

Tech Toys for Good



Design for social & environmental well-being



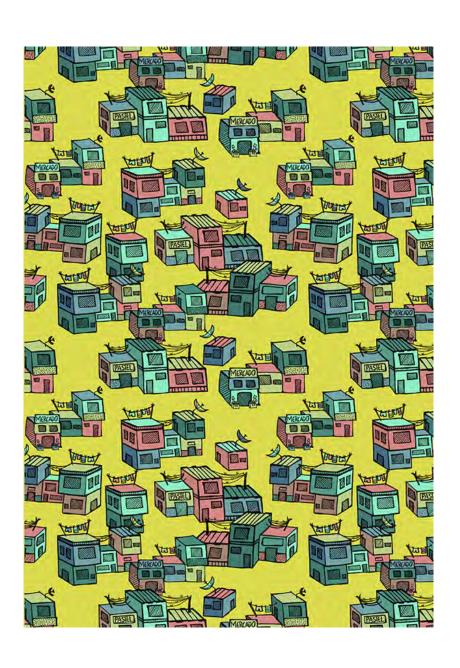














2012 - 2013

Specialization in Surface Design

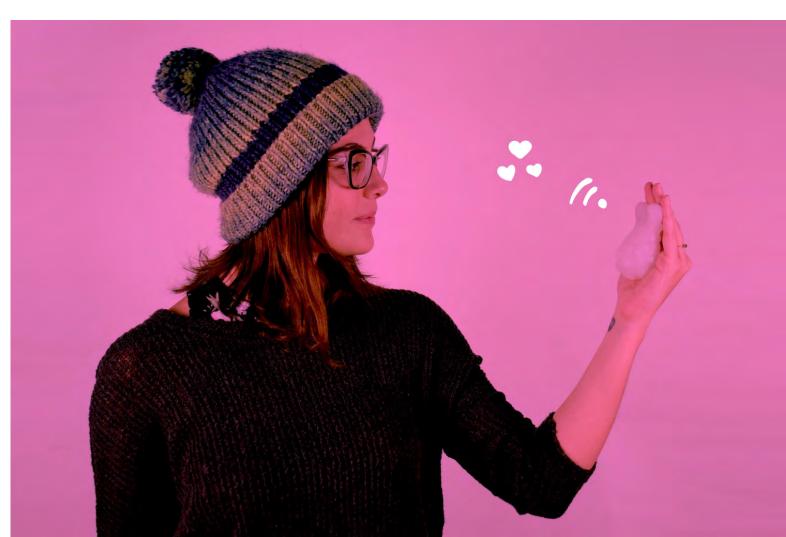
UFSM - Brazil

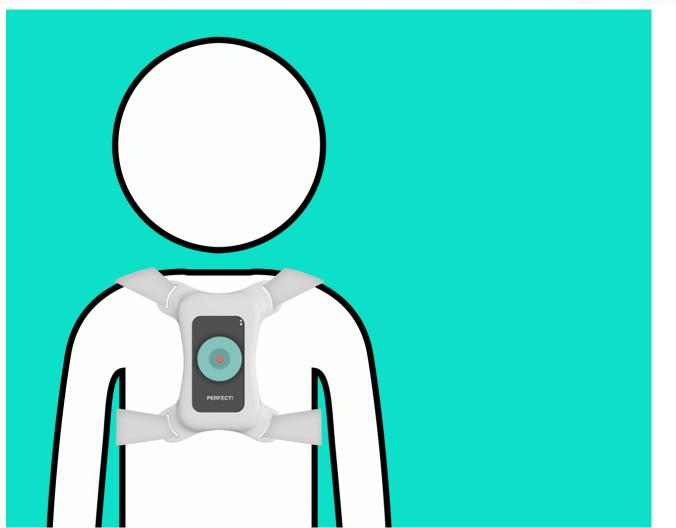














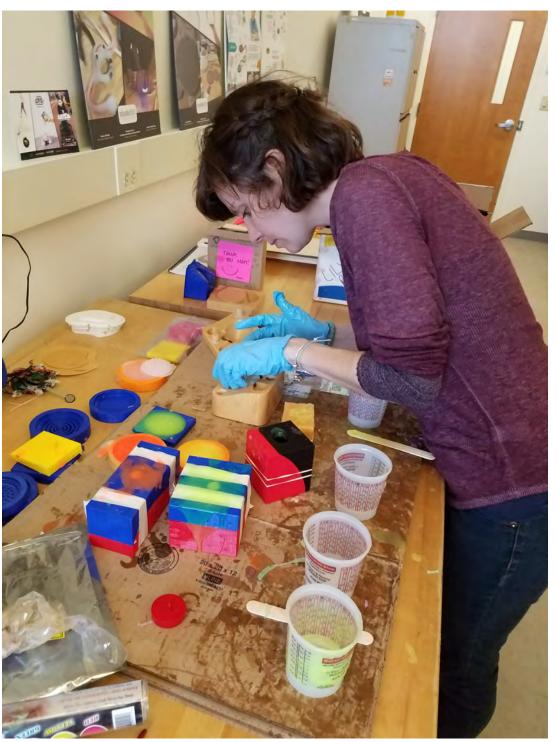
2014 - 2016

MFA Industrial Design

Rochester Institute of Technology - USA







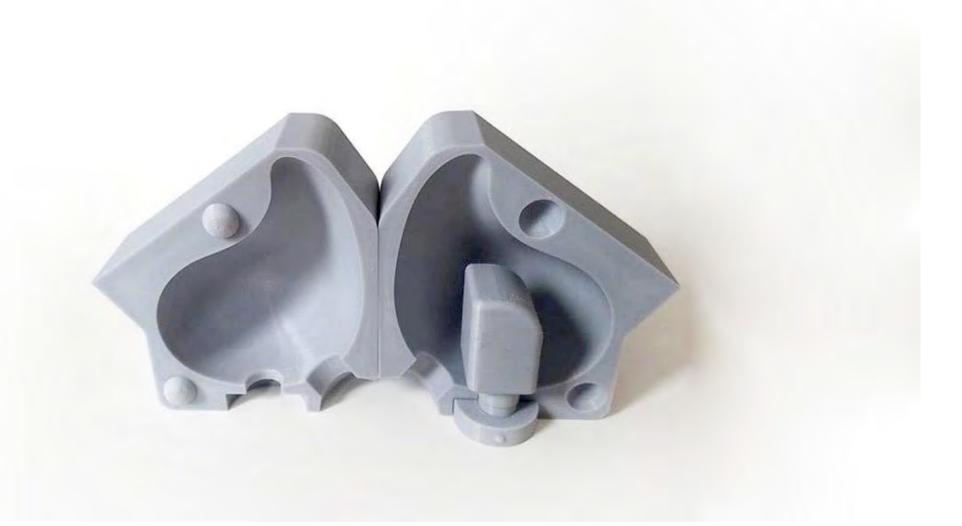


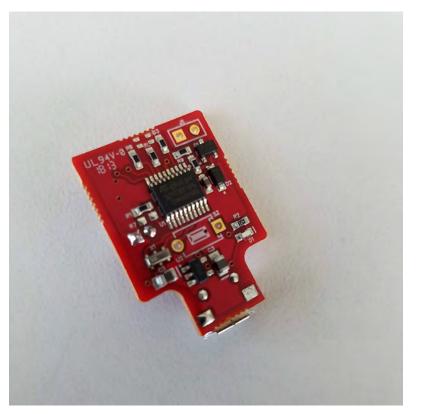
2016
Access Technology Prototyping Lab
Rochester Institute of Technology

