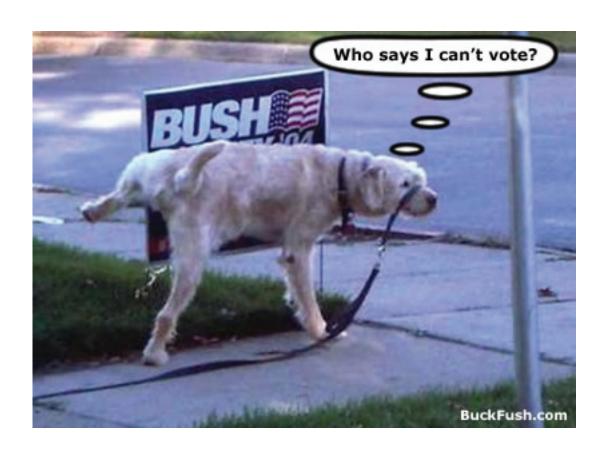


"A balloon is a flexible bag normally filled with a gas..."

from: wikipedia.com

Originally they were made of of dried animal bladders...



...but now they are made of other materials as









Nylon

They have been used in a lot of different fields as

Medicine

Espionage

Art

Transportation

Exploration

Communication

Meteorology

and ...

... doing funny stuff!











In my research I'm focusing especially on the **funny** usage of baloons along with some other inputs from the previously mentioned applications.

In my eyes it is the richest field to explore to get hints about designing a digital empowered baloon as it contains the strongest examples of human expressions and interactions.

So let's take a look at what people ganerally **like** to do with balloons

to see them



to make them fly

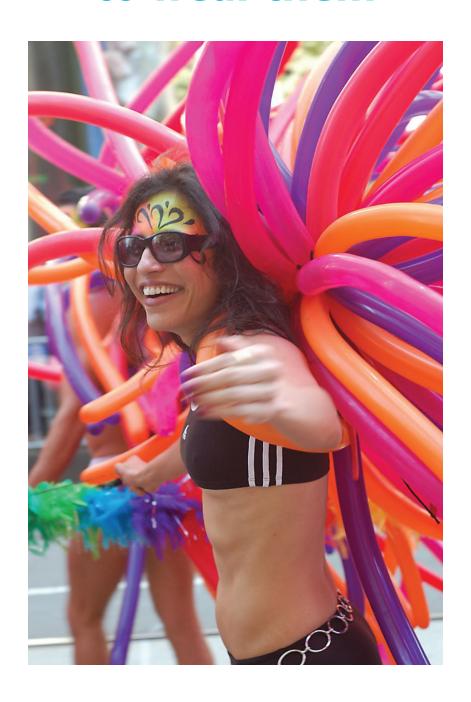




to draw on them



to wear them



to produce sounds with them







to inflate them



to touch them



to punch/throw them

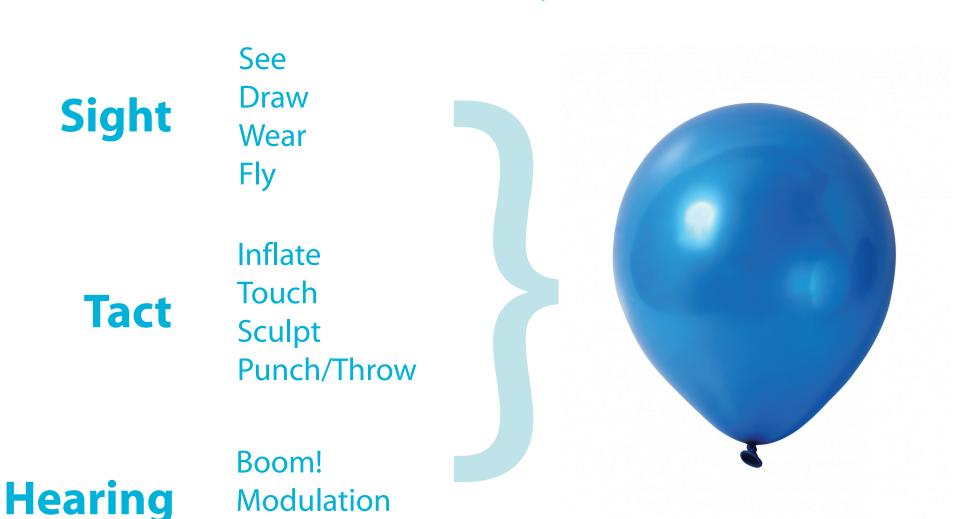




to sculpt them



analizing these simple behaviours I built a map of possible physical **interactions**



