Sharing Personal Media

Personal sharing device for the elderly

Sub topic chosen:

Friendship- a key to a happy social state

Sharing

- Personal
- Give and take
- Faith
- Fun element
- Respect
- Mutual Understanding
- Play
- Entertainment
- Relaxation
- Learning
- Secrets
- Challenges
- Support

Who has what?

Elderly People

+ Experience, patience, time on hands.
- No or very less skills for technology.
- Low acceptance and reluctance to learn technological skills.

Middle Aged People

+ Career and family security responsibilities, access to hi-tech gadgets, and also acceptance for them.
- Technology a part of daily life.
- Ready acceptance and access to hi-tech gadgets.

Young People

+ Energy, enthusiasm, techno savvyness and acceptance for newer changing technology.
- Acceptance for technology as well as techno savvyness.
- Screened access to technology.

Chosen age group

Elderly People

+ Experience, patience, time on hands.
- No or very less skills for technology.
- Low acceptance and reluctance to learn technological skills.

Not much technological research devoted to elderly people in India, although they are the most respected people in the society.

Where the elderly meet the elderly

Women..

Women's Cause Groups (NGOs), Child Care, Griha Udyog (Small Scale Industries), Satsangs (Religious gatherings), Temple Meetings, Festivals (Haldi Kumkum)..

Where the elderly meet the elderly

Men..

Morning walk groups, Yoga Clubs, Laughter Clubs, Religious Gatherings, Prayer Meeting, ‘Shakha’, Environmental Clubs, Festivals..

Markers in our relationship with the elderly

Their presence in our mythology and heritage

Indian Mythology is full of venerable characters like Dronacharya and Bhishma, whom the society looked upon as a source of inspiration and knowledge.

Characters like Shravan Baal, devoted his life entirely to the service of his age old blind parents.

Lord Rama happily went for 14 years in exile to honor a promise made by his father.

For Lord Ganesha, his parents constitute his universe.

All these stories give a glimpse into the society's attitude towards the elderly, and the scene remains quite the same even after all these years into the present….

Reflection of mythology into the present

Notable Cultural Traits

Respect for persons elder to you. The day begins with touching their feet to seek their blessings for the endeavors of the day.

Respectful conversation even with peers and younger generation.

Tendency to have a disciplined interaction with the younger generation.

Looking forward to being old. People cherish the idea of giving to their next generation what they receive from their older generation.

Elderly- a source to gain from…

Grandmothers

Encouragement advise and comfort.

Skills in cooking, knitting, housekeeping, raising children, home remedies, songs and lullabies, folk lore and mythological stories.

Memories and nostalgia.

Elderly- a source to gain from…

Grandfathers

Encouragement, moral support and advise.

Skills about profession like family, business or trade.Prayers, stories..

Status in the society

Visual Imagery..

Old people are…

Witty, Patient, Full of stories, anecdotes, experiences, advice..

They have…

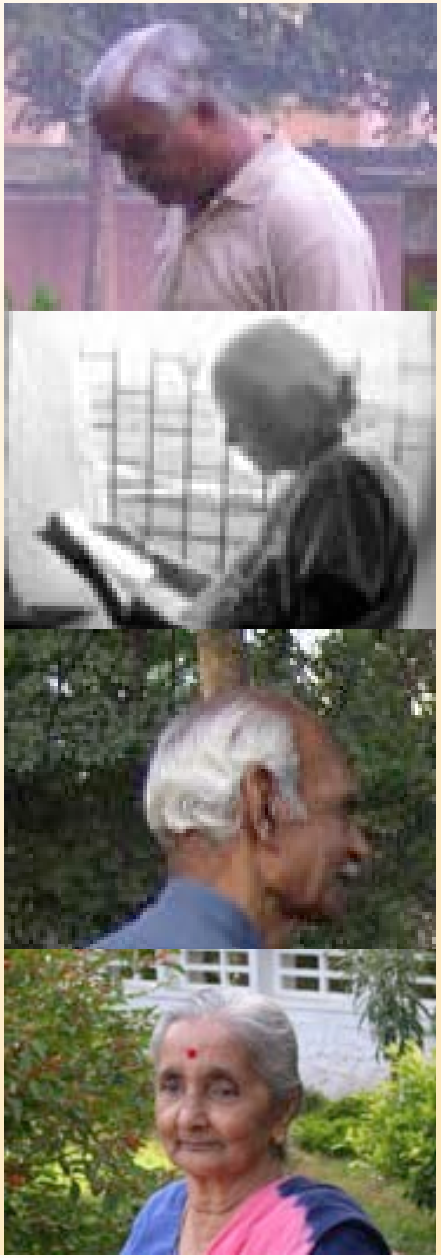
Gracious acceptance of Life, they "look forward to being old.."

They earn…

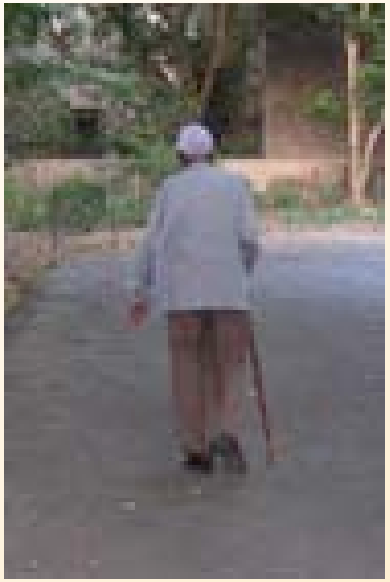
Respect. Their sense of responsibility towards their children and grandchildren never ceases.

Their looks are…

Warm, Expressive, sharp featured, a peculiar posture, a wrinkled body with slow and precise movements



Visual Imagery..



What they Cherish..

Tangible

Photos, Books, Artifacts, Souvenirs, Gifts, Wristwatch, Spectacle Case, Pocket Radio, Shawl, Rosary Beads, Medals, Trophies, Certificates, Jewelry, Diary, Umbrella, Cane, Rocking Chair

Intangible

Memories, Nostalgia, Travels, Anecdotes, Stories, Lullabies, Recipes, Skills, Prayers, Riddles.

Need

Time at hand for a creative outflow.

A fun device to break from the monotony of a highly organized diurnal schedule.

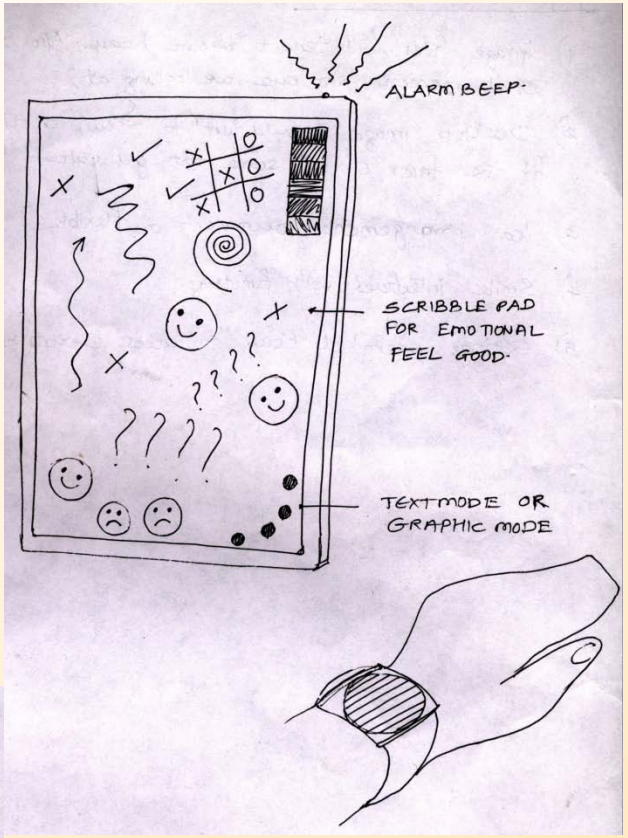
A device which would help a Grandfather or a grandmother to tell a new story to their grandchild every day.

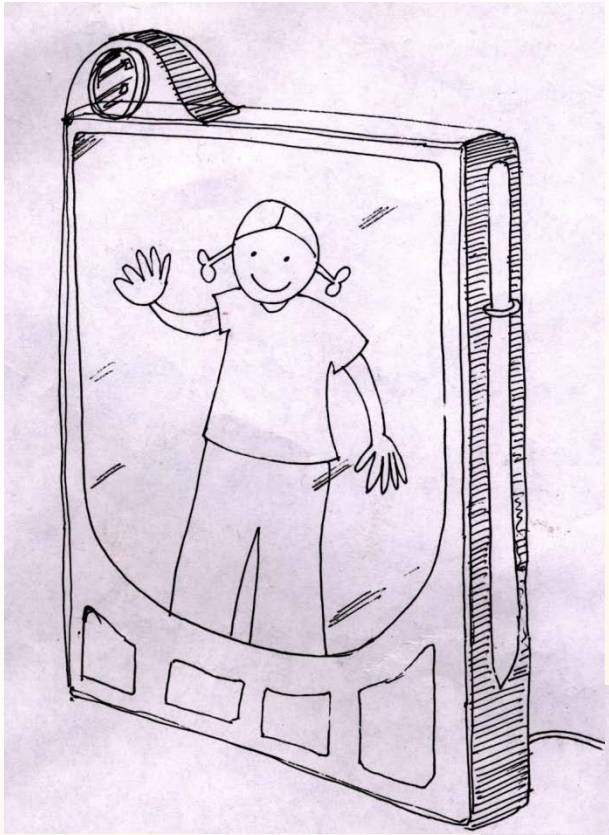
A device to encourage a creative and meaningful interaction with their peers.

Something to give them a satisfaction of being productive.

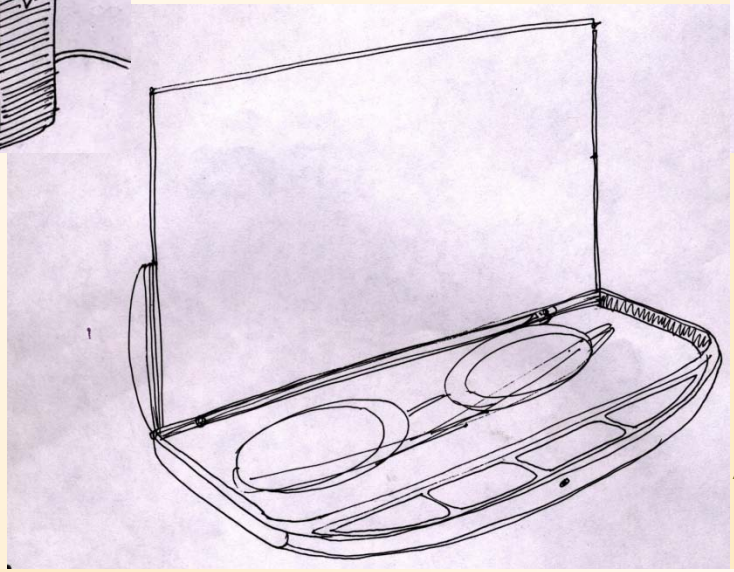
To provide the less privileged or the less lucky elderly people with some aids to make their life more fulfilling.

A window pane doodler





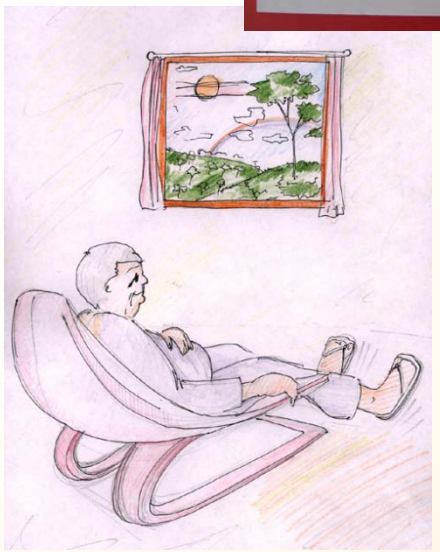
A picture exchange album



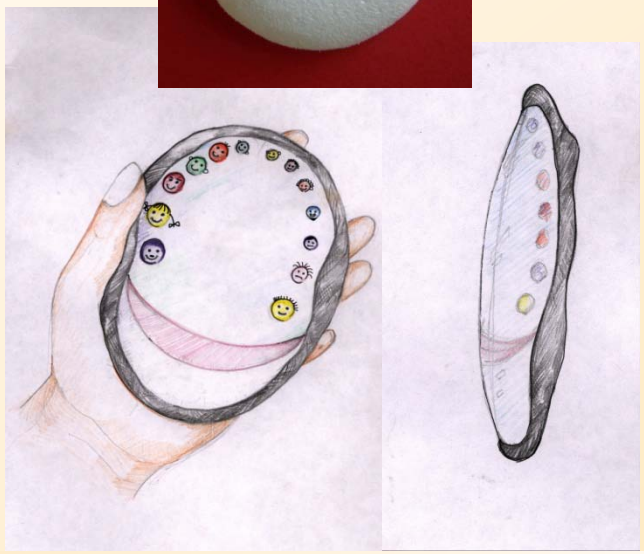
A spectacle case diary

A

Initial Concepts



Open Window,
A communication device for elderly forum



Beam-a-Smile,
A story teller and photo exchange device

A pillow storyteller

A

Initial Concepts

Is it a toy or a device? What am I going to do with it, play or talk?

Smile looks like a smile but other features don't match with a face.

Is it an internet product? Can we do something more than surfing the net? We don't need the internet so much.

Is it a portable device? Can I carry it to the park or temple? Will my grandson be able to carry the device too? He might drop it and break it.

