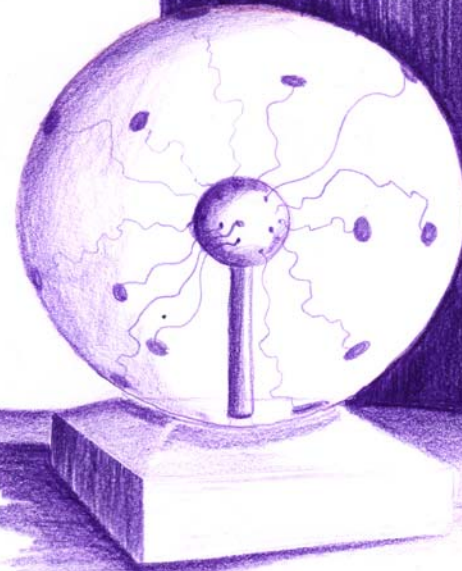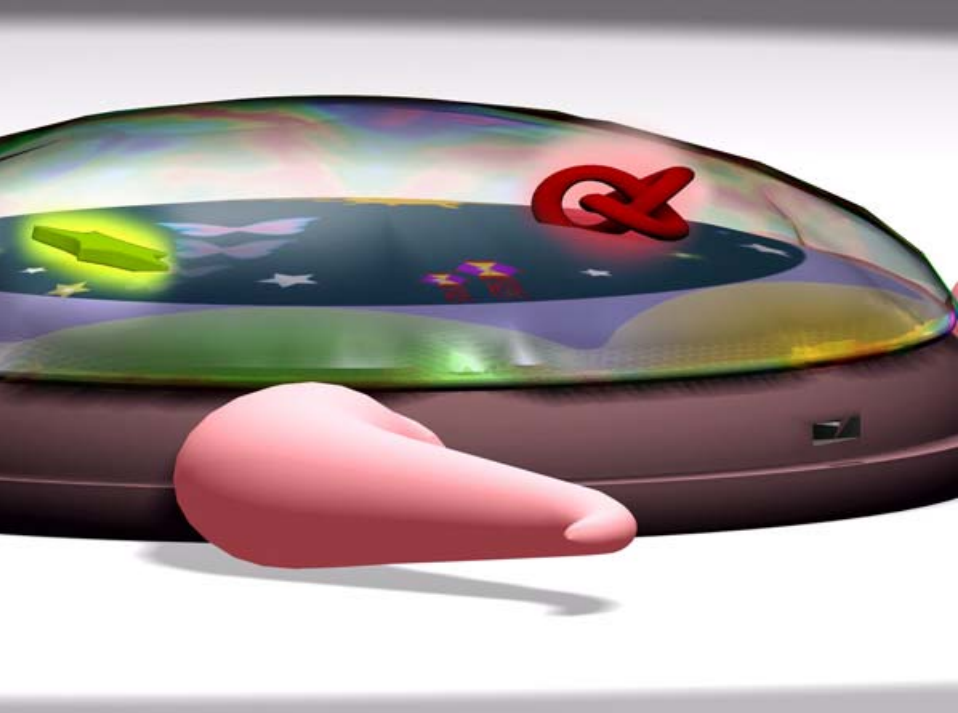**Final Concept**

