



drop

drinking
realtime

information
protocol

drinking realtime information protocol

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cups

=> social meaning of cups

some follow you, some are controlled
by you

some you get from other people,
some are filled by other people

cups have a public and a private
space

liquids

=> material properties of liquids

opacity, colour, chemical content,
amount, density, surface orientation

drinking as
consuming

consume liquids \Leftrightarrow consume information

pouring liquids

pour liquid \Leftrightarrow pour information

information representation

granularity, permanence, personal/public
display, information upload

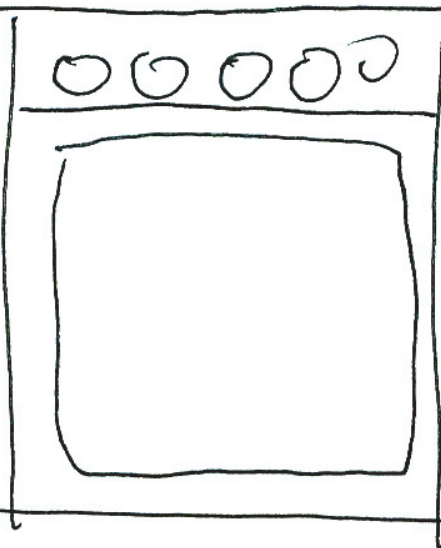
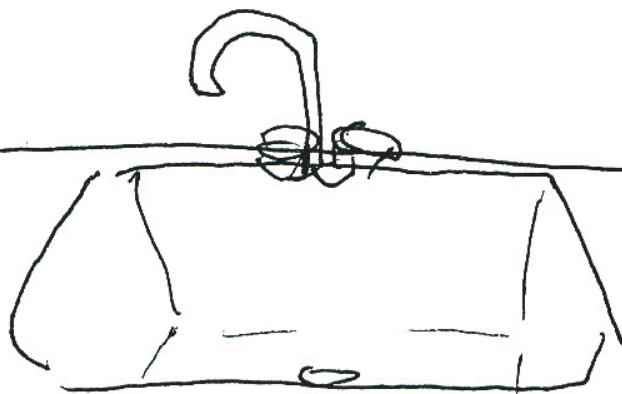
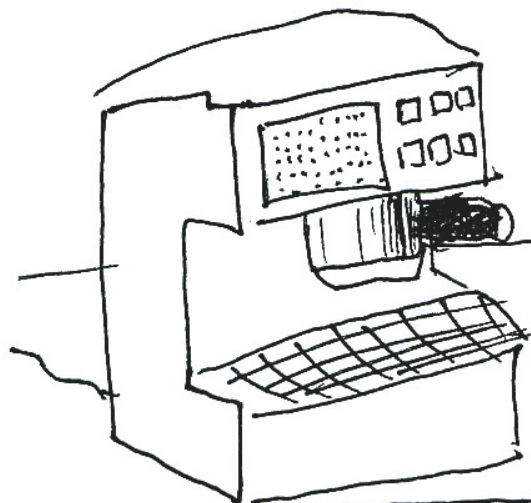
technologies