2016
Student Incubator Coach
Rochester Institute of Technology





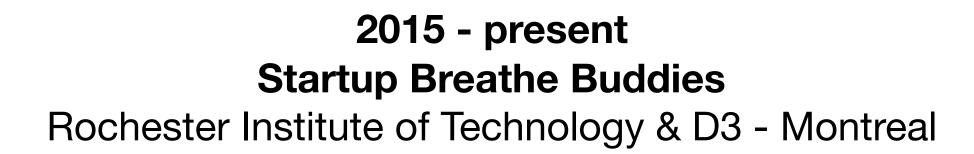
















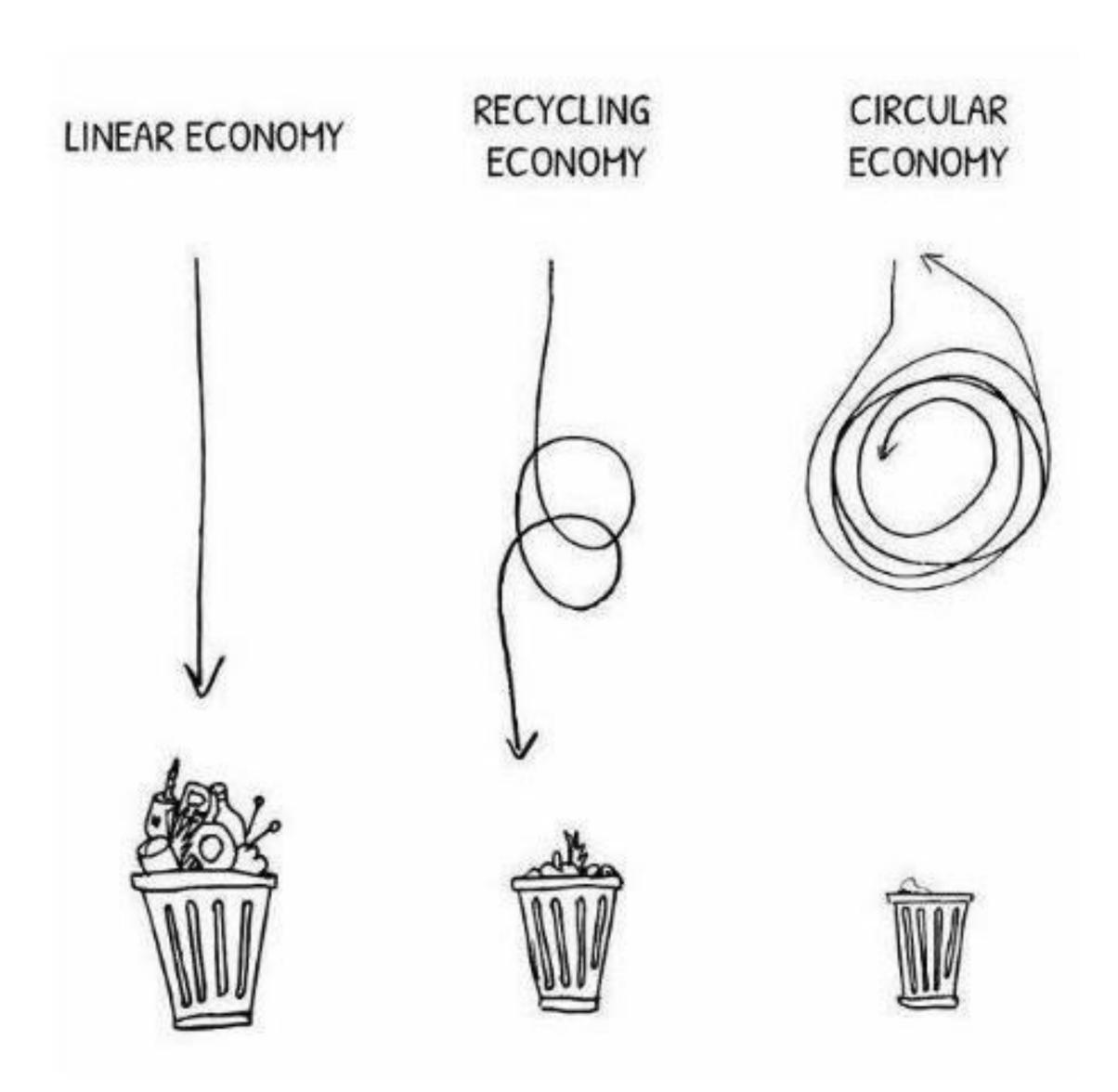




2018 - present
Precious Plastic Santa Maria
Santa Maria - Brazil







Levenslopen van verpakkingen – bron: Story of Stuff















2019

loT Meets Plant (Data Meets Dirt!)
Digital Society School - HvA - Amsterdam

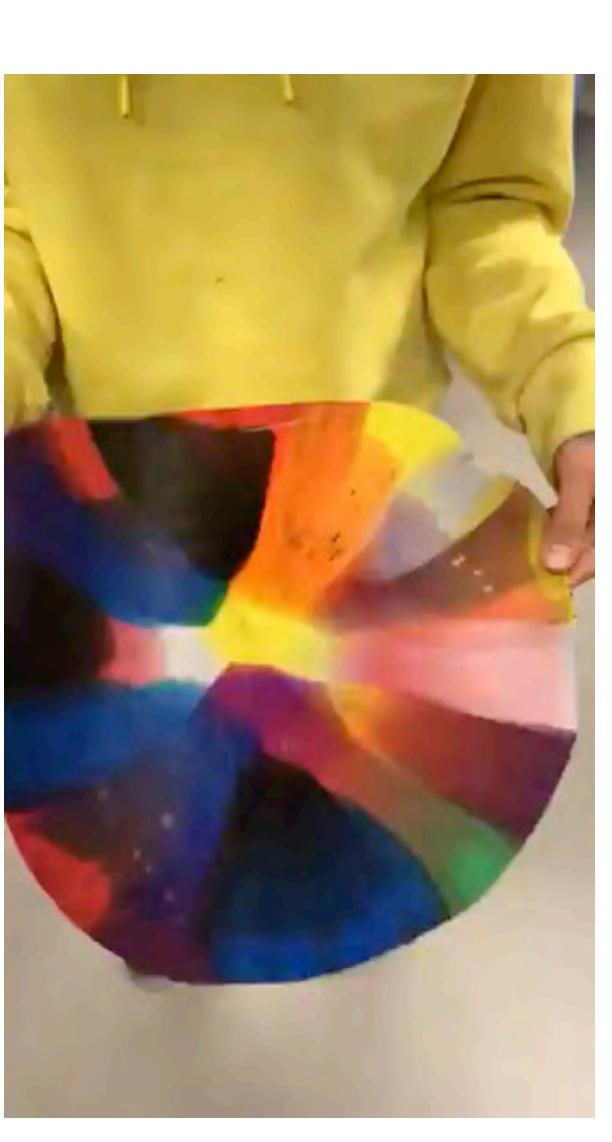


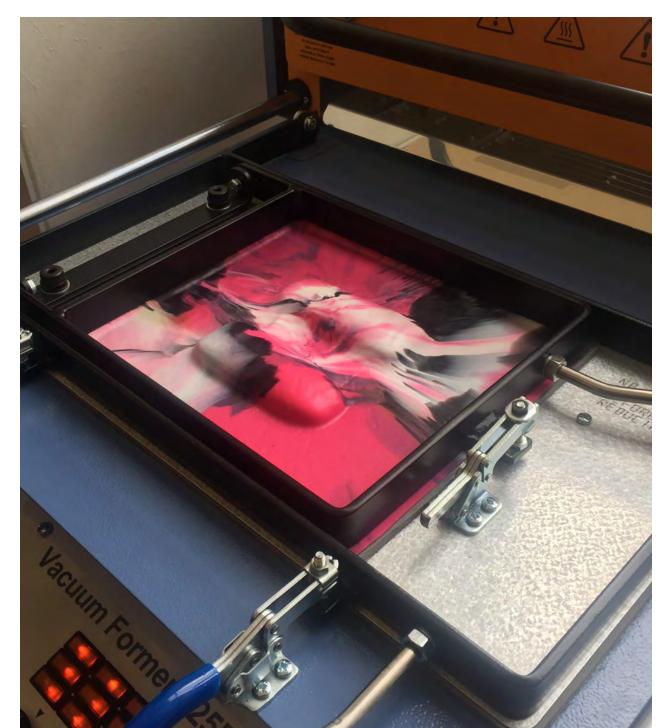


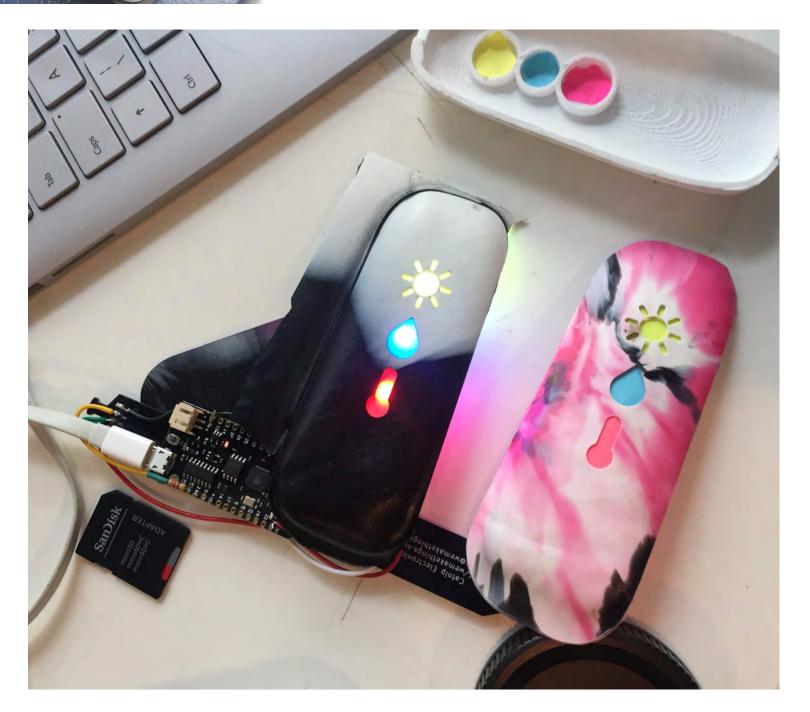


+

IoT





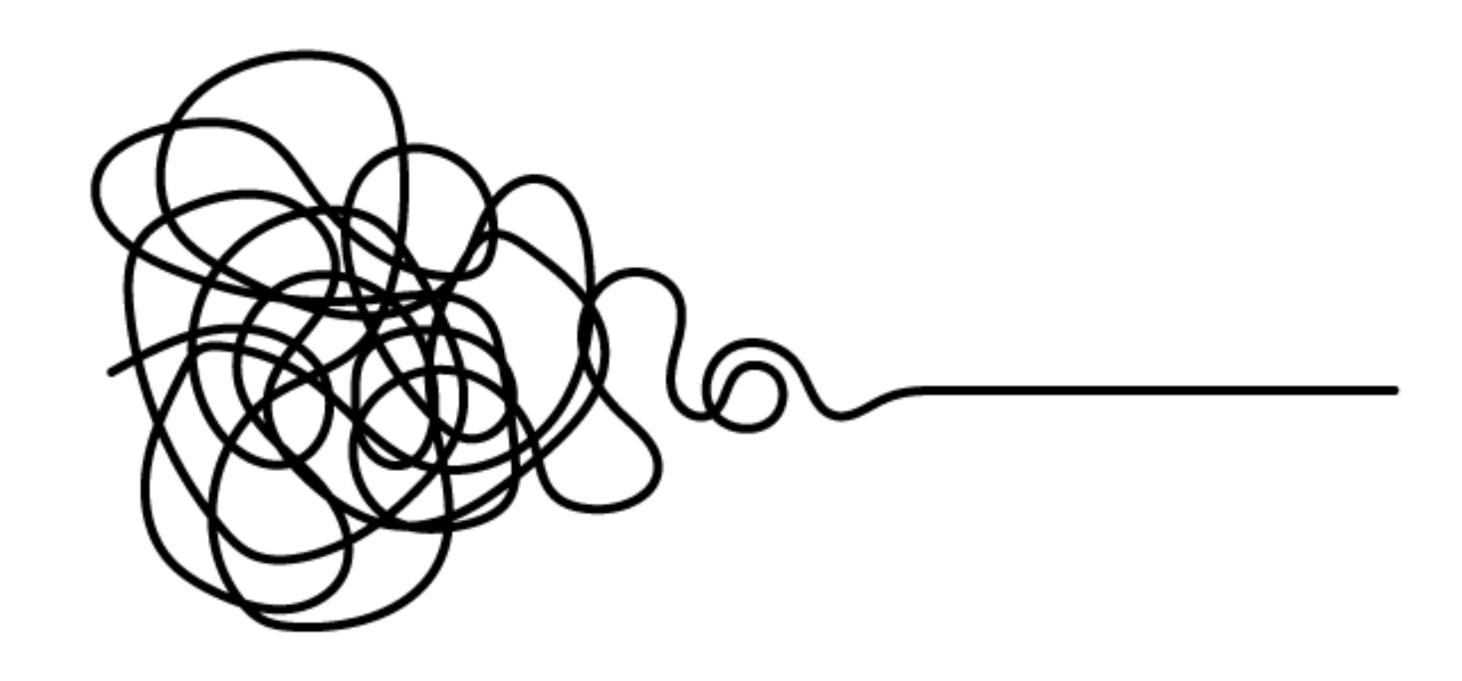




Accessibility Circular Design Social & Environmental Good IoT & Big Data







Discovery

Design

Delivery



Tech Toys for Good











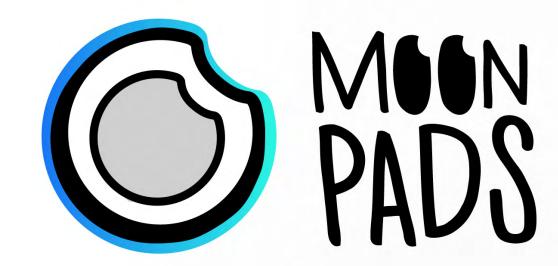










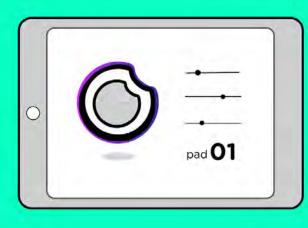








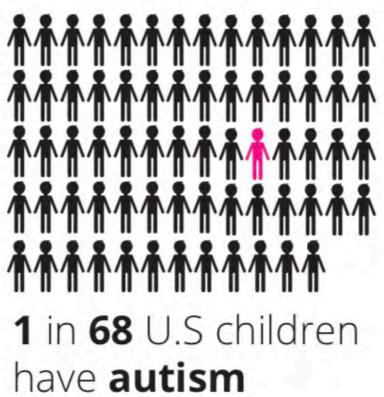




Problem



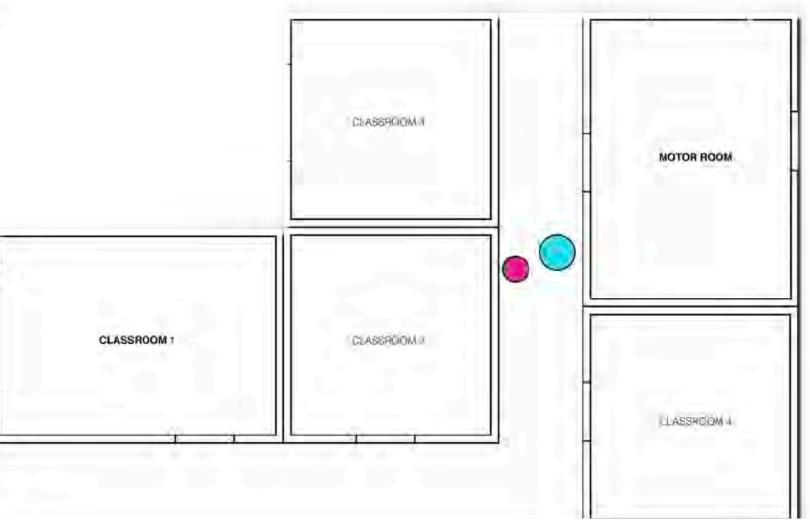




Children with Autism have the tendency to get easily distracted during everyday activities such as navigating from one room to the next.

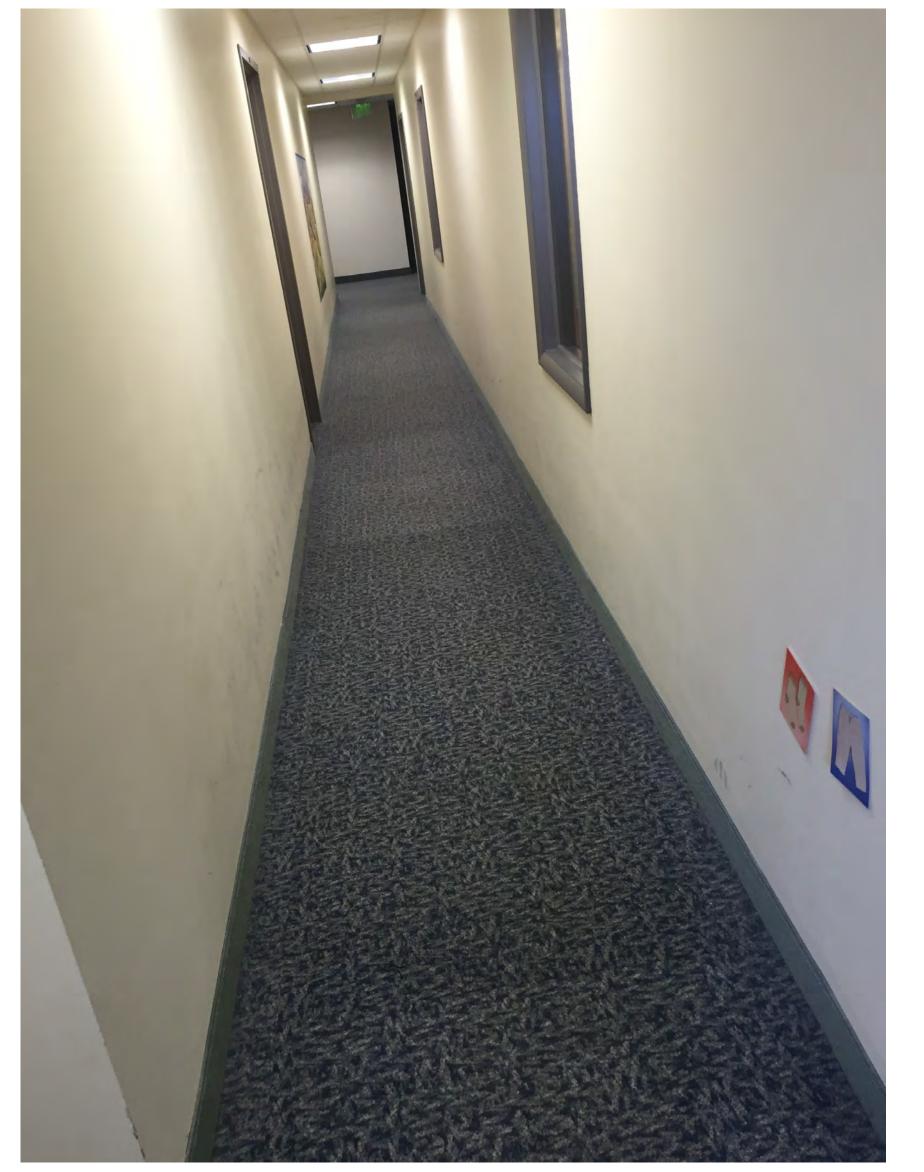


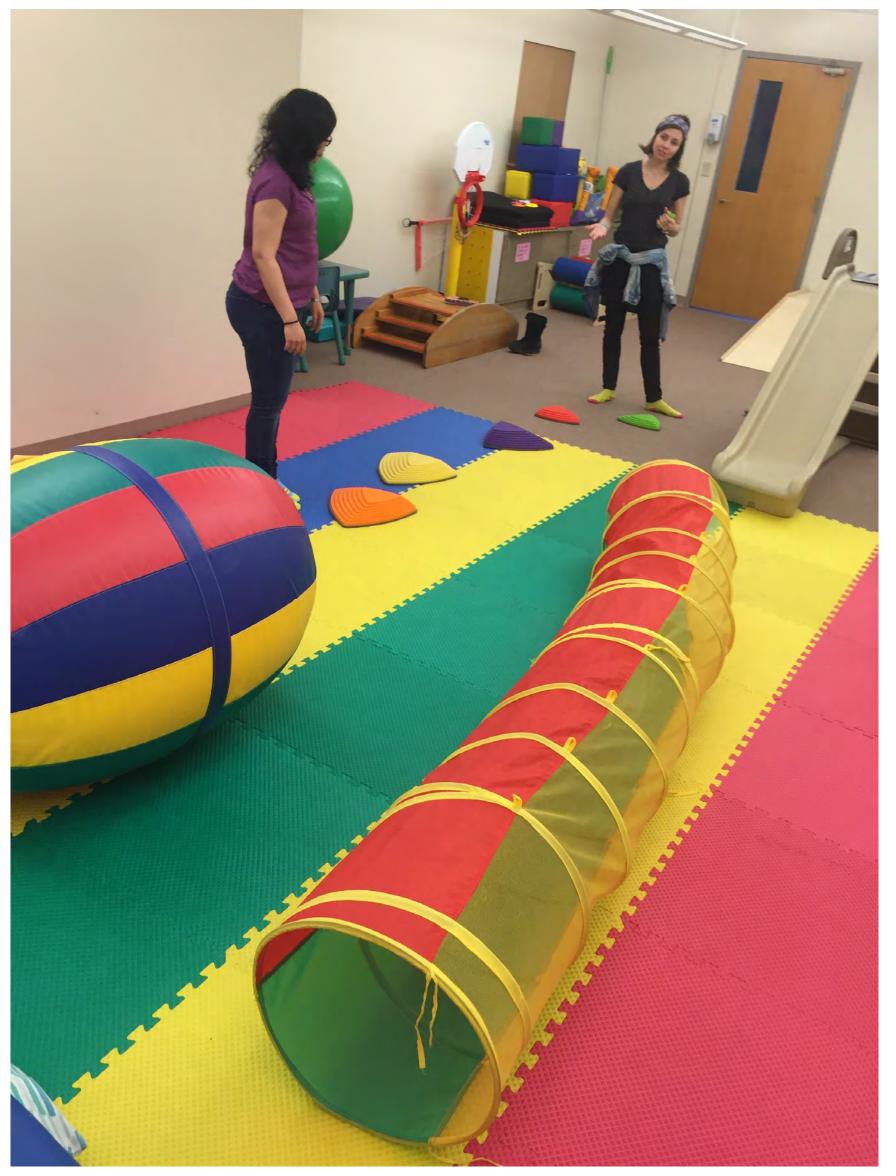




Where will the product be used?



