

# PRINTED ELECTRONICS PROJECT

INTERFACE DESIGN

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VS



# PRINTED BOOKS

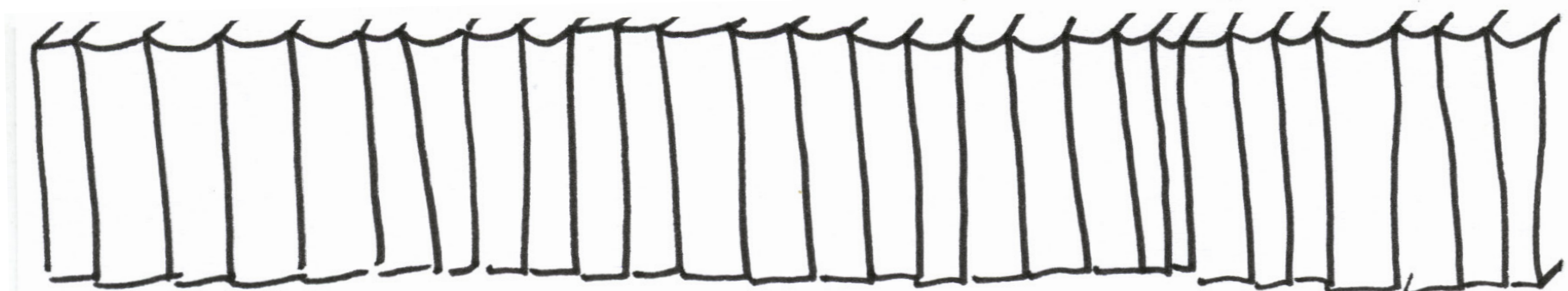
+ Material qualities as paper are preserved. Its texture, smell, design size etc.

+ Easily flip back and forth.

+ Easily know how far you are in a book.

— Uncomfortable to carry around (e.g. to travel).

— Not updated to the actual “interactive” ways of entertaining.



# e-Books



Practical to carry more than one book in only one device.



Possibility of interaction.



Able to connect to other devices.



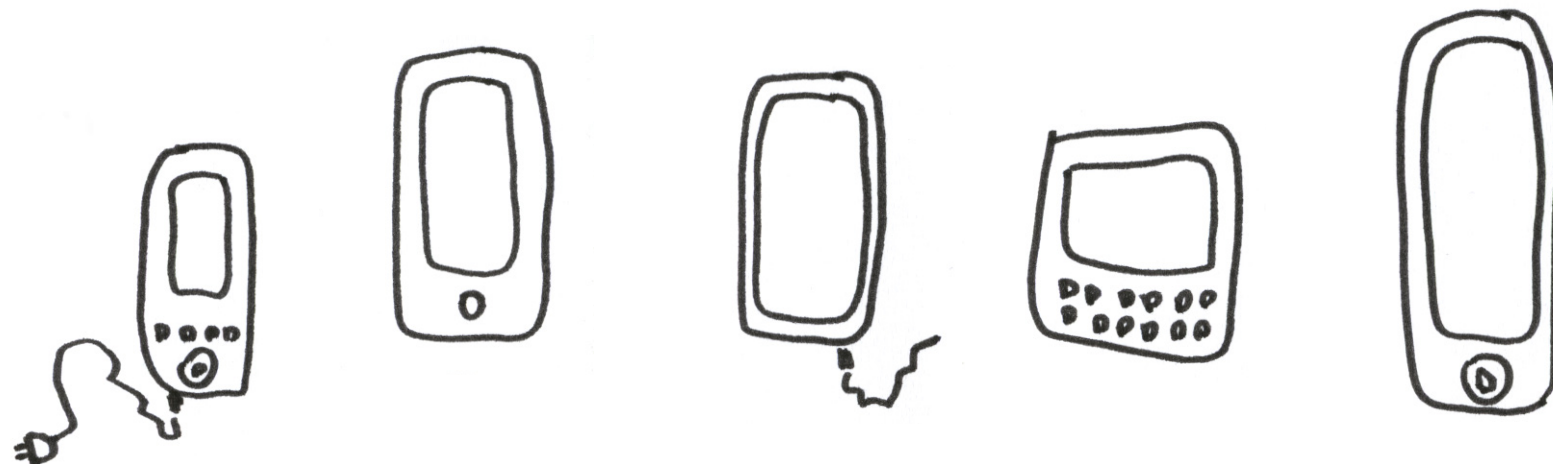
Loss of the senses with the tangible materials.



