

The memory game made from wasted tea leaves. Based on tactile and olfactory senses for both visually and non-visually impaired people.

## The material

Tea Clay is a material made from wasted tea leaves. Yearly, around 5.9 million tonnes of tea is wasted. This waste can be used to make a new material that is as strong and impact resistant as conventional plastics, yet as light as bamboo. Tea has the ability fo absorb and release scent. This characteristic isutilised by coating the material with essential oil.

## The making of Tea Clay

The material consists of dried tea leaves, a binder and gelatine. By mixing and heating the components together, a paste is created which can be moulded. The addition of gelatine enables the material to have a reprocessing step: creating bulk material that can later be reshaped into the intended product by means of steaming. This allows the material to be more widely available, as it does not need to be manufactured at the same location as the product itself. Furthermore, this also facilitates easy recycling of the material at the product end of life.



## The game

Serenitea focuses on bringing sighted and visually impaired people together in a memory game made from Tea Clay. The game contains 12 Tea Clay pairs with unique tactile patterns and scent. Visually impaired people have difficulties regarding social interaction. Serenitea aims to stimulate this by letting users define their own game play. Players can choose to play memory with tactile, scent or even a mix by flipping the tiles. This brings a sense of collaboration and authority for visually impaired people. Serenitea facilitates a comforting environment where visually impaired people can interact with sighted individuals, thus bringing these two groups of people together.

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