



CHATTERBOX

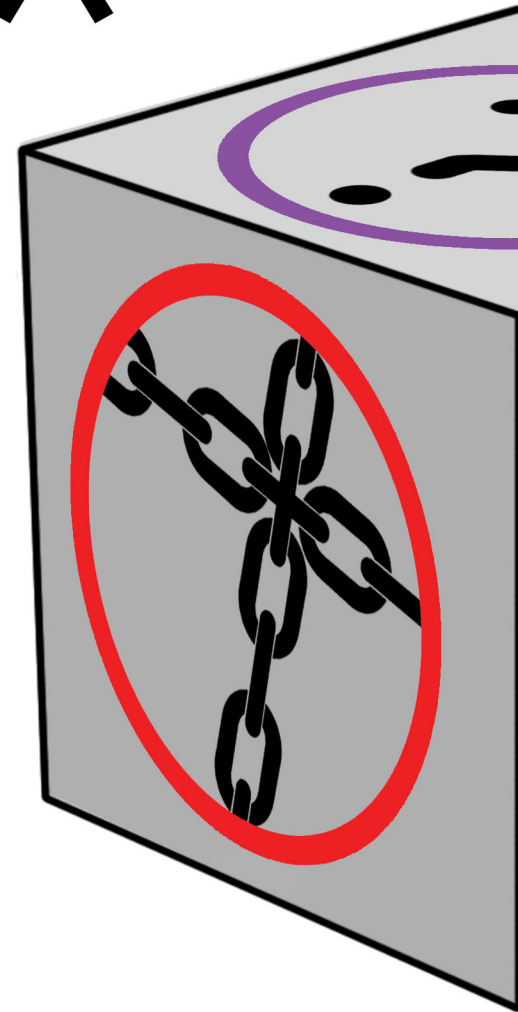
TALK - IT - OUT

CHATTERBOX

Chatterbox - The Chatterbox is designed to encourage people to discuss topics such as Racism and Sexism, in an attempt to eradicate discrimination in all its forms. A cube fashioned out of smart-paper, a paper thin product that has the same properties as a tablet. Each cube would be touch sensitive, and would be designed to have a simplistic and iconic art style to enable it to be understood by everyone.

Encourages discussion between people of all backgrounds.

Educates people on a number of potentially sensitive topics.



SEXISM

Information on the battle for gender equality is shown. Such as the acts of Emily Davison and Malala Yousafzai, and how they became respected characters in society.



The cube would be rolled just like settles on one side, it will automatically adjust the orientation of the icons,

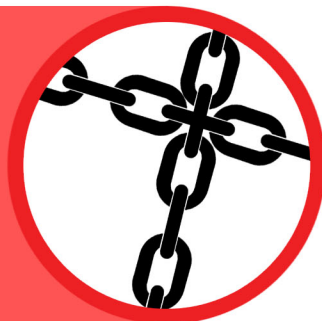
RACISM

Examines the impact of racism, and the effects that it has on society. Along with information about iconic activists such as Martin Luther King Jr and Nelson Mandela.



SLAVERY

Explores the acts of William Wilberforce and the fight for the abolition of the slave trade, as well as modern day trafficking, and various other forms of modern day slavery.





Icons allow for ease of understanding and communication.

Provides statistics on answers to questions from around the world.

Can be customised by the user to educate on other topics.

The Chatterbox is designed to bring a new twist on the classic and iconic six sided dice. The cube uses the familiar action of rolling a dice to make users feel comfortable when using the product.

The imagery on the initial faces of the cubes are icons formed around the six social topics, each being a visual that can be easily identified by all, without the need for words.

The dimensions of the cube are as follows;
Dimensions: 7cm x 7cm x 7cm.



PHYSICAL DIFFERENCES

Information on disabilities and physical appearances, and how such people were treated in the past, as well as how they can be treated in the present.



