



Syma Showcase

Project A - The Interactive Table - Proposal 2

After testing the technologies we have and developing many small demos i suggest creating a working prototype of a marketable application first.

Altought the previous ideas are very interesting as well, and will probably be developed at some point in the future, to properly showcase this as a product to potential clients, we need more than just a collection of cool features the table can do. Therefore i suggest the development of an interactive application for the table that would include most of the functionalities of the previous suggestions as part of a commercial product, as a Table for Restaurants.

This Table would be offer users a faster, nicer, more customized and more fun interaction with the Restaurants menu.

It would provide a intuitive simple and elegant interface with which the customers can interact in all the stages of a restaurant meal.

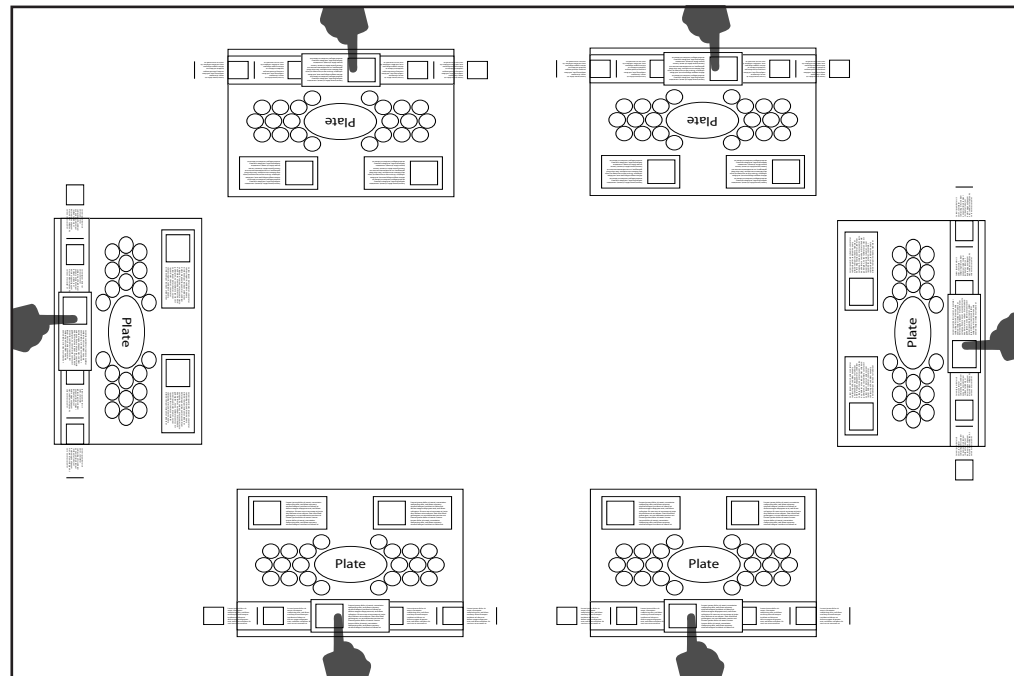
Syma Showcase

Project A - The Interactive Table - Proposal 2

The table would project a copy of the interface for each customer sitting at the table, and possibly provide the option for a Child layout, which would provide almost the same functionality but arranged in a more entertaining and possibly educational way.

The interface shows a Carousel-like food menu, users can simply slide through it and preview the dishes pictures and descriptions. Once a Menu Dish was selected it will automatically enlarge, and display all the ingredients separately around the Virtual Plate. Selecting a new Menu Dish will update the process.

On the top side, a copy of the the last two selcted dishes is displayed, to help customers compare dishes, each displays its ingredients on the relative side of the Virtual Plate.



