

Bodies In Wearables

Overview

What we wear often acts as a means of expression. Clothing and accessories can be used to share and/or connect with different aspects of our identities. But what if we could amplify or extend this practice with new materials and tools?

“Bodies in Wearables” is a series of hands-on events dedicated to exploration of how wearable electronics practices can be used to support embodied expression of identity, experience, and self. Two initial workshops will focus on the development of wearable electronics skills including circuit design and coding. The Bodies in Wearables Jam will support the development of fully developed interactive and/or dynamic wearable electronics projects. Through these activities we hope to co-imagine, co-fabulate, co-design, and co-create ways potential relationships between bodies, technologies, and means of expression.

Ways To Participate

All Bodies in Wearables events are “flexible format”, meaning they will take place both in-person and online. Here are the ways to participate:

In-person: The in-person version of these events will take place at OCAD University in Toronto, Canada. These will be held in one of our south campus buildings - 205 Richmond St. Please note that this is not the iconic OCAD building on McCaul Street. Room number and entry instructions will be shared with registered participants. All in-person attendees must follow OCADU’s COVID-19 Safety Measures:

<https://www.ocadu.ca/services/health-and-wellness/covid-19>

Online with Kits: We are excited to be able to provide kits to those who are joining online from select cities: Halifax and Winnipeg. These kits must be picked up from designated locations at designated pick up times prior to the event.

Online, self-supported: If you are interested in participating online from a different location and you are able to purchase your own materials, please let us know. We will happily share our materials list in advance and work with you to identify possible local vendors so that you can avoid pricey shipping costs and duties where possible.

The Bodies in Wearables team will have helpers both in-person and online during the live events to ensure that everyone is well supported!

What We Will Provide

These events are very materials-focused. Participants in our supported locations will receive a Bodies in Wearables Kit that contains a Circuit Playground Express, LEDs, motors, 3D printed parts, and connectors necessary for the techniques that will be used in the workshops and jam.

What You Will Need

You will need a computer and reliable internet access. Software tools that we will be using include Discord, Make Code, and Arduino + libraries, so you will need to be able to install this software on your machine. The Circuit Playground Express requires a standard USB connection. If your computer has USB-C ports you may require a special dongle. For the Jam you will likely want additional materials to create your desired wearable. This could include sewing supplies, clothing or accessories to hack, 3D printer - whatever best fits your desired method for making a wearable.

About the Project & Organizers

The events are part of a larger project called “Bodies in Play” - a partnership between DMG and OCAD University’s Social Body Lab and game:play Lab. These activities are funded by the Social Sciences and Humanities Research Council Partnership Development Grant. Throughout the Bodies in Wearables events we will have lots of our team on hand to support your speculating and prototyping including Kate Hartman, Cindy Poremba, Emma Westecott, Ellie Huang, Patricia Mwenda, and Prayag Ichangimath. We come from a variety of disciplines and backgrounds and make things together!

About You

This is an interdisciplinary jam! We welcome people with experience in any of the following areas: fashion, costume, electronics, coding, electronic textiles, non-electronic textiles, wearables computing, games, storytelling, media making, and beyond.

Never jammed or gone to this kind of workshop before? Never made a circuit? That’s ok, we’ll make sure you have resources and support to make this a great experience! If you have any questions, please drop an email to our coordinator Ellie Huang (ellieh@ocadu.ca) and she can connect you to the right person.

Events

Workshop 1 - LEDs for Personal Expression

Date & Time: Wednesday, October 26, 2022, 6:30PM - 8:30PM EDT

Activities:

Project Examples: Lighting in Wearable Electronics (short presentation)

LED Basics

Intro to Multicolor LEDs (Neopixels)

Controlling LEDs with Code: Intro to Circuit Playground Express

Sensor Options: Enabling LEDs to React to Sound, Light, or Motion

Workshop 2 - Kinetic Wearables Toolkit

Date & Time: Wednesday, November 2, 2022, 6:30PM - 8:30PM EDT

Activities:

Project Examples: Kinetic Elements in Wearable Electronics (short presentation)

Servo Basics: How they work

Controlling Servos Circuit Playground Express

Kinetic Wearables Toolkit: Making motors wearable with 3D printed accessories

Sensor Options: Enabling Wearable Mechanisms to React to Sound, Light, or Motion

Bodies in Wearables Jam

This game jam will provide participants with the opportunity and support to apply the skills introduced through the workshops to fully developed wearable electronic prototypes.

Schedule

Day 1: Saturday, November 12, 11:00AM - 5:00PM EST

(with 1-hour lunch break + additional wellness breaks)

Launch, Guest Talk, Testing, Developing Teams, Concept & Project Development

Day 2: Saturday, November 19, 11:00AM - 5:00PM EST

(with 1-hour lunch break + additional wellness breaks)

Guest Talk, Project Development workshop w/ check ins, co-working, office hours

*Additional dates for office hours & show & tell of projects with the larger DMG community may be announced.