

DESIGN BRIEF 01: "SMART" ARTIFACT

BRIEF

A. Choose 10 interactive or electronic body-based projects to analyze from the perspective of **materiality** and **"smartness"**. Describe the materials & how they function. Be critical of their "smartness". A lot of writing has been done about the "smart" home, the "smart" table, the "smart" phone... Think about more complex "smart" objects. What is a "smart" object? What would you want a complex "smart" object to do, to say, to remember? Why?

B. Develop 1 concept for a fantasy "smart" artifact that embodies some sort of contradiction or tension. Reference some of the material research in Quinn's Textile Futures book. Stay away from simple problem-solving. How would such an artifact enrich your life? Illustrate your artifact (using any medium - drawing, photo, animation, illustrator etc.).

READING

- Csikszentmihalyi: "Why We Need Thing"
- Bradley Quinn: Textile Futures - Chapter 1 + 2 (library 3hr reserve).

TIMELINE & REQUIREMENTS

- ° Timeframe: 1 week
- ° Due: January 25
- ° Presentation: PPP of documentation of 10 projects + 1 fantasy "smart" artifact.