

teenage troubles in front of the mirror



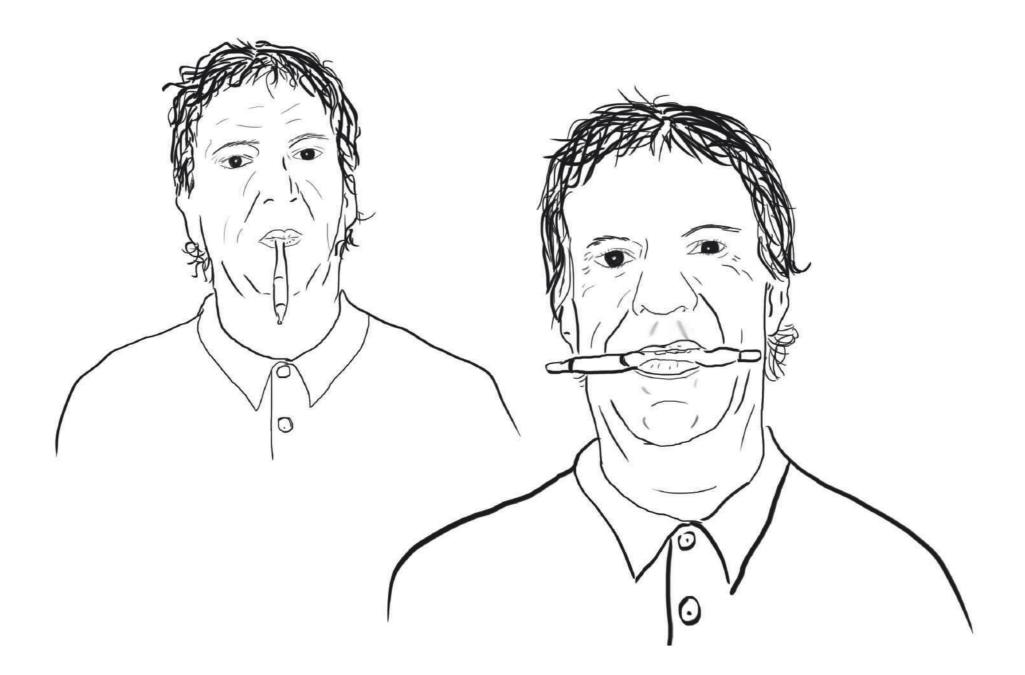
Always remember, it's better to arrive late than to arrive ugly.

The design goal is to enhance the selfasurance of teenage girls after refreshing themselves

The Interaction vision is to evoke confidence and satisfaction after they have freshened up



