Puff

Yo-Yo machine
device for friends, partners and lovers

Date: 2023
Visiting artist's studio - Alma Leora Culén

HONZA
MIKULICA

01

What are Yo-Yo machines?

Yo-Yo machines are playful devices for nonverbal communication between people. Devices send expressive signals like light, mechanical movements, and sounds.

There are 4 types of Yo-Yo machines:

Light Touch   - sending color signals
Knock Knock - sending a loud sound
Speed Dial   - sending mechanical movements
Flutter by   - sending mechanical movements by air fan
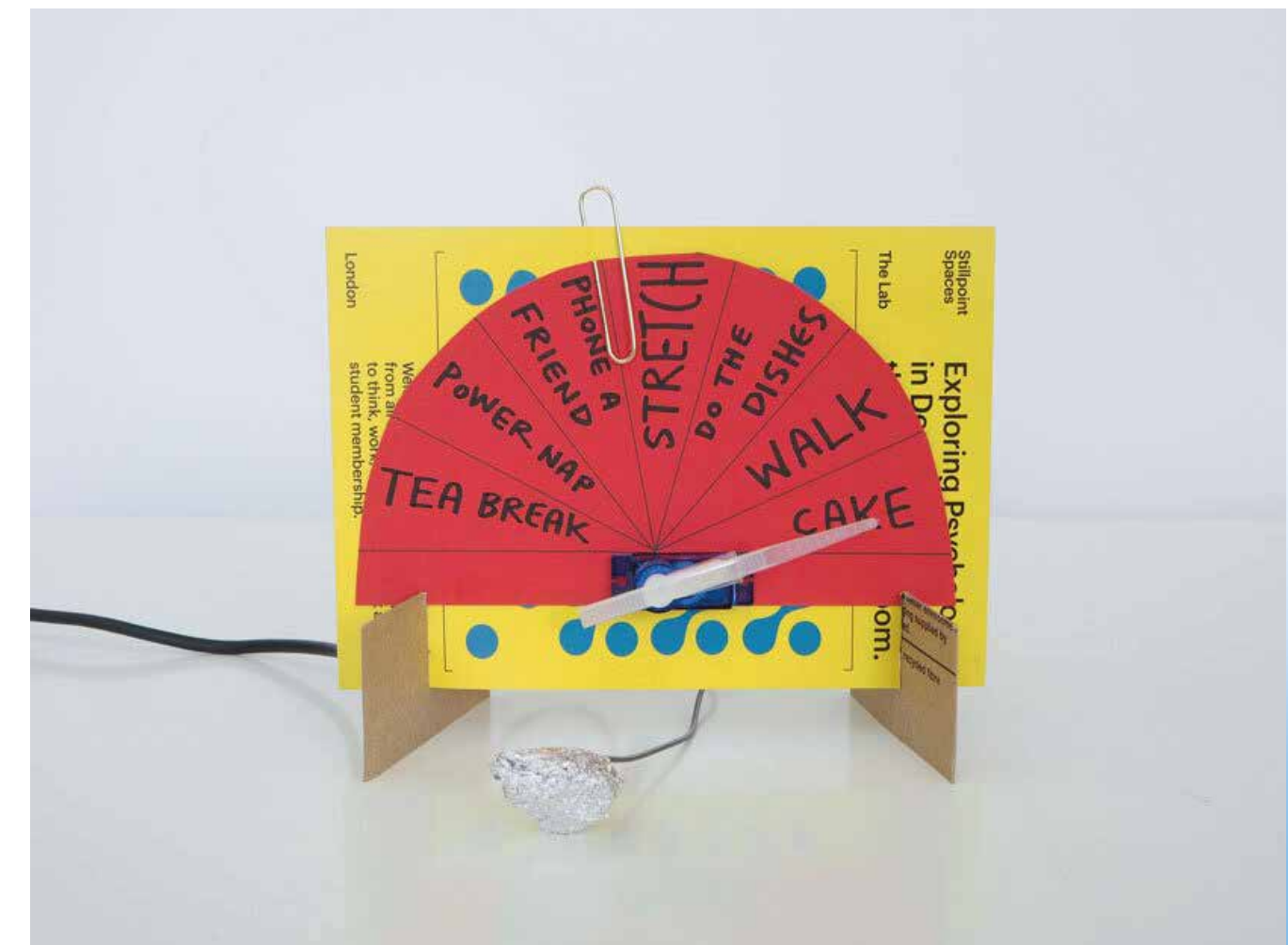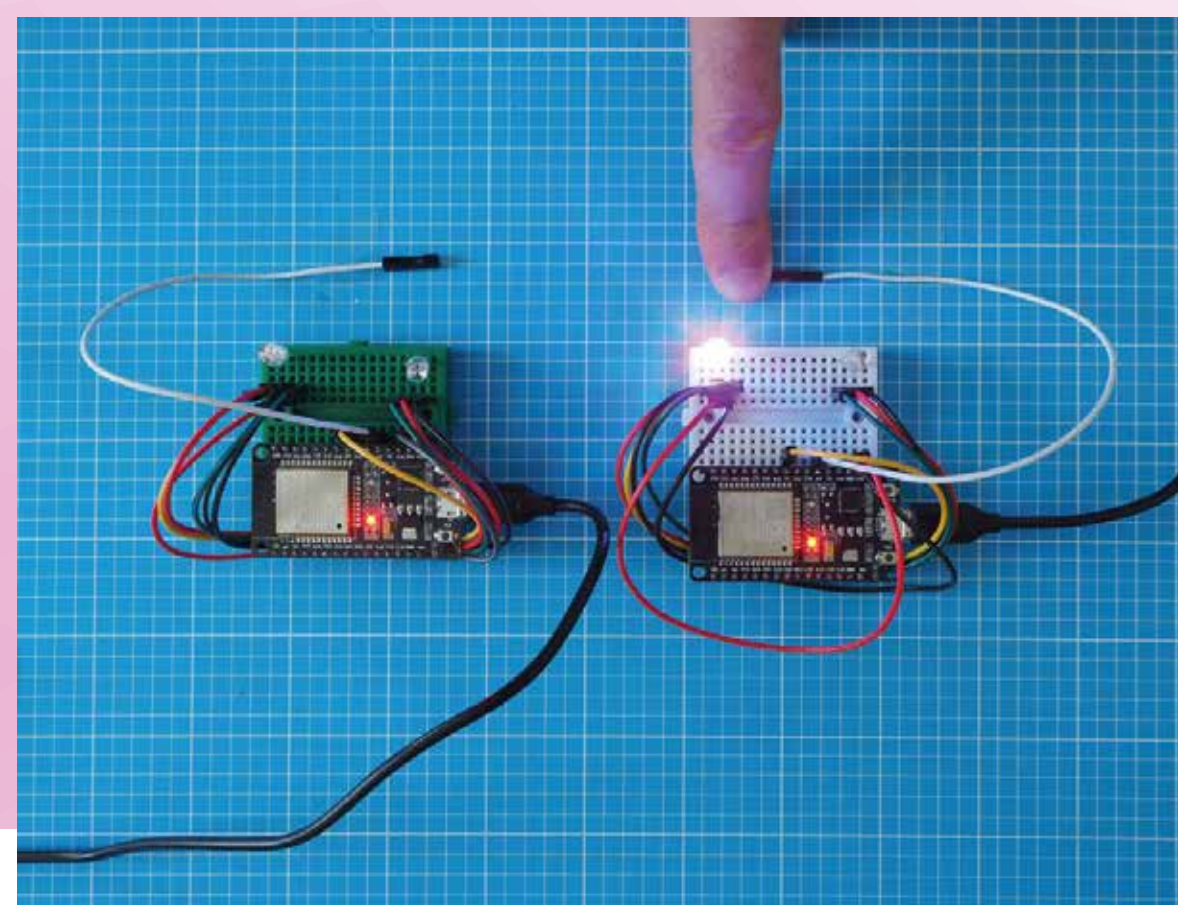
02

Light Touch

Light Touch is a device that allows you to send color signals to each other across the internet.

You can choose a color that you can send to your friend and that will pulse on your friend's device. You can send these color signals in realtime or send them later.

Making of Puff

Process of Puff from idea to physical object

04

First idea

The first idea came with a method game: THE THING FROM THE FUTURE. It works like you will pick random CARDS from each category: ARC, TERRAIN, OBJECT, and MOOD. And with these, you have to make some DESCRIPTION.

And then show up the first impressive idea to make a Gratitude robot. This robot was supposed to teach children gratitude.

04 First idea - workbook

Knock knock - torture machine

Bluetooth / maybe
speaker / light touch

Knock machine
Knock knock

Knock knock

Knock knock
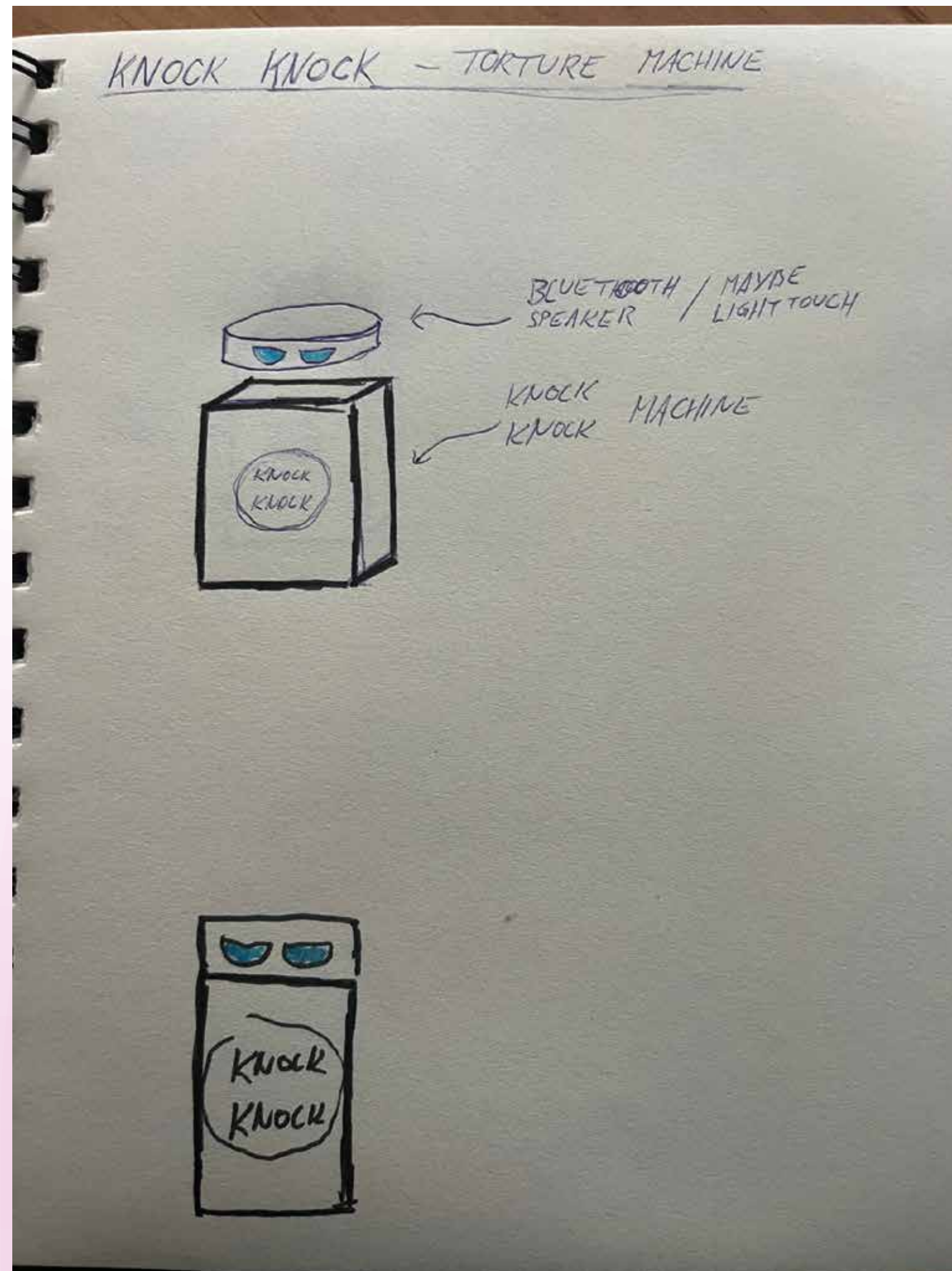
I choose this Gratitude machine because I believe that, can be a very useful tool for parents and children.
The Gratitude machine is supposed to be designed very simply, with some smile or something like that. Because that child shouldn't be scared of this device.
The Knock Knock machine is the right yoyo machine for this project. It's unmissable to hear that noise. So you can't skip it.

