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button.buds
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Team: Jürgen Mayer H., Jari-Christoph Stockebrand, 2005

button.buds

button.buds is a new kind of switch and technical communication unit that constantly grows and modifies its form, shape, location and function. **button.buds** relate more to the human body of the user than to the architecture it stems from. Sensorial effects and haptic qualities attract interaction. On an index scale with endless possible programmatic and formal mutations, **button.buds** demonstrate differentiation in the articulation of a body-technology interface within a family of objects.

button.buds also host **body.guards**, a speculative outfit that uses smart dust as a sensory device. Nearly invisible airborne particles build up a dynamic intelligent cocoon for testing, warning, spying, scouting, communicating, guarding and protection. So far only used in military technology, these nano devices will very soon expand their field of operation into most aspects of our everyday life.

body.guards function as outdoor scouts that constantly investigate the environment, identifying physical, biological, chemical or radioactive hazards. Once critical situations are identified, the **body.guards** launch a defense mechanism that can either warn the host, form a protective shield, or directly attack the danger, the **body.guards** ability to learn and their collective knowledge enables them to adapt to new forms of biological and chemical dangers, shaping themselves into an artificial external immune-system.

Once indoors, **body.guards** remain in the background on alert or even retreat into their nest, falling into a sleep mode. Some **body.guards** particles however stick on walls, ceiling and floor, and grow and mutate into **button.buds**, like pollen and seeds into a new organism. Here, they interact again with the human body or host **body.guards**, according to any stage of maturation.

body.guards and **button.buds** will change the way we communicate, navigate, work and relax. The separation of private and public space will further blur within an environment saturated with smart dust particles and muta-

ting units for information, comfort and control.

The **body.guards** motes keep a pre-programmed distance to the body and have an undefined lifespan by taking energy from light, temperature and motion. They communicate not only with the 'host' but interconnect with other ubiquitous computing systems. The receiver remains discrete.

Example 001: A sick person approaches you. The **body.guards** recognize the danger of catching a flu and form a protective shield around you.

Example 002: A father visiting a zoo with his two little kids wants to relax and enjoy the place, at the same time being constantly aware of the kids whereabouts and feeling sure that they are safe.

Example 003: Two people are walking along a busy street. Their personal profile in the **body.guards** is activated, registering shared interests with the other person and suggesting getting in touch ...

Example 004: Strolling through the forest in a hot summer ends at a beautiful lake. While the clear water invites for a refreshing bath, the **body.guards** warn about the highly polluted acid quality of the water due to a chemical leakage nearby.

body.guards exist in self-organizing decision-making structures. Each single element is composed of a variety of sensors that constantly gather information and feed it into a digital model of the physical world via bi-directional laser/radio communication with a network of access points. Analysis made according to programmed criteria allows for a qualification of the gathered information and determines the type of feedback. Rules and conditions of this process can be adaptive but remain transparent and under the control of the host.

explosive agents

temperature

wind

sympathy

uv-radiation

radioactivity

surface condition

acid

state of mind

communication

gas

electronic smog

(Jürgen Mayer H.)



loc: 09° 17' E,
45° 26' N
alt: +26.4 m
signal: 5
temp: 11° C
light: 1200 lux
wind: 1.4 m/s
rad: + 0.89 Bq
chem: low
phys: low
bio: medium
speed: +2.1 m/s
heart: 120
health: 90%
bod temp: 38.2° C
defense: -

compatibility: 64%
interaction: low



loc: 09° 17' E,
45° 26' N
alt: +26.4 m
signal: 6
temp: 11° C
light: 1200 lux
wind: 1.4 m/s
rad: + 0.89 Bq
chem: low
phys: medium
bio: medium
speed: +4.2 m/s
heart: 84
health: 72%
bod temp: 37.1° C
defense: -

compatibility: 53%
interaction: medium



loc: 09° 17' E,
45° 26' N
alt: +26.4 m
signal: 7
temp: 11° C
light: 1200 lux
wind: 1.4 m/s
rad: + 0.89 Bq
chem: low
phys: low
bio: low
speed: +1.4 m/s
heart: 76
health: 83%
bod temp: 36.8° C
defense: -