MANNERS

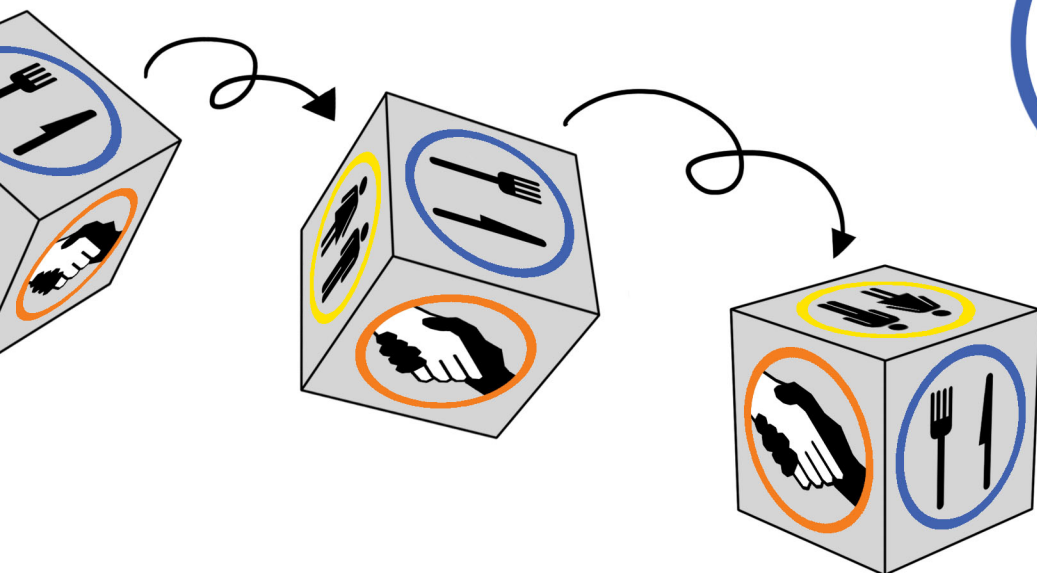
Examines how manners in society have developed and changed. This includes the use of table manners, greeting people in the street, and many concepts on manners.



OTHER

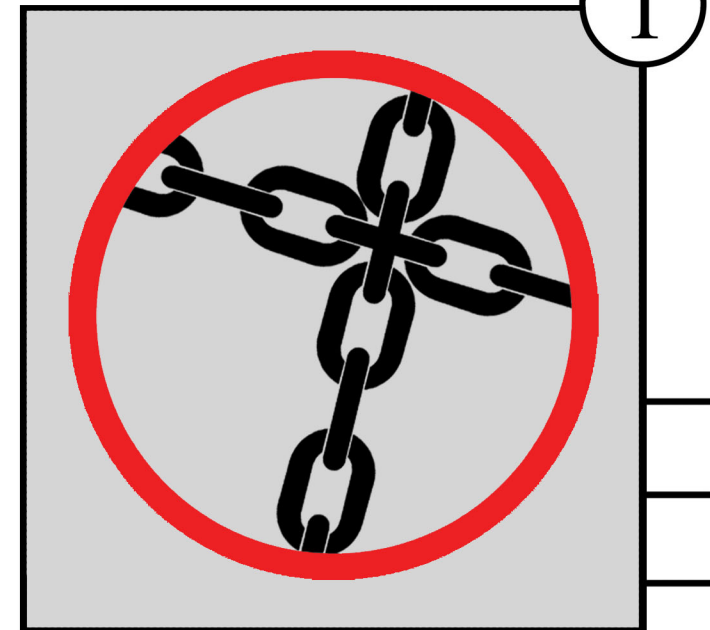
Explores any other topics of social normality that has not been covered by the other five topics. This can include topics such as fashion and bodily deformation.

you would roll a dice. When the cube sense which way up it is. It will then so the user can easily view them.



