

Smart Objects for Learning

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Mobile Media Lab

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What is an smart object?

“a computationally augmented tangible object with an established purpose that is aware of its operational situations and capable of providing supplementary services without compromising its original appearance and interaction metaphor”

Kawsar, F., Fujinami, K., Nakajima, T. (2008)

E.g. [The gorilla detector](#)



What can you learn in the kitchen?



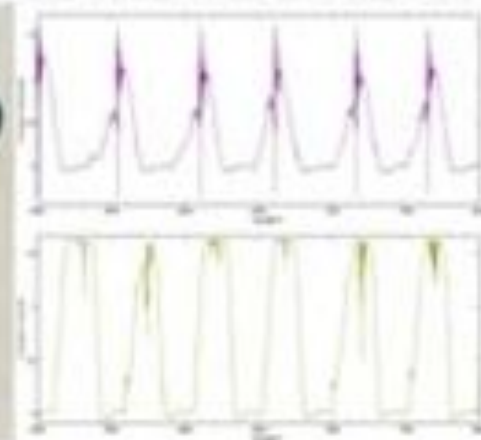
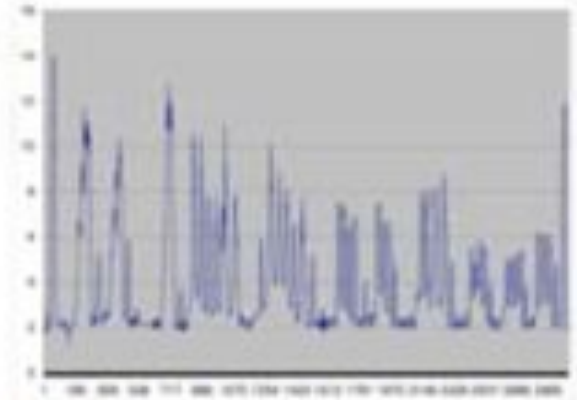
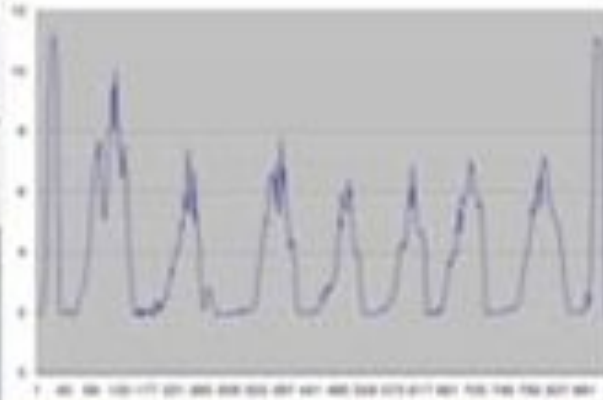
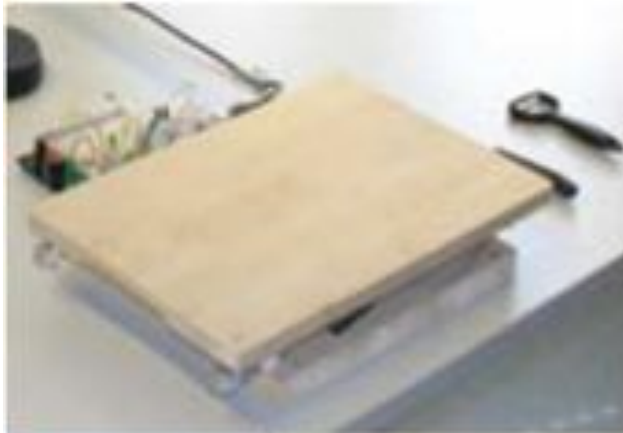
French and cooking lessons



Eating habits



How to cut meat, bread ...



What can you learn in the bathroom?