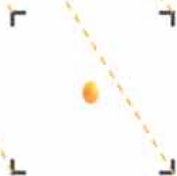


compatibility: 38%
interaction: low

outdoors



indoors



001



002



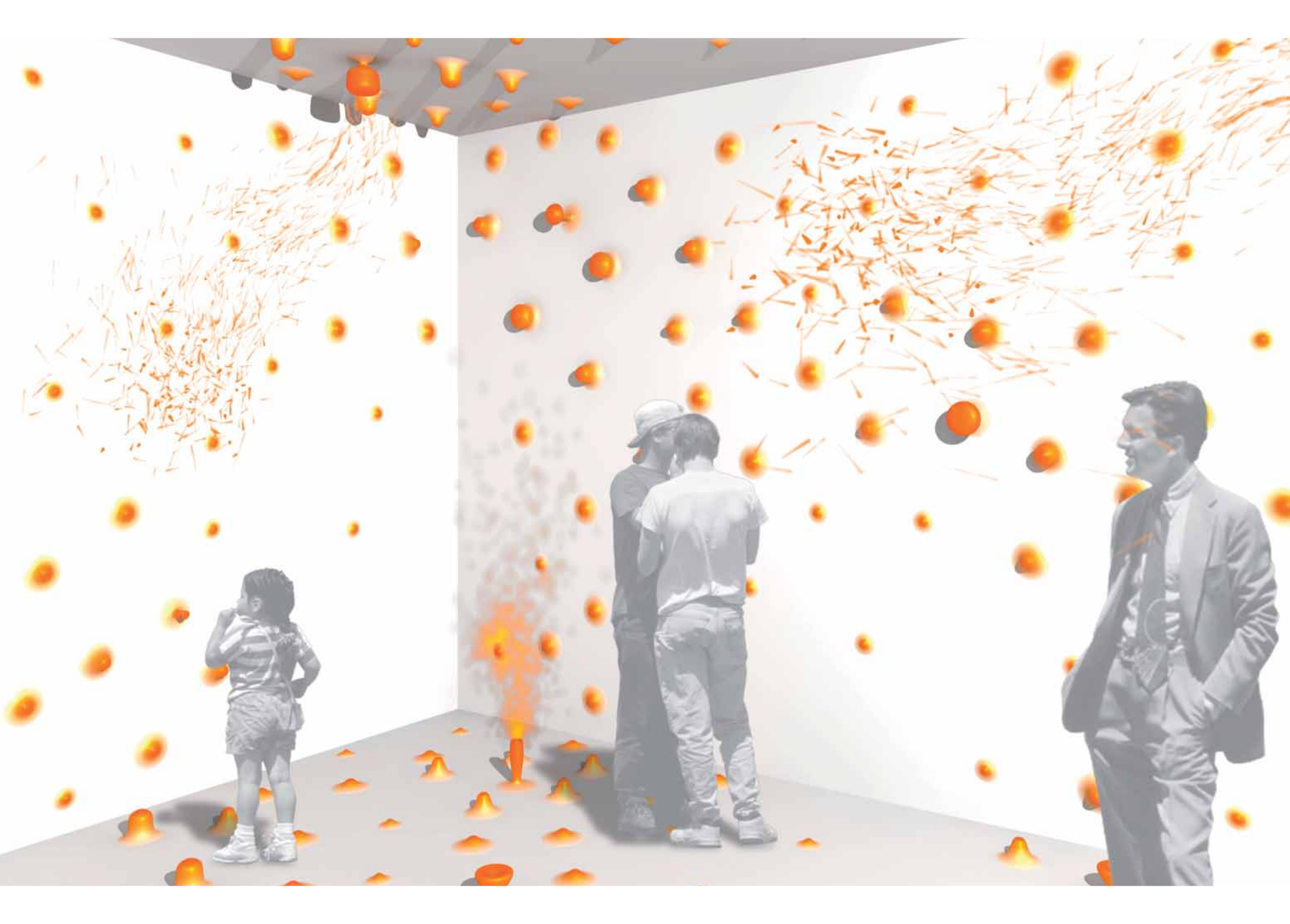
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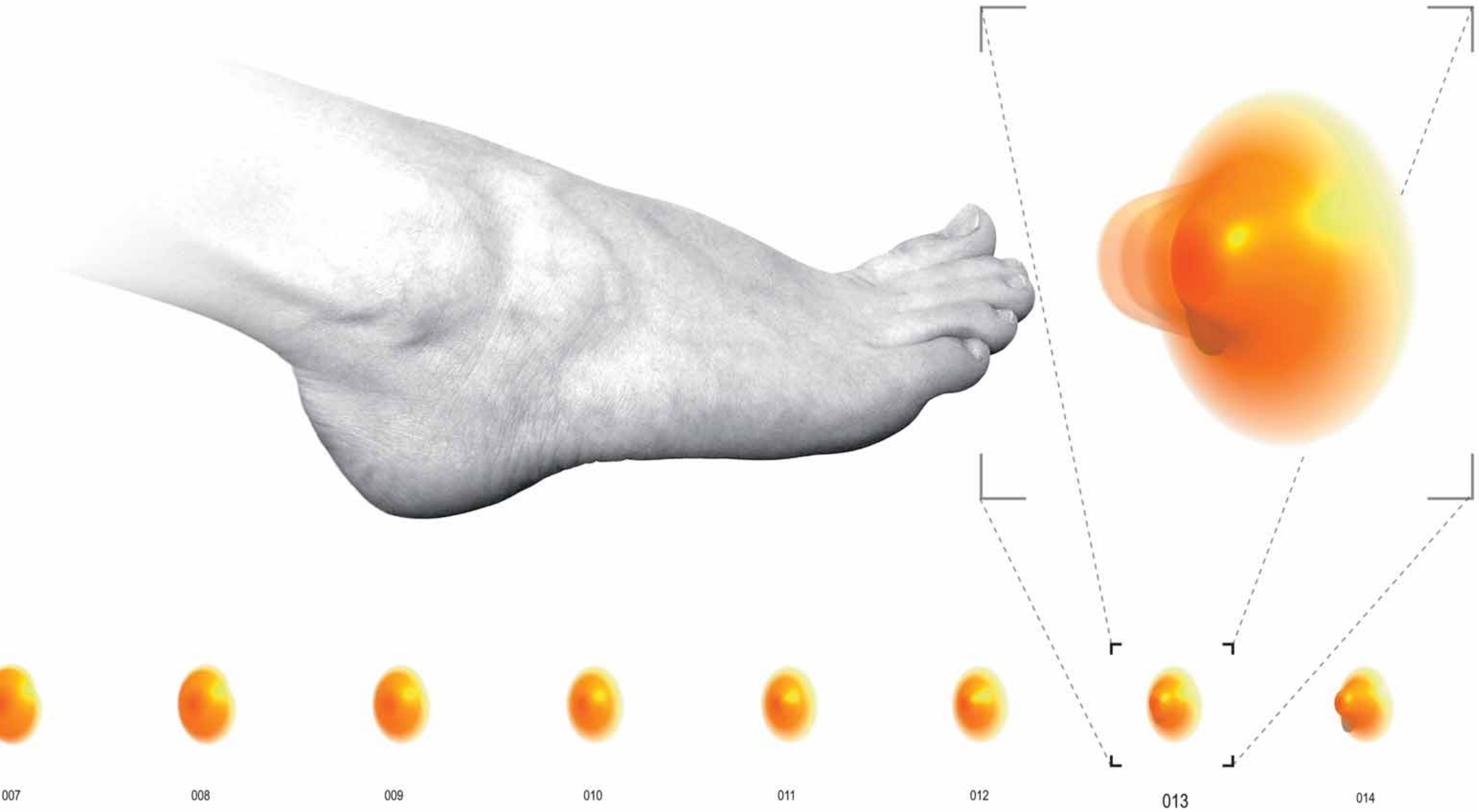
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druck-schalter



