inoribi - Emergence of “Windows” and “Mirrors” -

Tatsuma Segawa
Keio University.
o502, Endo 5322
Fujisawa, Kanagawa, Japan
t07410ts@sfc.keio.ac.jp

Hiroya Tanaka
Keio University.
o502, Endo 5322
Fujisawa, Kanagawa, Japan
htanaka@sfc.keio.ac.jp

Hiroki Ito
Keio University.
o502, Endo 5322
Fujisawa, Kanagawa, Japan
t7070hi@sfc.keio.ac.jp

Masaya Doi
Keio University.
o502, Endo 5322
Fujisawa, Kanagawa, Japan
t06620md@sfc.keio.ac.jp

Machi Miyahara
Keio University.
o502, Endo 5322
Fujisawa, Kanagawa, Japan
vitarhythm@gmail.com

Abstract
This research integrates two contradicting experiences; inner introspection and the act of connecting to the external world. The device we created called “inoribi” enables the unification of slow, sensitivity required interaction, and the sharing of that experience through the network, creating a tightly interwoven, reciprocal system. By fusing the two elements, the research explores a new enriching information experience, expanding the possibilities of media design.

Keywords
Interactive art, Media Design, Networked furniture, Reflective interaction.

ACM Classification Keywords
H5.m. Information interfaces and presentation (e.g., HCI): Miscellaneous.

General Terms
Design.

Background
In our time, we have experienced a paradigm shift from the so called “fast-technology” [1] which has strived to improve speed and efficiency to a new type of information technology such as interaction design and tangible media. This type of new technology often focuses on two major themes: communication and reflection. These two themes are often referred to as the “window” and “mirror”. A window interface enables users to reach out to the external world, while as a
mirror interface evokes the desire to explore one’s introspection. This research focuses on the integration of the “window” and “mirror” interactions.

**inoribi**

“inoribi”, is a device similar to that of an hour glass, constructed from two sphere glass shades that functions as lighting (see Figure 1). By gently placing one’s hands on the surface of the upper sphere (A) to create warmth, the light illuminates, gradually gaining brightness as the surface rises to body temperature. The light then acts as “droplets” which drips down into the lower half of the device, creating a pool. When the device is inverted and sphere (B) is at the upper half, the contents of sphere (B) drip down into sphere (A), causing sphere (A) to illuminate every time a droplet falls. The amount of light in the upper sphere (B) decreases as the light fall into the lower sphere. The mechanism of inoribi is somewhat like an hour glass with light flowing to and fro between the spheres.

However, what makes this device significantly different is that shade (B) is connected to a network that shares the light collected in the shade with other inoribi devices. Thus, the light pool acts as a collectively owned resource which represents the aggregation of the interaction of inoribi and its users. The act of gently warming inoribi’s surface invokes a inner, reflective experience in which the light that is created has a personal meaning; a sense that the light was generated from the user’s body warmth with time and effort. A minimized society in which interaction takes place resides in shade (B). Shade (B) represents the subtle connection of the sharing of light, and gives users the sense that it is light shared on a global level. The light created in both spheres are inseparable elements, in which someone’s “personal” light can be shared to become a “global” light, and the “global” light directed towards individual users.

Refer to Figure 2 for explanations on implementation and the list of components.

**Conclusion**

This research integrated two contrasting concepts of reflection and communication. These concepts are relating to how we perceive the relationship between ourselves and the world around us; one approach is making sense of the world through analyzing our mental state and another is an approach where we put together an understanding through the interaction with the exterior world. Reflective media which evokes introspection, and communication media which connects us to the external world, both play a significant role in enriching life. The way we process information is actually a dynamic and complex combination of both factors. However, there has not been a media that has fully met the needs of such a system. inoribi is a groundbreaking research that does not have a singular function of a window or a mirror but is an alternative, which acts as a balancer of both.

**Citations**