

Voice from the Box

Project 3

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Introduction

This project begins with a set of psychological toys once used by child psychotherapist Margaret Lowenfeld. These objects, including simple figurines, animals and pieces of furniture, were used by children to express themselves and tell stories without words during therapy sessions.

I was deeply inspired by the idea that toys might "**remember**" the emotions they have witnessed. This led me to imagine a story where each toy is given a voice, allowing it to speak from its own perspective about the moments it has experienced and the feelings it has quietly observed.

The objects I choose from

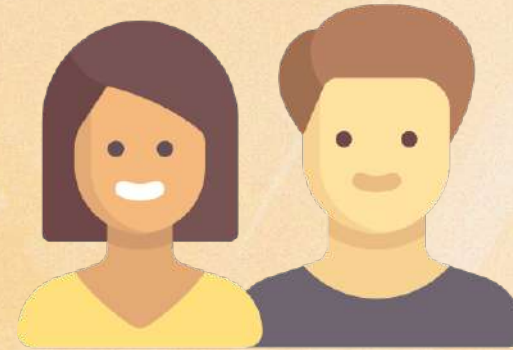
<https://collection.sciencemuseumgroup.org.uk/objects/co8100207/toys-used-for-lowenfelds-world-technique-therapy>



Target audience



Children aged 5–10



adult companions

(parents, educators, therapists)

Design objective

To create a digital narrative that is quiet, reflective, and emotionally resonant, using toys as the main storytellers.

Prompt questions

How might the experience of the collection be more playful and delightful?

problem statement

How can children actively engage with, understand and participate in narratives about historical objects in museums in an enjoyable exploration?

Project Concept

Core Mechanism



Digital interactive story told from the first-person voice of toys



Each toy = one emotion + one story



Soft pacing, whispered narration, ambient textures



Emphasis on emotional connection, not completion

Interaction Flow

What's in the Box



Character Introduction



Memory Page (Story)



Replay / Return

Each toy's memory unfolds on its own page, accompanied by voice and minimal interaction. Users can tap anywhere to continue or replay the moment. The entire experience is non-linear and intuitive, just like how memories come and go.