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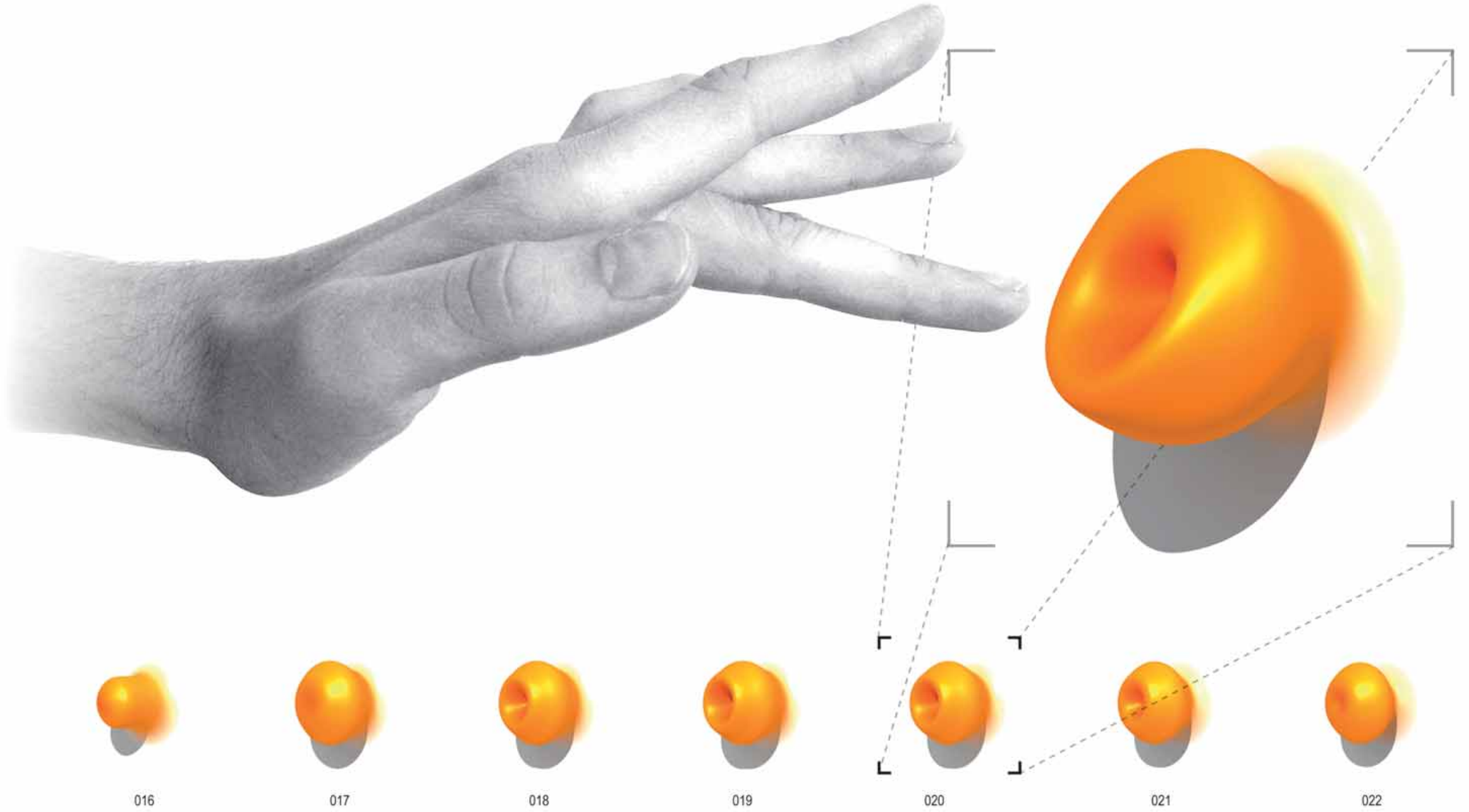
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