

the Gustbowl

Microsoft Research Design Expo 2003

Description of Project

Design team the **maMasBoys** have dedicated the project to their parents. Parents and other parental beings are confronted with feelings of abandonment when their offspring decides to leave the warmth of the nest. The **maMasBoys** have designed a comforting product, in order to let the relationship between parents and children develop into one of friendship and mutual respect, when the moment has arrived that the child moves on in life.

Gusts of wind, which the children brought in the house returning from school, is one of the main things parents nowadays miss as their children have their own houses. They often want to be reminded of that feeling, children running around just coming out of school. This awareness of presence evokes strong emotions, and those emotions can be shared through a pair of Bowls. Both parent and child each have their own Bowl. It gives them the opportunity to share the ritual of coming home, and even communicate some personal meaningful messages.

The Gustbowl through which the moment of homecoming is transferred, is a simple to operate, aesthetically pleasing product, constructed with the aid of the latest technologies. The interface is kept to a minimum of complexity so both user groups, parents and their children, can operate it easily. The Gustbowl gives a mother the possibility to restore the broken attachment to her son, and the son is handed an easy way to show the homefront his first steps in adult life.

Names participants

Dennis Luijer
Pieter Diepenmaat
Maarten Bekx
Wouter van der Hoog

The team is composed of students in the master of Industrial Design Engineering program, and is grounded in the field of interaction design and product design, both in a practical sense as well as in a research approach.

The project was carried out at **ID Studiolab** of the department of ID. Critical and enthusiastic feedback from the whole **ID Studiolab** community accompanied the team. The primary supervisors were dr. P. J. Stappers, professor of Design Techniques and ir. A. I. Keller, designer and currently a PhD student.

Goal of the interface

Goal of this project has been to reconnect people within the possibilities of new technology, with an emphasis on simple operation and rich emotions. The product has been set up around existing rituals, gestures and manoeuvres; no buttons are needed to use it.

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Jeroen komt thuis na



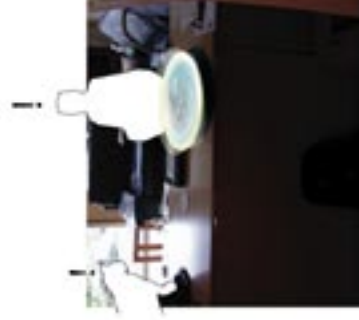
Els, Jeroen's moeder heeft net de hond uitgelaten en zit op de bank te denken wat ze gaat eten vanavond.



Als **Jeroen** zijn kamer binnenkomt



Terwijl Jeroen zijn jas uittrekt en naar de keuken loopt om iets



De **foto en beweging** van de schaal van Jeroen zijn naar de schaal van Els herhaald. Als ze aankomen de beweging die we net bij Jeroen hebben gezien. Dit trekt de aandacht van zowel Els als haar poes.



Als ze in de schaal kijkt **ziet Els de foto verschijnen**. Jeroen is weer thuis en is gisteravond waarschijnlijk uit geweest, want er liggen een retoude Amsterdam en een bioscoopkaartje naast zijn potomonaie.