ABOUT ME

- MIT Media Lab (Center for Civic Media)
- My project: Machine Learning on large-scale journalistic corpora
- McCormick scholar at Medill (Northwestern, Chicago)
- Fellow at the Globe Media Lab (Boston Globe, NYTCO)
- Software architect and development manager for Bell Canada, leading Business Intelligence and data integration teams in Toronto, Montreal, London (Ontario) and Bangalore
- Computer Science/Software Engineering degree from University of Western Ontario, Canada
Carromspace is an approach for creating collaborative design or idea sketch or art using tangible controllers (sketch instruments) that are linked to physical space (workspace) through remote controlled apparatus (like mini pen bots).

Motivation: Carrom board, people playing together on a shared space.
- Typical smart board: Output is in soft form
- Sketch -> print -> see
- Lag between output and effort
- Lack of conformance between physical and soft/virtual world
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- Output in physical space
- Need for a tangible output space (Ishii, Bits and Atoms)
- Co-extend physical and virtual space
- Tangible Controller
- Electronic pad and stylus or a joystick remote control transmitter
- Software kit (transmitter/receiver) to interact with mini pen bots (bits)
BITS AND ATOMS: MINI PEN BOTS

- Mobile (wheels)
- Dispense ink or paint
- Receiver
- Color Sensors
- Markers
- Locomotion paths (forward, backward, left, right)
CARROMSPACE

Mini mobile pen bots that dispense ink or paint

Carrom or common workspace covered with fabric or any other material on table top

Stylus or design instrument

Design pad representing the carrom/workspace grid in soft dimension

User 1

Bits

Atoms

User 2

User 3

Table
CONCEPT VIDEO SKETCH

Video:  http://www.youtube.com/watch?v=HxBB-E2iQHA
MODELING