If it was a light touch, children could hide and go away. But with this knock knock, children have to complete the task of being honest.
This device can offer more than just Thank you!, but also you can use it with phrases like I love you, I like you, I'm sorry, I am sad.

With this device, you can learn so many phrases and how to say them honestly, and also you can express your feeling to other people through this device.
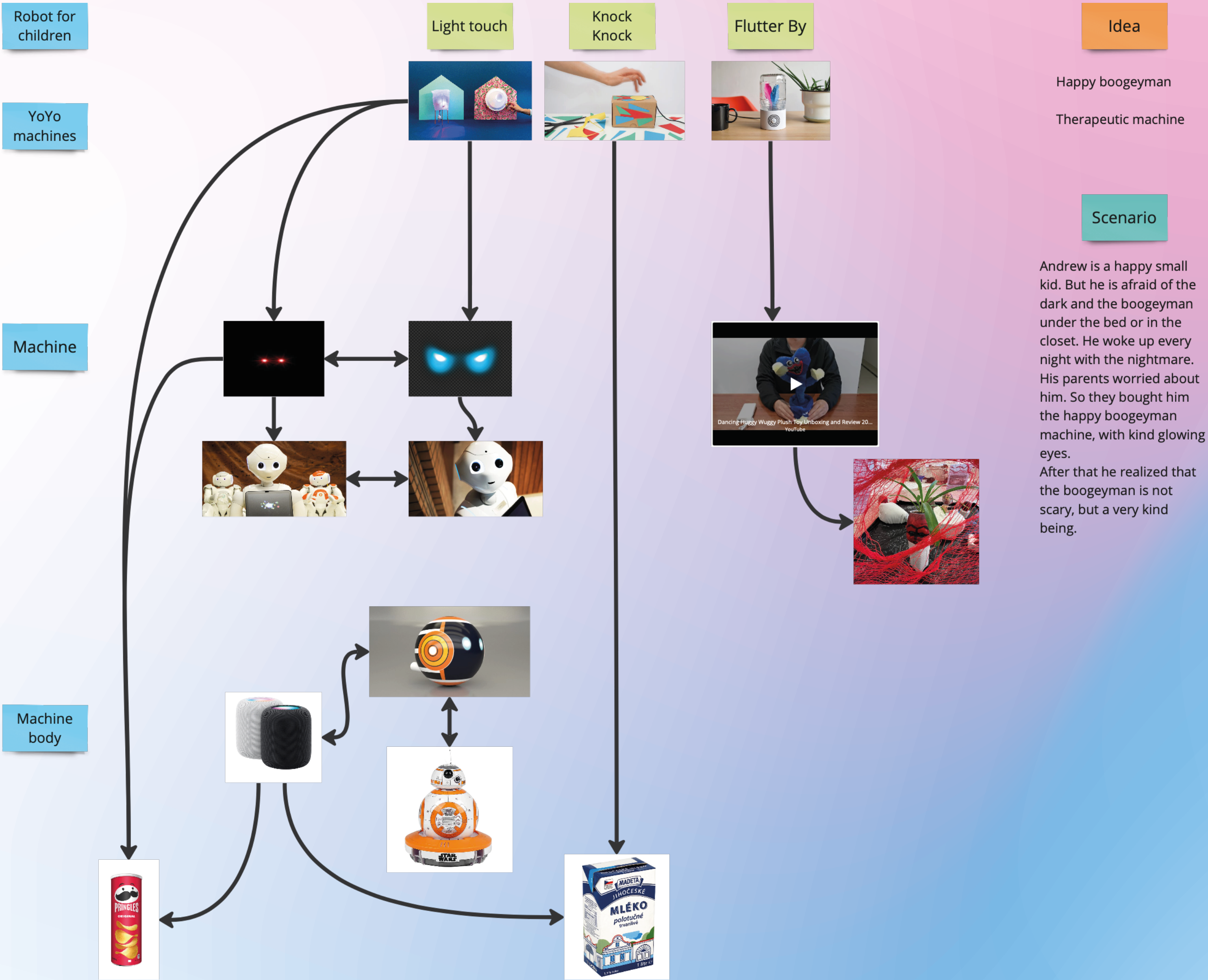So it can work as an educational device, communication device, or as a machine for expressing feelings.
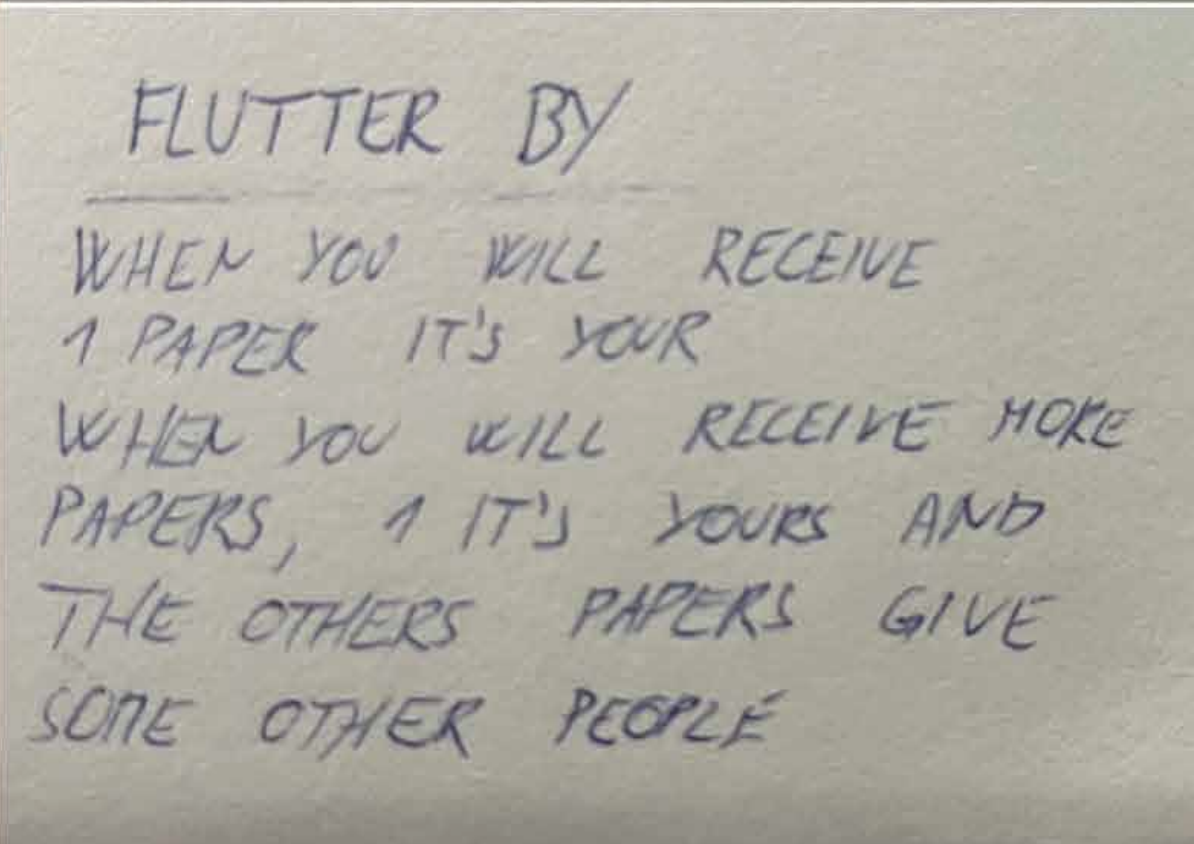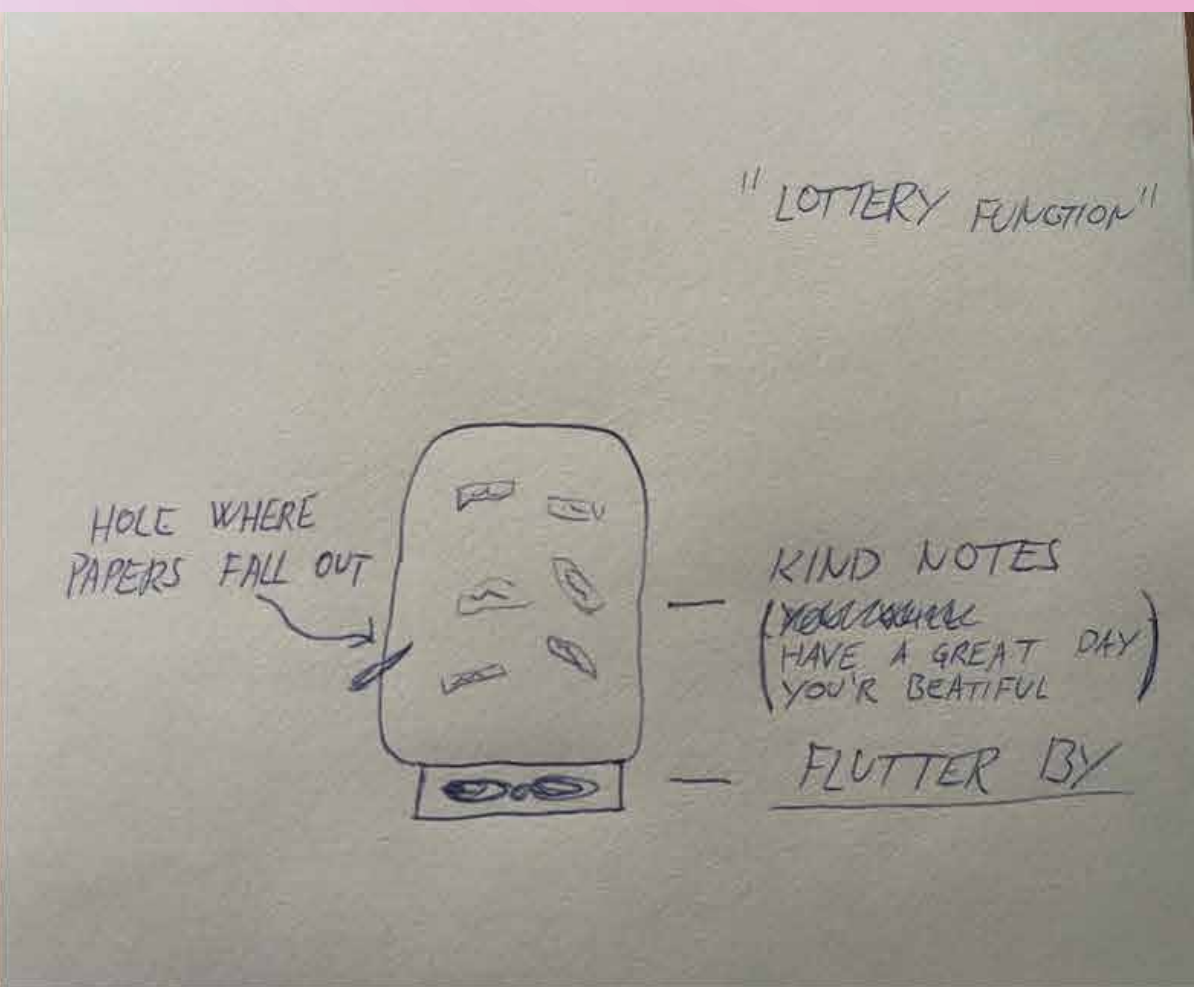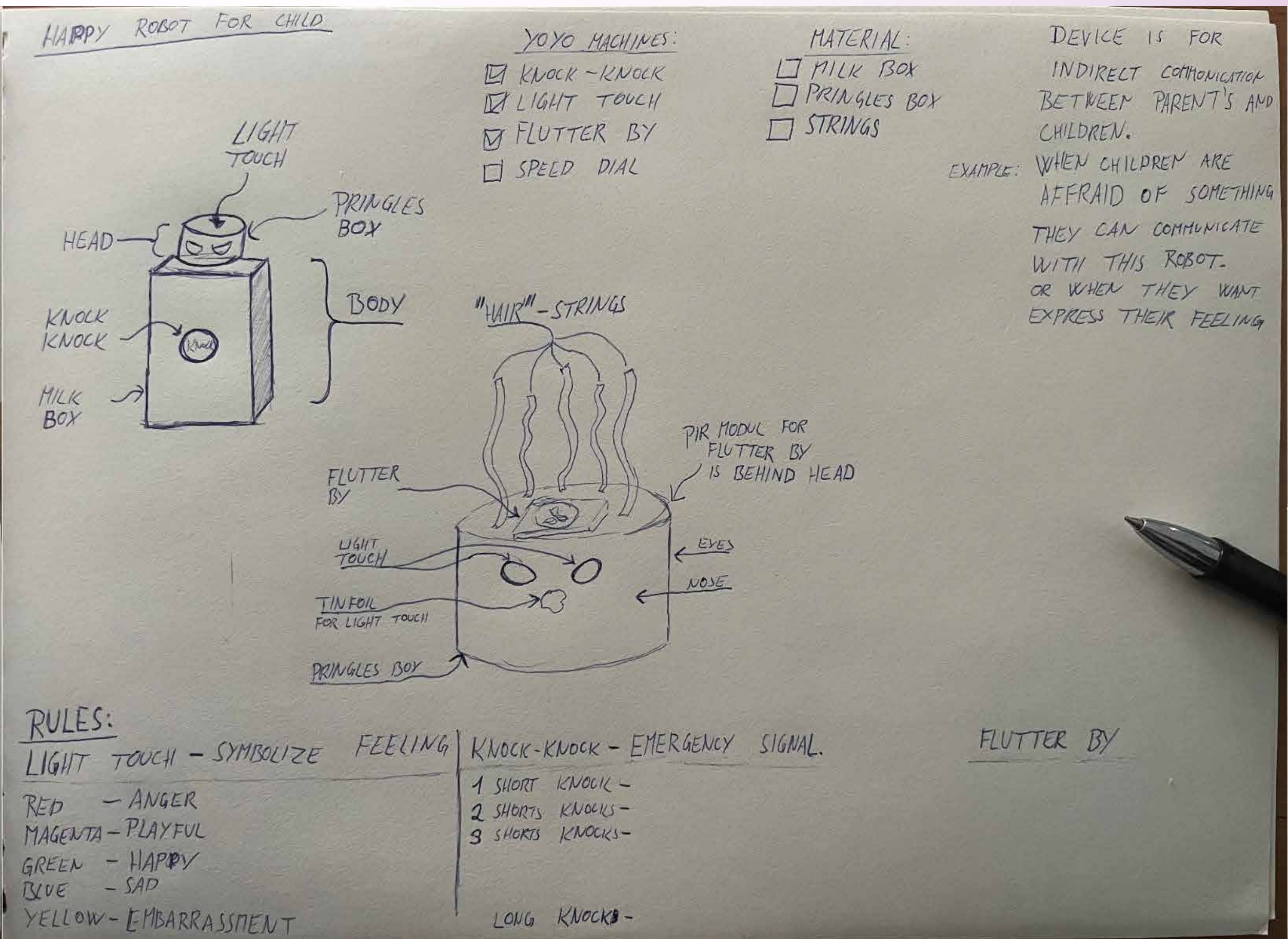
05