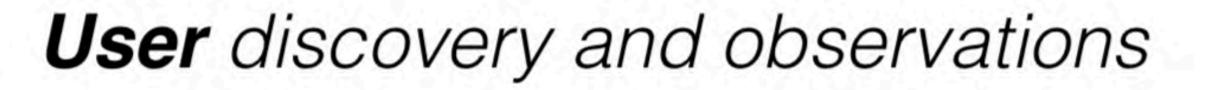




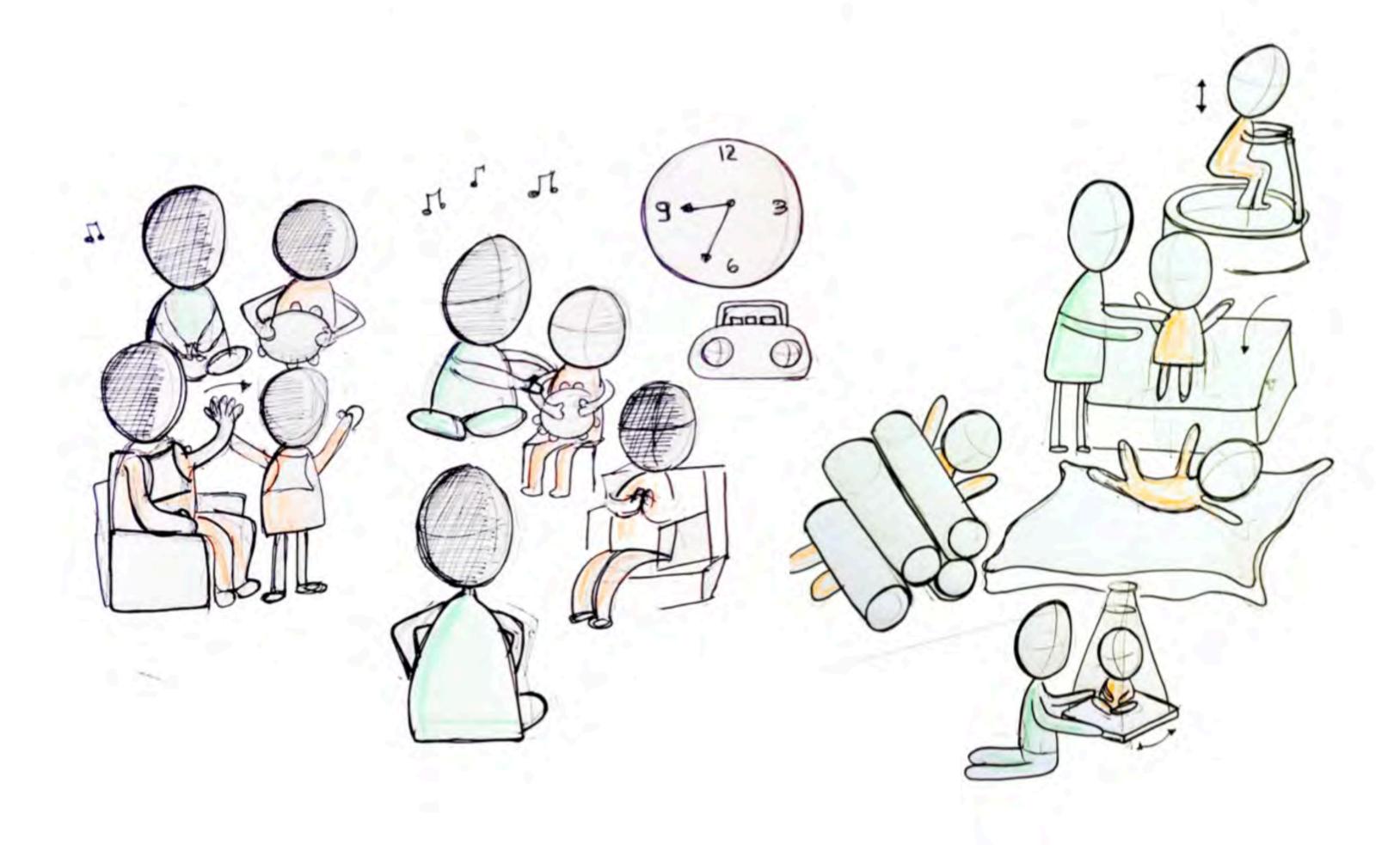




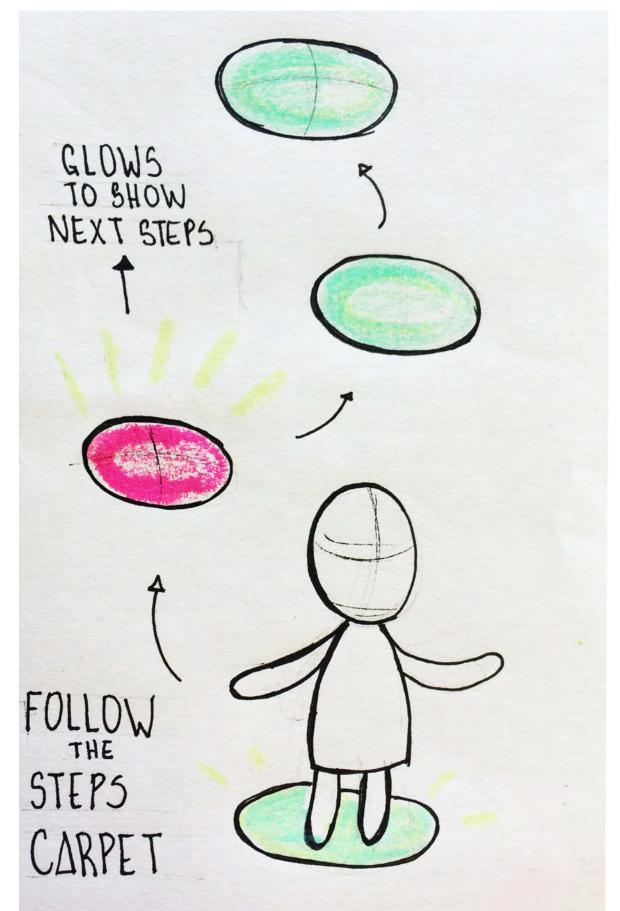


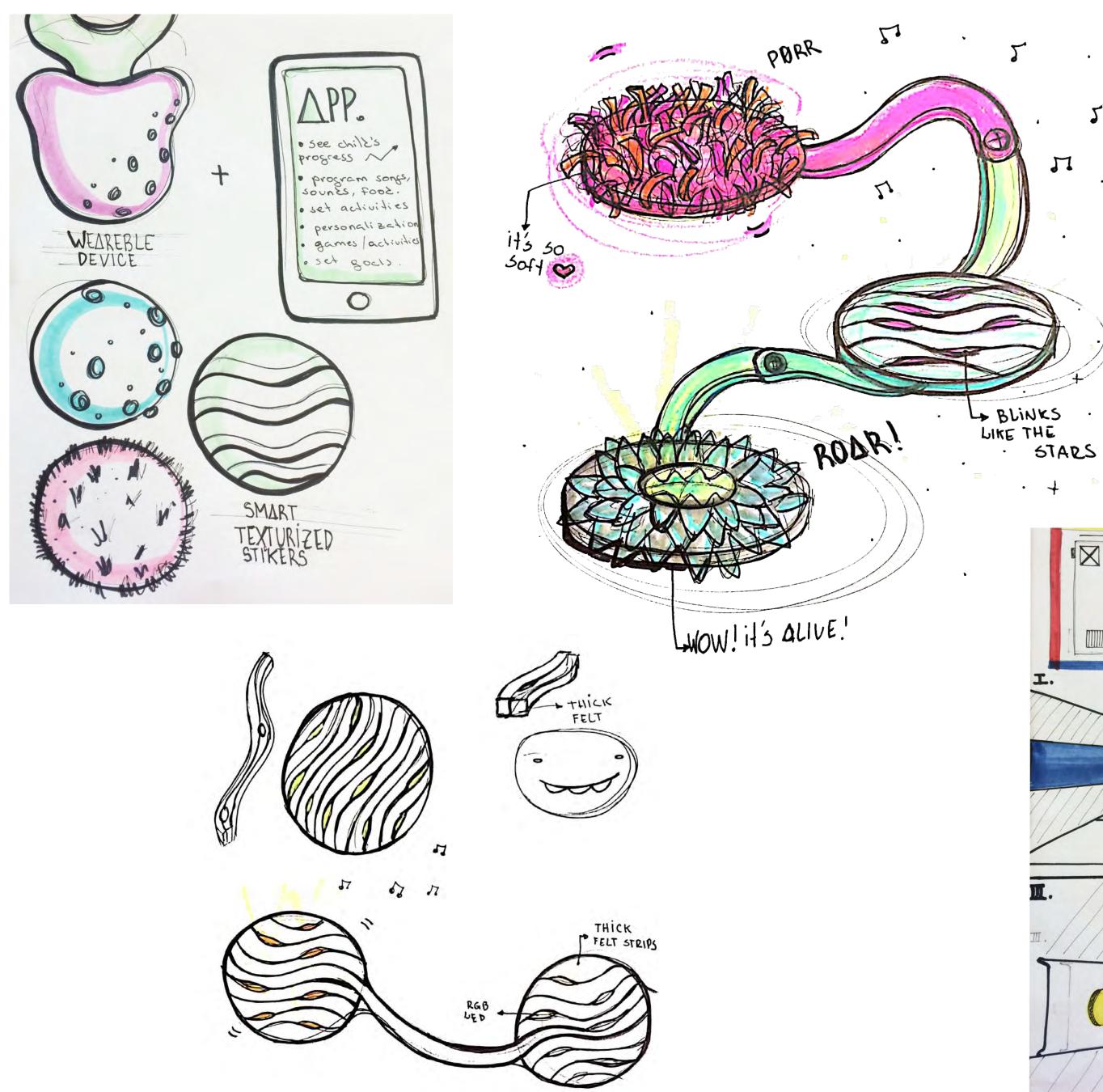




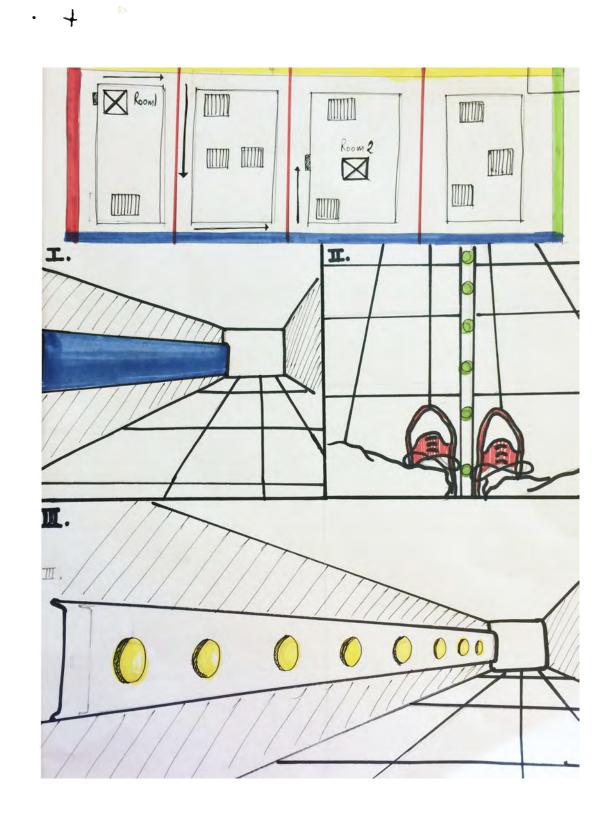


Ideation





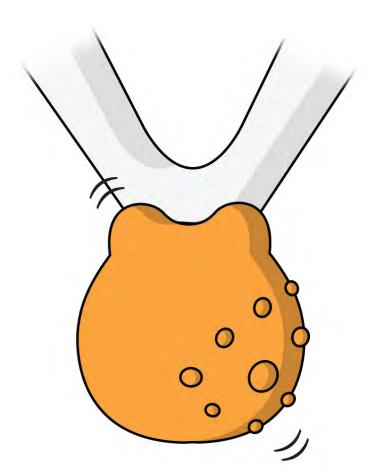




First Concepts



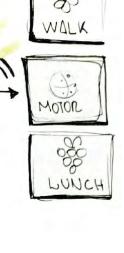




WEARABLE **DEVICE**

- Recgonizes kid's location
- *Vibrates* to catch attention to activities
- Good to *squeeze*
- Tactile **textures**



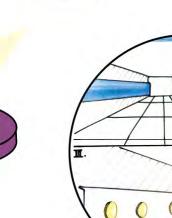


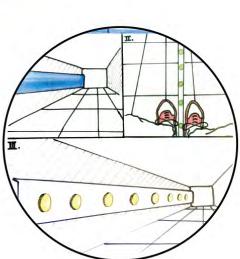


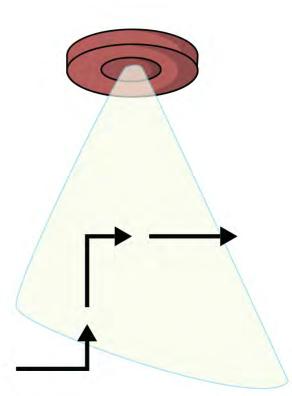












SMART

STICKERS

Stick it to the walls and

floor to create paths **Lights** up the way Different *textures*

to feel along the path

INTERACTIVE **PROJECTOR**

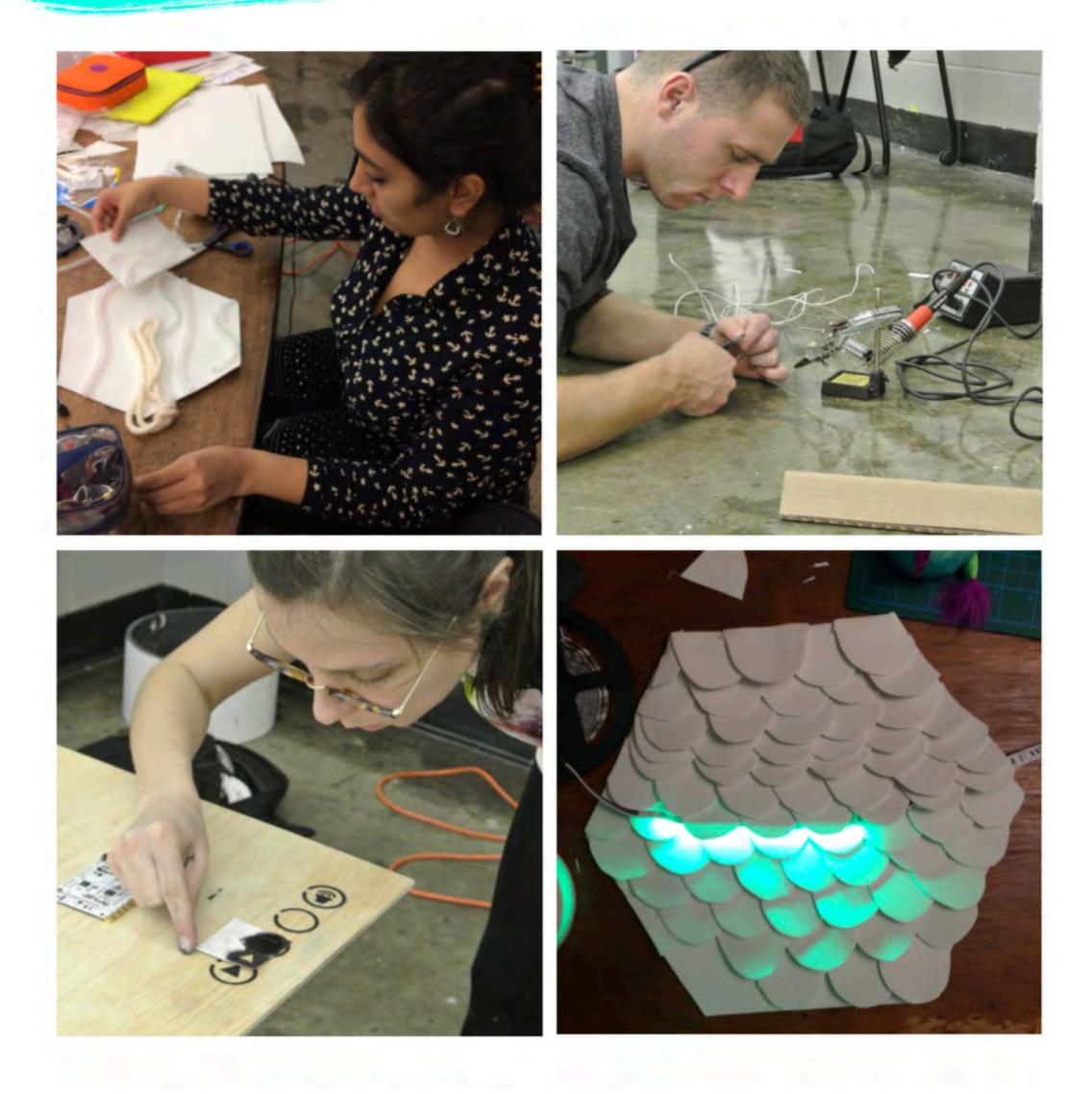
- Projects interctive *paths*, activities and games
- Senses kid's *location*
- Projects *individual* paths

