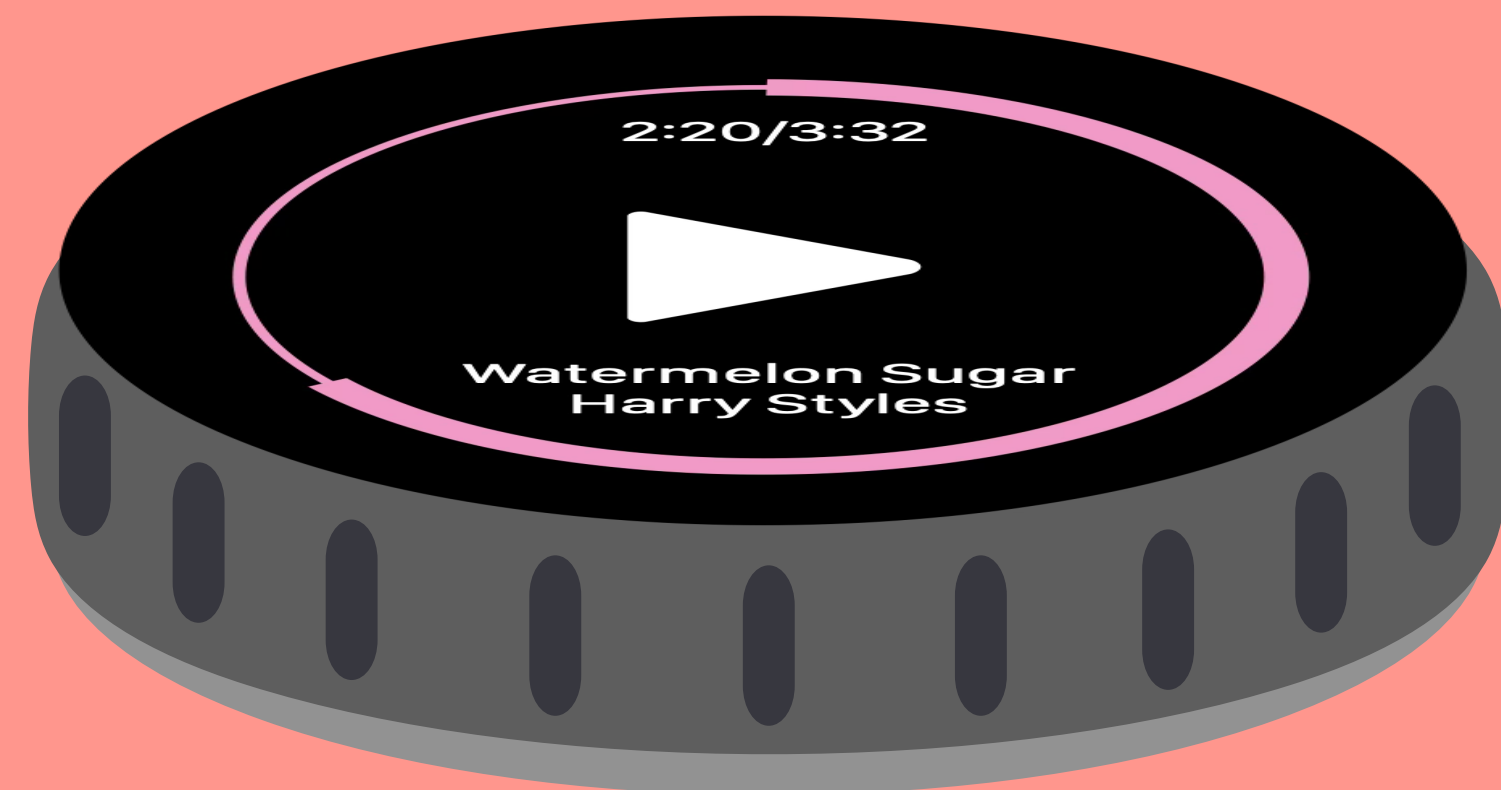
