1. Halfbike evolution
– *Reacting* = Basic interaction between human and bike.
– After many iterations, the bike now appears finalized.

2. Dots gesture-recognition
– *Learning* = After dots are calibrated, humans learn the system.
– This well greatly help those with accessibility needs use AR/VR.

3. KLM Care-E robot
– *Learning* = Humans learn how to interact with the luggage robot.
– This helpful bot adds a little bit of serendipity to a traveler's day.

4. Foster + Partners adopts robot dog
– *Conversing* = Dog scans rooms, and warns humans of inaccuracies.
– Not only is it much quicker, but it can help eliminate human error.

5. Ocado's warehouse robots
– *Balancing* = Robots pack products, and also replace empty bins.
– It can seemingly run 24/7, at maximum efficiency indefinitely.
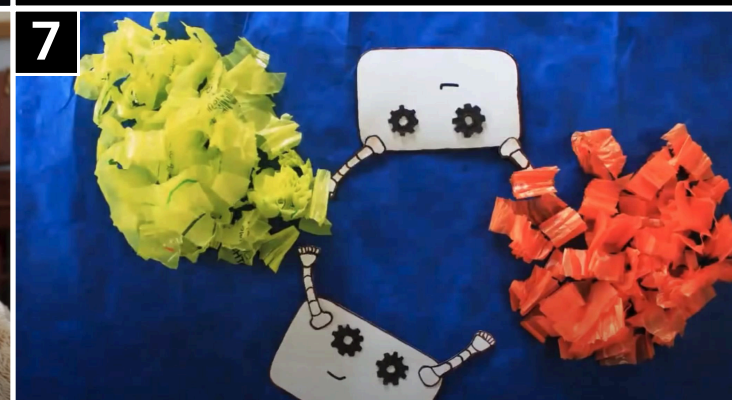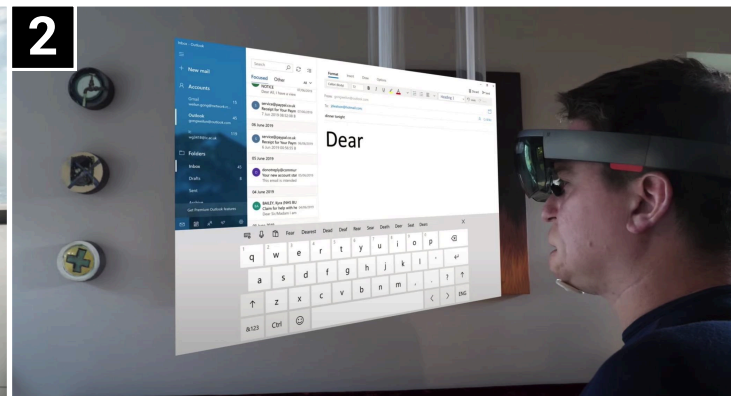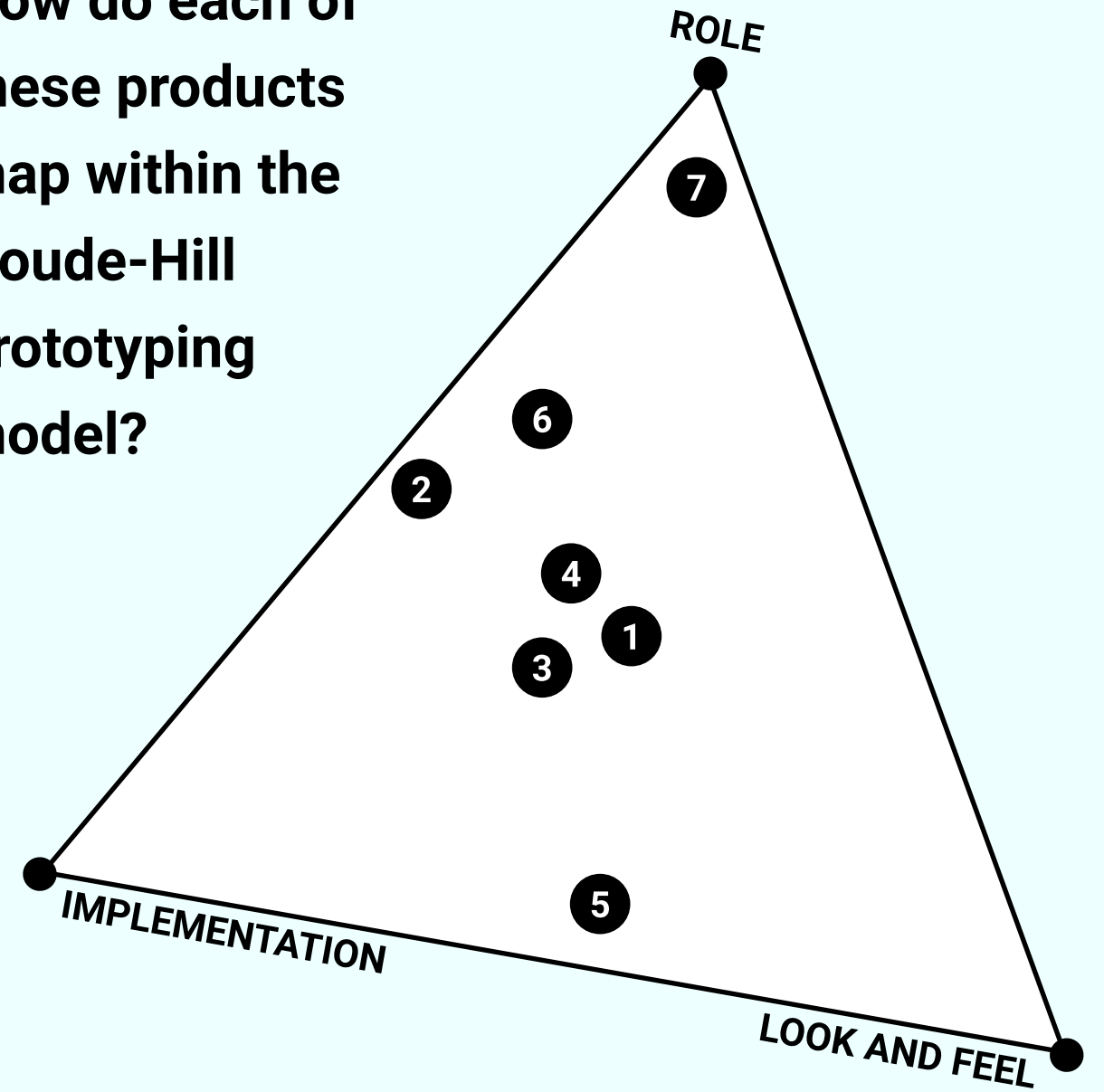
6. Imogen Heap's musical gloves
– *Managing & Entertaining* = Both conducting and autopiloting music.
– She is pioneering how we think about composing and performing.

7. Plastic Republic ocean cleanup concept
– *Balancing* = Synthetic organisms consolidate plastic, boats collect it.
– This is an ambitious idea, and would be amazing when/if realized.

How do each of these products map within the Houde-Hill prototyping model?

ROLE

IMPLEMENTATION

LOOK AND FEEL

Nathan Smith
Spring 2021
ADES 5430