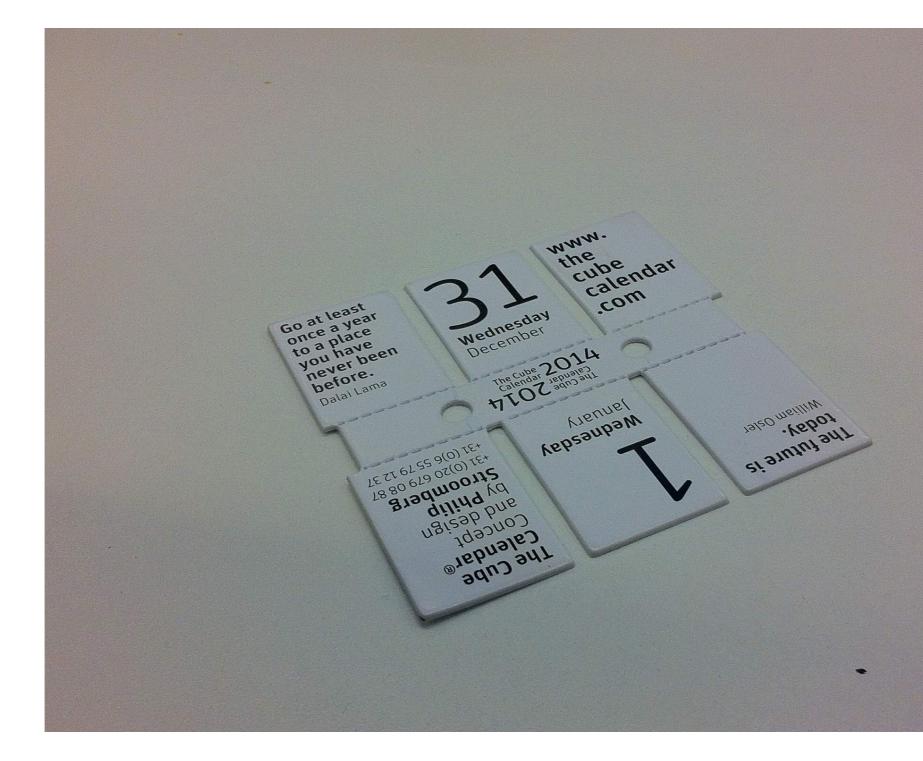




facíal feedback hypothesis



ínterventíon protoype



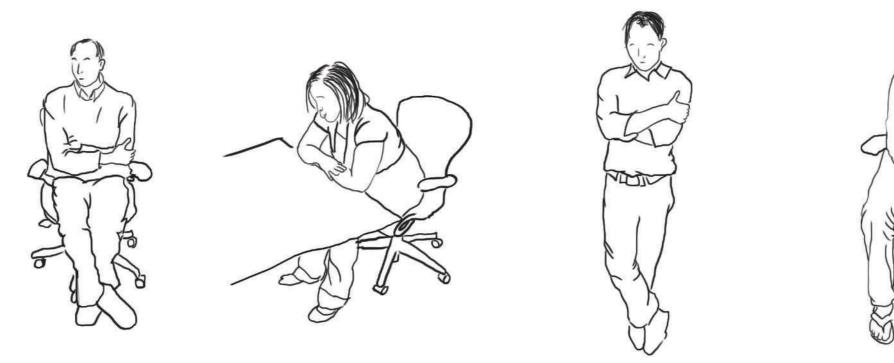
designing the box





ínterventíon protoype

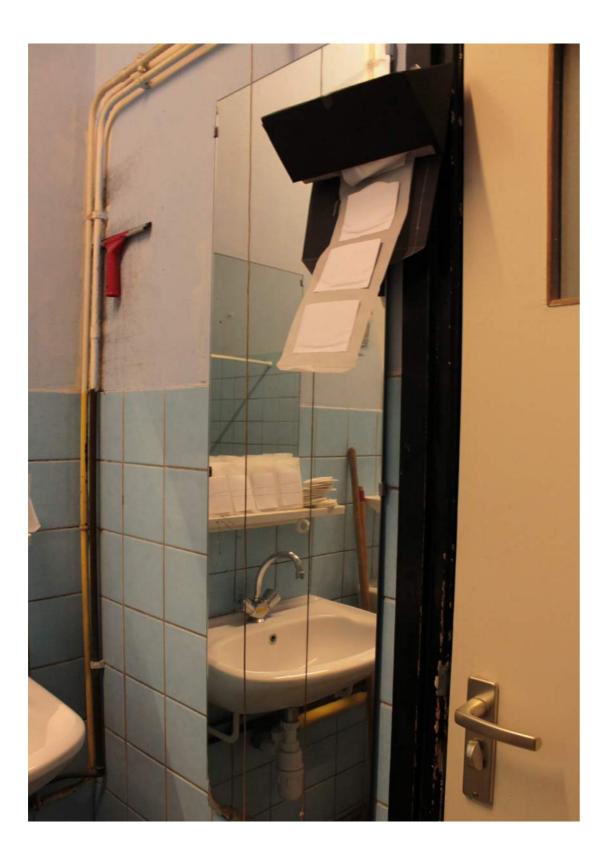




ínfluence of body postures









ínterventíon protoype





final design

Don't forget to smíle.	Don't thínk and don't worry. If the tíme comes, you'll know what to do.	If you can dream ít, means that you can do ít.	Do something tomorrow that will make you feel strong!
Gíve somebody a complíment tomorrow!	Be thankful for everything you've got.	Stop focussing on your flaws. Look at your positive attributes.	There is no cosmetic for beauty like happiness.
Nothing is impossible, the word itself says 'I'm possible'!	A smíle ís happiness you'll find ríght under your nose!	If you can dream ít, you can do ít!	Perfectionism paralyzes you and keeps you from accomplishing your goals.

final design

Today's special moments, are tomorrow's memoríes.

Show the world that you are happy, even if you aren't happy all the time.

The onlyone you have to convince about your beauty is yourself.



interaction movie



evaluation

