

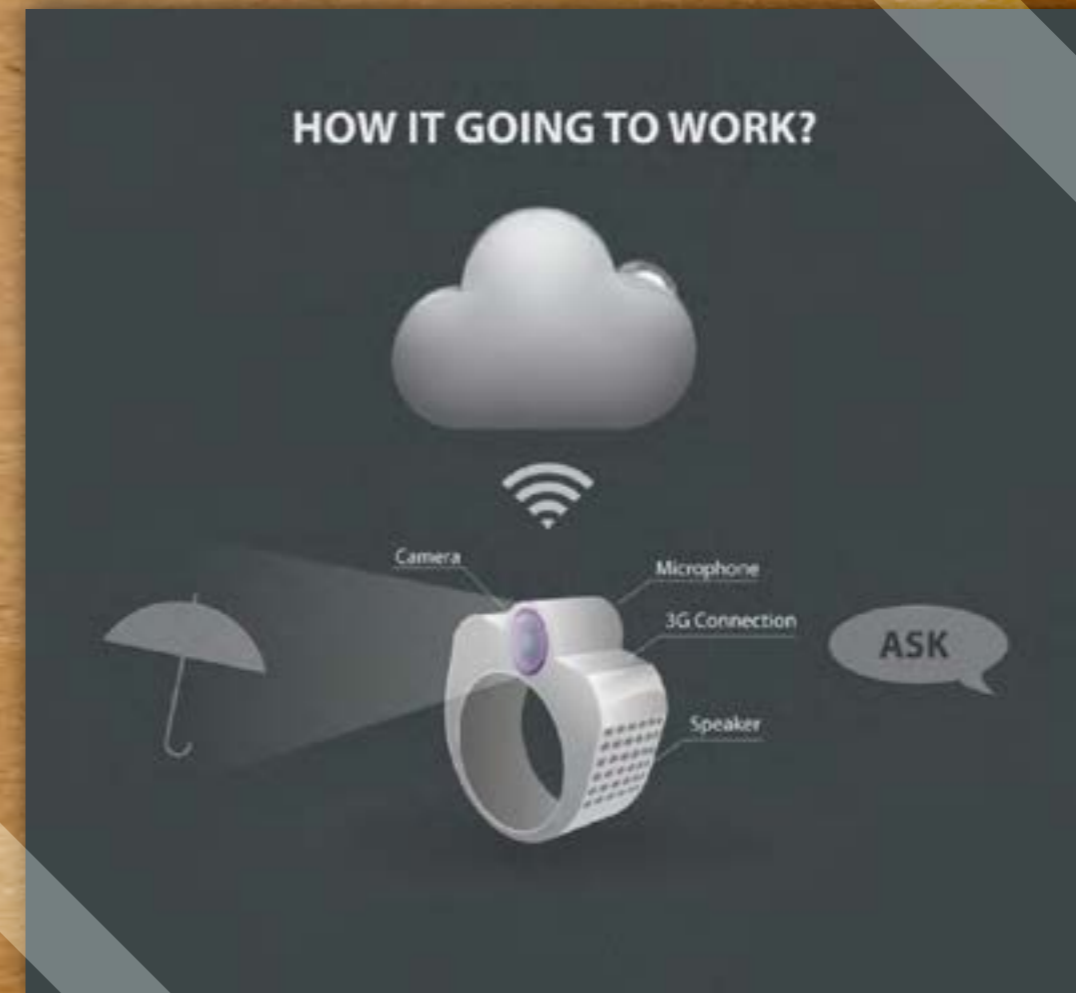
PROTOTYPE PRESENTATION

Team Point and Ask

Jonas Ohlsson, Anusha Rajendiran,
Tran Dang Khoa, Qingtong (Viola) Han

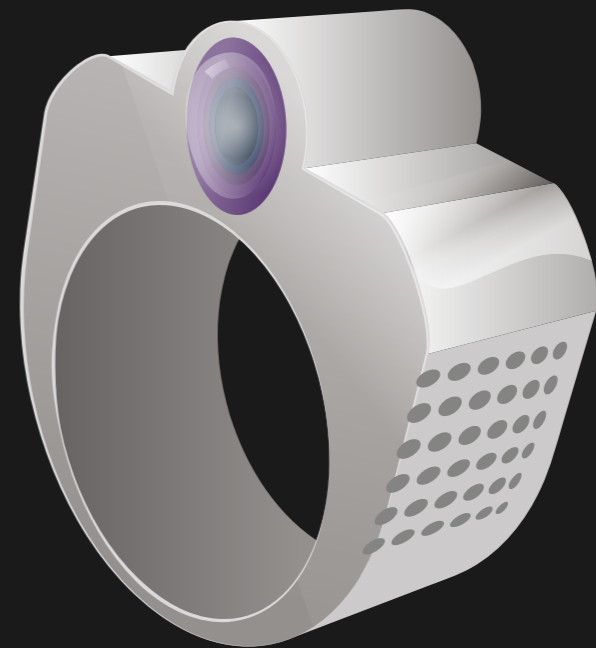
RECAP - THE DEVICE

- Device to ask for information about objects
- Main target users group curious kids