JELLY-FISH

Description

The Jellow and functions
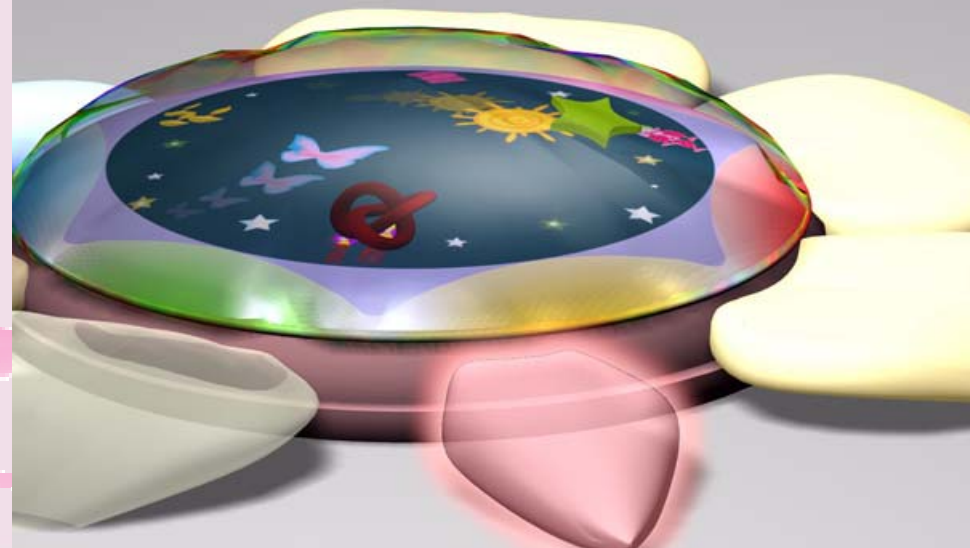
Adding up the friends

Creating Identity

Defining communication or Play

Signing off

Post Interaction

The 'Jellow'

The Description

The form of the "Jellow" will facilitate nonverbal interaction on the basis of the six basic emotions that we have identified.
The form will have a soft and cuddly feel that elicits the emotional responses based on touch.

The Jellow has been designed keeping in mind the cerebral palsy children

but it is intended for universal use.

The interface involved the creation of an emotional vocabulary on the basis of which communication would take place.
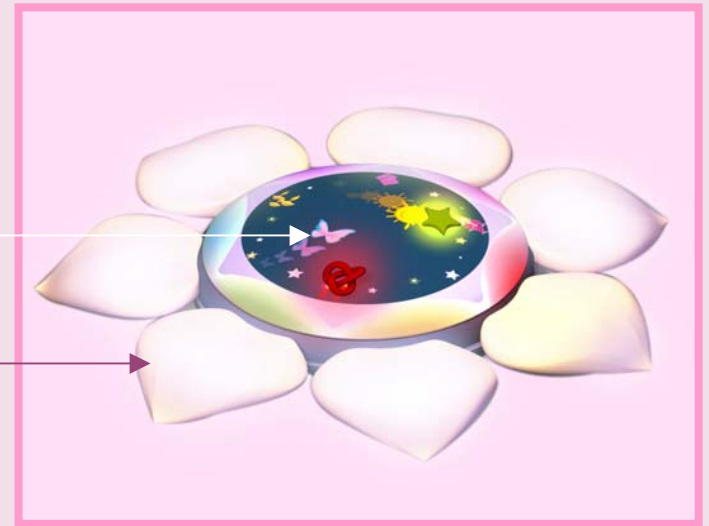
The form of the Jellow
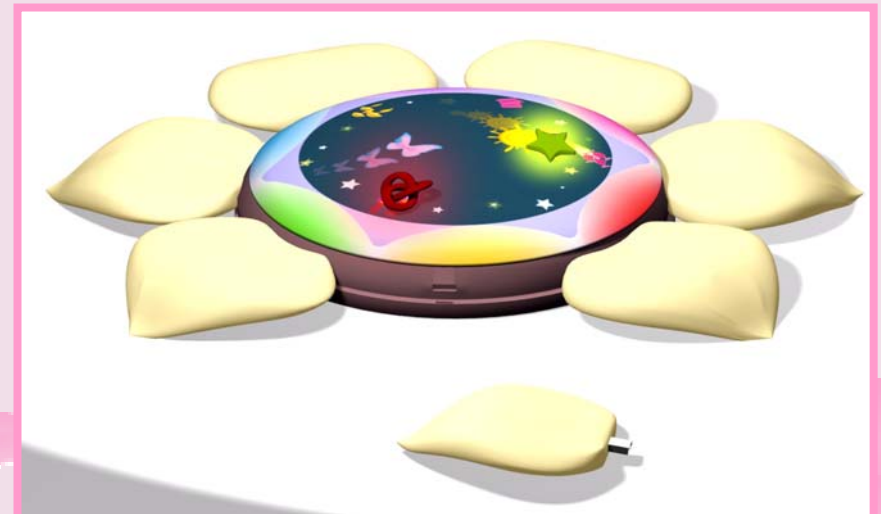
The device consist of two major parts –

