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
- Knowledge 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