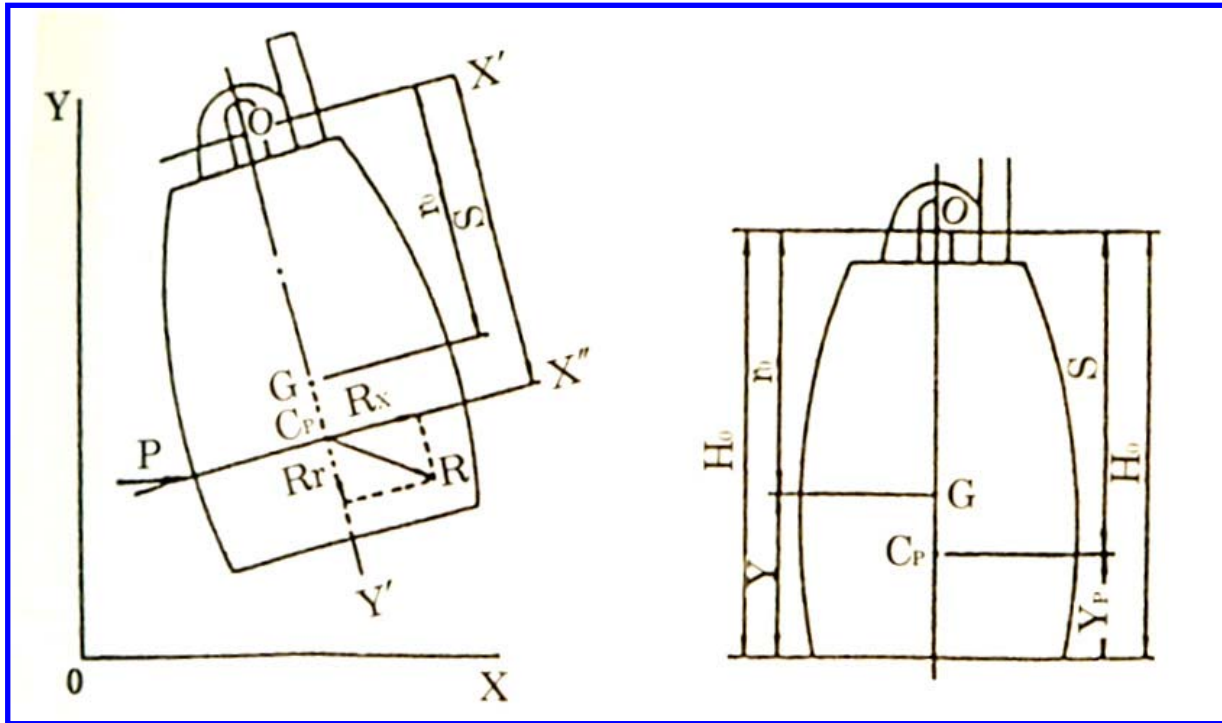


5. 우리에게 창의성이 있는가?

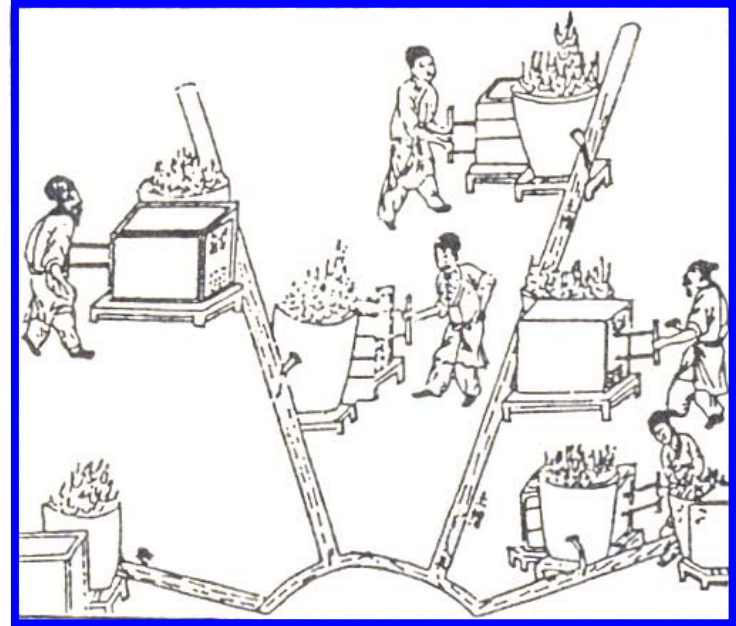
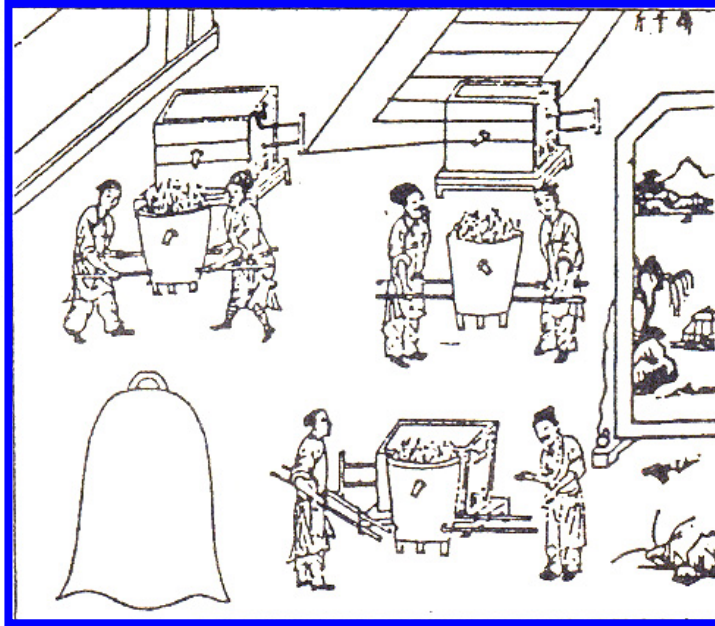
제 10주 1일