My grandson will have the same device as me? Can we not change the look of the two devices?

Will it be very costly?

I would like to tell a story or sing a lullaby for my granddaughter who lives abroad. I would also like her to sing her rhymes to me.

What driving factor would urge them to use the device effectively?

A fun device would be more invigorating and energizing than a mere interactive device.

Can they interact by forming groups rather than one-to-one?

The older generation is very proud of their children and grandchildren and are very keen to boast about them with their peers. Can a device help an idea which can do this subtly without annoying their friends?

The vast knowledge base and experience that the elderly people have with them has to be shared with the next generation.

Smile seems to have a strong connection with both young and old generations.

Wonder Window

A transparent touch screen story builder.

A diary to keep alive the tradition of handing over their knowledge to the next generation.

A means of communication, to make new friends and keep in touch with old friends.

Window

- Connotations:
  - Memories
  - Outside/ Inside
  - Past/ Present
  - Dialogue
  - Vision
  - Nostalgia

Smile

- Connotations:
  - Happiness
  - Sharing
  - Togetherness
  - Laughter
  - Friendship
  - Familiarity

Both metaphors work well with the older as well as younger population.

Mr. Shyamrao starts a new day thinking about the new story he has to tell his grandson Chintu, tonight.

A

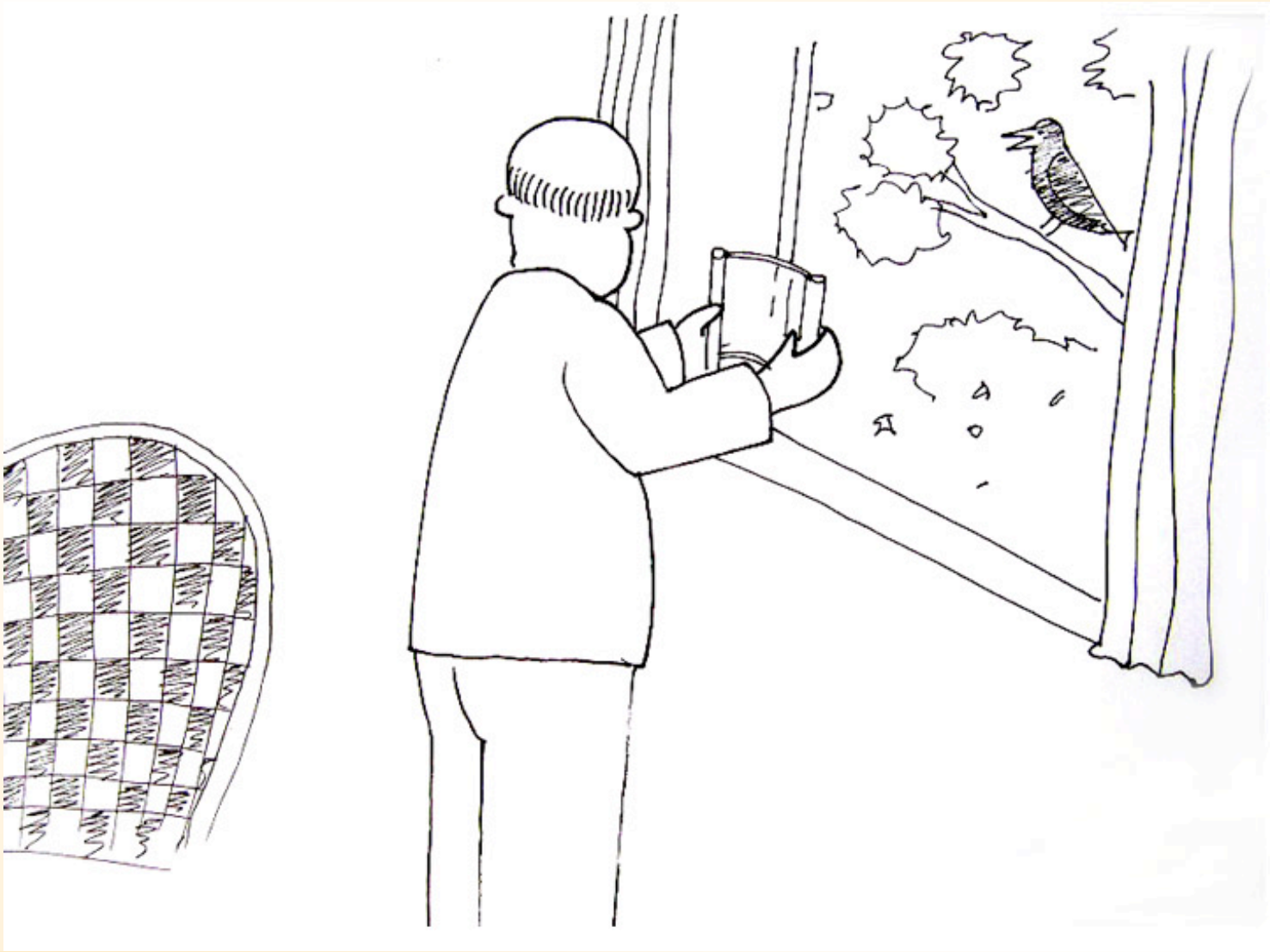
Scenario

He looks out of the window and sees a crow sitting on a tree.

A

Scenario

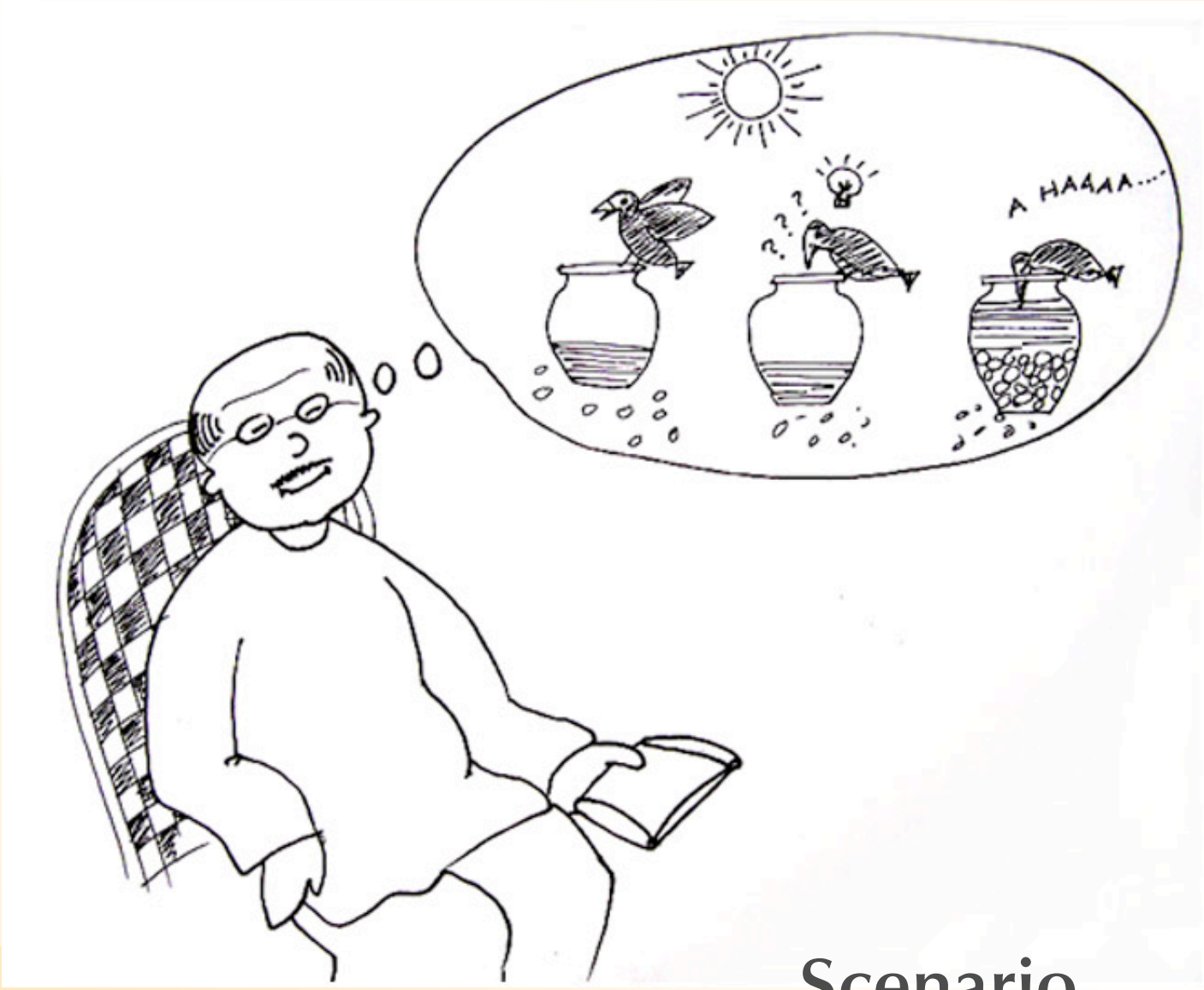
He takes out his Wonder Window and takes an imprint of the crow for the story.



A

Scenario

With the character of the crow in mind, he begins to ponder over a story and remembers the story of the crow wanting to drink water from a deep vase.



A

Scenario

He asks his wife Radha if she can suggest a variation in the story.
Radha tells him, that the modern day city crow, of course, would simply use a straw.

A

Scenario

Shyamrao starts working towards gathering more images for the story.

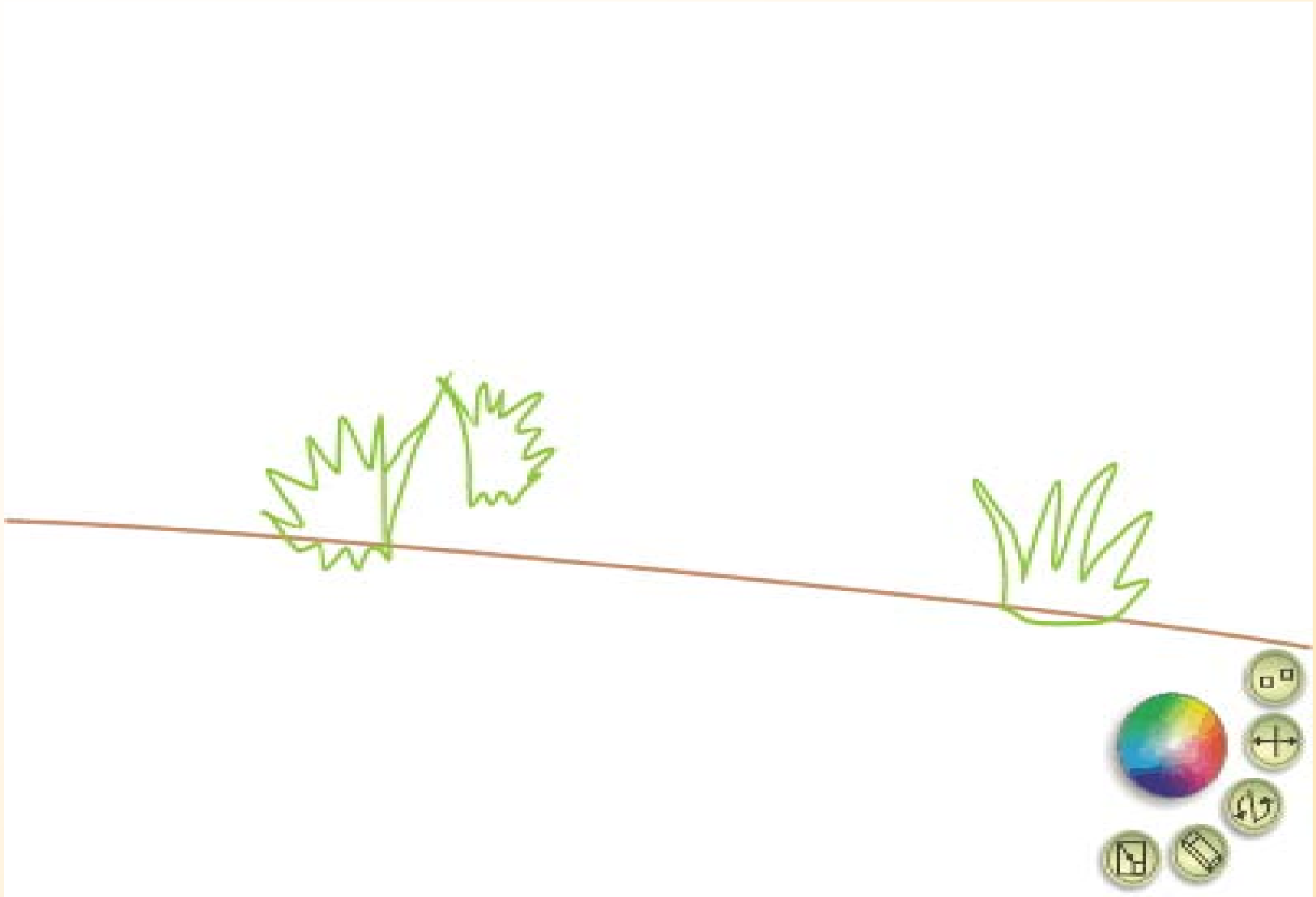
He first takes an appropriate image for the background scene of the story. The window shows him an imprint of the image and not the actual image.

A

Scenario

He traces out the relevant parts of the scene using the colour palette…..

