Summer Project Designing & Conceptualizing Installation for

Cumulus Mumbai 2015

Indrajeet Roy & Rohan Verma Interaction Design Student - M.Des (2014-2016)

Industrial Design Centre Indian Institute of Technology, Bombay

Declaration

I declare that this written document represents our ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Rohan Verma, 146330012

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Acknowledgment

We thank our guide Prof. Ravi Poovaiah & Dr. Ajanta Sen for his kind support and guidance.

We also like to thank our colleagues who helped us.

Last, but not the least, we would like to thank the almighty for his blessings.

Rohan Verma & Indrajeet Roy

Joining Letters



Centre of Social Media Innovations for Communities (COSMIC)

Reg. No. 200604393R

Detailed Training Programme

Name of Applicant	Indrajeet Roy		
Employing company name	Nanyang Technological University, Singapore		
Name of Supervisor	Prof May Oo Lwin, Prof Ravi Poovaiah, Dr Ajanta Sen, Prof Phani Tetali		
Name of Research Project	Design of Smart Media for Public Interactions		
	Design of Smart Media for Public Interactions. This is the challenge of this project look into current and past thoughts, theories, case studies surrounding this theme. We'll also understand the way the medias are used at present look at different ways of generating content that is accessed through gesture based tangible sensory interactions. Smart Media has the following Characteristics: - Media that can make sense on its own (sense making) - Media that encapsulates a variety of additional information/data (location, time, etc.) (information rich) - Media that responds and gets activated (self-activating) - Media that is socially interactive and responsive Steps in the design Process: Secondary Research, Existing examples and Installations - Primary Research, Defining the problem and objectives Developing alternative concepts - Soft prototyping one of the concepts - Plan of action for actual prototyping		
Duration of Training	1.5 months – Mid May to end June 2015		



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Centre of Social Media Innovations for Communities (COSMIC) 14 Nanyang Drive, HSS-06-15, Singapore 637332 Centre of Social Media Innovations for Communities (COSMIC) 14 Nanyang Drive, HSS-06-15, Singapore 637332

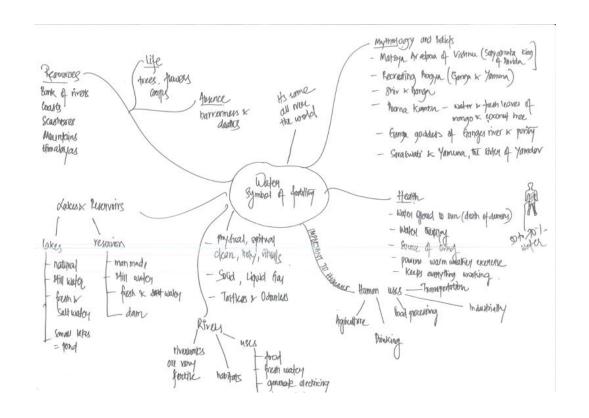
About COSMIC

The Centre of Social Media Innovations for Communities (COSMIC) is a collaborative initiative between three centers of excellence – two from Singapore, the NUS (National University of Singapore) and the NTU (Nanyang Technological University), and one from India, IITB (Indian Institute of Technology Bombay, Mumbai).

COSMIC aims to empower communities, through social media innovations that improve the way they live, work and play, specifically those in the informal economy who are typically under served by existing technology.