Reworking the first idea

I've decided to make one machine from three Yo-Yo machines: Light Touch, Knock Knock, and Flutter By.

But after a discussion about emergencies with the interaction between parents and children and the difficulty of realization, I've to make some changes.

Robot for children

YoYo machines

Machine

Machine body

Light touch

Knock Knock

Flutter By

Idea

Happy boogeyman

Therapeutic machine

Scenario

Andrew is a happy small kid. But he is afraid of the dark and the boogeyman under the bed or in the closet. He woke up every night with the nightmare. His parents worried about him. So they bought him the happy boogeyman machine, with kind glowing eyes.
After that he realized that the boogeyman is not scary, but a very kind being.

Source: author

06 Sketches of prototype

Source: author
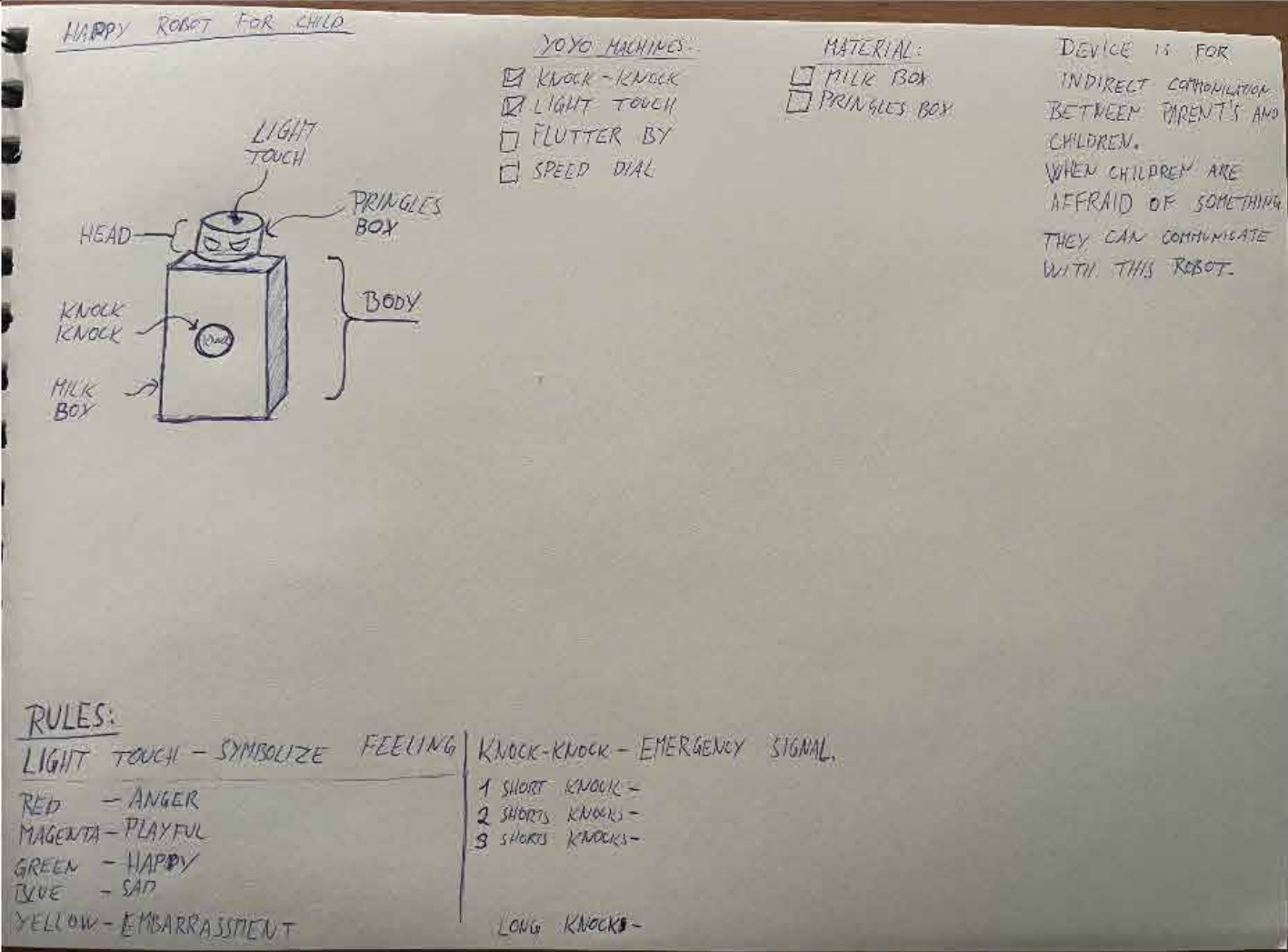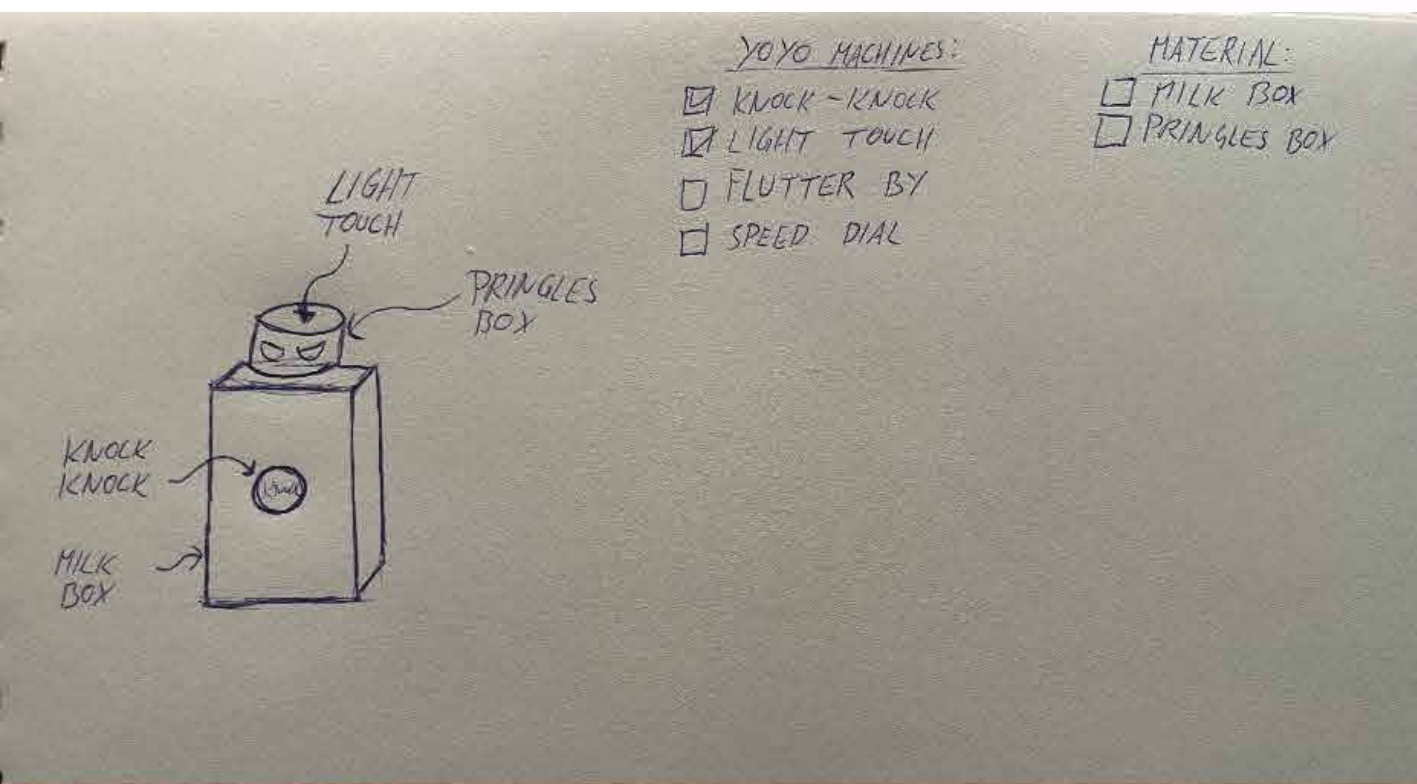
07 Tarot cards

THE FORGOTTEN

◆

When you picture your user base, who is excluded? If they used your product, what would their experience be like?