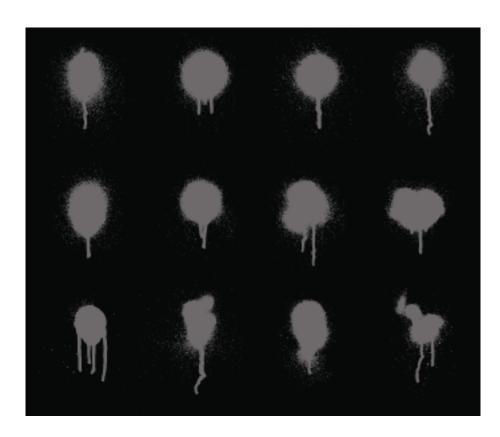
Scratch

but balloons are more than mere funny objects ...

I was surprised to find how many **metaphorical connection** it has with unexpected areas of human experience.

Spray





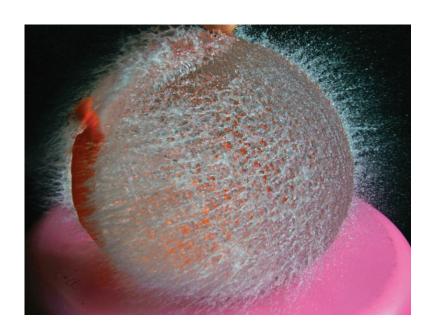
which leads to...

... Network - Broadcast









Light bulb



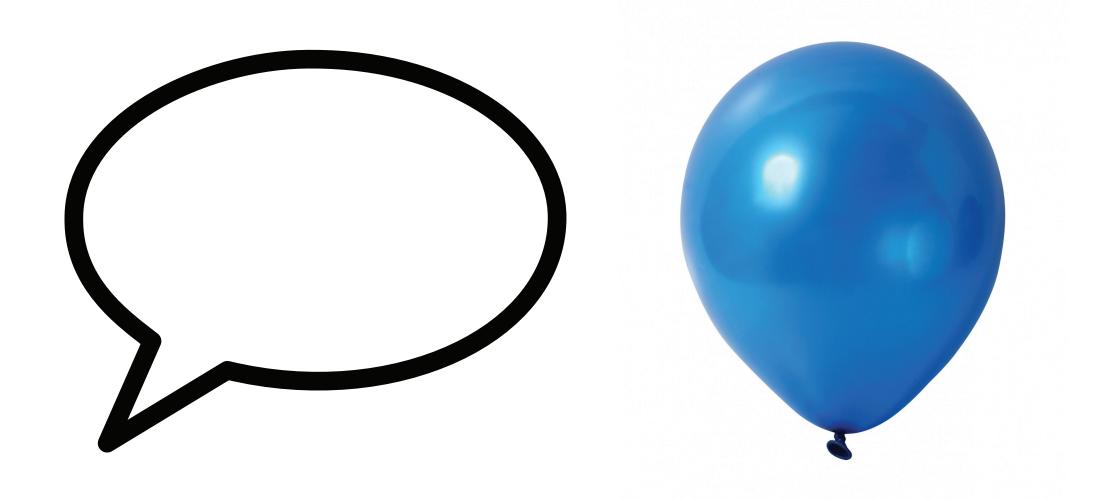


Skin





Comics



Bag



Microphone





Drums

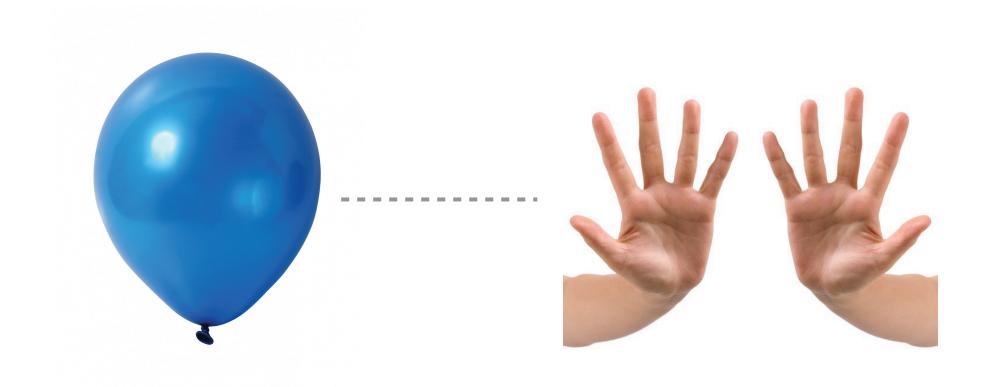






From the mixing of common physical interaction with metaphorical connection I created some value-fictions designs