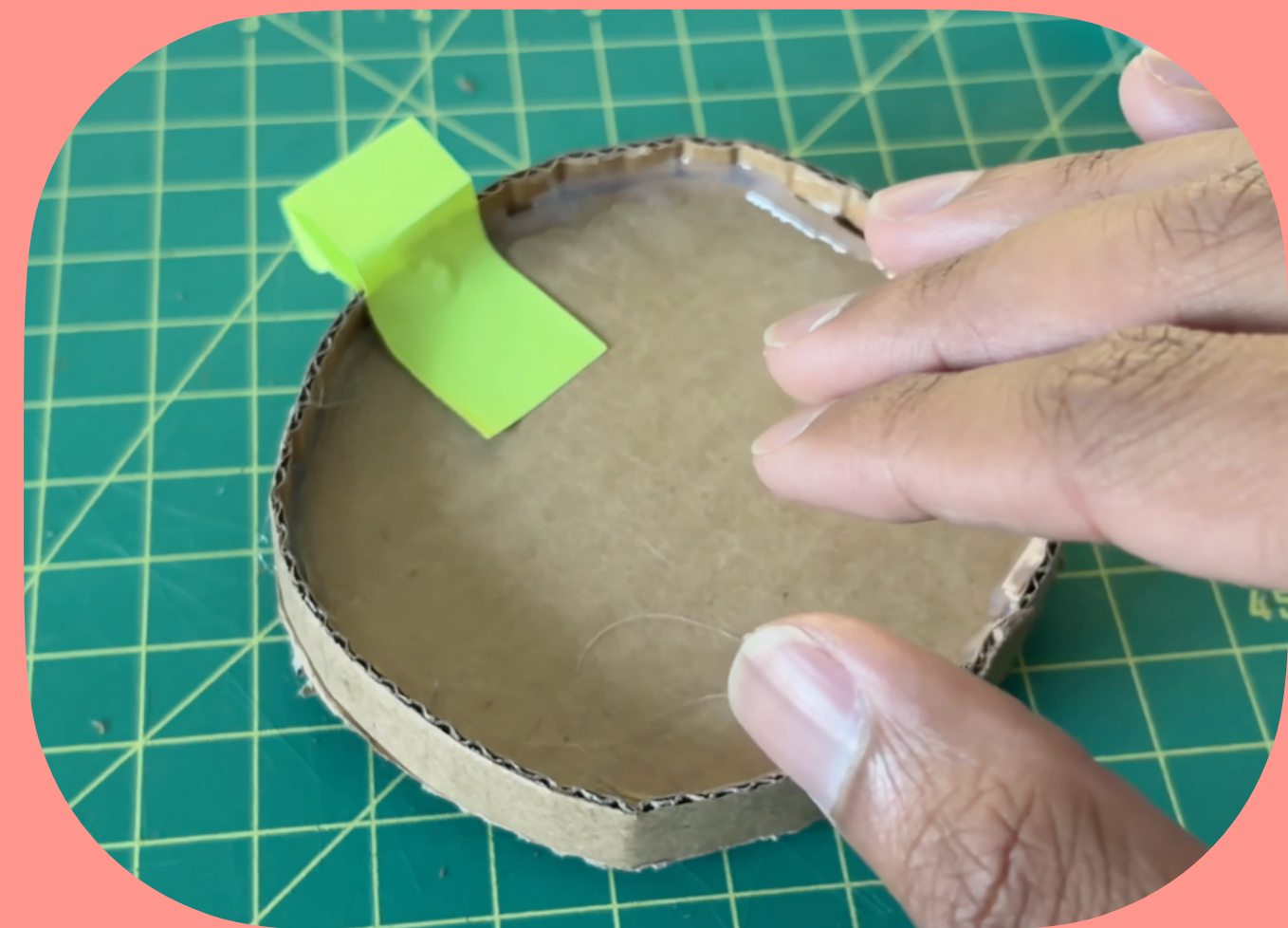