RECAP- Challenges

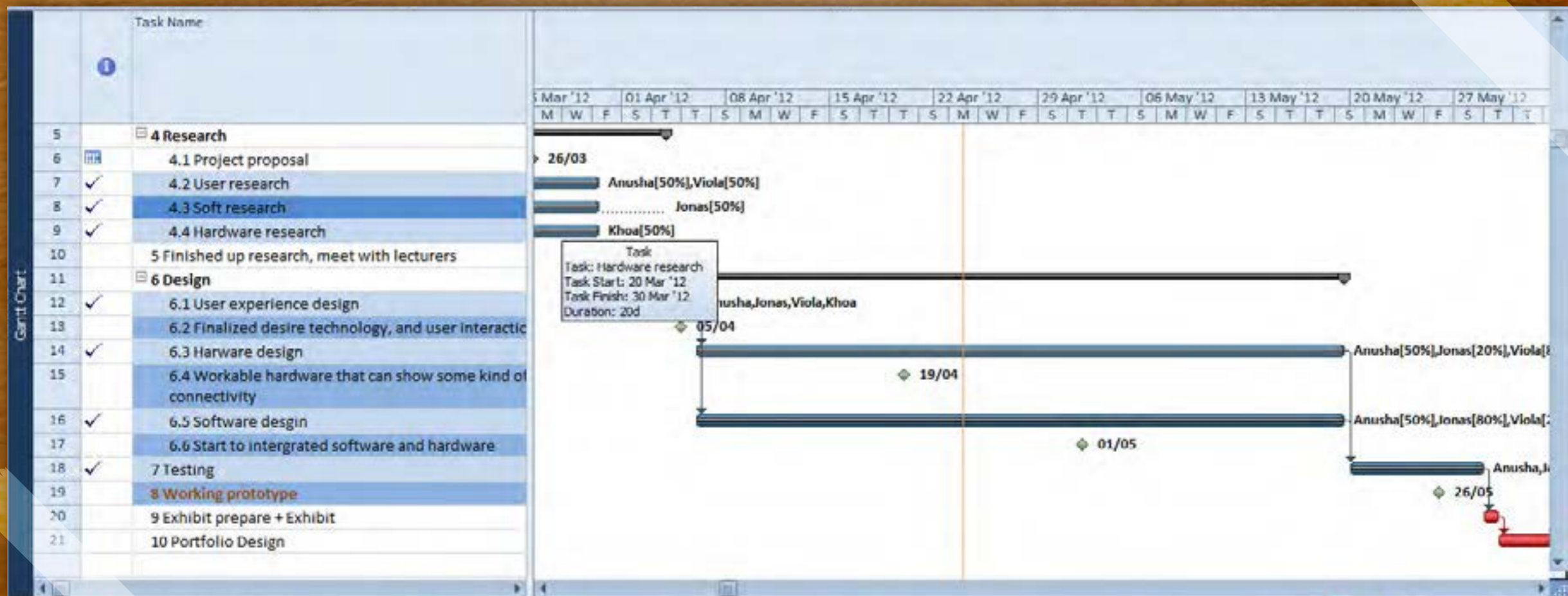
- How do we recognize objects?
- How do we combine all needed hardware?
- Designing for kids...



Early prototype illustration

Overall progress

Who did what and when?



User research

Likes

- Useful to kids
- Convenient
- Language & Communication Environment

Improvements

- Various Function support
(tell stories, play music, weather...)
- Multi – Language
- Shape and Size

User interaction

Potential problems

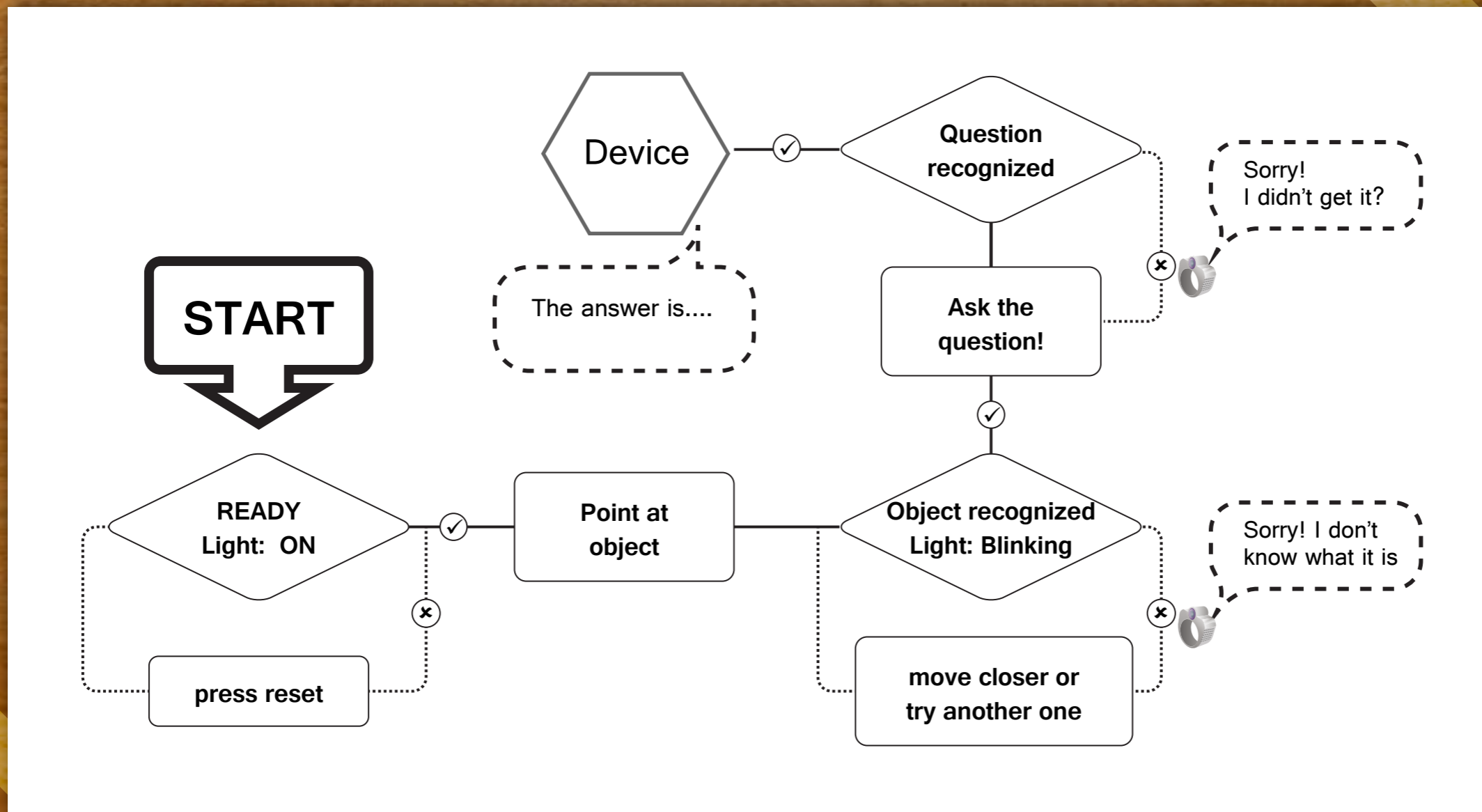
Knowing when device is ready
Knowing when RFID is present
Not interrupting the device.

