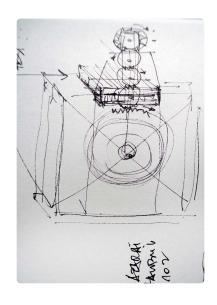


Starting point



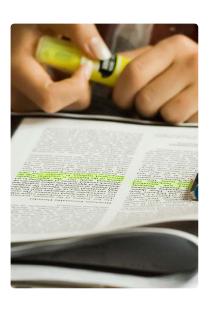
WE STARTED ANALYSING A PAIR OF MULTIFUNCTION NIPPER, TRYING TO FIND OUT A POSSIBLE ALARM CLOCK

Sketches



WE DREW SOME SKETCHES IN
ORDER TO EVALUATE OUR IDEAS
AND FIND THE ONE TO FOLLOW

Papers reflection



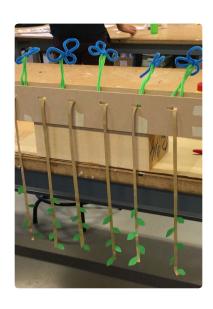
READING PAPERS AND FOLLOWING
LECTURES WE TRIED TO IMPROVE
AND GIVE SENS TO OUR SKETCHES

Make 1st prototype



WE MADE OUR FIRST PROTOTYPE
TRYING TO IMPLEMENT IN IT ALL THE
IDEAS AND FEATURES THE WE HAD
PREVIOUSLY FOUND.

Experiencing it



WE TRIED OUR PROTOTYPE IN
ORDER TO SIMULATING THE
EXPERIENCE AND VALUETING
THE PROCESS TILL NOW

Critic session



DURING THE CRITIC SESSION WE
UNDERSTOOD WHICH WERE THE
MOST RELEVANT PRO AND CONS
OF OUR PROTOTYPE

How it works

- 1. SET THE ALARM in order to set the alarm the user has to pur the water in the tank
- 2. RIGHT TIME to set the right time the user needs to be pricise in puring water
- 3. PUT AWAY THE WATERING CAN the watering tank needs to be placed under the alarm
- 4. SLEEP time passes and the level of water in the tank decreases (water come back in the watering can)
- 5. ALARM it's time to wake up! The plants lean on user's face
- 6. SNOOZE moving the plants user can snooze, Plants will come back and after 5 minute will go down again
- 7. STOP THE ALARM to stop the alarm the user has to pure a bit of water in the tank



3. Final design

Experience

TOUCH INSTEAD OF SOUND - feels like someone is waking you

WATERING PLANTS - nice experience, you have to "take care" of your alarm clock

Interaction

WATERING PLANTS - coupling dynamic of reaction: speed and ammount of water (action)

PUSH PLANTS AWAY TO SNOOZE - natural coupling in direction + time + place + expression

IMPROVE YOUR SKILLS - become faster and more precise in filling up the water

 $\ensuremath{\mathsf{STOP}}\xspace$ IT - it is necessary to be awake to do it, correct relation action-purpose