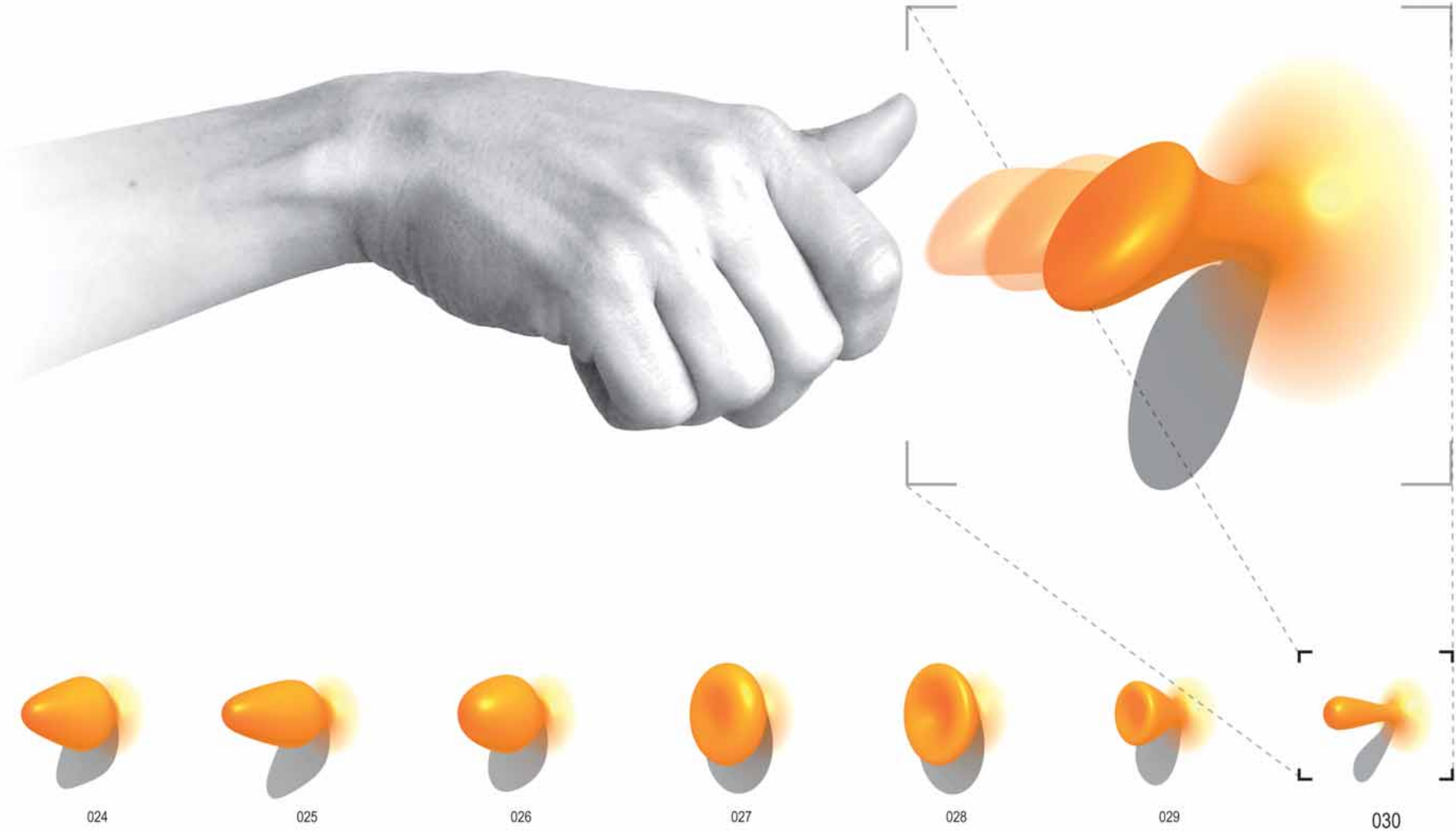
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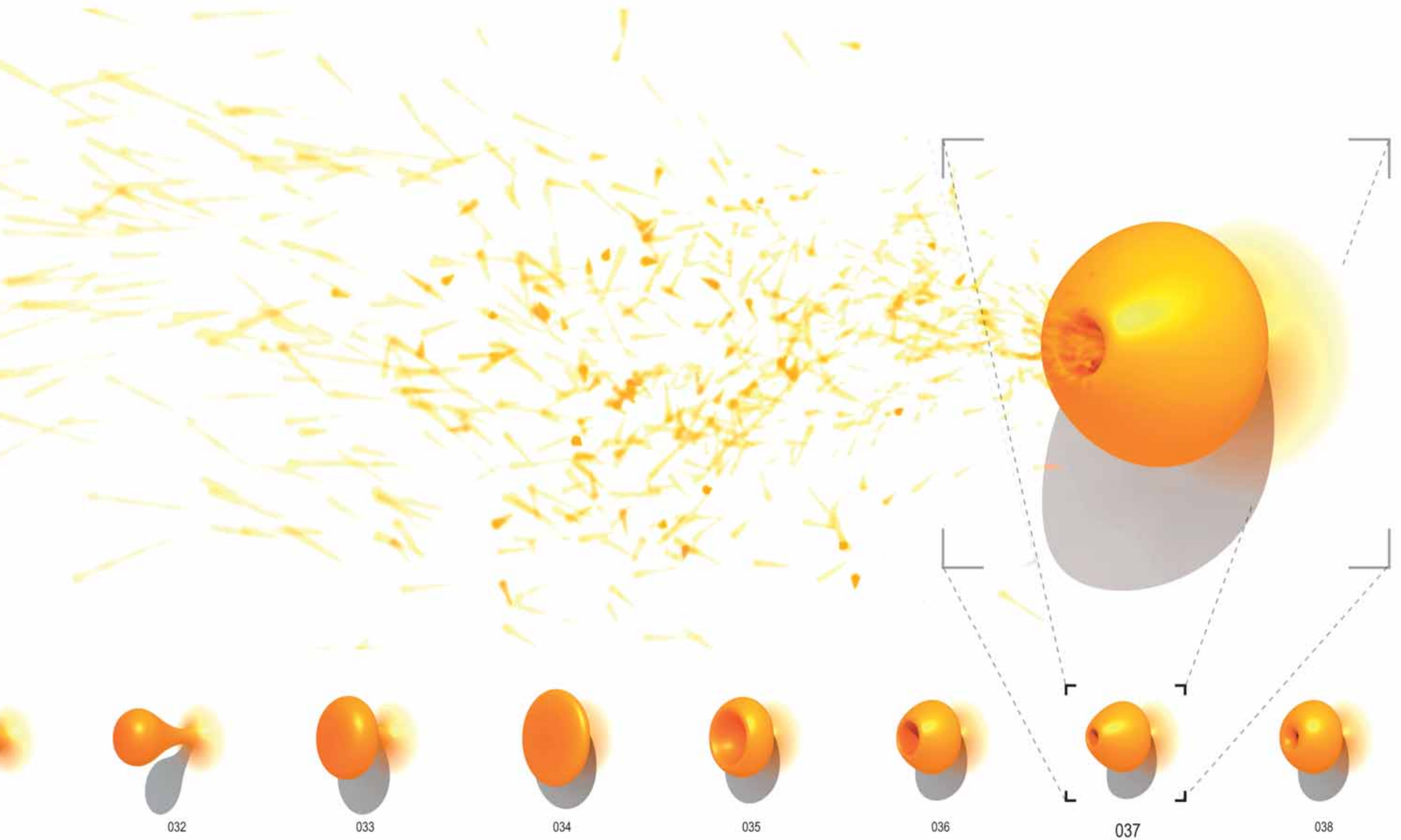