Remote touch

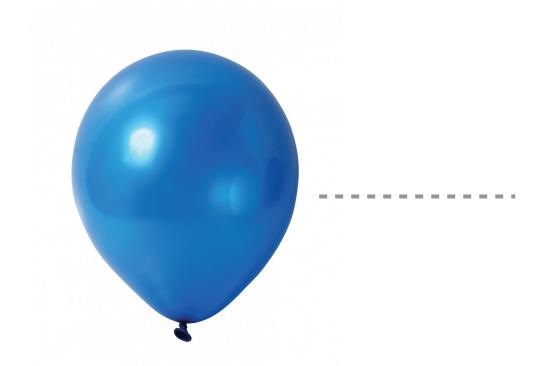


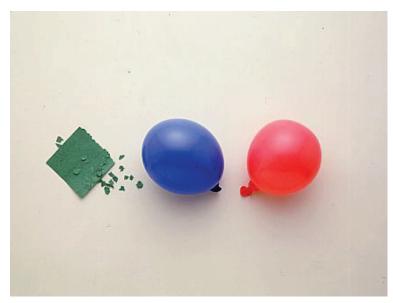
Interface for remote tactile communication.

Interaction: Touch

Metaphor: Skin

Flying Pixel



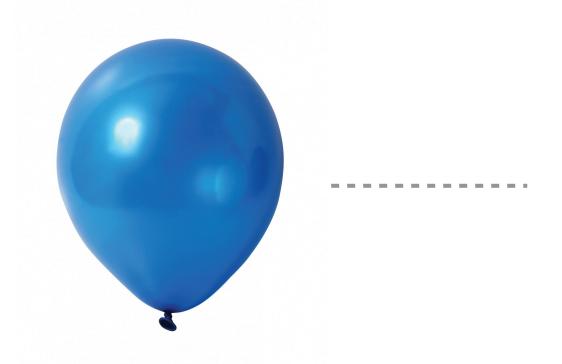


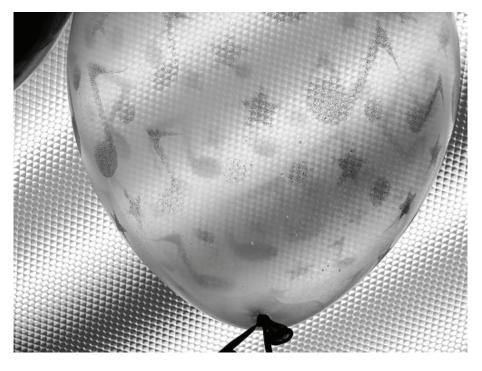
Physical pixel to build floating visualization systems.

Interaction: See Fly

> Metaphor: Light bulb

Audio Balloon





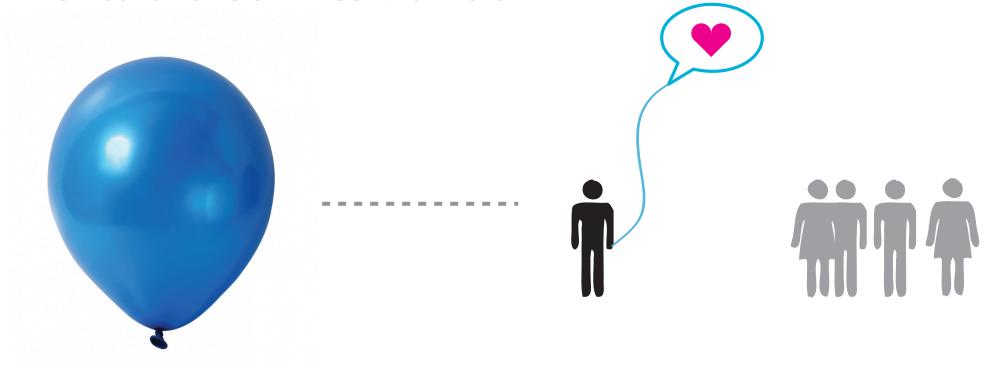
Audio interface. Can be beat as a drum, scratched as a turntable, modulated as a flute.

It can record audio, visualize and broadcast it.

Interaction:
Punch
Modulate, Scratch

Metaphor:
Drums
Bag
Broadcast

Portable Comics Balloon



Textual interface to publish a message in a limited physical area.