The Screen

The identity attachments

The screen is in two layers –

- The upper layer which is transparent, soft, squishy and touch sensitive

- The lower actual layer which is a touch screen and is controlled by taps or squeezes on the upper layer

"A screen nestled inside a squishy transparent membrane partially filled with liquid"-

- A transparent curved layer

(flexible or squishy touch screen)

- A base (the screen)

- Identity attachments

(tentacles)
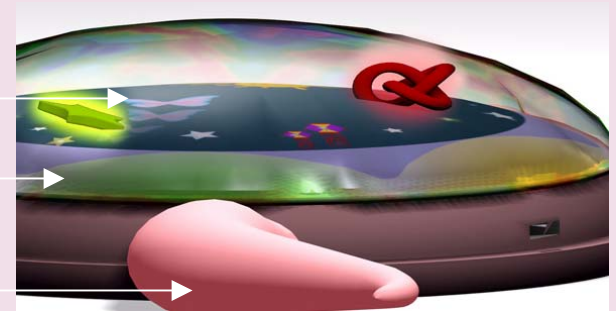
Tentacles are representation of -

Identity

Emotion

Interaction (non verbal)

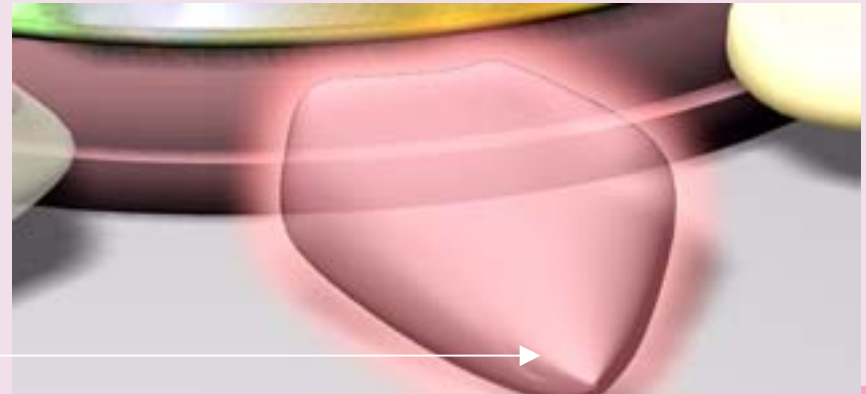The tentacles will be a kind of memory stick containing the personal information about the Kid who owns it

These can be taken out releasing the lock and then can be exchanged with another memory stick

When a kid 'A' wants to communicate with his friend 'B', he taps or pulls A's tentacle in his device and thus at the other end in B's device, A's tentacle starts glowing with sound and vibrations

The function of the screen

Outer ring outside the hemisphere for assigning the emotion

The inner part is to assigning a specific environment (mauve)

The area under the hemisphere is for real time Haptic interaction
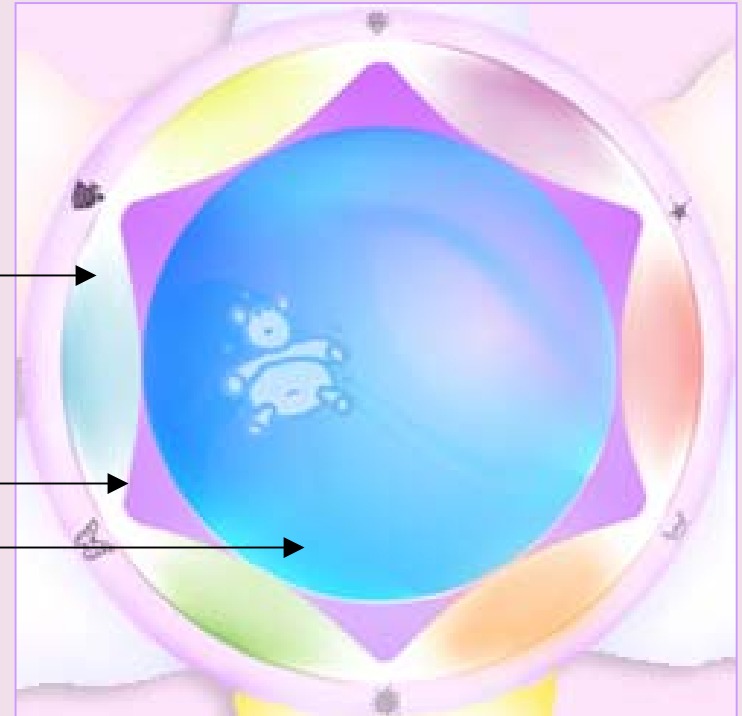
The interior (floating as a symbol)