Promoting correct toothbrushing practices

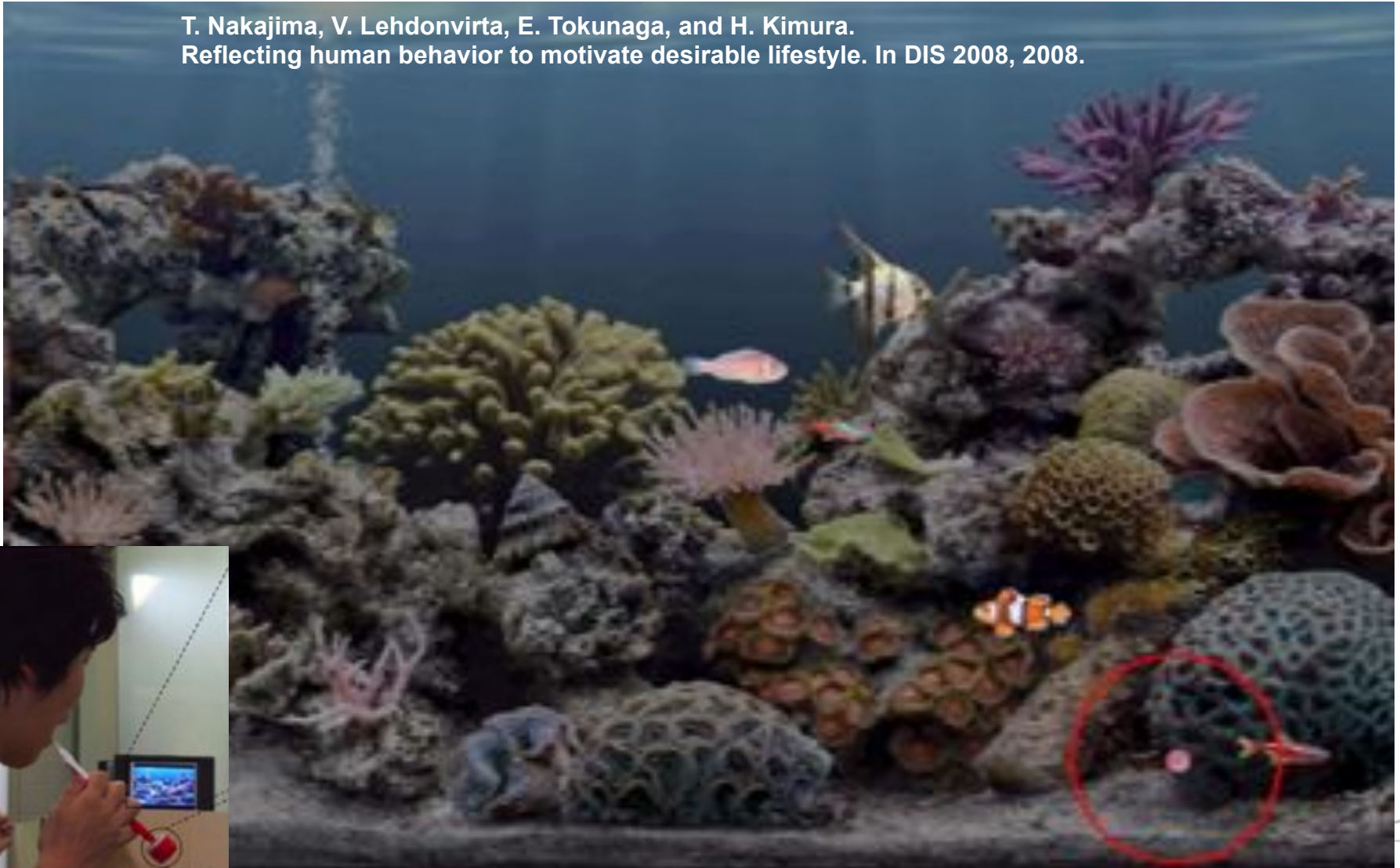


Well done! Fish dances



Incubation requires clean aquarium

T. Nakajima, V. Lehdonvirta, E. Tokunaga, and H. Kimura.
Reflecting human behavior to motivate desirable lifestyle. In DIS 2008, 2008.



