PINOKY: A Ring-like Device that Gives Movement to Any Plush Toy

Yuta Sugiura y-sugiura@kmd.keio.ac.jp

Calista Lee calista@kmd.keio.ac.jp

Masayasu Ogata ogata@ayu.ics.keio.ac.jp

Anusha Withana anusha@kmd.keio.ac.jp

Yasutoshi Makino makino@sdm.keio.ac.jp

Daisuke Sakamoto sakamoto@is.s.u-tokyo.ac.jp

Masahiko Inami inami@kmd.keio.ac.jp

Takeo Igarashi takeo@acm.org

Graduate School of Media Design, JST ERATO Igarashi Design Keio University Interface Project Graduate School of System Design Department of Computer Science, and Management, Keio University The University of Tokyo



PINOKY attached to the plush toy, enabling the toy to be moved.

Copyright is held by the author/owner(s). CHI'12, May 5-10, 2012, Austin, Texas, USA. ACM 978-1-4503-1016-1/12/05.

Abstract

Everyone has owned or have been in contact with plush toys in their life, and plush toys play an integral part in many areas, for example in a child's growing up process, in the medical field, and as a form of communication media. In order to enhance the interaction experience with plush toys, we created the PINOKY. PINOKY is a wireless, ring-like device that can be externally attached to any plush toy as an accessory that animates the toy by moving its limbs. It is a nonintrusive device, and users can instantly convert their personal plush toys into soft robots. Currently, there are several interactions, such as letting the user control the toy remotely, or inputting the desired movement by moving the toy, and having the data recorded and played back.

Author Keywords

Interactive Plush Toy; Tangible User Interface; Robots; Ubiquitous Computing

ACM Classification Keywords

H.5.m [Information interfaces and presentation (e.g., HCI)1: Miscellaneous.

General Terms Design