ASB WORKSHOP
Short Description:
Tech-Body-Space
A hands-on workshop that explores the process of designing wearable devices within environmental contexts.

Long Description:
Tech-Body-Space will take participates on a journey through the design process of interactive devices. We will design in context and, through hands-on exercises, we will investigate diverse ways to teach and learn about wearable technologies. Expect to spend the morning making prototypes, geeking-out on smart materials, participating in open-ended discussion, and (dare I say it) having fun!

The workshop is suitable for all educators, no prior knowledge necessary, but it would be of special interest to teachers in design, computing, electronics, engineering, art, or performance.

Becca Bio:
Becca Rose is an artist, educator and designer. In her art and design work she uses smart materials and new technologies to create playful interactive devices. In her education work she teaches electronics and programming through tactile computer interactions.

Currently, Becca works for award winning Tech-Ed Company, Interactive Scientific, and is a coach at innovative design school NuVu. In the past she has worked as a community manager for Maker Ed, events coordinator at Intel, and electronics teacher at Lick Wilmerding High School. Becca started her career studying Architecture, at the Bartlett, University College London, and is working on her gradate degree in Design Education at Goldsmiths, London.

Website: http://www.beccarose.co.uk

Preliminary Schedule:
8:00-8:25
arrive, welcome, overview, aims
about me + my work
about situated learning / wearable design

8:25-8:30
Game 1: an intro game. An exercise to get started with (no name games, just straight into something fun and physical) + short discussion / feedback (written perhaps –on post it notes...could be drawing game)

8:30-9:00
ideation (in groups). Introduce another game to get some ideas flowing. Game about space and body, and introduce some spanners / issues / problems. Also do the drawing game. Get ideas down on paper. Storyboard a problem / idea

9:00-9:30
Introduction to technology. Smart materials, swatch book, microcontrollers, how technical / how simple should we go? (have pre-made stuff –or makey makey kinds of things to use...or human breadboard kit to use)

9:30-10:00
Break

10:00-10:15
more about the tech, using it and trying it out
more about situated learning

10:15 -11:15
Work on a prototype device with tech. In groups again, embed some interactivity, make a prototype. **** don't have to embed the tech –there is prob not enough time so would be better if you didn't out any pressure on this, rather, spend more time going through each material and how it works –and making a goody back for participants.

1115(ish)-12noon
show and tell (performance) and closing discussion