Would contain

 Self identity

Identity of intimate people as well as mates

The identities are already assigned

The mapping of identity with the symbol is done by the owner

Motu

For adding a friend

One has to physically exchange a tentacle to add a mate

Thus one has to physically exchange

Adding up friends

The tentacles will be a kind of memory stick containing the personal information about the Kid who owns it

These can be taken out releasing the lock and then can be exchanged with other memory stick
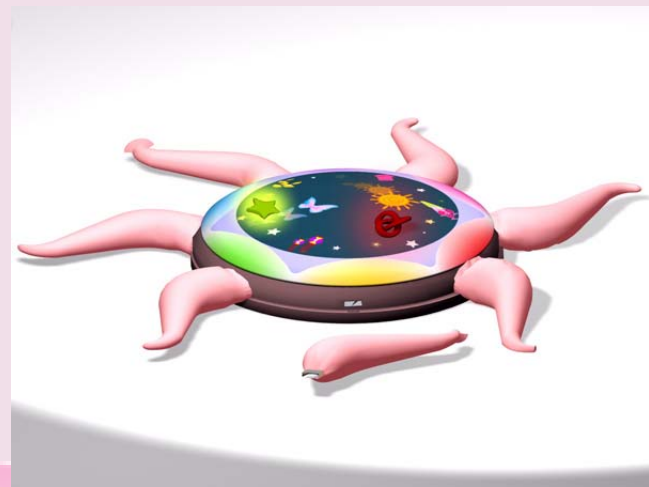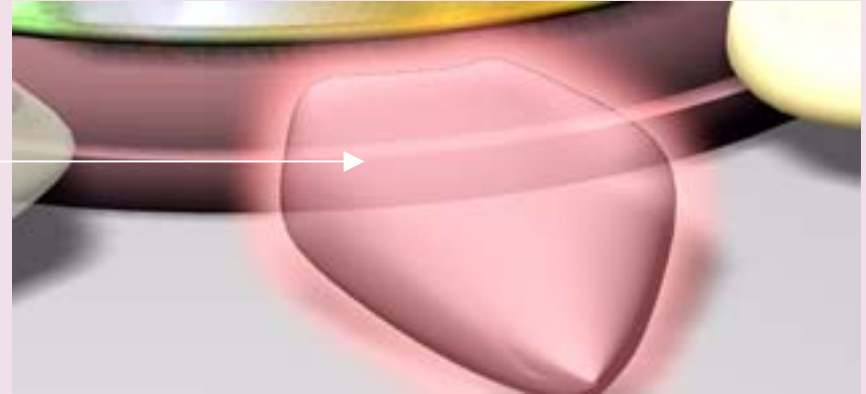
The kid can exchange it with his or her friend