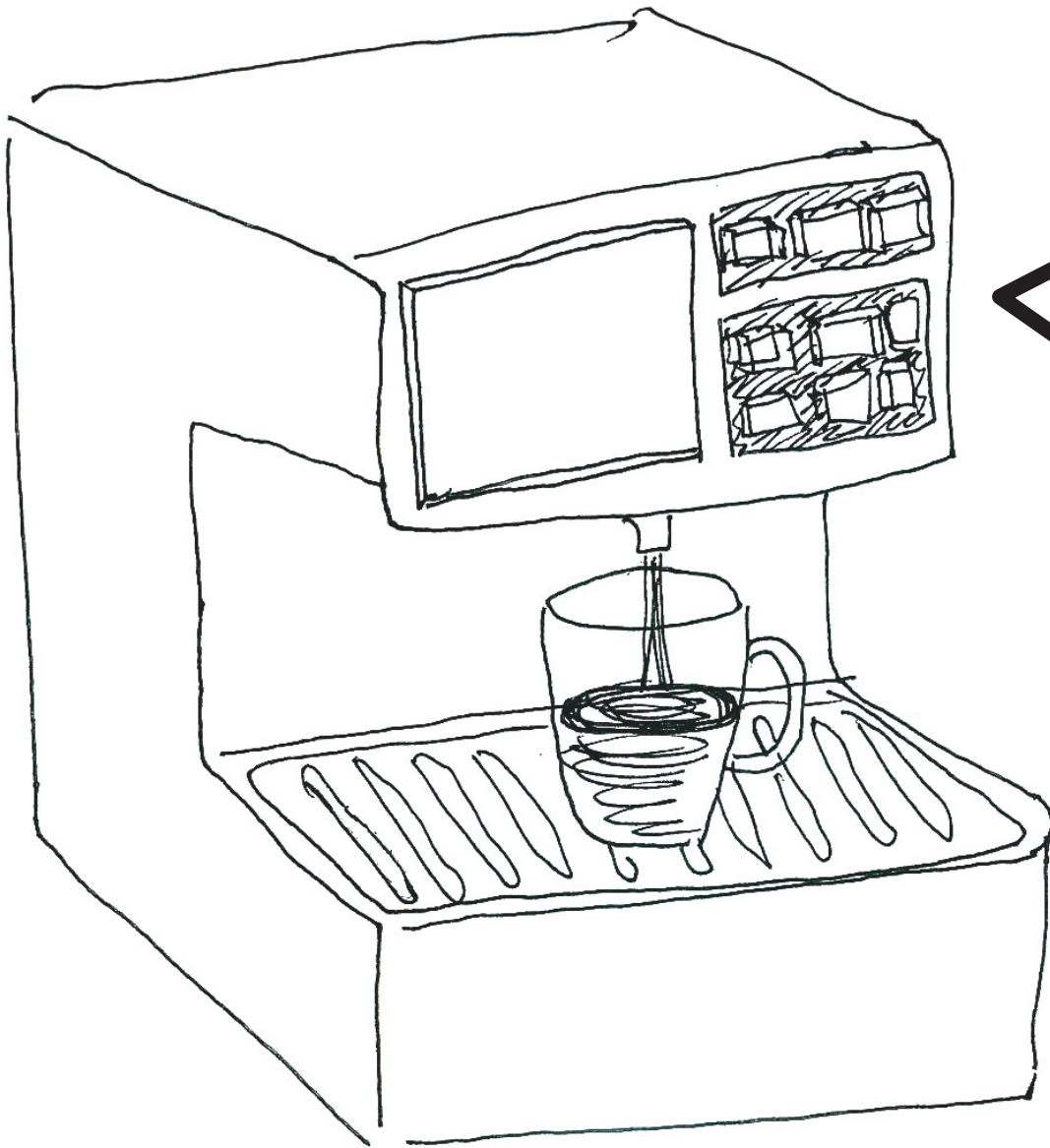
iButton, RFID tags, tilt sensors, fluid level sensors, LCD displays, OLED displays

The background of the slide features three broad, curved bands of blue. The top band is a bright, vibrant blue. Below it is a band of a slightly darker, medium blue. The bottom half of the slide is a solid, deep teal blue. The text is positioned in the bottom right corner of this dark teal section.

