

WHAT IS A MATERIALS EXPERIENCE?



MATERIALS



EST. TIME:
2 HRS - 4 WEEKS

introductory

MATERIALS EXPERIENCE

The development of biomaterials goes hand in hand with finding suitable applications for these materials. Understanding how biomaterials are experienced by users helps to imagine future applications. The Material Driven Design Method exists of four steps to understand a materials experience.

TASKS

1. Understanding the material
Through user testing and technical benchmarking you indicate the most important aspects.
2. Creating Materials Experience Vision
Encapsulate the most important characteristics and create a vision of the material (e.g. moodboard).
3. Manifesting Materials Experience Patterns
Deepen your insight through user studies.
4. Designing material/product concepts
Iterate between making and testing in order to further develop your concept.

source: Material Driven Design Method, www.materialsexperiencelab.com



WHEN

After developing materials.

WHY

To allow you/team to imagine new material futures.

NOTE!

The MDDMethod is adaptable, you don't have to execute all the steps all the time. In one hour you can do a basic version, in four weeks a very elaborate process.

OUTPUT

Insights in how your material is perceived and what it evokes. This can be a starting point to imagine future applications.

NEXT

Continue developing future applications.

TACTILITY VIDEO



MATERIALS



EST. TIME:
30MIN-2HRS

deep dive

TACTILITY VIDEO

A helpful way of documenting the sensory qualities of a material, or the “feel” and sound of it is to shoot a video. With some small tricks you can show a lot of properties that a material has, using sound and reflection of light while you are playing with a sample.

TASKS

1. Use the QRcode to visit the video tutorial.



2. In the tutorial are some ways to give a more tactile demonstration of these material qualities:

strength, hardness, shape memory, weight, translucence, texture (and also glossiness actually), structure, stickiness, scratch resistance, surface friction, and more generally: using sound, light, and distance from the camera to demonstrate all of the above.

source: https://class.textile-academy.org/2020/loes.bogers/projects/outcomes/tools_and_templates/tactilityvideo/



WHEN

Documenting the sensory qualities of a material.

WHY

Understanding the feel or sound of a material offers insights into the nature and application of the material.

NOTE!

Sensory qualities are subjective and therefore harder to describe. A video offers the viewer more insights.

OUTPUT

A series or log of short videos of your materials.

NEXT

Use these videos in your research to further understand your materials.