TANGIBLE INTERFACES

Project 0: COLLABORATIVE IDEATION

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- 2nd year MBA at MIT (Sloan)

- Background as an entrepreneur, start-up mentor & investment manager

- Entrepreneur in Product Design & Development and Innovation Consulting (physical & digital products)

REELFEED

The Network-based Live-stream Collaboration App

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NETWORK-STREAM-INTERACT

HOW DOES IT WORK?

- Social/Professional-network based app

- Use the app to film an event

- The feed will be streamed to people (receivers) who have permission to view it

- Other app users in the room allow their footage to be used to map an environment (but not to be shown to unknown users)

- Receivers can move the phone to look around remote environments, and make comments, notations or voice clips

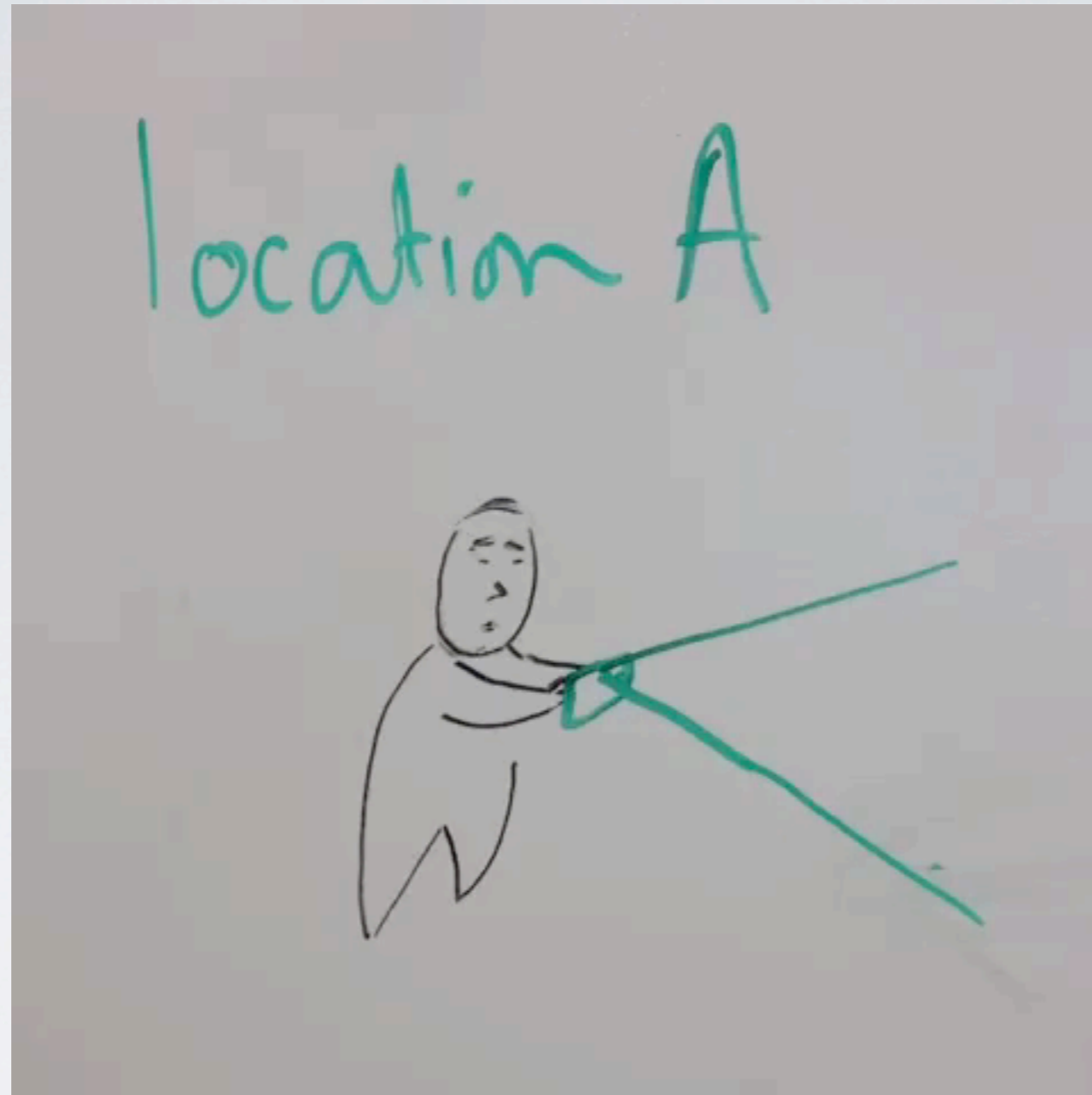- The user who is filming will receive those comments and notes in real-time
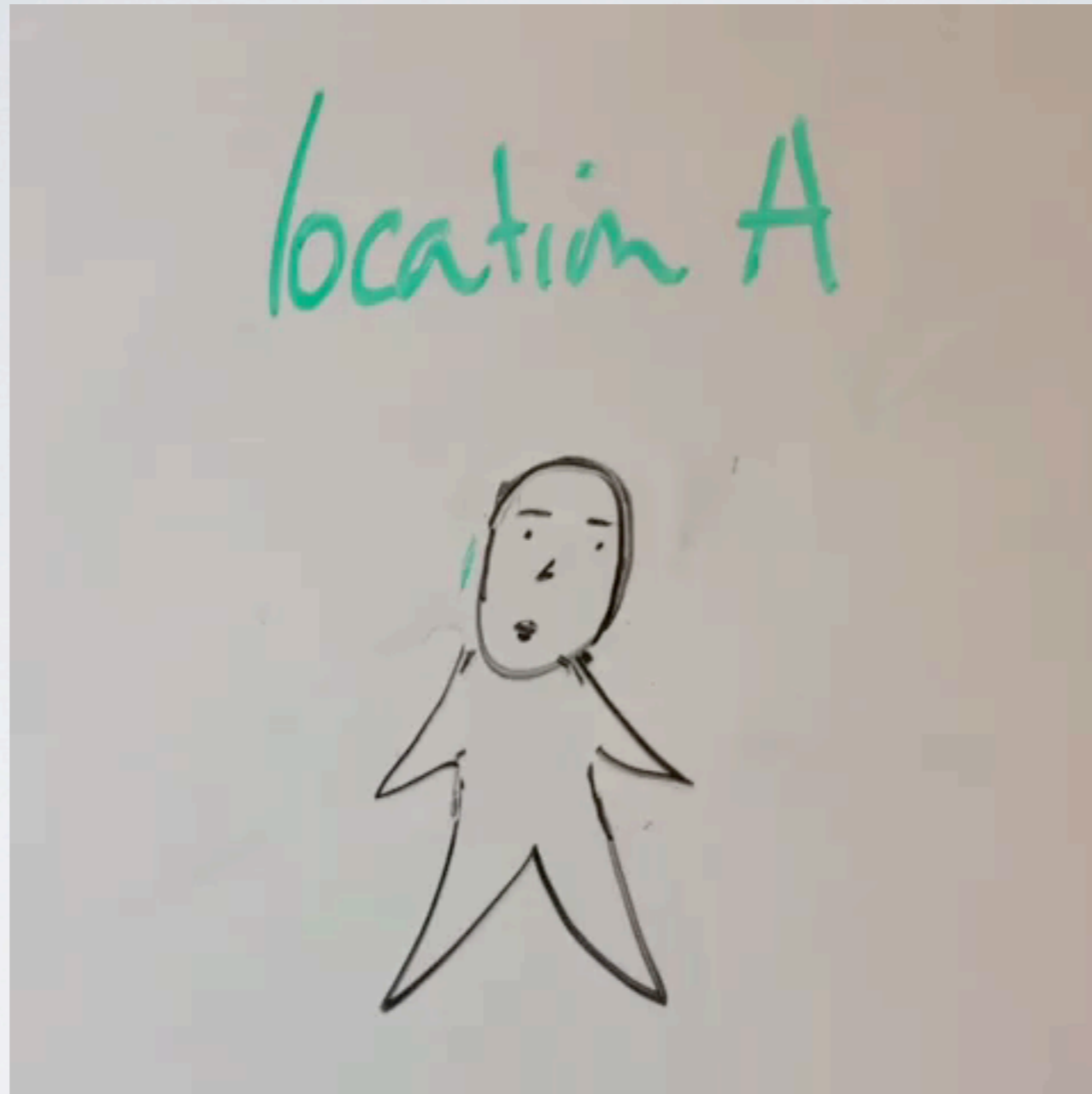
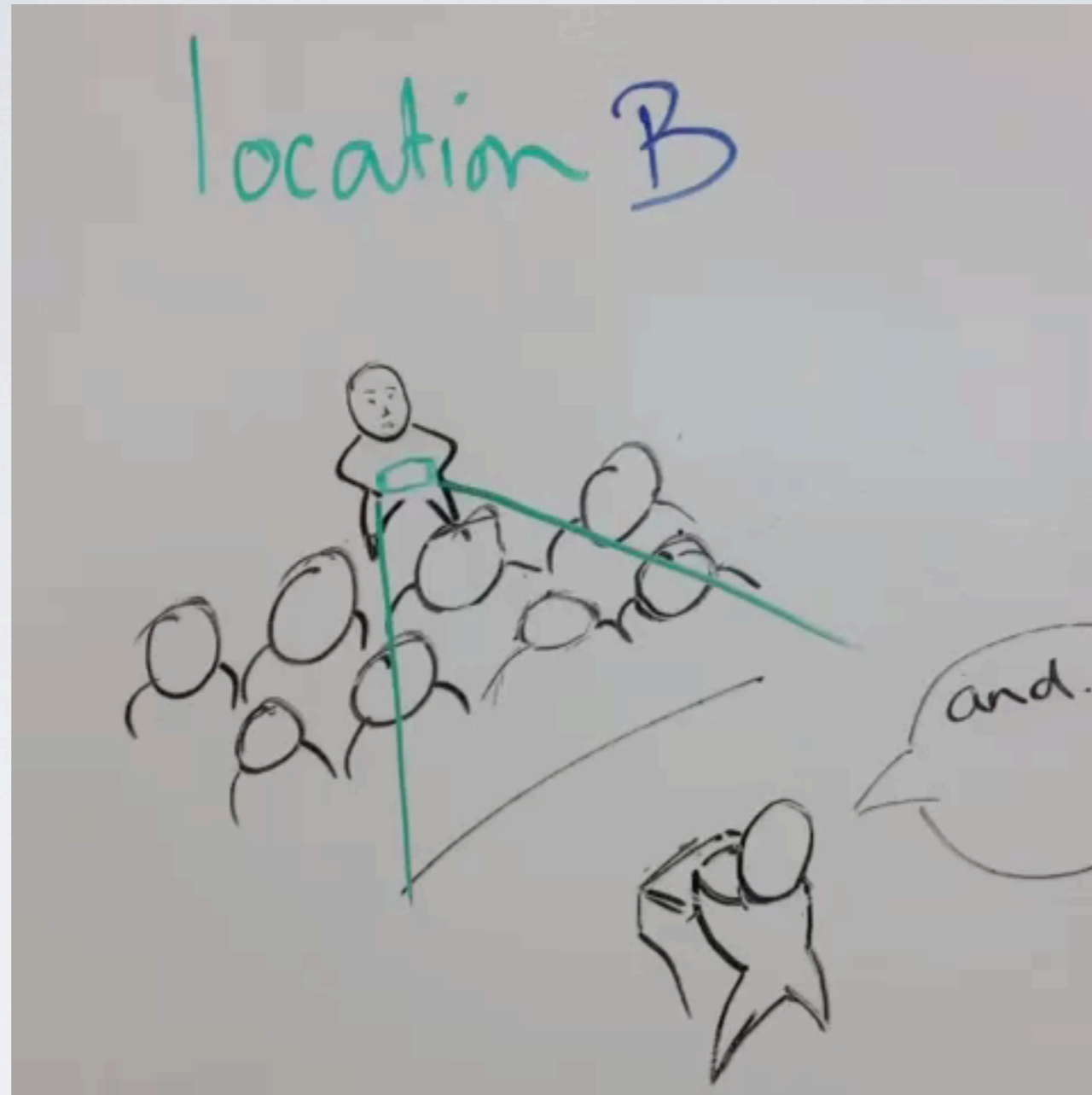A friend is watching and filming an event on location A
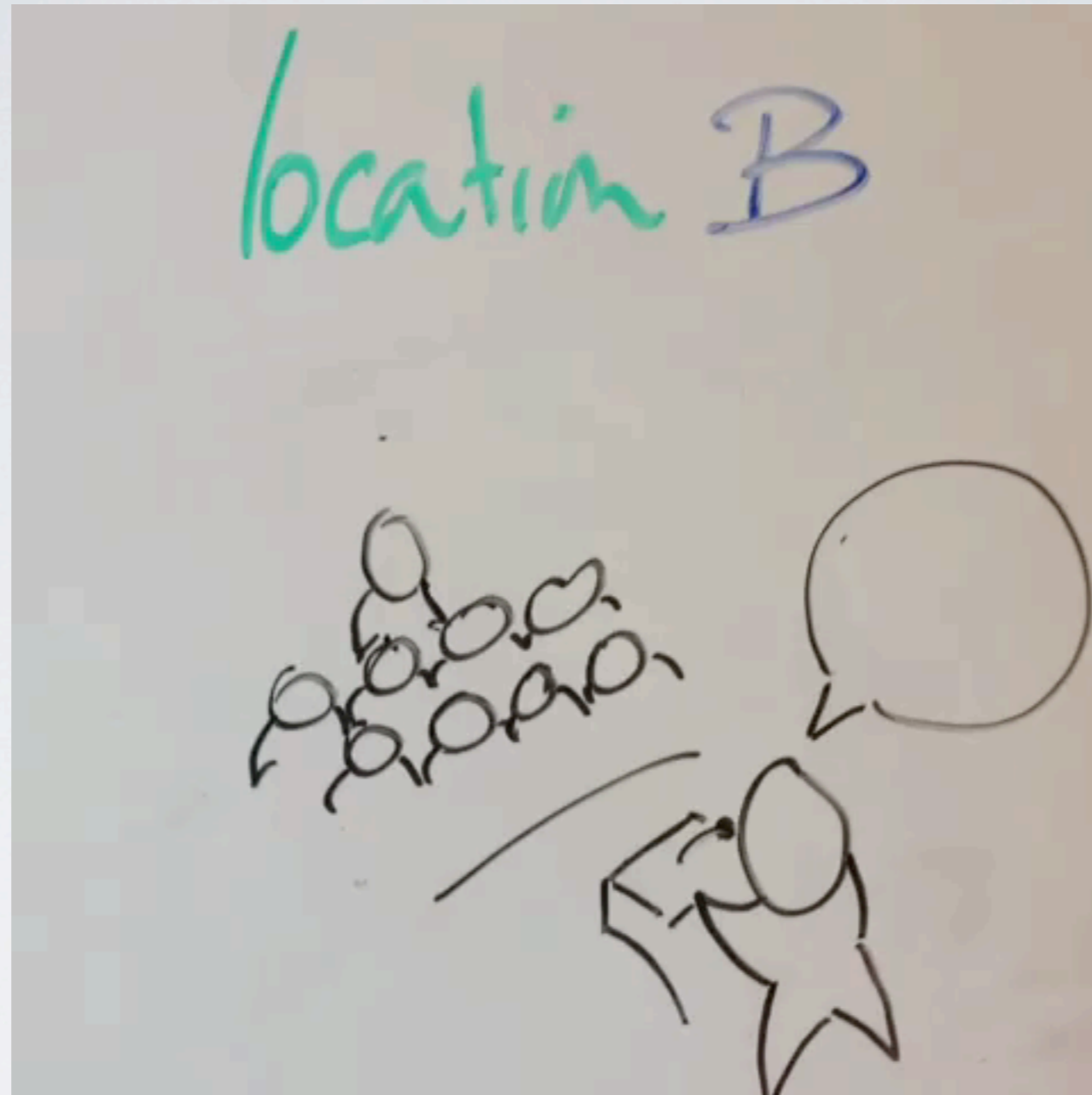
Another friend is watching and filming an event on location B