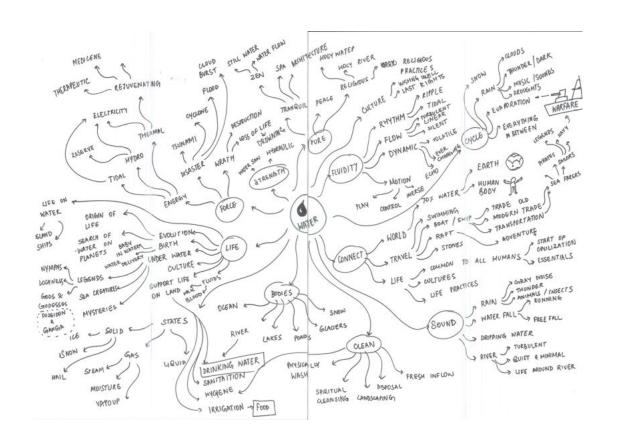
Design Brief

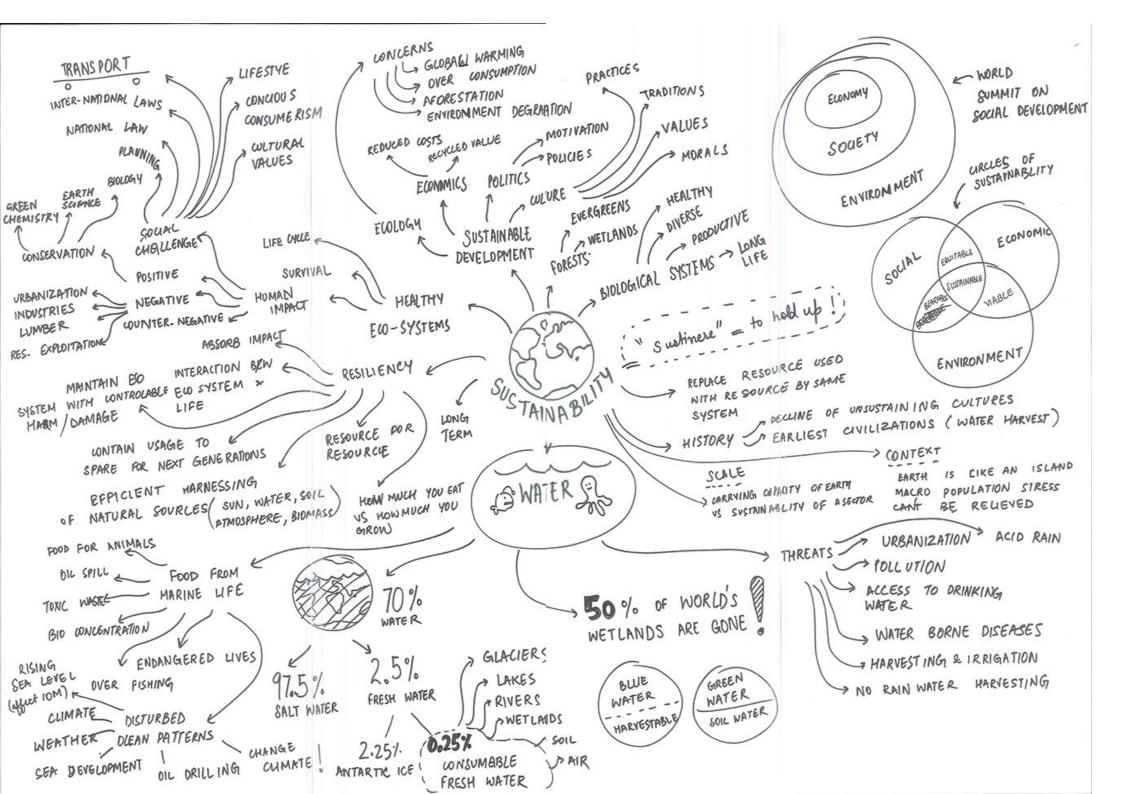
Earth may be 70 percent water but the usable fresh water is only 0.25 percent. As hard as it might be to believe but the scarcity of water is a hard hitting and very urgent issue. Millions of people across countries do not have access to drinking water. On the other side, Industries like beef and beverage have been abusing freshwater by blatant consumption. The problem is real and a number of people have been working to sensitise general public about the same. This project explores the various possibilities of creating interactive installations that engage the audience and delivers the message about the plight of our water supply.



Brainstorming

Earth may be 70 percent water but the usable fresh water is only 0.25 percent. As hard as it might be to believe but the scarcity of water is a hard hitting and very urgent issue. Millions of people across countries do not have access to drinking water. On the other side, Industries like beef and beverage have been abusing freshwater by blatant consumption. The problem is real and a number of people have been working to sensitise general public about the same. This project explores the various possibilities of creating interactive installations that engage the audience and delivers the message about the plight of our water supply.





TYPES OF MESSAGE FOR SUSTAINABILITY (WATER)



OF THE PROBLEM

SLOW RAINFALL US DEPLETING WATERBED!