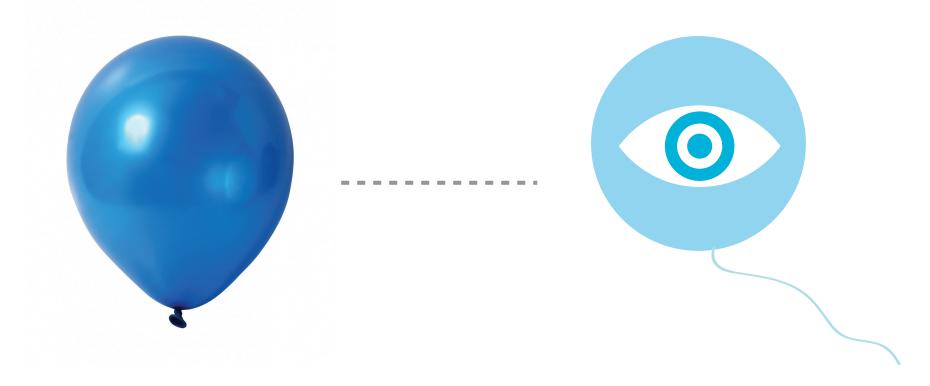
The text is written on the surface of the balloon and can be changed by the user drawing on it or speaking into it.

Interaction:

Draw Fly Inflate

Metaphor: Comics balloon Microphone

Data probe



Can capture various data type accross the environment: photos, video, sounds, network. The more the data the more it inflates.

When full it returns home.

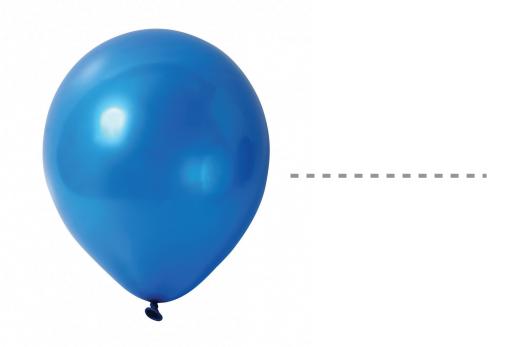
Interaction:

Fly

Metaphor:

Bag

Casual Carrier





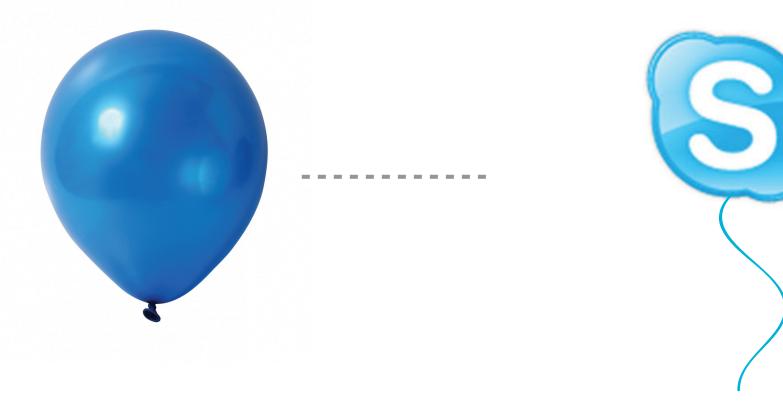
It's the opposite of the probe. It carries data randomly and release them to anyone interested. **Interaction:**

Fly

Metaphor:

Bag

Head in the balloon

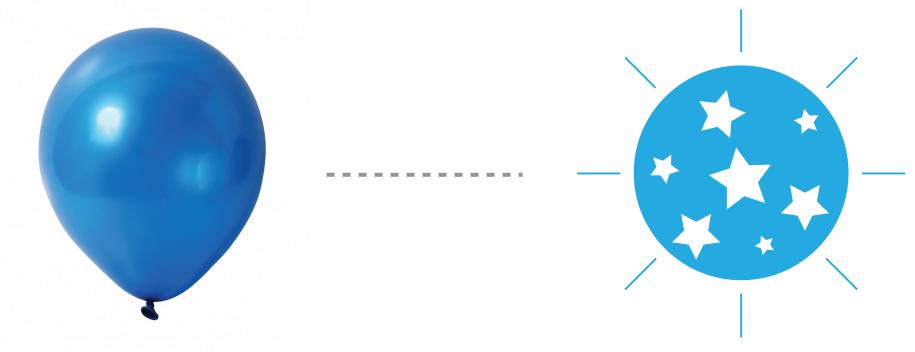


It works as a classic video chat, but the balloon is the monitor. It is also provided with speakers, camera, microphone and engines so that the remote user can look around and act as if his head is in the actual environment of the physical user.

Interaction:

Metaphor:

DreamLamp



This is a lamp on which the user can draw animated sketches, words and group them in dreams.

When the user goes to sleep the lamp turns on and play back stored user's dreams.

Interaction:

See Touch Draw, (Dream)

Metaphor: Light bulb

Bag