

fred :-)



fred :-) is an interactive narrative for smartphones. In this application, the smartphone speaks to the user as if he or she were its « friend », hoping to start a relationship. The experience relies on a smartphone's many sensors (touchscreen, front-facing camera, microphone, accelerometer, gyroscope). Through a series of interactions, **fred :-)** enables us to become aware of the constraints and possibilities of our smartphone and makes us reflect on the relationship we have with this device.

When we created **fred :-)**, we were interested in the interaction design of a story through the use of the various sensors of a smartphone. How can we tell a story based on our gestural interactions with a mobile phone? How can the different interactions (tickle, stroke, pinch, tap, shake, smile, talk, play with the light, the volume ...) contribute to the narrative and the building of meaning?

It is also a digital literacy challenge. The interaction design should *touch* teenagers and make them reflect on the use of smartphones.

fred :-) is freely available on both stores, in English and French.

Play Store: <https://play.google.com/store/apps/details?id=com.utc.fred>

App Store: <https://apps.apple.com/us/app/fred/id1466792875?ls=1>

Video demonstration of some interactions: <https://youtu.be/iLq5dTQgcQI>

The user has to allow access to the various sensors (camera, microphone ...) before embarking on the experience. No data is collected.

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