

networked jewellery



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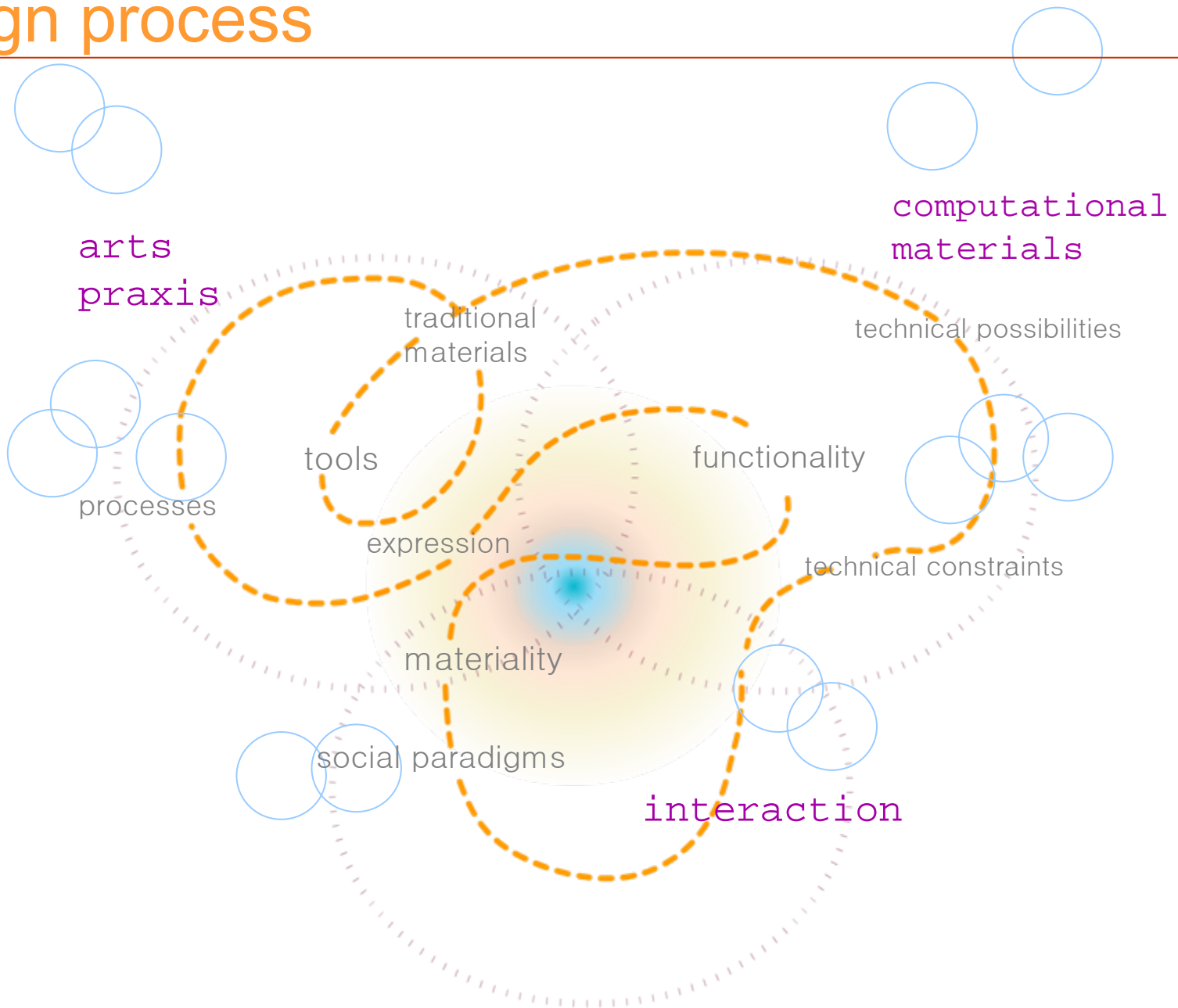
craft as design methodology



“workmanship...takes over where design stops”