Display system state visually

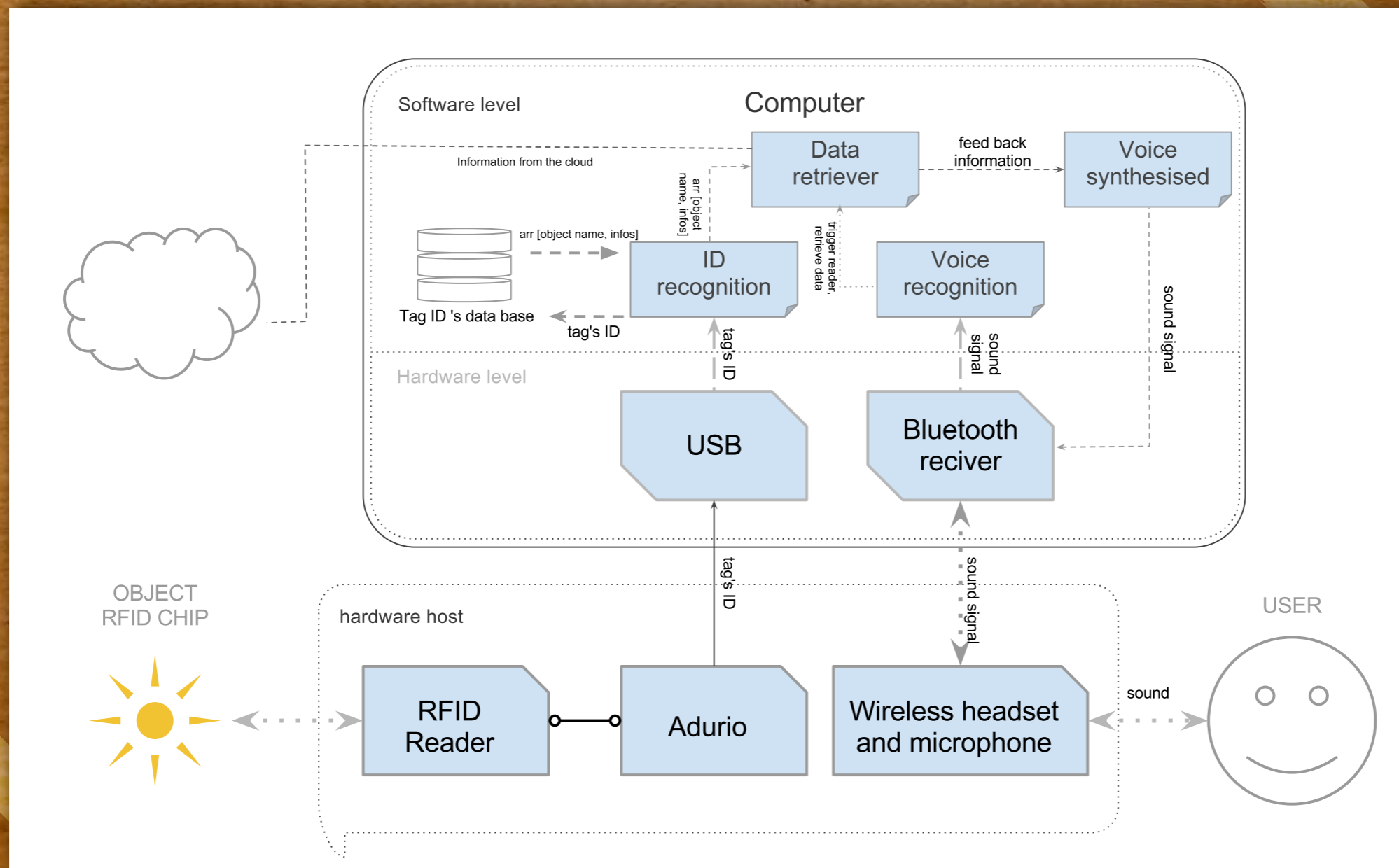


User interaction

How will our device be used



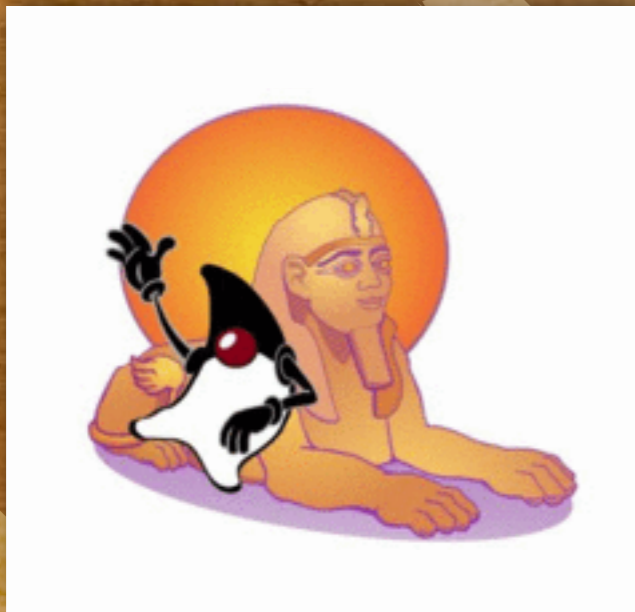
Software & hardware architecture



Software

Voice recognition

- Sphinx4

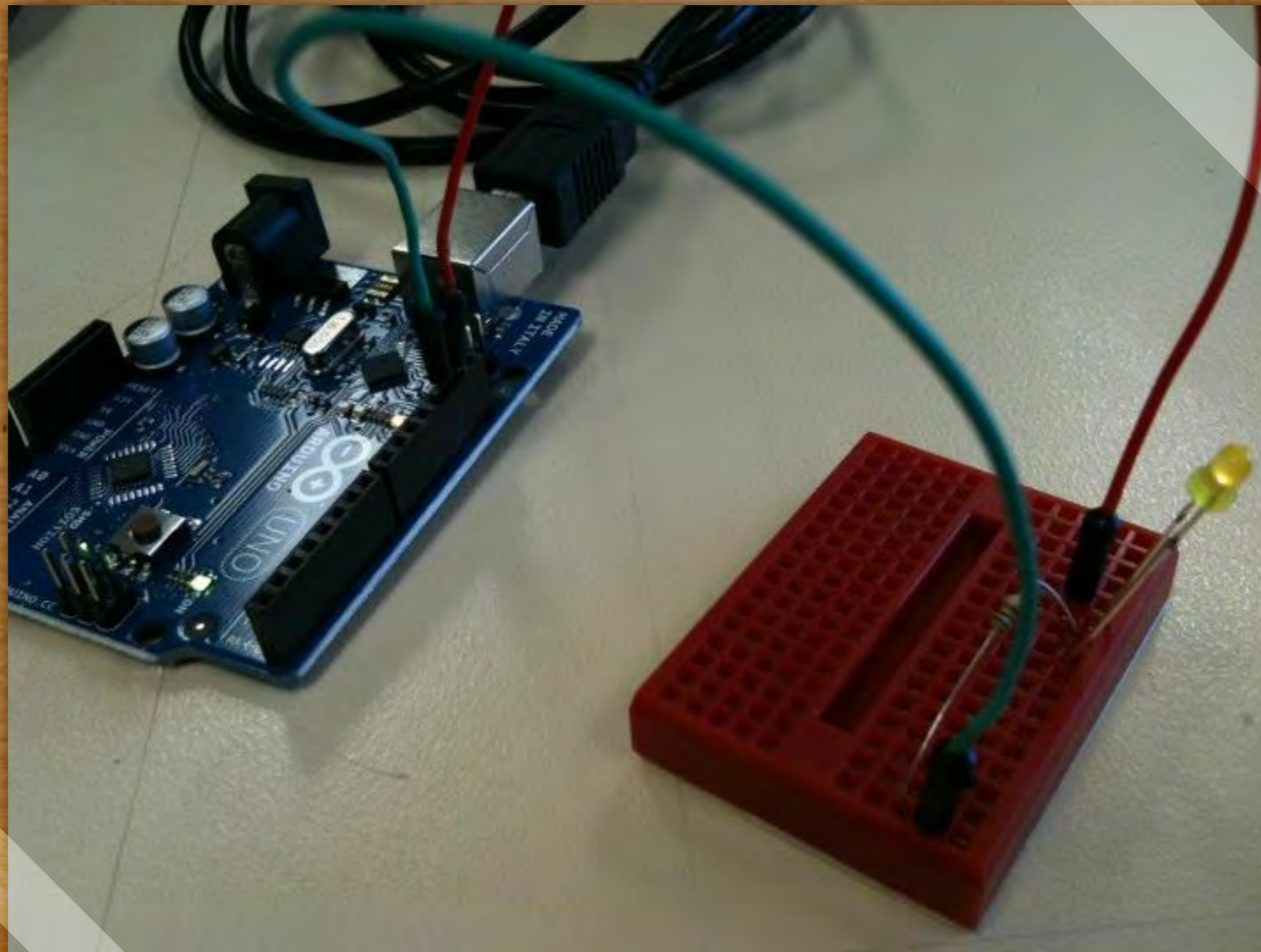


