

INTERACTION DESIGN

Fashion as the Interface of the Body

INTRODUCTION

Interest in design for wearables is in part driven by technology's ongoing shifts towards social awareness, aesthetic viability and ultimately fashionability. Specifically, wearable devices engaging with the (social) body offer new challenges for bridging material and industry disparities that have so far differentiated fashion from technological culture.

By engaging with the body, the design framework of wearable technologies necessarily enters the sphere of the social, sensual, sentient, and communicative body—thus heightening the need for cultural and social connectivity as found in fashion culture. Wearable interfaces, such as interactive accessories, haptic devices, smart-textile second skins, or enhanced digital design platforms, necessitates the consideration of the interaction with body, people, environment and other objects.

Interaction design is about creating a product, service, or space that people will interact with through an intuitive visual and haptic (tactile) wearable interface.

UNIT OUTLINE

The unit begins with the launch of a brief that provides for the creation of an interactive interface in the fashion industry, through the use of sensors to implement the user experience. Students will be guided by an interaction designer and will be supported with theoretical lessons and interventions aimed at learning the principles of interaction design.

The knowledge and skills acquired from this unit compliments the Textile Electronics, Smart Textile Materials, IoT, Wearables, E-Textiles, Computational Couture learning units, depending on the product or service explored in this unit.

The unit aims to provide students with the knowledge of how to define problems and solutions in the field of interaction and user experience, anticipate users' needs, expectations, and desires; develop user scenarios; create and validate solutions; analyse new aesthetic and behavioural trends in the marketplace.

It is recommended as pre-requisite the Design Process unit is successfully completed.

INDICATIVE CONTENT AND TEACHING AND LEARNING METHODS

- User Interface (UI) Design
- User Experience (UX) Design
- Interaction Design (IxD)



INTERACTION DESIGN

Fashion as the Interface of the Body

- The role of the experience designer.
- Interaction design in human computer interaction.

Lectures, interdisciplinary group-work, work-based learning, and learning through research.

LEARNING OUTCOMES

Upon successful completion of the unit, students will be able to:

1. Understand how the sensory, cognitive and physical capabilities of users inform the design of interactive products;
2. Understand the process of interaction design, including requirements elicitation, prototyping, evaluation and the need for iteration;
3. Develop functional interactive prototypes;
4. Critically analyse and reflect interactive artefacts according to theoretical frameworks of interaction design.

ASSESSMENT METHODS

A portfolio consisting of:

- Analysis of an existing interactive artefact(s)
- Problem Framing: employ appropriate user-centred methods to understand the people and situation they are designing for, and appropriately communicate insights
- Ideation: design a Fashion-Tech product and compare different design opportunities
- Making: program basic prototypes
- Final design project

For re-examination of production assignments, certain circumstances apply since the examination of these assignments are dependent on the student's participation during certain periods of time and in specific projects. Re-examination will be given according to their rights, but with adjustments to the specific assignment since it cannot be conducted in the same context as the ordinary examination.

READING AND RESOURCE LIST

Essential Reading and Resources

Cooper, A.; Reiman, R.; Cronin, D.; Noessel, C. (2014) About Face: The Essentials of Interaction Design. John Wiley & Sons Inc

INTERACTION DESIGN

Fashion as the Interface of the Body

Buley, L. (2013) The User Experience Team of One: A Research and Design Survival Guide. Rosenfeld Media

Brown, D. M. (2013). New Riders Pub

Young, I. (2015) Practical Empathy: For Collaboration and Creativity in Your Work Rosenfeld Media

Weinschenk, S. (2011) 100 Things Every Designer Needs to Know About People. New Riders Pub