Whose perspective is missing from product development?

Pretend the opposite of your assumptions about your core user are true—how does that change your product?

The user base is supposed to be children and parents or friends.
Experience from using my product should be receiving bits of knowledge, how to express their feeling to other people, and have fun with this device.
I think I miss the perspective of parents and their reactions to how to answer to children.

THE SUPERFAN

◆

How would a community of your most passionate users behave?

What "rules of engagement" does your product rely on, and how might these be subverted?

In what ways might the community be an asset? In what ways might it become a liability?

If your product involves discourse, what does positive and negative communication look like?

The community of users can use my meaning for the light touch or they can make their meaning of color changing.
People can use their own rules for using, and they will receive a receipt for making and using, but they can improve.

THE BFFs

◆

If two friends use your product, how could it enhance or detract from their relationship?

How does your product change or create new ways for people to interact?

Does your product fill or change a role previously filled by a person?

Using this device with my friends could be wonderful using with someone who I can't meet very much.
It can be more useful using when I want to notice someone that I think of that person at the moment.
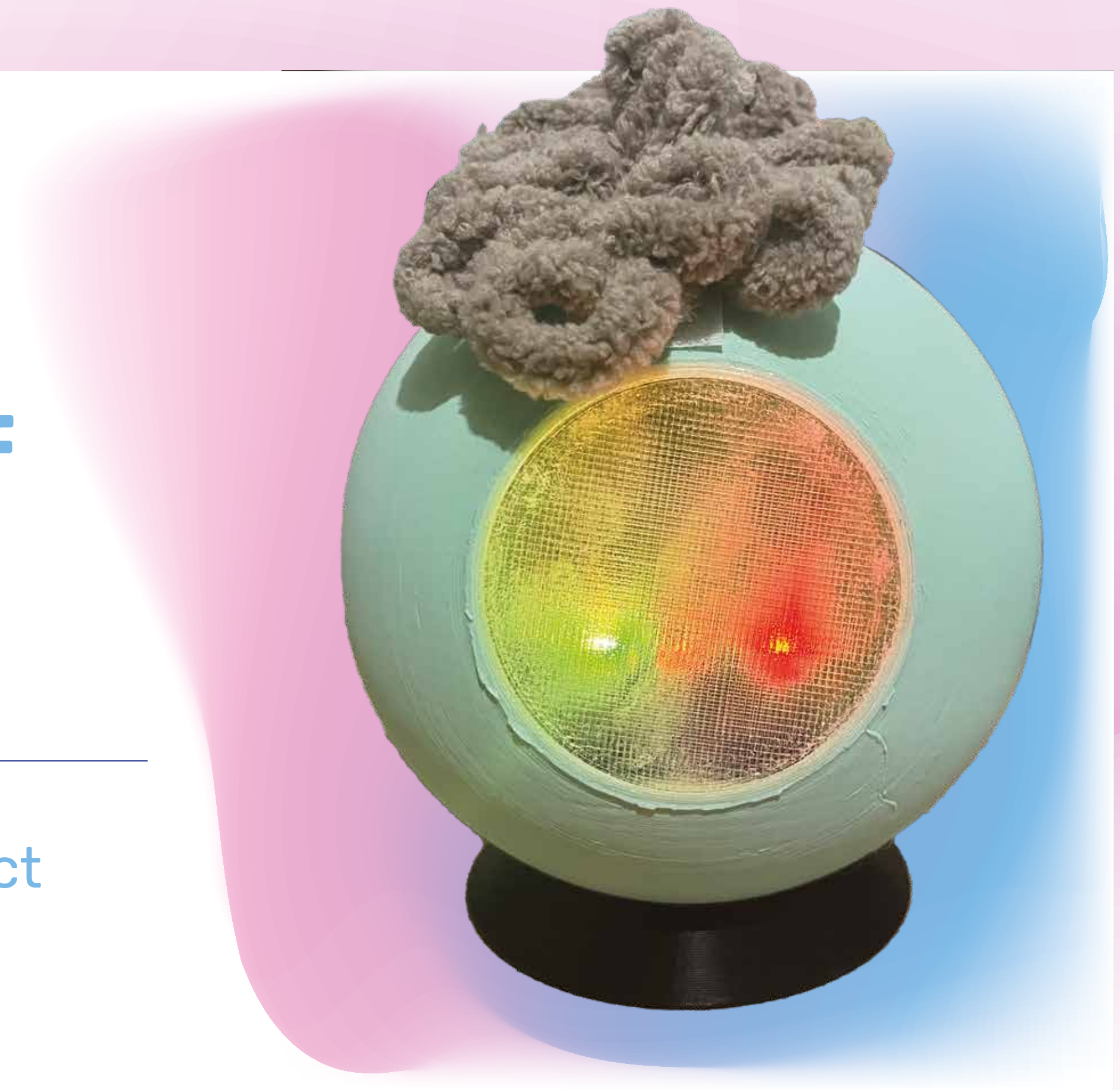I believe that product can fill that time when we are not together and it's a very special kind of communication, which is more intimate than messages through the phone.

Source: author

08

Final making of Puff

Process of Puff from idea to physical object

09

Puff - device for friends, partners and lovers

In the end I decide to make device for friends, partners and lovers. In the era of mobile phones, it can be useless, but with all these SMS, MMS, emojis... we losing part of the intimate contact.

I was thinking about combinate two Yo-Yo machines: Light Touch and Knock Knock. But during of working I realize that would be really hard to make.

The way of making was really long, but here is the Puff!

Source: author

Light touch

Knock Knock

Design of the machine
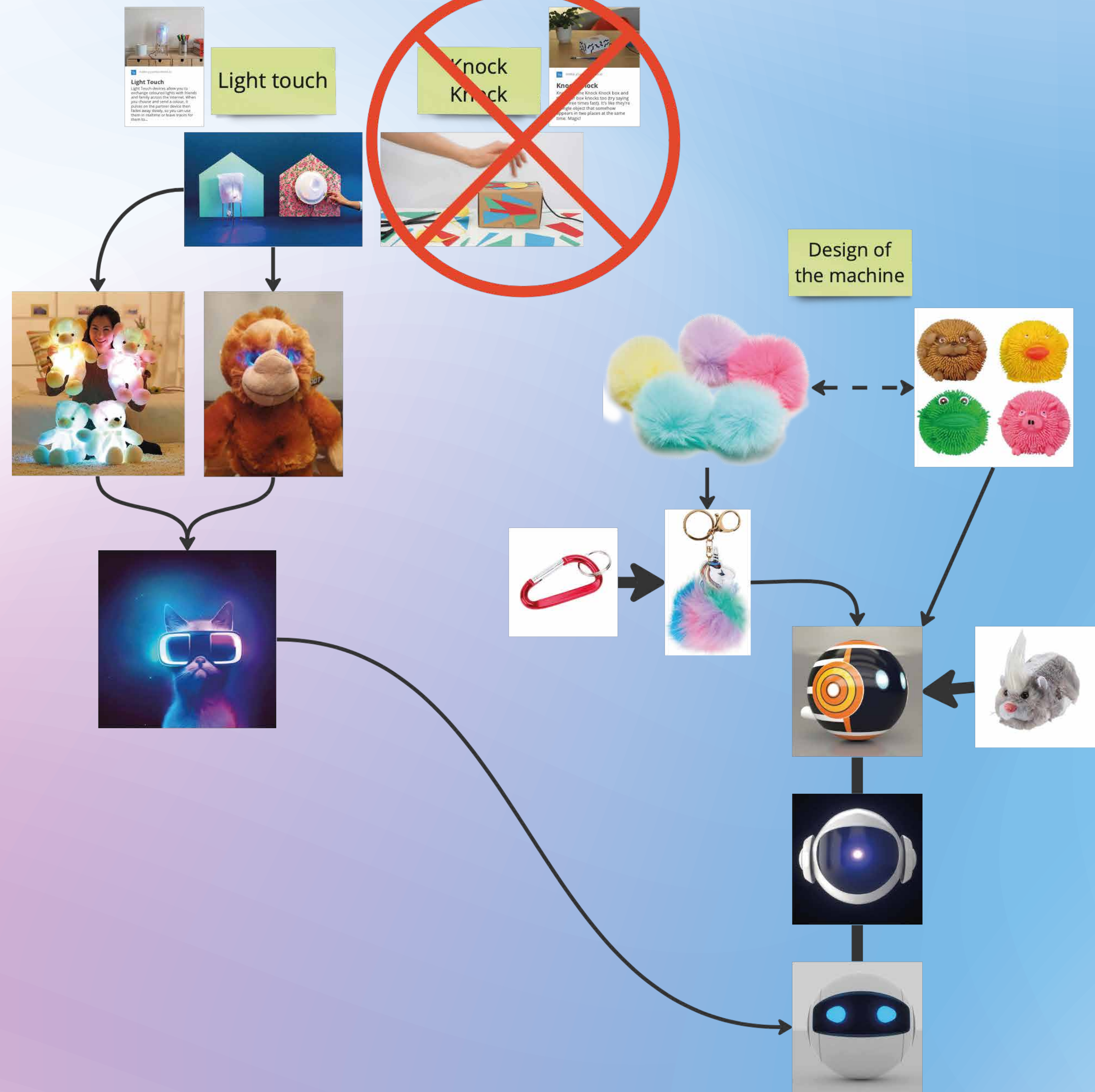
10

Idea

Users
-Device for communication between friends
-More intimate communication than messages throught mobile phone

Design
-Cute little puff design

Devices
-Using Light touch and Knock Knock

Scenario

It was a beautiful summer day and Lily and John were enjoying their time at the beach. They had been friends since childhood and always loved spending time together. As they were lounging on the beach chairs, Lily noticed a small device sitting on the sand nearby. Curious, she picked it up and examined it.

The device was a small machine with a button on top and a screen that displayed different colors. She pressed the button and suddenly, a bright red light flashed from the device. John was intrigued and asked what she had found. Lily showed him the machine and they both wondered what it was for.