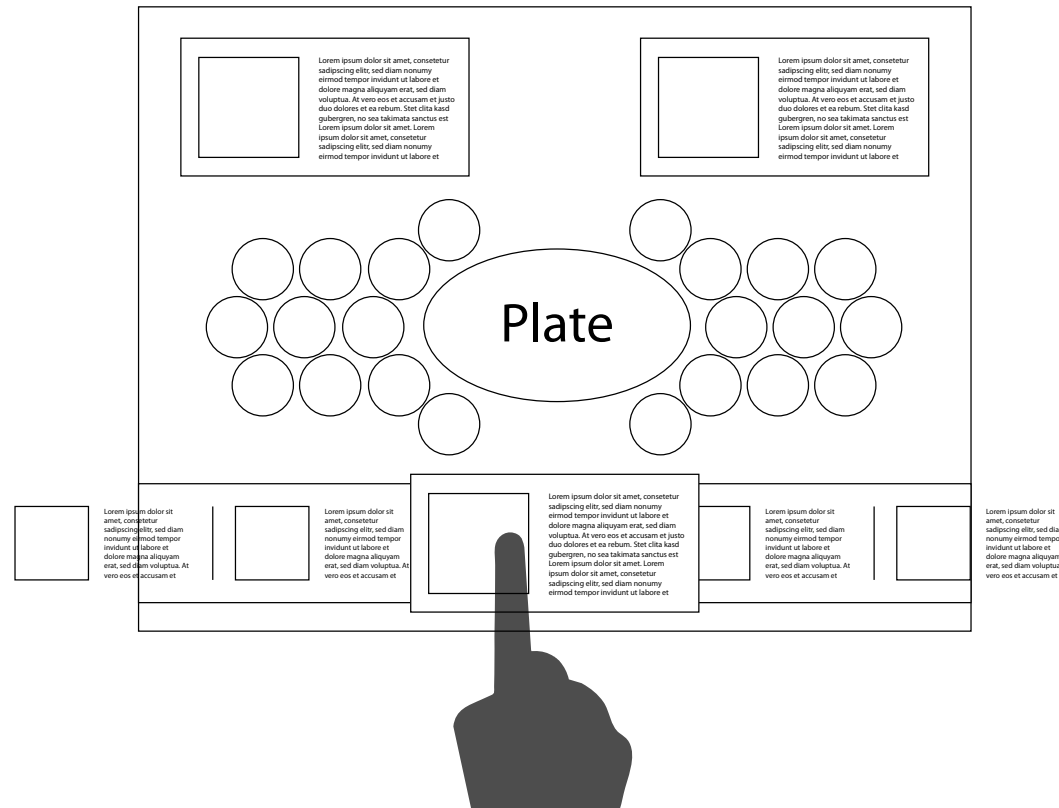
Syma Showcase

Project A - The Interactive Table - Proposal 2

On top of displaying the interactive menu and the last two chosen Menu Dishes and their ingredients, the Interface also allows users to Remove and Mix Ingredients between the two chosen menus. Also allows adding more of a certain ingredient, for example a customer can add more mushrooms, simply by clicking on the mushrooms a couple of times.

This Interface does not allow you to create your own dishes, but by adding and removing ingredients, it shows you the most appropriate Menu Dish available that includes most of the ingredients you chose. A visual and search feature if you wish.

For example if i add rice, mushrooms and chicken, it will offer me the 3 dishes that cointain this ingredients, the customer can than add select the prefered dish, and add more mushrooms and some spicy peppers by clinking on appropriatethe vegetable images.