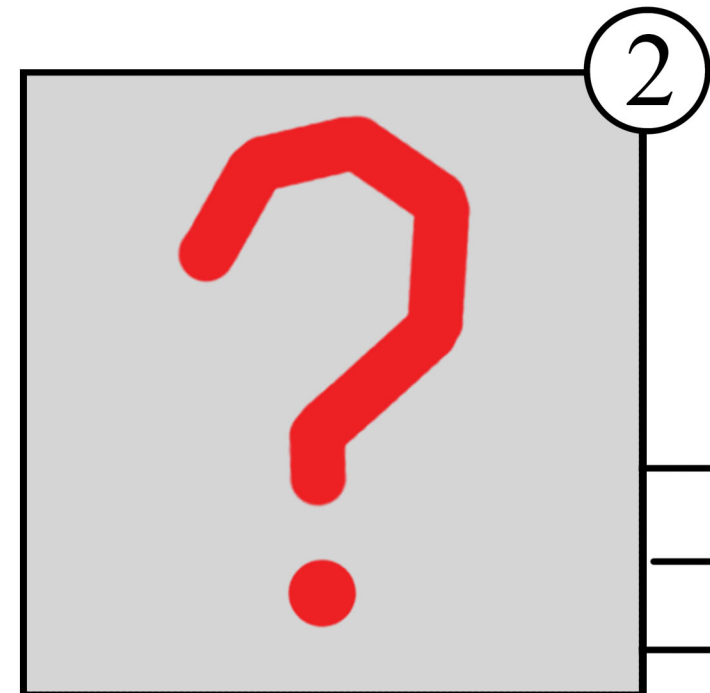
LAYOUT

Each of the icons on each of the six faces of the cube acts like a switch. When the player touches the icon, the cube will change, and will be covered with information, research and questions on the topic relating to the icon that had been pressed. An instance of what some of the faces could possibly include is shown on the right, where slavery is used as an example topic. Each of the smaller faces shown to the right can be accessed through a button on one of the larger faces.

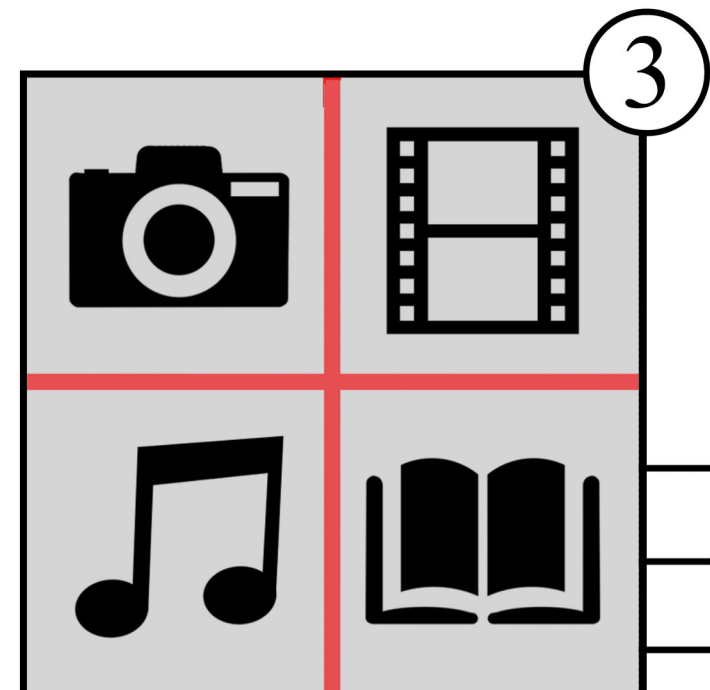


MARKET

In order to achieve equality, we must educate. This is a fundamental aspect of the Chatterbox, especially in relation to its target market. It is primarily designed for use in educational environments, where the users can explore the functions, while learning through interaction and communication with others. The accessibility of the Chatterbox, means it can be potentially used by all people, both young and old, even outside of the educational system.



