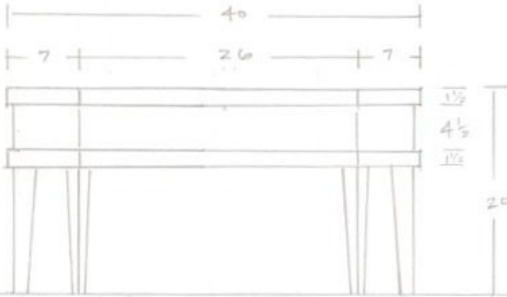
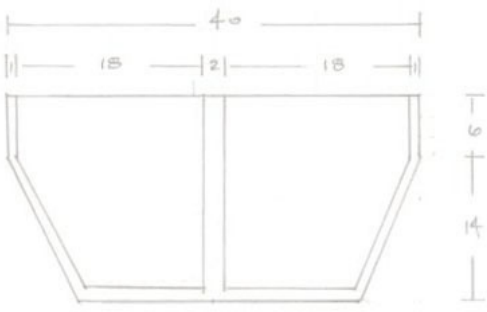


# StoryObjects

The objects of our everyday lives contain stories about the materials they are made from, who designed them, and what they might have been before they assumed their current form.

StoryObjects gives a voice to the everyday objects in the USC School of Cinematic Arts building, allowing them to share their embedded stories and histories. When a StoryObject detects a nearby mobile phone running the interfacing application, these stories are revealed and delivered via images, video, and text.



JEN STEIN - USC PROJECT



Wizard of Oz, 1938



Wood, MGM Stage

*Team:*  
Jen Stein  
Will Carter  
Peter Preuss



Podium, Lucas 108



Table Fabrication



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The table senses the proximity of a users mobile phone...



The table has a hidden Mac Mini running Proximity software to detect nearby mobile phones

and alerts them to a StoryObject that has something to share.



push notification to phone when user is within bluetooth proximity



The user launches their application to flip through the pieces of the story that have been revealed.

With each unique interaction between the StoryObject and the user, new story elements are revealed through images, video and text.



Images are added to the interface with each interaction, asking the user to put together the pieces of the objects' story.

A custom mobile application offers tools for interacting with the building and its objects.



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