

Mug-Forest

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Motivation

- **Drink water** is benefit in human health





Motivation

We want to make up a **mug** that **encourage**
people to **drink water** through friends' **care**

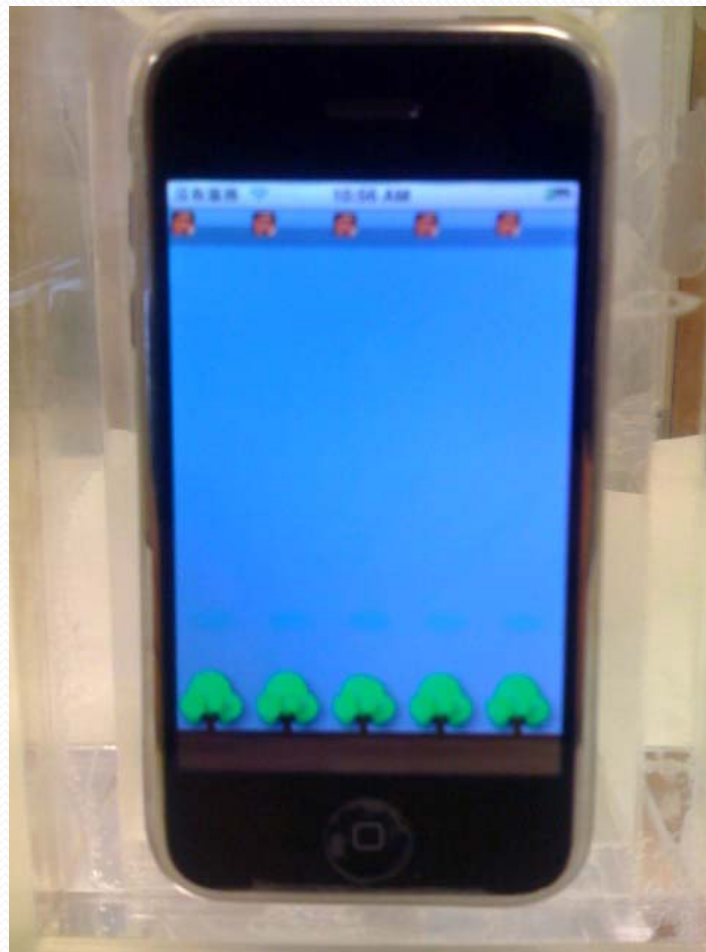
Introduction

- Mug - Forest



Introduction

- Origin mug



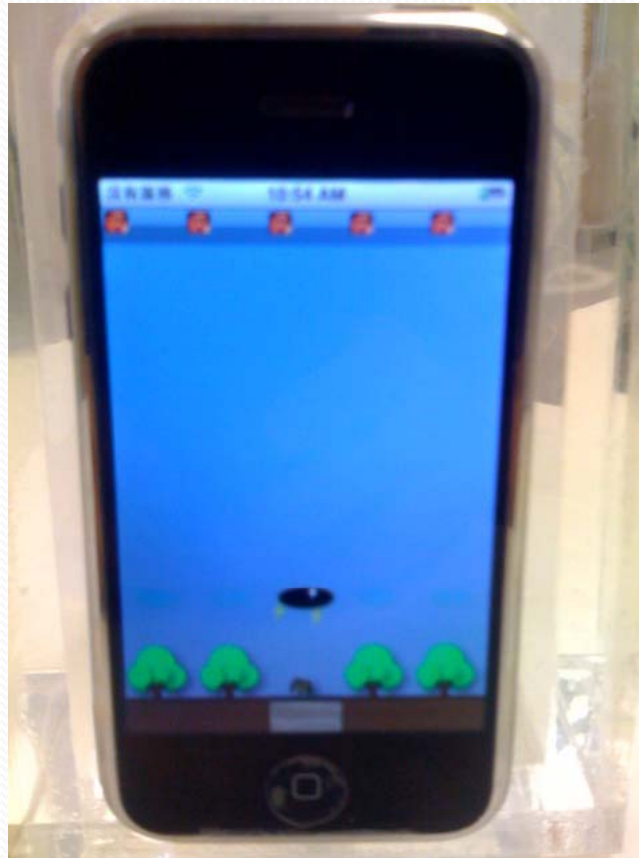