Scenario one
Object-to-person

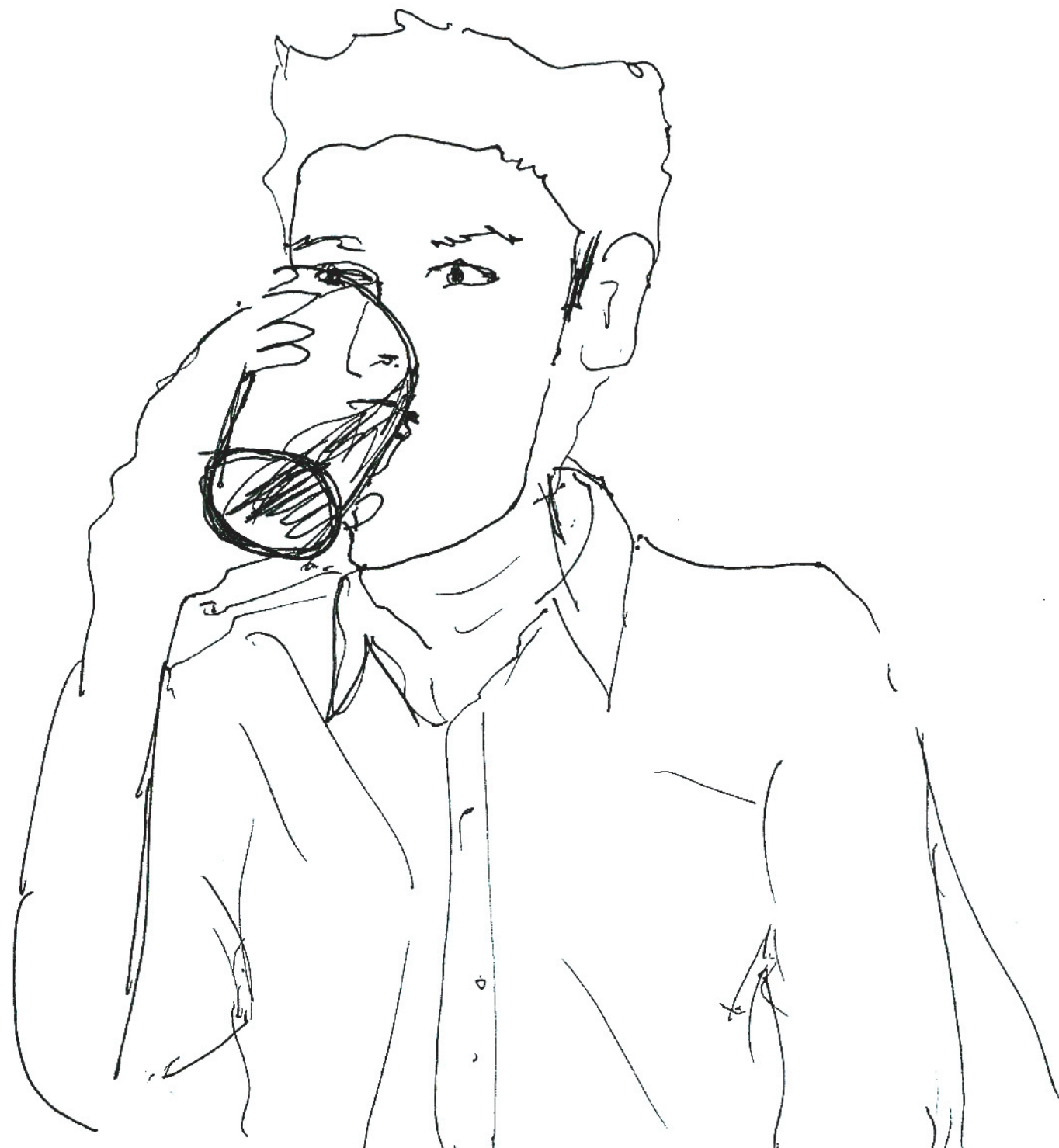


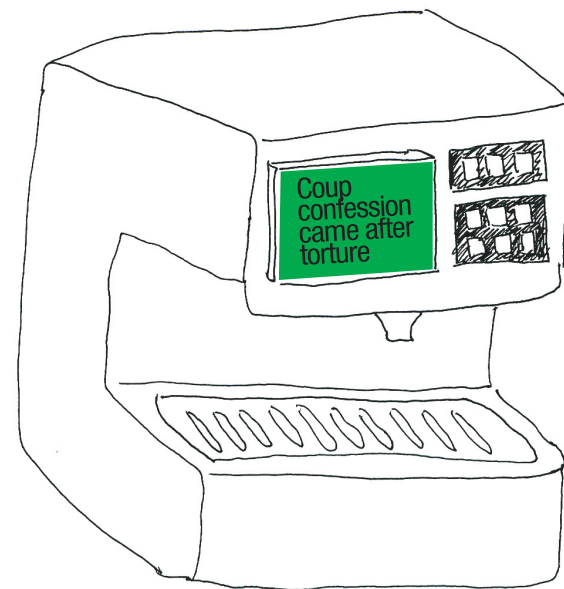
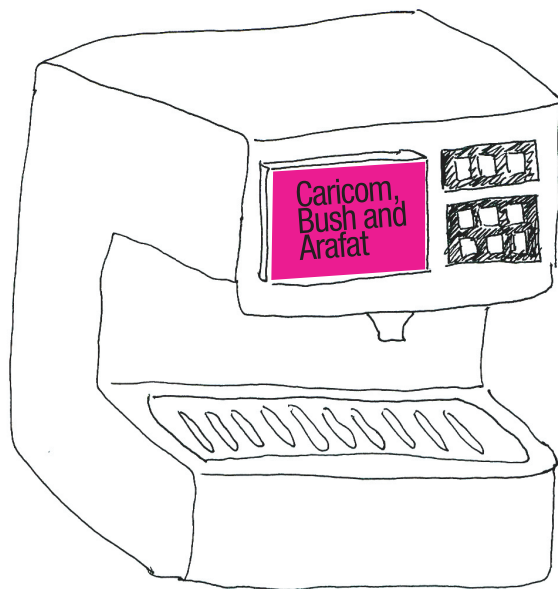
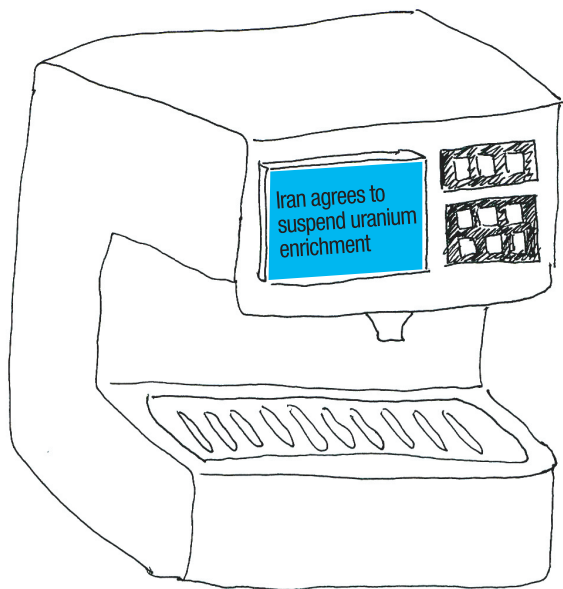