THE APP

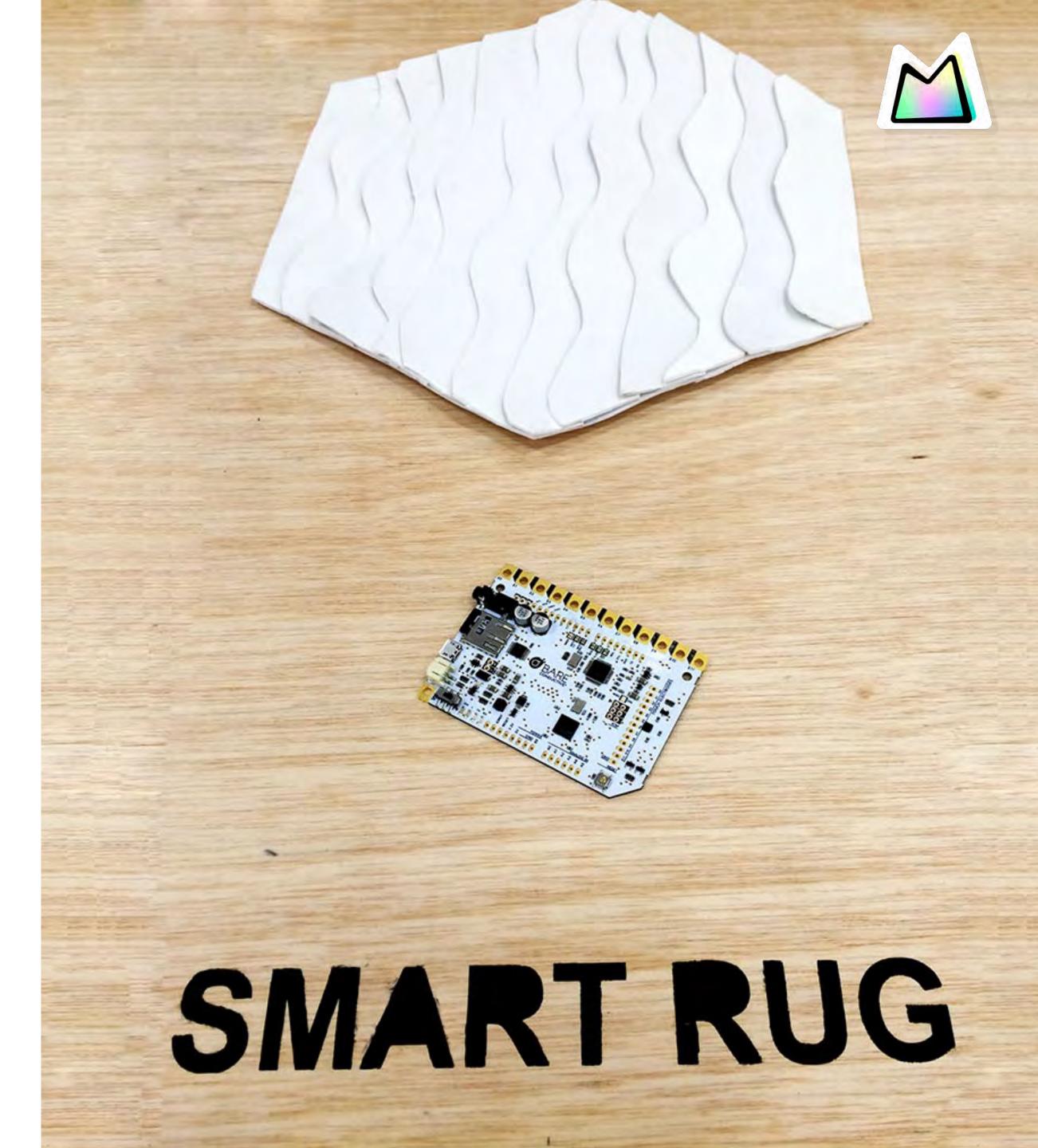
Sends feedback to *teachers* and *parents* Keeps track of **movement** Sets **activities** and **goals**



First Prototypes

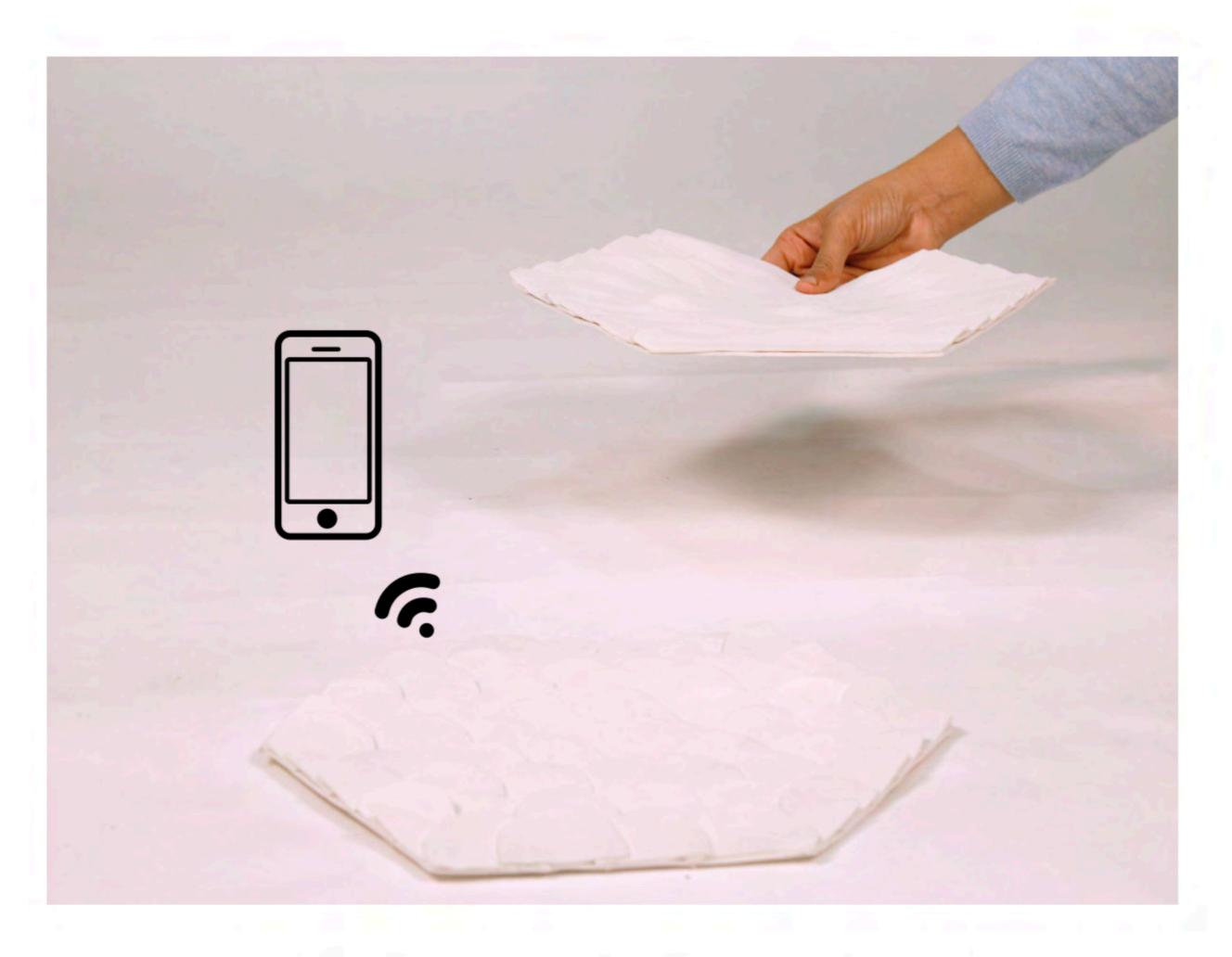


Studio 2.0 - Industrial Design - RIT - Fall 2015









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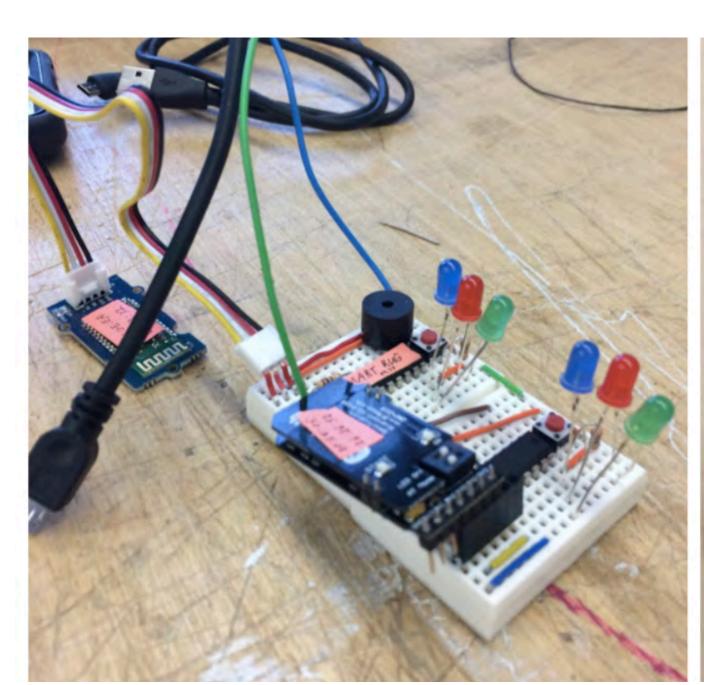
Evolution of Design

