



10 DEMO HOUR

14 WHAT ARE YOU READING?

16 HOW WAS IT MADE?

18 DAY IN THE LAB

>
ENTER



**DEMO
HOUR**

1. InTouch Wearables

InTouch Wearables is a set of wearables that consists of dresses and wearable accessories that allow a mother and child to share remote touches through garments with ambient feedback. This was developed to explore how remote touches can convey emotion and help people stay connected between remote locations.

Using InTouch Wearables, a parent can increase the vividness of her conversation with a child through contextualized touch, and loved ones may enhance the affective tone of their communication using a remote touch technology. All the electronic components for sensing human touches and actuating the color-changing garment are integrated into the main fabrics.

<http://softinteraction.com/portfolio/intouch-wearables>

<https://youtu.be/ztErIhRWlvs>

Seo, J.H., Sungkajun, A., and Cook, M.

InTouch Wearables: Exploring ambient remote touch in child-parent relationships.
Proc. of TEI'17. ACM, New York, 2017, 671–676.

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2
A playful kinetic sculpture invites people to tea.



3
The ornament on the helmet lights up when radiation is encountered.



3
Scanning for radiation outside Fukushima.

2. Tea with Crows

“Tea with Crows” explores experiential aesthetics by embedding playful kinetic motion and shape-changing interfaces into interactive art. When people are nearby, the sculptural table opens its wings in three directions, like a blooming flower. Once opened, the table reveals three cups and saucers, inviting the audience to “tea time.” The upper sculpture is then activated, and three black birds attached to a chandelier begin a playful

dance. When the audience leaves, the table transforms back into its original swan shape. “Tea with Crows” aims to create an engaging interaction through shared experience, emotionally connecting people together through technology in a social setting.

<http://www.yongsuklee.com/TeawithCrows.html>

<https://vimeo.com/184890191>

Tea with Crows: Experiencing proactive ubiquitous technology by interactive art. *Proc. of TEI'17*. ACM, New York, 2017; <http://dx.doi.org/10.1145/3024969.3025058>

Tea with Crows: Towards socially engaging digital interaction. *Proc. of CHI'17 Extended Abstracts*. ACM, New York, 2017; <http://dx.doi.org/10.1145/3027063.3050429>

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3. Brighter Than a Thousand Suns

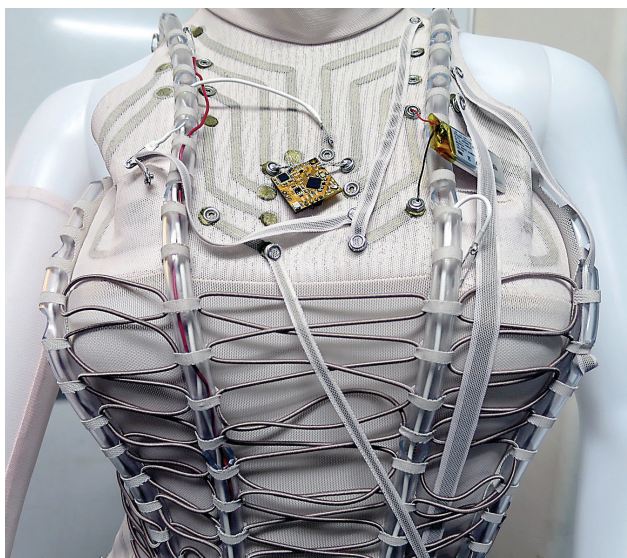
“Brighter Than a Thousand Suns” is an art project that explores

imperceptible radiation. The protagonist of a short film walks across the devastated areas near the nuclear power stations in Fukushima. He wears a uniform that allows him to measure and display ambient radiation. His handheld device contains a Geiger counter kit. The readings from the device are transformed into illuminations through ornamentation on his helmet. His uniform is a reminder of traditional Samurai clothing, as well as contemporary workers’ outfits. As the poetic short film progresses, information on radiation suggests symbolic meaning revealed over time.

BRIGHTER THAN A THOUSAND SUNS IMAGES BY SUSANNA HERTRICH.



4
An open source
eTextile platform
showcases elastic
materials and
an otherworldly
aesthetic.



4
Close-up detail of Second Skin eTextile
with stretch fabric and electronics.

<http://www.susannahertrich.com/art/1000suns.shtml>
<https://vimeo.com/205215267>
 Hertrich, S. and Honda, A.
 Brighter Than a Thousand Suns:
 A uniform to detect and display
 radiation. *Proc. of TEI'17*. ACM,
 New York, 2017, 659–663.

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4. Second Skin

Second Skin is an eTextile concept for rapid prototyping, using elastic materials and techniques from activewear and lingerie. It explores wearable electronics that can withstand the robust requirements of human interaction, drawing inspiration and practical solutions from traditional pattern cutting and stretch-garment technology. The project explores the Alice in Wonderland aesthetic of eTextiles, focusing on scale and

circuitry as a design feature. The aim is to facilitate both maker and manufacturable techniques to create viable, provocative designs. This open source textile platform invites others to adapt, add functionality, and experiment to optimize techniques and designs that can be shared among designers and researchers.

<http://www.rachelfreire.com/second-skin-login/>
<https://www.youtube.com/watch?v=vd2GedFZLLs>
 Freire, R., Honnet, C., and

Strohmeier, P. Second Skin: An
 exploration of eTextile stretch
 circuits on the body. *Proc. of
 TEI'17*. ACM, New York, 2017,
 653–658. DOI: <https://doi.org/10.1145/3024969.3025054>

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