**Personal Expression and Wearable Technologies:**

In this class we will explore the possibility of developing wearable devices & accessories as means to social experiments and agents of expressivity and communication. As the class traces the relationship between the body, fashion, technology and social interaction students will be asked to actively explore this trajectory and develop ideas and devices around it. What would an electronic gesture be like? How can technology & fashion allow people to dynamically express themselves? What is a subversive technology? Weekly assignments will frame the theoretical discourse while a final project will help students synthesize theoretical considerations and design practices in the wearable computing space.

**Week 1:**
Intro – what the class will be about. Why discuss wearable computing at all? What does wearable computing mean today? What are the fundamental and essential components for something to qualify as “wearable technology”? How is technology aligned with personal expression? Present the approach the class will take.

**Week 2:**
Body – how does the body relate to self-expression? How do we relate to our body and its imaging? Notions of self are twined with notions of the body. Materiality, immateriality and hyper reality are all channeled and understood via the body as is our orienting in the world.

**Week 3:**
Clothes – why do we wear clothes? How does the “evolution” of clothes relate to social changes? What are the politics of dressing? [encourage students to visit the Met’s Costume Institute & Arms & Armors wing prior to this class]

**Week 4:**
Technology – is technology the next phase in the “evolution” of clothing? If not, why? If yes, how? What does this mean for our image of self and social interactions? Examine technologies in clothes and their ramifications. A brief exposition and critique of how technology has been used so far.

**Week 5:**
Sensors one by one / from sleeve to cuff – start looking at technologies with wearables in mind. How to efficiently use intrinsic limitations or attributes of certain technologies. Problem solving, using what is there and adapting both existing technologies and wearable conventions.

**Week 6:**
Personal expression – how do you enable people to express themselves dynamically through their clothes and accessories while using technological components? What constitutes personal expression? Technology as ready to hand (Heidegger in Being and Time) – Technology as magic, technology as revealing (the “penny drops” moment).

**Week 7:**
Students briefly present their initial concept. For this presentation they can use boards / photos / video / a collection of objects; they must communicate the kernel of their idea.

**Week 8:**
Subversive technologies – present various “subversive” projects and technologies. What does it mean to subvert technology and through technology? Providing people with alternative channels of expression can itself be subversive? Topsy turvy.
Week 9:
Discussion on social interaction -- Observing and amplifying. Gestures, faciality. What does technology do to us? What do we do to technology? How can we use technology to conduct social experiments and how can we use social interaction to provide an alternate meaning and use to technology?

Week 10:
Projects update & critique

Week 11:
Solutions workshop – how do you thread with wire? What needle to use to that end? What is the best adhesive for fabric / LEDs? Foam, vinyl, leather or plastic?

Week 12:
TBA

Week 13:
Final Presentations

Week 14:
Final Presentations

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