- # GLOBAL RISK BASED ON IMPACT
 TO SOCIETY
- LIKE HOOD OF OCCURING WITHIN

(750 M) or 1 in 9 person lacks

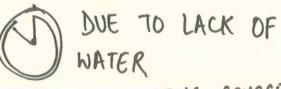
WATER LIFE WOULD NEVER EXIST

WATER IS RENEWABLE BUT FINITE WATER IS NOT SCARCE BUT INACCESSIBLE



INFO ABOUT THE GRAVITY OF THE SITUATION

EVERY MINUTE A CHILD DIES!



> STRESS ON EXISTING SOURCES

· RIVERS · GROUND WATER



IT STARTS NITH,
WATER BUT
AFFECTS
EVERYTHING

education Health women Poverty children

OPEN CONTAMINATED WATER

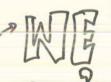


HOW CAN YOU HELP

SHARED VISION

> LEADERSHIP COMMITMENT

>> PUBLIC & PRIVATE
PARTNERSHPS



GINY ONDO

BUT WE GIV

SEMIN

Water Mythology

Water is elemental in all the traditions around the world. Being an important part of the survival, water is often considered as holy or religious in many practices. Water and mythology are inseparable. Mythologies across the world have been influenced by water bodies. Mythologies have a story that is retained longer then unstructured data. Therefore the mythologies related to water were an interesting narrative that can help communicate with the audience.

Creatures of water

Ashronys (scottron mythology)

- captined or exposed to sunight,
mults and puddle of water remains.

Backanasten (Mythological Horse)
-Appear hear more in Jugger weather, whosever decides to risk on now beek hose made to get of again.

Blue men of the Minch

- Enquinatural sca creatures
- ser swimming alongsite passing ships
- allonging to wreck home by conjuring storms
- It lapting want to save their only, they
had to finden their thurses k coke their
riddles, k almays make sure he apt he
last wroad

Coto (Greek Mythology)

- dangons to the sca

- it become the name of any
sca manufer .

Charon K the Hall hound

- Old ferryman, that ferriad
the dead into underwoods.

- only book the soles of those
burned poperty with a coin
in their mouth.

Pragon Kirás (Chines)

- fur szporeck dragonu

- could strape triff to
human from

- lived in a place guarded
by strainings & crabs.

force from

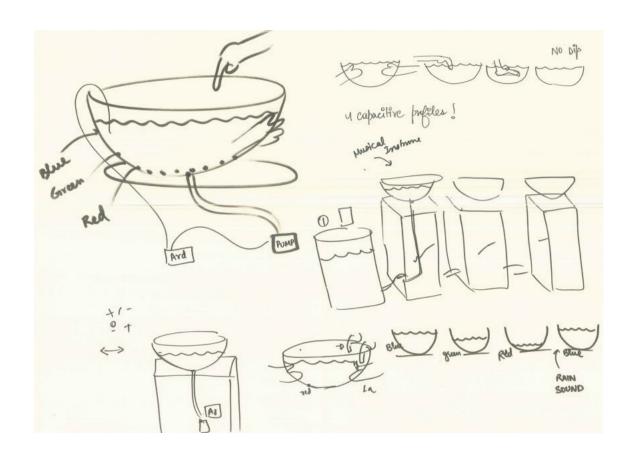
- water spirit played excented forgs on the right, hiringwoman in children the drawn in large in streams

Chinds lows. (history folk this)
- supposed to had long fingers
that would drag children into
drep.

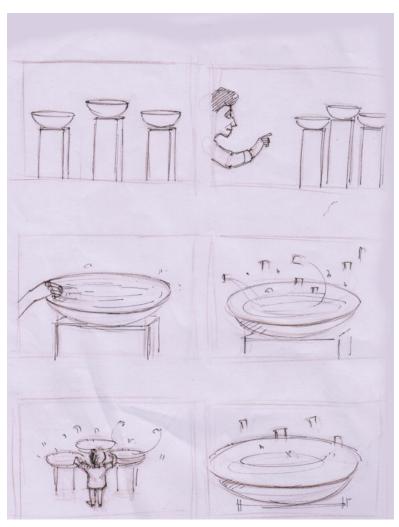
- repembed mer people
- Gay trothyd k had leng
wolf hair.
- intermediate between
the living a criminal world.
- are discases.

