

Inner Garden: an Augmented Sandbox Designed for Self-Reflection

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▶ To cite this version:

Joan Sol Roo, Renaud Gervais, Martin Hachet. Inner Garden: an Augmented Sandbox Designed for Self-Reflection. TEI '16 - Tenth International Conference on Tangible, Embedded, and Embodied Interaction, Feb 2016, Eindhoven, Netherlands. , 2016, TEI '16 - Tenth International Conference on Tangible, Embedded, and Embodied Interaction. 10.1145/2839462.2856532 . hal-01237378

HAL Id: hal-01237378

https://hal.science/hal-01237378

Submitted on 10 Mar 2016

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Inner Garden

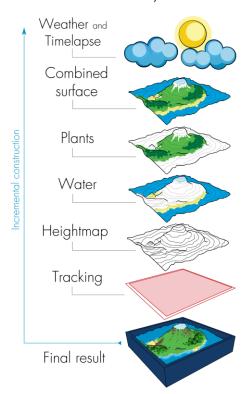
An Augmented Sandbox Designed for Self-Reflection

-Introduction-

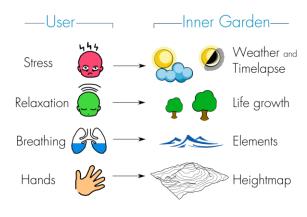
We present a prototype of an augmented sandbox where the sand is used to create a miniature living world, designed as an ambient display for contemplation and self-reflection. The landscape can be reshaped at any time. Once the sand is left still for a moment, the world starts evolving – vegetation grows, water flows and creatures move around – according to the user's internal state, which is measured using physiological sensors.



Garden layers



-Influencing the garden-



-Future work-

We would like to explore the impact of the Inner Garden in the wild. Current possible directions include:

- · Public or shared spaces: to foster socialization and empathy
- Virtual Reality: going inside the garden to foster contemplation
- Tangible interactors: stones, tools and other toys





If you want to know more about our work, you can visit https://team.inria.fr/potioc/

