

Aarhus School of Architecture // Design School Kolding // Royal Danish Academy

Create11 :: The interaction design symposium

Jönsson, Li

Publication date:
2011

Document Version:
Early version, also known as pre-print

[Link to publication](#)

Citation for pulished version (APA):

Jönsson, L. (2011). *Create11 :: The interaction design symposium: Watt-Lite Twist*. <http://www.create-conference.org/>

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal ?

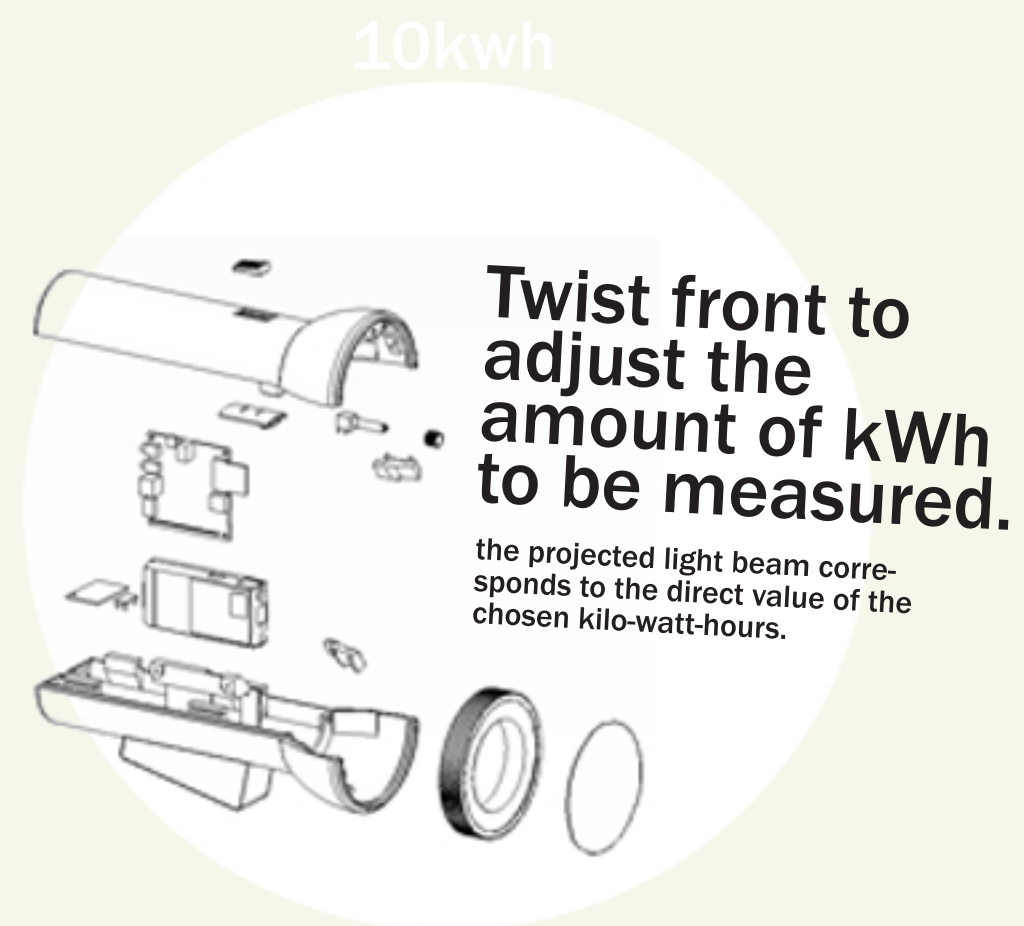
Take down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.