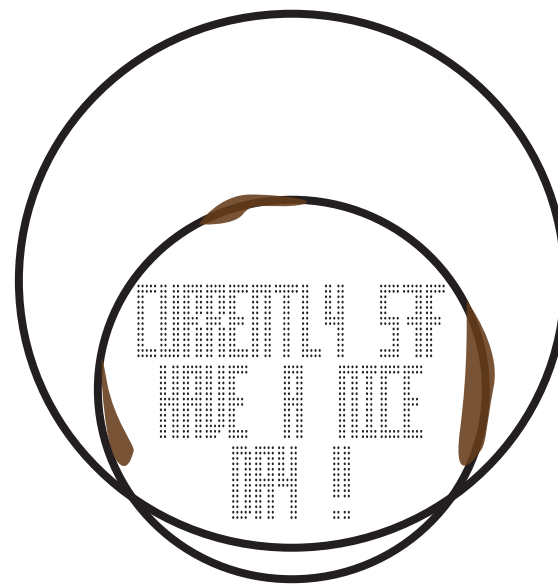
Latte, Capuccino, etc..

World news, nation news,
sports news, tech news,
entertainment news, etc..



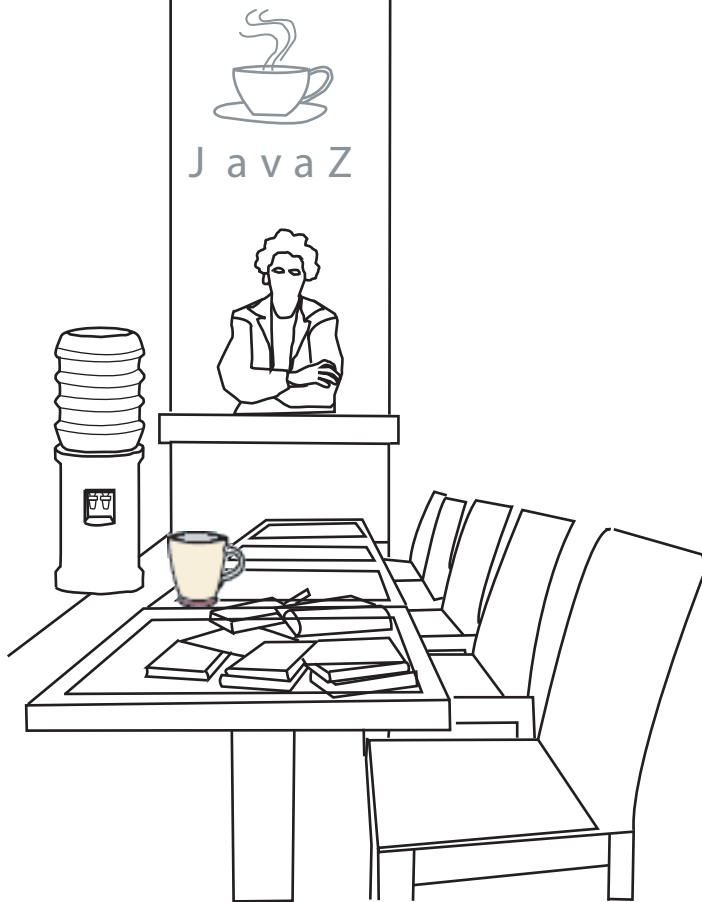




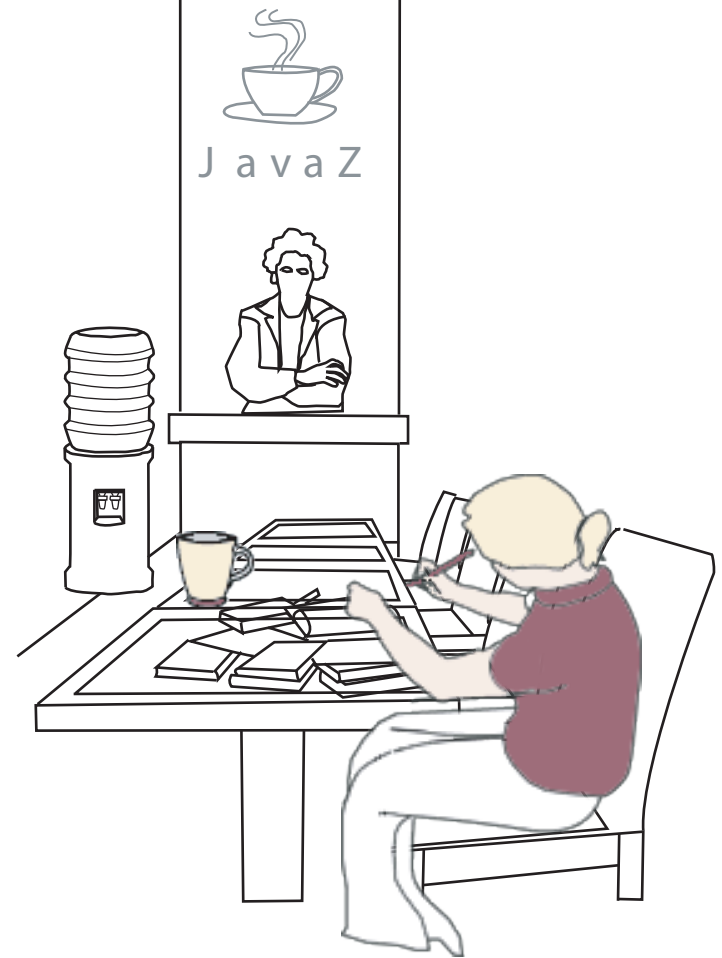


Scenario two

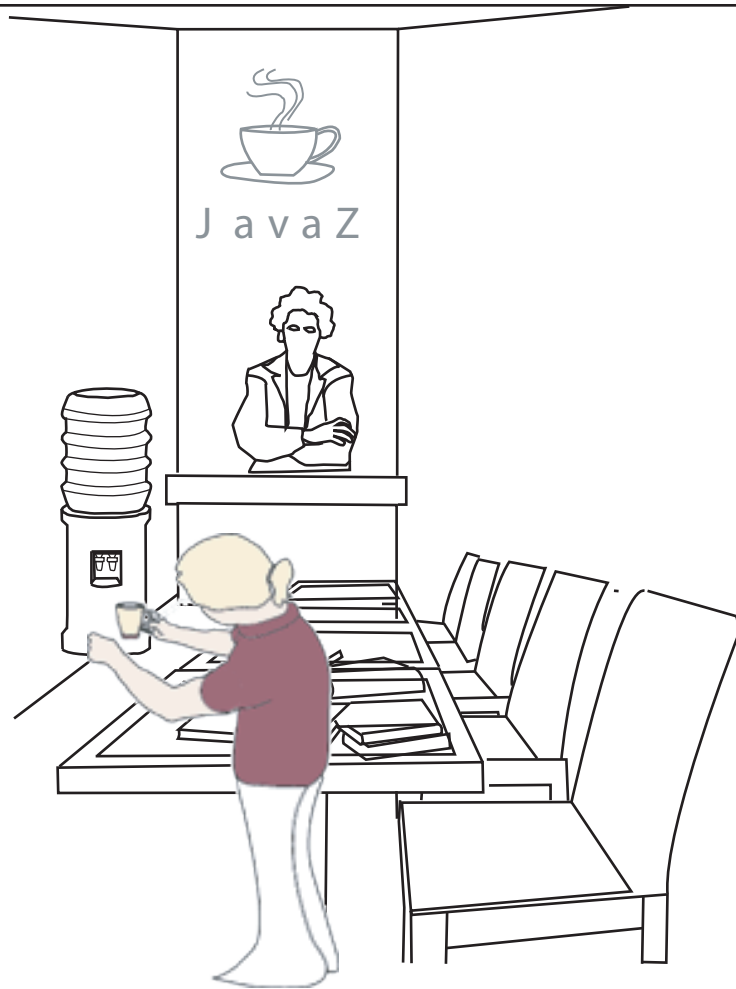
Person-to-object



