

Interactive Book

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DATE

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PREPARED FOR

Interface Design Masterclass - Prof. Dr. Jens Geelhaar
Dystopic/Utopic Prototype Lab - Jason Reizner

Summer Semester 2018
Interface Design - Media Art and Design (M.F.A.)

A person wearing a blue denim shirt and dark pants is sitting and reading an open book. The book is open to a page with a large image. The person's hands are visible, with one hand pointing at the page. The background is dark and out of focus. The text is overlaid on the book page.

Main Idea:

Create an interactive reading experience that maintains the traditional nature of a book combined with audio.

Problems:

- The use of several additional elements
- The embedding of the technology

Goal:

Maintain the traditional book experience and make it accessible anywhere.

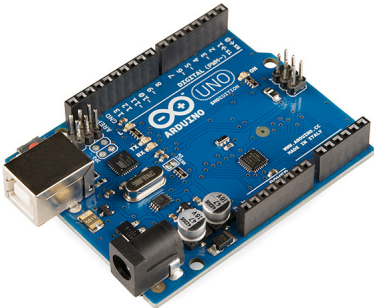


Usability:

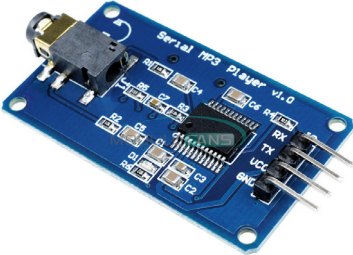
- Informative
- Educational
- Serendipitous



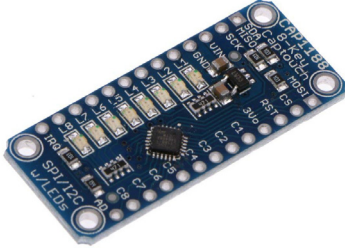
Technology:



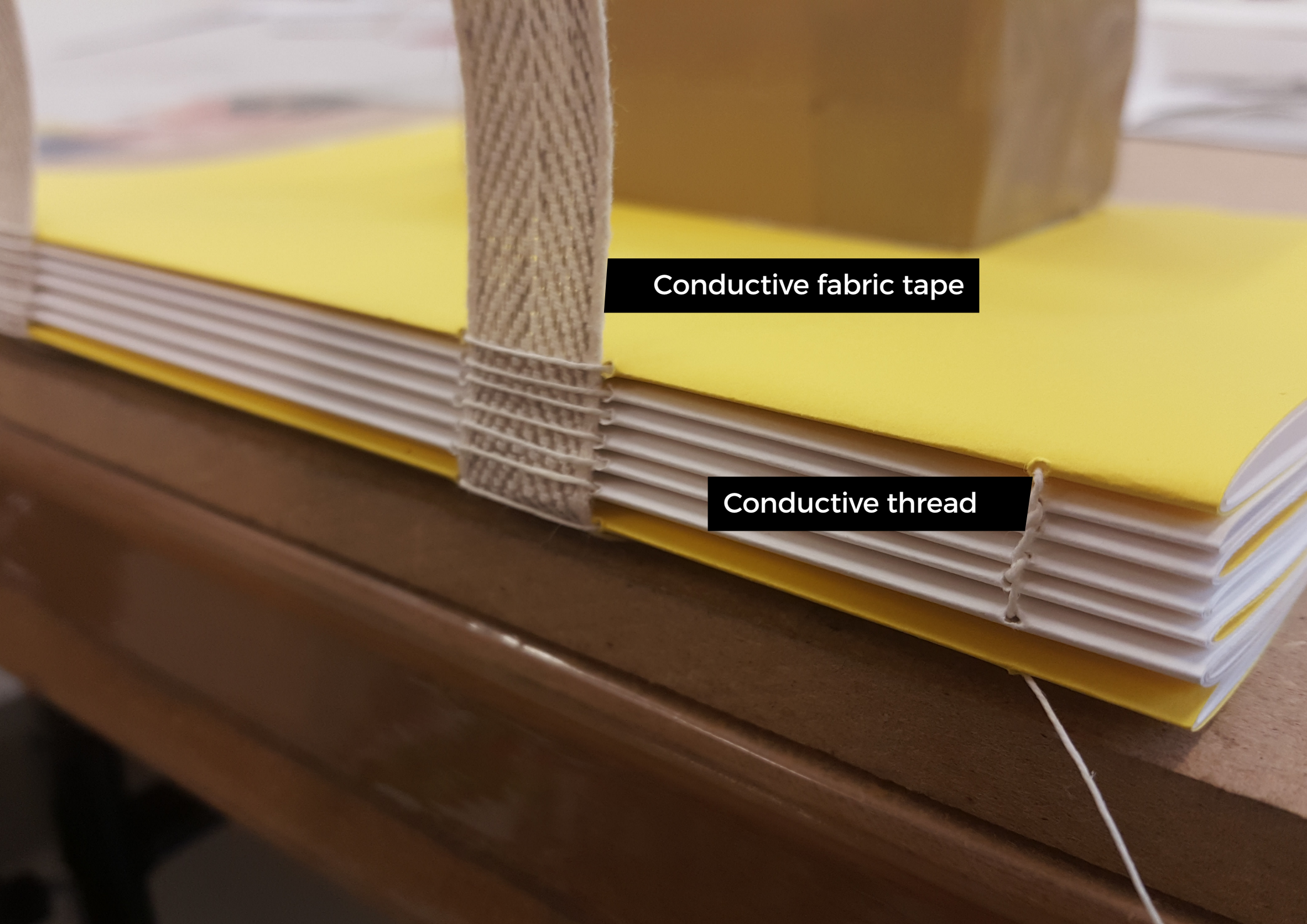
Microcontroller



MP3 shield



Capacitive touch sensor

A close-up photograph of a stack of yellow papers. A woven, light-colored fabric strip is wrapped around the stack. A white thread is visible, passing through the stack and the fabric strip. The stack is resting on a wooden surface. Two black text boxes are overlaid on the image: one pointing to the fabric strip and another pointing to the thread.

Conductive fabric tape

Conductive thread

Next Steps:

- Location of the sensors on the page
- Embedding everything in the spine
- Power and charging

Thank you!