



## delivery

We looked into technologies on the market that allowed for people to monitor their personal improvement. The Nike+, heart rate monitors, and social websites.

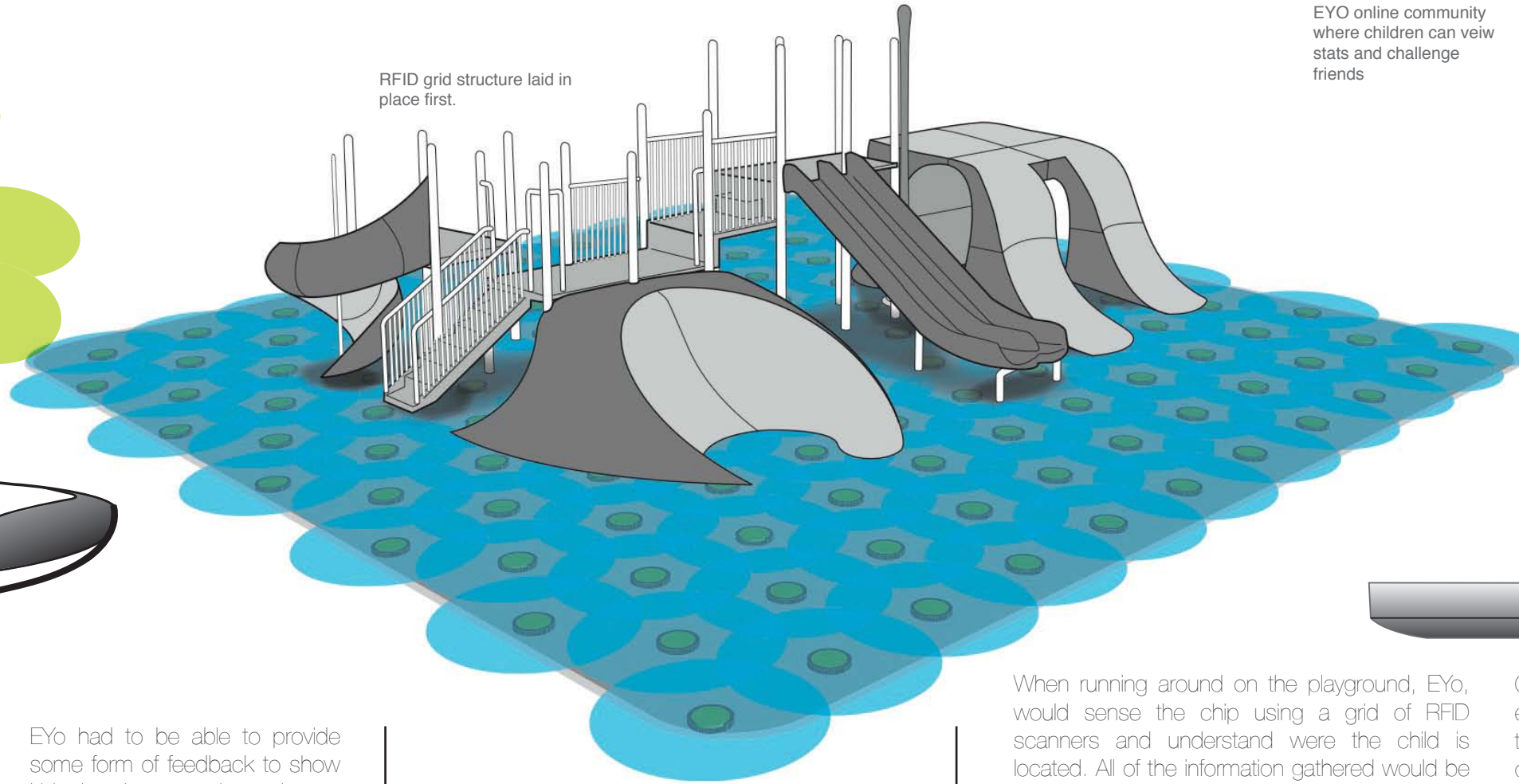
Kids already use the web for lots of things. They use Youtube all day, update their Myspace pages, and play for hours upgrading their Webkinz. How do we bring the world of customizable web personas into the real world?

We needed to find out how to make the playground provide feedback, be customizable, unique with each visit, and get kids to come back time and time again.

Children desire to improve on a daily, weekly, monthly, and yearly basis. A simplified example of this, is a kid measuring his height in the door frame of his house. We wanted the playground to imatate this real life action.

EYo had to be able to provide some form of feedback to show kids that they were improving on the playground. We overcame this obstacle by the implementation of Radio Frequency Identification (RFID). This relatively old system is used currently in various consumer situations such as tagging clothes or books to prevent shoplifting. RFID tags work much like a barcode but wirelessly. A small non powered chip can be picked up by an RFID reader, taking note of its identity and accessing the information associated with its unique code. In our system, each child would wear an RFID tag within their shoe.

RFID grid structure laid in place first.



EYO online community where children can veiw stats and challenge friends



When running around on the playground, EYo, would sense the chip using a grid of RFID scanners and understand where the child is located. All of the information gathered would be available online, allowing kids to monitor their progress.

We decided EYo had to be a teammate, a friend, and a companion on the playground. Because EYo tracks personal activity, improvements and trends, it can suggest games tailored to the individual. EYo can connect kids by forming teams based on similar play styles.

EYo's game suggestions, team creation, and improvement ranking systems can all be maintained regardless of PRFID. EYo would only require a few new interfaces to allow for ranks to be displayed after completing different activities. A swing could be rigged with a small e-ink display to show a ranking of the child's progress, whether they had gone above and beyond their last push. EYo would report to the kids their ranking and it would be up to him or her to remember their score and then challenge themselves later to improve upon it.

Children with and without PRFID can enjoy the EYo system, allowing them to share the playground and its new offerings together, regardless of social or economic status.

We went about fleshing out each concept, developing them into independent systems, working inside one playground. We dubbed these EYo A and EYo X.

To use EYo, a child must interact with the system. The EYo pylon is the tool that a child can use to find new games or look at his or her stats.

Kids are brimming with energy, which is something the playground can capture and use. A kid therefor kicks, hits, or slaps the side of the pylon to select yes or no, the number of players for a game and so on. In a future stage, the pylon may be able to convert the physical energy exerted by the kids, into usable electric energy.