Voice synthesizer

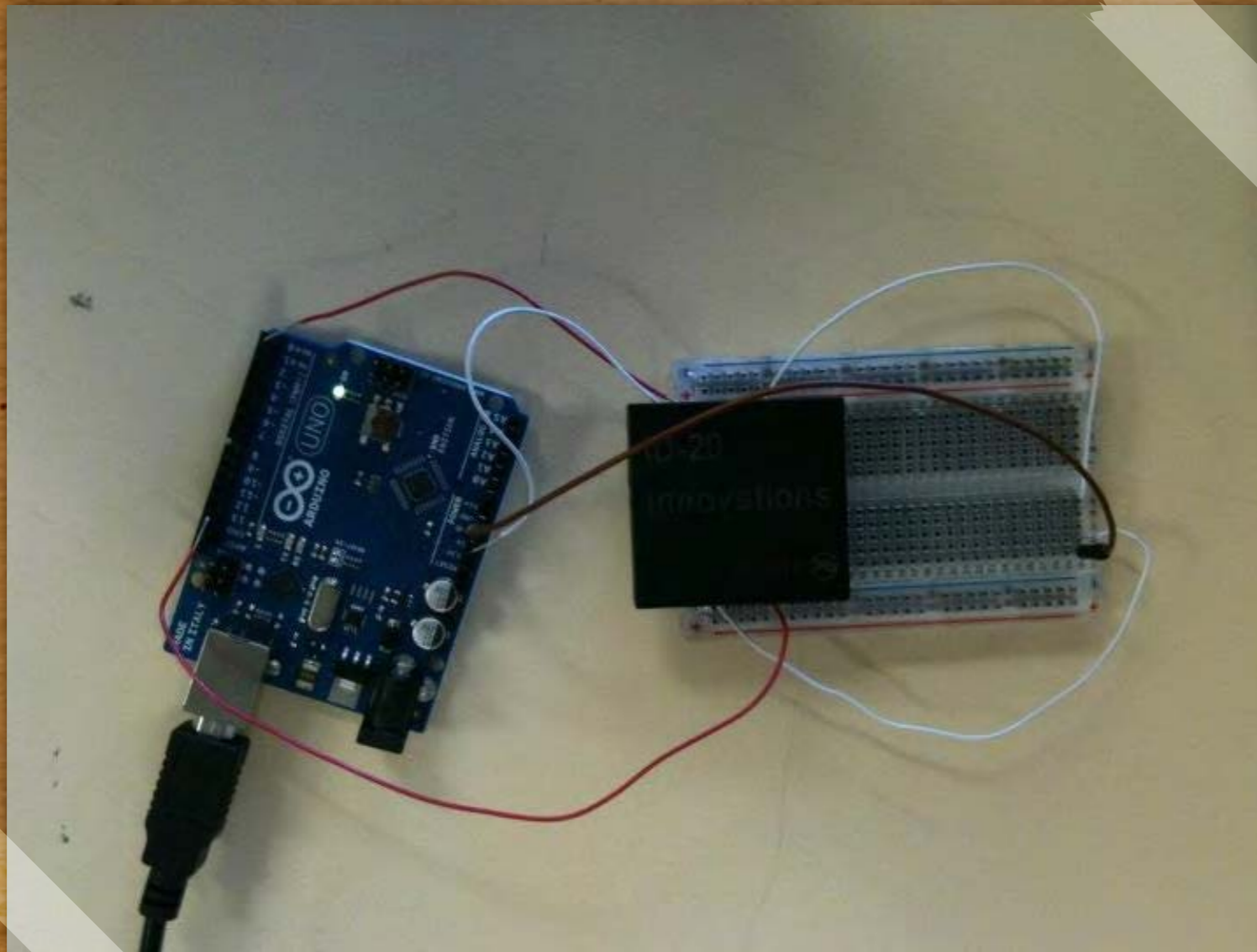
- Freetts



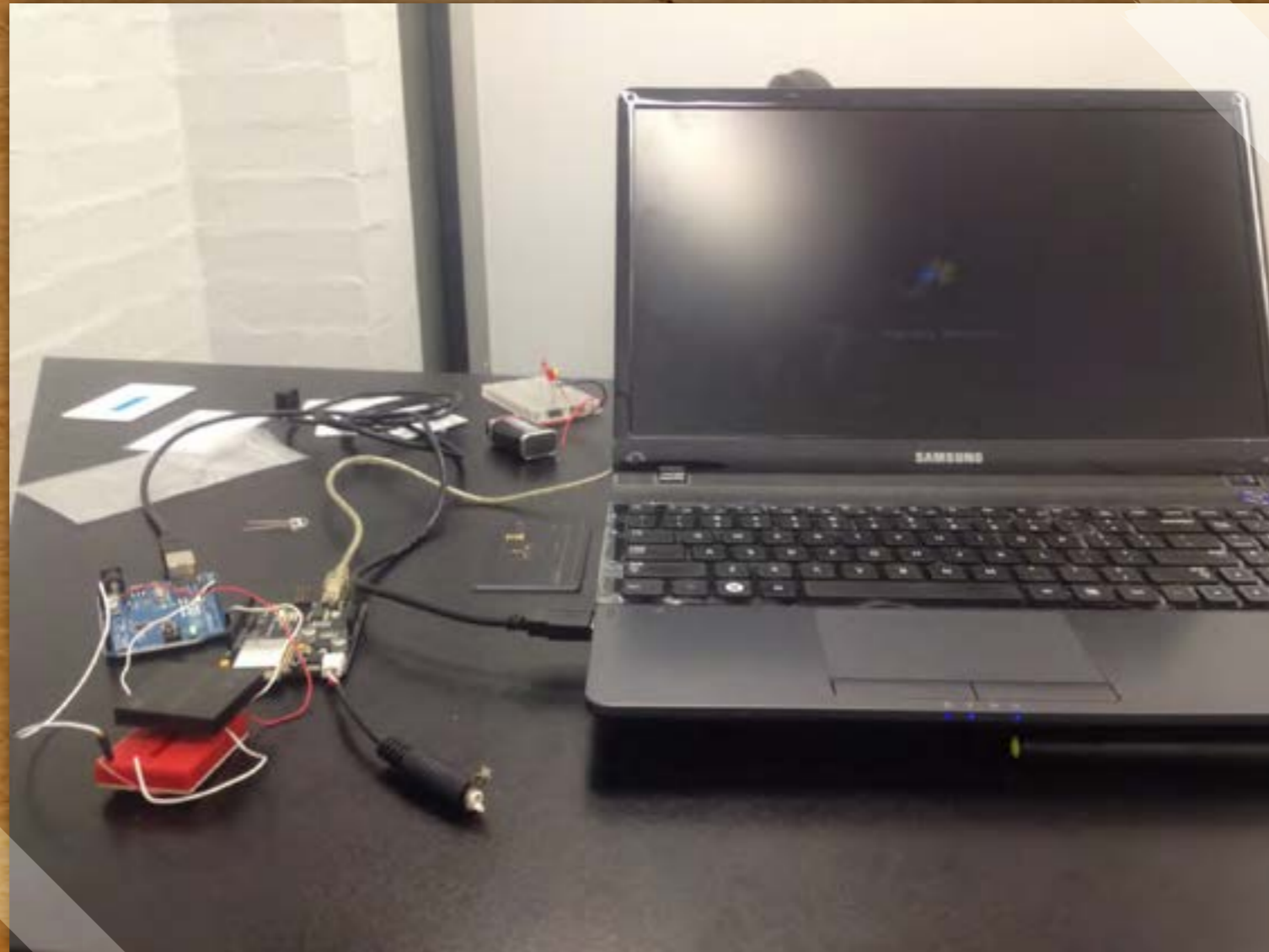
Hardware



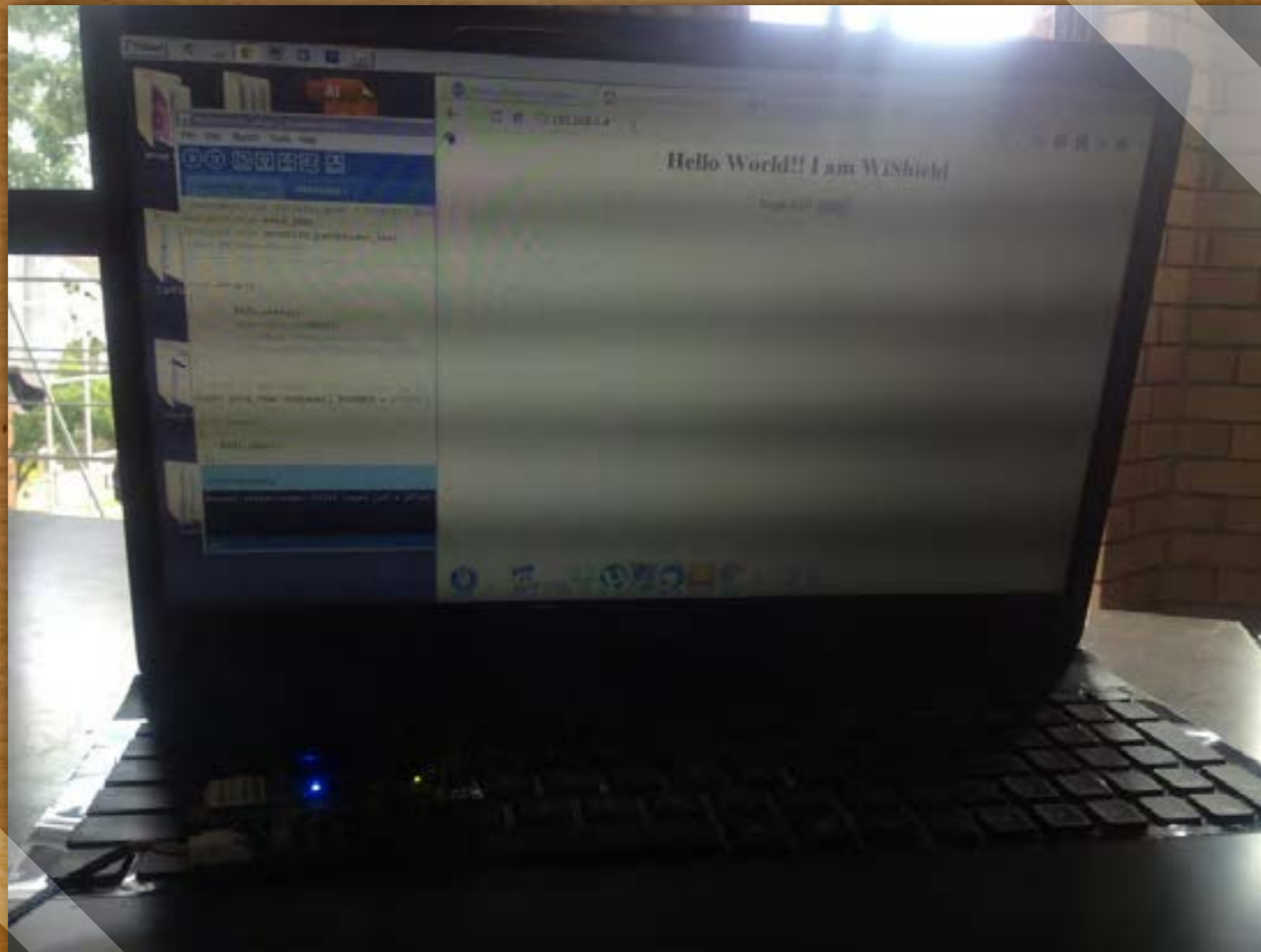
Hardware



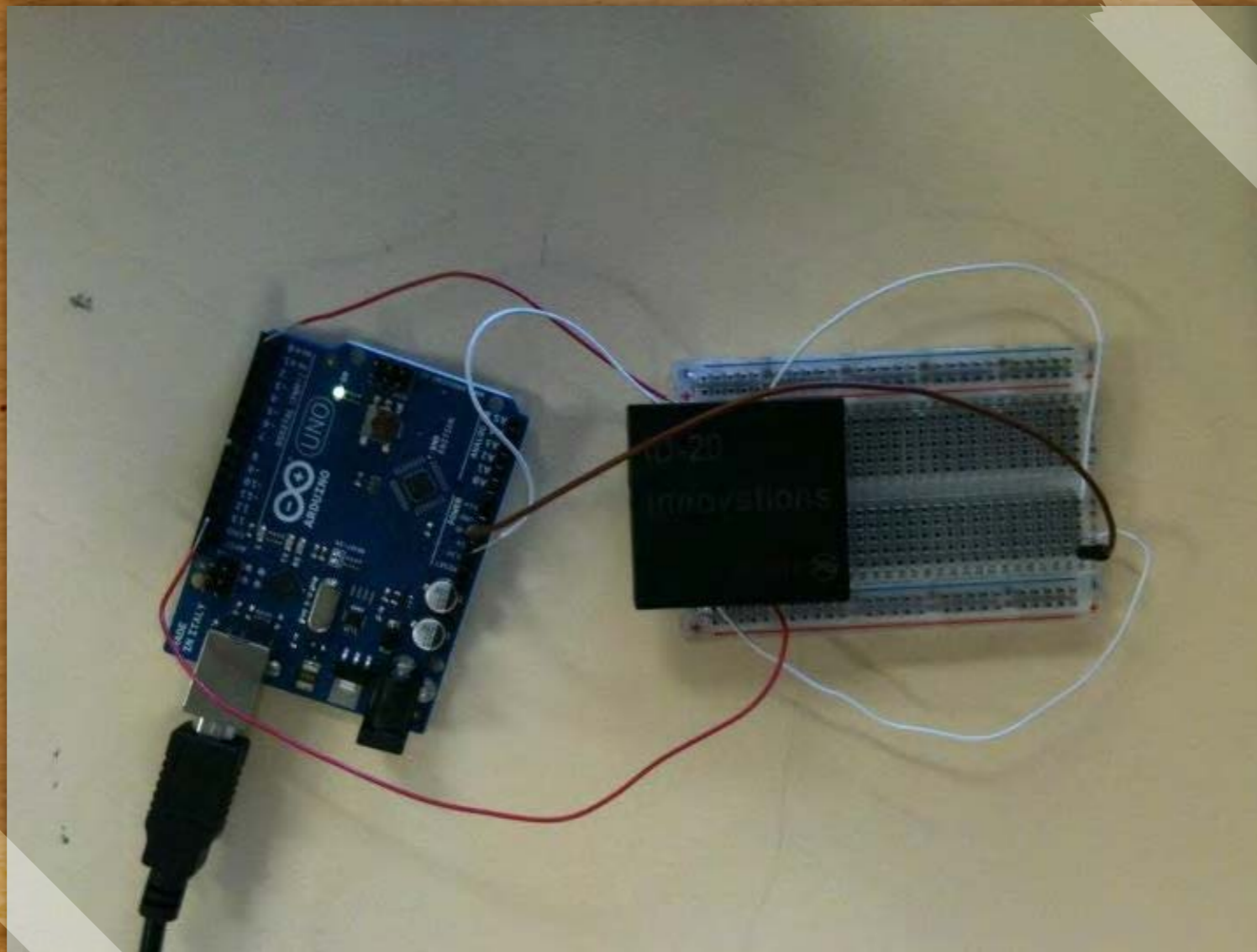
Hardware



Hardware



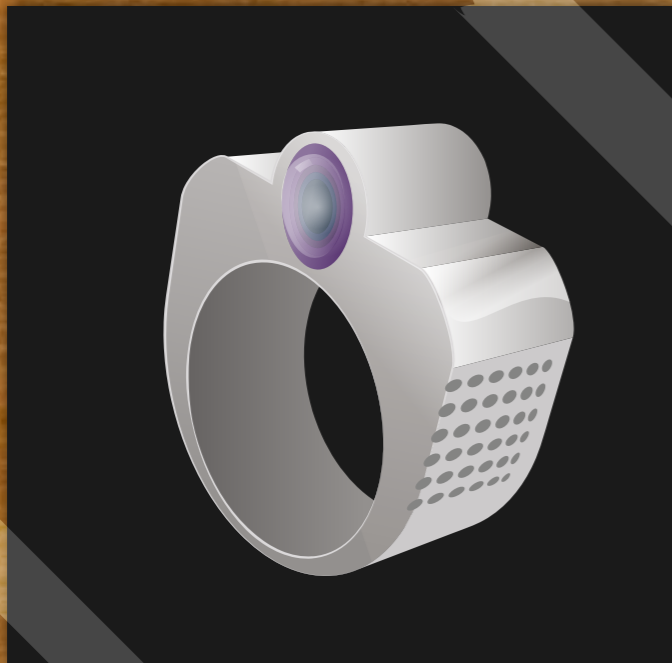
Hardware