Difficulties to go back to something we want to re-read.

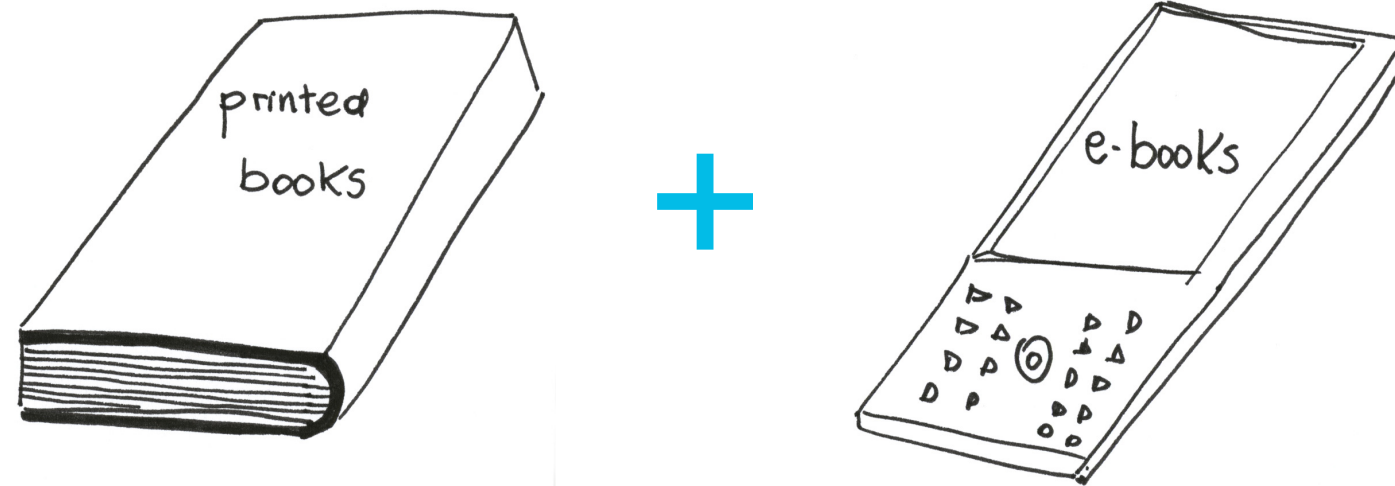


Delicate and can easily brake.



