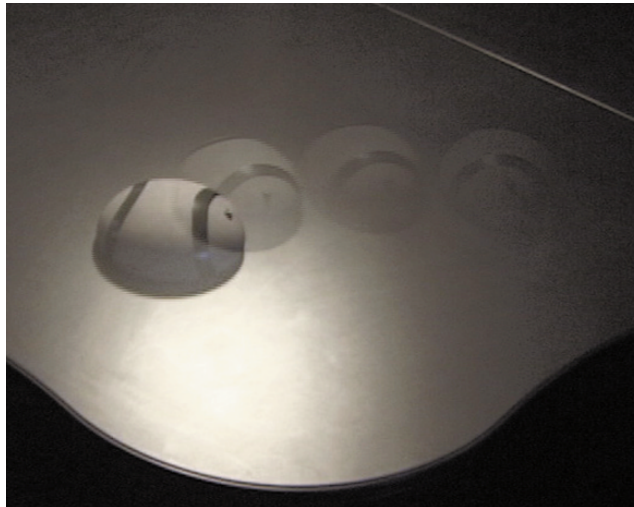


Recent trends of embedding digital technology in toys have led to greater possibilities for manipulation and interaction. Curlybot is a two-wheeled toy with embedded electronics that can record and play back motion. It remembers its change in position and replays its movements with all the intricacies of the original gesture. Every pause, and even the shaking in the user's hand, is recorded.

In this presentation, the interaction experience is augmented by projecting trails behind each toy to give participants a chance to compose a movement or a dance and create graphical patterns out of simple gestures.



# Curlybot