(Pixgood, 2015)



1 - Start: Slavery Icon

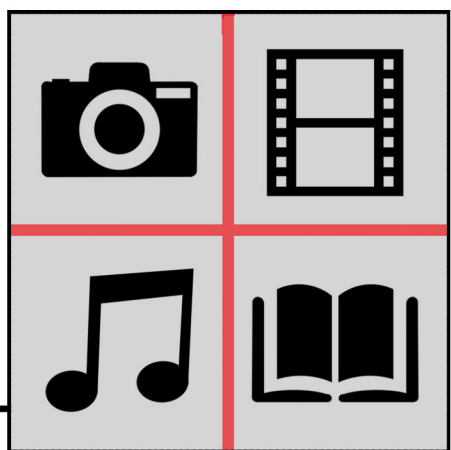
Secondary options after selecting slavery:

- 2 - Questions
- 3 - Media forms
- 4 - Internet Access

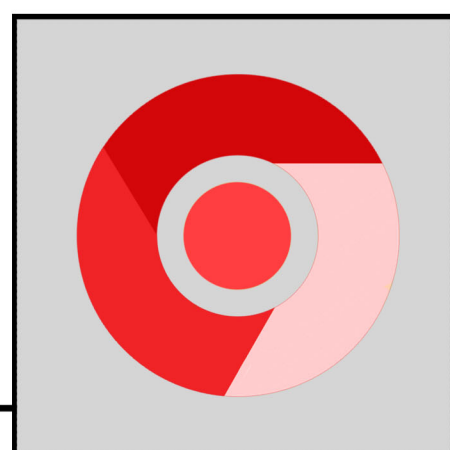
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3



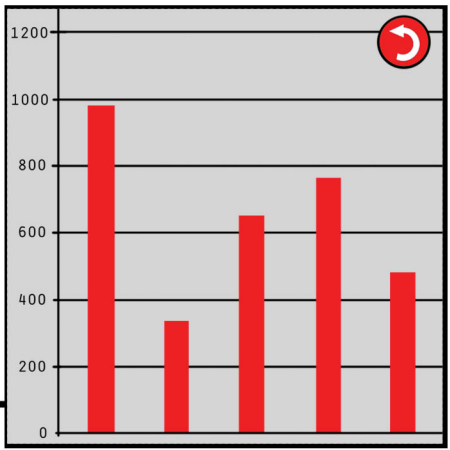
4



Leading from Questions option:

- 5 - Feedback from around the world
- 6 - Access to social media
- 7 - Questions to Answer

5



6



7

WHEN DID WOMEN WIN THE RIGHT TO VOTE IN BRITAIN?

1918 **A**

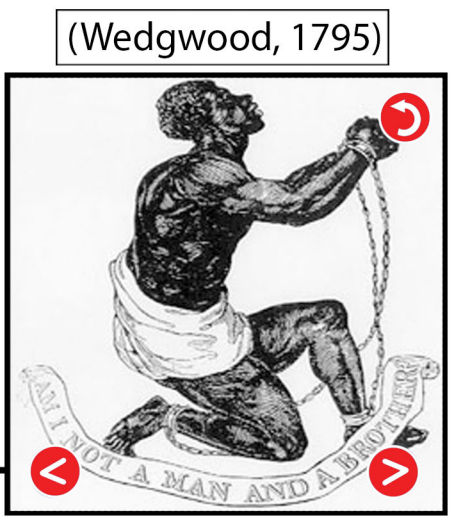
1910 **B**

1914 **C**

Leading from media forms option:

- 8 - Image Slideshow
- 9 - Video and Films
- 10 - Stories and examples

8



9



10

(stopthetraffik, 2015)

About | What is human trafficking? | [Read the stories](#)

While the statistics may seem overwhelming, behind each number is a person with a story to tell. Together we can STOP THE TRAFFIK.

CHILDREN NO LONGER GO MISSING – INDIA

Bormukuli is a tiny, pretty little village situated near the mountains bordering Bhutan. Bormukuli is over 37 kilometres from the nearest town, Udalguri. It is also the place where the most remote STOP THE TRAFFIK group operates. Travel to town is rare and the main occupation of the people is subsistence agriculture. Attracted by the lure of a different future and the possibility of money and education, a number of young people from the village had 'migrated' and never returned. 'Agents' had come to the village and tempted these families into the trap, which we know as human trafficking. These people were not migration or job agents but human traffickers.

