

Crafting Wearables: Interaction Design Meets Fashion Design

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Abstract

As people intimate relation with all kinds of technologies evolves, new expressive and interactive technologies are becoming relevant for the field of design. Loom is a garment that fits tight around the upper body, supporting the posture and preventing large movements. Small movements therefore become the focus of the interaction. Through the use of NiTi wires the collar moves upward; by hand the collar can be pushed down. The continuous moving up and pushing down creates a subtle touch on the neck, supporting relaxation and meditation activities. Loom is part of a set of wearables [1] that explored the boundaries between the human body, its movement and the technological possibilities. The goal was to blend Phenomenology [2], interaction design, and fashion design in order to create new design practices.

Author Keywords

Wearables; embodied interaction; smart textiles.

ACM Classification Keywords

H.5.2 [User Interfaces]: Interaction styles, prototyping.

References

- [1] Charlesworth, J., Wearables as "Relationship Tools". *AI & Society. The Journal of Human-Centred Systems* 22, 1 (2007), 63-84.
- [2] Merleau-Ponty, M. *Phenomenology of Perception*. Routledge, London, 1945.

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