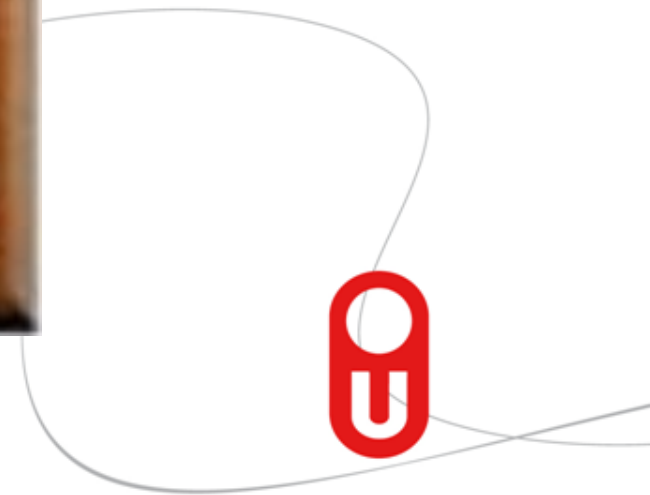
Persuasive technology. Thrifty faucet



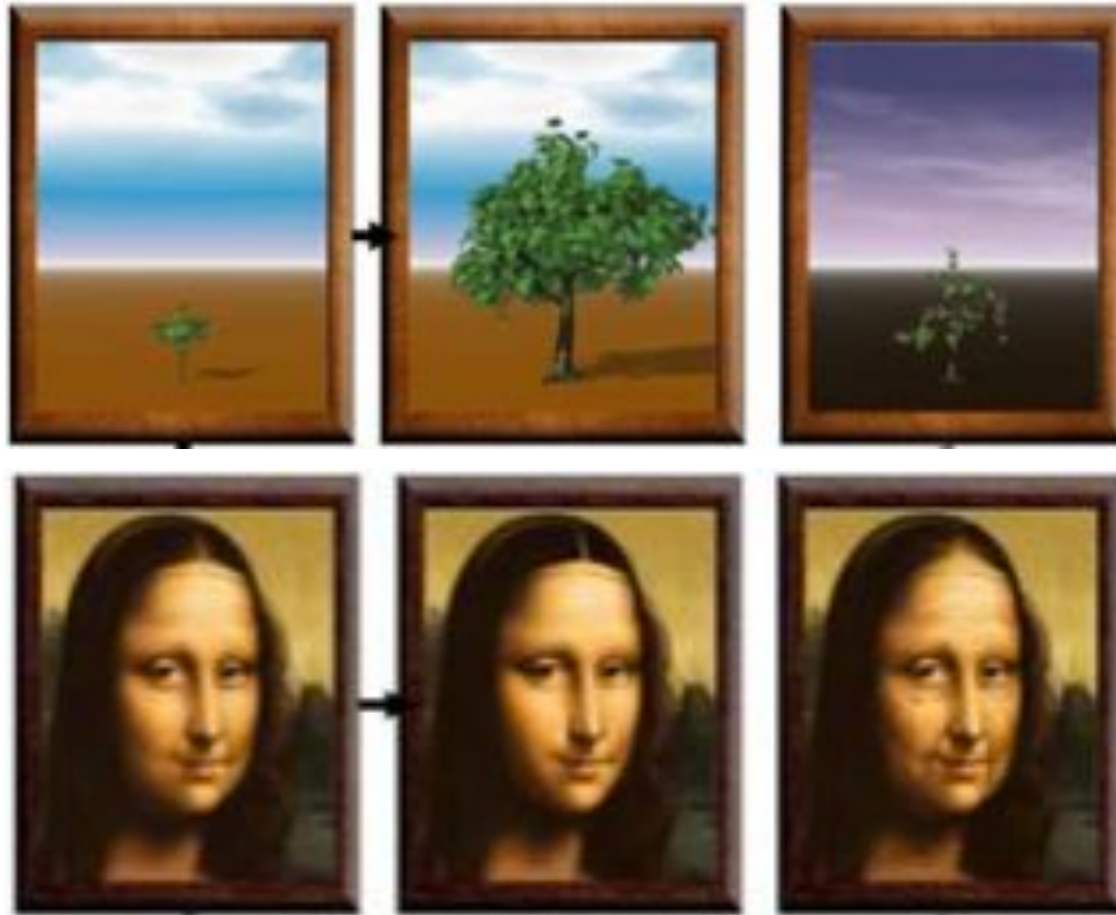
What can you learn in your room?



Smart picture



Feedback on your behaviour



What can you learn in your daily activities?



Wallet. Altering human behaviour



The more money you spend, the harder to open it



Encouraging Daily Activities with Ambient Feedback

A mirror reflects a user's lifestyle

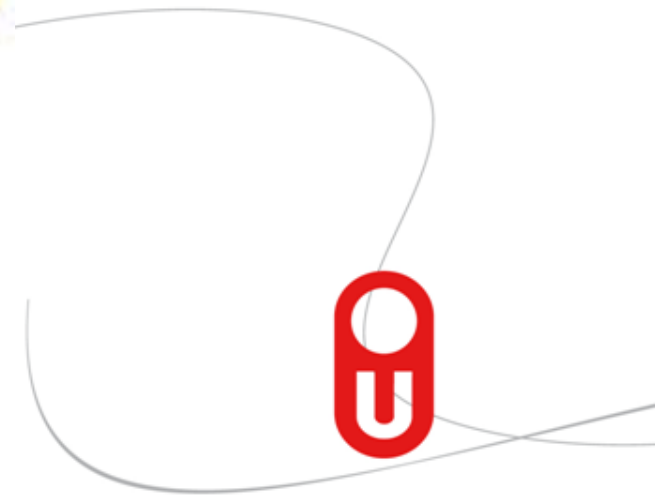


Aquarium, Picture, Foliage plant

Persuading change of a user's behavior through ambient feedback



Smart objects for learning



**Do not stand up before you finish
your homework or ...**



Thanks!