Disc: a tactile interface for everyday surfaces

A glanceable companion for timers, media, and everyday activities.



Raaghav Thirumaligai

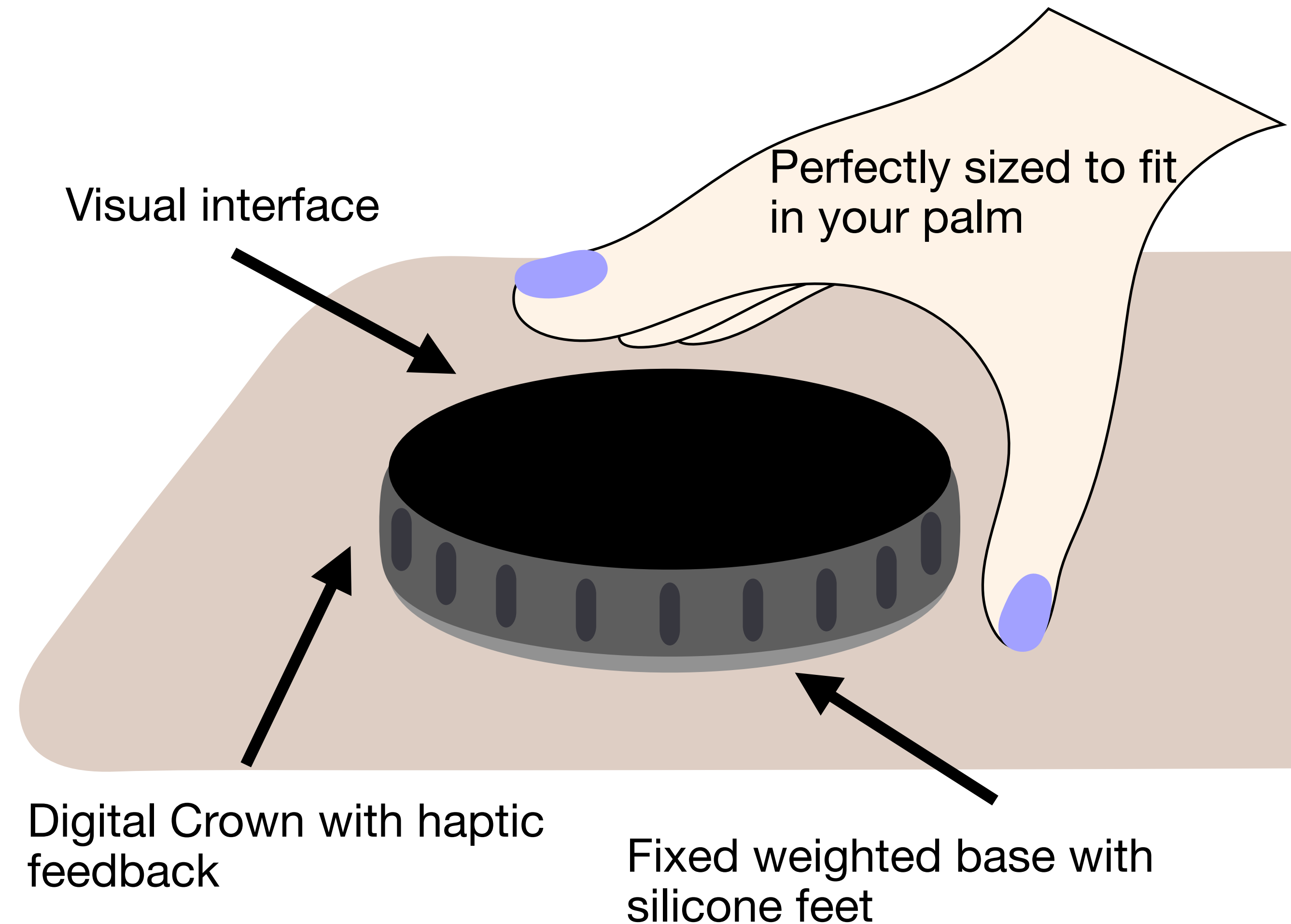


Day Zero mockup < 2 hrs

Rotary/Haptic Display

Something you want to touch

- The vertical flutes on stainless steel casing create a surface your fingertips settle into
- Interaction is done with a satisfying buzz and click from the haptic motors
- Rotating the display to interact maintains content orientation by digitally rotating the content to the initial position

