

# WEARABLE PROTOTYPING



## DESCRIPTION

This workshop gives participants opportunities to explore the expanding market of wearable technology. Participants work in groups to develop a concept for a new wearable device through initial sketches and designing a tangible prototype using the provided materials. Materials provided include hats, socks, t-shirts, craft materials such as coloured pens and glue, and an assortment of miscellaneous materials.

Following a period of creation, groups must pitch their idea to the other participants. The winner is determined by an anonymous vote and there is a small prize for the winning team (usually chocolate).

The details below outline the suitable participants and requirements for this workshop. The workshop can be adapted to suit the different needs of a specific school.

## WORKSHOP LENGTH

Typically 50 minutes in length.

A longer version of 2 hours can be provided.

## AGE OF PARTICIPANTS

S1 – S6

The difficulty of the workshop is adjusted depending on the prior knowledge of participants and their level of study.

## LOCATION REQUIREMENTS

- Pupils will work in groups of 2-4, so an area with tables in required.
- All prototyping materials will be provided.

## LEARNING OUTCOMES

- Exploring creativity.
- Understanding of wearable technologies and the future opportunities that these technologies provide.
- Understanding of the needs of different user groups.
- Development of teamwork skills.
- Development of problem solving skills.