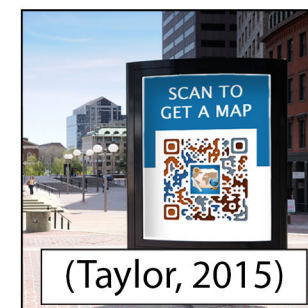
The team at STOP THE TRAFFIK India ran some workshops to raise awareness about human trafficking in the Bormukuli area. When the church leaders in the Catholic Church realized what was happening they started monitoring migration and acting as a vigilance body to prevent trafficking. They then organized themselves into a Village Child Protection Committee, and organised clubs for children in school, and school drop-outs. If young people want to leave Bormukuli, there are now workshops and counselling sessions so that they will be fully aware of traps and difficulties.

In a matter of a couple of years, through the support of STOP THE TRAFFIK India, Bormukuli has stemmed the stream of young people being trafficked from their village.

SOPHIE - UK

MARKETING TECHNIQUES

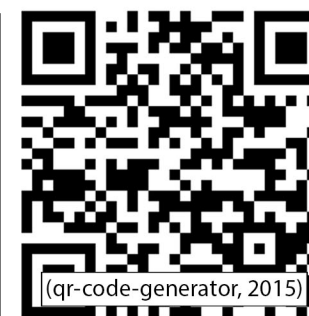
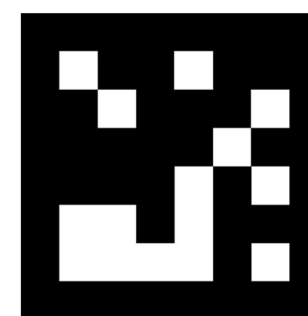
The Chatterbox can be advertised using the many technological forms of advertisements available today, as well as potential developments in marketing that may be available in the future. The cube would advertise itself through user sharing on social media. This can be done either through feedback sharing, or through user promotion via comments and imagery. QR codes and AR codes can also be displayed publically to attract attention through user curiosity, which could link to web media on other devices. The cube can also be advertised on interactive advertisements, which are becoming increasingly popular. A number of select questions from the cube could be answered by passers-by, and then question feedback would be displayed for the user to view.



(Taylor, 2015)



(iconion, 2015)



(qr-code-generator, 2015)

SIMILAR PRODUCTS

1 - Story Cubes: Story cubes are a number of dice with images on, that encourage the user to create their own story, including the images. (Similarity: Encouragement to talk with others.)

3 - Cube Creator: This is a website that allows people to print their own story idea onto a cube. (Similarity: Personalization of the cube, which is a potential development option for the chatterbox.)

5 - JetBook: This product uses colour E-ink, which brings more life to the text on the screen, through the addition of images. (Similarity: Colour to make images and visuals clear and understandable)

7 - Smart Paper: A tablet that is paper thin, and flexible. (Similarity: Similarities to paper, and lightweight product material.)

2 - Dixit: Dixit is a board game that requires the players to create their own ideas, and to think about what other people will think of their answer. (Similarity: Thinking of the judgement of others, and the discussion that comes with the game theme.)

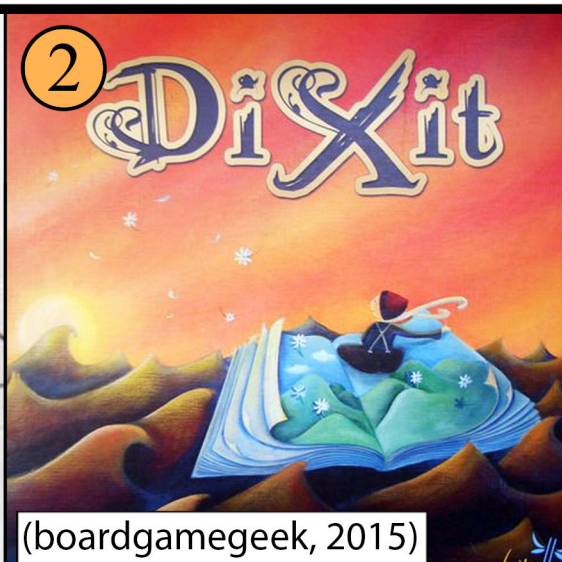
4 - Kindle: The kindle is made with E-ink technology, which is used to mimic the light reflectiveness of paper. (Similarity: The use of electronic ink.)