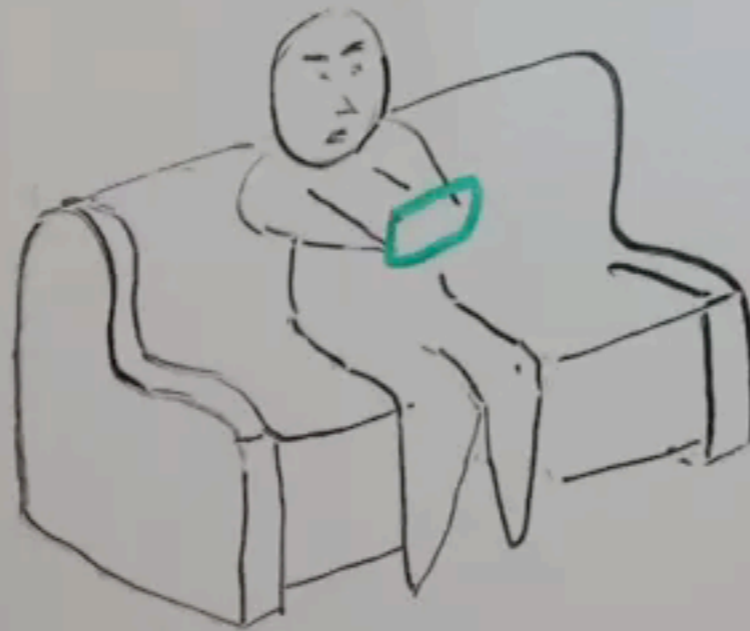You are at home or in the office on location C

Other (unknown) people are at the same location, but are filming the event from other angles

The app recognizes the other users in the vicinity and builds a 3D map of the environment based on their live feeds

You can now physically look around the various remote rooms, make notes and communicate in real-time