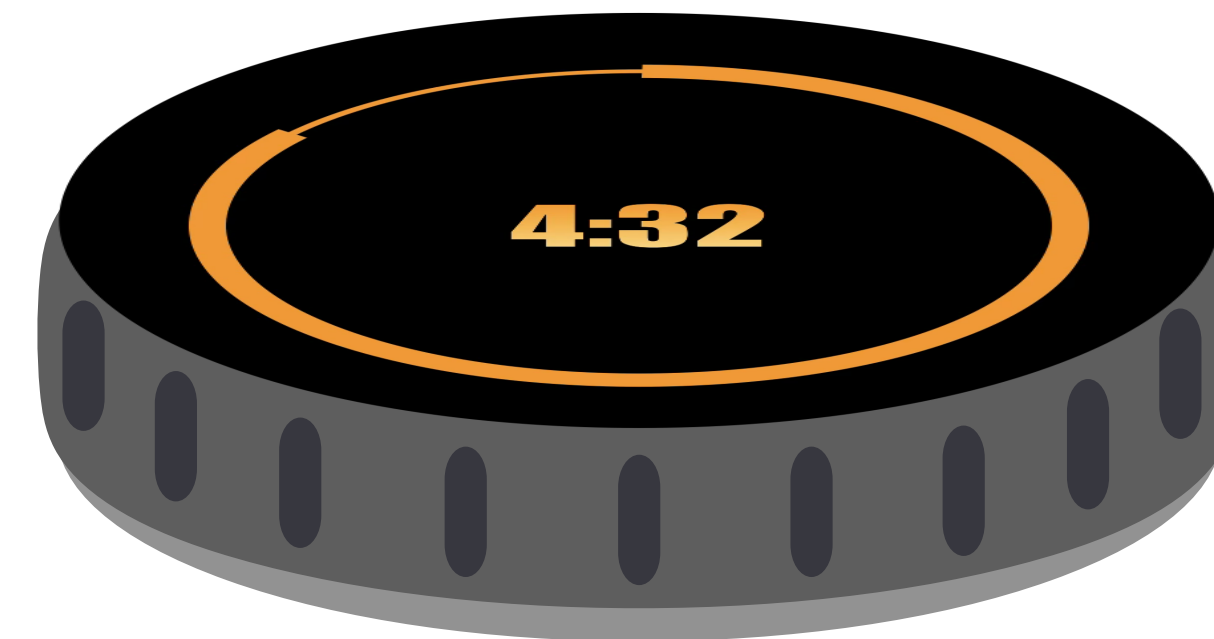


When does a twist and click beat a tap and swipe?

- Using your iPhone to start a timer takes
 - tap, unlock, swipe, tap, tap, tap, swipe, tap
 - OR Siri - “start a timer”
- Using your watch does the same thing
- If this lived on your counter it would take a word: “timer” a twist and a click



