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www.tomvanbergen.nl

Welcome to my portfolio. Here you can have a look at some of my work and find out more about me. For more detailed information, movies and publications please visit my website. Don't hesitate to contact me if you have any questions or remarks.

about me

My name is Tom van Bergen. I studied Industrial Design at the Eindhoven University of Technology and currently work as an R&D engineer and project leader at Fri-Jado Euro Products in Etten-Leur where I focus on product customisation.

education

2007 - 2010: Industrial Design Master
Eindhoven University of Technology

2004 - 2007: Industrial Design Bachelor
Eindhoven University of Technology

1997 - 2004: VWO, profile Nature & Technology
Mill Hill College Goirle

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flash++

Final Master Project | Individual
18 weeks | 2009

Informal signals currently used on the road, such as headlight flashing, are very basic and often interpretable in many different ways. This results in misunderstandings, frustration and aggression. To solve this problem I designed Flash++.

Flash++ is a stand alone system that allows drivers to send more detailed messages to each other and other road users. The system utilizes daytime running lights, extended with colors and animations, to communicate a number of common messages through naturally mapped light signals. The driver can send messages simply by saying what he wants to communicate. The car recognizes voice commands and automatically sends out the proper light signal, making the interaction with the system very natural and fast. A fully working prototype was created and implemented into an existing car for validation purposes.

curious paths

Together with Tom Frissen
10 weeks | 2008

Microsoft Curious Paths is a concept designed for the Microsoft Design Expo 2008 for which the theme was Learning & Education. The system is designed to make people curious about specific (hidden) locations in a city environment, marked by other people. This curiosity will lead to an exploration of the environment, creating opportunities for learning experiences.

The curiosity of the user is triggered through a mysterious black device which fits in your hand perfectly and makes you feel directions to locations in a city environment which meet your personal interests. By sharing locations with others a network is created. A working prototype was created using GPS, an Arduino Mini, a digital compass and additional electronics.

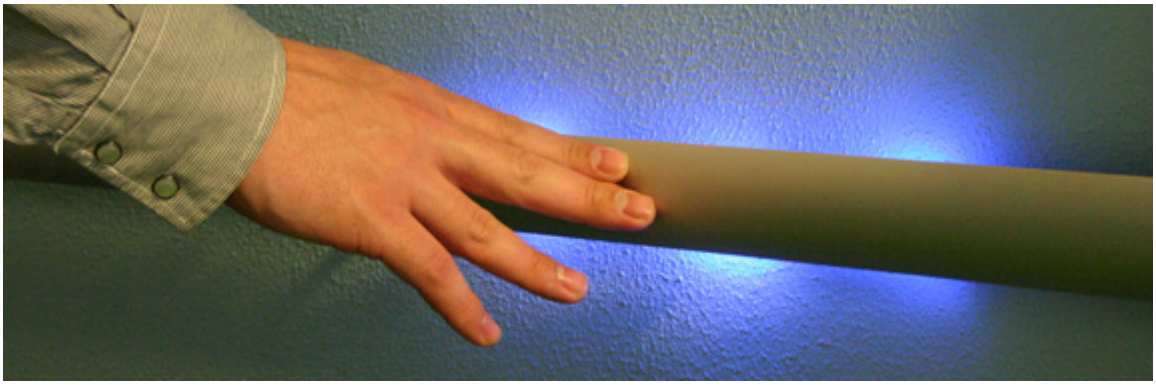
move the music

Together with Wouter Kersteman, Floor Mattheijsen & Joris Zaalberg
1 week | 2008

This project was about embodied interaction; how to design for it and how to implement it in a design project. The task was to design an embodied interaction concept for a specific context that uses bodily movements to interact with a product and that will create meaning through its interaction.

We designed the "Move the Music" stick (or "Mustick"); a stick with 2 integrated accelerometers that is connected to a music database. The stick is intended to be used in a party context. The movements of the stick have a direct influence on the speed of the music that is playing. Therefore you have to keep moving the stick to keep the music going.

For more information and movies also see www.musticktue.nl



mediaflow

Together with Tom Frissen
1 week | 2008

This project was about how you can create a coupling between physical actions and visual interaction. The task was to create an interaction concept for controlling a TV or related media in a domestic setting. The client for this project was Bang & Olufsen.

We designed MediaFlow; a way to transfer media in a domestic environment from one device to another. You can do this by moving the media through a bar that sits on all the walls in the room. The media is visualized by light that shines behind the bar. You can keep track of the media, split it and move it around the room between different devices. A working prototype was made.

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the need for speed control

Final Bachelor Project | Individual
17 weeks | 2007

In this individual Bachelor project I worked together with TomTom to develop a system that will help people that speed unintentionally to keep driving below the speed limit.

I designed a string of light on the driver's door to grab people's attention. When the driver exceeds the speed limit, a flash of white light runs past him. This speed related feedback provides the driver with an indication that he is driving too fast. The flashes change in speed depending on the driving speed and the interval between the flashes is determined by the acceleration of the car to create more obvious or more subtle forms of feedback. It is still the choice of the driver to go over the speed limit or not. A working prototype (including GPS) was created and integrated into an existing car.

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improving digital photo sharing

Research Project | Individual

10 weeks | 2009

This research through design project focuses on co-present digital photo sharing on a PC and investigates how this could be supported. While analyzing the current digital photo sharing situation we noticed that there was a high threshold for visitors to take control of the PC of the photo owner, resulting in inequity of participation. It was assumed that visitors would have the opportunity to interact with the PC more freely if this threshold was lowered by distributing the user interface and creating a more public instead of personal interaction space around the PC. This in turn could make them feel more involved and in control during a session, creating a more enjoyable experience. To test these assumptions a design prototype was created that stimulates participants to use cooperative gestures. The situation with the cooperative gestures was compared with the regular digital photo sharing situation, which makes use of a keyboard. The results show that visitors felt more involved and in control in the design prototype cooperative gestures condition, resulting in a more enjoyable experience for all the participants.

cobes

Together with Maarten Brugmans, Bart Dohmen & Niels Molenaar
6 weeks | 2009

Cobes is a concept designed for the Philips Creative Challenge for which the theme was Hospitality. The aim of the system is to help a metro operator to create a clean, safe and hospitable metro for travelers.

By analyzing human movement patterns (through a neural network) the Cobes system can determine irregularities in the metro, such as litter or damaged seats. Based on this, the metro operator can quickly and efficiently deal with these irregularities. Additionally, travelers are unconsciously guided to pleasant places by the dynamic lighting system.