Just then, they saw a group of friends playing volleyball on the other side of the beach. Lily had an idea. "Let's try this machine out and see if we can communicate with our friends over there," she said. John agreed and they walked over to the group.
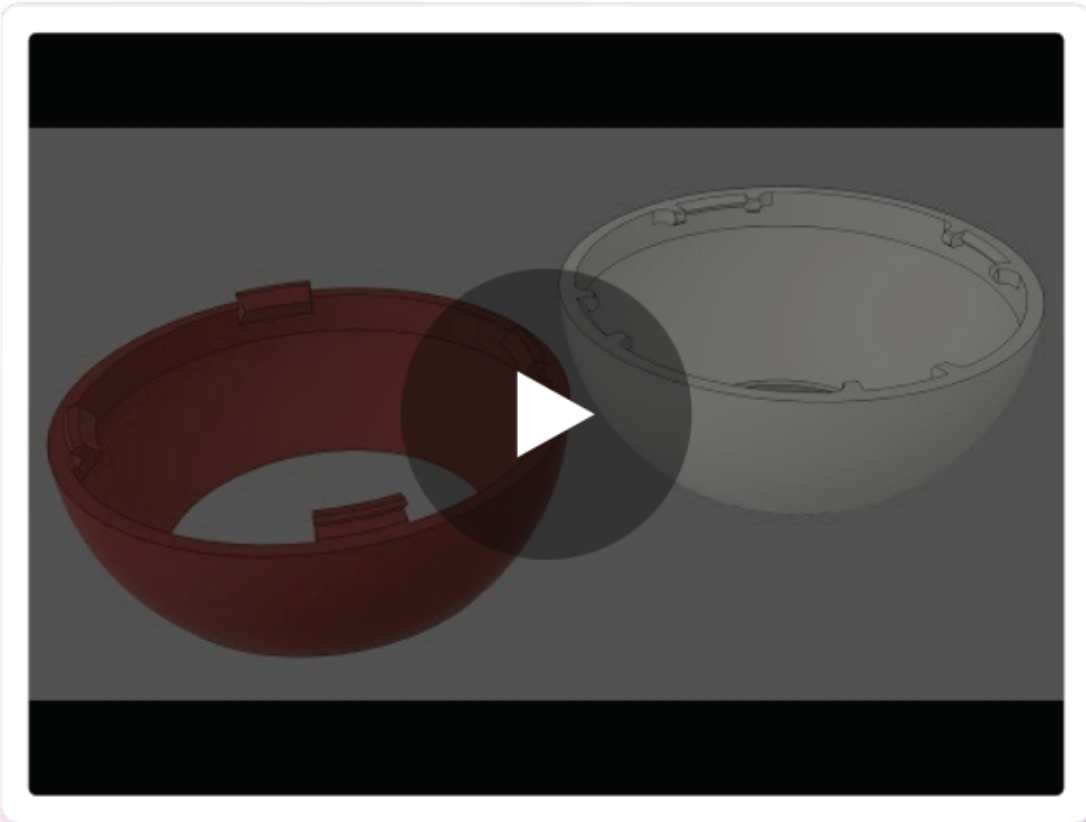Lily pressed the button again and this time, a green light flashed from the device. To their surprise, they saw that their friends on the other side had also received a green light from a similar device. Excited, they started experimenting with the machine, pressing the button to change the colors.

As they played with the device, they realized that each color represented a different message. Red meant "I need help," yellow meant "let's meet up," and blue meant "just saying hi." They continued to send messages to each other, having fun and feeling like they had their own secret communication system.
As the sun began to set and it was time to leave the beach, Lily and John knew that they had made a new fun memory together, thanks to the machine that sent light signals between friends. They both agreed to bring the device with them on their next adventure, wherever that may be.
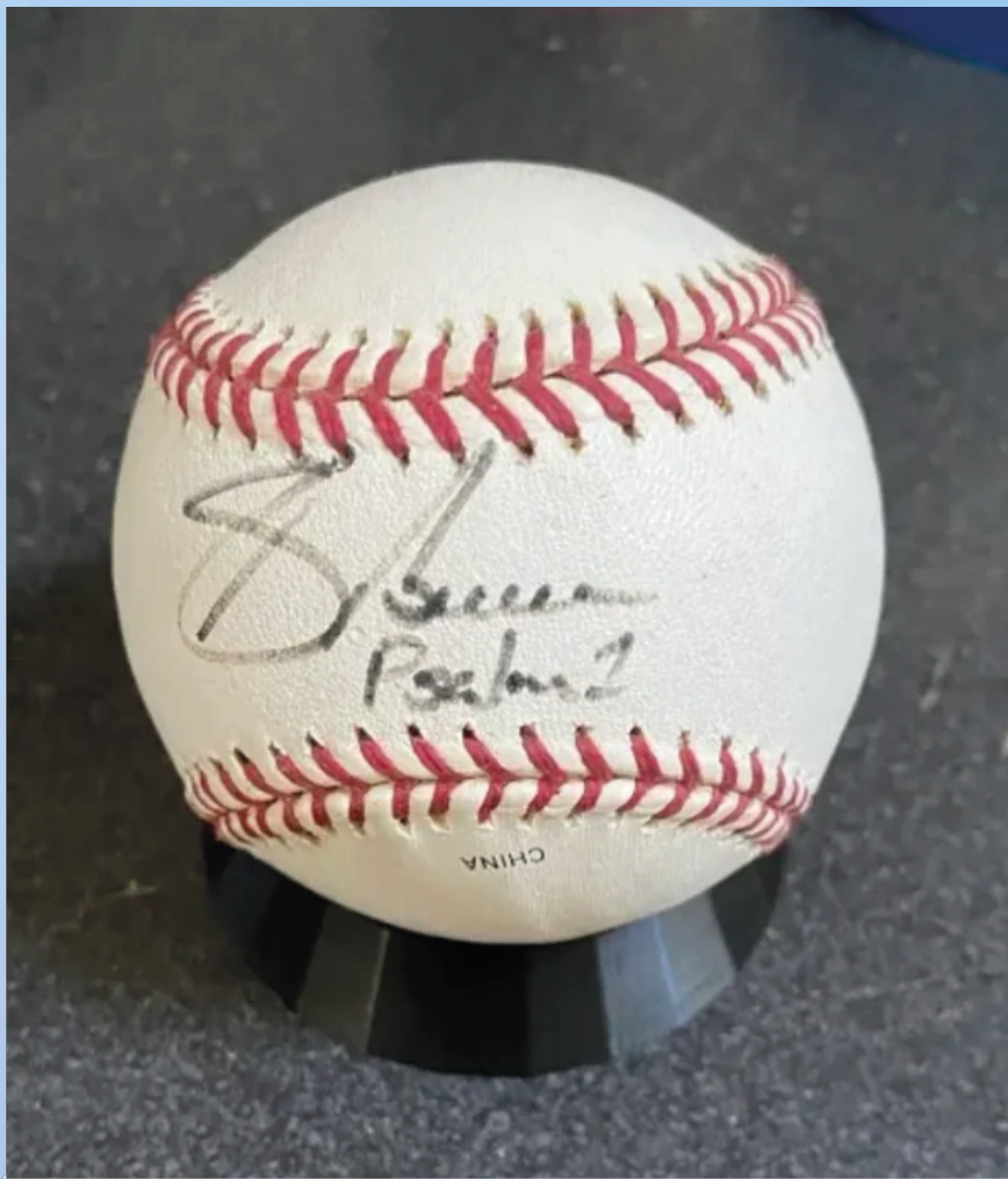
11 Links for making prototype