**Setting: Interior of the
coffeehouse, JavaZ.**



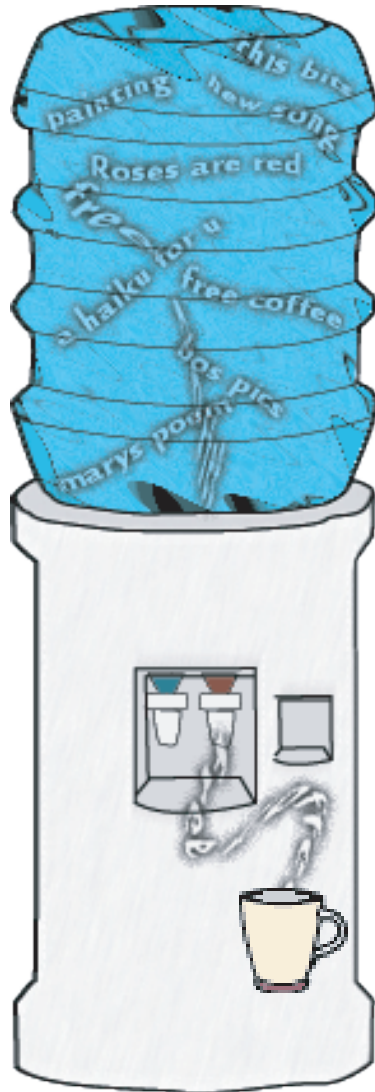
**Here Janet has been sitting
for several hours diligently
completing her homework.**



After too many cups of coffee, Janet needs to take a quick mental break. So she gets up and walks over to the water cooler.