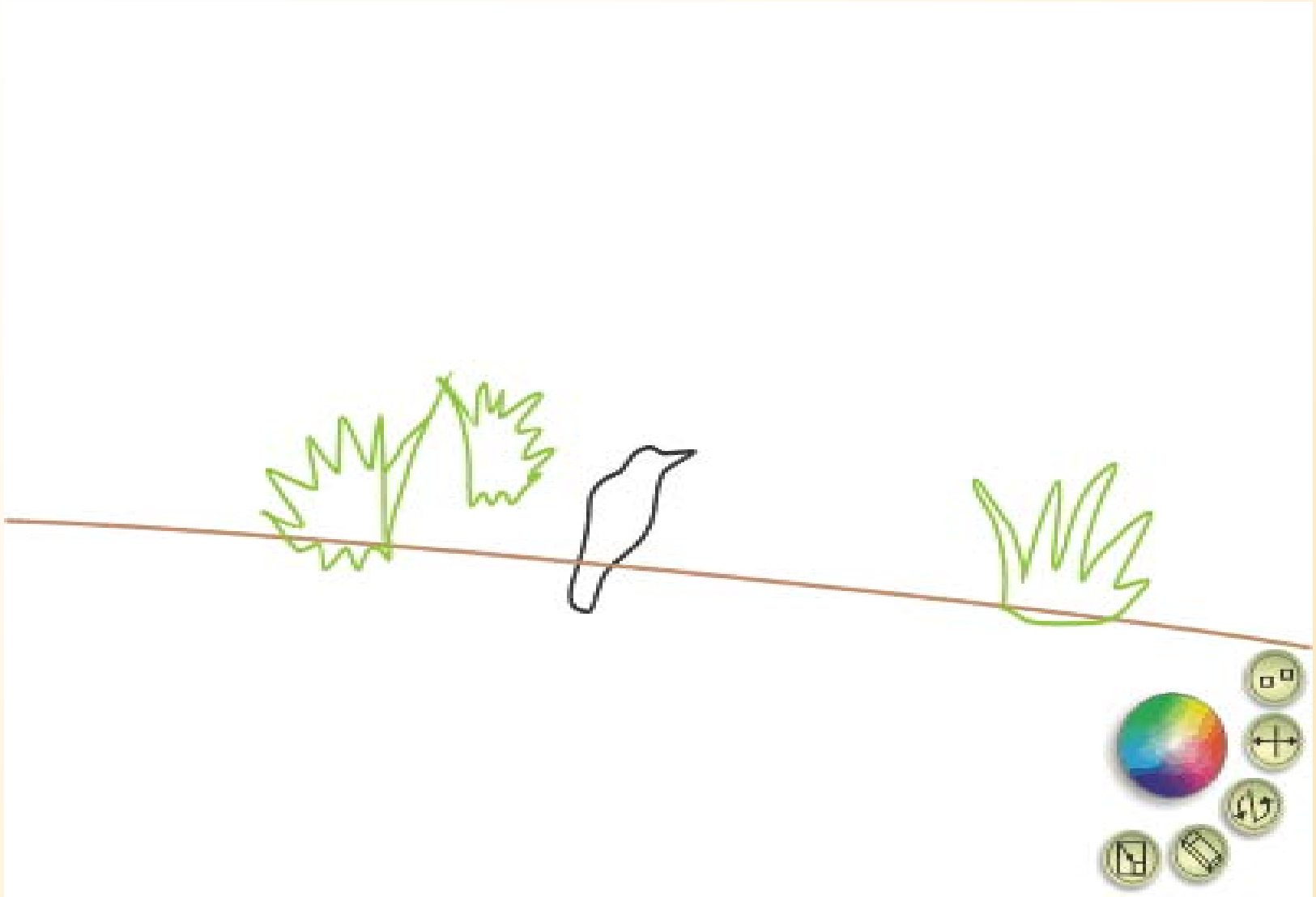
…. and saves this drawing.



He now uses the image of the crow he had taken earlier…

… uses its imprint…

… and traces the crow in the appropriate place.

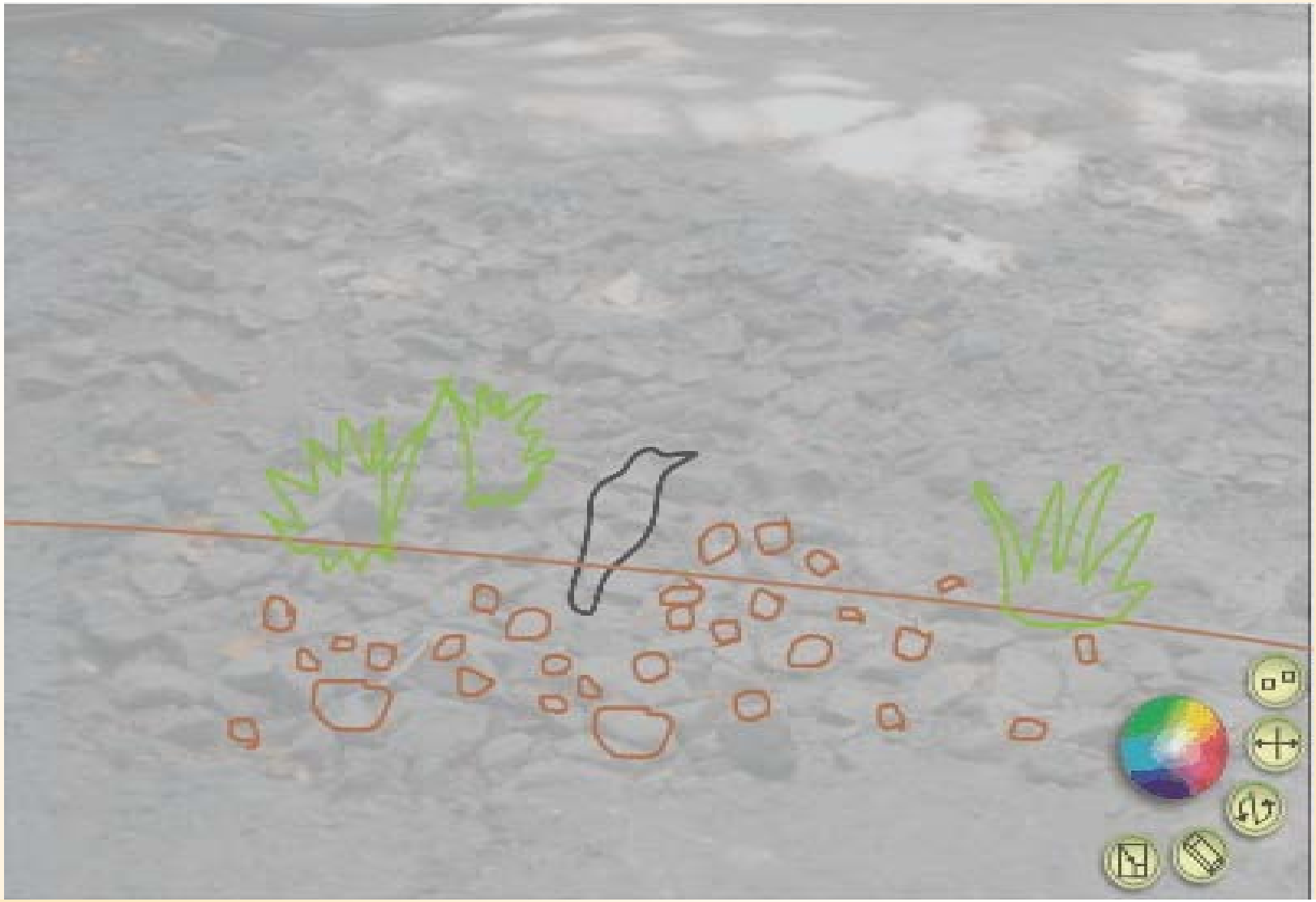


He now needs some pebbles.

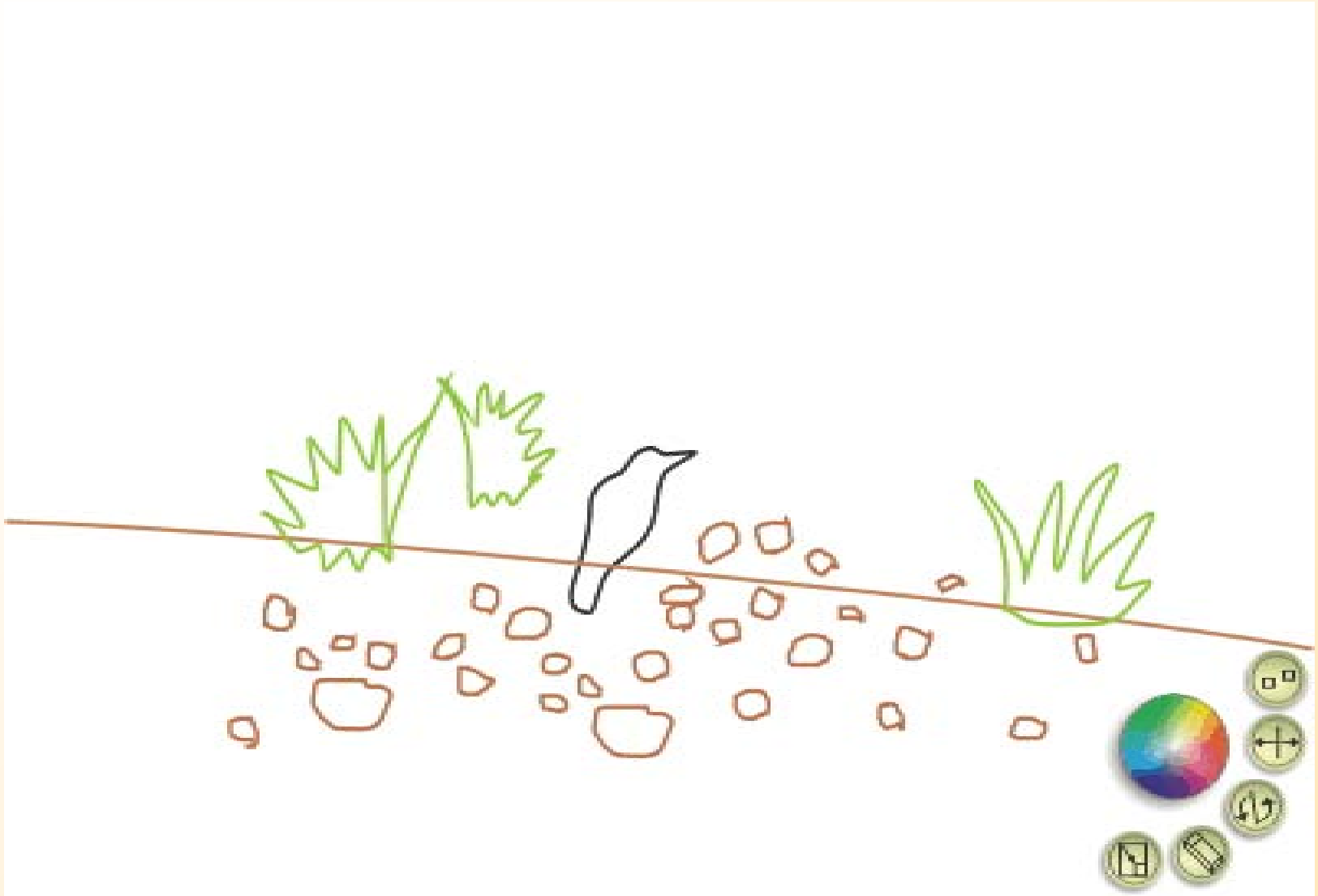
A

Scenario

He uses the imprint of the image to trace the pebbles…



… and saves the image.

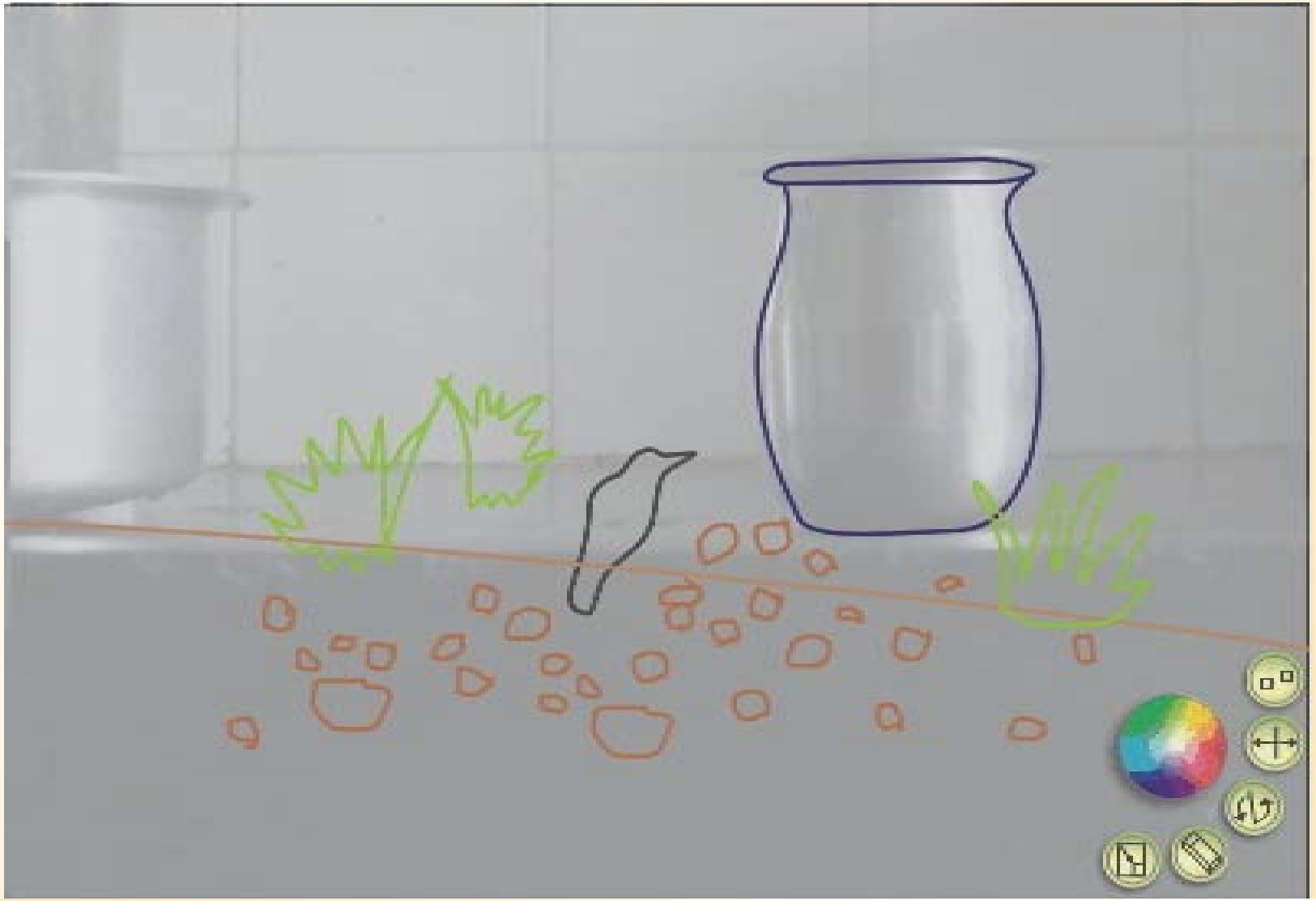


Now he needs a vase. He goes to the kitchen and finds an appropriate vase.

