

Children!

We have selected children of age 5 to 8 as our user group. The unique characteristics of children are readiness to learn new things, no preoccupied mindset, possessiveness, and egocentrism. They find use for things. They always want fun & play. Children have a lot of intellectual curiosity and are possessive and selfish about their feelings and personal belongings.

Children are living in an age where they are pressurized to perform and reach beyond their personal abilities. Especially in Indian scenario they are made to put more work hours than required leading to stress at a very early age. In order to overcome this stress, the fun that is missing from childhood is to be recreated in every part of their daily lives through some product. This product would also help them to communicate amongst themselves in order to express their emotions freely. We came up with MARBO for this.

MARBO:

The inspiration for MARBO comes from the popular accessory of everyone's childhood - marbles!! Marbles as devices of learning, sharing, strategy, fun, physical communication attracted us. Sharing among children is very hard to find in this age of nuclear families. This device would encourage a child to shed his possessiveness and egocentered thoughts and participate more and more in a group, which can also help him share and by this way build trust. This would also help him later on when he has to take an active part in human society.

We propose MARBO as a communication device for children.

MARBO features:

- Sharing of ideas and learning
- Communicating with their friends
- Help in bringing them together
- Help making strategies and plans
- Have collaborative learning with fun

Project website: www.geocities.com/childmsr