6 - Echo smart-pen paper: The smart-pen is a device that records the users writing and speech, but also requires the smart-pen paper in order to record the text. (Similarity: The use of icons and buttons as part of the paper surface.)

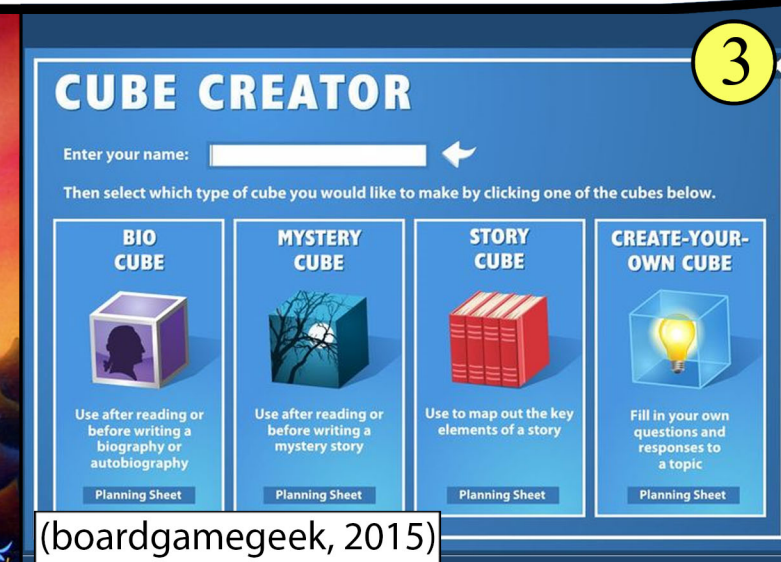
The Chatterbox is a unique and innovative product that combines the advances in technology with verbal communication. Though it is like other products in many ways, its function, style and usability is what sets it apart from other products that are currently available.



(Storycubes, 2015)