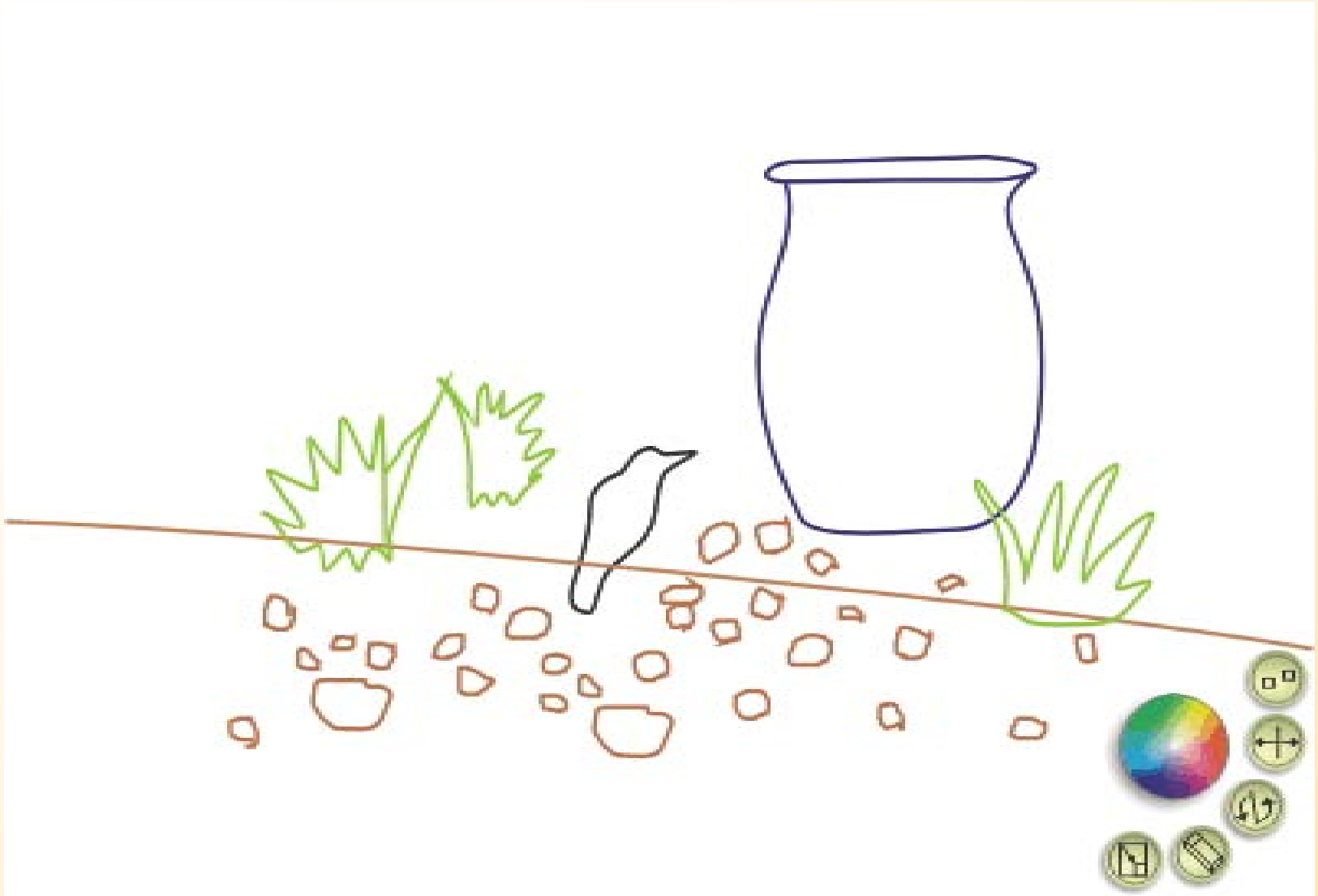
A

Scenario

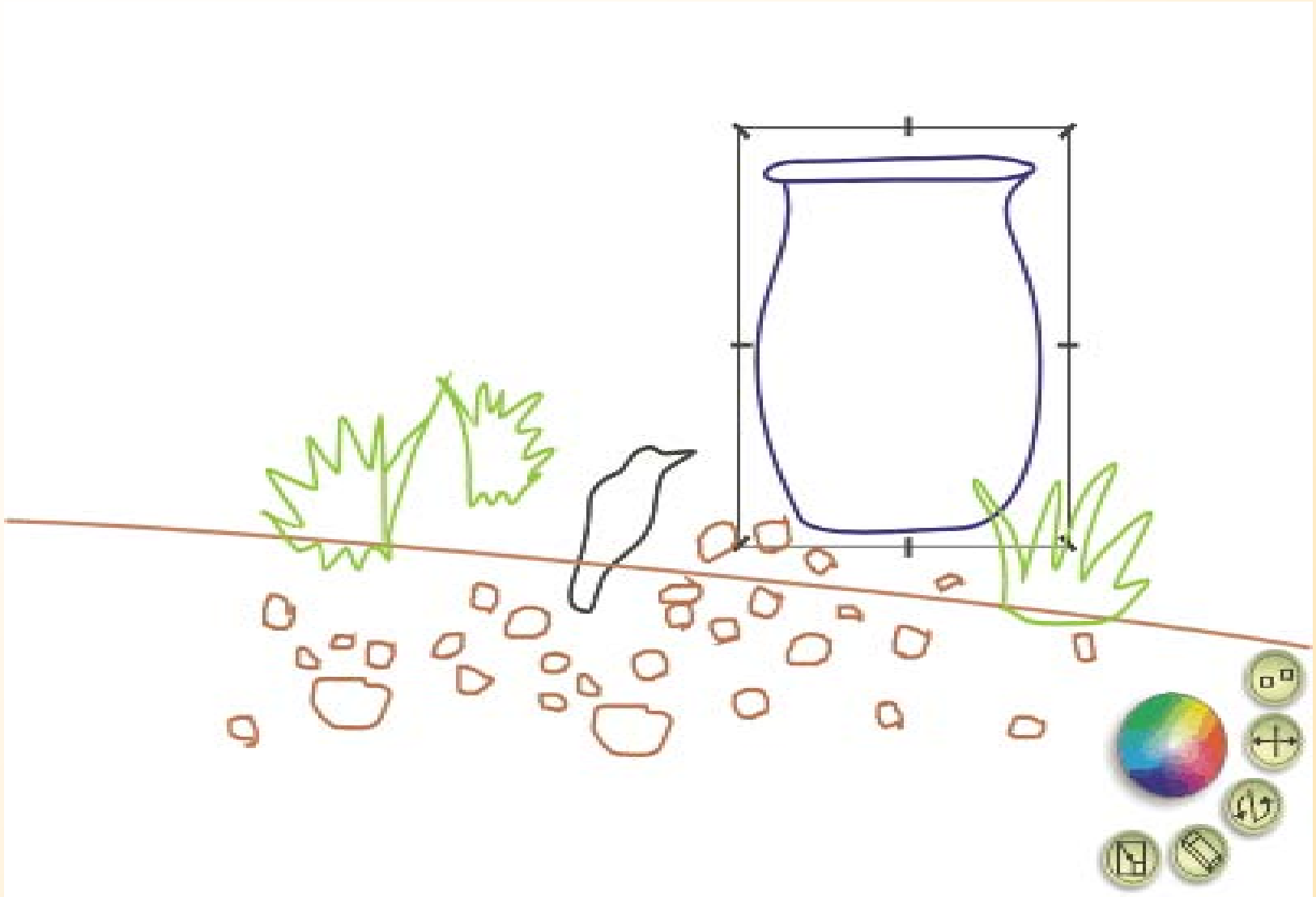
…. and using the imprint, traces out the image.

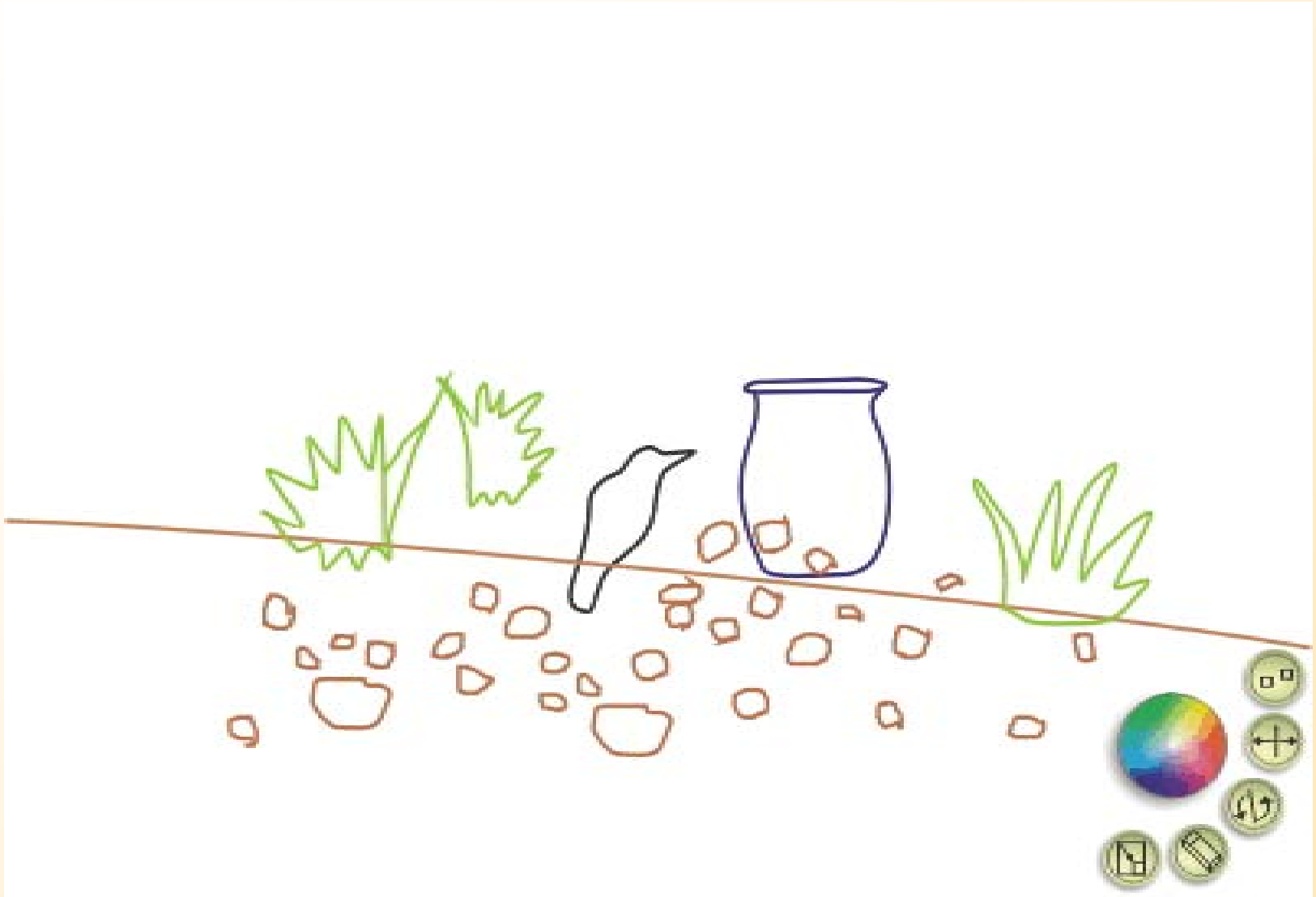


But the vase is too big for the scene…



So he scales it down.

