

# *Shirt+1*

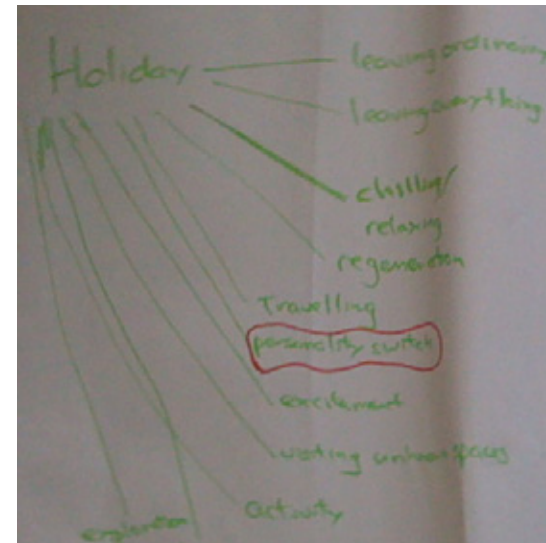
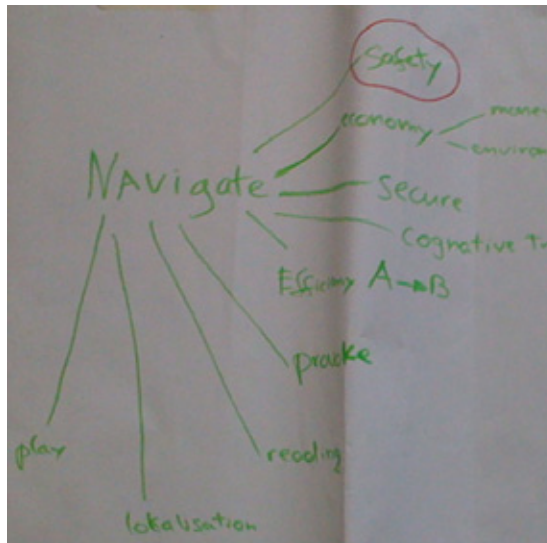
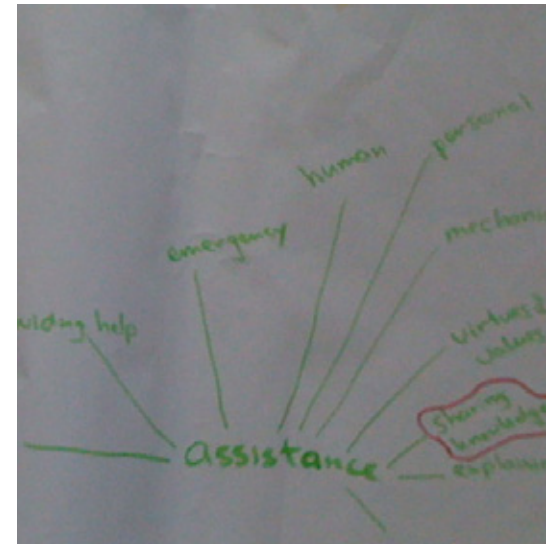
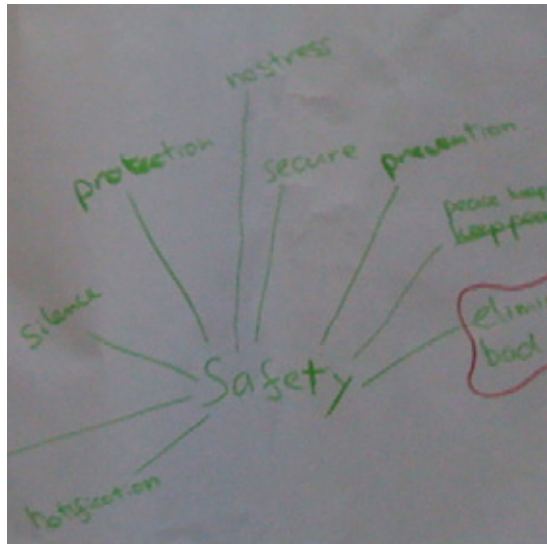
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# SHIRT + 1









# First meeting

In the first meeting of the assignment we did an exercise with the whole group using post-its. We were all given three post-its and we wrote down an activity, an action and an object. We threw them all in the centre of the circle we were sitting in and mixed them up. Then we all picked one of every kind again at random. We made a sentence describing a product with these three words, and mixed up these sentences among the students. We now all had a sentence that was constructed by someone else who didn't use the words they wrote down themselves.

When we all read our sentences out loud, Michael paired us into teams of four. We then sat down and tried to abstract these sentences, trying to find what common factors they had. Our sentences were:

1. When I am lost on a road trip my shoes can read the road signs.
2. When I am about to fall flat on my face I flip out my flippers to land safely
3. When I am on holiday and it's time for me to go dancing, I have a special alarm clock that wakes me up.
4. When I am lost, I throw my cell phone on the ground, so it points in the right direction.

So we looked at the objects, actions and activities that were in the sentences and we abstracted them to find similarities between these words.

The words we found after abstraction were: Holiday, Safety, Navigate and Assistance.