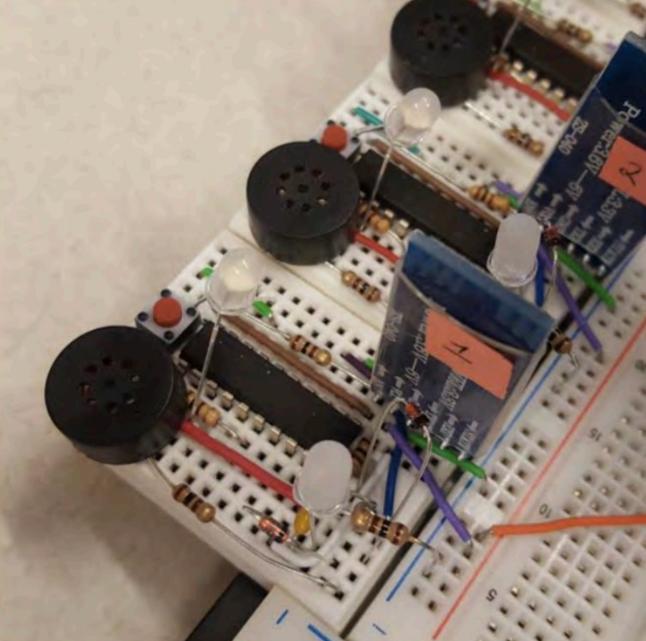




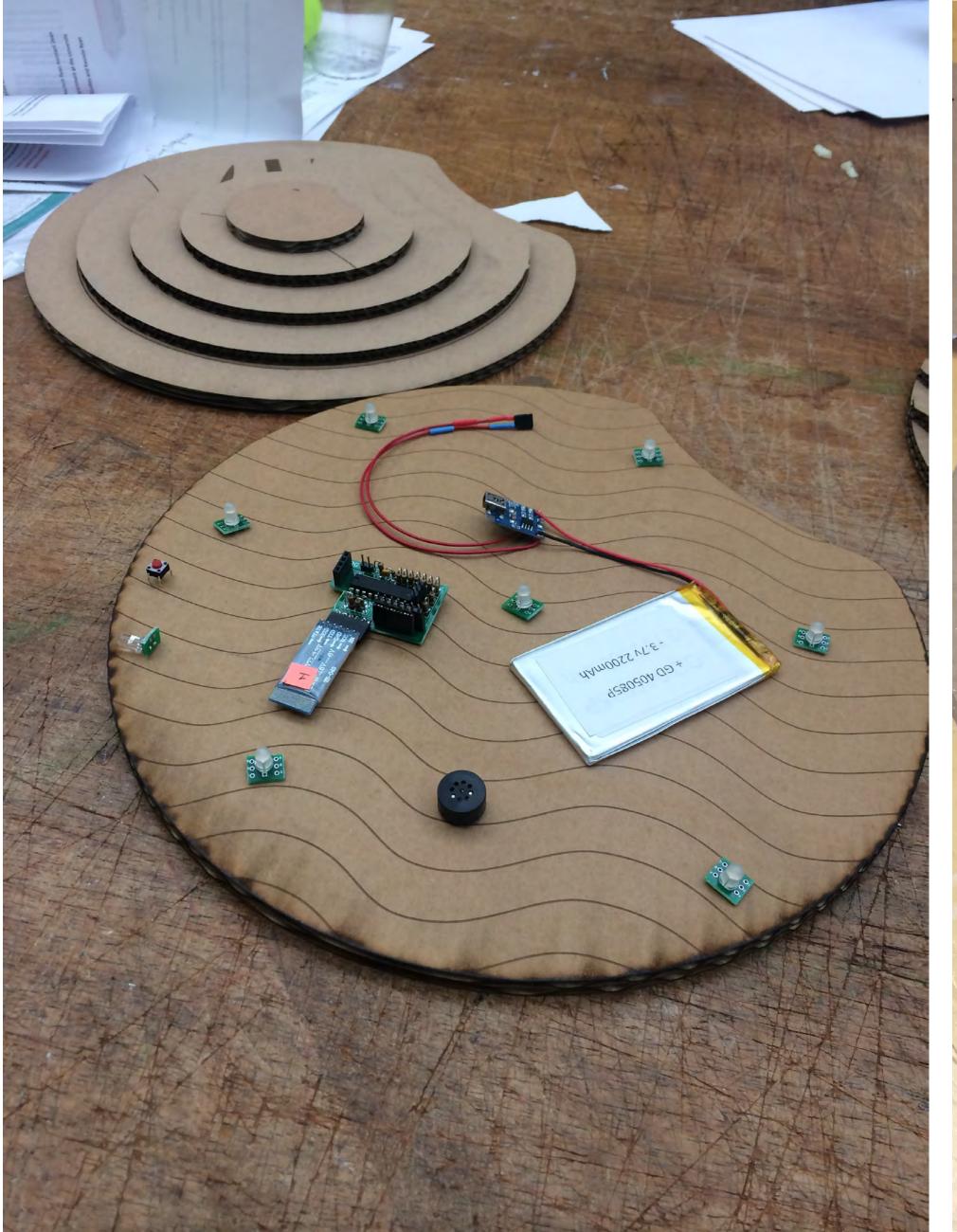
























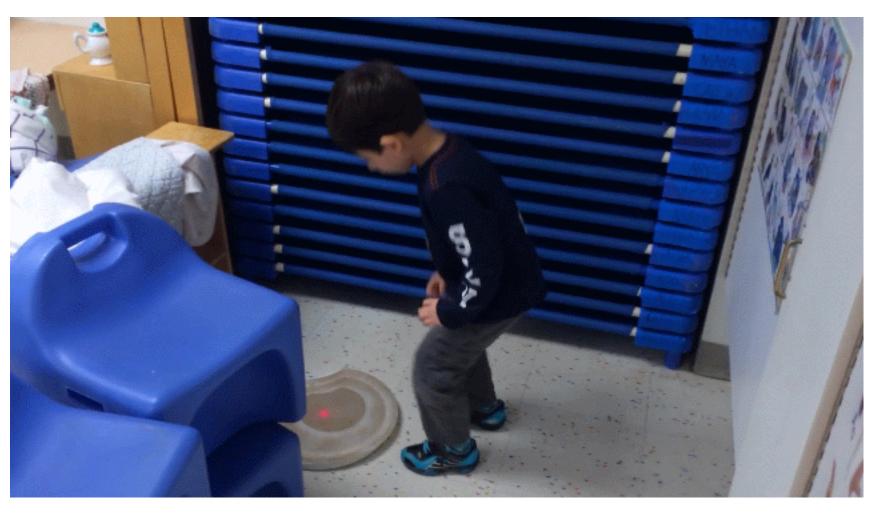


User Testing



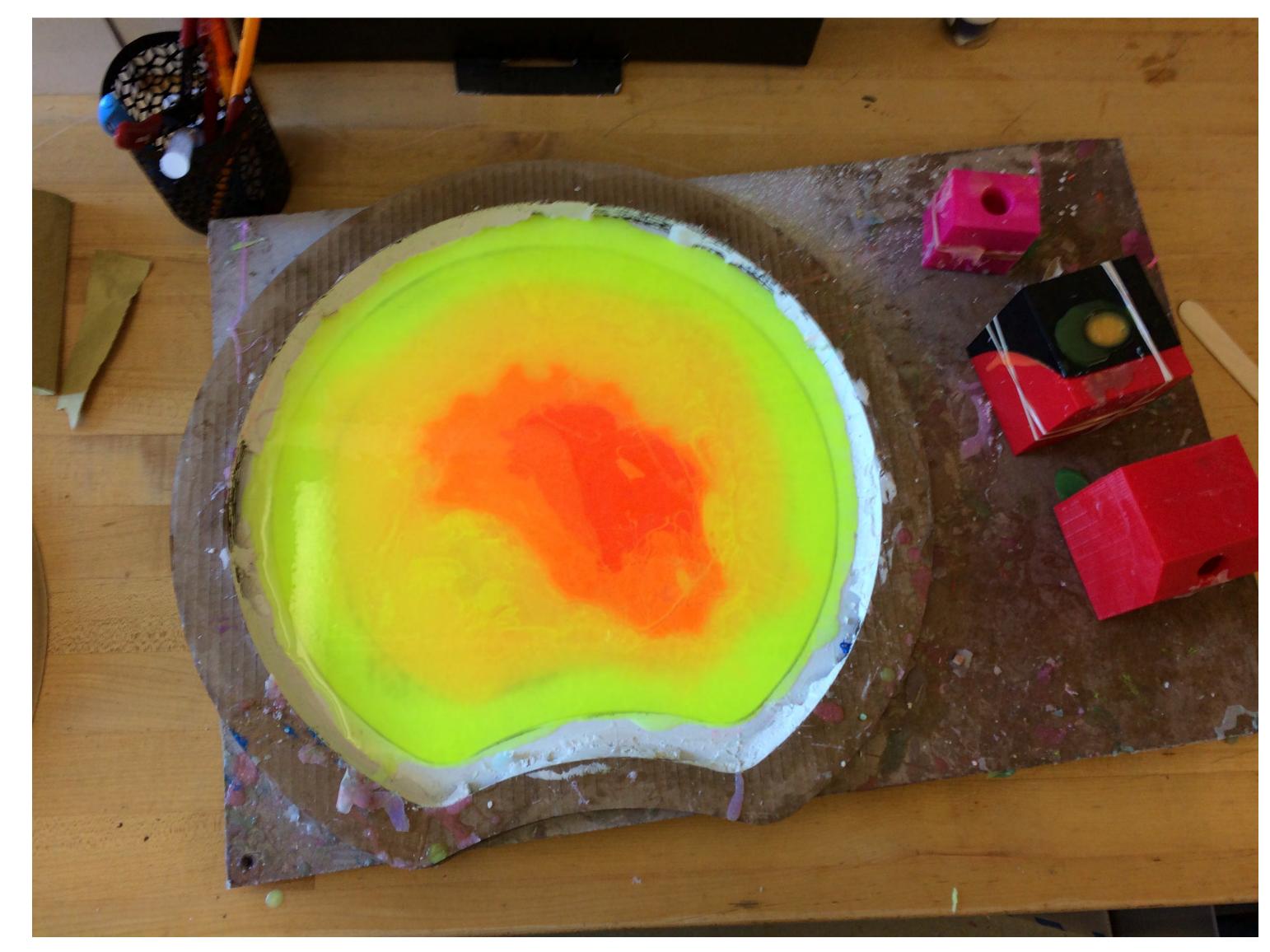






Evolution of Design

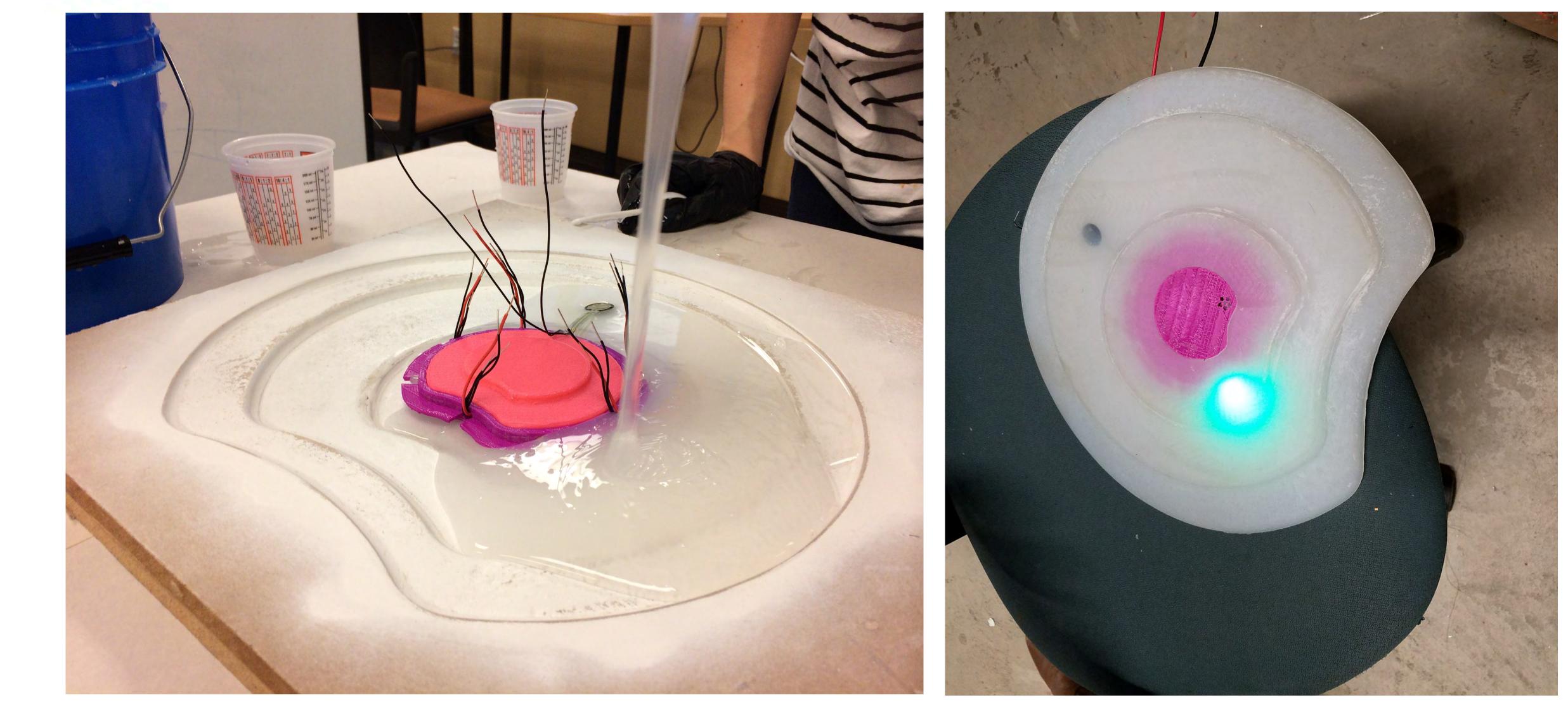


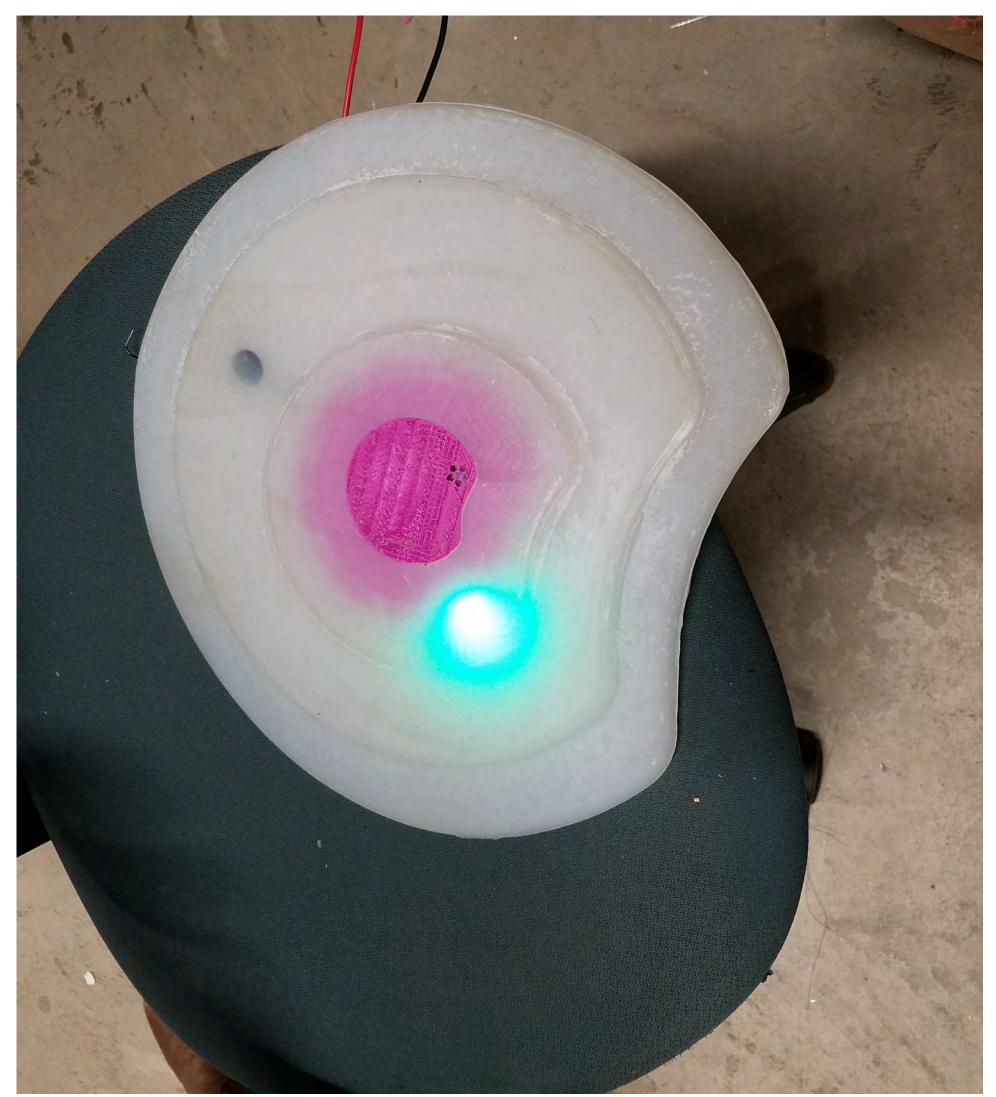








