



# Full Blown HCI

Inflatables for data physicalization  
and tangible interaction

**Human-Computer Interaction**

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# About

In this project, the students explored the design and craft of inflatables for data physicalizations or tangible interfaces. Following a Research-through-Design approach, the students were challenged to create prototypes for tangible interaction and develop them within a small team.

3 Projects emerged:

# EmbraceMe

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Hugging is a profoundly beautiful means of communication, offering solace and support to individuals in moments of joy, sadness, and the pursuit of emotional well-being. Sharing hugs can help us exchange comfort in our highs and lows and therefore provide support to release stress, anxiety, depression, and loneliness. Recognizing the profound benefits of a warm embrace, our project aims to create a unique interactive experience based on an inflatable interface called the „EmbraceMe“ device. This inflatable tangible interface provides users with the opportunity to engage in comforting hugs and embrace themselves through different interactions. The integrated mechanism within the device allows users to experience and appreciate how this inflatable interface responds to their emotional state, offering a gentle and warm hug tailored to their needs.

# InflatoStories - Storytelling Through Inflatables

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InflatoStories is an immersive experience that combines the magic of storytelling with the whimsical world of inflatables. As the story unfolds, the inflatables come to life, creating a visually stunning and engaging environment. Each inflatable encapsulates a distinctive story element or character, granting participants the opportunity to actively engage and tangibly interact with the evolving narrative in real-time.

The project is suitable for all ages and can be adapted to various themes and genres, from classic fairy tales to adventure stories or even educational narratives. By blending storytelling with the tactile and interactive nature of inflatables, this project aims to spark creativity, ignite imagination, and create unforgettable memories for participants.

# Air-Balanced Bites

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„Air-Balanced Bites“ is an interactive table designed to increase awareness of users about their dietary habits by assessing the balance of their meals across four key indexes: proteins, carbohydrates, fiber, and (healthy) fats. With an interactive interface, users can create their desired meal by selecting and arranging ingredients in a bowl. To visually represent the proximity of the meal to each index, inflatable components will be incorporated for each leg of the table. These inflatables will dynamically expand or contract, providing a clear visual representation of how close or far the meal is from achieving balance across the four indexes. The primary objective of „Air-Balanced Bites“ is to promote understanding and educate users about the composition of a healthy and balanced meal, empowering them to make informed dietary choices and enhance their overall well-being.