12 3D Prototype

Source: author
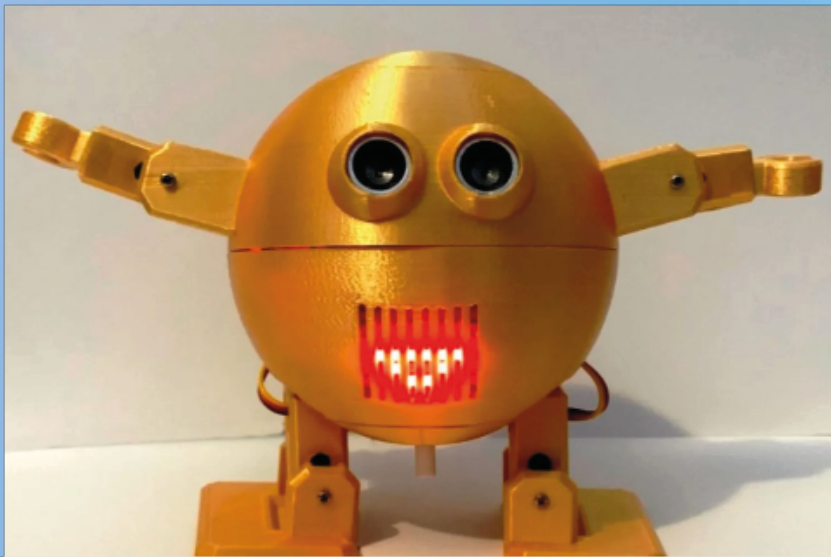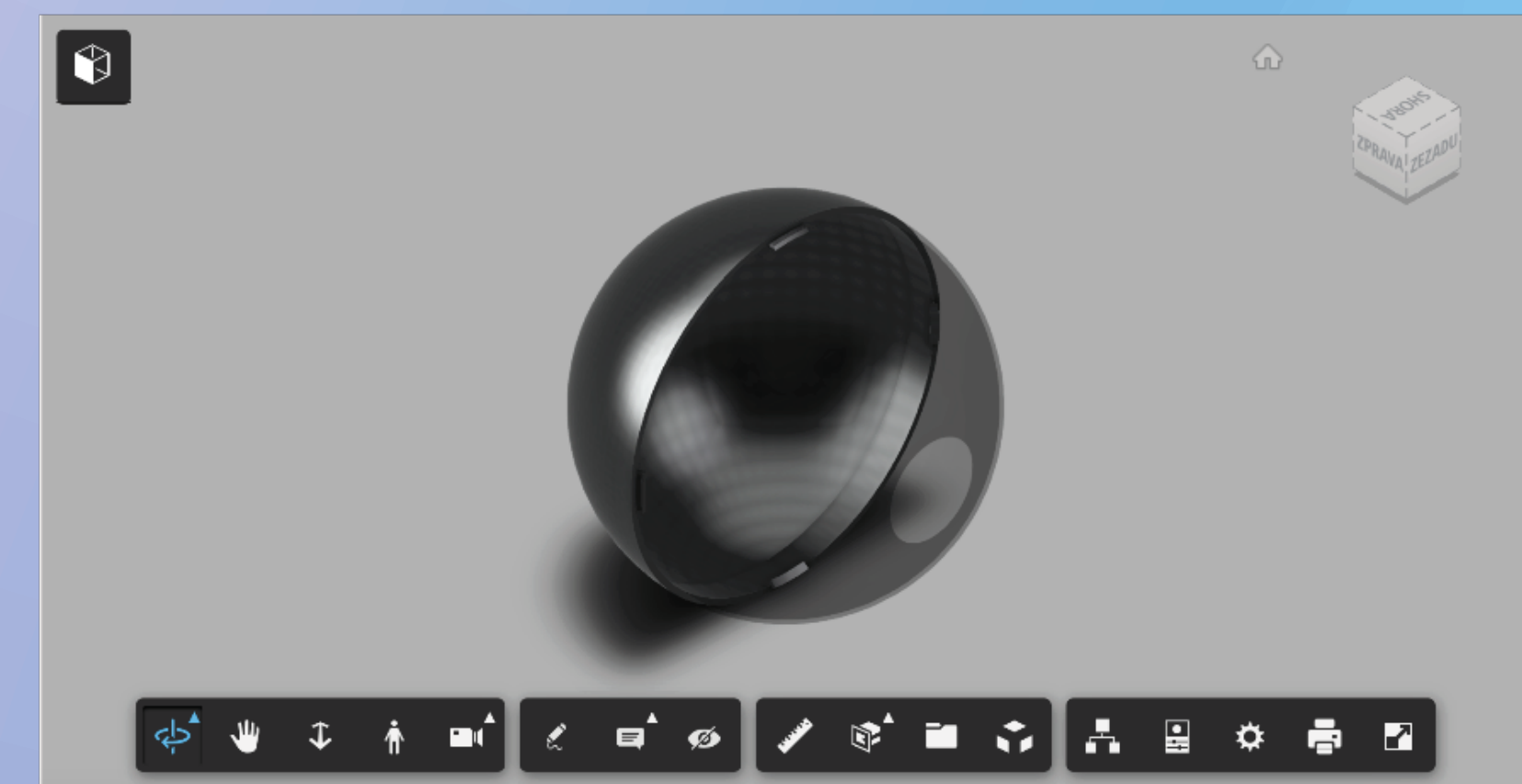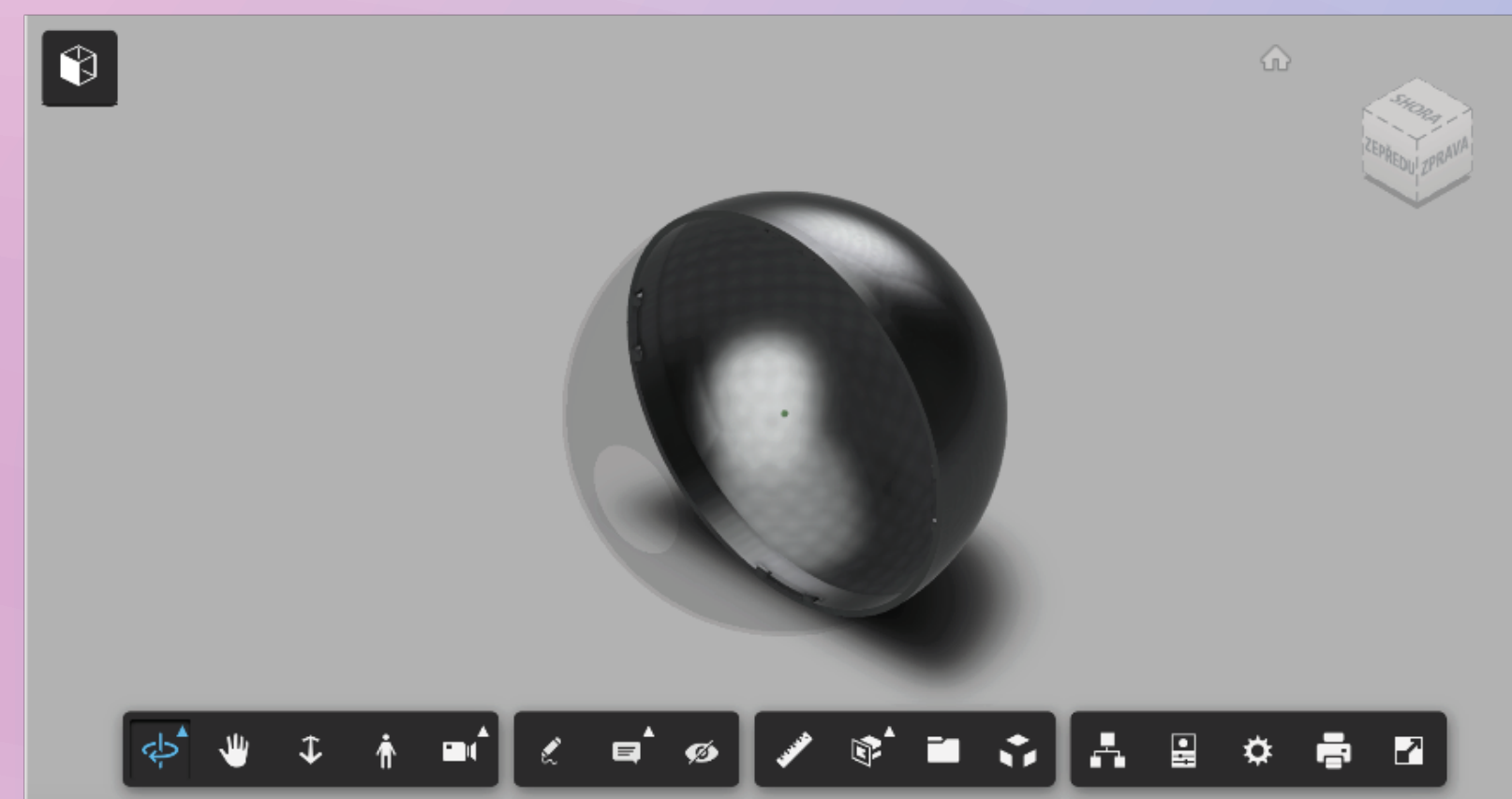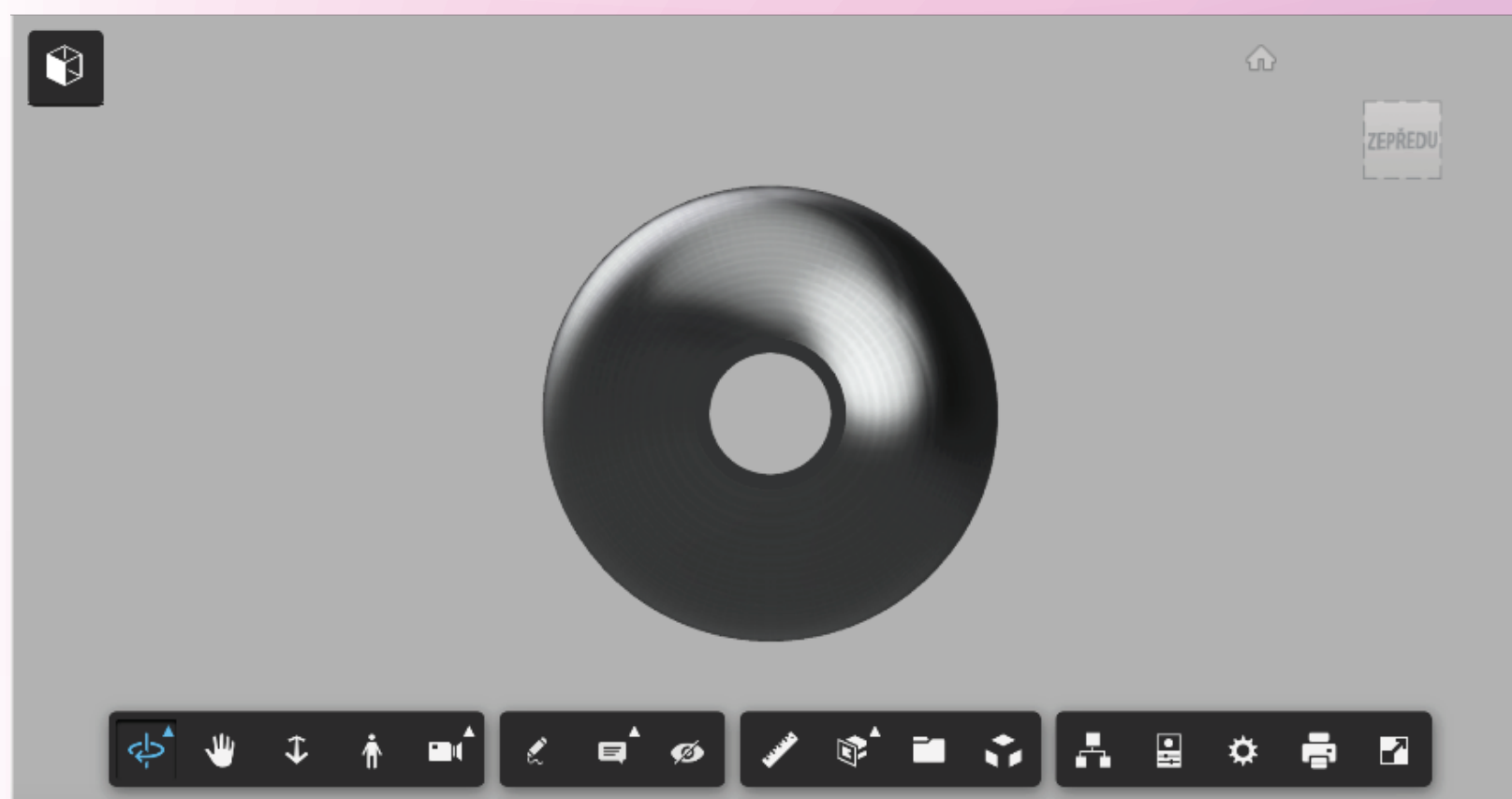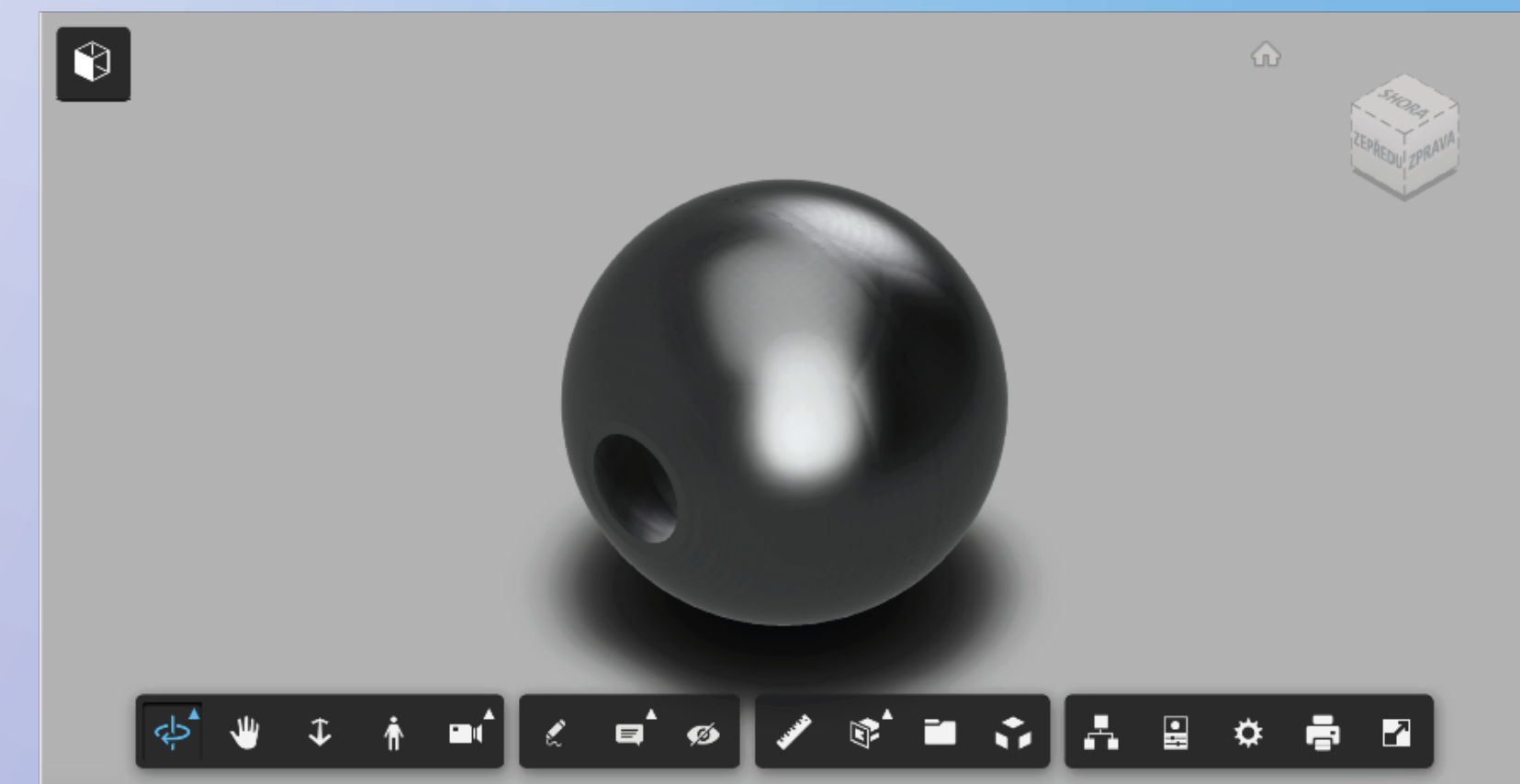