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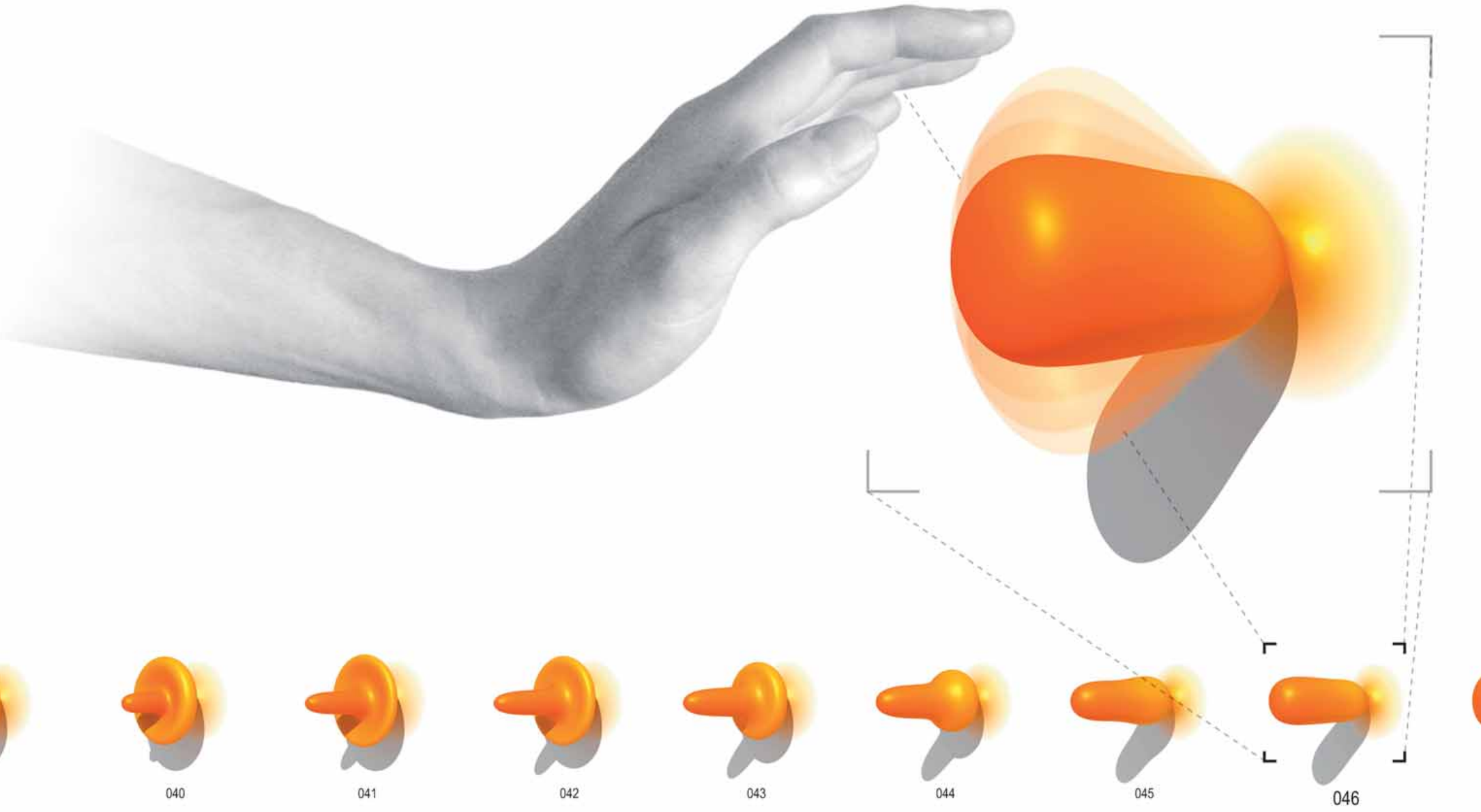
zieh-schalter