Concept 1: Musical Bowl

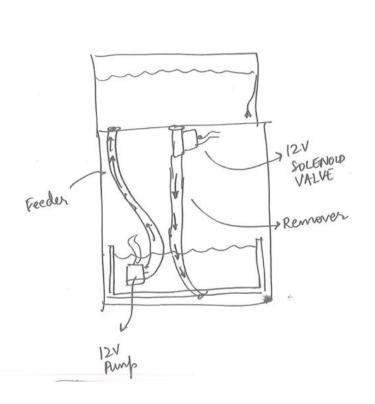
Water can be fun, till it lasts. The experience of water is beautiful for humans and animals alike. Whether its the feeling of dipping your feet in it or the sound of rain. Music and water have been mixed together by humans for a long time. Musical instruments with water have been part of our culture. This concept allows the user to playfully interact with water to create sounds and music. But with every sound the level of the water reduces till there is none left. The bowl is filled back as the sound of pouring rain fills the scene. It makes the audience wait for the natural processes to recharge the water before its used further.



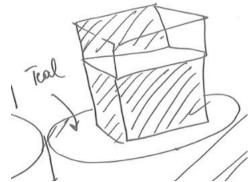
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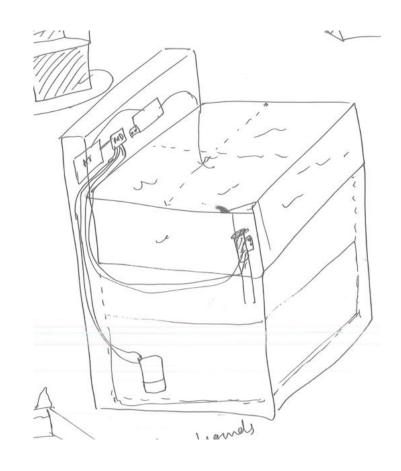






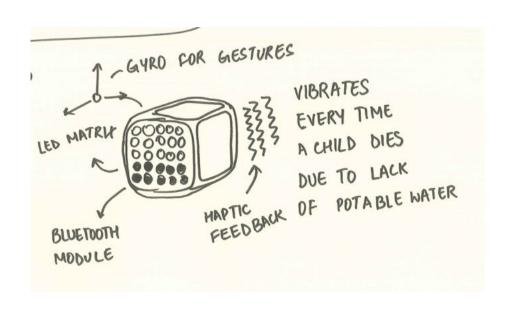




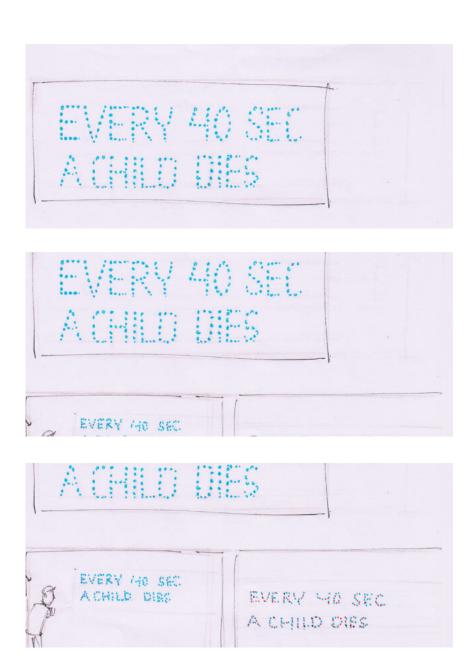


Installation Concept 2 : Heartbeat

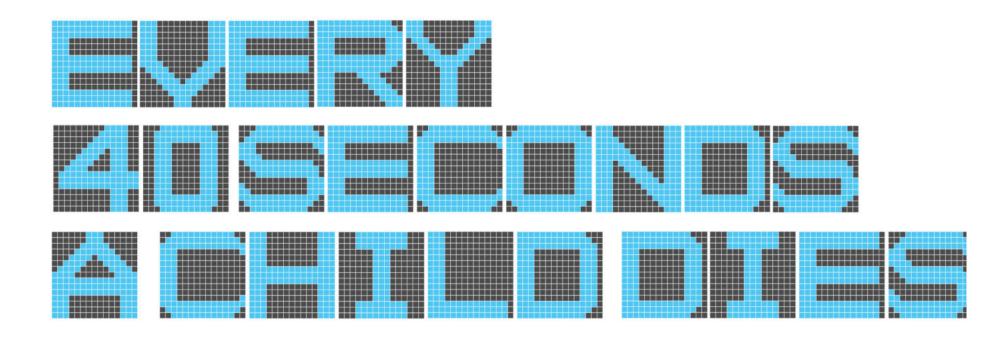
Every minute a child dies in india due to lack of water. Heartbeat project switches off an led periodically to symbolise the death of a child every minute. The LEDS switch off in a queue during the entire duration of the event. At the end there are no LEDS left glowing. The concept aims at making the audience face the harsh reality and come to terms with the urgency of the situation.



