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Tangible Media
CART 360
Reflection One

Designing for Collaborative Robotics

Ubiquity of fashion and its ever present -- in a way fashion items have a jump start to taking on the role of a disruptive technology if they pass the stage where they are greeted with hesitation and doubt -- and that factor of uncoolness etc. Habitual nature of fashion. Something that can be embedded in the current aesthetic route or a new aestheticization where the technological components of the fashion item are brought to the forefront.