Toy character I Choose



Bear



Soldier



Umbrella



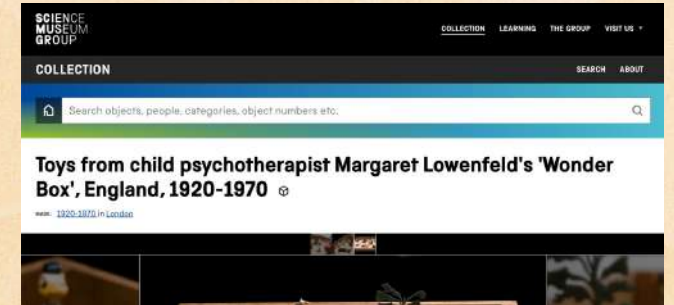
Boat



Rabbit



Chair

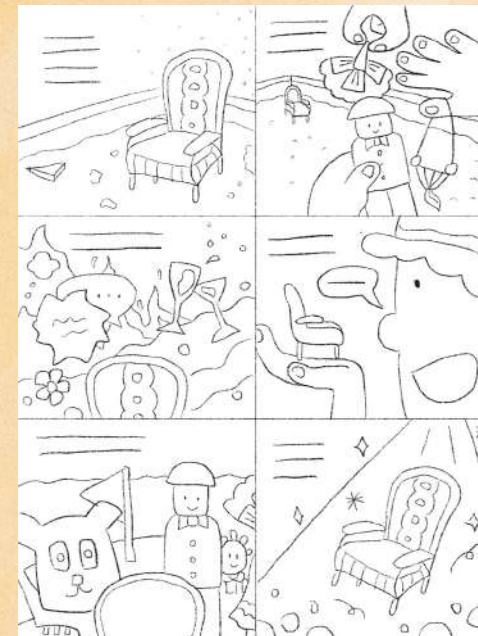
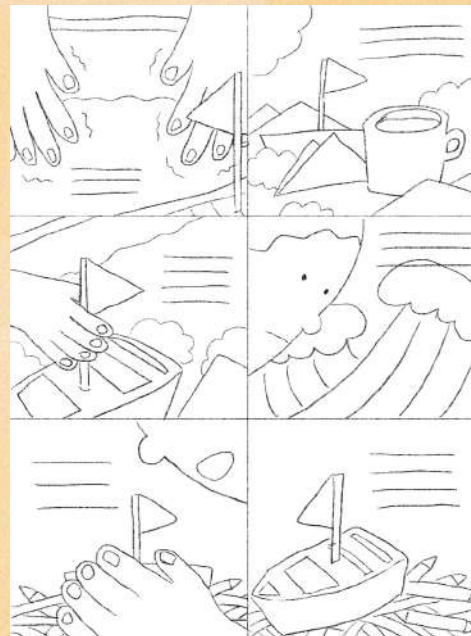
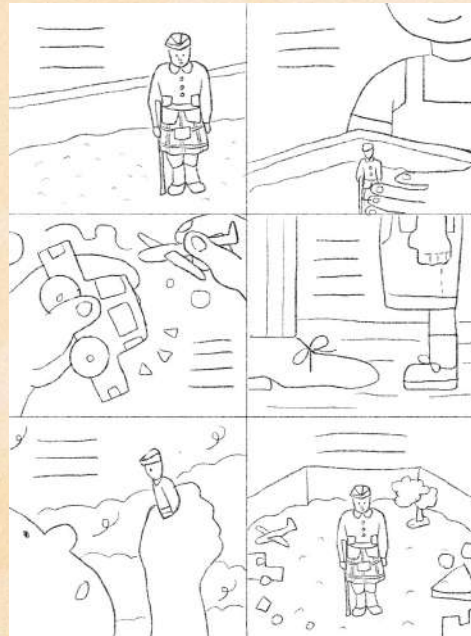
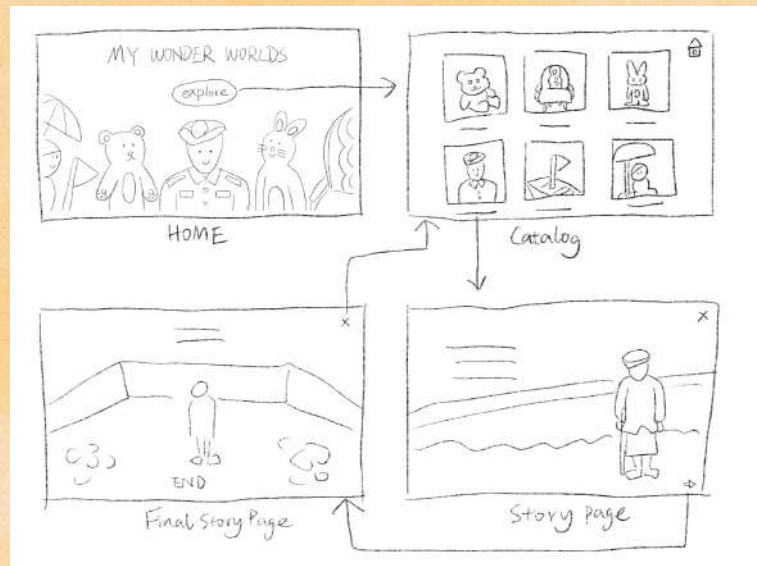


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Based on the research on the psychology of sandplay toys, six types of sandplay toys from museums have been selected. From left to right, they stand for loneliness, suppressed anger, withdrawal, fear, comfort and powerlessness.

Draft

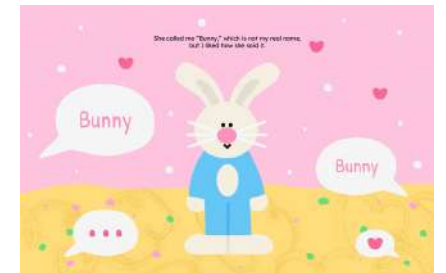
Create picture sketches based on the stories made up for each toy character. For each story, I plan to design a six-page story diagram.