Storyboard

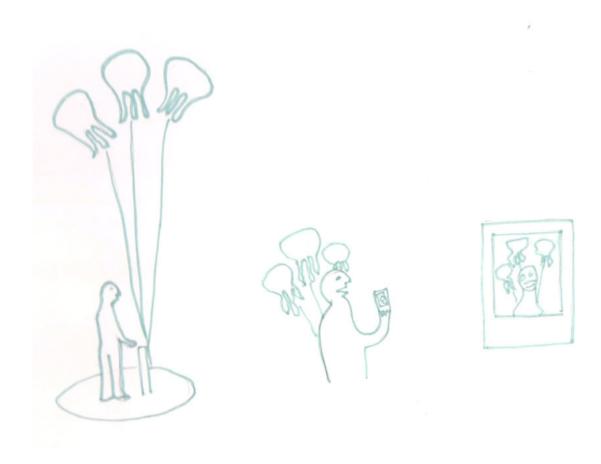


Prototype

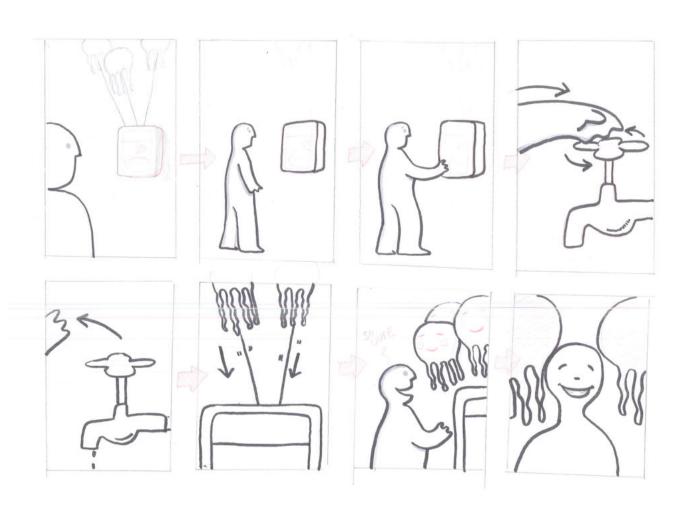


Installation Concept 3: Hanging Fish

Their water pollution is your water pollution. The experience of water is beautiful for humans and animals alike. Whether its the feeling of dipping your feet in it or the sound of rain. Music and water have been mixed together by humans for a long time. Musical instruments with water have been part of our culture. This concept allows the user to playfully interact with water to create sounds and music. But with every sound the level of the water reduces till there is none left. The bowl is filled back as the sound of pouring rain fills the scene. It makes the audience wait for the natural processes to recharge the water before its used further.



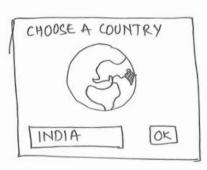




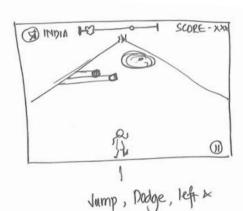
Installation Concept 4 : Water Run

To get drinking water women and kids have to fear for their lives. A walk for unto a km or half an hour is fairly common in rural india. The walk is burdened with the weight of the water that can be unto 20 kgs. The walk could be life threatening due to animal and human predators. The game Water Run is a sarcastic take on the common running character games on smartphones to illustrate the ludicrous distance that the person has to go for a basic necessity.









hurdles.

Installation Concept 5 : Water Aquarium

Someone wastes, another suffers. The humans have a history of exploiting resources with little or no sensitivity to the implications. The rampant consumption of water has been detrimental to the water ecosystem. This concept is a bold illustration of the relationship between water wastage and the marine ecosystem. To depict this effect, a washbasin is attached next to an aquarium that pseudo reduces the level of water in the aquarium when the faucet is running.