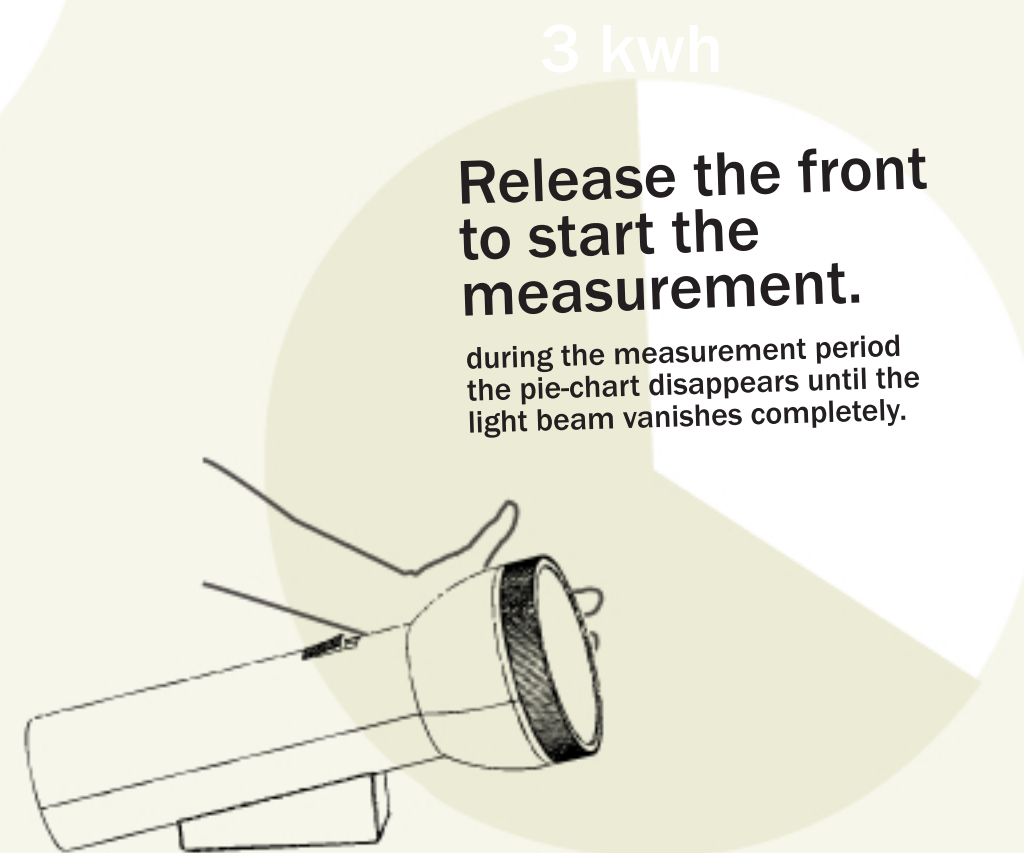
Watt-lite Twist

The Watt-lite Twist resembles an oversized torch projecting energy statistics in a pie-chart interface. It proposes an alternative way of understanding the relationship between electricity use and the, often considered, abstract energy unit of kilo-watt-hours.

1.

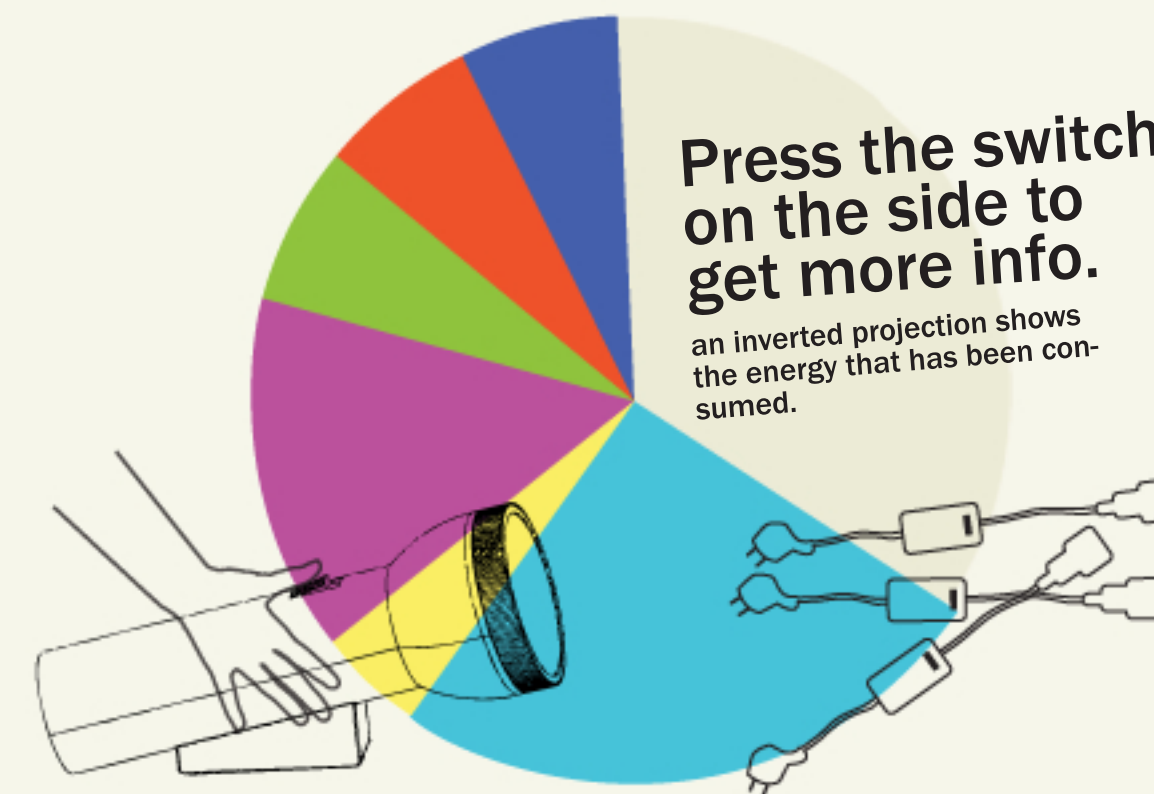


2.



By using the shape of a torch we want to give a hint of seeing the object as an explorative device, a detective's tool that can show what might otherwise be hidden, the hidden use of electricity.

3.



When sliding a switch at the top, the coloured pie chart appears where each colour represents a sensor attached to an energy consuming appliance.

When finished the Watt-lite Twist issues a sound signal, and the projection shows how long time it's taken to consume the chosen kilo-watt-hours.

Li Jönsson, +46 768793935, ljo@dkds.dk

Interactive Institute/ The Danish Design School

Acknowledgment: The Watt-lite Twist has been developed in the InCharge project (2010-2012) at Interactive Institute, Energy Design, Sweden. Project members; Li Jönsson, Looe Broms, Cecilia Katzeff, Carin Torstensson, Therese Balksjö, Kristoffer Sjökvist, Sara Tunheden, and Åsa Nyblom.

The project is funded by Energimyndigheten.

Techspec: Its two main components are a hand-held game console modified with a Linux open- wrt solution and a laser projector. It communicates with a base station via Bluetooth.



The station in turn communicates with the sensors attached to household appliances, which feeds the game console the information.