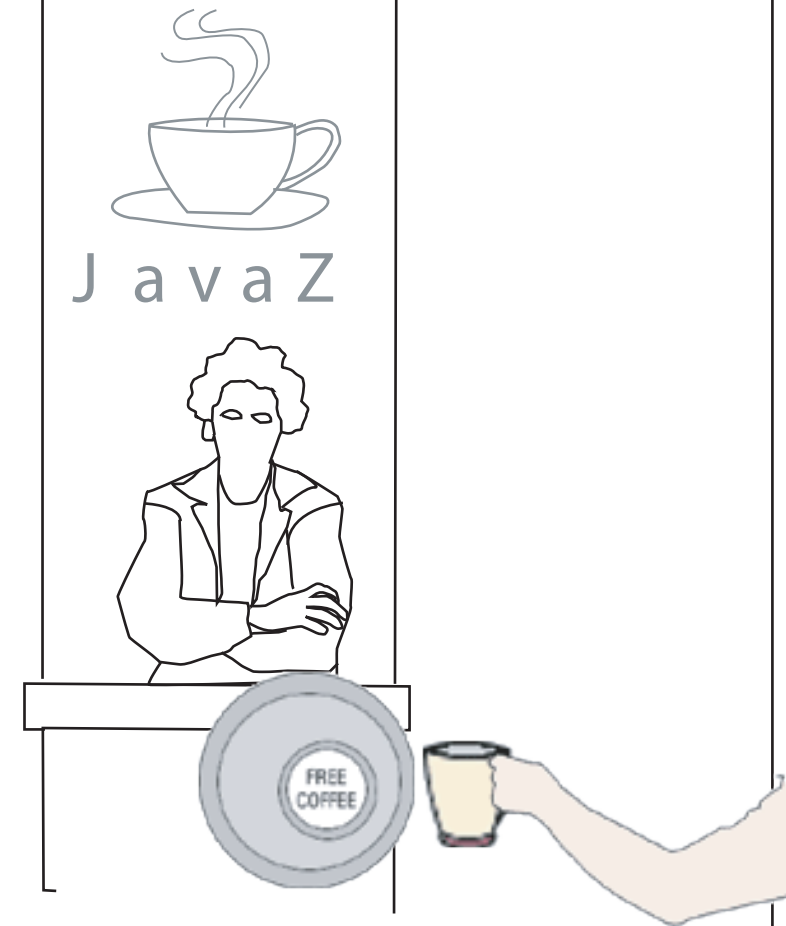


The Water Cooler

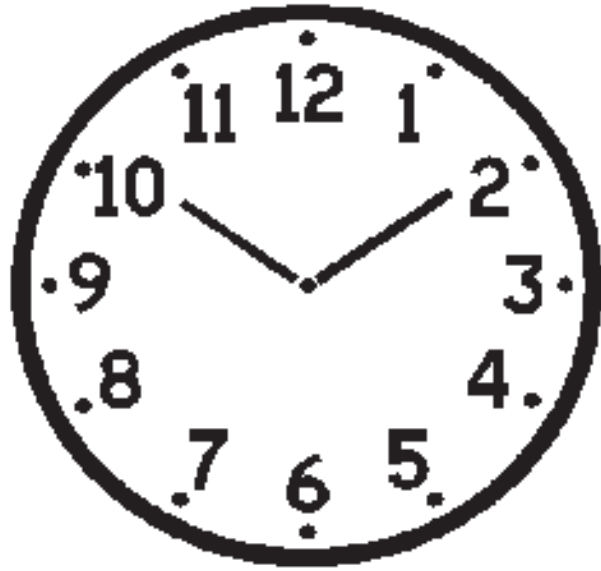


While filling her cup with water, she contemplates another cup of coffee. At this moment she notices the message "Free cup of coffee" inside the water cooler is swirling around and lands inside her coffee cup.

