DIGITAL FABRICATION, WEARABLE DESIGNS, + OVERSEAS PARTNERSHIPS

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NUST MISiS
(MASTERS in DIGITAL FABRICATION)
IDEATION + CONCEPT DEVELOPMENT
MAKE + REPEAT TO SUCCEED
WEARABLES

CONSPIQUITY
Goals for students to learn the following……

Learn the design process
Learn to code
Learn to create electronics
RESEARCH

CREATE A PRESENTATION:
COLLECT OBSERVATIONS
CREATE A USER TASK ANALYSIS
USER TREND BOARD
VISUAL INSPIRATION BOARDS
DEFINE DESIGN IMPLICATIONS
RESEARCH

CREATE

IMAGE

BOARDS

DEFINE

YOUR VISUAL

INSPIRATIONS
RESEARCH

CREATE A

USER TREND BOARD

DEFINE YOUR USER WITH IMAGES + TEXT.
RESEARCH

CREATE A

USER TASK ANALYSIS

REFERENCE EXAMPLE

DEFINE user - task - environment

TASK
What is the task?
What defines that task?
What is the action involved with that task?

USER
Who is the User?
-Tween girl, age 12

ENVIRONMENT
What is the environment?
What is in the environment?
-Bathroom
-Toilet, Sink

DESIGN IMPLICATION:
DESIGN NEEDS TO HAVE A SLIP-PROOF GRIP.
Goals for the project were the following……

Design and engineer within 2 weeks. to research a problem, design the form while creating code and the electronics.
LOW LIGHT CONDITIONS

PEOPLE BLEND IN WITH THEIR SURROUNDINGS.
What emerges

Goals for students to learn the following......

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence
What emerges

Goals for students to learn the following......

Learn the design process (use digital fabrication)
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence
What emerges

**Goals** for students to learn the following......

Learn the design process
Learn to **code**
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence
What emerges

Goals for students to learn the following…….

- Learn the design process
- Learn to code
- Learn to create **electronics**
- To design visually interesting objects
- Collaborate
- Gain confidence
What emerges

Goals for students to learn the following…….

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence
What emerges

Goals for students to learn the following……

Learn the design process
Learn to code
Learn to create electronics
To design visually interesting objects
Collaborate
Gain confidence
What emerges

**Goals** for students to learn the following......

- Learn the design process
- Learn to code
- Learn to create electronics
- To design visually interesting objects
- **Collaborate**
- Gain confidence
What emerges

Goals for students to learn the following......

- Learn the design process
- Learn to code
- Learn to create electronics
- To design visually interesting objects
- Collaborate

Gain confidence
PROCESS
[ITERATION]
IT LIGHTS BY A PROXIMITY SENSOR!
STUDENT RESULTS
PRINTING ON FABRIC
PURCHASE + INVESTIGATION OF 2 NEW 3D PRINTERS

ULTIMAKER 3
FORMLABS 2
FORMLABS 2
APPEARANCE MODELS + PROTOTYPES
STUD FINDER

CALEB TOFT
STUD FINDER
Thank you for your time + keep making!