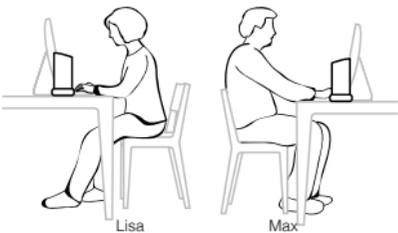


Hermès

The unobtrusive
office communicator





Can I drop by?

Lisa and Max are working



Max wants to know if Lisa has time to meet...

He selects her name by turning Hermès' selection ring, the ball rises.



He sends the ball to Lisa by pushing it back into Hermès

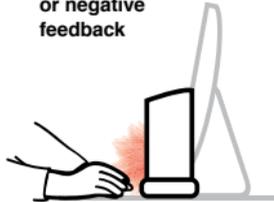


Lisa notices his request, the ball rises and the ring shows Max as sender.

Lisa has time!
She accepts...



Max gets positive or negative feedback



No time now!
Lisa rejects...



What can it do?

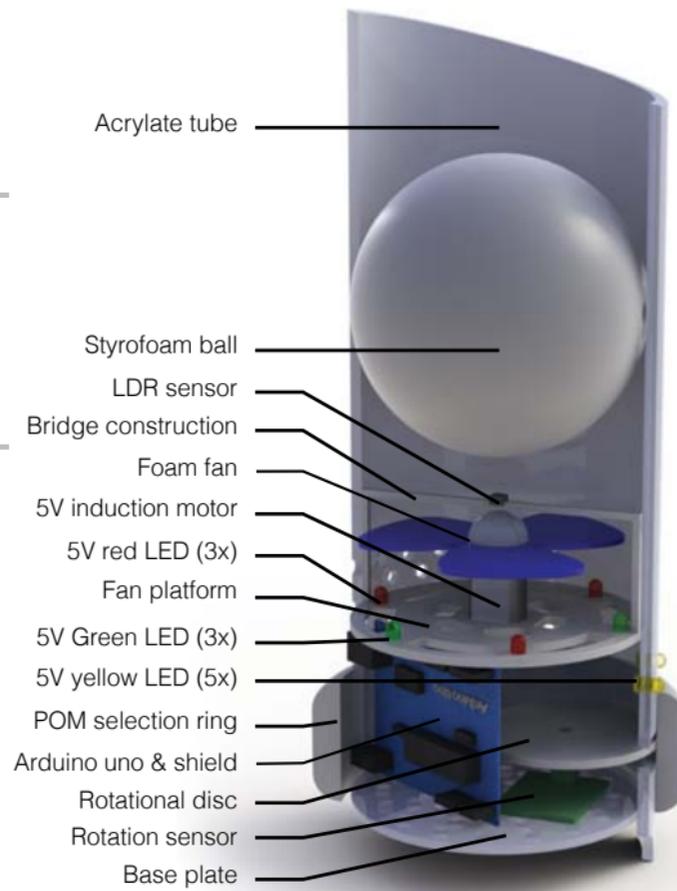
Office communicator Hermès is named after the messenger in Greek mythology. It is developed for the office workforce of Generation Y, extending the type of interaction they have in their personal context to the office environment. The use of Hermès has instant and playful interaction qualities.

It is aimed at unobtrusively asking a colleague whether he is available for a short, unscheduled meeting. The sender can select a receiver from a

personalized list of favorites by turning a selection ring. The ball that is pushed into Hermès conveys the request. At the colleague's Hermès, the ball pops up. The sender is displayed at the list of favorites at the selection ring. The colleague chooses to accept or reject the message. Consequently, Hermès gives positive or negative feedback to the sender. It also registers absence of the recipient and gives negative feedback in that case.

How does it work?

Technically, Hermès includes an Arduino Uno with Arduino shield, controlled by a Max Patch. To select a recipient, a disc connected to a rotation sensor is turned. A Light Dependent Resistor (LDR) registers when the ball is pushed into Hermès. This triggers the request being sent via a wi-fi network connecting a group of Hermès. At the receiver's end, the LDR determines whether the ball is taken out or pushed in.



Contact us!

Beatrix Häger
Bob Kloos
Erik Groenberg
Tim Overkamp
Tú Ngo

hermes2011@
googlegroups.com

