

Major Studio 1

7-IN-7 PRESENTATION

Rachel Gorman

Current Research Question

Can technology take inspiration from non-human mammalian physiologies to enhance the human experience of rest, comfort, and coziness?

Feedback Takeaways

FOUR POTENTIAL PROJECT DIRECTIONS

01

Maximum Comfort

I could design this object to help people achieve maximum coziness

02

Form vs. Content

I could design this object to seem cold or distant, and surprise users with an ultimately warm interaction

03

Comfortable/ Uncomfortable

I could make an object that is both cozy and a little disturbing.

04

Lifestyle Product

I could design my object to be part of a larger vision for how people might co-exist with technology more peacefully.

DAY 1

User Experience: Heartbeat

Prototype Process

Made a 10" x 15" pillow out of rayon velvet and fill to test whether a heartbeat sound was comforting when heard through a pillow.

Heartbeat sound was found on YouTube and played on my phone inside the pillow.

Conclusion

The heartbeat noise jolted me awake and wasn't restful.

The rayon velvet was lovely.



DAY 2

User Experience: Purring wearable

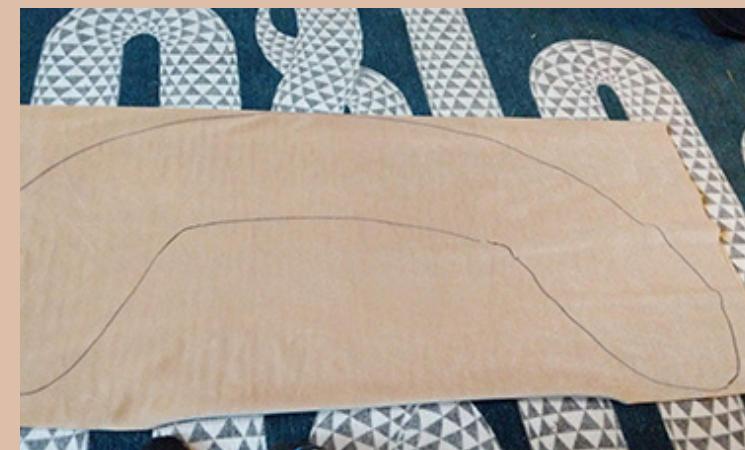
Prototype Process

Made a vibrating wearable out of rayon velvet that would wrap around you like a hug. The vibration sensation was placed over the heart.

My phone was placed inside the pillow to create the vibration effect.

Conclusion

The vibration felt nice.
The wire hug did not.



DAY 3

User Experience: Purring footstool

Prototype Process

Made a vibrating footstool out of artificial silk, something you could have in a house full of restful, comforting objects.

My phone was placed inside the footstool to create the vibration effect.

Conclusion

My feet were too sensitive and the vibration wasn't as enjoyable as it was in the wearable. Artificial silk did not feel as comforting as I expected it to feel.



DAY 4

User Experience: Breathing

Prototype Process

Replicated the physical look and feel of a figure breathing by creating two rib cages out of aluminum foil and pivoting them towards and away from one another under fabric. Also tested the movement with my hands.



Conclusion

Aluminum foil was not the best material to use. The movement didn't look as natural as I thought it might.



Day 4: Rib Prototype Experiment



Watch on YouTube



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DAY 5

User Experience: Sleeping in a pack

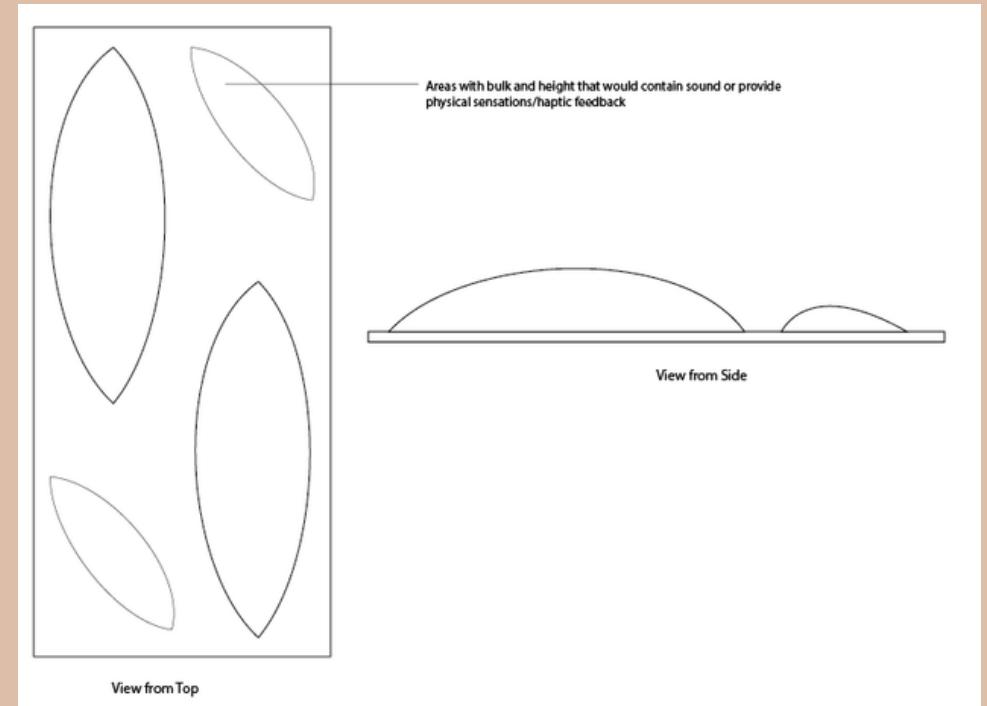
Prototype Process

Pivoted to thinking about form, specifically what it might look like to create a mattress topper that would provide a sensation similar to sleeping in a pack.

