

SCALE OF LIFE

PROBLEM ANALYSIS & CONCEPT

A PROJECT BY

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SCALE OF LIFE PROBLEM ANALYSIS

When a child grows up there are numerous events and unique moments worth the effort to archive and memorize. Throughout the years hundreds of pictures are taken, notes taken down, drawings created and collected, maybe even tapes and videos recorded.

As the child gets older parents might want to sit down with their son or their daughter to have a look back and ponder upon the memories. Also, grandparents who might not be able to spend a lot of time with their grand children are always eager to catch up on any step the child might have taken in its development.

The diversity of these various types of data makes it hard to keep each item in chronological and meaningful order. Things get even more complicated when everything is spread across different kinds of storage. There are photo books for the pictures, boxes with certain toys and drawings. Losing track or maybe even losing certain items will eventually be the consequence.

A singular type of storage is necessary to effectively store and arrange data as well as maybe even to link one item to another.

In terms of linking usually the date and therefore the child's age is used to bring everything in line, but we see a much more interesting approach in exchanging that particular type of autobiographical information with reference to the child's constantly changing height.

Also, since we don't want just the parents to be using the device, even kids have to be able to understand and use it with ease and joy.

SCALE OF LIFE CONCEPT

The Scale of Life is inspired by the classical process of tracking a child's growth through measuring and marking down his height on a scale or at least walls, doorframes, and such. As a way to augment the solely statistical measures, the tracked height is linked to additionally stored media for future retrospection of the child's adolescence.

This sentimental, almost poetic habit leads to a figurative interpretation of the process itself. The design consists of three main parts: the scaffold pole resembling a tree as a metaphore of growth, the interactive component shaped like a bird house with reference to a cuckoo clock, and a screen attached to the pole with a flexible arm.

The overall design is deliberately kept clean and simple to be subtle enough to fit in the livingroom context, but at the same time still providing enough interest for a child to interact with it.

By moving the interactive device up and down the current position is tracked and the measured height simultaneously visualized on a small LCD. Depending on the operation mode, either the pictures are scrolled through and displayed on the screen accordingly or the height is recorded and linked to a new picture taken with the integrated camera. When sent in stand-by only the current time is shown.

While waiting for the picture to be taken the child is taught to ,wait for the birdie (cuckoo)', a simple and playful way to focus the child's attention onto the device. The kid might even pose holding up items such as drawings or favorite stuffed animals.

SCALE OF LIFE SKETCHES & MOCKUP

