

LightSync

By Philip Gordon

LightSync is a product that aims to forge a subtle permanent connection between distributed team members by using colour as an indicator of morale. Each member of a remote team keeps a LightSync device in their workplace and is periodically prompted to set the colour by rolling the device left or right, this colour is broadcasted to the other team members' LightSync devices at the push of a button.

When working in a remote team regular communication is essential, but constant phone calls and emails are time consuming and can often be of little benefit. The ambiguous nature of LightSync gives a general connection to the team rather than an individual, this can improve team confidence when all is well or prompt further communication to quickly solve problems when problems arise.

LightSync is a project by designer maker Philip Gordon, each device is cast from polyurethane resin with a cast silicone rubber base and laser cut details, they're powered by an Arduino Mini microcontroller using an accelerometer to control the output of a high power RGB LED, with a wireless connection provided by a cellular GSM/GPRS cellular module.

More information about the process involved in making LightSync can be found at <http://mrphilipgordon.com>

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Notes to editor:

About Philip Gordon:

Philip Gordon is a final year Product Design student about to graduate from The University of Dundee with a great interest in the practical application of technology in prototyping design objects. He believes in a hands-on approach, with model making and technical prototypes playing a considerable role throughout the design process.

About Product Design at the University of Dundee:

Product Design at the University of Dundee has established an international reputation across industry, research and teaching. We believe that the evolution of existing and emergence of new technologies has profound implications for products, the people who use them and the cultures in which they are placed.

Our philosophy is simple, we aim to make products that work.

Products that work:

socially, through deep understanding of people and society.

technically, through embedding cutting-edge technology into our products.

economically, through working closely with global industries to ensure a market readiness and entrepreneurship at the highest level.

Our teaching informs and is informed by our research studio where we explore how digital technology can change the world – in the digital economy, through connected communities and by industrial sponsorship. Our sponsors include Microsoft Research, NCR, Novalia Ltd., and the Research Councils UK.

For more information about our research and teaching please contact:

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