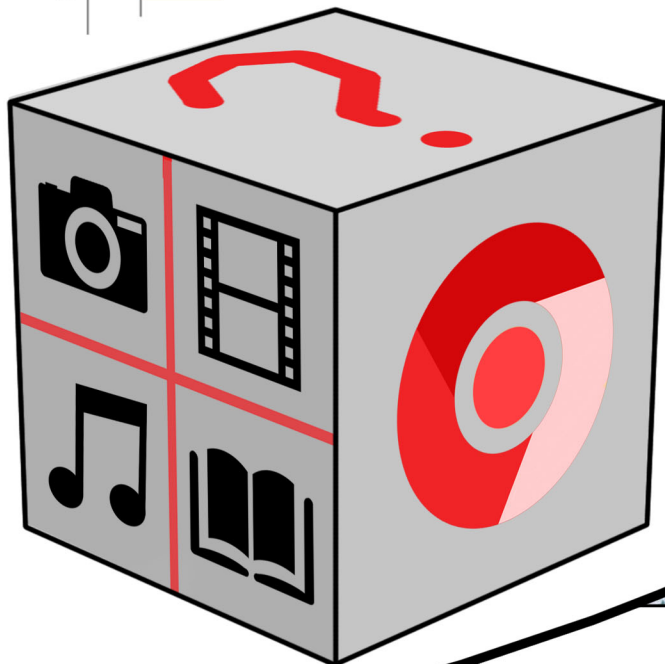
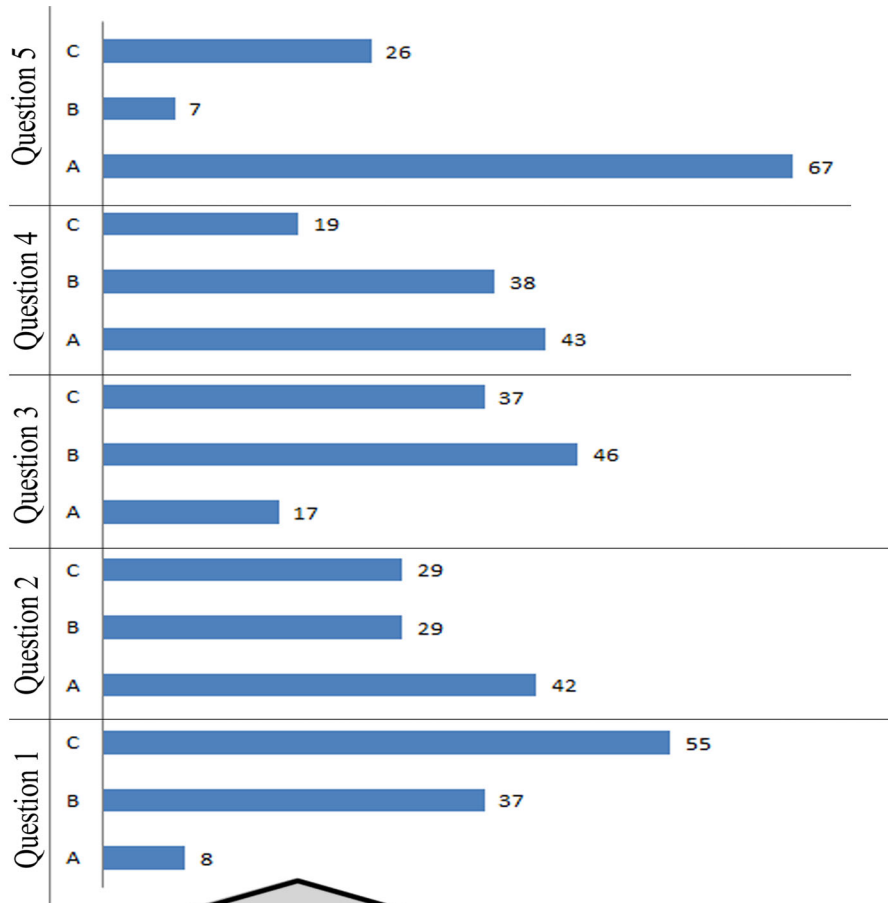
(boardgamegeek, 2015)



(boardgamegeek, 2015)