우리 민족의 창의성

에밀레종

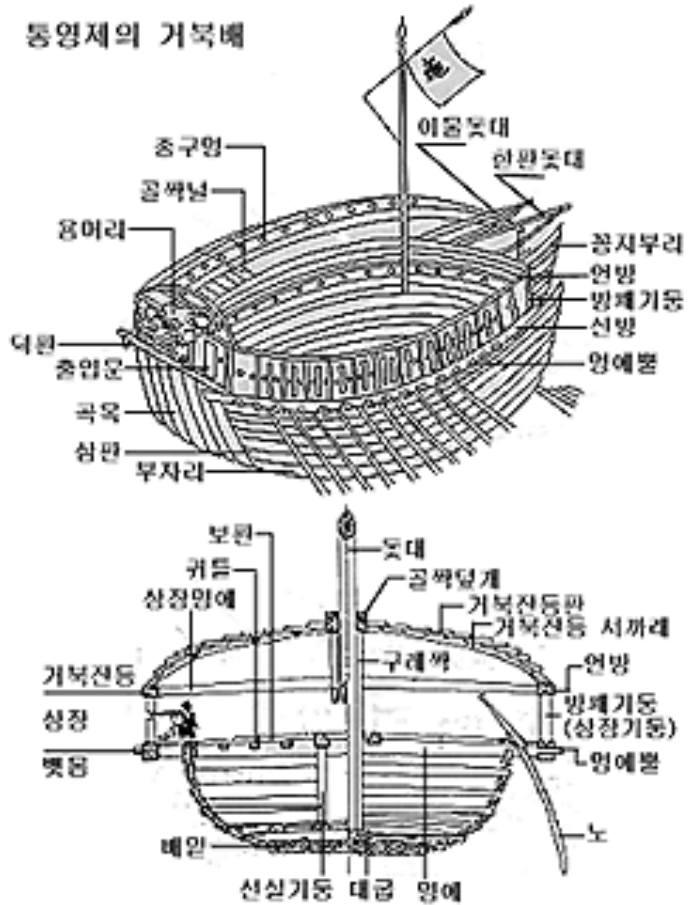


에밀레종

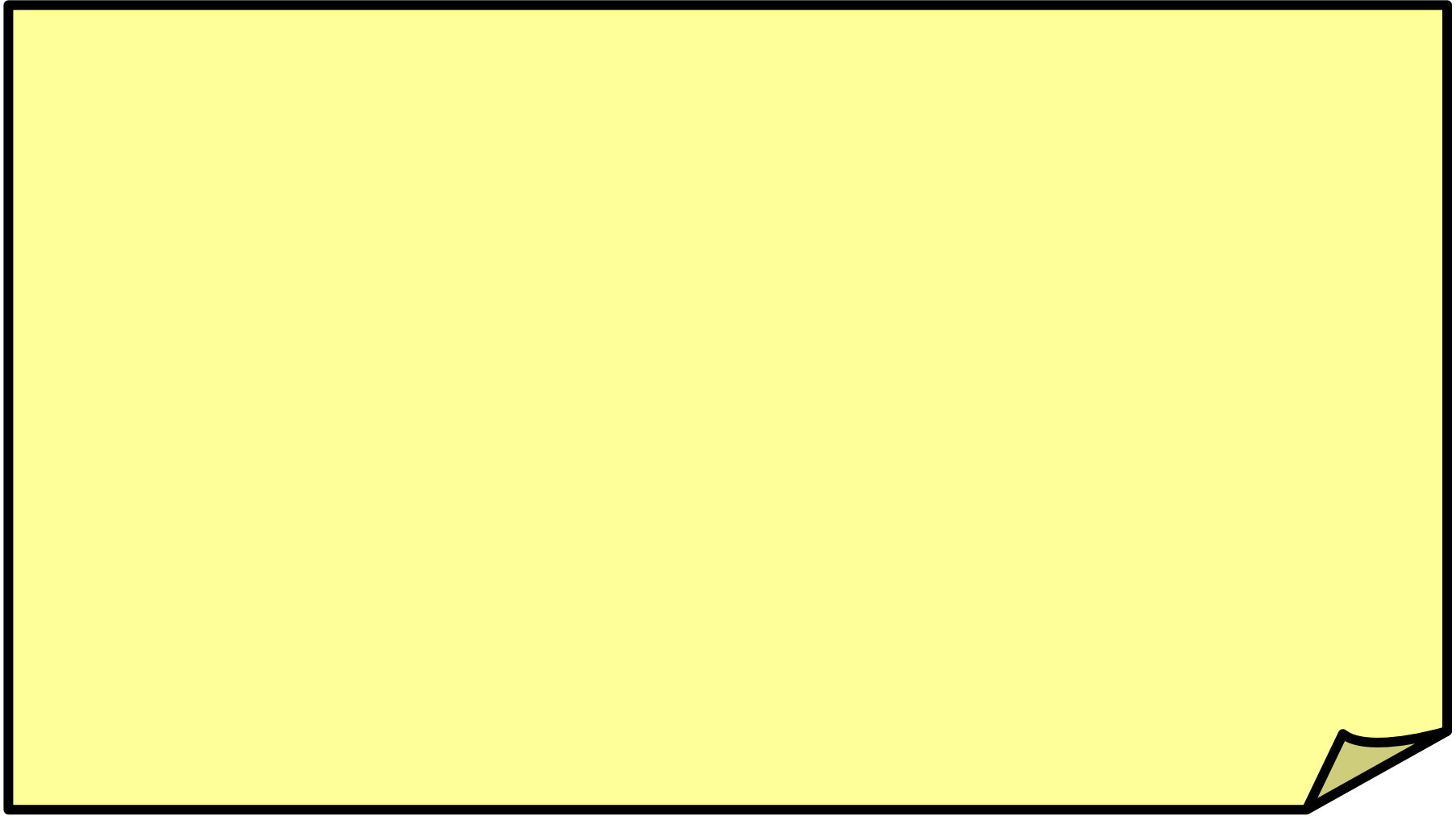


거북선의 구조

동영제의 거북배



제 10 주 1시간 정리



5. 우리에게 창의성이 있는가?

제 10주 2일

개인 경험담 – High Touch 사례

개인 경험담 – High Touch(1986~1996)

1. KIAMAN (1986)

- 6축 모터 제어장치 (안락감 최대화)
- 운전자 체형에 따른 최적자세 제시
- 운전자, 운전자세 기억
- 피로도에 따른 자동 자세 조절



2. ET-TV (1989)



- 3축 화면방향 조절장치
- 이동식 TV
- 메뉴화면 스크린 표시
- 음성인식 제어장치
- 디지털 Diary 내장
- 화상/음성의 자동 조절

3. Voice-activated microwave oven(1989)

- 자동 Door, Tray
- 음성인식 조절장치
- 250개 조리메뉴 DB
- 조리설명서 내장
- 리모컨 조절장치



4. Remote-Control Vacuum Cleaner(1989)

- 리모컨 조작 이동 제어장치
- Hose와 Handle의 인간공학적 설계 (안락도 향상)
- 집진장치 개선 (사용편의성 향상, Filter 성능 향상)



2005 로봇 청소기 출시

Future Stuff

MORE

FUTURE

OVER 250 INVENTIONS THAT WILL CHANGE YOUR LIFE BY 2001

MALCOLM ABRAMS & HARRIET BERNSTEIN

New York Times

NEW YORK, THURSDAY, SEPTEMBER 26, 1991

C1 Vacuum Cleaner

Dr. Myun W. Lee's motto is, "Let your fingers do the cleaning."