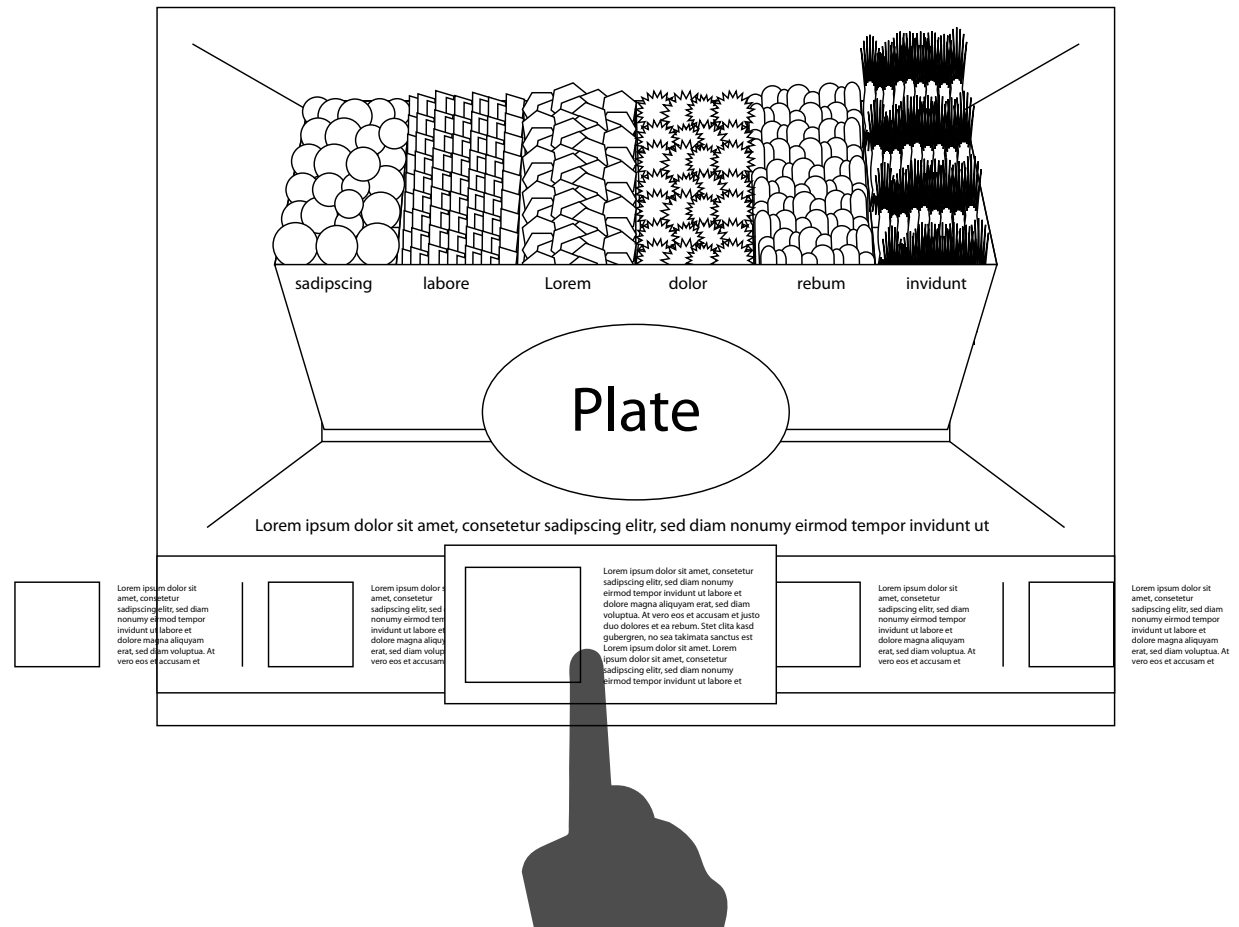
Syma Showcase

Project A - The Interactive Table - Proposal 2

The previous section of the interface allows the customers to combine and customize ingredients from Menu Dishes, but another section allows choosing among all the ingredients available in that restaurant.

This section is a 3D representation of a environment where all the vegetables, meat, fish, drinks and fruits are displayed.

It could look like a 3D kitchen, with all the ingredients displaced around it, or a Market area with shelves and items, or even a 3D Farm with all animals and vegetables displaced around the 3D world. The user is able to drag and drop from there to his/her Virtual Plate. The interface automatically updates te offered Menu Dishes accordingly.