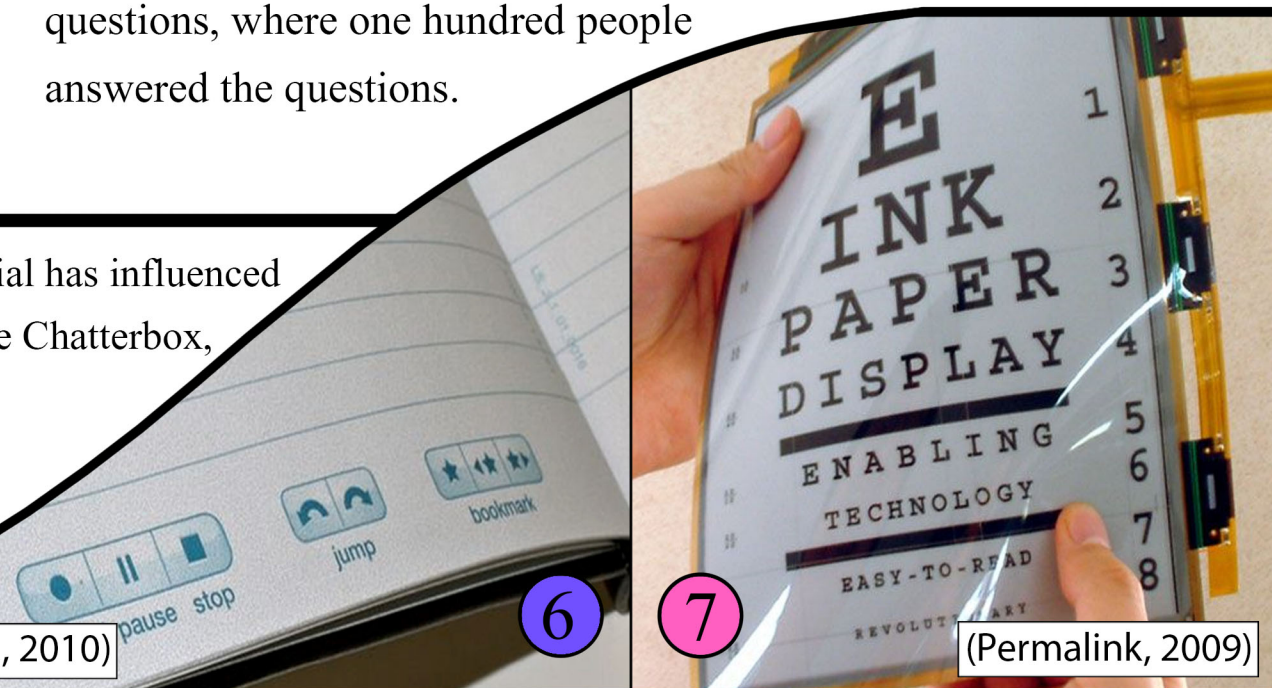
FEEDBACK

The Chatterbox will record the answers to any questions answered about the history of social norms. These results will be added to the total results from across the globe. These results can be viewed and compared by countries, which will show the difference in understanding of ethnicities around the planet. The personal results can also be uploaded onto social media sites, where even more conversation will occur. Global feedback could also be made available to certain digital platforms, such as mobile devices, to increase the database of knowledge available. The example on the left shows a possible chart created from five multiple choice questions, where one hundred people answered the questions.



Research material has influenced the design of the Chatterbox, and its unique functionality.

(Nguyen, 2010)

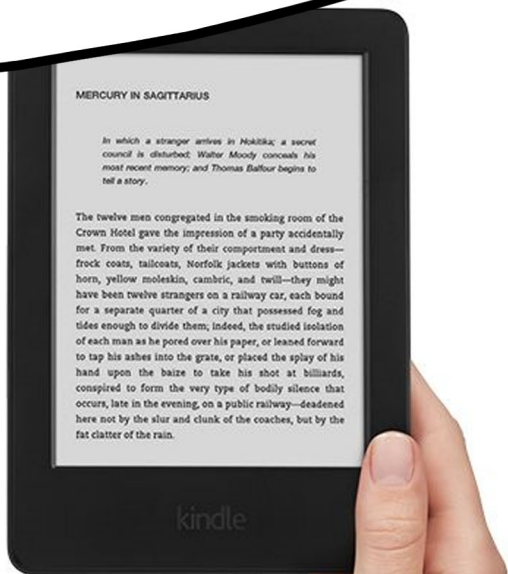


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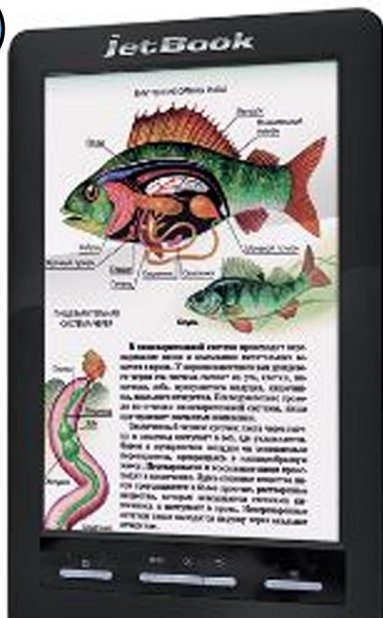
(Permalink, 2009)

4



(readwritethink, 2011)

5



(Petrovic, 2012)

