

# The NoPhone Featured

The Telephone Museum in Ellsworth, Maine is now the first museum in the United States to display the recently launched NoPhone device. Invented last year and produced with the help of a Kickstarter fund-raiser, the device was featured at the Museum Angewandte Kunst in Frankfurt, Germany earlier this year.

Unlike The Telephone Museum's working, interactive exhibits of telephones and pre-digital telephone switching equipment, the NoPhone is inert. Although its shape and size would suggest otherwise, it does absolutely nothing. A merely palliative tool for those who are obsessively attached to the real thing, the NoPhone offers relief from the day-to-day demands of cell phone ownership, and a chance for its users to re-engage in human-to-human relationships. It brings the art of telephone communication full circle: from Alexander Graham Bell's quest to transmit human speech, to the restoration of personal interaction.

The NoPhone is a technology-free alternative to constant hand-to-phone contact. In other words, it is a piece of plastic in the shape of a smartphone that helps people stay connected with the real world.

In April the NoPhone was featured at the Museum Angewandte Kunst in Frankfurt, Germany in an exhibit entitled: "Hamster Hipster Handy". The exhibit explored the positive and negative qualities of the mobile phone or "handy" as it's known in Germany. Hamster – because radiation experiments were conducted on rodents – represented the negative consequences of cell phone use. Hipster referred to the penultimate 21st century consumer, infatuated with the endless possibilities of technology.

How pervasive is this compulsory need in humans to continuously engage in physical contact with a piece of plastic? On average, a single smartphone will use its technological wizardry to summon its user 150 times a day. The NoPhone was created to combat the rapid decline of real life social interaction. It's sleek, plastic design serves as an idle hand's security blanket and is devised to placate the constant need to hold a mobile device while allowing users to fully experience their immediate surroundings.