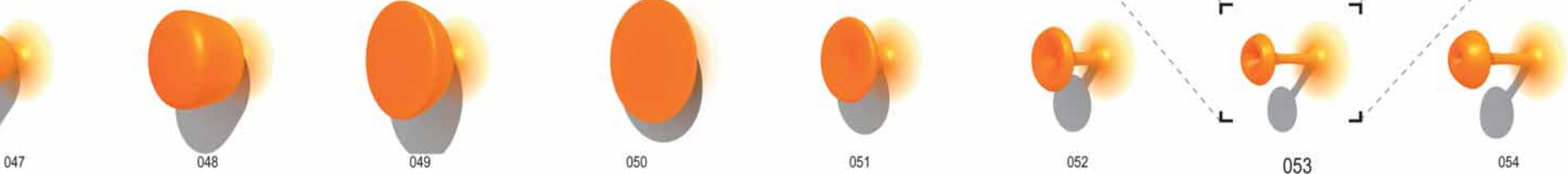
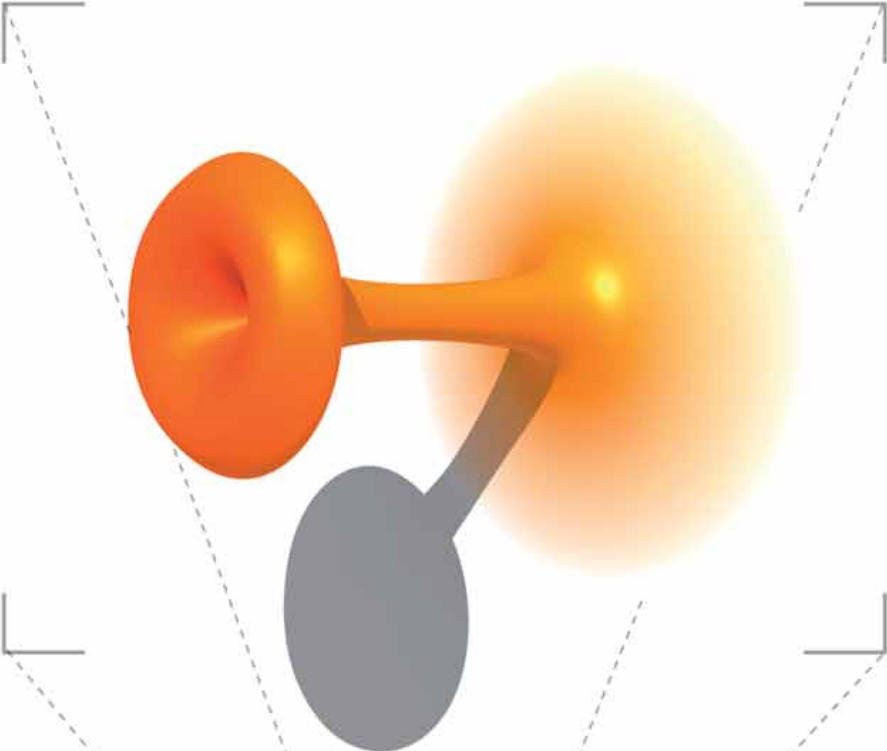
bodyguards' nest