I arranged different sized pillows in patterns on the floor and covered them with cotton fleece.

Conclusion

Two configuration were successful, one best when on the back, one best when on the side.



DAY 6

User Experience: Breathing

Prototype Process

Revisited breathing by making another lung prototype to see if I could make fabric rise and fall in a way that looked and felt realistic.

Created a plastic form and seamed it with painters tape. Attached a hose for breathing into it at the bottom.

Conclusion

Successfully inflated the form and it looked fairly realistic when placed under the fabric.

Faux-fur was not nearly as nice as I thought it would be.





Second Plastic Lung Test

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DAY 7

User Experience: Sleeping in a pack that breathes

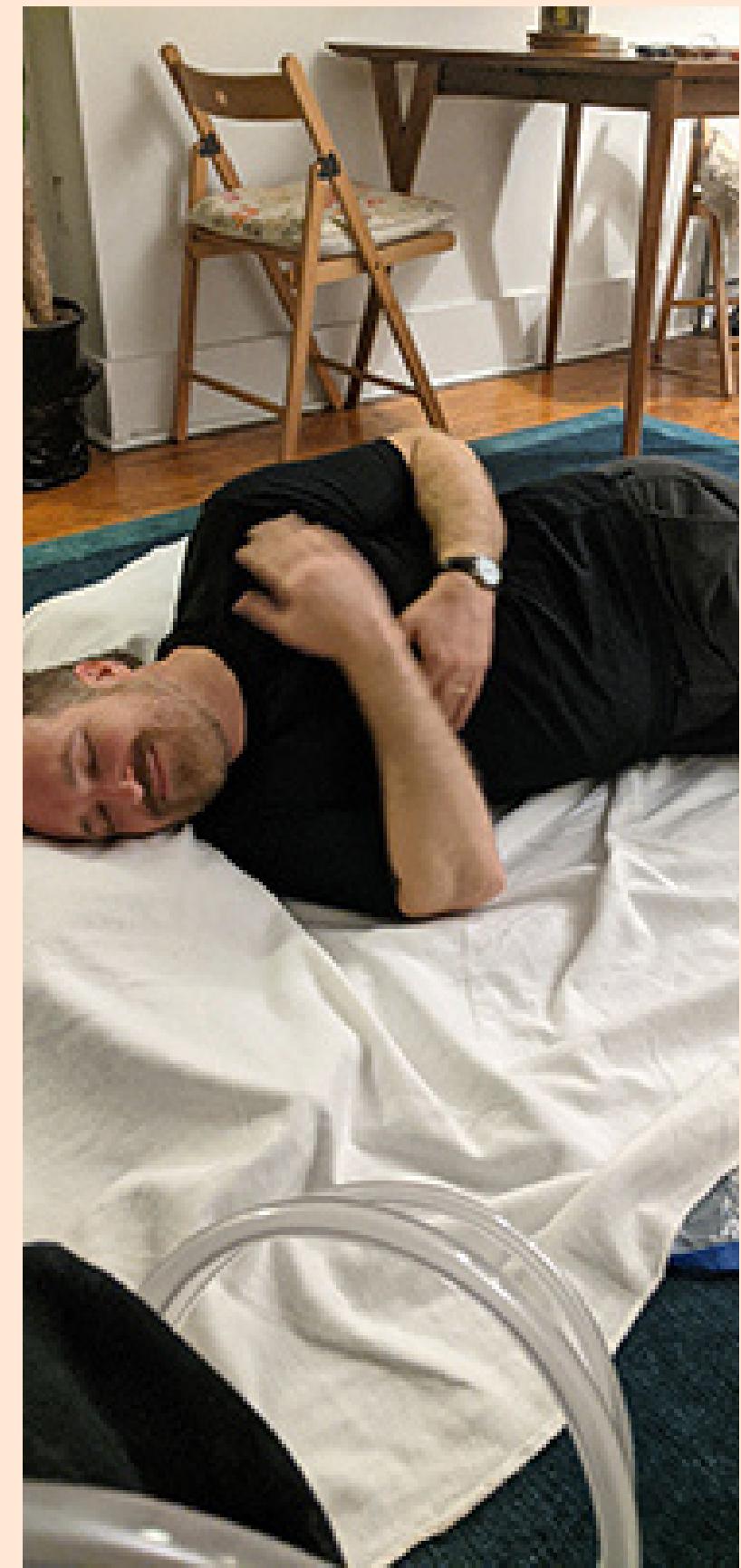
Prototype Process

Tried to combine multiple successful prototypes into one large comfort object.

Created a pillow formation that included a human-sized plastic lung and had my husband test the comfort.

Conclusion

Total failure. Lung didn't inflate. He liked the rayon velvet and cotton fleece fabrics, though.





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Fin.

THANK YOU!

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