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■ projekt *project* **Funbox** ■ 2004. ■ opis projekta *project description* --- Funbox je multifunkcionalni uređaj čiji je glavni zadatak da na jednostavan i zabavan način prosječnom korisniku približi trenutačno dostupne tehnologije koje se kriju iza kratica: ADSL, WLAN, MMS, GPRS, ISDN, WAP MpAY... Funbox omogućava komunikacija: MMS, SMS, I-MAIL, INTERNET, VIDEO CONFERENCE, IP TELEFONIJA, WLAN access point. Zabava: video jukebox, igre, karaoke. Kupnja (kovanicama ili telefonskom karticom): vrijeme na WLAN access pointu, melodije i skinovi za mobitele, plaćanje parkinga, sitne usluge. Dizajn: amorfni, organski oblik na koji su ugrađeni monitor na dodir, zvučnik i mikrofoni za komunikaciju, džojstik za igre, dvije male kamere te tipke za upravljanje. Dva eliptična utora dizajnirana su prema položaju ruke prilikom uporabe. Kamera na objektu u funkciji je snimanja korisnika, a kamera na elastičnoj cijevi u funkciji snimanja prostora širokokutno, ako je postavljena na nekome javnome mjestu (npr. trgu, kafiću...). Kad smo spojeni na Internet ili telefon, tako u svakom trenutku imamo i vizualnu informaciju o sugovorniku i sadržaju prostora u kojem se on nalazi. Uporaba najnaprednijih tehnologija ovdje je jednostavna, a zabavnim sadržajima Funbox će privući veliki broj korisnika, pa čak i one nesklone novotarijama. ■ *Funbox is a multi-functional device the main task of which is in a simple and fun way to acquaint the average user with the currently available technology that lies behind the abbreviations: ADSL, WLAN, MMS, GPRS, ISDN, WAP MpAY... Funbox enables the following kind of communications: MMS, SMS, I-MAIL, INTERNET, VIDEO CONFERENCING, IP TELEPHONY, WLAN access point. Fun: video jukebox, games, karaoke. Purchasing: (coins or telephone cards) of time at WLAN access points, jingles and skins for mobiles, payment for parking, minor services. Design: amorphous, organic form on which a touch monitor is installed, speaker and microphone for communication, joystick for games, two small cameras, and keyboard for navigation. Two elliptical grooves are designed according to the position of the arms and hands during use. The camera on the thing is used to shoot the user, while the camera on an elastic tube is used for wide angle shooting of the space, but it is placed in some public space, like a square or a café, when we are hooked up to the Internet or by phone, and hence at any moment we have visual information about our chattees and know something about the place they are located. Simple use of advanced technology, with its fun contents, Funbox will attract a lot of users, even those not very into novelties.*