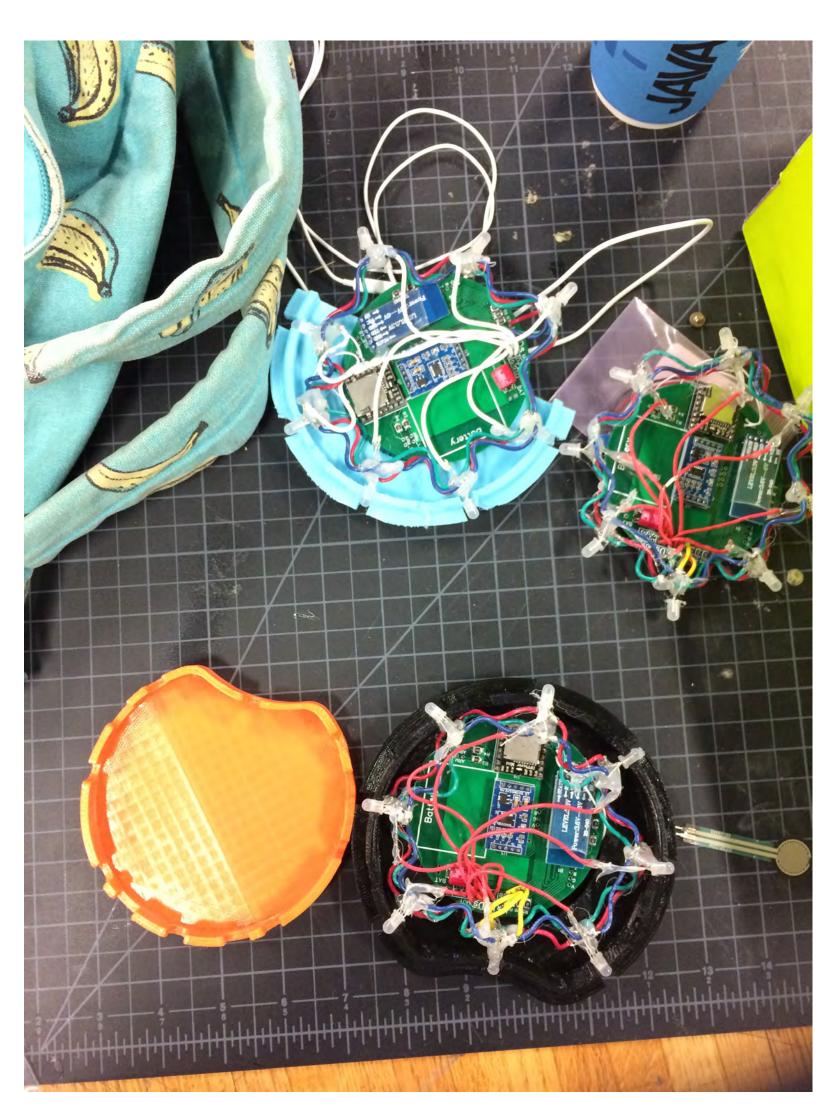


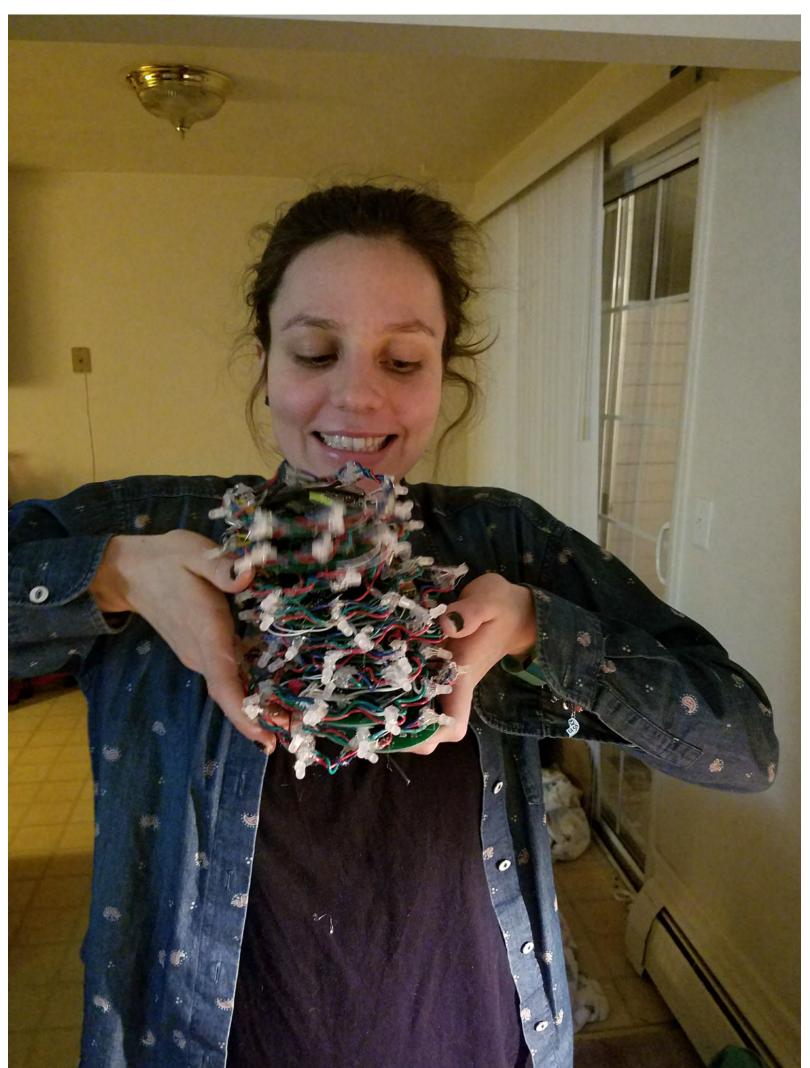


Scale-up

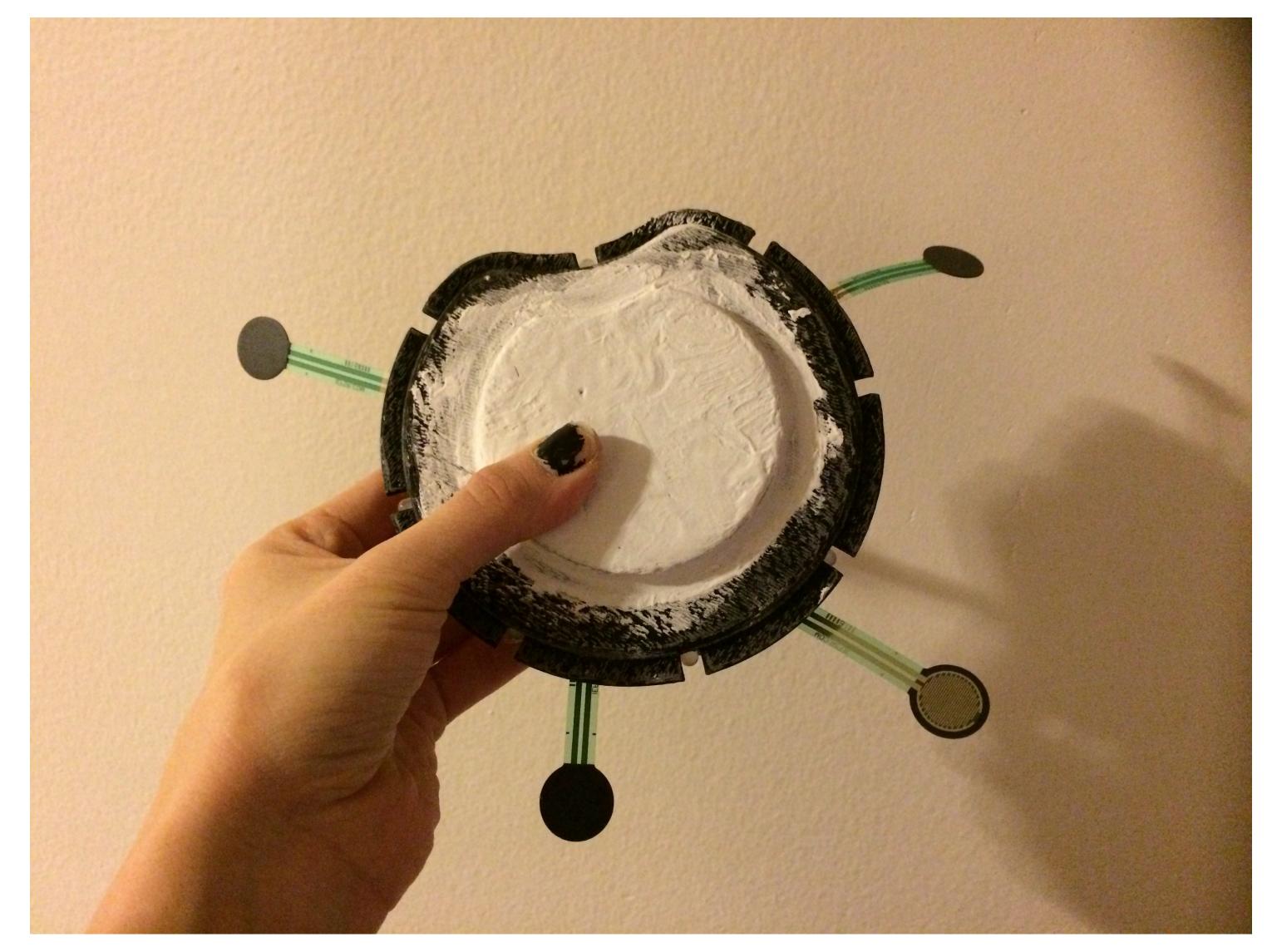










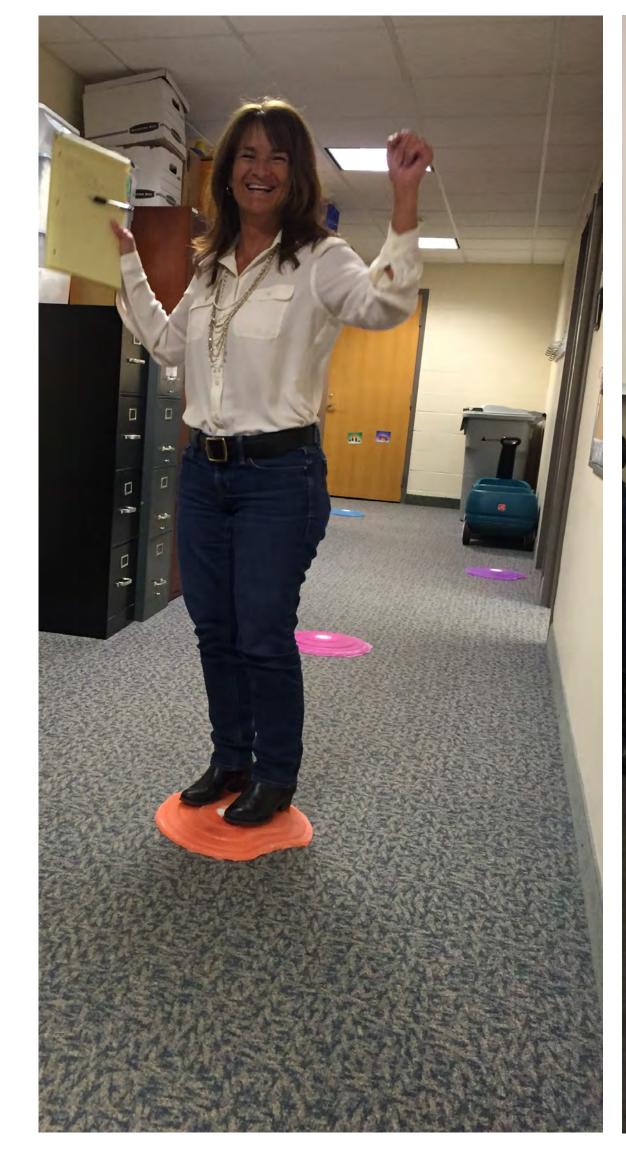
















Open-Source



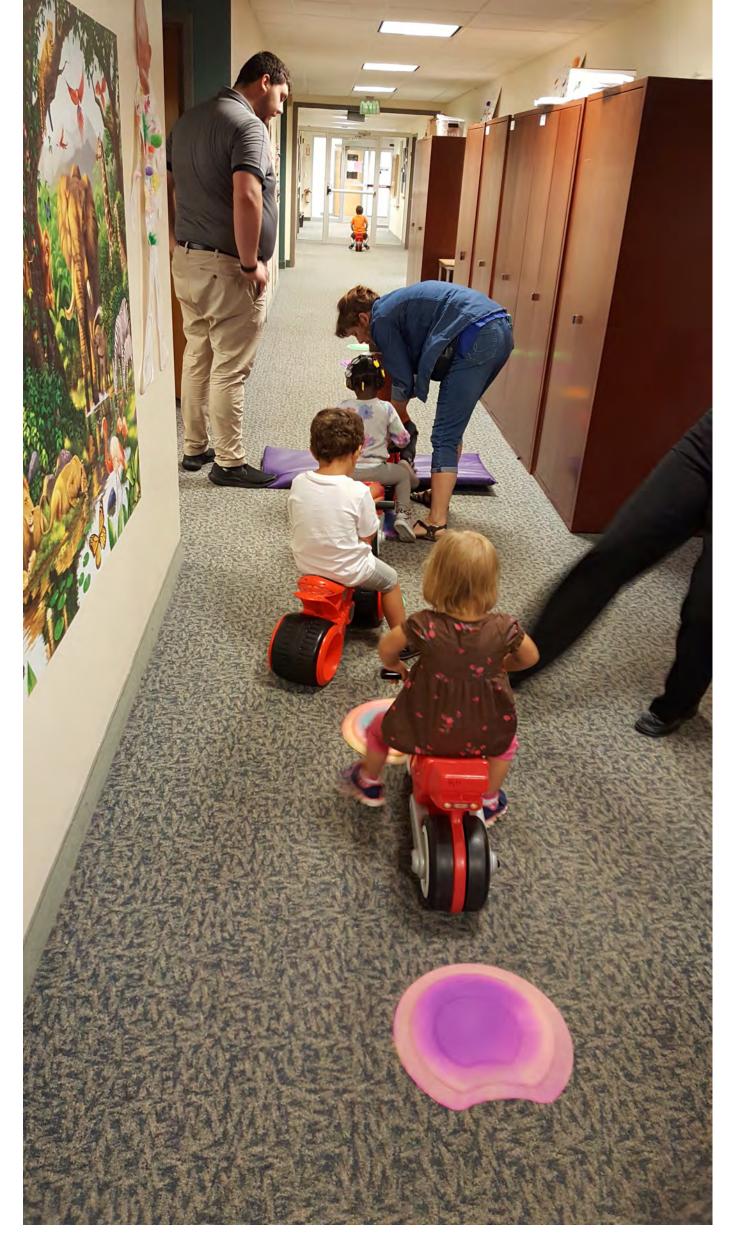


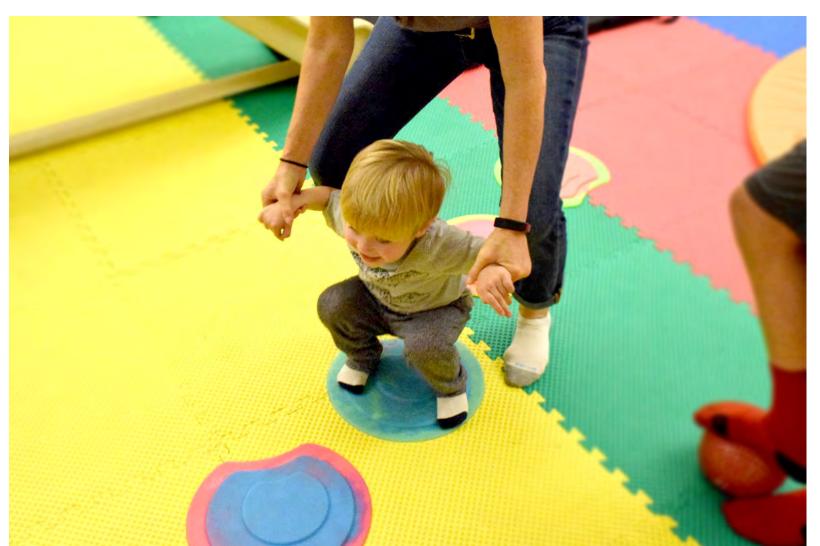