Jackpot.



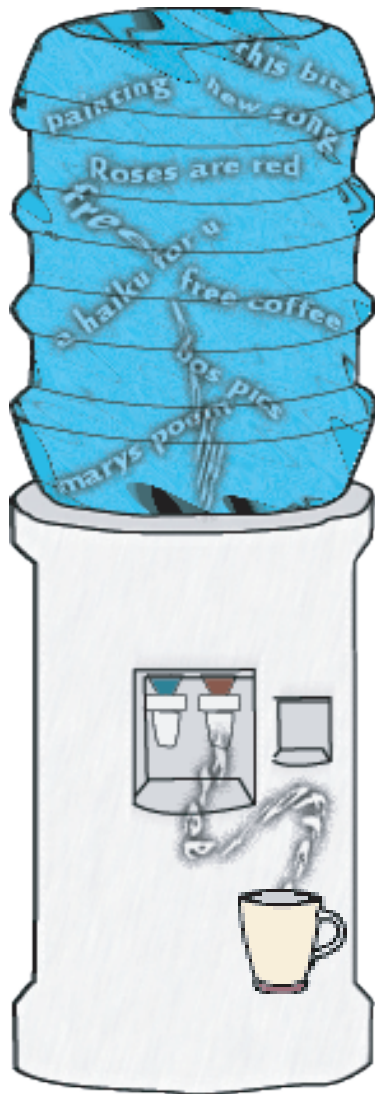
Janet quickly finishes her water and wanders up to the counter to claim her prize.



Time Passes

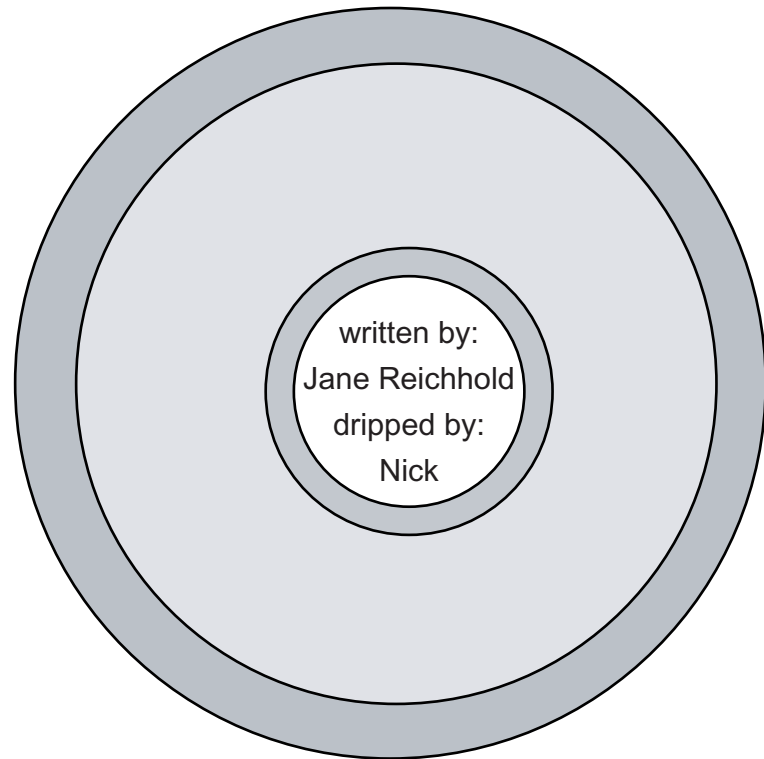


Highly caffeinated Janet is ready for another break. Once again she grabs her cup and briskly heads over to the water cooler. This time she can no longer receive free coffee because only one prize is given out by the coffee shop per day.