Introduction

- With time



Introduction

- Flash and vibration



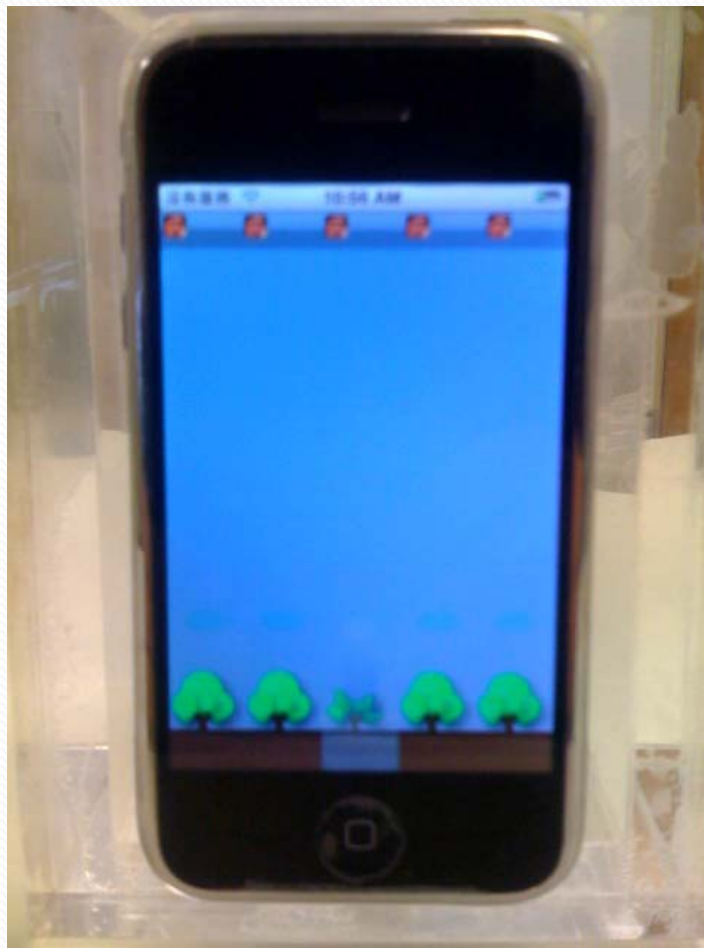


Introduction

After Drinking

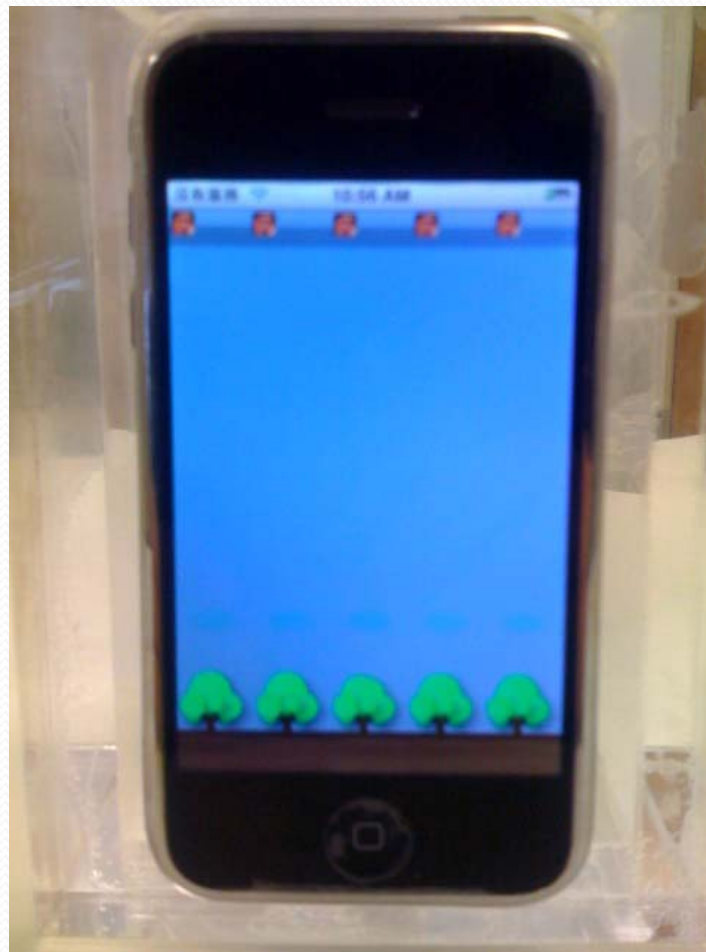
Introduction

- Rain



Introduction

- Tree grow up



Design ~ Sense Drinking Behavior

1

- **Drink Begin**
- Use accelerometer sense user tilt

2

- **Drink End**