Sammy

Ekra

Tom

Ainesh

Devansh
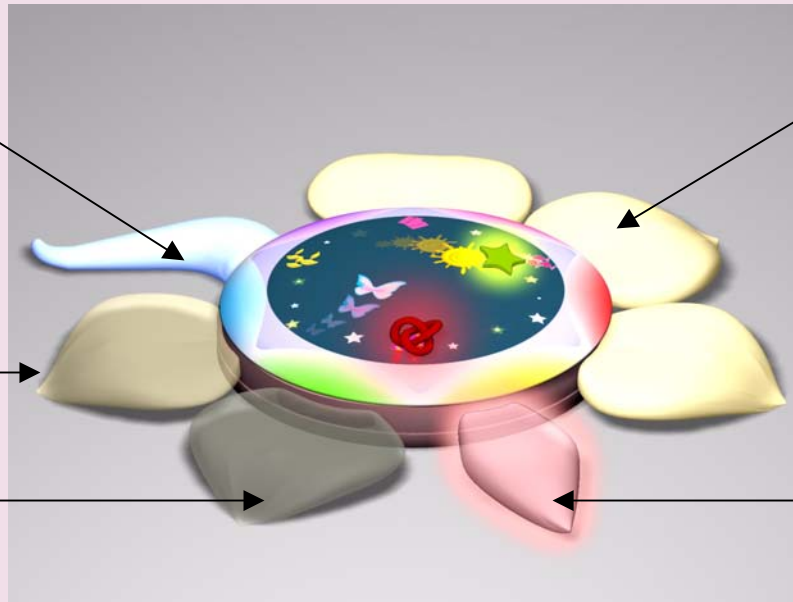
This in turn brings trust in the device because the kid himself has physically exchanged the tentacle , and thus he knows that this is the Identity for this particular friend

Creating Identity

ASSIGNING
SYMBOLS FOR
(SELF)AND
FRIENDS

SAMY

EKRA

MOMMY

PAUPA
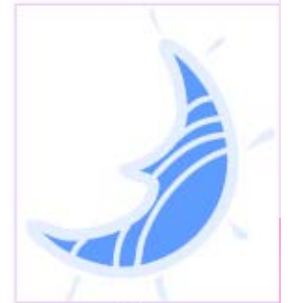
To show the level of a certain emotion

Tapping on a colour [at three levels]

The intensity of colour is proportional to the emotional level

The colours	related emotion
Red	love
Yellow	happiness
Orange	anger
Blue	sad
Purple	fear
Green	hate
White	calm (default mode)

The mauve ring

Assigns different environments

Each environment contains certain goodies (favourite or irritating objects)

Example diwali(the festival of lights)
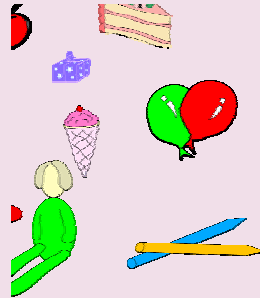
Persona /identity

The exterior (the tentacle)

It contains all the information

Likes /dislikes

Best moods/worst moods

Important hints

Defining communication or play

The first level

Defining the six basic emotions that CP children experience apart from the

calm state that is activated by default.

Assigning a colour to begin interaction based on the emotion.

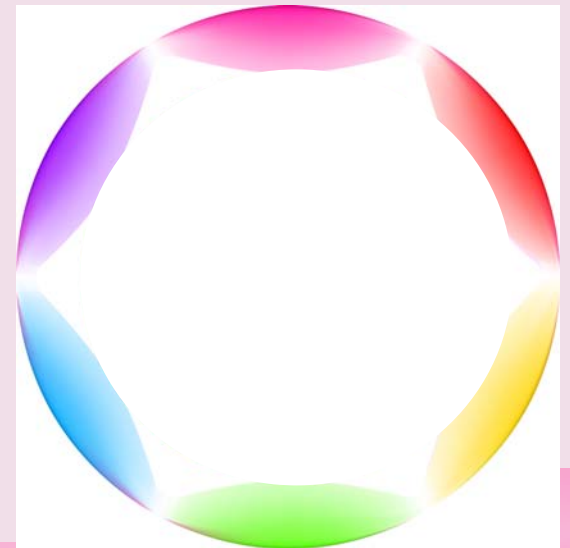The colour equates to the emotion and has three intensities ,which can be obtained by tapping once , twice or thrice.

The identity of the friend is symbolized at first by the –the external form that is the identity attachment (the tentacle or the petal).

The identity of the friend is then connected through a port into the transparent hemisphere and is symbolized by an icon (the sun or the bear).

Thus to add a new friend one has to physically take the identity attachment

and fit it into one's Jellow , thus the factor of trust is most important.