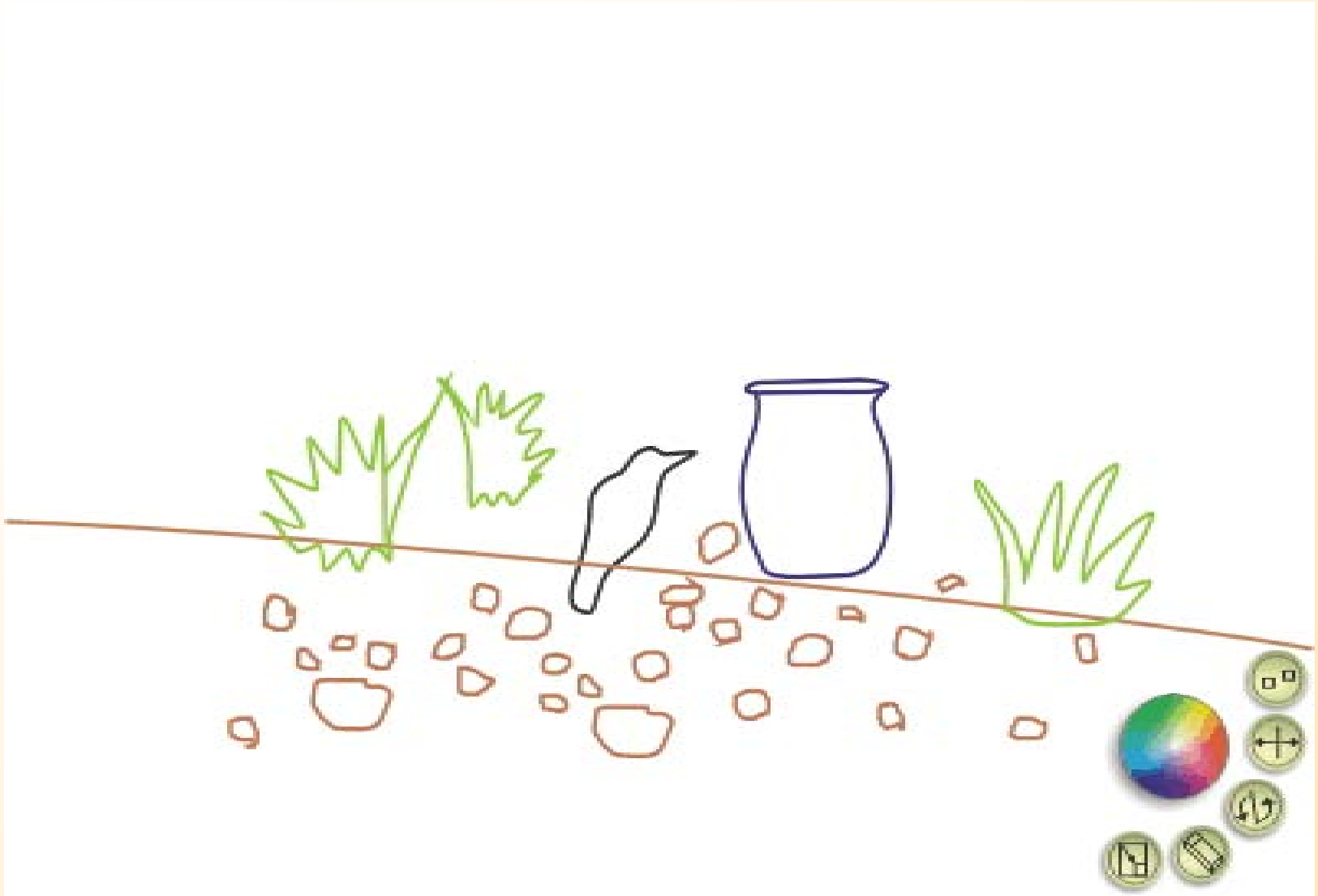




A

Scenario

… and erases some pebbles coming in between.



Shyamrao visualizes the crow getting the idea of using a straw from the Billboard of Pepsi.

In his morning walk, he doesn't find a suitable Pepsi ad anywhere. Later in the afternoon he decides to connect up with his friends and ask for their help in building up the story board for Chintu.

A

Scenario

Shyamrao joins the forum and finds his friends Bannerjee babu, Subramaniyan and Kokilaben in the forum along with other people he doesn't know. He asks them if anyone can send him the image of a bill board with a soft drink and a straw. Mr. Subramaniyan says he can find an image from a magazine he has. He promises Shyamrao to look for it and send it immediately.

A

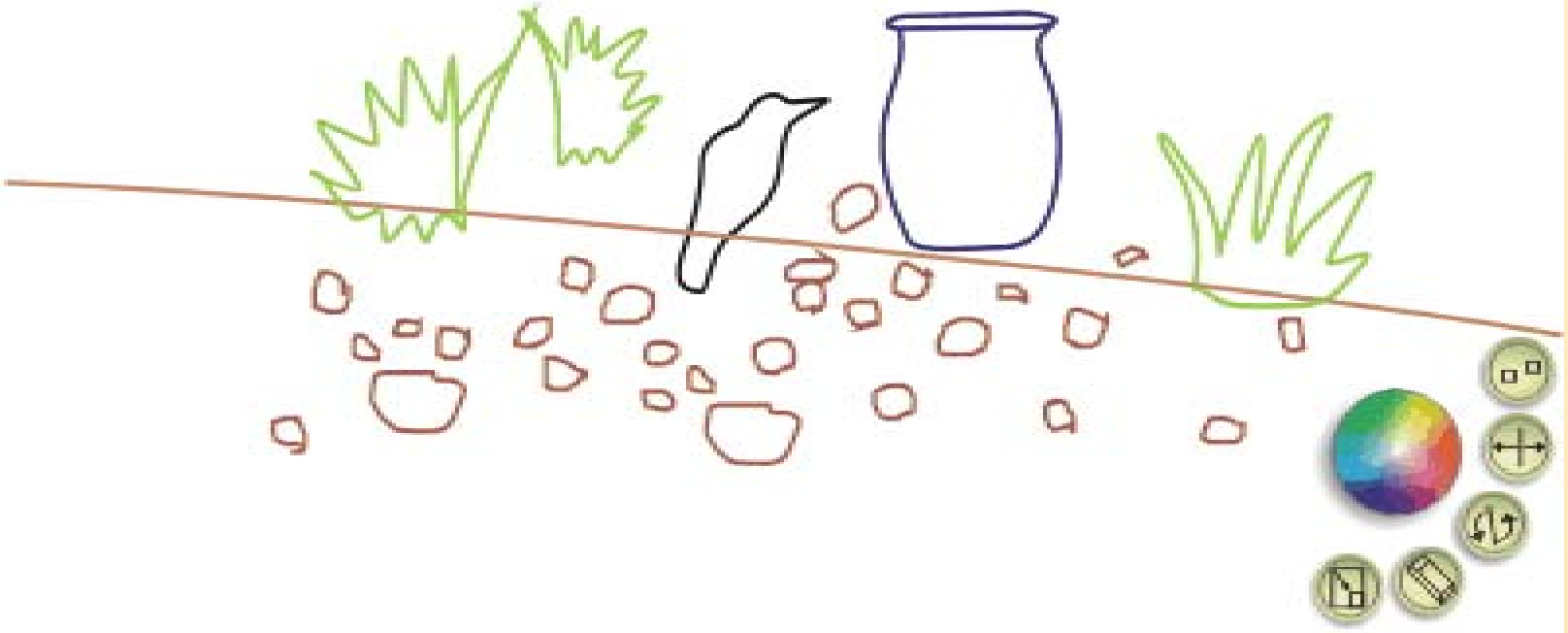
Scenario

He now needs a croaky voice for our crow's dialogues and asks if anyone can imitate a crow. And surely one Mr. Gurmukh Singh agreed to do that. Shyamrao is glad and records Mr. Singh dialogues .

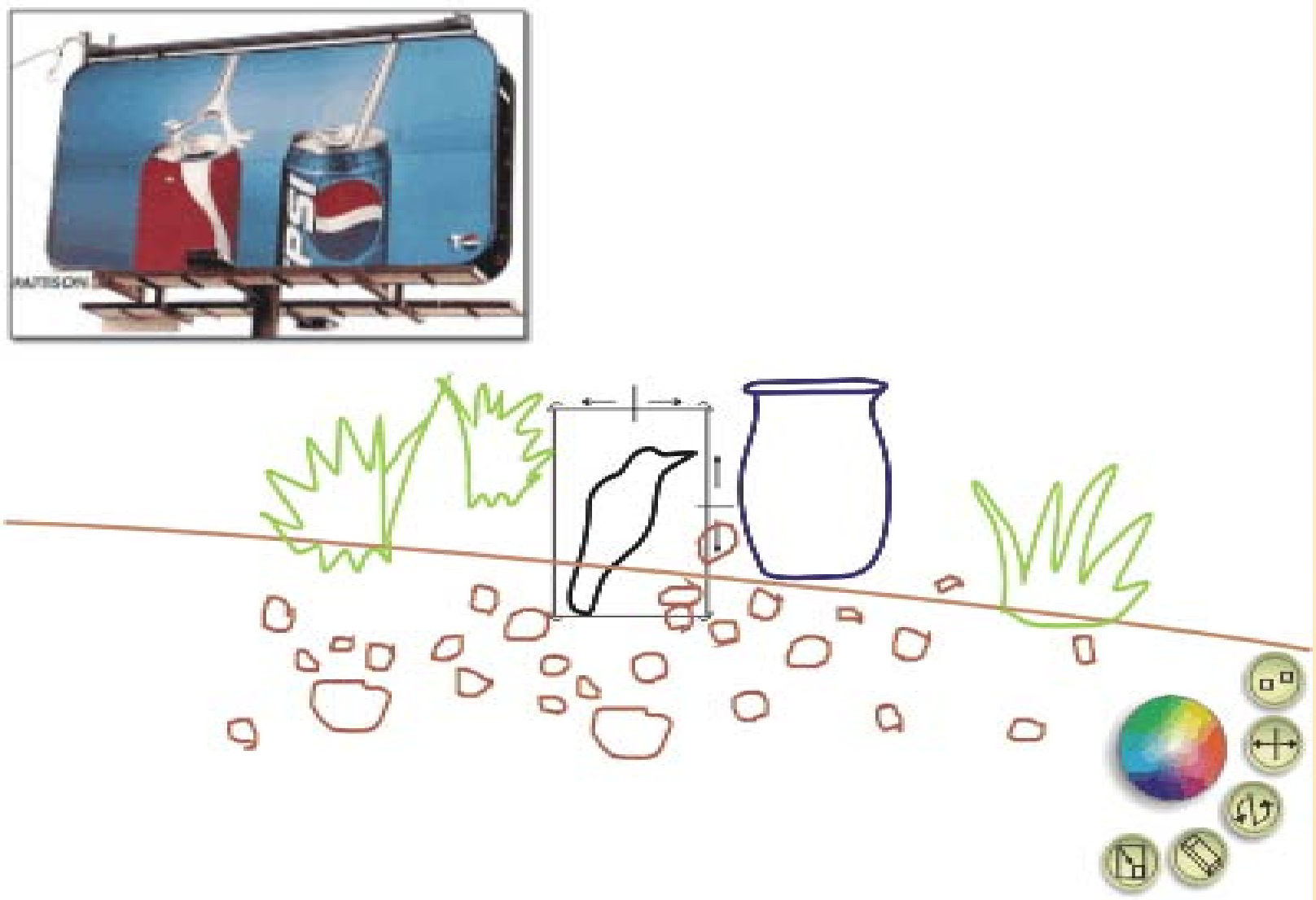
A

Scenario

Now that he has all the characters in the story, Shyamrao starts building up the sequential images for the story…



.. using some basic drawing functions.



