

Automated Wardrobe

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1 Project Description, Background, and Motivation

This project is centered around simplifying the daily routine of selecting outfits and relieving decision fatigue. Everyday people wake up and have to search through their closet to put together an outfit they are confident enough to wear. This decision-making process contributes to the idea of decision fatigue where the brain can become increasingly exhausted throughout the day making decisions. After learning about this concept, some of the most famous CEOs and brilliant minds of our times have spoken about simplifying their wardrobe and what they wear in an effort to reduce their decision fatigue. Steve Jobs and Albert Einstein are some notable people who believed that having simple outfits allowed them to use their brains for more pressing matters. They both wore the same clothes every day to maximize their mental energy to what they were passionate about (Grohol 2017). This project aims to simplify outfit decisions so that you can save your mental energy while still having fashionable and different outfits that you can be confident in every day.

2 Data Description

For this project the data being used is my own wardrobe. The data consists of the author's personal wardrobe, such as t-shirts, formal clothing, pants, and outerwear into the program and will design the program based on the categories that my clothing fall under. It is important to note that this project will primarily entail male clothing data and categories because it is based upon my clothing data.

The program will prompt entry of clothing items and as the user enters all the information about the clothing the details are entered into a database where all the data is stored. There is a capability in the program which allows for the user to see all the clothing item data that has been entered and there is the ability to remove items from the database. The database is created through the sqlite3 library.

3 Progress and Next Steps

Currently, the database has been created and there is a rudimentary system of entering clothing items into the database. Additionally, the program is able to take input of temperature and can filter clothes based on labeling so that it can be filtered to 'cold', 'warm', and 'hot' and is categorized based on that. So, when the user inputs a temperature, the program will only give clothing based within those temperature ranges. The user can also label outerwear clothing that can be used in the rain which the program can then also consider when giving outfit options.

Currently the program randomly selects a top, bottom, and outerwear (if deemed necessary) when creating the outfit pairings. An example of this would be if the wardrobe is full, the program would prompt a couple of questions. First it would ask what the temperature is and then if it was raining. If the user inputs 32 degrees Fahrenheit and not raining, then a random top would be selected that fits under the cold temperature, since it is not raining an outerwear which is fit for the cold temperature would also be selected, and then a bottom based on the temperature would be selected.

Another feature in the program is the laundry notification system. The database contains two columns: wear_count, which tracks the number of times an item has been worn, and wear_limit, which specifies the maximum number of times an item can be worn before it is placed in the hamper. Once enough clothes are placed into the hamper and the number of clean outfits remaining is two or less a pop-up screen comes up indicating that laundry needs to be done. To reset the hamper there is a 'Do Laundry' option on the main menu which resets the wardrobe.

Moving forward the program will consider more "fashion rules" such as which colors do not match, and which styles of clothing and materials go together. For example, a baggy pair of blue denim jeans would go well with a baggy t-shirt, but not a formal button-down shirt. The idea is to allow the user to customize their clothing as far as possible through various more detailed categories in the input category options.

Currently the program interface is limited to the terminal, however, in an effort to create a more user friendly interface, a PyQt5 interface is in progress.

4 Bibliography

John M. Grohol, Psy. D. (2017, April 17). *Decision fatigue: Does it help to wear the same clothes every day?*. Psych Central. <https://psychcentral.com/blog/decision-fatigue-does-it-help-to-wear-the-same-clothes-every-day#1>