

Design for Wearability

‘ *Francine Gemperle, Chris Kasabach, John Stivoric, Malcolm Bauer, Richard Martin*

This paper discusses the basic design principles for a wearable taking into account not only static anthropometric (measurements of human body) data but also the variety of forms and transforms the human body can undergo. However the authors do not discuss how the body shapes might be different due to form differences in a man and a woman. It focuses on placement of wearable especially in the zones where it can be felt as an unobtrusive and natural extension of the human form. There are a few suitable placement areas identified in the paper.

The data collected from the second study might not be complete as it fail to capture the long term(more than a day) effects of the wearables on the users. However, the essence of the paper is that the designers should consider the 'dynamic wearability' constraints too along with the traditional technological constraints while creating a wearable. The paper forms as a reference as a design document.

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Sketching User Experiences: The Workbook

The presentations focus on the need for sketching as initial form of prototyping for design. It talks about the iterative process involved in design. The need for pursuing multiple prototypes and then filtering them and reiterating this process until a global optima is achieved. It tells us about the interplay between elaboration(considering multiple solutions) and reduction(filtering the right design). Sketching is an open platform(no hardware/technical constraints) which helps us explore the design space.

‘If you need to get the most out of a sketch,you need to leave big enough holes for the imagination to fit in.’

The workbooks talks about the difference between a sketch and the prototype. The sketch in intended to be suggestive, capturing purpose but not the finer details (which is done by a prototype which is more detail oriented.)

The 10plus10 talks about having 10 initial sketches without being biased or judgmental about them initially. Then the lowest common denominator is chosen to eliminate the options. This is followed by another set of 10 designs which are a reformed version of the chosen ones from the elimination stage.

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Designing Interactions

‘ *Bill Moggridge*

The chapter starts with defining design and its core principles. Much like the the sketchbook, it instructs about the need to reiterate and talks about 'tacit' knowledge which is important for design rather than 'explicit' knowledge(learning by doing).

It than deep dives into prototyping citing the example of development of the pull down menus. Experience prototyping is wherein the emphasis is on the 'user-interaction' with the product, space and the system. This is an useful definition to ponder upon for wearable computing as the user experience should be an important factor in its design as noted in the Design for Wearability paper.

The author then introduces us to various prototyping techniques. He covers wide array of techniques starting from sketching to using live experiences (vibration, sound for a phone) which cannot be captured in a picture.