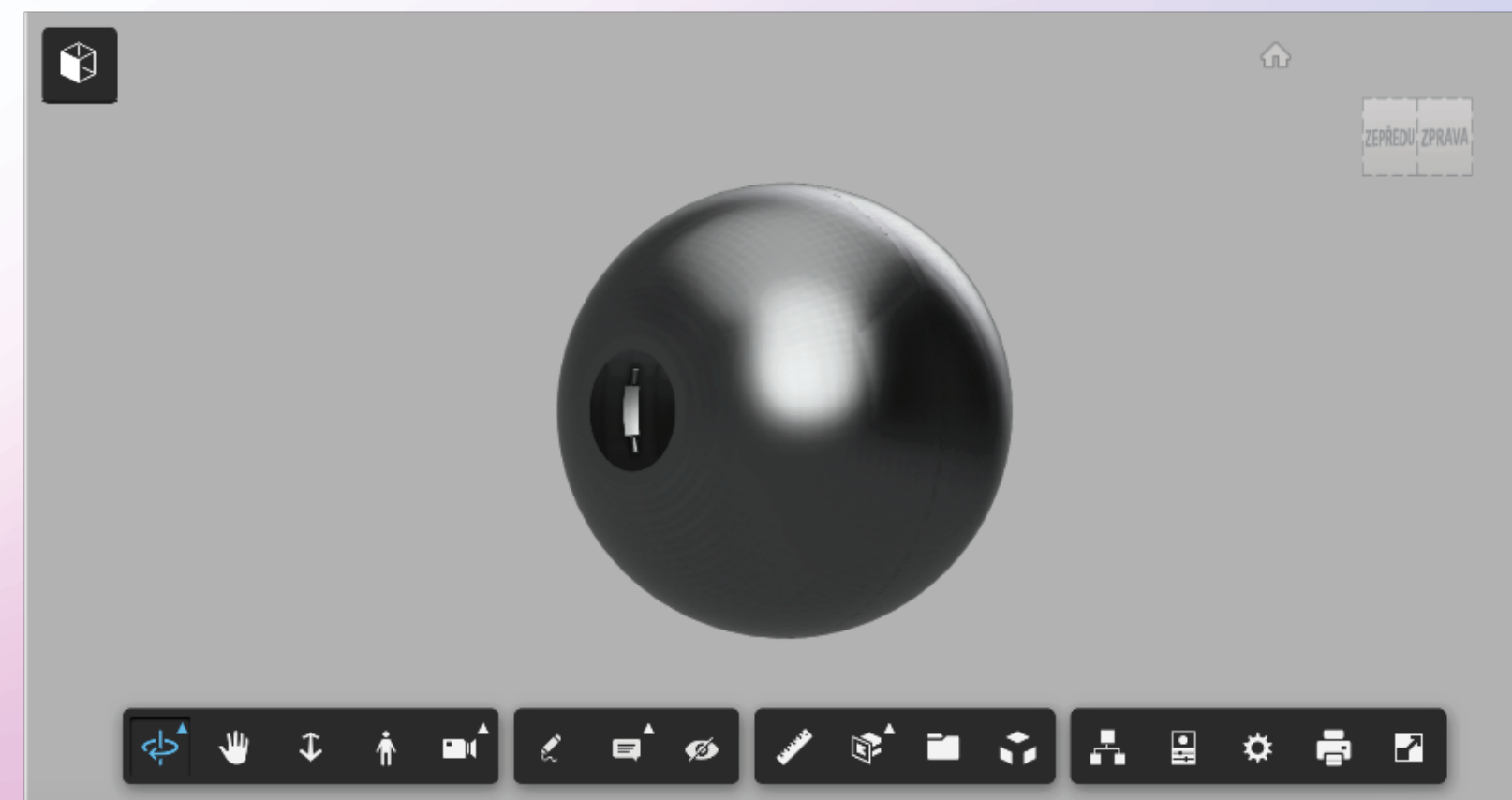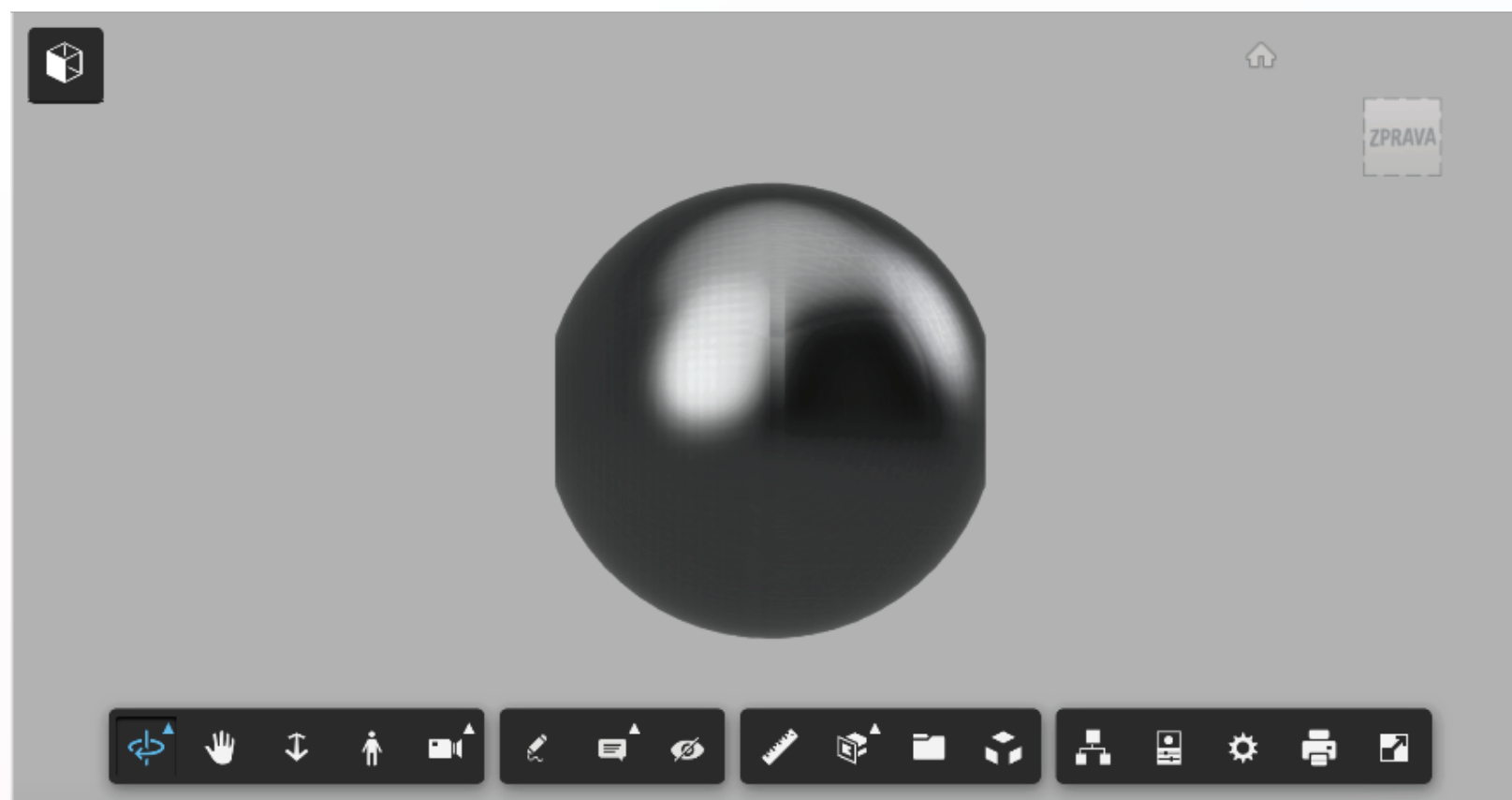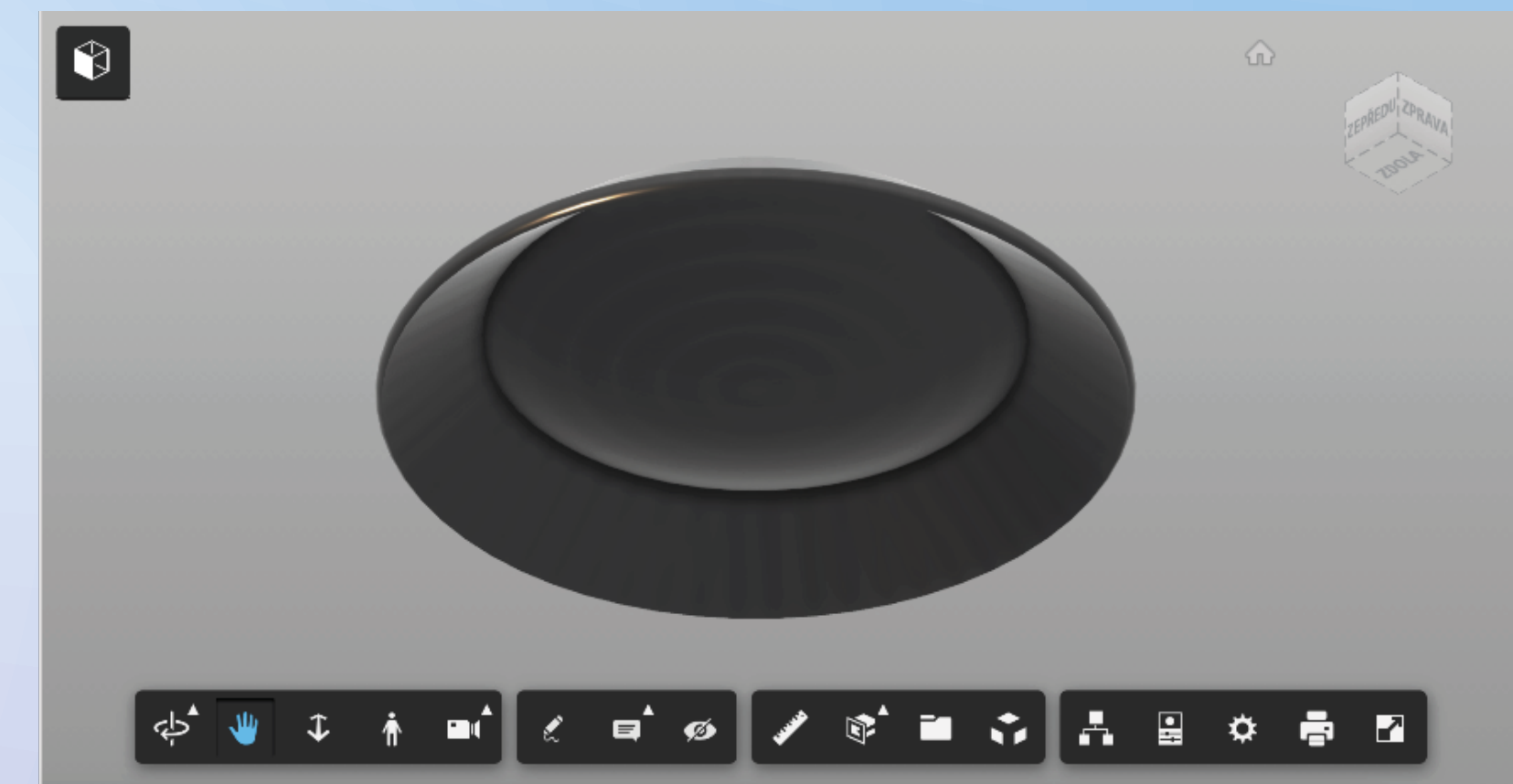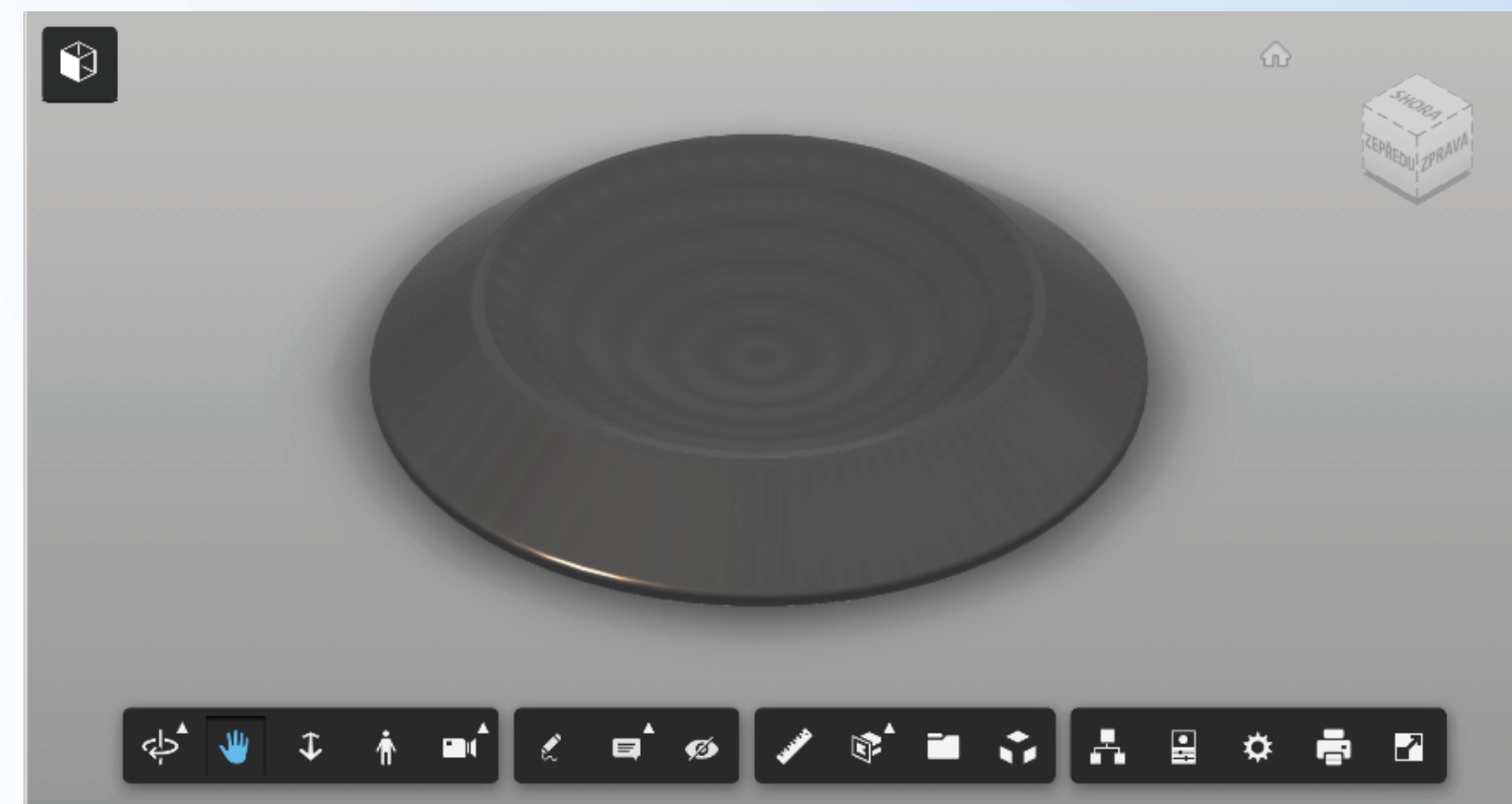
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Meet Puff