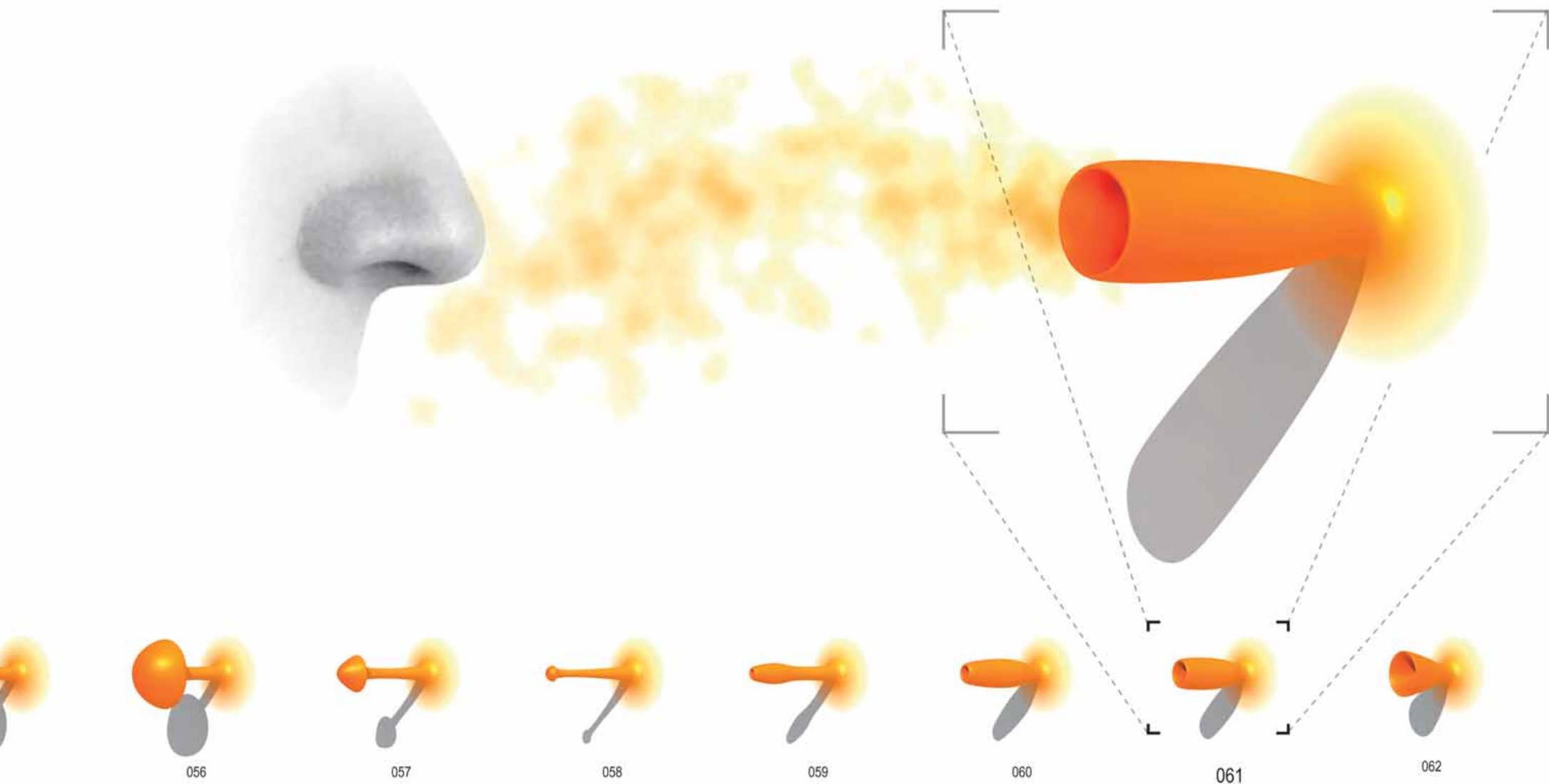
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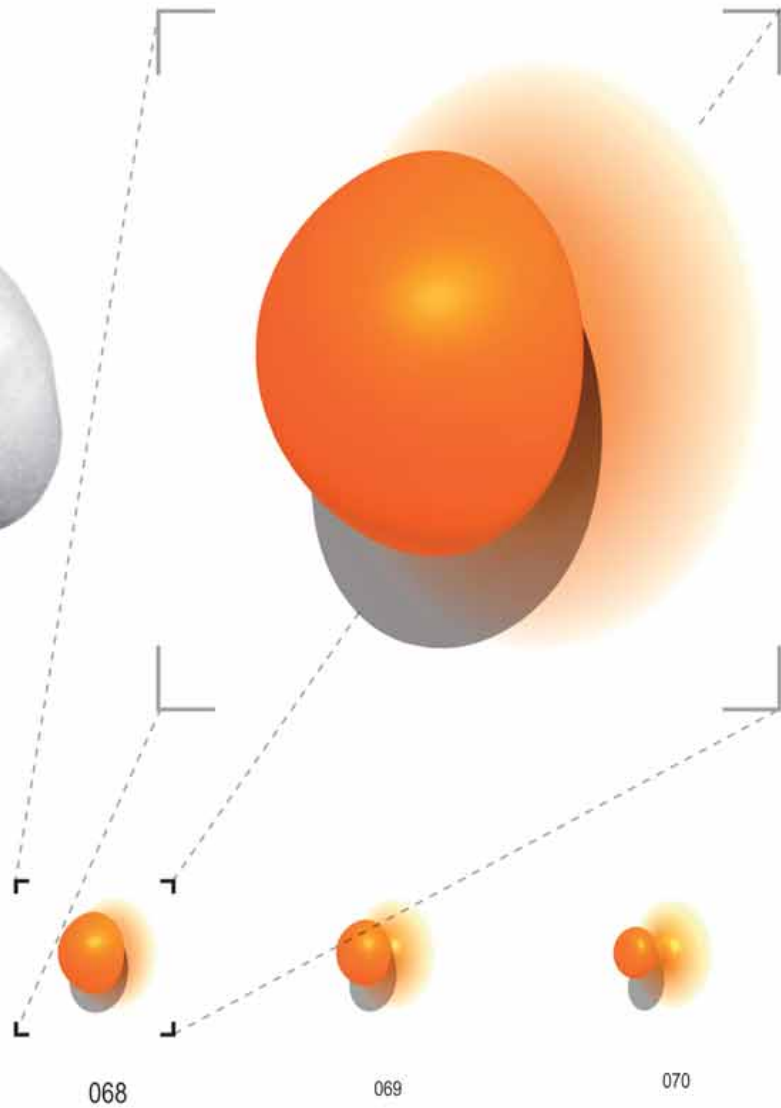
iris-scanner