His remote-control vacuum cleaner, called the Power Brush, is one in a line of "High-Touch" products being manufactured by Daewoo Electronics of Seoul, South Korea. In developing the design, which is currently in

Picture this: a skylight without the hole.

production but being revised, Dr. Lee had "people with disabilities, the elderly and seniors" in mind (estimated cost, \$500).

To operate the Power Brush, attach the central box to the base and take a seat. To empty, lift the flip-up lid.

Most high-tech products force consumers to "fiddle through too many functions," he said, adding, "Ordinary people have to learn too many transient things."

Among Dr. Lee's inventions are a voice-activated microwave oven and a personalized television. Upon hearing a verbal command, the oven opens and delivers its tray. Its data base, containing more than 200 recipes, can tell a cook when to "prepare onions"; the rather presumptuous contraption will also have a personalized salt and sugar detector.

Dr. Lee's television adjusts the call or according to the program. "If you're watching sports, you might want to emphasize red, blue and yellow," he explained. "Indicate 'Brazil' and the colors will go pastel."

WALK

VOIC MICR

With bu rather bo interestin company instilling qualities. The Hi sit there t it around adjust the Ah, bu remote-co TV progr "program of questio channel?" You Reserv even set t to begin. "High-product d University product is don't have High-T move. For "screen r movie, a c High-T store imp The Voi W. Lee. Ph Seoul Natio by the ap

MEMORABLE dates in the annals of home improvement. 1860: Linoleum. 1938: Teflon. 1985: Tupperware. 2001: Floating furniture.

History marches on. Humankind has a seemingly inexhaustible lust for invention. Ten years ago, it was almost impossible to predict that by 1991, fax machines and portable telephones would be the stuff of everyday life. By 2001, according to a new book, they may be joined by voice-activated microwave ovens, floating furniture, robot bartenders and remote-controlled vacuum cleaners.

Dr. Myun W. Lee, a human factors engineer and director of the Research Institute of Engineering Science at Seoul National University in South Korea, is convinced that the world will be a better place because of his mushroom-shaped, remote-control vacuum cleaner, now in production. It works like a toy robot and has a snap-off control box attached to its handle.

"If you are in the mood for exercise, go to the aerobics club," he said in a telephone interview. "Don't vacuum."

"More Future Stuff: Over 250 Inventions That Will Change Your Life by 2001," by Malcolm Abrams and Harriet Bernstein, to be published by Penguin Books next month, explores the outer limits of human ingenuity. From Jetsonian high-tech engineers to resolute backyard putterers, the book chronicles designs that are actually on the drawing board or in production.

Many of the ideas spring from personal experience. "We all have an element of creativity," said Gerald Lidel, a professor of marketing at Southwest Missouri State University who evaluates

Microwave Oven The voice-activated oven was developed at Seoul National University.

Continued on Page C5

Continued From Page C1

10 yrs later(2000)

The New York Times

Friday, January 3, 2000

Industry View | Alice Hill

Smart appliances may be offering some features that now seem silly, but every technology has its start somewhere.

Just how smart are the designers of "smart" appliances when it comes to meeting the needs of modern people like me—technically inclined, but harboring an dream of connecting their coffee pots to the Internet or having the stock quotes scroll across a liquid crystal display on their refrigerator?

Whether we like it or not, home appliances are the latest to fall under the "just add Internet" spell. And if manufacturers have their way, the appliances heading your way here this year will make today's automatic ice maker and microwave oven as last-century as a wringer washing machine.

At the recent Consumer 2000 trade show in Chicago, "smart" was the watchword, as a new generation of thinking appliances was introduced.

There was an intelligent microwave oven from Sharp that can go online, download a recipe and program itself to cook the meat at just the right temperature. General Electric demonstrated a so-called WebPat that can be clipped to the front of the family refrigerator and serve as an electric memo board for scheduling activities, ordering products or reviewing and storing recipes. And Bestron announced an entire line of smart products under a new and separate company called Thinka Products (Thinka being an acronym for "thinking and linking intelligent appliances").

This coming generation of smart machines is not limited to the kitchen. Electrojet is working on a robotic vacuum that can sweep over any floor plus without assistance, and on an automatic mower that will mowedy mow the lawn while the owner lounges in a nearby hammock. An inventor named Albert Montague has on the drawing board a smarter auto alarm that is capable of distinguishing between a car accidentally tapping your bumper and a thief jimmiey the door lock, saving the neighborhood-crowding alarm for serious break-in attempts only.

