## Mediascapes: Empathy and Environment Project Planning

- AR
- kinects
- projectors
- prototype
- Kawaii
- Fuzzy
- No tentacles
- Huggie snuggie ${ }^{\text {TM }}$
- Gives you a random persons sweet message
- Baymax
- No dogs
- Bear talkies
- Bear buddiez
- Video? Might be creepy ._. (HELLLOOOOO)
- Idea 1: 2 bears, different stations,
- not visible to each other, not heard by other
- Any 2 random strangers walking by, can push a button to talk to other person
- If there is no person play pre recorded message
- More ubiquitous, less like an installation
- X other people in the area feel this way
- Beanie boos
- Concept
- Poster + video, no need to make tech
- Remix existing tech
- Idea 2: networked beanie boos
- New line of beanie boos that are networked
- When hugged $\rightarrow$
- Button trigger arduino, mic that records
- Send to web server $\rightarrow$ NLP
- NLP figures out if its ADVICE or sadboye
- SADBOYE: Tally categories on web server [ML]: "x other people on campus feel the same way, <ADVICE>"
- ADVICE: stored in database queue to dispense to other people
- "PROMPT" $\rightarrow$ *record* $\rightarrow$ "THANKS!"
- 9PM: "You've made x people feel better today!"


## VIDEO STORYBOARD:

- Dramatic shots of gates
- Dramatic shot of happyboye
- Beanie boo, let's record a message
- "When I'm stressed I like taking a walk"
- Dramatic shot of sadboye
- Bad midterm score
- Beanie Boo I'm stressed
- Beanie boo responds
- Thanks beanie boo
- Pan to sky


## PRECEDENT:

- Make people feel better
- Baymax
- http://snugglebuddies.com/
- Connects the campus (geographical)
- Emotional connection/ network


## BEAR

Build, emotion, connection, network, reassuring, advice, help, aide, bear, campus, NLP, care, cloud, service

Bear
Emotion
A
R

BEN
Bear Emotional Network

BEAN
Bean Emotional Advice Network

## PRODUCTION TIMELINE

| $11 / 27$ | 1 hr | Ideas + Precedents |
| :--- | :--- | :--- |
| $11 / 30$ | 3 hrs | Poster + Details |
| $12 / 4$ | 1 hr | Presentation Dry Run + Edits |
| $12 / 6$ | 1 hr | Final Presentation + Critique |

