

Hannah Gabany

3/9/22

Project 1 writeup

About:

Clothes that when put on would have a section bracelet or button, upon pressing they would contract, conform, resize or adjust to the user and surroundings. Using Conforming/adjusting clothes would not only eliminate the need to buy multiple sizes but also multiple styles. Once someone buys one piece it can last them a lifetime, as you grow so does your clothes! With the ability to adjust texture and style you can have a long sleeve change to a jacket at just a press of a button or jeans to sweatpants. By having one piece to meet all of your needs we can practically eliminate the fast fashion industry along with the enormous amount of clothing waste created by mankind. The benefits of such a technology would be the environmental aspect, and the biggest group that would be helped would be those in poverty. No longer needing new clothes every year parents or children simply need to buy one item of clothing and it will grow and change at the same rate they do. The only downside for this technology would be the price point, and job loss. Hopefully in the future when this becomes a possibility, the price will be low and accessible to everyone. With the ability to have a single item of clothing, comes the loss of jobs for those who work in the fashion industry. However, with a new invention comes new jobs.

This tech will affect low income communities the most; it will either provide the best relief or worse support than what's already there. With the possibility of fakes and a black market for this tech, it could go either way. I think it will also be beneficial to large cities so people will have less to bring with them.

Project description:

The project itself was fun, I enjoyed brainstorming the ideas and going through feedback sessions to pick. I really liked to develop the story and get feedback from my family and friends who thought the ideas were cool. The coding part was alright as well, not as difficult as I thought it would be, but still a big time consumer. I really

enjoyed the adobe xd document, I thought that was a great way to show our tech ideas and work on the interaction aspect of our design. The most difficult part of the project was getting the scoring correct.

Project aesthetics:

While working on this project I was thinking about who would be likely to review my work and I thought about the idea appealing to people my age a lot. So I wanted to design it more towards an eye-catching yet straight forward interface. I picked bolder colors so the user could read the text easily, and made the icons simple and memorable. I really liked picking the font and hover button colors to compliment everything and pull it together.