

Project Statement

"Catalyze the growth of an ecosystem around devices that share everyday interactions in the physical world."

OPPORTUNITY

Social media is a vehicle to share your interests and activities with others online, however today interaction with social media starts and ends at a computer or mobile

GOAL

Our goal is to connect over 1 billion monthly active users with Facebook through their daily interactions in the physical and digital worlds. We are working to catalyze the transition to widespread use of intuitive, value-creating devices that are unobtrusively embedded in people's lives.

SOLUTION

We have created a comprehensive platform for developers to easily build devices that persist, record, and share meaningful physical interactions on the Facebook Open Graph.

Phase 1: Product Development

HACKATHONS

Some of our representative hacks can be seen below:

DoorTracker



DoorTracker is a device that detects people who enter the room using a light sensor, and posts it on Facebook Open Graph.

Elephant



The ability for a device to always know a person's identity is crucial to understanding and seamlessly persisting interactions. Elephant is a bracelet that is linked to the wearer's Facebook profile and is capable of recognizing a number of common actions. The device knows who interacts with whom, as well as the interaction type.

OLIN EXPO LIVE

We outfitted Olin's biannual Expo with Facebook-connected devices that enabled visitors to record which projects they interacted with, and later easily connect with the students behind their favorite projects. We successfully visualized collected device data in real-time and after Expo.



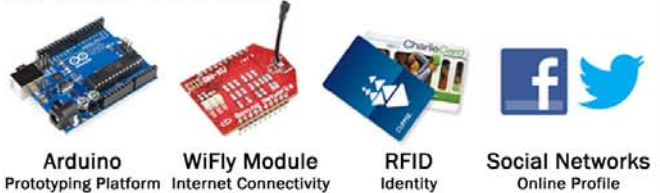
Education & Platform

LIFEGRAPH LABS

Throughout the second semester we focused our efforts on platformizing ideas we had pursued during the first semester with the goal of enabling other developers to easily create socially-connected devices themselves.



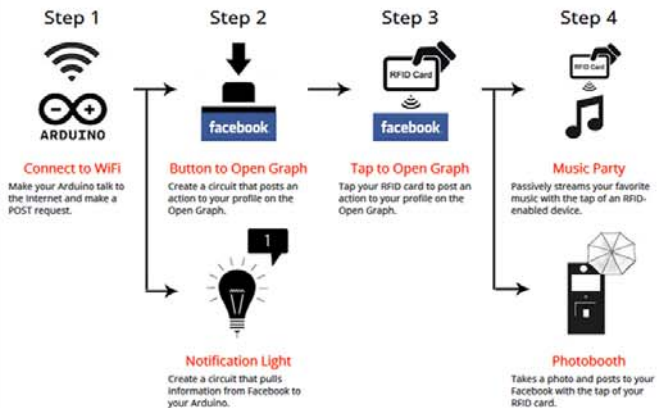
LIFEGRAPH PLATFORM



We compiled all of our materials into the Lifegraph Platform, which is an online collection of code, hardware recommendations, and tutorials to enable developers to minimize the amount of lead time to build a socially-connected project. We then built a frontward-facing website at lifegraphlabs.com.

THE TUTORIALS

The tutorials were split up into a series of steps for those with or without prior experience with embedded development. We tested our tutorials with three groups with different skillsets (Olin students, Facebook engineers, experienced makers), and went through iterations based on their feedback.



MARKETING METRICS

A key facet of the original charter of the project was to grow an ecosystem around the Lifegraph platform. A significant number of people have interacted with the platform from the following sources of traffic:

Instructable
10,500+
views

Our Instructables article on building "Music Party" received over 10,500 views and 58 favorites.

Lifehacker
28,000+
views

Lifehacker picked up the "Music Party" Instructable and featured it on the front page of their website.

lifegraphlabs.com
1300+
visitors

We have had more than 1300 visitors who spent on average 4 min on the site, with 40% return visitor rate.

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