Hardware



Evolution of device



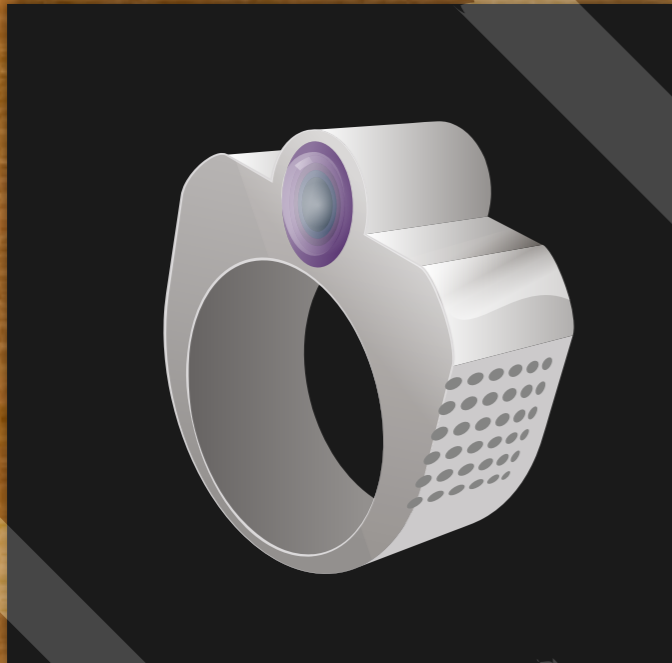
Evolution of device



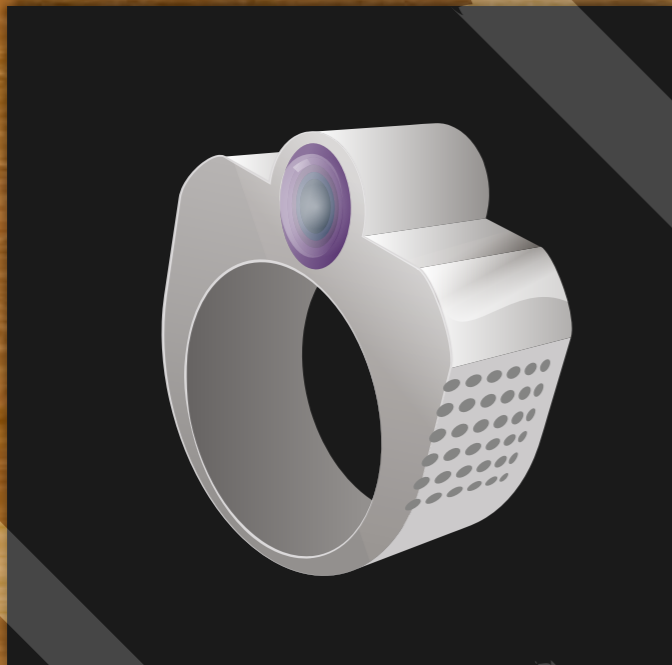
Evolution of device



Evolution of device



Evolution of device



Similar projects

Reading glove

<http://www.youtube.com/watch?v=xUiBgPgvTNU>

RFID glove Siemens,

<http://www.youtube.com/watch?v=B5WH0g2Qn2w>

SIRI

6th sense technology

Google Googles

VOCRE (Voice Recognition Translation App)

How different we are?

Targeting kids

Combination of

- Natural interaction (asking questions in natural language)
- Mobility (wifi)
- Fun to use (Presented as a toy)



SIMPLE



MOBILE



FUN

What's next?

Deciding for a toy container

User testing

Improving software/hardware

What's next?

Deciding for a toy container

User testing

Improving software/hardware



What's next?

Deciding for a toy container

User testing

Improving software/hardware



Success criteria

- **Users can use the device to retrieve information from more than 20 different objects**
- **Kids understand how to use the device**
- **Users* find the device entertaining to use**
- **Using SMART* to define our success criteria**

THANK YOU
QUESTION?