We wrote these words down and tried to find new ways to make them concrete. We try to find different things that we associated with these words.

# Concretion of abstracted words.

From these words we picked the four most promising ones to go forward with. We picked one in each category.

- For the word **Holiday**, we thought of the word *Personality Switch*, because when you are on holiday you become a different person with other activities during the day and other things to worry about.
- For the word **Safety**, we came up with *Eliminating* bad Influences because safety is all about protecting yourself from potential harmful factors in your life.
- For the word **Navigate**, we ended up with *Safety*, we thought of an electronics navigation system as a way to ensure you that you are going to get home safely and make you feel secure and at rest.
- And for **Assistance** we thought of *Sharing Knowledge*, because helping someone essentially is about sharing your knowledge (and skills) with someone else in order to help him/her reach their goal.

We then presented our findings to the group and Michael using posters. We received some feedback on what Michael thought to be a good direction for our final product.

# First ideas & requirements

We then started to brainstorm about this essence and thought of some aspects we could use to formulate our concept. We thought about the contradistinction active and passive to use in our concept. Our concept should remind you in a relaxed way that a certain point in time has arrived. We thought of a party or date-planner that you could use on holiday or a skin protector that tells you when you should get out of the sun. You should be able to forget time and loosen up, let the device keep an eye on time during the day. Because you don't really plan in holiday you can afford to forget time until it is time to act. So the product should tell you in an implicit way to do something at the exact time that you need to do it, so you can relax at a maximum.

# Interaction relabeling

In the lesson after that we did an exercise in interaction relabeling. We all brought a toy with mechanical possibilities and we got an activity we should use to re-label the toys interaction. It wasn't about the toy any more but about the interaction possibilities that the object had. We used these possibilities to exercise our activity: planning your week. Our different objects were: a Swiss army knife, a Mc Donalds toy, a compass, and a balance game.

We started with mapping what you'd have to do in order to plan your week: Make an inventory of tasks, according to time and priority. Then make a planning, and finally send confirmations to your partners/people you have a meeting with. We defined these actions with the interaction possibilities of the different objects we had. This was easier with some objects than with others. It turned out to be much easier with the objects that had lots of different possibilities.





# The next step

The next meeting we were moved on with our own little project: the holiday planner.

We tried to make our activity of marking a point in time more concrete in different ways. We came up with several ideas. Putting post-its on a physical timeline on the wall, the index hands on a watch, inserting a meeting in your agenda, the sand flowing through a hourglass, a status bar loading on a computer, part decorations on a birthday, fireworks and the ball-drop on new years' eve.

Our activity was marking a point in time and so we thought of how we could achieve that. We could give the user a signal on the moment that is set. This could be done in an audio, visual or physical way. Or we could give a continuous signal until the set moment has arrived. It's all about a change in the status of the system that will alert the user.

We thought of a growing/shrinking t-shirt as a tangible way to represent time pressure. This idea could also be presented as an object that shrinks or grows as a visual representation of the time you have left.

Another idea was the fact that you change outfit at certain times in the day and we thought we could use this fact.

We picked the activity of changing your outfit and started to think about the objects that were used in this activity. We came up with things such as: mirror, closet, hands, clothes, shoehorn, clothes hanger, buttons, zippers and laces. We eventually picked laces from this list because we thought they had interesting interaction possibilities.

# Changing outfit vs. Changing outfit

While we were thinking of the possibilities that changing your clothes offered us, we wandered off to the idea of an outfit that would change itself according to what you needed at that point in time. We found this so interesting that we switched to this activity and went on with this one. So instead of changing an outfit we now had a changing outfit.



# The changing outfit

We still wanted to use laces because of their interaction possibilities, we listed them:

Pulling, weaving, knitting, hanging, whipping, strumming, pinching, pushing, throwing, and dropping.

We started to think about how a changing outfit would work in order to help you remind your daily activities on holiday. We thought of how it would tell you that it's time to do go do something and how you would set it with new activities.

We came to think of a product that you would carry with you on holiday that would guide you through your daily activities by taking on a shape that you could use during those activities.

It would start out as a shirt that you could wear on your way to the beach. When you get there the shirt will turn into a towel so you can lie on it on the beach.

After lunch when you always play soccer with some friends, the towel wraps itself up to become a ball. You play soccer until it's time to go to the apartment for dinner. The product knows this and so the ball falls apart and becomes a shirt again that you put on. When it's eight o' clock and it's getting chilly, the second shirt that is attached to the collar crawls over your head to form a second layer.

So the product guides you through your day and you don't have to worry about being late for dinner or lunch because the product keeps an eye on the time.

To set the product you first have to teach it your basic activities of the day during one day. You manipulate the shape and form of the cloth to either form it into a blanket, ball, shirt or double shirt. The shirt remembers at which times you transformed it and into what. The rest of the holiday it copies that day and the laces that run through the fabric will move and manipulate the cloth to become your desired shape or item.

We called the concept Shirt+1 because it is a shirt to start off with but the extra things inside the shirt, the laces, change the shape according what your preference is for that time of the day. The shirt has an extra dimension to it, due to its interaction we can see this shirt as more than a shirt, hence the shirt+1.