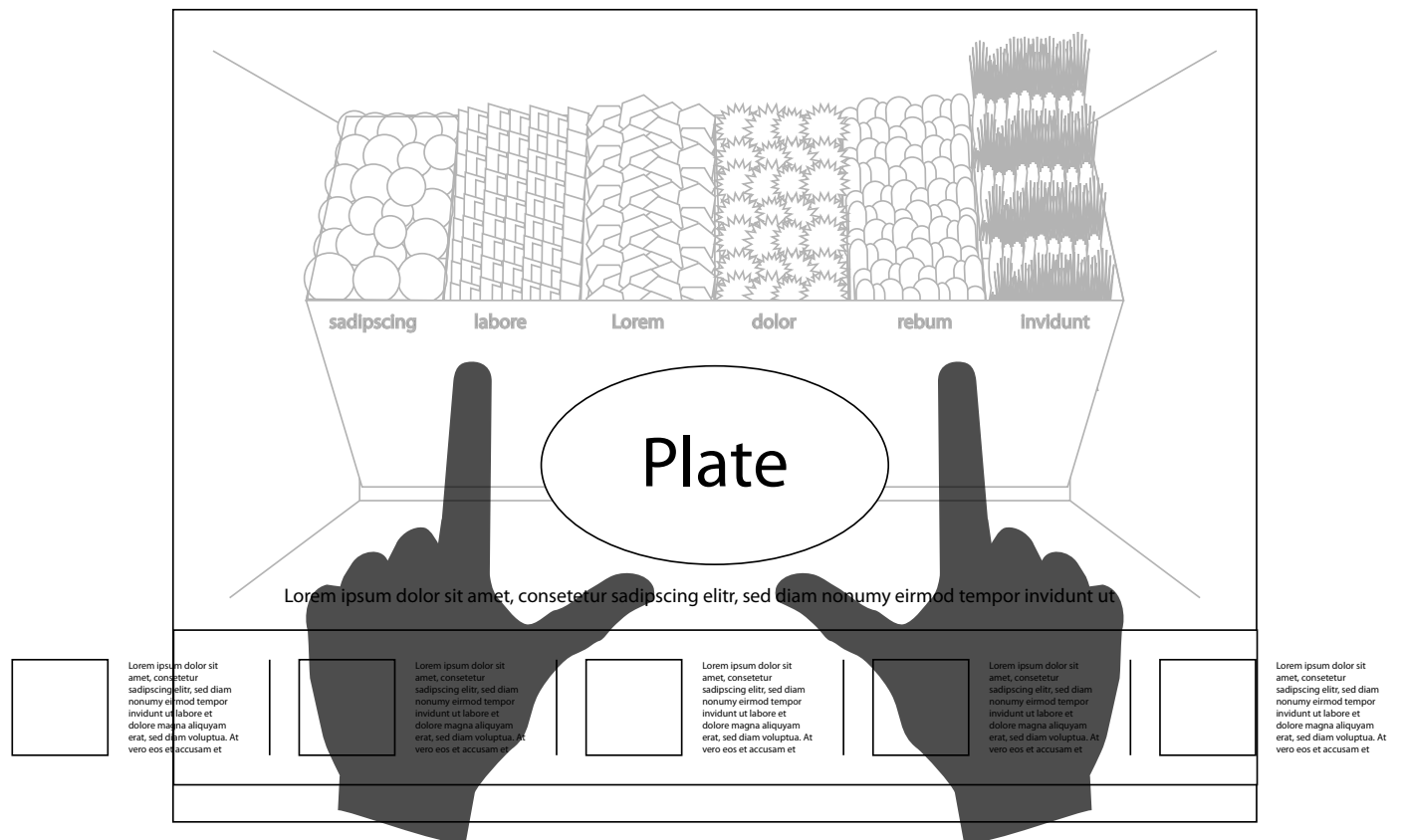
Syma Showcase

Project A - The Interactive Table - Proposal 2

Once the customer has selected/prepared his/her dish, by simply clicking with two hands on a specific location, the order is sent to the kitchen automatically. And the interface changes into a visual/artistic “screensaver” mode.

At any point the customer can still access the menu to order more things.

For example the customer can choose drinks from a list, go to the Beverages category and pick a Coca Cola. Or if in the “construction section” choose a glass size, black colour and bubbles, and they are offered with a Coca Cola. They can then remove the sugar icon and the offer changes to Coca Cola Light. They touch and send the order.



Syma Showcase

Project A - The Interactive Table - Proposal 2

Once the order is being delivered to the table, the interface displays a graphic visualization around/below each dish. The sent order might also print out a disposable Augmented Reality Marker that the waiter can stick under the plate, so the software can also recognize the contents of the pottery, and customize the display accordingly. Even here, the customer can easily access the menu again, and if wanted dim the brightness of the display up to a point where it is deactivated. This visualization would still be interactive allowing customers to have a more fun time while dining or waiting for a dish, and in case of kids it would provide them with simple mini-games and fun actions to pass the time pleasurably. Play with the animals in the farm for example. I would love to see a mother say: "Timmy, please play with your food"

