Wearables - http://wearable.hku.nl

Utrecht school of arts
Hogeschool voor de Kunsten Utrecht

The Wearable project is a renewing, multidisciplinary graduation project where the project group exists of 12 students from several backgrounds. This group was formed out of four courses within the Utrecht School of Arts: Fashion Design, Interaction Design, Design Technology and Media Management. This project group has been researching and developing usable concepts within the field of wearable electronics.
Our goal was to develop and produce two pieces from a self-made electronic clothing line, made with renewing techniques and fashionable fabrics. We made two prototypes: FATS and myCoat.

FATS - www.fats-shoe.com

The abbreviation FATS stands for Fitness Achievement Technology System. It's a pair of shoes that were made for children between 8 and 11 years old. The shoes reward physical performances with a visual attractive design. This will stimulate children to practice sports and exercise more for an always renewing design on the shoe. Each time the child exercises, the coloured lights inside the shoe will pick up another color topic in which several stages can be gained. This rewarding system is inspired by the achievement principles from video-games and promotes a healthy lifestyle. FATS brings the style of video-games to the outdoor playground!

myCoat - http://wearable.hku.nl/mycoat

Networking is hot. Just look at all the online communities like Hyves and Myspace. Aimed at these new and popular forms of networking, we created myCoat. It's a new form of networking where social contact and activity are most important. myCoat comes out of the box as a neutral coat on which you must first upload your own design. This personal design is only covering 30 percent of the whole coat. The other 70 percent are influenced by the people who you come in contact with that also carry a myCoat. So not only the designs of your friends and family are seen on your coat, also the ones from the people who you run into on the street. This process takes you away from the computer and promotes the social contact with friends.

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