

the end result

The statistics that EYo collects are not only useful to the children who wish to see their improvement, but they are also a valuable commodity for companies such as Playpower. Now the playground is providing data on what structures are getting the most use, what age groups are using the playground, and whether or not a playground is succeeding or failing. Because playgrounds are such a large investment, buyers like being reasured their investment was worthwhile. With this collected data, they are now able to do so. Playpower told us that if this product went to market as is it would die quickly. The playground industry is conservative and is satisfied with what works currently and isn't willing to take a chance on a new radical idea, such as EYo. Realizing the market constraints, we began developing the EYo Legacy.

The Legacy is a multi year plan, allowing an investor to buy into the EYo system. The EYo Legacy focuses on a new thought process when purchasing playground sets. Currently when a playground is bought, it is installed and expected to last 15 vears with no maintenance or upkeep. It's bought, installed, and essentially forgotten about.

EYo provided what we found kids wanted. EYo doesn't sit on a playground for 15 years and is then torn down. It grows over 15 years, making EYo a sustainable product. This project is paving the way to a potentially revolutionary playground experience, as well as creating a invaluable research tool.

EYo's exo stage consists of a variety of upgradable playground "shells" as well as a grid system comprised of pressure sensors and dormant RFID sensors. During this stage the customer could be offered temporary access to the information provided by the grid. This data helps justify current and future

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The shells of play equipment including, but not limited to, the Ninja Wall, Pole Vault, Orange Peel, and Balls to the Wall. These concepts differ from the original playground equipment in their form factor and encouragement of free play. Some of these structures are outfitted with special compartments that later house sophisticated sensors.

The Stage in the exo phase of development is an area for children to be the center of attention, to show off to parents and other children on the playground.

The Grid, an essential part of the EYo system, will be installed at the very beginning so as to avoid later installation complications. The Grid during this stage will periodically supply much needed data to playpower. This information will help with future playground development as well as statistical data that could be utilized for marketing campaigns.

stage by implementing "smart" sensor technology, Additionally, the ndo stage employes EYo as an interactive element. In this stage, access to the GCF allows nmunities/ organizations to witness the pulse of their playground.

In the ndo stage, these pieces of equipment gain pressure sensors, RFID scanners, and motion detectors. These inner components help Playpower and the community see what is being utilized and get a sense of the General Community Flow. Additionally, when these sensors are in place, EYo can utilize them for unique and creative game suggestions.

In the ndo phase, the ordinary stage is outfitted with a giant E-ink screen, as well as pressure and RFID sensors. The new bubble screen allows for a variety of enhancements including trailing paths and display of the GCF.

The ndo stage utilizes the grid in connecting all of the new sensor equipped structures to the central processor. This stage also brings the added physicality of the pylons. The pylons will be plugged into the grid and allow children to interact with EYo for the first time.

Expanding even further upon the earlier two stages, the nfo stage allows for tracking personal improvement. Utilizing the previously dormant RFID sensors, EYo compares activity information of children utilizing PRFID and allows them to instantly view the outcome of a game, activity, or free play.

expansion, involving untested technologies, advanced sensors, diverse market exploration, and alternative distribution methods. This is by far the most conceptual stage of EYo.

When individual children utilize personal New more accurate sensors including RFID, these play structures become accelerometers and perhaps gesture devices for individual stat tracking as input. well as elements to utilize during online game creation.

The display bubble stage in the nfo

phase of the playground serves as the

main display for multiple user's individual

statistics and dynamic flow throughout

the playground. The RFID sensors will

detect the small antenna located in the

shoe and display the appropriate information at the child's feet.

Exestential experience in terms of playground to playground linking. Direct surface input, like a drawing and remotely accesing playground creativity.

The Grid is crucial to the "magic" of the Grid resolution improvement. nfo stage. The previously dormant RFID Perhaps piezo power generation from

sensors now act as a tracking system I kids running around. allowing for a more personal interaction with the EYo system.

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