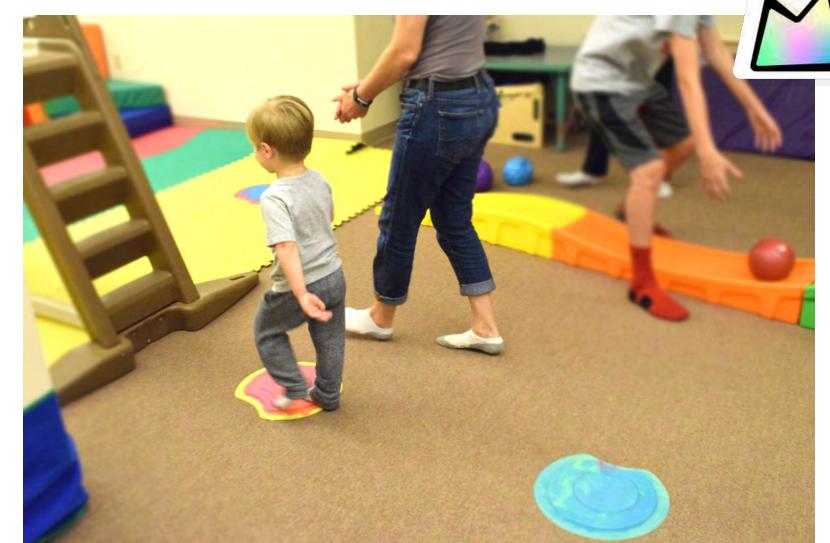




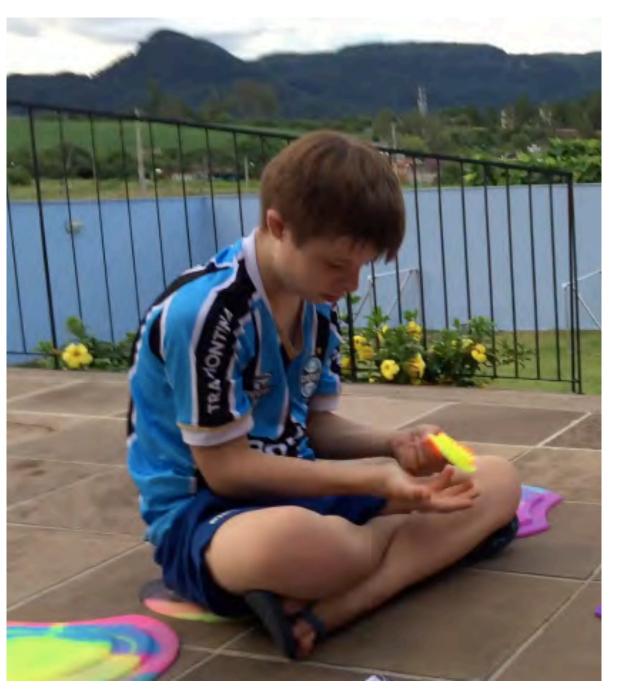














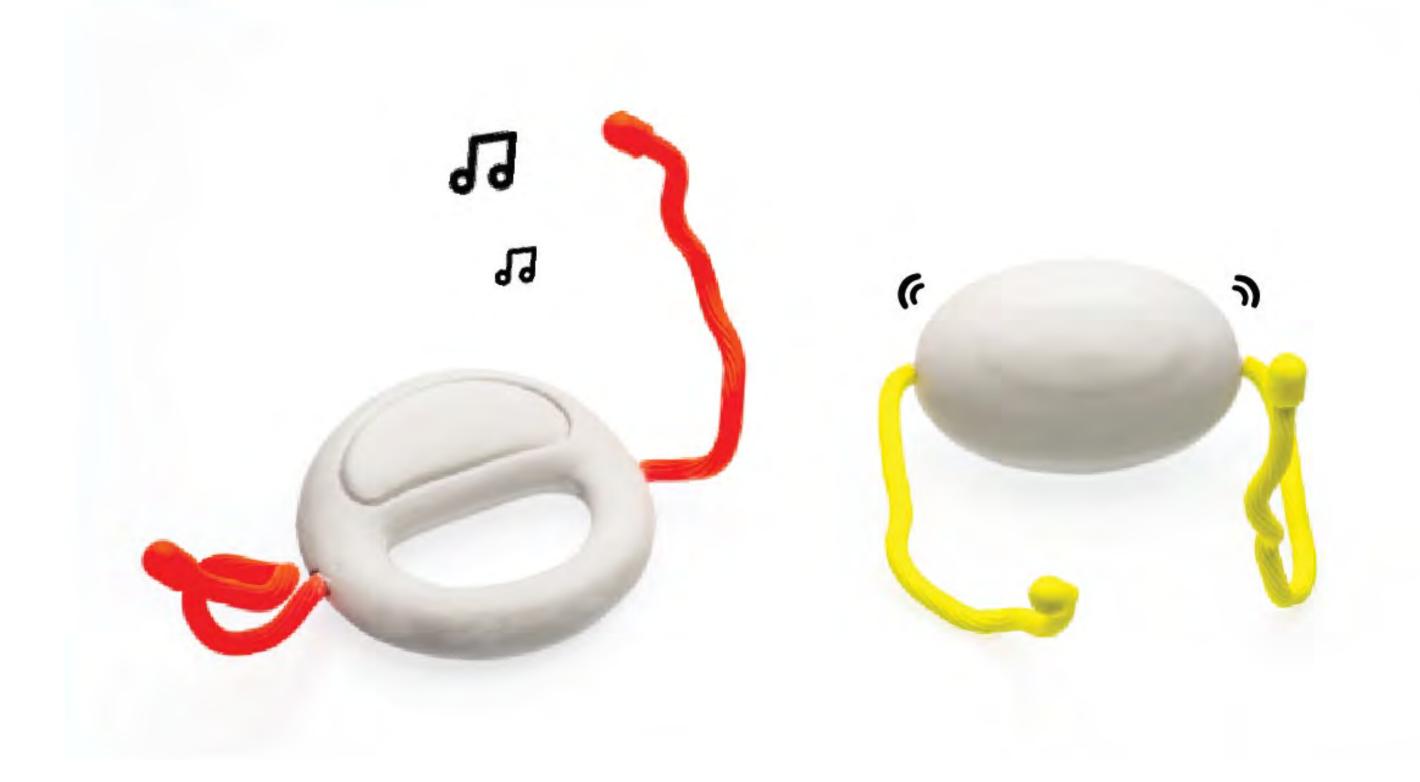


Open-Source

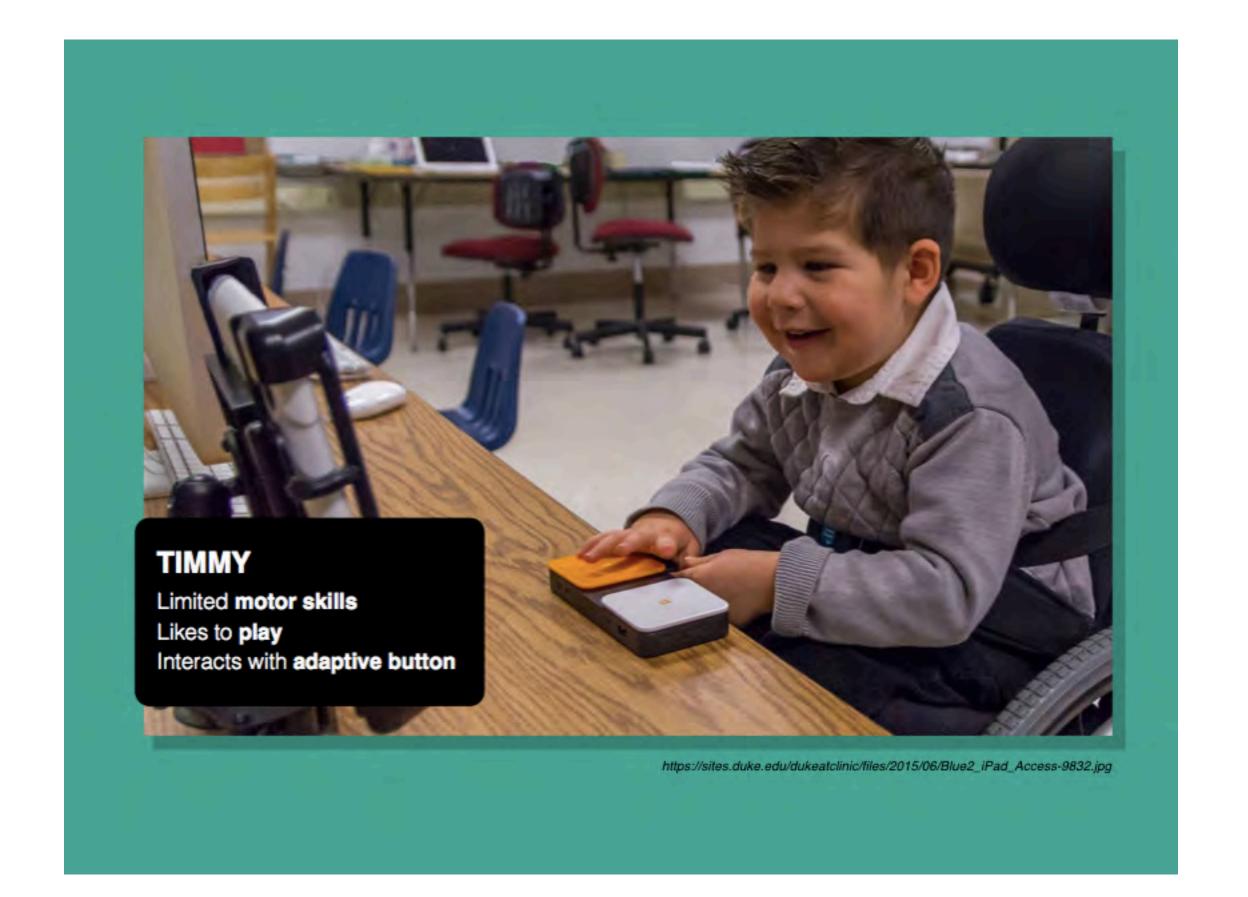
Silicone Pad CNC mold
3D print component box
Hardware upgrades
Game development
Software development
Data Collection & Analysis

