



HugBag – literally embracing soundscapes

Type of Project

Finished research project

Summary

The thought behind HugBag was to explore potentials in continuous and co-located coupling to a child's gross motor activity. Concretely, leaning and hugging a big inflated shape creates evolving soundscapes. The construct is made of half an inflated ball resting on a base. A Microsoft® Kinect sensor mounted on the base detects the location and degree of deformation when the ball is indented. These sensors control evolving sounds and light patterns as a response to bodily engagement in such a way that a hit or kick is not as rewarding as leaning or hugging.

Low-tech, high-tech products, services and contexts for play

HugBag has been used for exploration and musing over long periods of engagement. The soundscape is experienced as clearly responsive yet always slightly changing. This is due to coded behaviour, but also as it is nearly impossible to replicate such a movement. The effect is a dynamic balance between control and emergence, which gives it its aesthetic appeal and hence, longer engagements.

The context of use

home and rehab center

Type of play in this play system

Cognitive

Practice

Symbolic

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions

b7 Neuromusculoskeletal and movement related functions

Number of participants

1-5

Chronological Age

0-3 years

3-6 years

6-12 years

12-18 years

Development Age

0-3 years

LUDI Categories of disabilities

Mental/intellectual impairments::
moderate
severe
profound
Communication disorders (speech and language disorders):
Physical impairments:
Moderate
Severe
Autism Spectrum Disorders:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

No instruction, self-discovery of the participant/subject
Hand over hand: therapist/researcher leads the actions of the participant

Involvement

Adult: therapist/educator/researcher
Parent or significant others

Role

Non-participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Video analysis

Information about availability of outcome measure: publisher, website, contact person

This artefact is a prototype. See the references for possible availability.

Summary of achieved effects

the design's potential for connecting in the sense of supporting attention and grasp of cause and effect, and immersion understood as a situated interplay between exploration and musing.
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References to the intervention or research project

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<http://sid.design.org/portfolio/hugbag-design/>

Publication

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