



Research Area: | Project Timespan: 2020-2021

Wearable Play

Co-designing connected objects with and for children in remote

Team:

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More information: <http://wearable-play.com/>

Tedx talk: https://www.youtube.com/watch?v=7ct_eFxWLjc

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The project Wearable Play embraces a body-centric methodology for designing new play experiences for children and generate new toy concepts that link textiles, digital technology and somatic play. The project aims at answering the following question by a practice-based design research: how can designers create hybrid play experiences that enable children to playfully develop body-awareness in the digitally mediated world? The project followed an experimental design path combining methods such as soma-based design and participatory design in which the final-outcome took its form by involving children and a professional dancer in the idea generation through using mock-ups, movement cards and semi-finished prototypes to explore bodily



Prototyping of the soft toy – e-textiles & movement cards.
play scenarios.

The design process was triggered by body-inspired experiments that gave rise to new bodily play scenarios for children. The result of this experimental process was the final prototype -Worm-e that is a two-meter-long interactive soft toy engaging children in whole-body and social interaction after a long time of smartphone usage. The soft toy can be used as a key to activate new content from the Worm-e app which gives indications to play with it in various ways. The prototype was embedded with NFC tags on the textile cover and a micro controller connected with vibration motors in order to create vibro-tactile signals moving along the worm-shape soft toy inviting the child to touch and move according to the haptic stimuli.



Final prototype – Worm-e (photo credits: Photographer: Marko Schmidt, Jena/
Germany – Copyright: Mihoo)

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