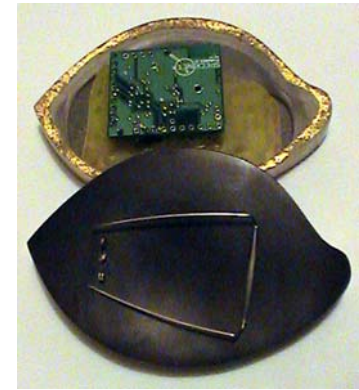
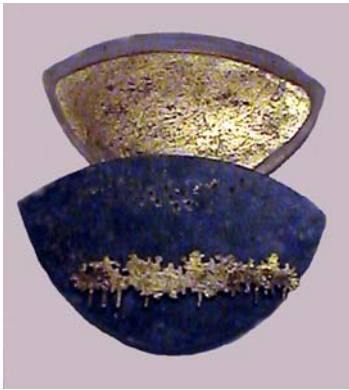
David Pye (1968) *The Nature and Art of Workmanship*, The Herbert Press, p62

design process



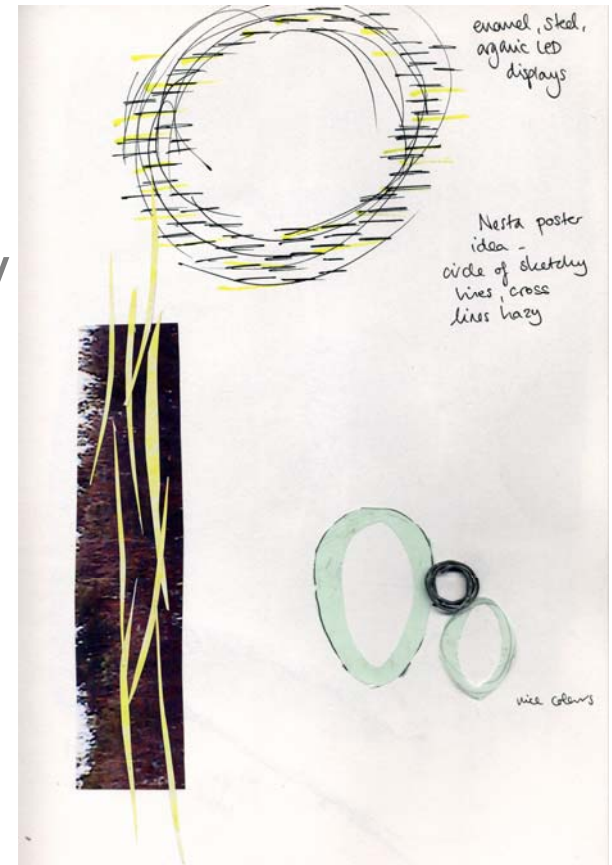
computation as expressive material

- craft as engaging and familiar
- social outcomes of interaction the provocative part of this project



visual output elements

- oled elements
 - flexible display technology
 - can be formed
- design sources
 - land, sea, skyscapes



energy capture elements



- kinetic micro-generators
- pvdf (piezo-electric) input
- design sources – grasses, fronds

