

DESIGN BRIEF 02: “WEIRD” SWITCH

BRIEF

A. In teams of 2 create a "weird switch" e-textile interface on your garment. Conceive and prototype a really weird circuit where you implement an unexpected switch (to turn it on and off). Work with your partner to iterate a clever idea. Remember, anything can be a switch as long as it is conductive! Aim to surprise the “user” and yet, try to make the switch “intuitive” (i.e. it makes sense that I want to hammer that nail in!). Think in terms of how the BODY interacts with the circuit.

TIMELINE & REQUIREMENTS

- ° Timeframe: 1 week
- ° Due: February 8
- ° Presentation: in class