MY IDEA

# printed e-Book



*revival of old children's books*

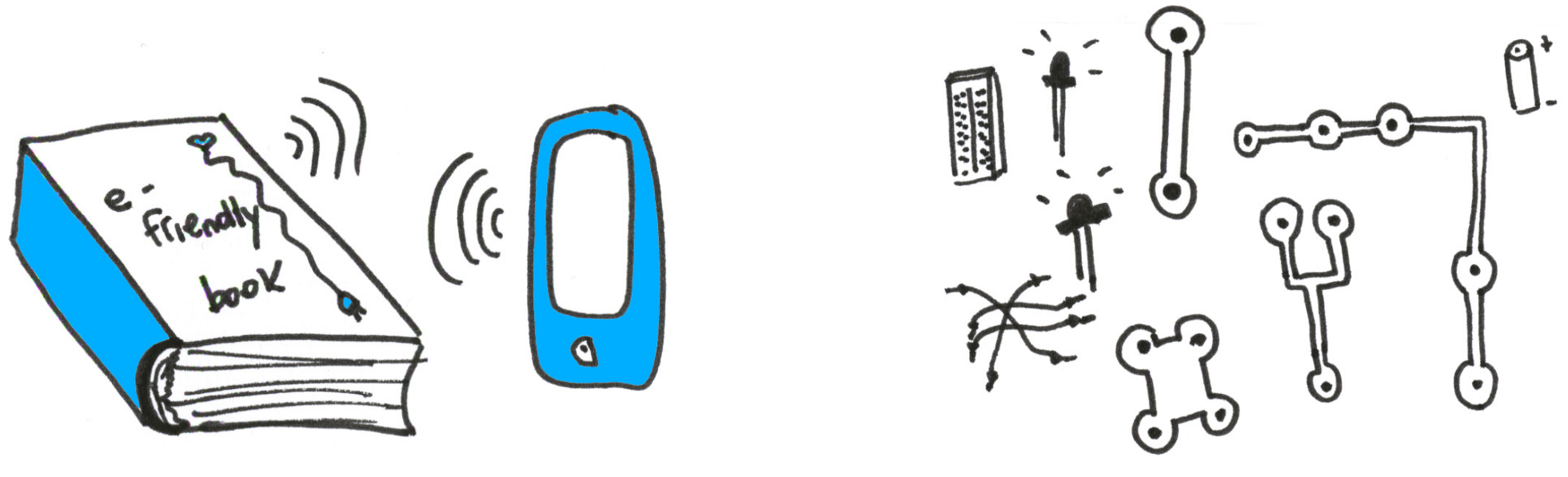
turn the classic paper book into a highly interactive book through the new printed electronics technology.

Keeps the material qualities and its tangibility.

Has almost the same potential of interaction as an e-Book.

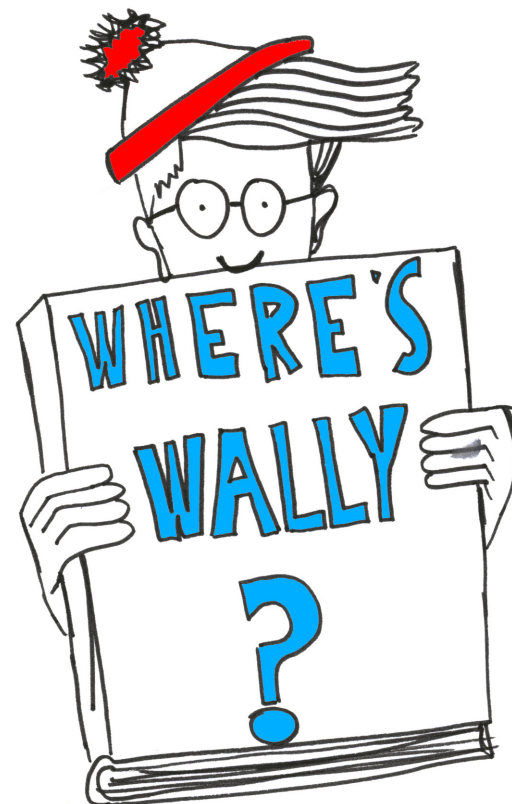
Lets children read and play with it how and when they want to.

It entertains without the use of a screen.



To better describe the application, I adapted the functions to one specific children's book:

*Where Is Wally?/ Where Is Waldo?*  
(a well-known “interactive” book where the reader has to find different characters and items).





# FUNCTIONS



If staying too long on the same page:  
The searched character talks from the  
area where it is hidden.



Touch-, light- and sound-, sensors will  
be included in this application.



On/off sound botton.  
The reader is able to record her/his  
name to be personally called  
by the characters.  
By touching the characters, the  
reader can hear the personal story  
of each of them.





In every page in the book there is the option of “night mode” set-up. When the user reaches higher “levels” in the book, there will be pages that could only be played if the lights are off. If the light is on the page will be white.



Connect the book and sync it to other devices.  
Link the book story to an online app.  
Enable online multi-players/  
multi-readers.

This new application could lead to the possibility of linking the analog to the digital world as well as the invention of other applications that could be customized and adapted to different types of already existing books.