- Use camera to take a picture

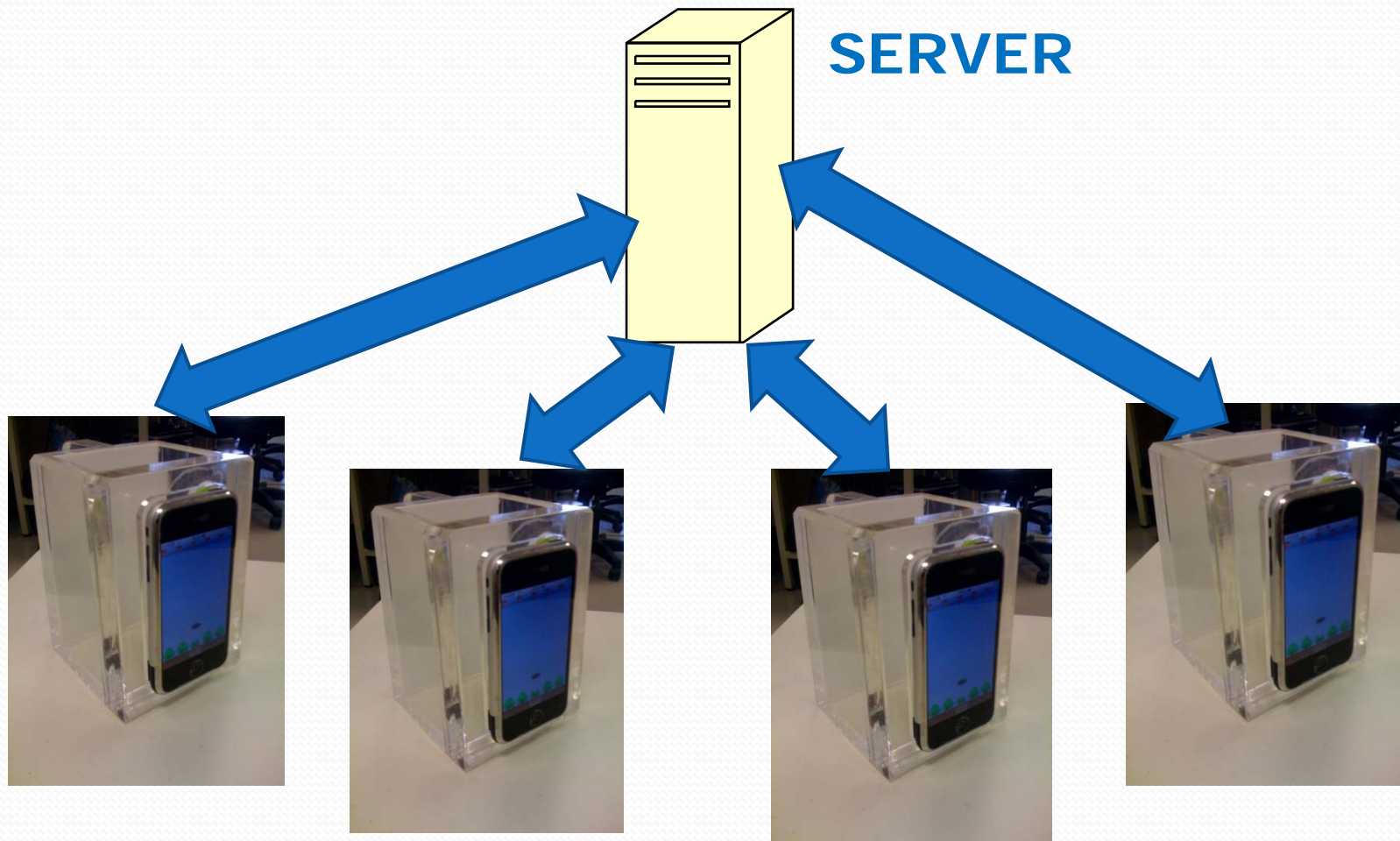
3

- **Identify Level of Water**
- Compare level of water between current picture and previous picture

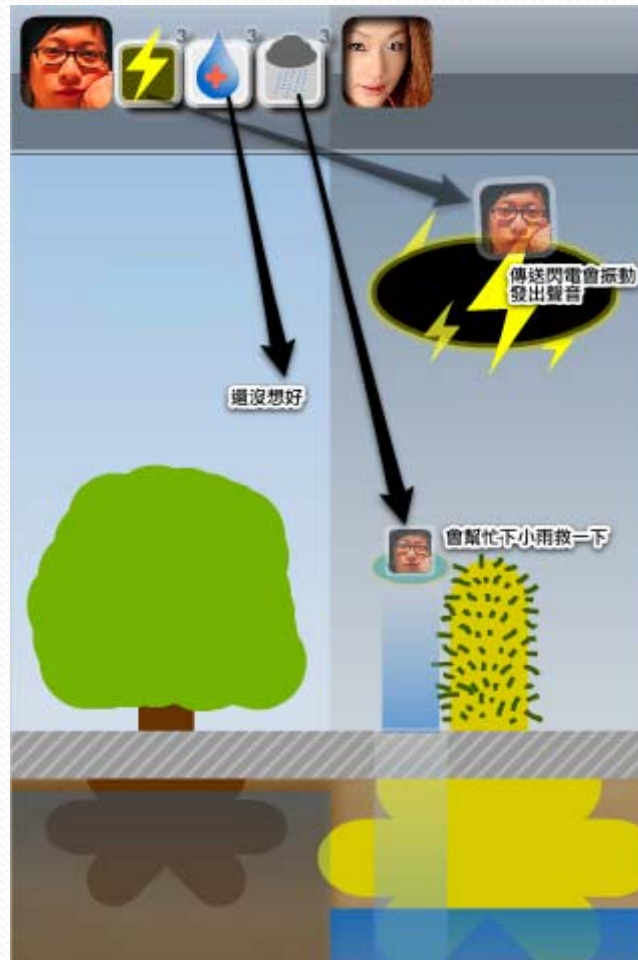
Design ~ Sense Drinking Behavior



Design ~ Interaction



Design ~ Interaction



Schedule

- This summer, We will finish
 - Translate current code to iphone SDK 3.0 version
 - Network
 - Interaction
 - User study



What's you need

- Object C coding skill
 - Know how to develop by xcode
 - Network knowledge
-
- You need
 - Attitude
 - Searching skill



What's you get

- You will
 - Be a pioneer in iphone development
- Learn something about designing metaphor
- See and use a product that builded by yourself





Thanks