*Rotating fast
adjusts time
quickly*

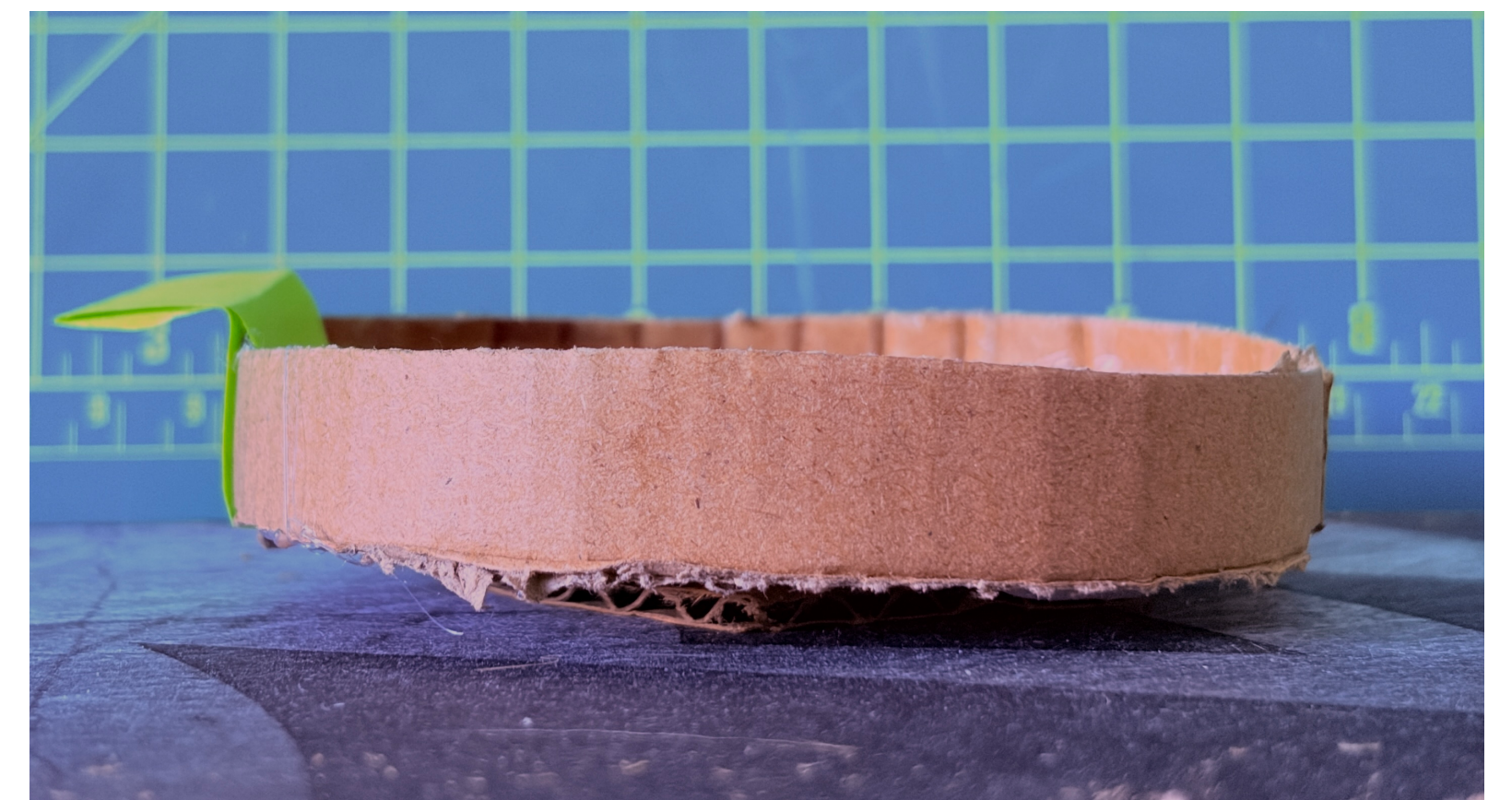
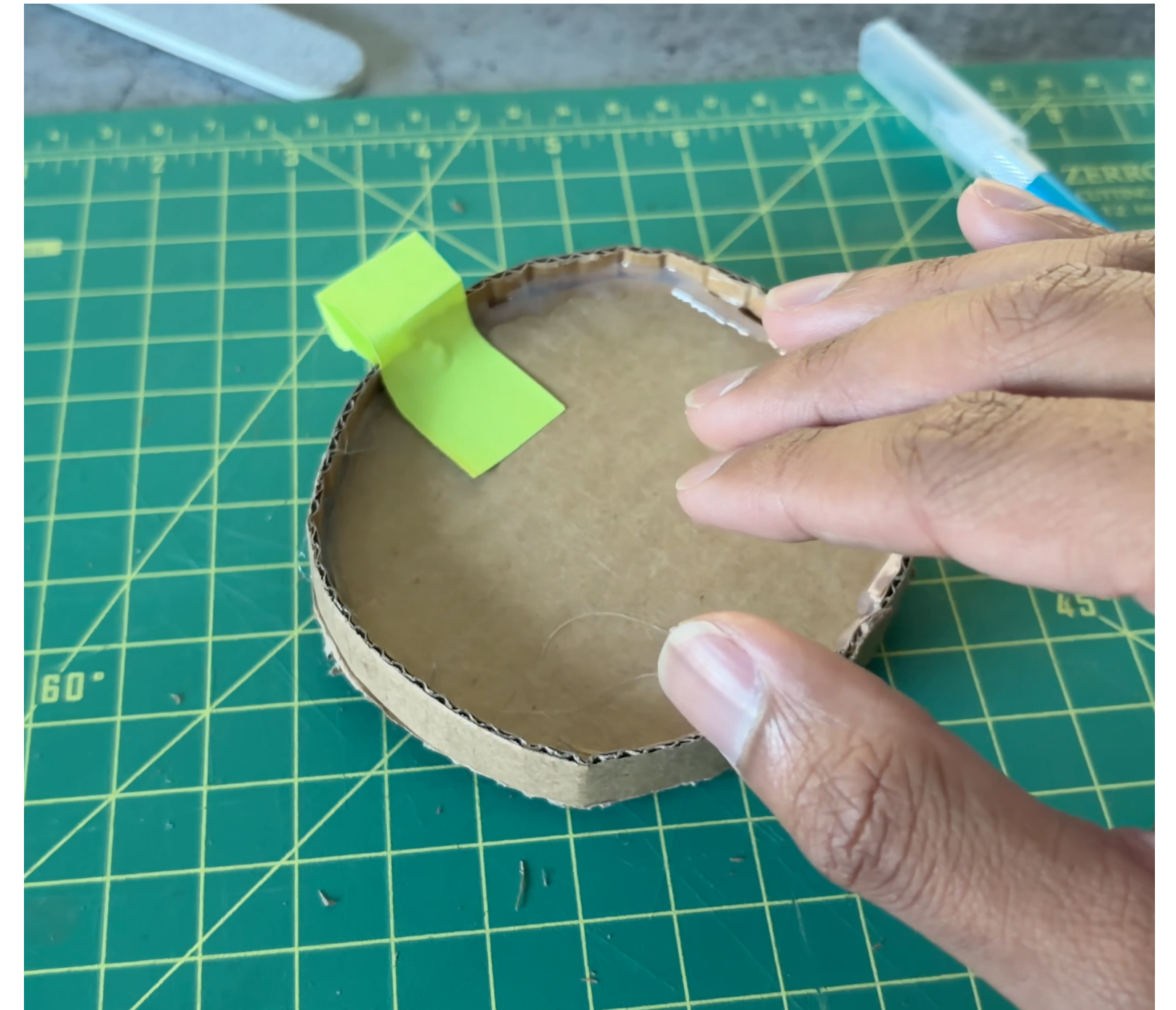


**Software decides if we
want to skip quickly from
high velocity or click slowly
from lower velocity**

Day Zero:

Touch the prototype

- Sketched and constructed in a couple hours so theres something to touch and interact with as we explore the idea
- A quick mockup **answers** and **asks** questions
 - Why this size? **It fits in your palm**
 - Where does it feel natural to press for a click?
Center of the device / the “screen”
 - **Should it be thinner?**
 - **How will glare reflect off the display?**



Rotate to advance
Press to play



Testing

What do we want to learn?

- How does the device feel to use?
- Does the display drift a lot from integrating the DC motor position?
 - Do we need an encoder?
- The DC motor lets us spin the display - how can we use that to align the product with the ambient environment?
- What surfaces can this function on? A rough/dusty surface would decrease base friction