Outcome

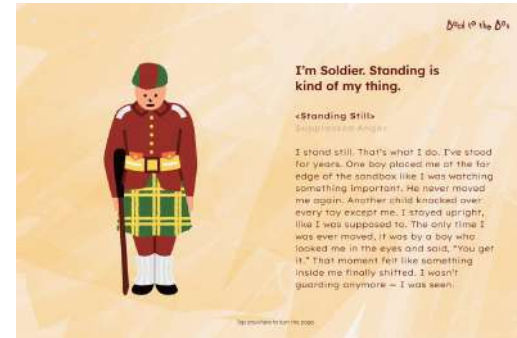


Video, Prototype Display_Voice from the Box

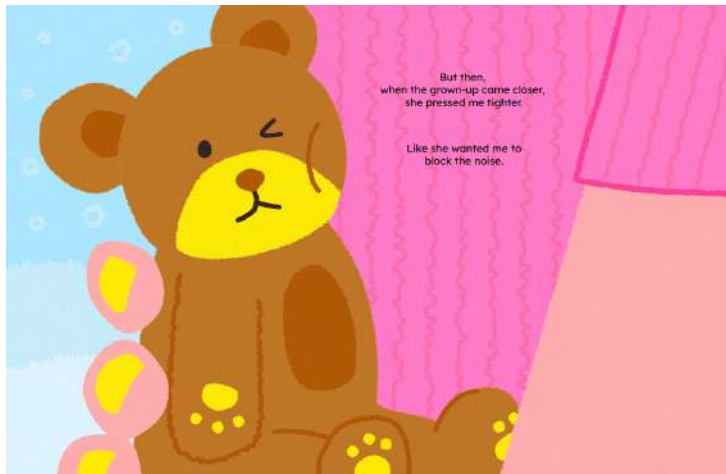
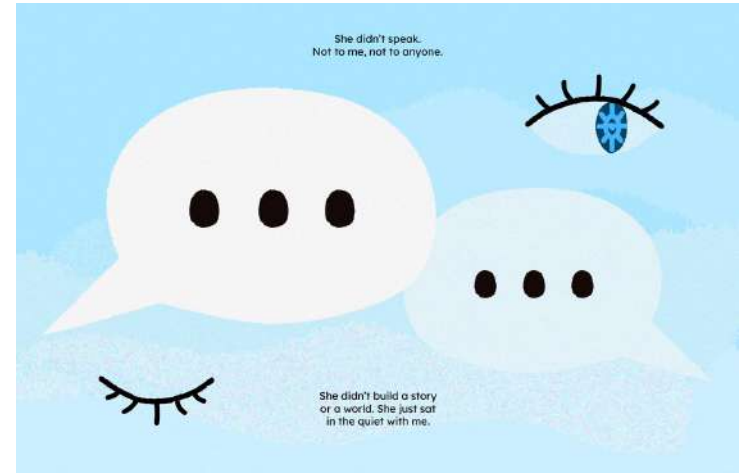


Video, Key Features Display_Voice from the Box

Outcome – Each Page



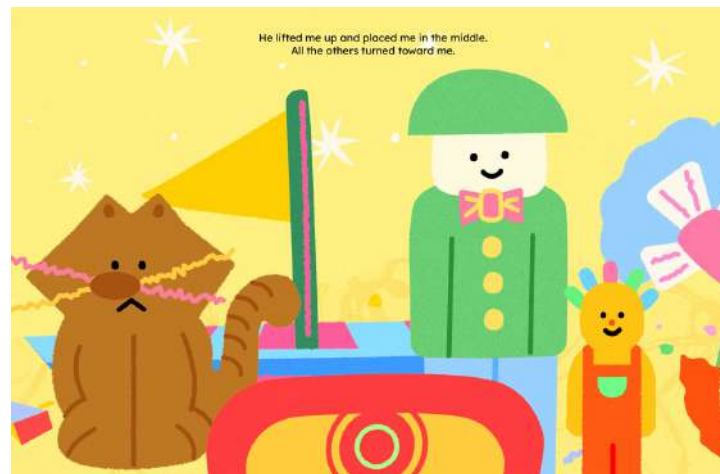
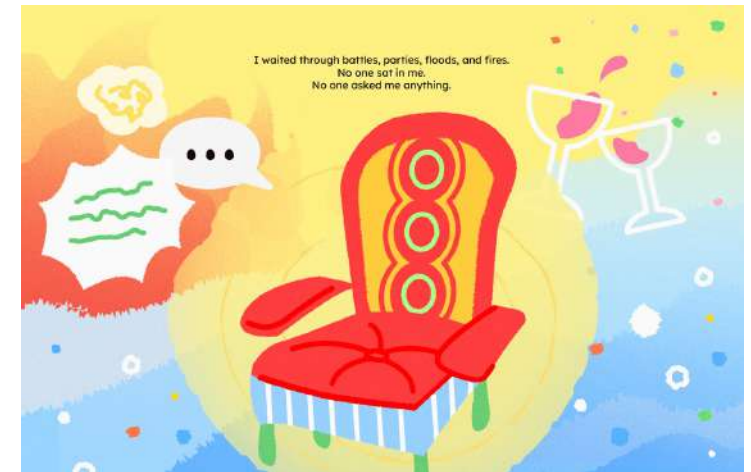
Outcome – Each Page



