



EAT

Enhancing
Appetite
Tableware

FUTURE
MATERIALS



CONCEPT

EAT supports a good eating situation by creating a joyful and calm atmosphere around the child. EAT is an interactive set of tableware that will use storytelling, playfulness, encouragement and rewarding attitude through sensor technology, light and haptic feedback. Thereby EAT creates 'magic' in the a situation that is crucial for health and recovery.

LOSS OF APPETITE

Loss of appetite is a general problem during a stay in hospital, and for children that are not old enough to understand the importance of getting sufficient calories it is a major problem. Especially children with cancer suffer from 'mouth blindness' and zero appetite.



Hunger is defined as the body's basic physical need for food, whether in terms of calorie content or specific nutrients. Appetite, refers to the complex desires in humans for food and drink that are often conditioned by previous experiences or cultural factors as well as by a person's present health status.

A decreased appetite occurs when you have a reduced desire to eat even when you have physical need for food. Loss of appetite can be caused by a variety of conditions and diseases, ranging from mental conditions to physical illnesses. Some of the conditions can be temporary and reversible, such as loss of appetite from the effects of medications, however some of the conditions can be serious, such as from the effects of cancer or chronic illness. Persisting lack of appetite can lead to weight loss or malnutrition worsening the health condition if left untreated.

Many patients can be successfully treated by prescribing appetite-enhancing drugs. Others by improving their living situations in having foods in a way that they particularly enjoy.

THE INVITING GLASS, THE PLAYFUL BOWL AND THE REWARDING PLATE...

Through the combination of smart materials and natural materials like ceramics, glass, wood and rubber we emphasizes enchantment. Light and haptic feedback will apparently appear in the natural materials because the sensor technology and different outputs will only work and be visible when combined with the natural. We want to emphasize sensibility and durability and thereby create an intriguing eating situation. When the child places the

glass, the bowl and the plate on the placemat the placemat will know and will begin to invite the child to drink from the glass. After that the bowl will start to play with the child - cheating, hiding, giggling - and finally the plate will reward the child when she has been interacting with the whole set of tableware for a duration of time.



light.touch.matters
the product is the interface



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