Process of Puff from the idea to the physical object

14

How To Use

A Puff is a colorful device for communication between friends, partners, and lovers.

You can use this machine with color rules, which you can see on the right side.

But you are completely free to choose your own meaning for colors and improve your experience.

ANGRY
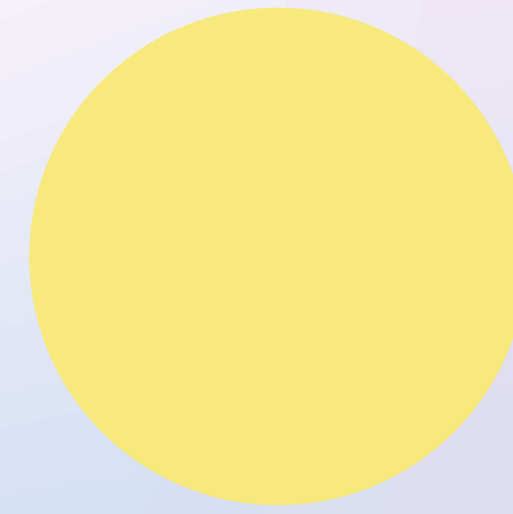
EMBARRASSED

HAPPY
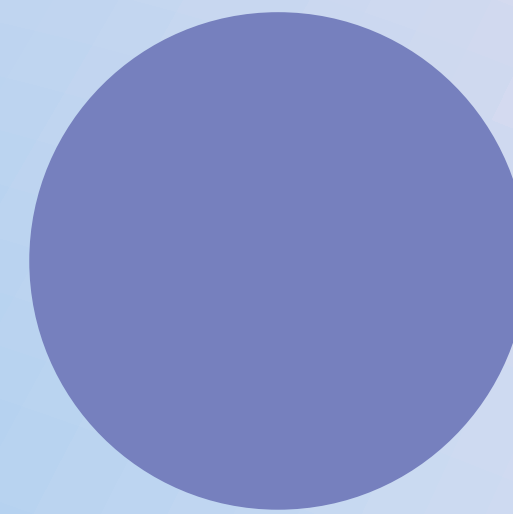
SAD
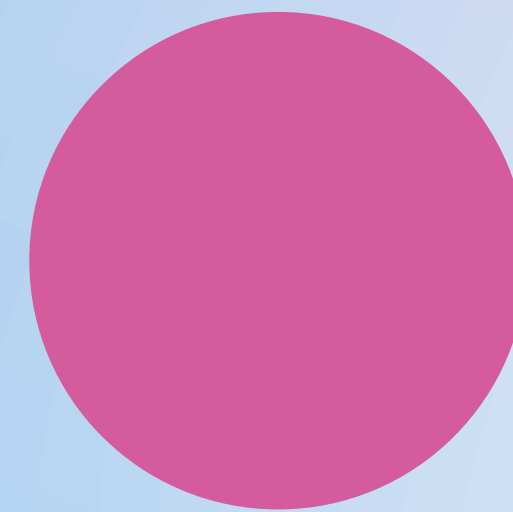
PLAYFUL

15 First cardboard prototype

16

Web manual

Like Interaction Research Studio I made a web manual for people to make their Puff at home.

In this manual are all the parts which you need and all steps which you must complete.

Make your Puff

Tools

○ Superglue
○ Double-sided tape
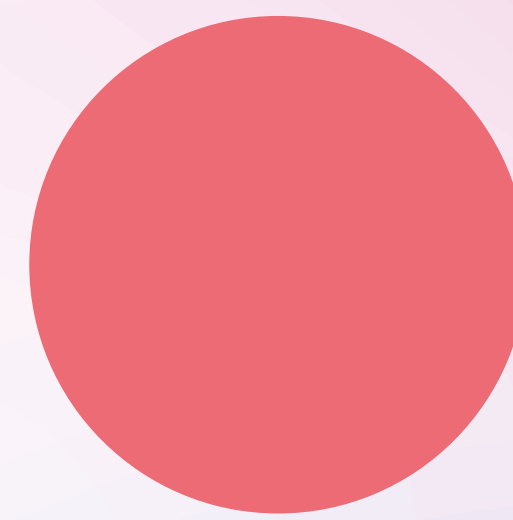
Parts per device

○ **Yo-Yo machine - Light touch**
○ **3D Model - Top half**
○ **3D Model - Bottom half**
○ **3D Model - Eye**
○ **3D Model - Disk**
○ **3D Model - Stand**
○ USB Cable
○ Velcro
○ Decoration

Step 1 - Building the enclosure

Gather the parts and tools shown in the picture.
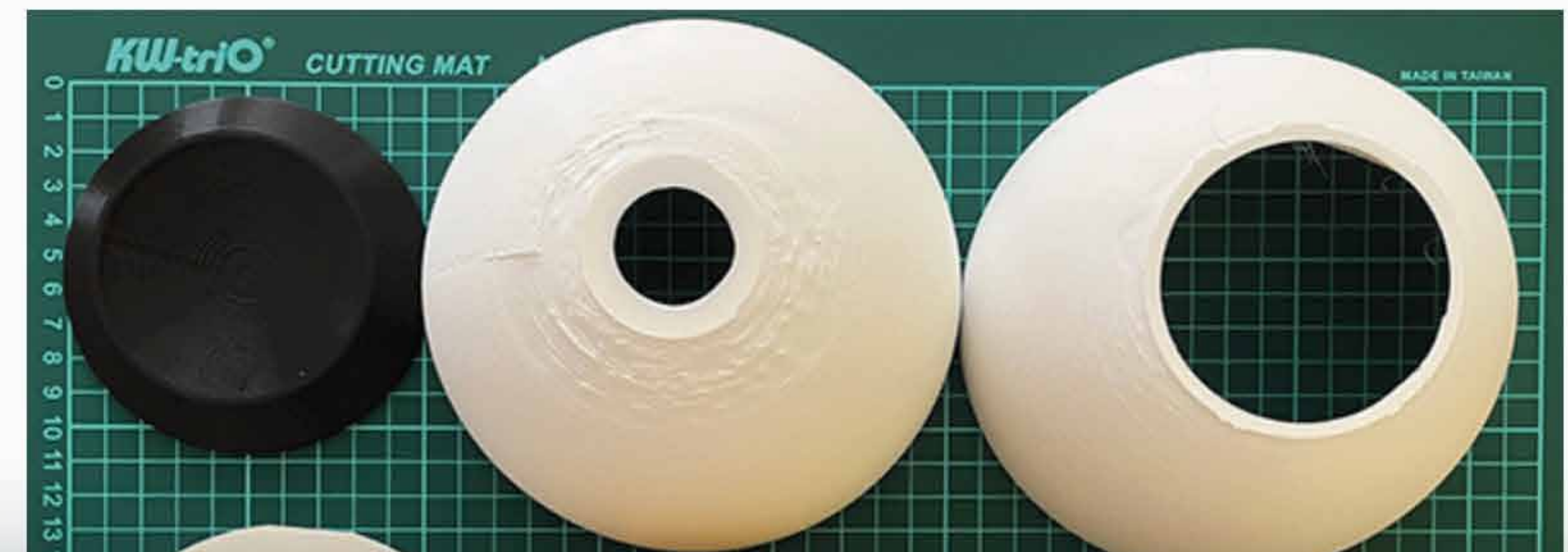
17 Opinions

Oleg:
It's a really nice device for distance Communication with my partner

Vojta:
I really like the idea of making machines by myself and getting experience from this process

Barbora:
It's awesome, but I will use my own color rules

Petr:
That's funny! I'm looking to build one for my girlfriend.

ChatGPT:
"Building machines and gaining hands-on experience is a fantastic way to learn and grow. Enjoy the journey!"

17 Fallman triangle

Real
Judgement, Intuitive, and
Taste
Competence
Particular and contextual
Client   Context driven, Cumulative, Distancing, Explain
Create   particular, and synthetic and Describing Understand
Change   Distancing and Analytic
Involving and Synthetic

True
Logic
Knowledge
Universal
Peers

Design Practice   **Design Studies**

Commercial design
organizations
Commercial design
organizations

Other   Philosophy
disciplines

The possible
Show alternatives
Ideals
Transcend
Provoke
Experiement
Aesthetics
Proactive
Societal, "Now"-oriented
Critique
Political

Idealistic, Societal, and
Subversive

**Design
Exploration**

Design critique, Art,
Humanities

Figure 3
A more complete model of interaction
design research.

14

Design Issues: Volume 24, Number 3 Summer 2008

Source: The Backdoor

Printing 3D design prototype

Making 3D design prototype

Making a prototype with material and working on design of that machine

Testing yoyomachine and research what it can do

Finish

Study emergency of project

Study 3D Design and Printing

Reading of YoYo machine paper.

Watching a website of Interaction research studio

Reading of emeregence paper

Changing of second idea

Changing of first idea and combining some of other ideas

Starting with an idea of project

Source: author

Enjoy your Puff!
Thank you.

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