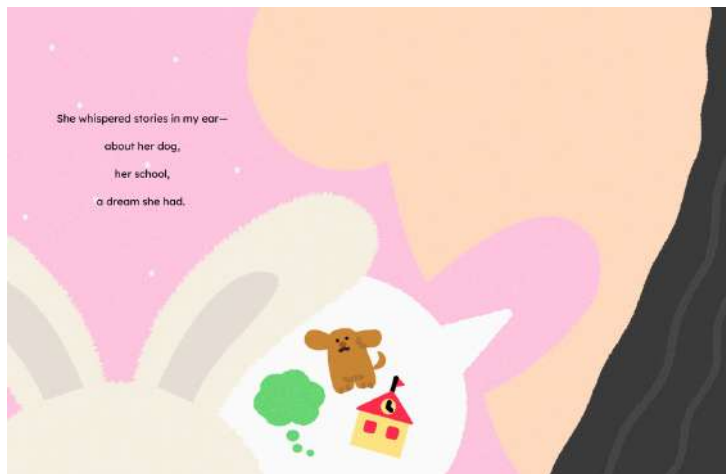
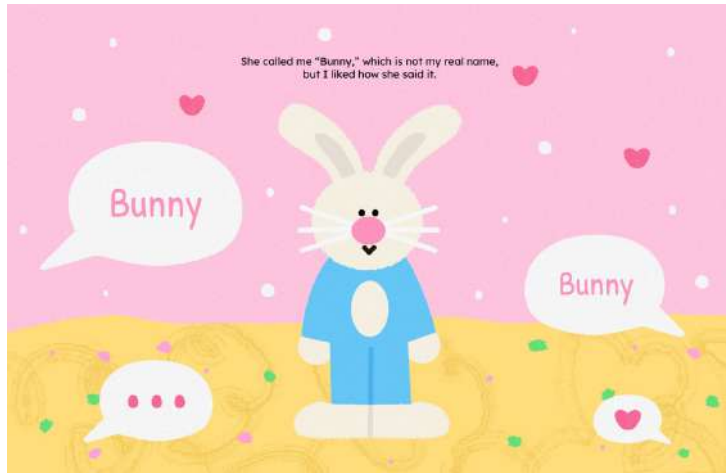
Outcome – Each Page



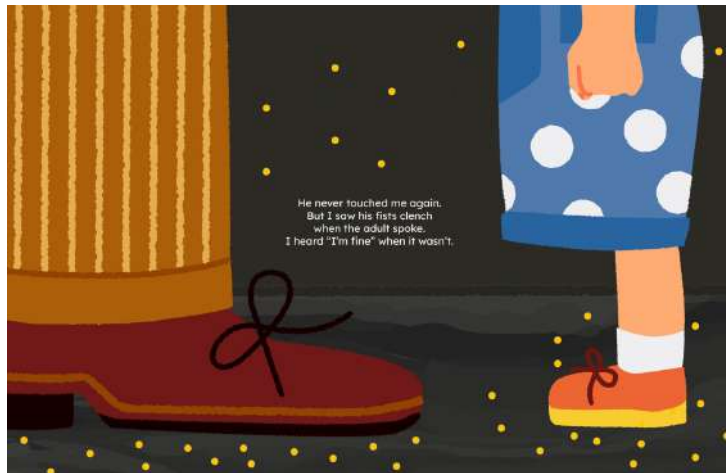
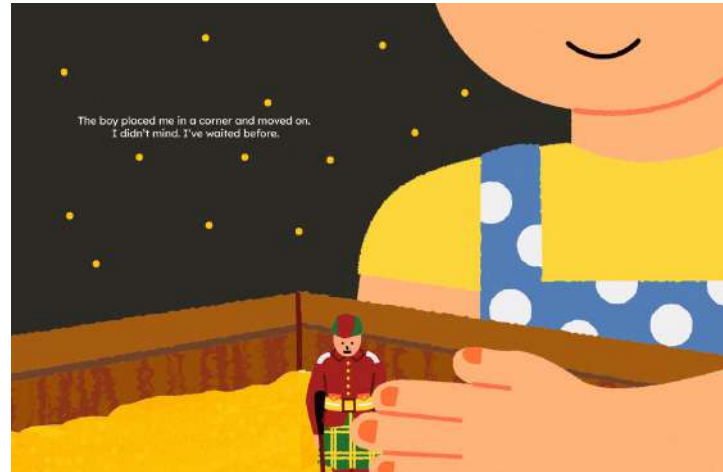
Outcome – Each Page



Outcome – Each Page



Outcome – Each Page



Outcome – Each Page

