# faciliTASTE

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**Abstarct**

As technology and smart devices grow, thus every person should adopt him/herself to these technologies, and they are fused with every other industry and environments, up to now normal people had the ability to use them, and these technologies have been provided by high level companies in places like Silicon Valley, and the next step is to provide normal people with the ability to create their own smart and interactive devices, And faciliTASTE is aim to facilitate people with basic understanding of computers to make their own interactive devices, and professional programmers and device designers with the ability to work more on their ideas rather to spend times on coding and technical matters.

FaciliTASTE in this study implemented as early mockup prototype on Balsamiq Mockups, and the design model is based on 4Ps (Passion, Project, Play Peers) in the spiral of Imagine, Create, Play, Share, Reflect and ReImagine defined by Resnick (2007) and based on the lectures of P2PU's Learning Creative Learning 2 from MIT Media Lab Life Long Kindergarten research group.

It made normal people and designers capable to draw their ideas as soon as they occur to their minds, this study had defined the major prototype of faciliTASTE, first is the Desktop application mockup prototype, next the web community web part of the application, which are the two core parts of this study, and pave the way for the coding implementation of it for the next stages.

**Introduction**

It has been years past from the day that CAD applications had been designed for designers and engineers, and now is the time for normal people to have their CAD, to make their daily objects smart and intelligent according to their own taste with faciliTASTE (Facilitating TASTES).

Previously Resnick based on Papert ideology defined creative education in the spiral of Imagine, Create, Play, Share, Reflect, ReImagine with 4Ps of Project, Passion, Play, and Peers.

Now faciliTASTE aims to apply this educational system to another field of Interaction Design to facilitate people's lives in a fluent more efficient, more adaptable and moldable format, to be customized in peoples preferred way.

**Methodology**

This study has been designed based 4Ps of project passion, play and peers and early mockup prototyping, and aims to conduct the same approach for future prototypes of coding of it.

This project has been first designer on paper with sketching techniques and then transferred to balsamique mockups studios.

**Implementation**

This project has been first designed on paper with sketching techniques (Fig2) and then transferred to balsamique mockups studios (Fig3) (Fig4).

This author's aim to execute the project on PHP and JavaScript for web parts and C++ and Python for desktop application.

faciliTASTE

Fig1. facilitates Logo

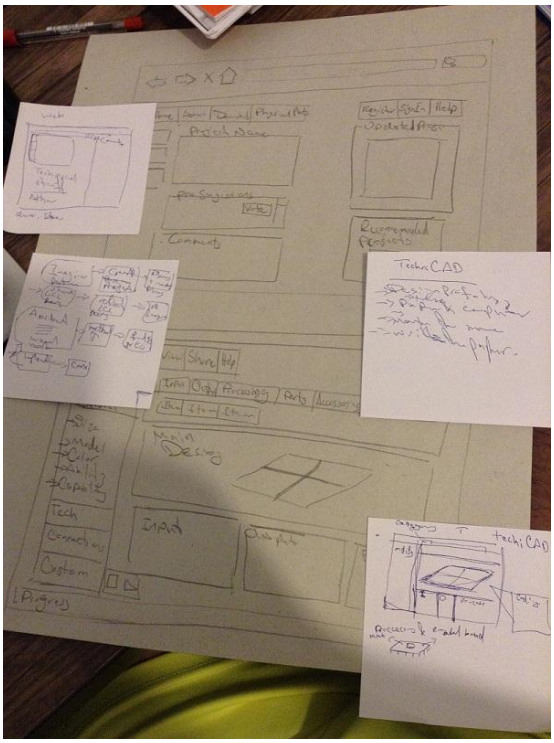

Fig2. Paper Prototyping


Fig3. Mockup Prototype in Balsamique for Desktop application

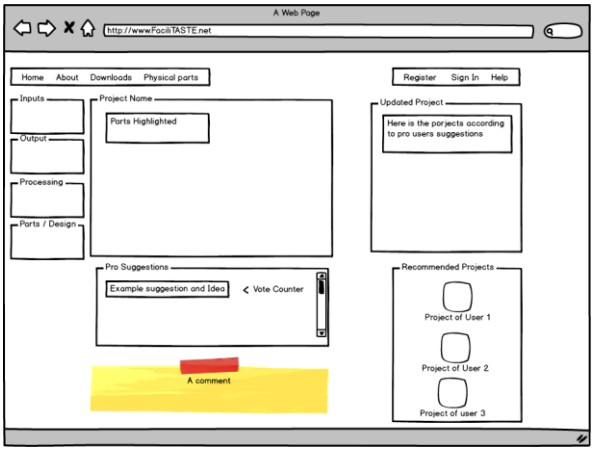


Fig4. Mockup Prototype for Web sharing and community part

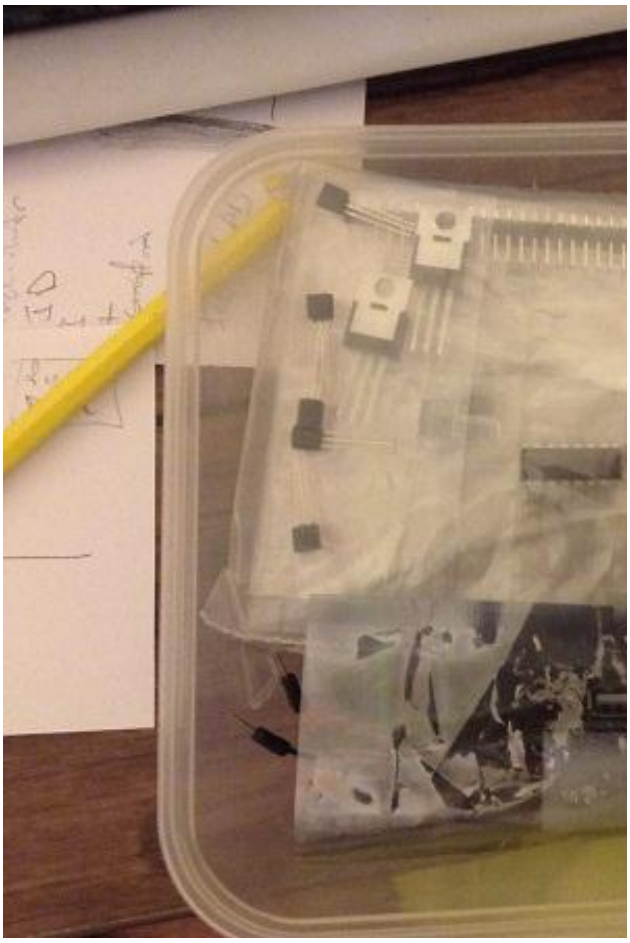

Fig5. Example of Component Box for Future

**Future**

In future of faciliTASTE, we should take a look at security of the devices made by people, and in addition to that we should approach it in a more physical way and to distribute a box of components (Fig5) for beginners that contained all required electronic components and accessories.

On the other hand as it grows widely it needs to be divided to different sub systems e.g. divided parts for wearable's, augmented reality, tangible interfaces, environments for cities and etc., thus we add different mechanical and accessory parts and different project environments for each.

**Reference**

Resnick M. (2007) All I Really Need to Know (About Creative Thinking) I Learned (By Studying How Children Learn) in Kindergarten