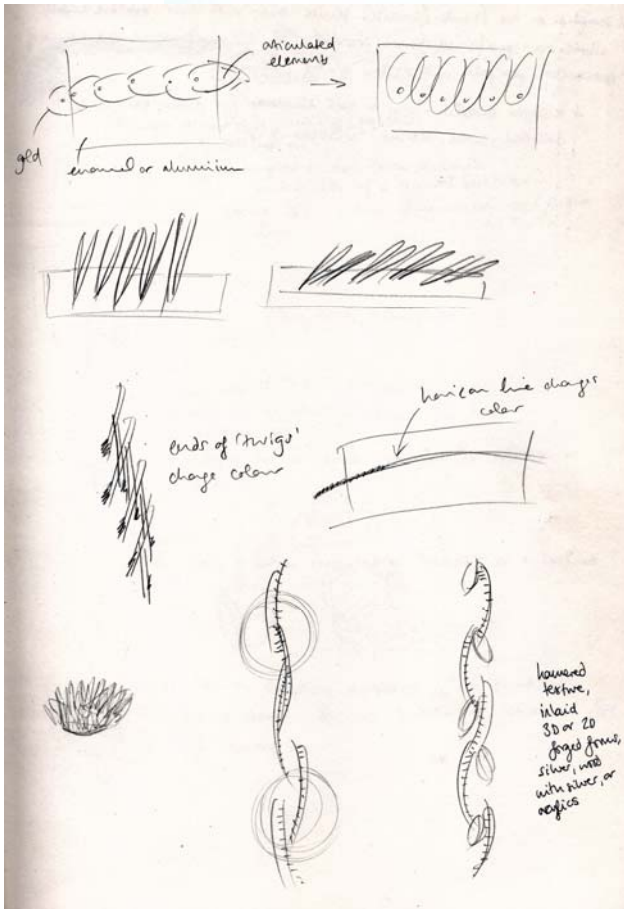


- kinetic energy captured through specks held in hollow forms
- design sources – bladderwrack, buds, seed pods



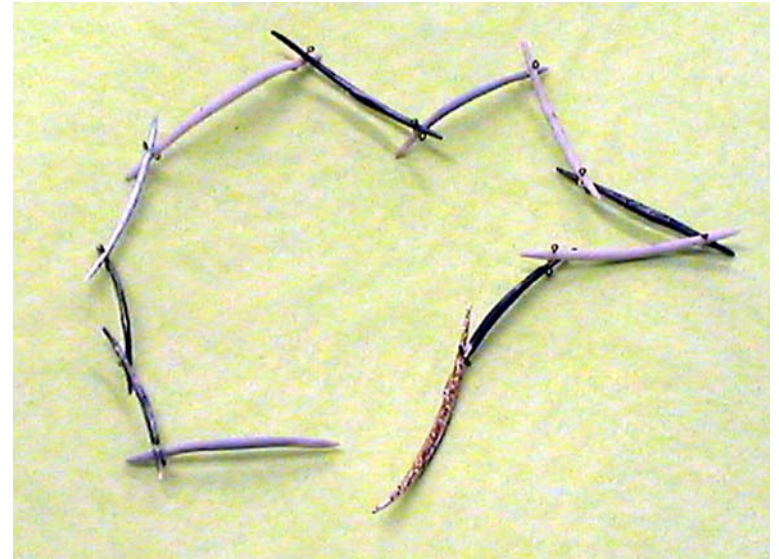
haptic/kinetic output

- pvcdf
- design sources -
grasses, buds

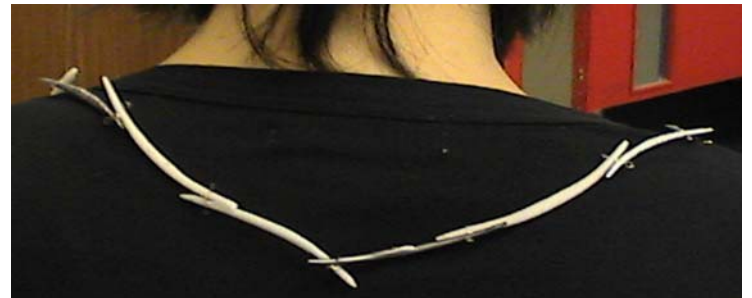


haptic/sensor input

- tangible computing on the body
- gestural metaphors as interaction
 - waving, squeezing, stroking, tapping

