



Umashup

This aim of the interaction design workshop, held at the Arts Academy in Split, was to rethink, in the context of the construction of the new Arts Academy building, how new technologies could improve learning via interaction processes. At our new university building we are the citizens. Our new town, Umasopolis, as any other town has to have its work space, transitory space and relaxation space. Here we present our five new concepts.

In our culture there is a custom of naming the institutions of learning after historical figures. Usually the his-

torical figure is commemorated in the form of a statue. In our city that person is us, every citizen of Umasopolis.

We attempted to create a social prompt within the transitory space of our city which would provoke interaction. Our response was to create a game called UMASHUP, an interactive installation that exists in the centre of the transitory space. The installation works in a very simple way. It can capture your image and add it to a data base of student portraits. The portraits are split over four screens, which can be individually rotated to

display each of the four sides. The portraits can be mixed to create hybrids of students, professors and university staff. Every time a 'new citizen' is created the constructed portrait is captured and added to an ever growing data base of fictional Umasopolis citizens.



Ballb

We believe that every working task should be fun and that every game should be productive. We tried to merge these ideals together and developed our concept of Ballb. We chose a ball shape because it encourages individuals to play and interact. The product would be multifunctional and could be applied at every level of the educational system, but we have initially developed this concept for higher education level.

The ball displays three colors, one at a time. Every color has debate technique associated to it and acts as a social prompt to help brain storming as it would encourage participants to

speak. Another function of the ball transforms voice into text, which appears on the interactive wall as the words are spoken. This would allow for uninterrupted brain storming.

The product attempts to solve the problem of a lack of communications between students and professors and also amongst the students themselves. The project addresses a problem within our school system where by the professors speak and the students are silent



SpaceBall

The aim of this project is to enable the transfer of knowledge using technology to engage with a wide range of human senses. Communication of information using a large number of stimuli leads to new experiences which enhance interactions with new qualities (in contrast to a 2D screen, this interface is sensed as much as seen).

This concept is focused on the relations between music, drawings and movements with users' hearing, vision and touch. Information is transferred from the real to the virtual world, and vice versa, simultaneously.

Movement generates music and drawing, music generates movement and drawing and dancing creates new music. Interactions takes place in the 3D space with screen, sensors, speakers and the ball. Changing the position of the ball in space leads to changes in tone and volume, and simultaneously in color hue and brightness. Lines produced by moving the ball generate 3D drawing on a computer screen.

The resulting interactions encourage learning and create new playful experiences.



Digital footprint

The Interactive Floor would be positioned in a busy transitory area of the Faculty, for example, the corridor where the students pass every day. It consists of tiles that are sensitive to touch, and Students may stand on these intentionally or unintentionally. Tiles can represent words, colors or numbers.

The system works on the principle that when somebody stands on the first tile, which represents a random chosen word (for example, nouns), these words are printed on the screen. After that, on the floor there would be other tiles connected

by grammatical rules (for example, verbs or adjectives), also randomly selected. All words that have been stood on are displayed on the screen, and finally we obtain meaningful sentences. When it comes to color, if the first stepped on is red, then options opening up would be related colors such as blue, green, yellow, and this creates a unique color that is displayed on the screen. In the case of numbers, for example, the first stepped on is a digit then after that will open options of mathematical operations, and then a number again. After that the result automatically appears on the screen.

This concept acknowledges problems such as the atmosphere of learning, which is mostly dull, static, monotonous and not very interesting. Our system would encourage students to be more cheerful and encourage learning through fun. For example, through stepping on certain colors over time, the brain remembers colors that should blend to obtain a certain desired outcome. Playing with words is used for fun and amusement, which is very important for learning.



Toilet

The creative process can be stressful. Many students state that ideas often come to mind in showers or toilets. The toilet can be seen as a personal leisure zone where one goes to get away from distractions. The feeling of being in a space where you control the parameters enables people to solve problems much more easily. The process of brainstorming results in having lots of ideas, many of which may be lost because they appeared to lack potential.

Along with multiple touch screens and the latest gadgets, this toilet installation consists of a toilet

shaped chair and toilet paper that can be written on, which is combined with a tablet that stores the information in a database. This allows one's thoughts to be stored in a digital and physical form. The information is then projected together with other people's ideas, by flushing, onto the screen in the public space of the leisure zone. A place where people go to relax, relieve themselves, be alone, but also can become a place of discussion.

This project uses the toilet (an object) that helps us get rid of the unwanted by simply flushing it away (as a metaphor). The installation is a

reaction to the design process. It has the function of purification of mind but also as a critique of the pointless use of technology (technology driven design, as opposed to user-centered design).