An washing and fabricator as it all may seem, though, these marvels will almost certainly fight an uphill battle for consumer acceptance. For every intelligent dishwasher cutting off the assembly line, there is a blinking videotext recorder clock to remind us that the consumer may have little time or patience for learning to operate new devices—whether microwave ovens that connect to the Net or refrigerators that automatically order milk.

"It was possible to add sophisticated features quite some time back", said Dr. Michael Pitzer, a professor of electrical engineering at Texas Tech and specialist in the field of appliance design. "But think about digital watches. You had every kind of feature, but who used them? People just wanted to know what time it was. There was even a smart watch some not long ago. It could calculate your heart rate and the distance you ran, but nobody cared. Most people could do these things easily in some other way. For a product to succeed, it has to offer real value to the consumer. It must be useful and solve a problem."



Dr. Andris Freivalds

Dept. of Industrial and
Manufacturing Engineering
College of Engineering
Pennsylvania State University

Myun
This was in The New
York Times. I guess
your High Touch ideas
were too far ahead in
time.
DaeWoo should have
stuck with These
products.

Andy.

5. SMASH Audio(1989)



- 한국형 디자인(돌하르방)
- Auto Stereo
- Auto Tuning
- Time Machine 기능



타임머신 TV

+ 월드컵 경기든, 영화든 생방송으로부터 자유롭게! 결정적인 장면에서는 스톱~ 다시보기 타임머신 TV로 보고 싶은 프로그램을 마음대로 보실 수 있습니다.



2006년

6. 휘모리(1990)



- Cassette Radio + Music Band + Sound Pad
- Edutainment
- 전자음악 오락기



1999

7. KOBO(1990)



日経産業新聞

1990年 8月 20日

幼児向けパソコン

韓国・大宇電子、ソウル大と開発

3-6歳、一人で操作可能

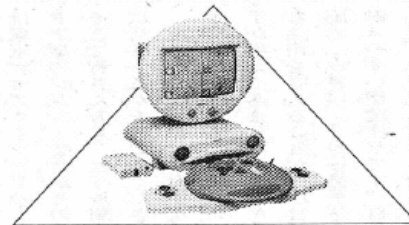
【ソウル＝吉川記者】韓国の家電メーカー、大宇電子はソウル大学人間工学研究所と共同で三-六歳の幼児向けの教育用パソコンを開発、八月末から販売する。文字の読めない幼児でも操作のできる専用キーボードを備えるなど、全く新しい設計に基づく商品だ。韓国では政府の後押しでコンピューター教育の機運が盛り上がり、大宇電子は教育熱心な韓国の家庭への売り込むほか日本などへ輸出する。

この幼児向けパソコンは本体、カラーディスプレイ、キーボードがすべて子供の親しみやすい丸みを帯びたデザイン。入力装置のキーに数字や文字の代

わりに星や月、三角、四角など十一個の図形を使っているのが最大の特徴となっている。子供の理解を助けるための音声機能も付いており、親などの指導なしでも子供が一人で操作できる。

BASICソフトを内蔵。応用ソフトとして三-四歳向けに認知能力を高める「模探捜し」、五-六歳向けに単語間の関係を識別する能力を付ける「時越え」など合計三十種類を用意した。いずれもゲーム感覚で幼児の知能発達を促すという。毎月五、六種類ずつ新しいソフトを追加販売する。

大宇電子が発売する幼児教育用のパソコン



ソウル大は「本格的な幼児用コンピュータは初めてで、韓国のコンピュータ製品の中でも初の独創的な商品」としている。

大宇電子は日本へ輸出する準備を進めているほか、カナダでは教育用ソフトを共同開発する計画。

8. Ergonomic Keyboard(1990)



- Typing 작업 안락도 최대
- 작업능률 25% 향상
- 손목 피로 최소화

Adjustable Keyboard –
Apple 1993



9. 삼성 가전 – Hit Product (1996)



- 세탁봉 상하이동
- 자동 Door
- 세탁조 조명 향상
- 조작 Panel 사용편의성 최대화
- 인간공학적 손잡이
- 출시 후 3개월 만에 M/S 8% 증가

9. 삼성 가전 – Hit Product (1996)



- 냉각기 2개 분리
- 인간공학적 손잡이
- 올해의 히트상품(1997)

- Tray 상하이동
- 조리실 조명 향상
- 시장 점유율 1위



제 10 주 2시간 정리