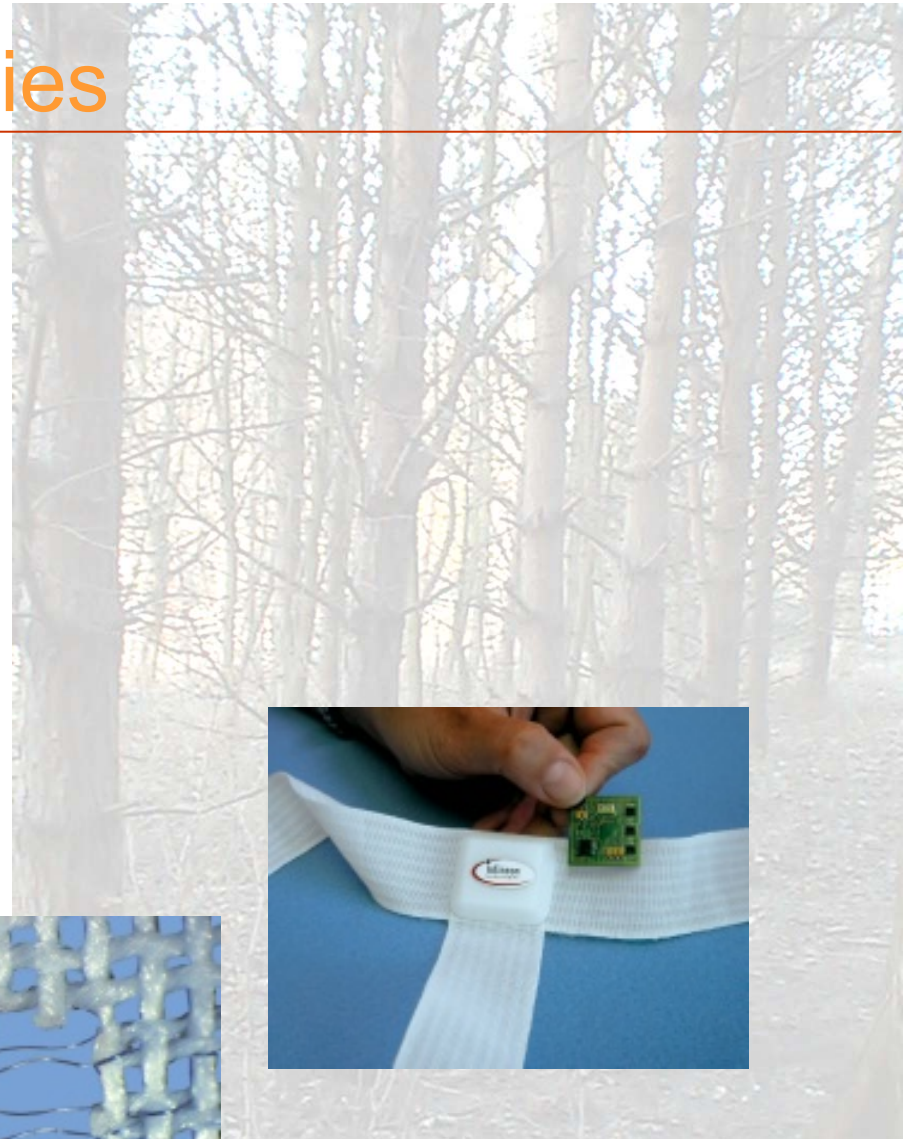
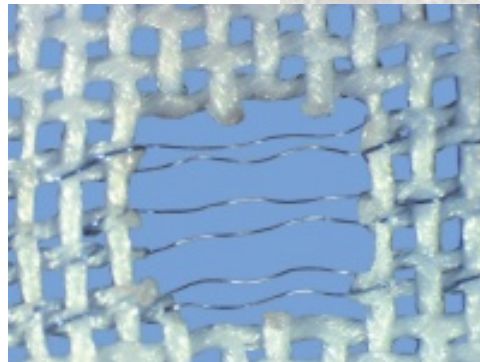


Single channel touch sensors
Quantum Group Research



connecting technologies

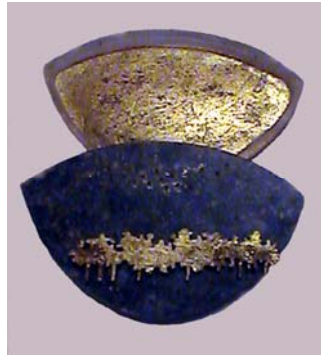
- conductive textiles
- design sources
 - treelines, shadows



defining social space

- emerges from a set of relations
 - corresponding to social and productive arrangements
- geometric and affective aspects
 - geographical distance
 - frequency of interactions
- the urban personality
 - management of personal space

basic specification



- two brooches and one pendant, each with
 - ProSpeckzII prototype Speck
 - 8 LEDs
 - two 3V coin cell batteries
- pendant also has touch sensor

