



Personal souvenirs as Ambient Intelligent objects

Elise van den Hoven¹
Berry Eggen¹
Evert van Loenen²

1 Industrial Design Department
Eindhoven University of Technology
2 Philips Research Laboratories Eindhoven



Introduction

- **Project:** Recollecting memories, Cuing
- **Context:** Ambient Intelligence
- **Tangible User Interfaces**
- **Physical cues:** souvenirs

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Souvenirs

- **Definitions:**
 - something that serves as a reminder
 - something you buy, give or receive to help you remember a visit or an event
 - something that stores or stimulates memories
- **Related work:**
 - Bationo et al.: physical objects are more important for storytelling than visual presentations, such as photos
 - Czickscentmihalyi & Rochberg-Halton: most cherished objects in the home are furniture, visual art and photos because of memories
- Focus group & questionnaires

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Focus group

- 5 participants and 2 facilitators
- 1 afternoon brainstorm
- **Aim:** results are used to create questionnaires
- Several tasks, e.g.:
 - bring something which contains memories for you
 - explain what makes an object a souvenir
 - what types of souvenirs exist
- **Definition chosen:** “a physical object to which memories are attached”

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Questionnaires

- 30 participants
- 23 questions e.g.:
 - How many souvenirs do you have?
 - Where are they located in the home?
 - What do you use your souvenir for?
 - Which is your most valuable souvenir?
 - Do you have media-items that have a link to this souvenir?

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Results

- People have on average 50 souvenirs in-home
- Their favorite souvenir has media-items with it
- Three categories were identified: holiday souvenirs, heirlooms and gifts
- **Explicit use:** according to the function of the souvenir (e.g. mirror is used as mirror)
- **Implicit use:** recollecting memories

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Tangible UI with souvenirs

- Souvenirs are suitable as Ambient Intelligent objects
- **Demonstrator:** Digital Photo Browser
- With souvenirs as:
 - “cues” to memories
 - “shortcuts” to photo collections

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Conclusions

- Souvenirs are suitable as Ambient Intelligent objects
- Strong combination:
 - Tangible Interaction (**physical objects/souvenirs**)
 - Social Computing (**storytelling/recollecting**)

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Thank you for your attention.

Elise van den Hoven¹
Berry Eggen¹
Evert van Loenen²

1 Industrial Design Department
Eindhoven University of Technology
2 Philips Research Laboratories Eindhoven
e.v.d.hoven@tue.nl
www.hoven.tk
www.persuasivetechology.org



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