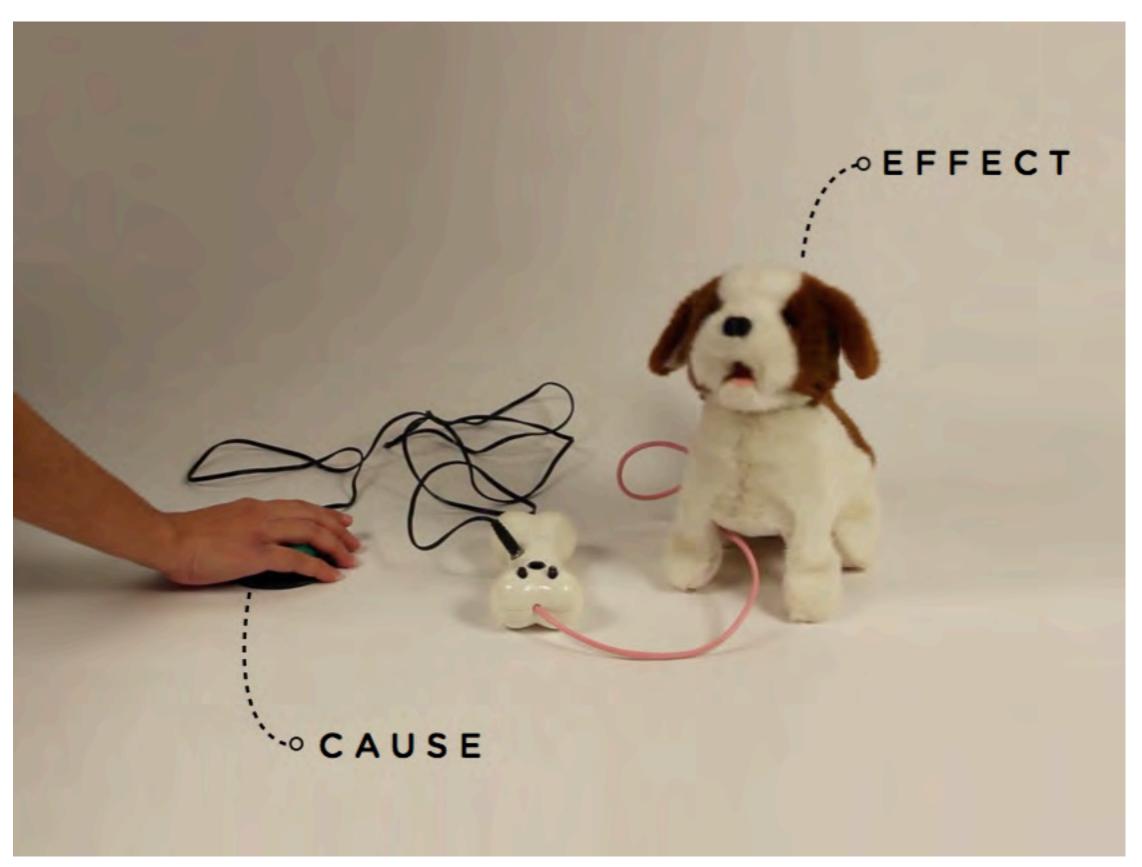


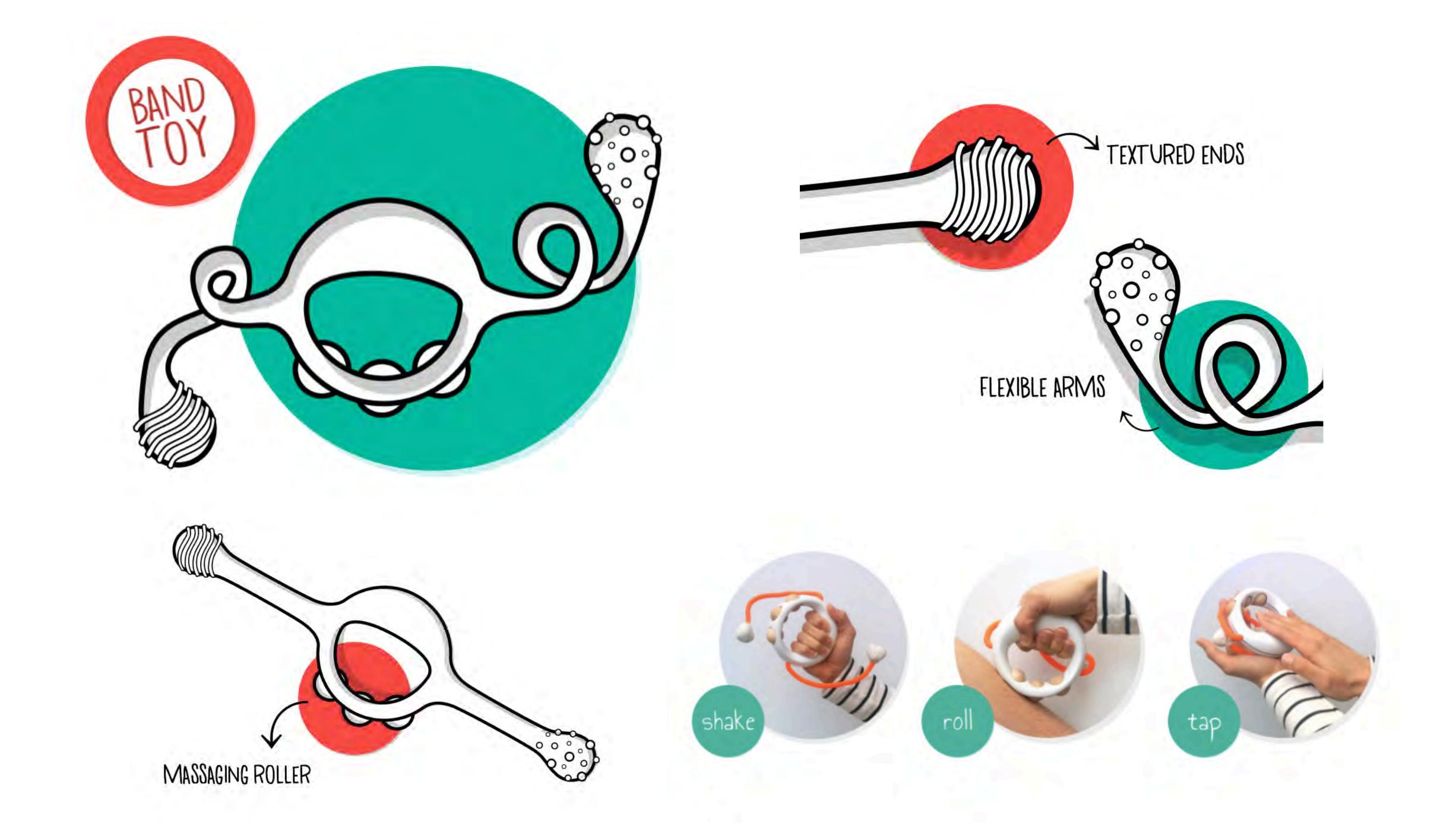
BandToy™ adaptive series

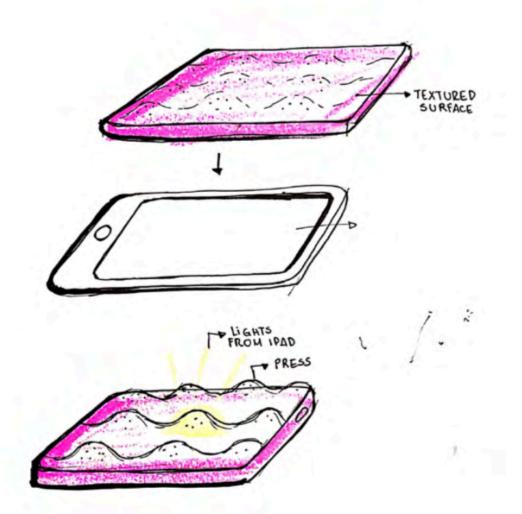






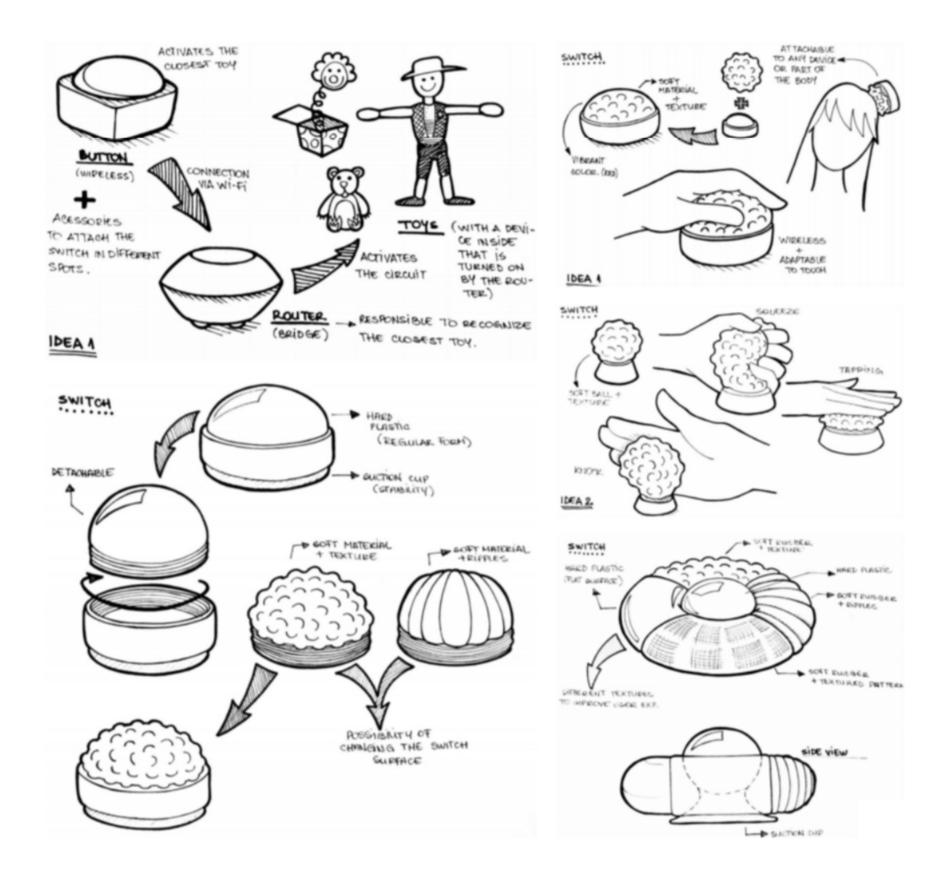






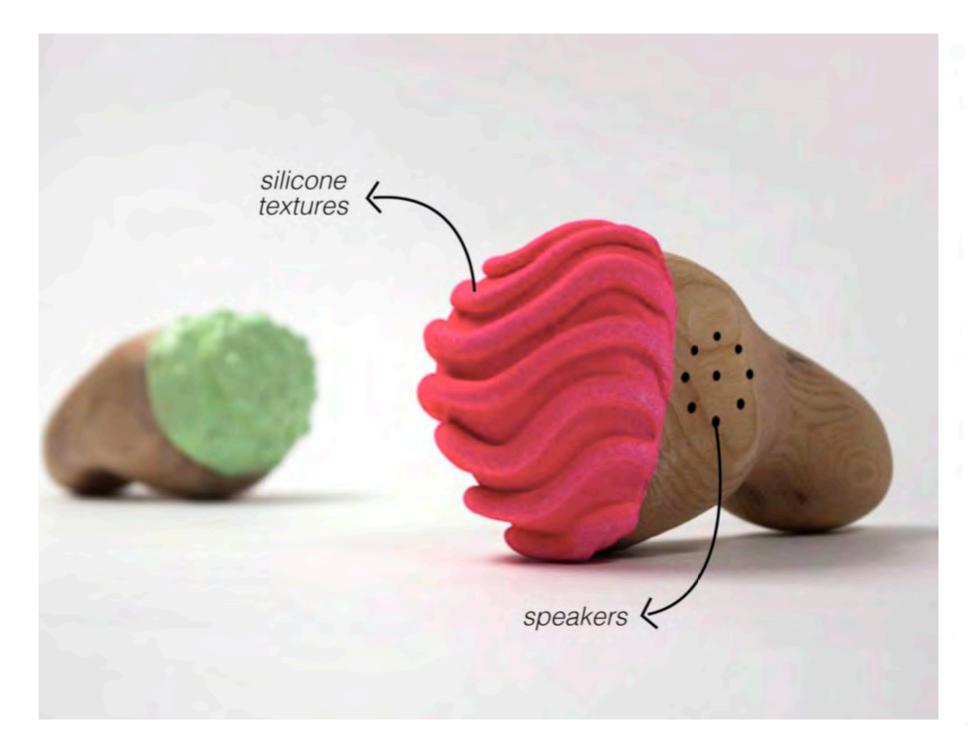


Studio 2.0 - Industrial Design - RIT - Fall 2015



Mary Cariola - **Discovery program** - Summer 2015



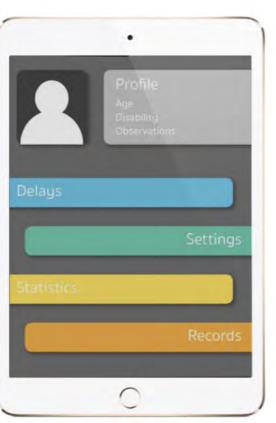












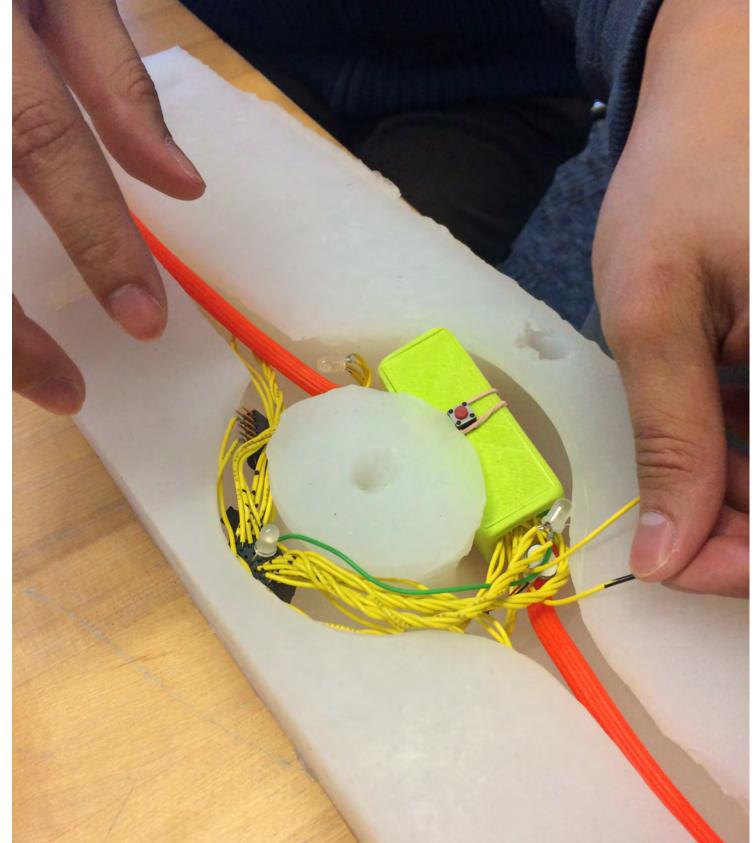








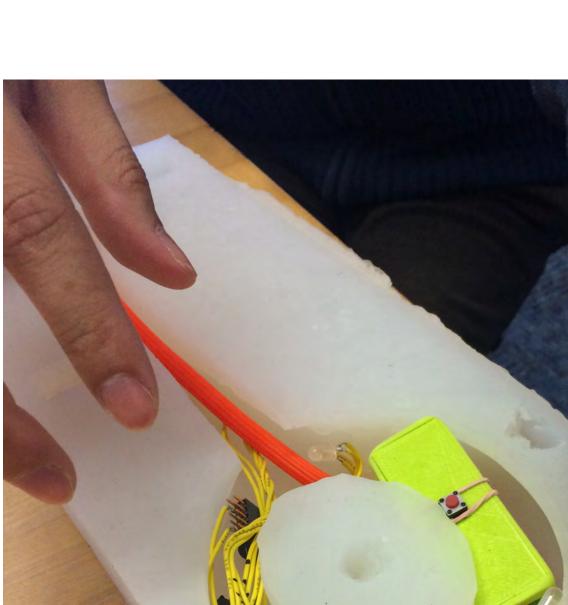






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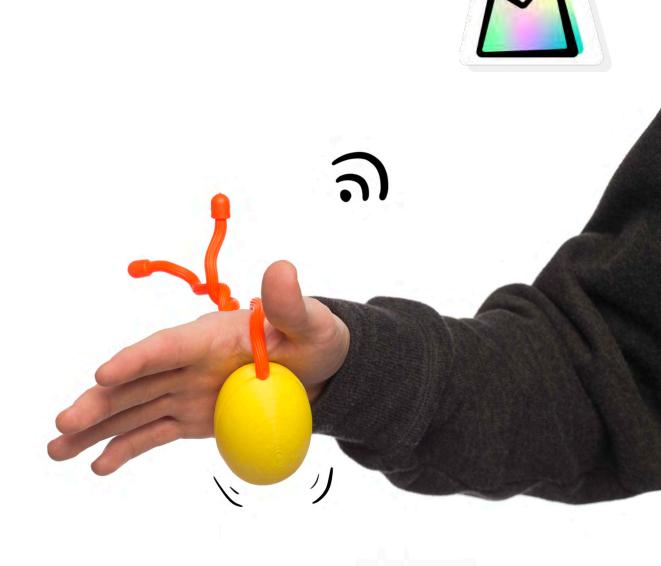


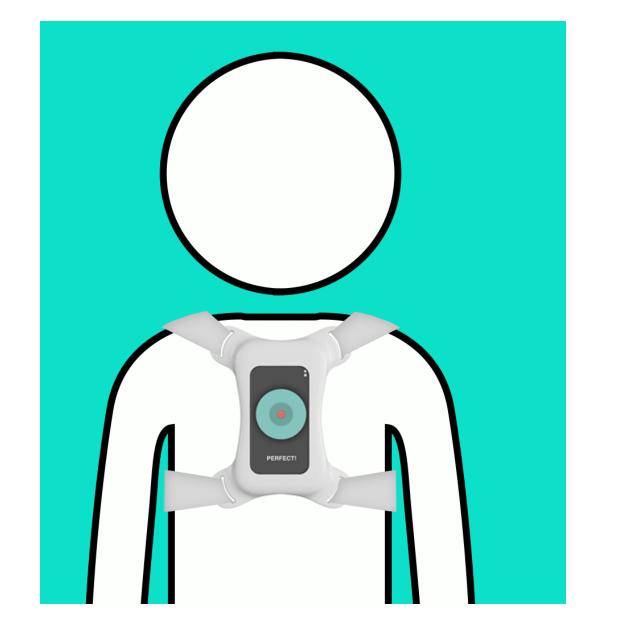




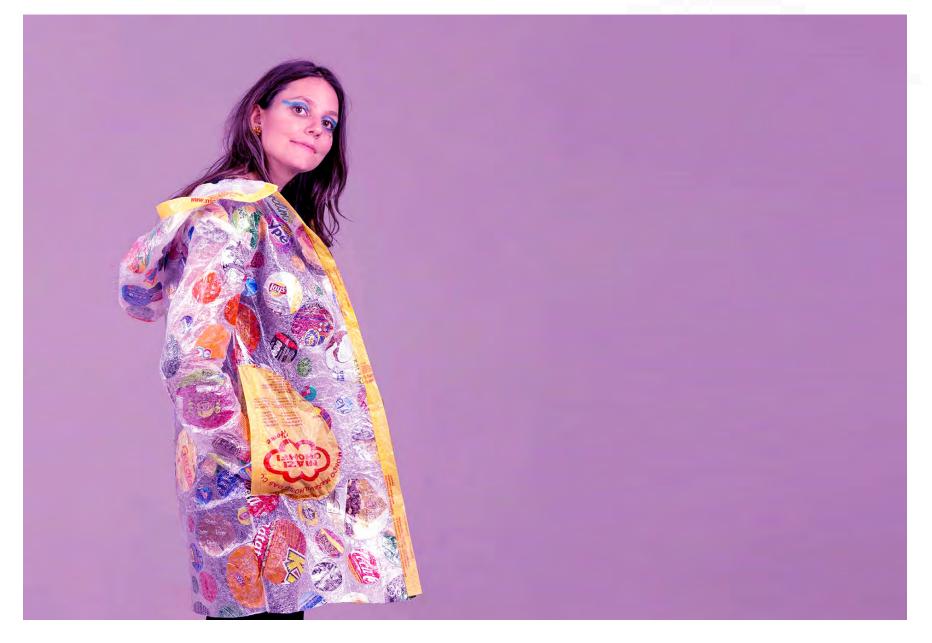






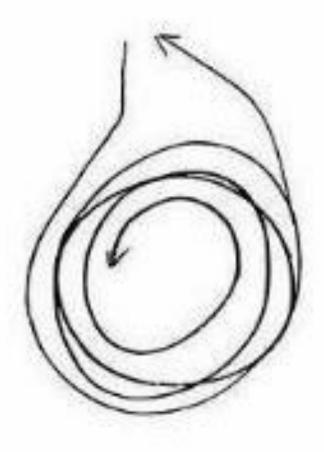


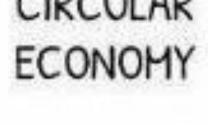


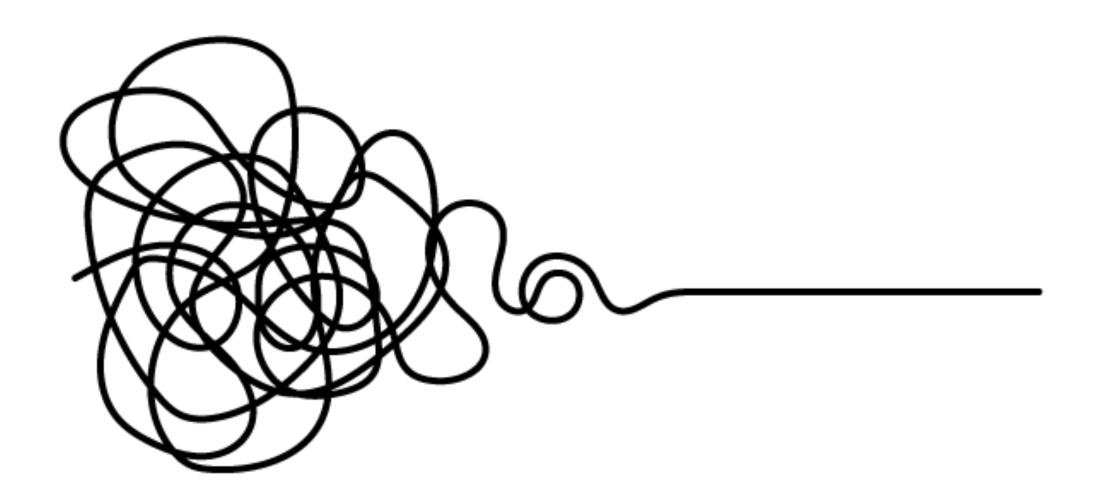












Design

Delivery

Discovery







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