At the second level

The interaction is defined on the basis of the emotional state of the user.

The important elements that define interaction:

Communication through gestures

Directly

Using hands to touch the friend /to push around or play with.

Indirectly

Using goodies from the environments. Thus the motion /movement in the screen would have three alternate ways.

The sounds generated are abstract in nature as they define an emotion.

The after effect of an interaction would be dictated by the user and the

 Friend.

Thus the effects generated would also be in three alternate ways . The interaction at the final level would be on the basis of

-intensity of the interaction.

The top view into Samy's jelly
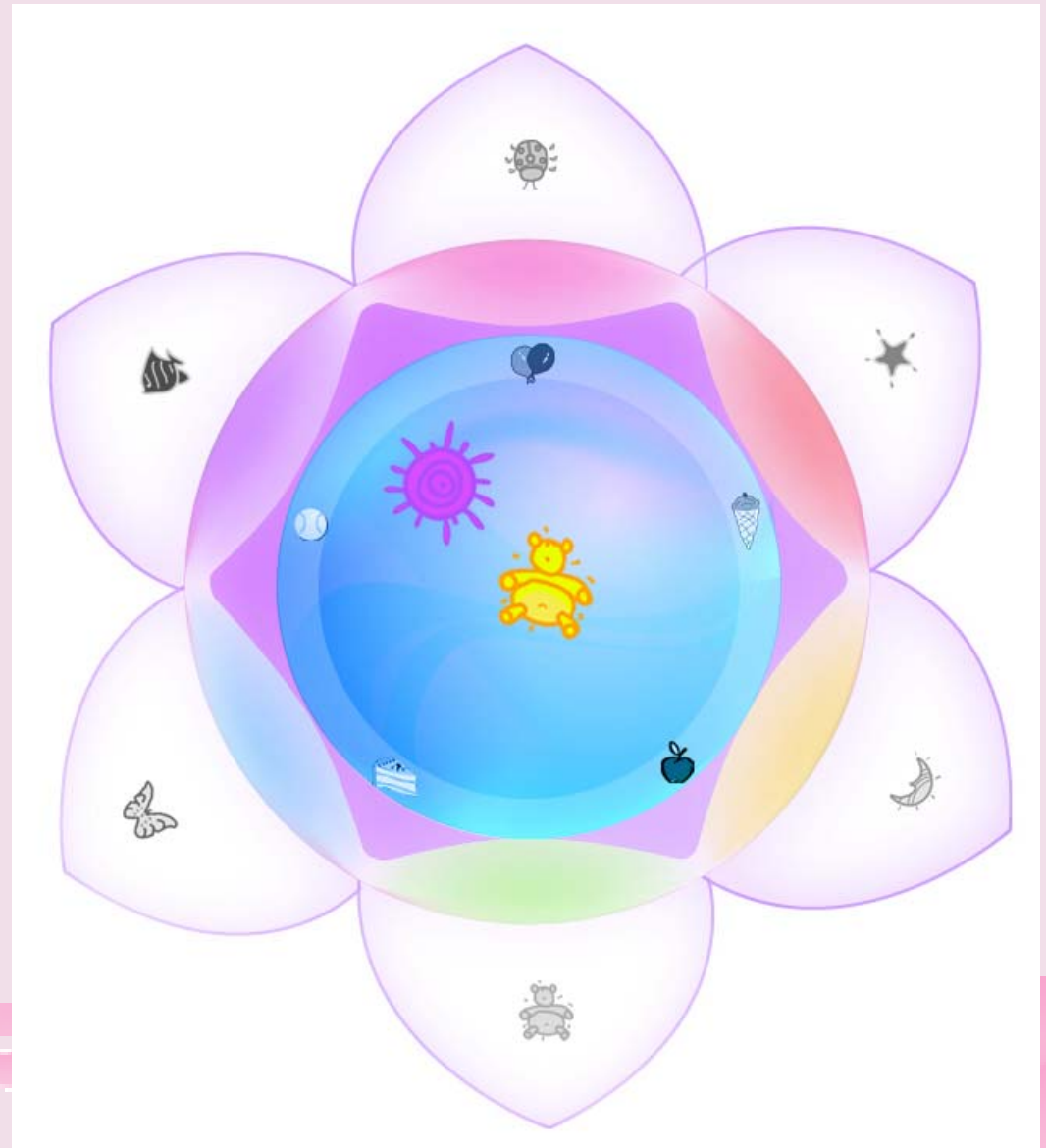
Communication or Interaction

Samy"s jellow

Ekra"s jellow

Samy is feeling very excited and playful right now
And he wants to share it with his best mate at school.
The ekra tentacle had been previously put in samy's
Jellow.