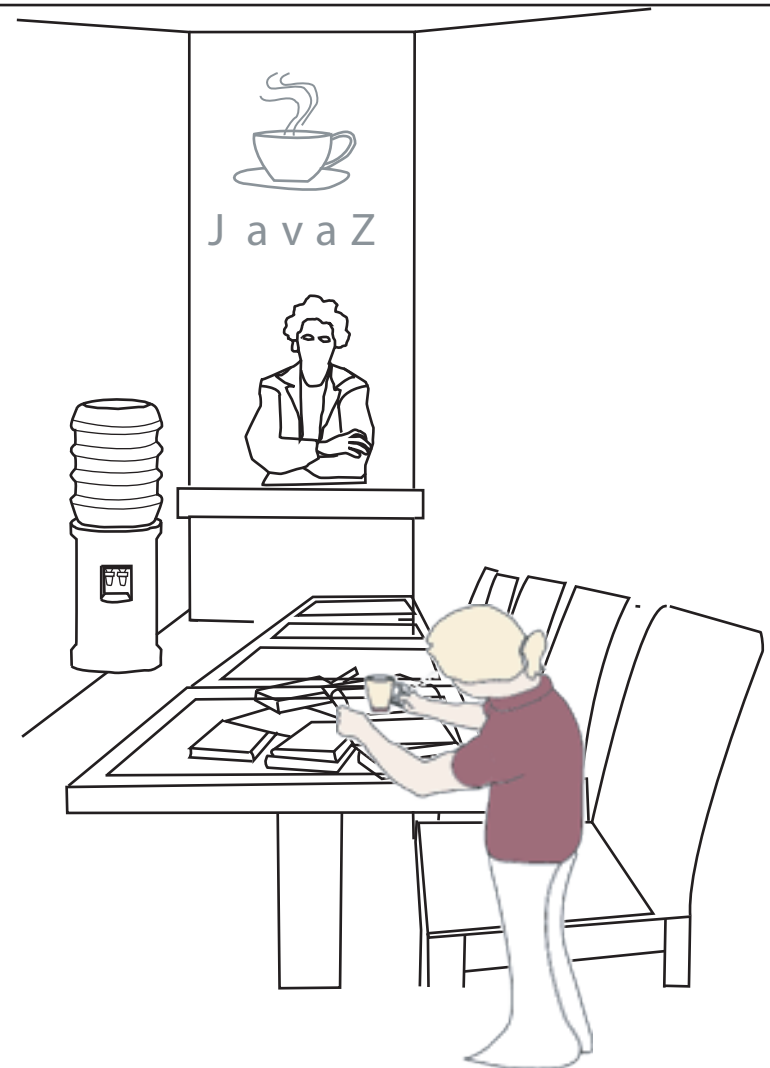


Janet begins to fill her cup with water, and a piece of content from the coffee shop. She fixes her gaze on the water cooler watching to see what type of message she will receive. Will it be a picture of someone's artwork, photographs of the city, a poem....ooohh their it comes, it's a Haiku.

As Janet begins to drink her water, the Haiku begins to appear within her cup.



Once she has finished drinking her water she looks at the bottom of the cup to see the author of the Haiku.



After Janet's brief mental break she decides to call it a day and pack up and go home. But, before she leaves she wants to leave an inspirational message of her own in the water cooler.



Janet reaches in her backpack and pulls out her bottle of poetry.



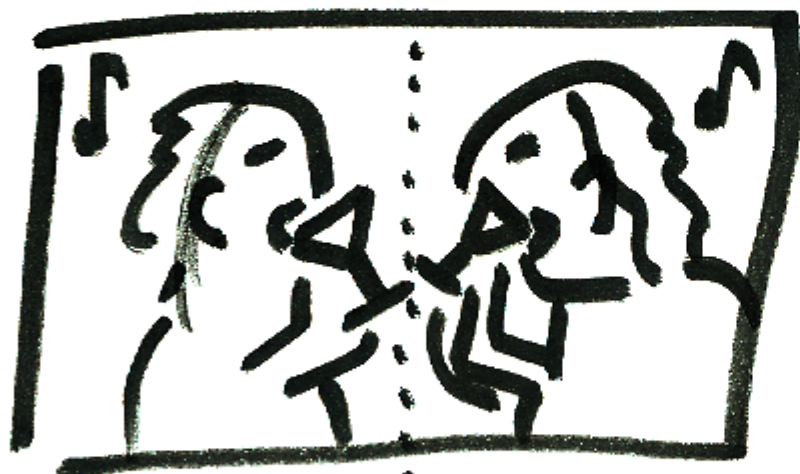
She walks over to the water cooler and places the poem into the water cooler by releasing the water from the eye dropper into the water cooler's input receptacle.



THE END

Now Janet can see the title of her poem,
"An Ode to the Media Lab"
swimming around the water cooler
waiting to be released into another person's cup.

Scenario three
Person-to-person



TRACK 3::: TRACK 6:
RADIO EDIT: B-SIDE



SWAP!



COOL SONG!
~~THE~~
THANKS!



CHEERS!

TRY THIS,
WITH MY
REMIX
SERUM



DRINK DOWN / EMPTY:
INFA CEASES



BOTTOMS UP!
A SURPRISE AWAITS...



DONT LIKE?
→ SQUEEZE ←
IT AWAY!

VOLUME -
CONTROL
[TUNE IN/OUT]



ALL
CONTENT OFF.

LOOK
DOWN:



SMALL TXT



PHOTO



MSGS



ICE CUBES
MELT INFO



POUR NEW
CONTENTS



VIA
MESSENGER

