends with you. You'll just have to keep this lamp interested.*

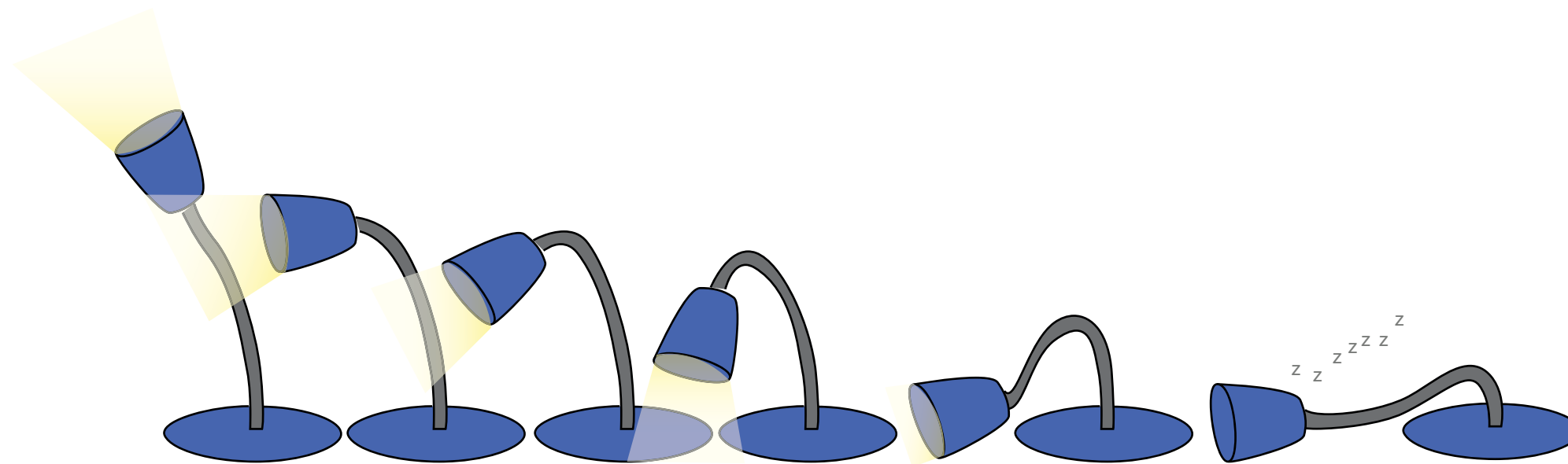
*My design is a lamp that falls asleep at will. Maybe it's been on too long or it's just too late at night. Maybe it's bored. It nods its head as it falls asleep and wakes up when it's shaken.*

*My desire is that the lamp becomes its own entity in the eyes of the user. With a drowsy personality, the lamp has his own life, and we have our own. In interaction with each other, a relationship forms between lamp and owner.*



interactive lamp





The lamp runs by his own internal clock. As the lamp falls asleep, it begins to droop and dim until it eventually goes off. An accelerometer inside the head ensures that the lamp can be awakened. Just like a person, this sleepy lamp nods asleep, waking itself up in the process.

The lamp can be woken up at any time with a gentle shake or a loud noise. As the lamp enjoys the user's company, it likes to be awake when the user is.

Equipped with a motion and noise sensor, this sleepy lamp responds to the noise the user creates. It is playful and will dance and follow the user's motions.