Ekra will only know , when samy's tentacle starts
to glow and shake.

Jellow: communication or Interaction

Assigning **happy** mode to enter

To begin with samy will press the yellow **colour blob**

Now samy floats
He had chosen the bear to symbolise him
The bear is his physical representation

Jellow: communication or Interaction

Samy activates the tentacle that
Represents ekra

Jellow: communication or Interaction

Samy tentacle glows

Now in ekra's jellow the samy tentacle
Starts to glow urging to be tapped

Jellow: communication or Interaction

Ekra now responds
She enters by assigning the blue blob'
As she is sad

Jellow: communication or Interaction

She also taps on the samy tentacle to approve of her presence

Jellow: communication or Interaction

Samy then sees that ekra is in a sad mood.
He moves towards ekra.

While ekra floats sadly ,
Samy comes towards ekra in the joyous
mood that he enters.
The movement leaves a trail

Jellow: communication or Interaction

Samy then rubs against ekra
 the brushing gives out sparks

Jellow: communication or Interaction

Samy again moves towards ekra

Jellow: communication or Interaction

Samy brushes with her ,
This generates warm sparks

Jellow: communication or Interaction

Ekra moves away from samy
This leaves a trail

Jellow: communication or Interaction

Samy decides to use one of ekra's goodies to
Entice her into listening to him
Samy shows her the bag of surprise to Ekra.

Ekra watches samy showing her the
Bag of goodies………………….

Jellow: communication or Interaction

Samy watches Ekra coming toward to touch
The gift,
On touching it the bag opens to show an ...
Icecream.

Ekra comes towards samy to touch the bag

Jellow: communication or Interaction

The Ice cream in the bag is now visible
This generates a stream of stars

Ekra is delighted to see her favorite ice-cream

Jellow: communication or Interaction

On feeling joyous she turns on the happy mode
Then enters with the happy colour

Ekra assigns the happy mode

Jellow: communication or Interaction

Samy now calls out to ekra and offers her
A crackker

Ekra now responds by moving towards him

Jellow: communication or Interaction

When Ekra responds the environment mode is activated
Time for festivity and fun

Jellow: communication or Interaction

Samy burns a rocket

Ekra giggles with joy and bubbles around

Jellow: communication or Interaction

Samy comes towards ekra happily
And they together pick lamps from the
environment

Ekra too picks lamps and they together
light up the whole area just like in diwali
[the festival of lights]
They share ……. Laugh…. Play …….

Jellow: communication or Interaction

Ekra wants to go so she says bye and
Signs off.
Ekra slowly disappears.

Samy too goes back
He slowly dissapears.

Jellow: communication or Interaction

After interaction is over
When samy wants to recall the feelings he
Shared with ekra ,he will turn on the divali
Environment .

After interaction is over
Ekra would like to think over the happy
Feelings that were shared with samy, she will
Turn on the divali environment.

Jellow: communication or Interaction

Concept of a happy world
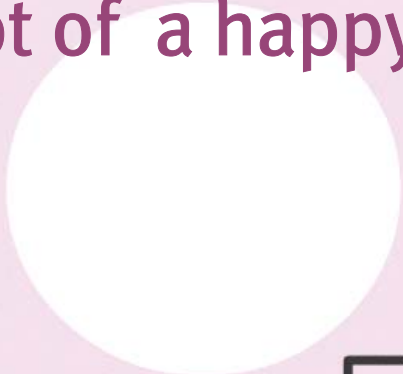
5 mins of happiness
= 3 units of relief