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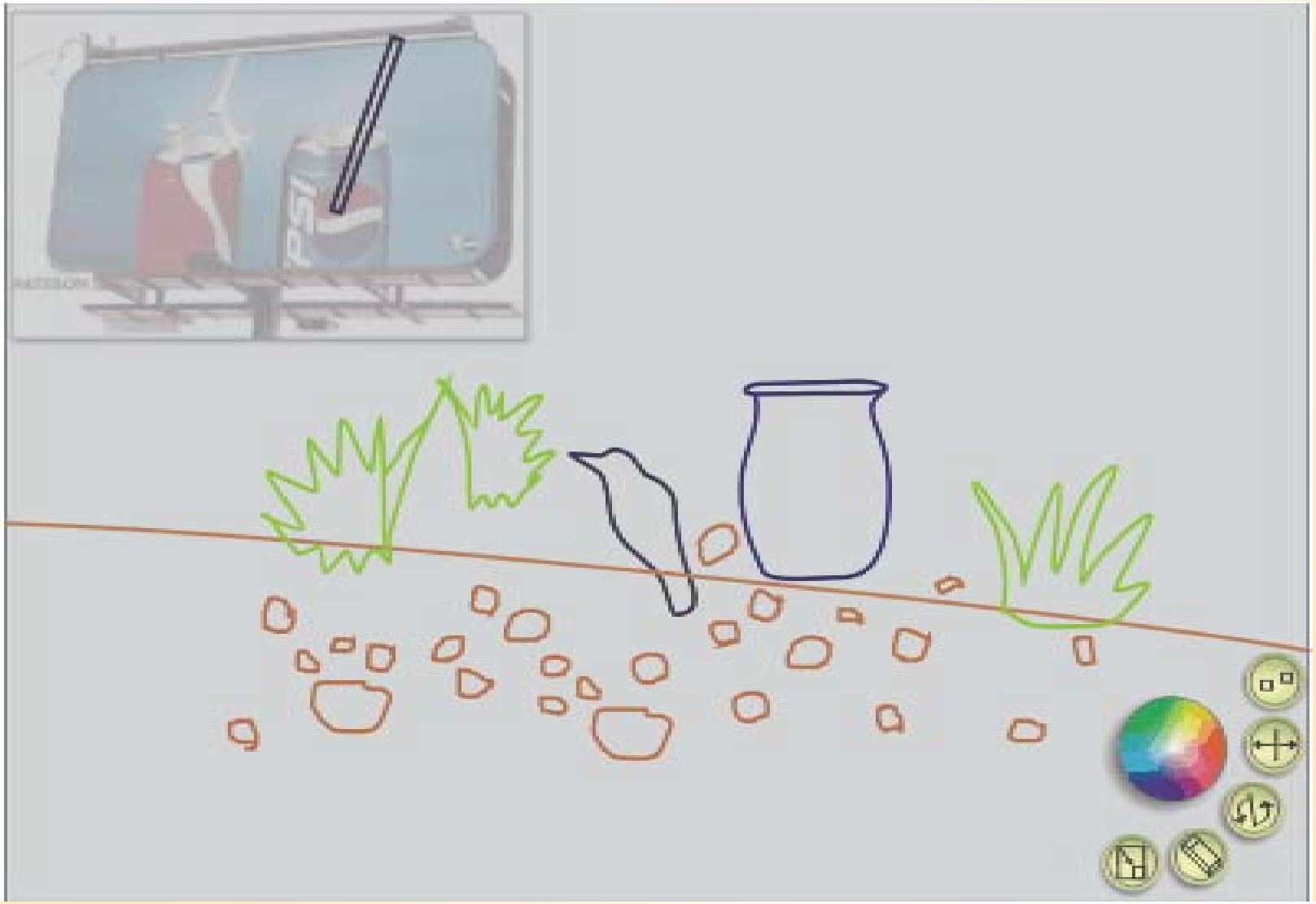


Scenario

Sure enough, Chintu asks Dada and Dadi to tell him a new story in the night.

A

Scenario

The story as told to Chintu, runs like this…

“On a hot hot afternoon, the trees were drying up, because of the hot hot sun.”

A

“The land was also drying up, because of the hot, hot sun!”

A

“Dada, look ! A crow has come !”

A

“Yes Chintu, and the crow was also so thirsty, because of the hot, hot sun !”

A

A

“Hee hee, what a voice !”

A

“Suddenly, by his good luck, he spots a pitcher of water !”

A

A

“Lucky crow , Dada!”

A

“O, but his bad luck! The water level has gone down because of the hot, hot sun!”

A

“O no Dada, will he be able to reach it ?”

A

A

A

“Come on Crowie ! Go for it !”

A

A

“O Dada! He is trying so hard.”

A

A

A

A

A

A

“What can he do, Chintu ?”

A

A

A

“O No! What will happen now, Dada ?”

A

“He remembers that when his grandpa wanted to drink water like this…”

A

"..he had dropped pebbles in it to raise the water level, and then drank the water."

A

A

A

A

“A better way, Crowie ? What can be done, Dada ? ”

A

A

A

“What idea, Crowie ? Tell me, tell me !! ”

A

A

A

“Dada, he is gone! Where is he? Crowie, Crowie !! Come back!”

A

“Do you know where he went, Chintu? ”

A

A

“ Ha Ha Ha!! And that is how the crow of today, drank water with a straw !! ”

A

A

“Wow, what a clever crow !!”

A

“ Ha Ha Ha!! Ok Chintu, sleep time now. Give Dada & Dadi a goodnight hug !!”

A

“It was such a nice story, please tell it to me again !! ”

A

Chintu hears the story from Dada and Dadi once again and goes to sleep, smiling, dreaming about the clever crow.

A

Scenario

Wonder Window

A transparent touch screen story builder.

A transparent window provides many possibilities of tracing and superimposing images and text. Using imprints of images instead of actual images, facilitates tracing of the image.

A story builder would give them scope for creative and productive activities. And it would be with a purpose- to tell a new story to the grandchild every night.

The vast database of stories, anecdotes, puzzles, lullabies etc that they have would be shared with the next generation through this device.

Since the stories told through this story builder would be much more fun for the child to listen to, it would give the grandparent an immense sense of satisfaction.

Wonder Window

Possible extensions of the product:

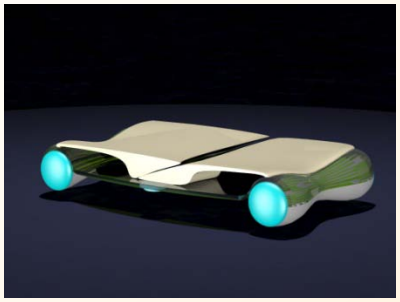
A diary as an extension of ones self. To be able to go on with the tradition of handing over the knowledge to the next generation.

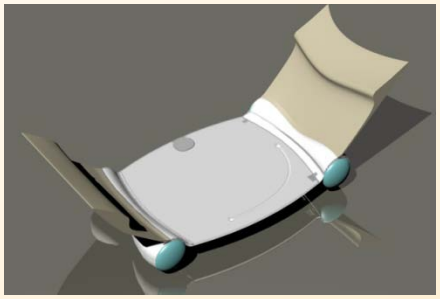
A communication device for being in touch with peers, to share stories and cultural variations prominent throughout India.

An image sharing device to send and receive pictures of the achievements of children and grandchildren they are so proud off and want to show off.

A voice sharing device to send and receive songs, lullabies, puzzles, quotes and other vocal treasure that the older generation possesses. This is particularly relevant in India since many poems, *shlokas*, lullabies, puzzles etc. are pronounced with peculiar tune, stresses and rhythms.

Wonder Window





Smiley

Wonder window

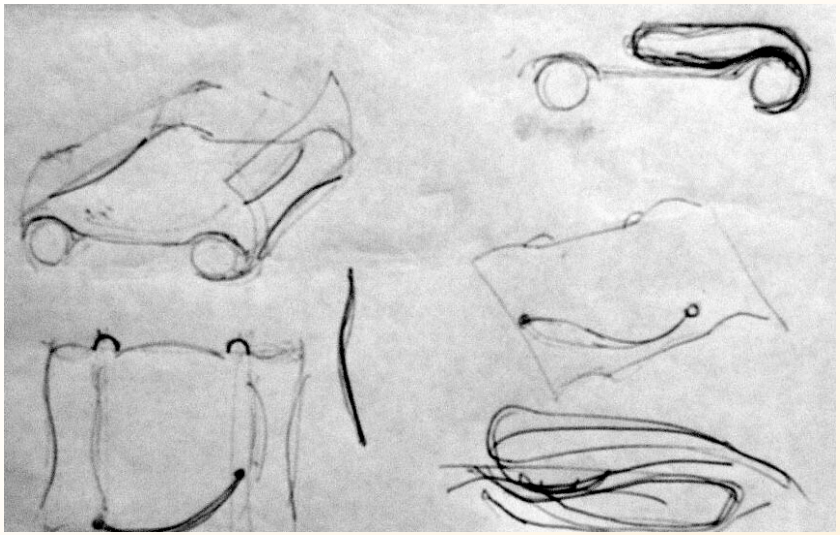
Both metaphors work well with the older as well as younger population.

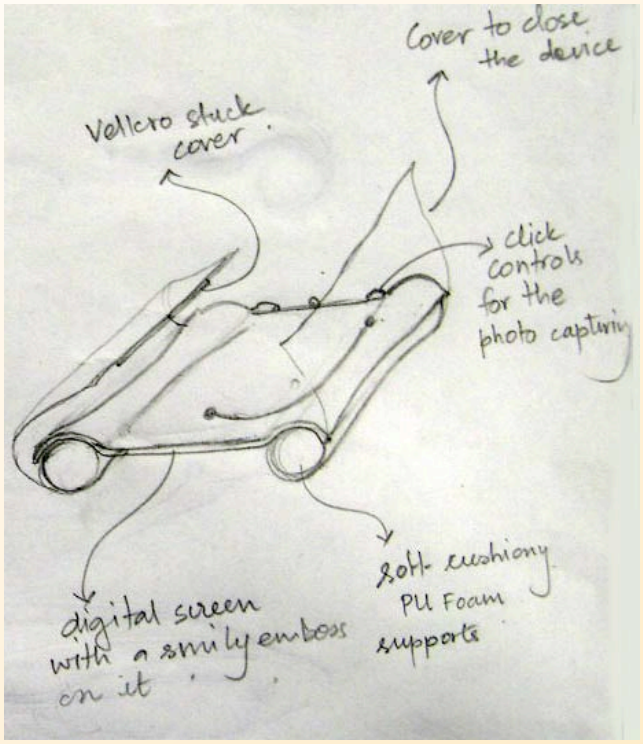
The design involves combination and integration of the two ideas with an attempt to come up with a form which is suggestive of the first theme we started with, which is **sharing**.

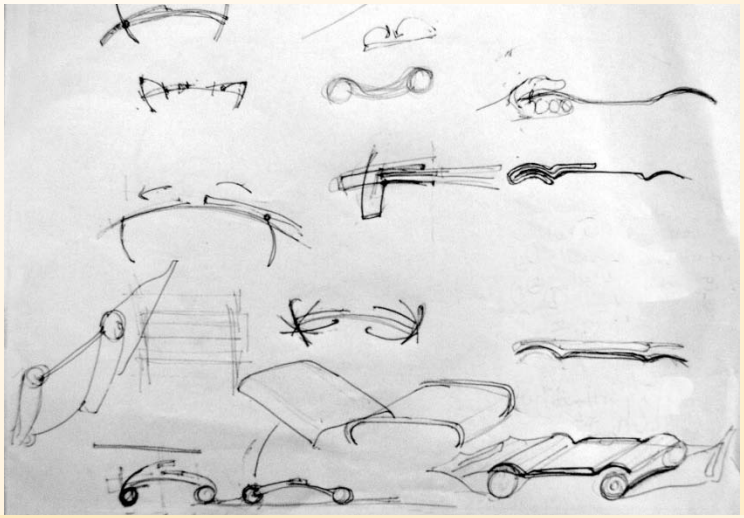
An attempt is made to come up with a product for which the user can feel possessive about and proud of.

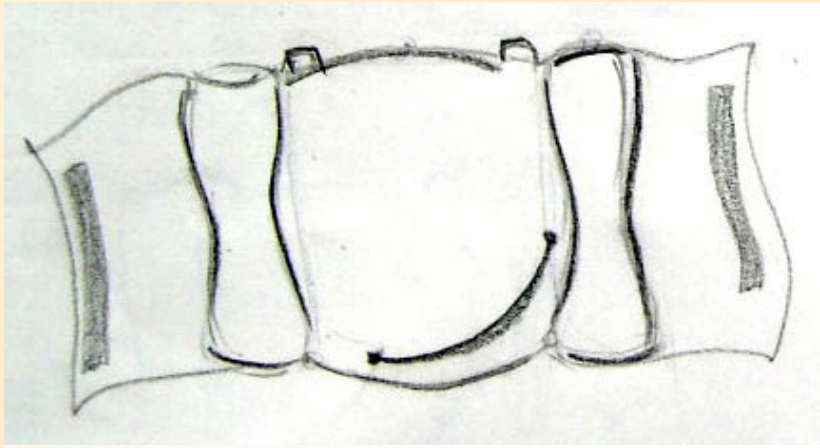
The User group being the elderly and young and the device being Interactive and personal, 'haptic sensations' becomes a primarily important. Hence soft touch and a more cuddly form which is inviting and lovable, was arrived at.