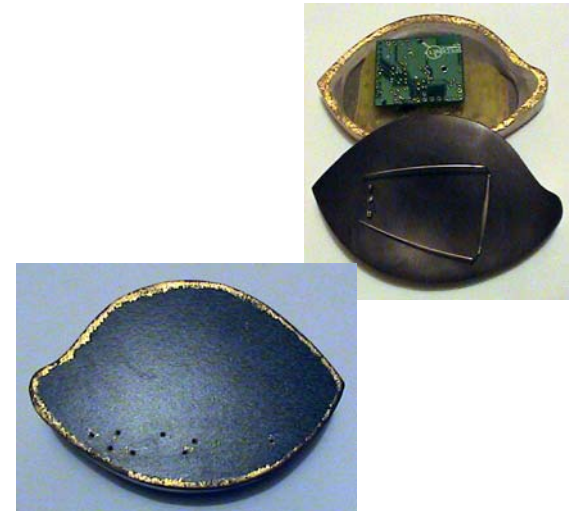
proxemics

- three social distances
 - intimate
 - below 30cm
 - social
 - between 30 and 1 meter
 - distant
 - over 1 meter



the interaction algorithm

- visual output
 - reflects identity of other individuals met
 - indicates proximity of the encounter
 - lingers after the encounter, leaving a trace

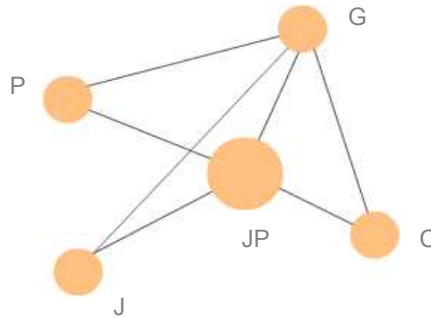


socially networked jewellery

with speckled computing

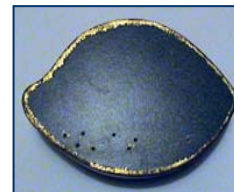
AIMS:

- to re-examine the pre-determined user group
 - in light of current issues in market research & HCI
- to map any impact of the jewellery on the social space
 - using social network analysis



INTERACTION:

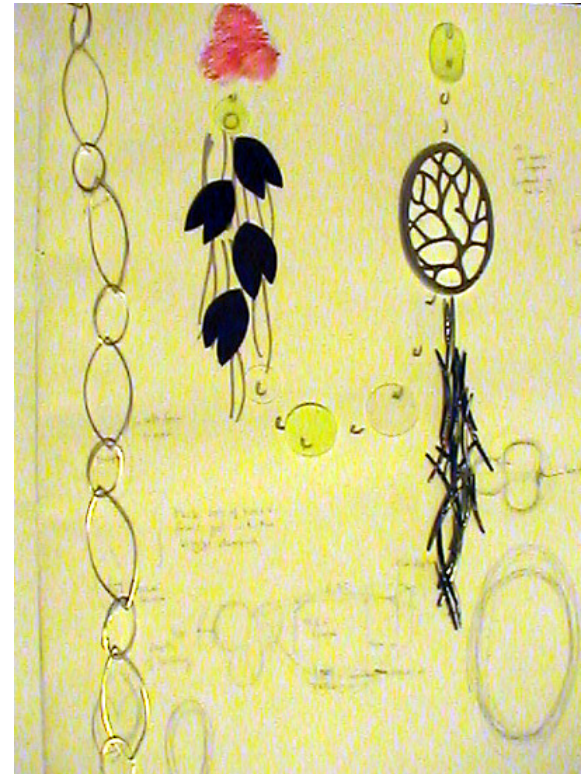
- visual output
 - reflects identity of other individuals met
 - indicates proximity of the encounter
 - lingers after the encounter, leaving a trace
- 8 LEDs & Speckled algorithm in each
- QProx pressure sensor in pendant



current work

resolving issues from 1st iteration

- o readability of output
- o power
- o user control
- o aesthetic quality of light
- o size/weight of pieces



future work

'ensemble'

10 networked pieces

dynamic social musical output

gesture controlled in interaction

craft as methodology

soundscapes

personal and public experience

