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Reading reflection of Michael Levin's *Fashion with Function: Designing for Wearables*

To Michael Levin, the market for wearables vastly appreciates as technology progresses and processors grow smaller and smaller with further and further capabilities. Levin argues that wearables have only reached infancy and speaks of popular categories of wearables in today's day and age. Levin reminds us not to forget about the relation between humankind and their non-wearable devices and talks about the codependency that these new wearables share with their predeceasing processors (computers, phones, televisions.) VR headsets, smartwatches, health trackers and smart glasses, all involve interaction with other devices.

A wearable does not constitute as something within the body, it is solely an object made to be worn and not necessarily worn forever. Many wearables are contextual and may only be worn in specific scenarios, others act as a constant monitor and some utilize data variables with respect to the senses. No matter the wearable and what or how it's reading data, Levin claims the ecosystem of connections between man and computer are affected and people will use (or not use) their wearables accordingly. Levin also goes into great detail in discussing some of the many UX design choices for wearables today. Some wearables are intended to be disguised and in other cases the wearable exists to facilitate communication rather than enhance it. Levin implies that simplicity in wearables is desirable as it not only less to troubleshoot, but creates a better nuanced means of representational communication (for example rather than on display, functions are implicated by lights.)

Levis speaks of wearables as micro interactions, these micro interactions can be manual, semi-automatic or fully automatic. In addition to there being a specification to the micro interaction there is also a classification of information flow; input or output. Manual interaction is instantiated by the wearer, semi-automatic is the system warning the wearer to carry out an action and fully automatic is fully performed by the system. Input could be visual, audible, tactile or physical buttons. Output serves as feedback; this feedback depends on the wearable and its purpose and intent to disturb. Levis says that the trick to designing wearables is to design without the intent to replicate what is already accomplishable via smartphone or preexisting technology, to understand the system and the role the wearable will play in the connective ecosystem rather than on its own.