Wonder Window







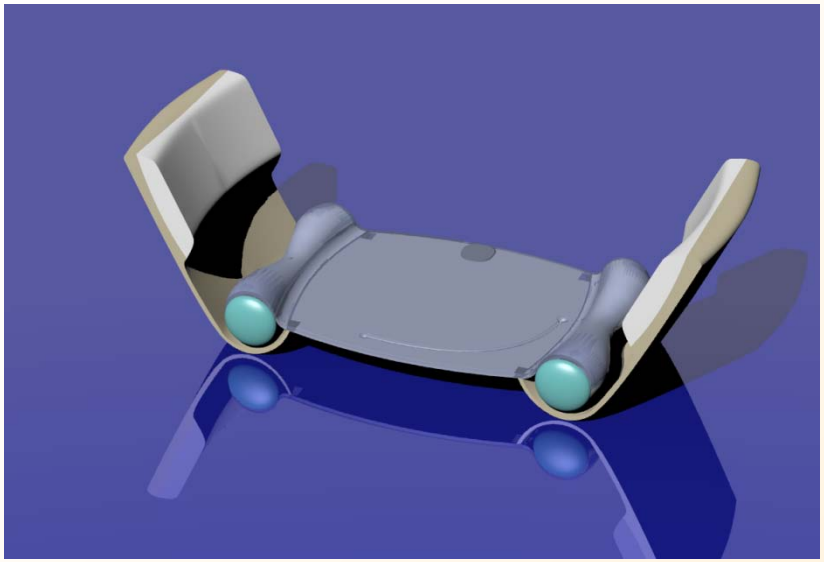


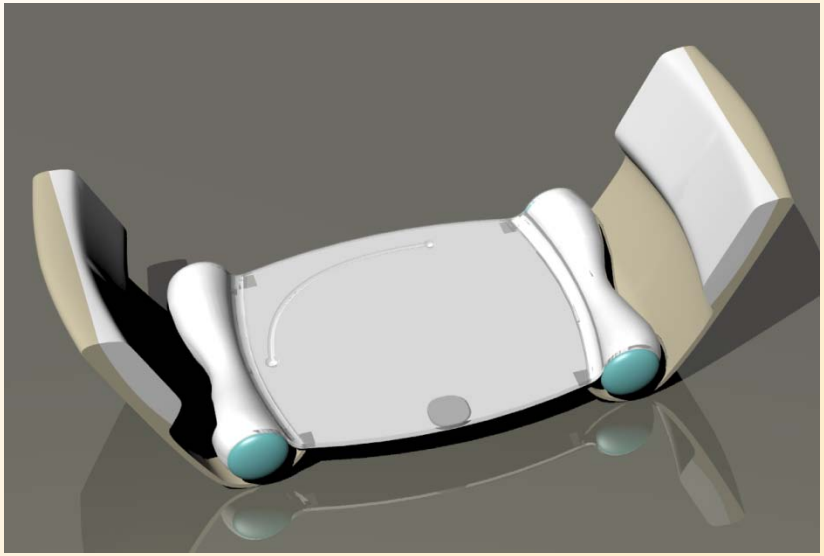
A

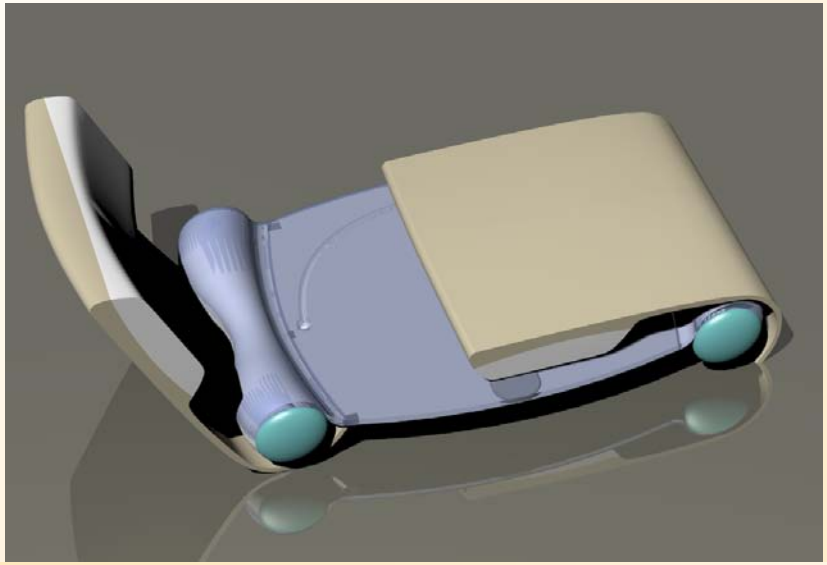
Initial sketches

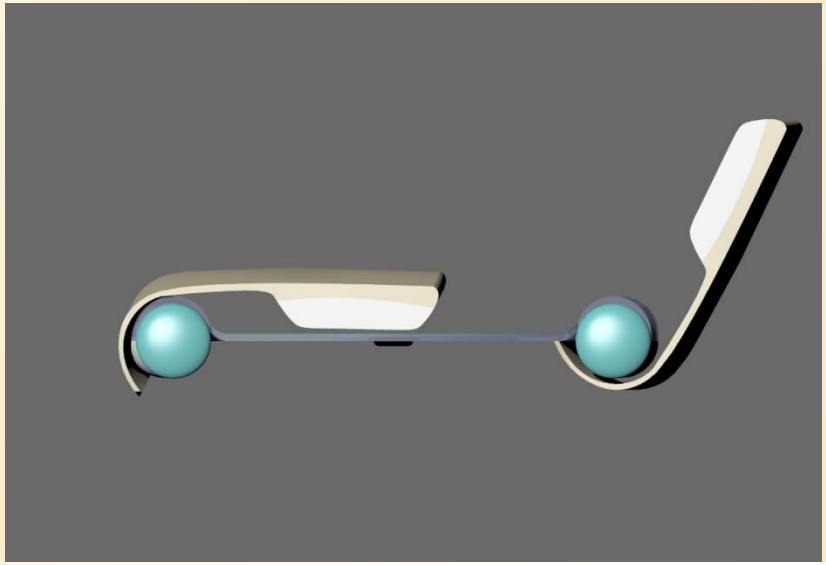
Wonder Window

Concept of a window









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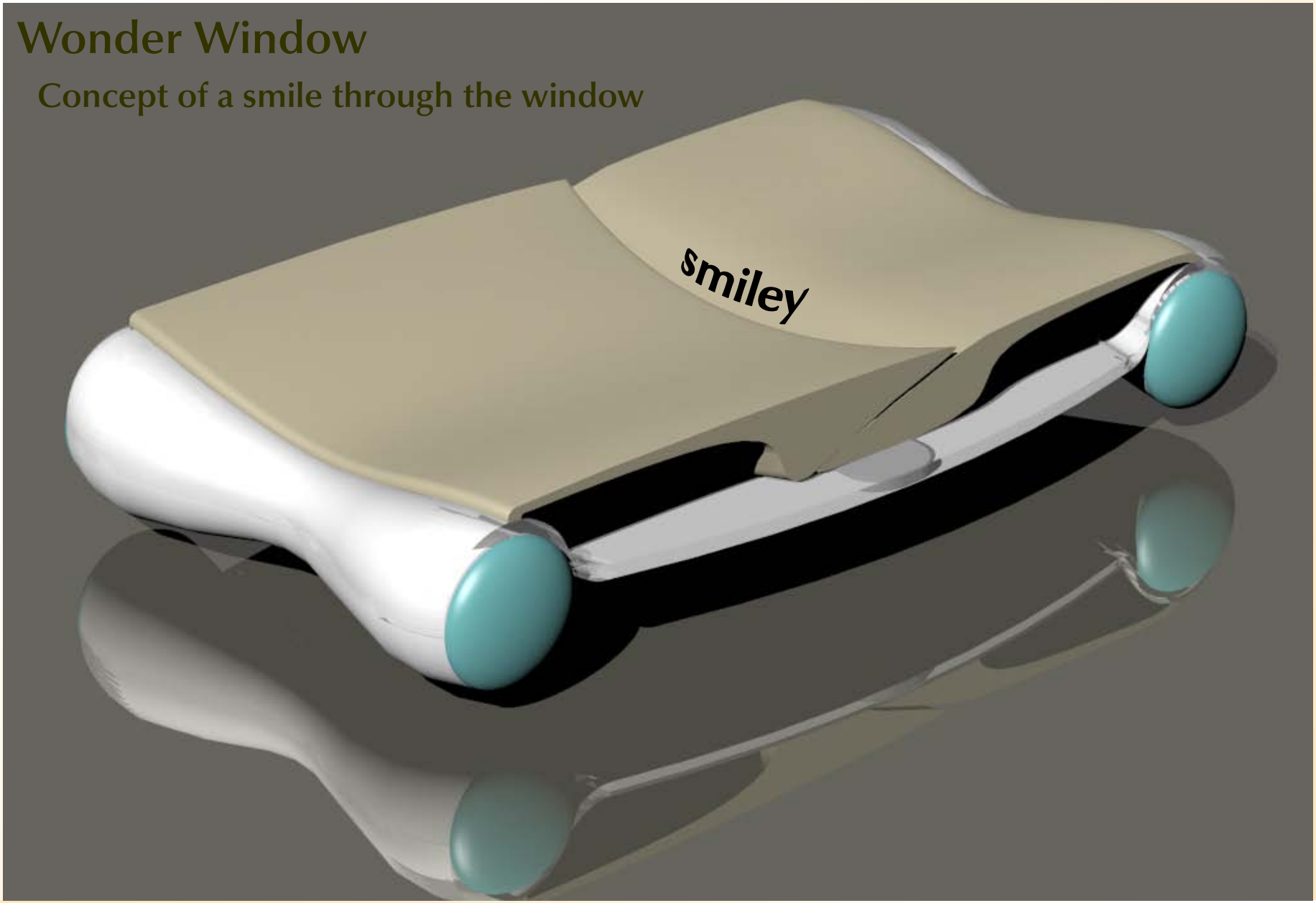
Initial concepts

Wonder Window

Concept of a smile through the window



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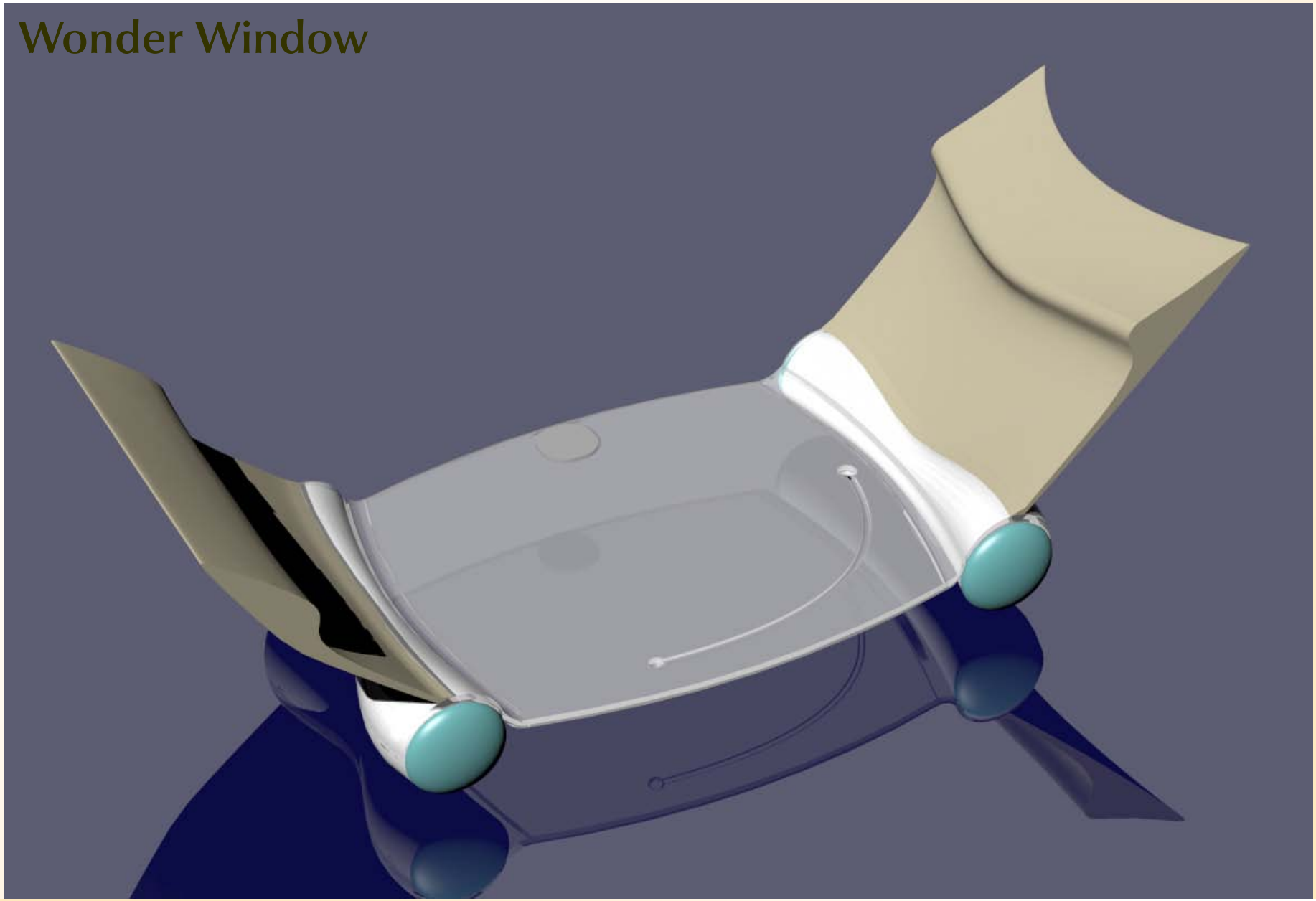
Final Design