aromapore



not-schalter



063

064

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066

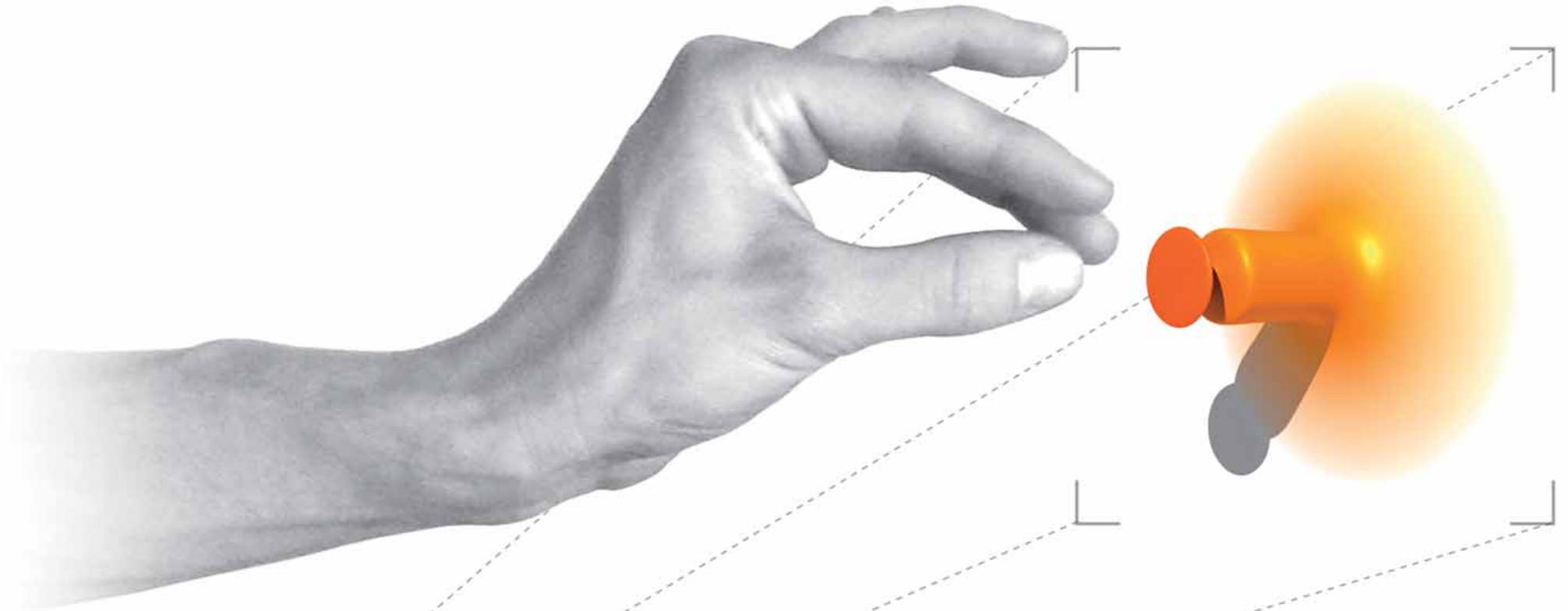
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dreh-schalter



072



073

