

# “Drink Me” Water Bottle

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New Textiles 2011

# Bottles



# Track Intake



<http://www.tallyh2o.com/>, [http://www.gotwater.net/reminder\\_bracelet.htm](http://www.gotwater.net/reminder_bracelet.htm),  
<http://www.aspyreapps.com/apps/water-tracker/>

# Computer/Mobile Reminder Apps

1. <http://waterwarner.com/>
2. [http://www.wateraid.org/uk/get\\_involved/drink\\_more\\_water/1413.asp](http://www.wateraid.org/uk/get_involved/drink_more_water/1413.asp)
3. [http://desktop.google.com/plugins/i/waterreminder\\_rodfla.html?hl=en\\_hour](http://desktop.google.com/plugins/i/waterreminder_rodfla.html?hl=en_hour).
4. <http://www.fedmich.com/tools/water-reminder>
5. <http://www.techrepublic.com/software/water-reminder-stay-healthy-10-mobile/2496189> (MOBILE)

## Other Reminders



## PRODUCT FEATURES & FUNCTIONS

- EDUCATION
- TECHNOLOGY
- FEATURES & FUNCTIONS**
- APPLICATIONS
- CALCULATOR



### **Personal Hydration Calculator**

Automatically calculates a recommended daily Personal Hydration Goal.



### **Drink Monitor**

Monitors the total amount of fluid consumed through the day.



### **Average Consumption**

Displays the average amount of fluid consumed per hour.



### **Time Tracker**

Displays the amount of time elapsed for the day to reinforce proper pacing.



### **Sip Tracker**

Displays the amount and percentage of fluid consumed relative to your Personal Hydration Goal.

# “Drink Me” Bottle

## IDEA

- Bottle cozy with soft circuit
- Covered in LEDs
- LEDs begin to blink every 30 mins
- Touch sensor turns off blinking when bottle picked up

## PARTS

- Bottle
- Cozy
- LEDs
- Conductive thread
- Coin cell and holder
- LilyPad Arduino?
- Touch sensor (conductive fabric)
- Switch



# Bottle Cozies



# Timeline

S	M	T	W	R	F	S
		Apr. 5	Build flat prototype with sensor to test Arduino code			
		12	Work out /Debug the Arduino code			
		19	Test different cozy designs (felt, neoprene, knit, etc)			
		26	<b>Computation Design DUE</b>			
		May 3	Assemble final project			
		10	<b>Project DUE</b>			