Wonder Window



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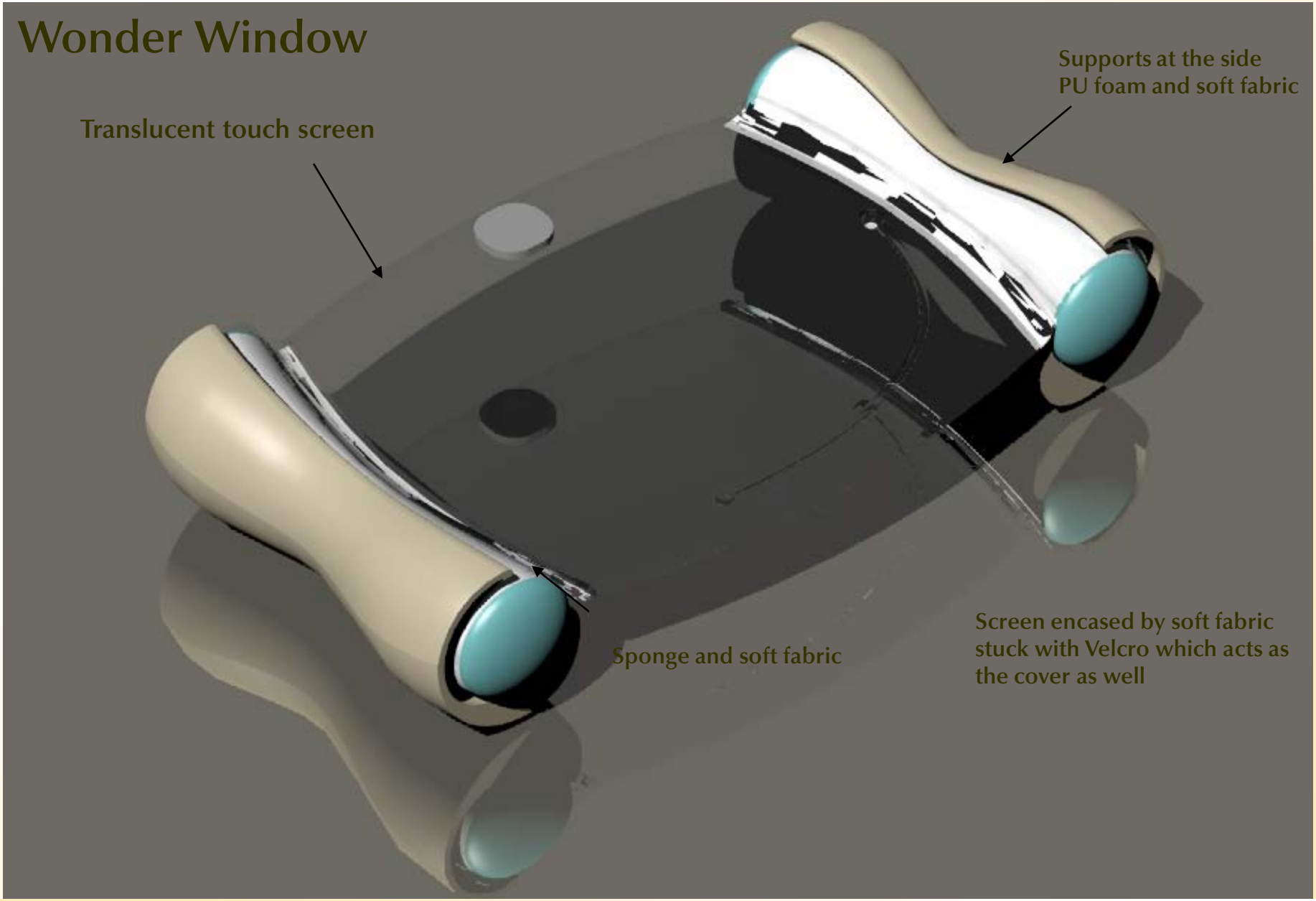
Final Design

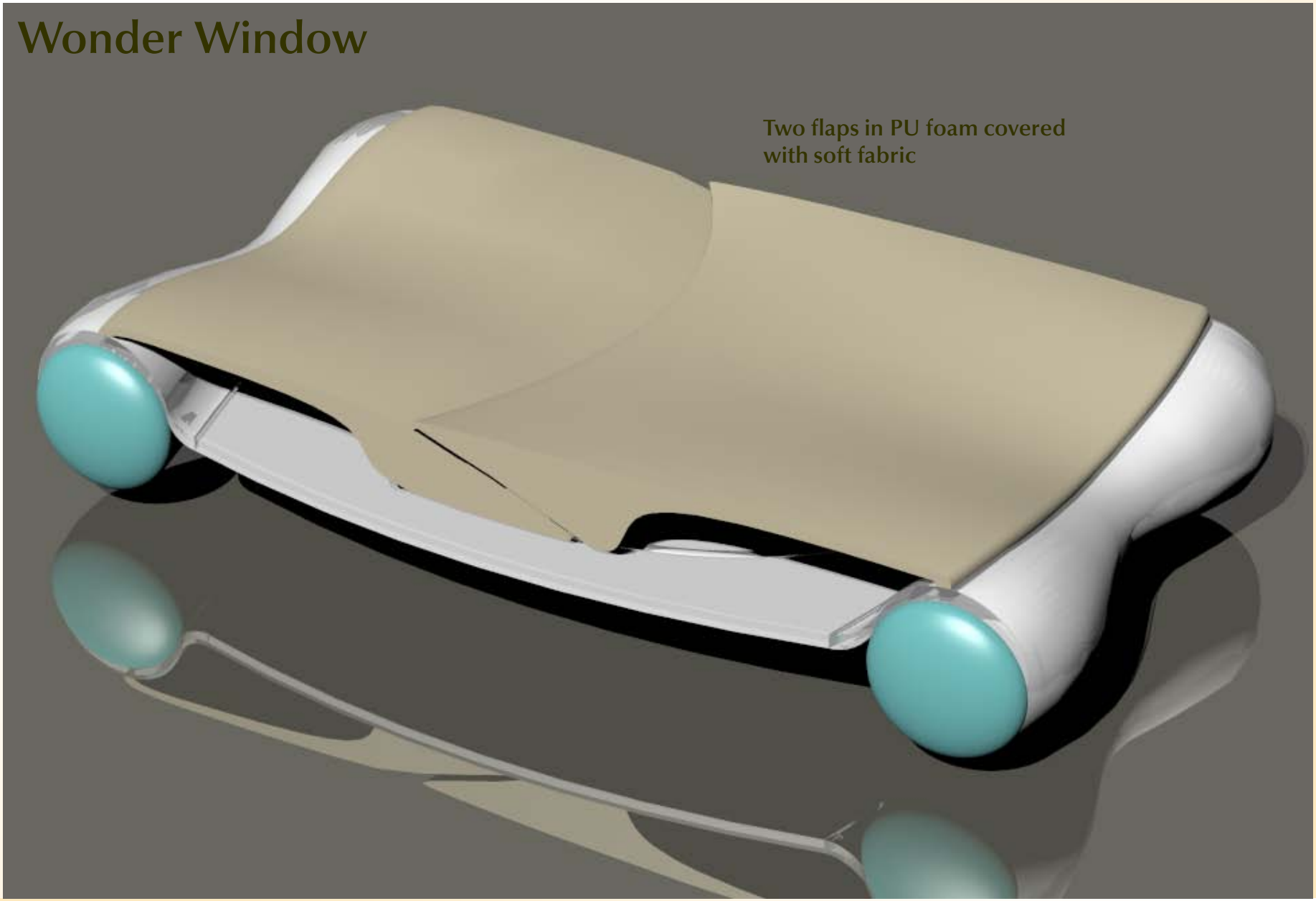
Wonder Window



A

Final Design

Wonder Window



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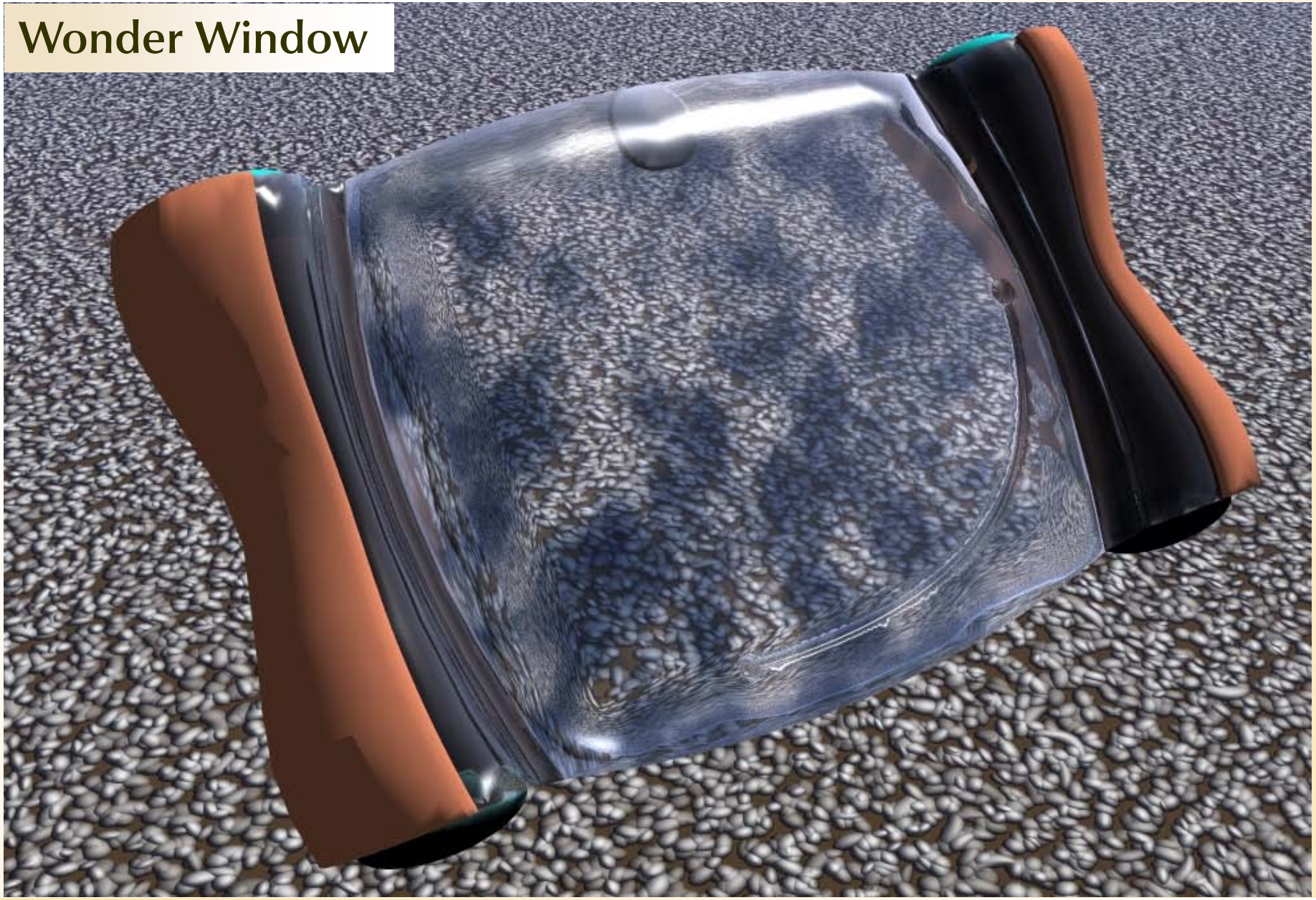

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Product Design should be such that device is :

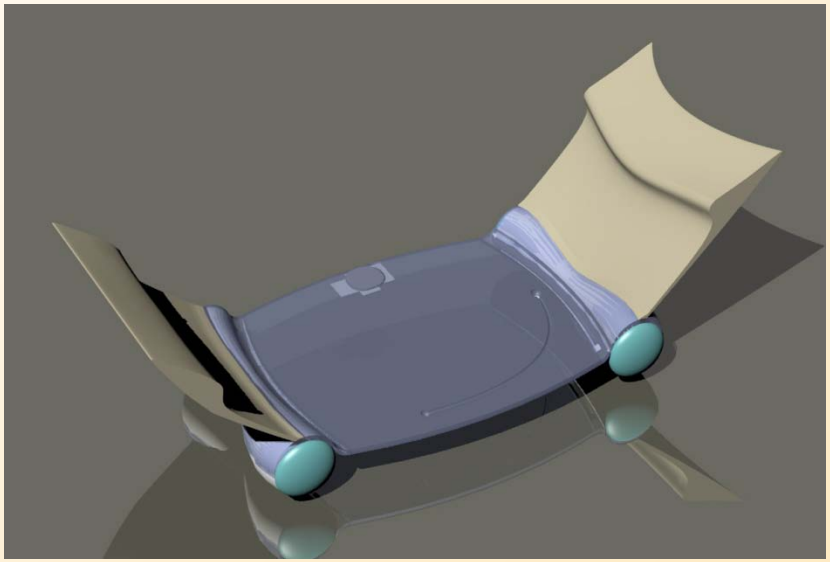
Easy To hold

Easy To put down to trace

Easy To click photos

Easy To write with a pen

Easy Shutting on and off.



Product description

A translucent touch screen, a camera, microphone, and speakers, encased in two PU foam supports and covered with foam and fabric covers, which gives the product case an affordance of softness to the urge the users to handle it.

Wonder Window

The features and interface:

Picture mode : zoom in, zoom out, click the imprint of a picture.

Trace mode: pen device, trace, colour palette.

Story building mode: communicate/ interact with forum, add images, add sound files, send and receive sound and image files, associate emoticons with images.

Play mode: complete/ interactive story, record and send a complete story

Will I be able to draw?

I need someone to teach me how to use this product.

The idea of story building is quite interesting one since that is what I need every night for my granddaughter.

How does one see the different expressions of characters? Will I be able to draw the variations in the face and gestures of the character?

Is it a portable device? Can I carry it to the park or temple?

Emoticons:

Since the images are not animated in any way, it would be quite difficult to express emotions of the character. Associating smiles or frowns with characters can add up to the excitement for a child.

Also, since an advantage of the time element exists in the scenario, the emoticons could just flash for a few seconds so that they do not interfere with the image itself.

Recipe book:

Many elderly people like to record some recipes, embroidery and knitting patterns, ritual practices, lullabies, stories etc. in personal memos because of forgetfulness and for reference of future generations. This device could customize a program to allow such records in terms of voice and/or pictures.

Prof. Ravi Poovaiah & Dr. Ajanta Sen

Shilpi Kumar
Ashish Chandel
Nikhil Rane
Sherline Pimenta
J. Rambrijesh
Abhishek Thakkar

Acknowledgements

Shalaka Dighe – Architect, teaching experience in architecture.

Gautam Karnik- Architect, experience in architectural, landscape and furniture design projects.

Notes:

The slide show requires:

Winamp media files associated with this presentation be in the same folder as this presentation

Optima family of fonts need to be installed in the system

Idcunive font in this folder be installed in the system

Thank You!