

THE NOSTALGIC TOY MACHINE

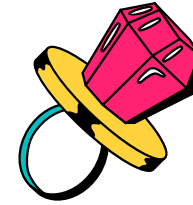
why grow up?

growing up is scary and unsettling. so what if part of you didn't have to? with the **nostalgic toy machine** users can connect with their inner child easily. george bernard shaw wrote, "we don't stop playing because we grow old...we grow old because we stop playing." a good amount of childhood is emphasis on play and fun, such as with toys. often, teenagers and adults think they've forgotten about the nostalgic toys they used to love to play with. however, once reminded of these specific toys, the memories and joy comes rushing back. playing with one's past childhood toys not only brings pure joy to users, but also re-inspires their imagination, creativity, and empathy.



A USER'S TESTIMONY

"the **nostalgia toy machine** helps me feel the pure excitement for life that so many children have!"



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YOUR
PERSONAL
BLAST
FROM THE
PAST

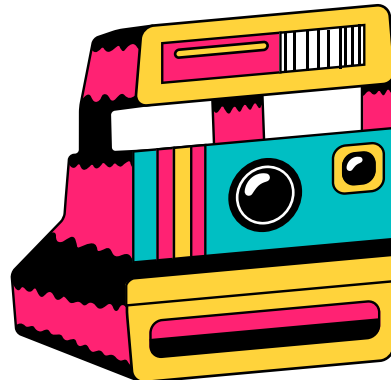
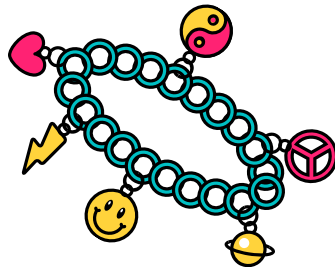
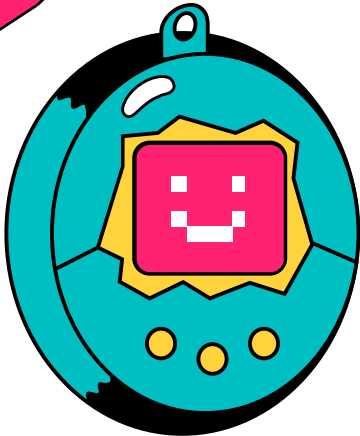
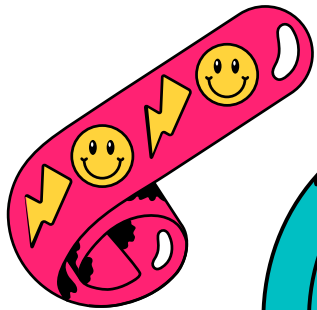
how to use

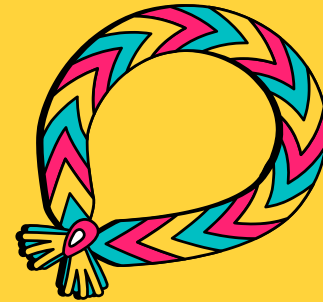
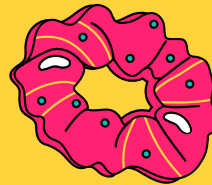
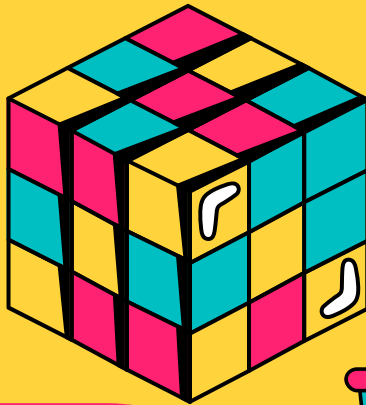
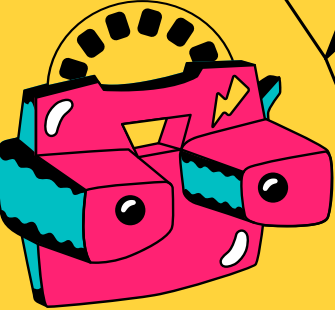
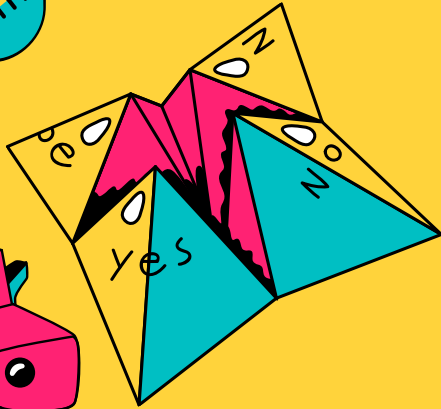
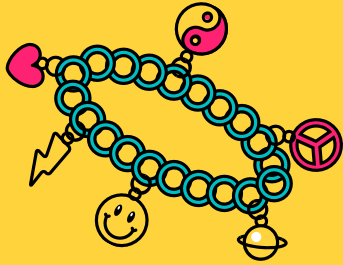
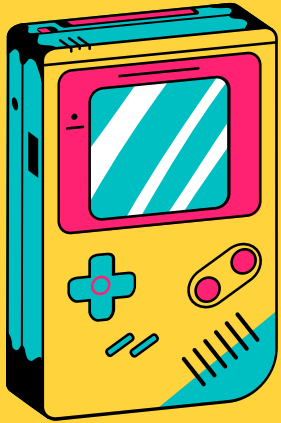
1. enter your birth year
2. enter your name
3. wait 10 seconds while the machine finds data on your favorite childhood toys, as well as popular toys from your childhood era
4. choose a toy to dispense
5. PLAY!
6. return when you want another toy



the benefits

nurturing one's inner child and reconnecting with fun for the sake of fun contribute to individual flourishing, which leads to the flourishing of a larger community the individual belongs to. not only will the community's overall happiness level rise, but users of **nostalgic toy machine** will experience higher amounts of creativity and imagination. babies and children are known to be ethical and empathetic, and reconnecting with one's inner child could bring back these important skills.





WHAT?

the **nostalgia toy machine** physically looks like a vending machine. as fully detailed on the previous page, users enter their birth year and name. they will then find a selection of a combination of nostalgic toys from when they were a kid and their personal favorite toys.

WHO?

the **nostalgia toy machine** is firstly for anyone and everyone who misses their childhood. secondly, the **nostalgia toy machine** can be for an audience that doesn't realize they miss their childhood: anyone who feels sad, bored, or overwhelmed can benefit from using it!

WHEN?

users can conveniently use the machine at any time they see one. the **nostalgia toy machine**, like many vending machines, will be set up around college campuses, workplaces, parks, downtown areas, and more. the **nostalgia toy machine** will be free of charge to be accessible to all. users can use the **nostalgia toy machine** as many times as they want, though they are encouraged to get one toy at a time.

WHY?

too often these days people are completely disconnected from the simple joy of playing, and the **nostalgia toy machine** aims to combat this.

THAT'S RIGHT!

the **nostalgia toy machine** is able to retrieve data that reports the toys you played with the most as a child to create a truly personal, nostalgic experience for users

