Interactive Space and Wearable Devices

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ABSTRACT
This paper is focusing on technology and interactive space, structure, and facade design that are working together with and wearable technology devices. Importantly, to design wearable to respond/activate with space, exhibition and installation work pieces and also physical objects without attaching or carrying on the body.

KEYWORDS
Architecture, Interior Space, Space, Exhibition, Museum, Wearable Technology, Body Interface, Facade Installation, Physical objects

BACKGROUND
I work with spaces, objects, prototyping and visualization to represent concept of projects also the end result. In recent years, I though about innovation that I could integrate between space, objects, and structure to represent the concept and actual work and to let people experience technology from other different angles. It means that people do not need to think about just mobile phones and wearable devices but also in a space and structure. The most interested part is to integrate between interactive space and objects. I want to focus more on integration between interactive space and interactive device.

CONCEPT
In the past, no one could think of technology and electronic components that will be attached on the body. At present, the size of devices are getting smaller and easier to carry and can be a part of your outfit. The devices will be more effective if they are designed as normal objects for every day, for example, watches, shoes and other outfit. Interaction design does not need to have technology involved in every project. It is also something that makes people join and do activities together.

RESEARCH
RAIN ROOM
Rain room was exhibited at MoMA in 2013. This exhibition represented where people could have experience that they can control the rain. Even though there were a lot of people in the room at the same time the rain will stop where guests stood. When a person get into the space the rain will stop falling down to the person. Moreover, the rain will stop raining to people if there were a lot of people in the space as the same time.

VVV TIMES SQUARE VALENTINE
The VVV Installation had been installed in Time Square, NYC in year 2012. It is a interactive panel which designed huge heartbeat. It will animate when people are placing on the touch panel. The installation was designed to blend with the environment of big light screen. This project showed that it did not matter just the design form or concept but also relate to the content around.

ARCHITECTURAL AND TECHNOLOGY
Technology could make people have more interaction between each other. The more technology develop, the more people will know each other. On the other hand, technology is not only just the device to communicate among people but also to make people join the same activities. Space and wearable technology will be another way to allow people to communicate. Huge space, facade and building structure are more than just the construction/structure. Moreover, they could be made more interesting in terms of design and allow people to interact with them.

Space, building shape, building facade, panel or even exhibition that we have known in the past were just simple design solid structures or spaces which did not have interaction between them and people. People might walk by and see how beautiful it is and walk past. This could be another way to represent the visual appearance of interaction in form of structure and space. In addition, to combine with physical object on people's body, it might be more interesting to experience.

Wearable devices that have launched recently are objects them we see in normal day. Most people use that as jewelry and outfit. This means that wearable technology should design as a regular object. Something that not look strange when user use the device. Also the device should be easy to use in everyday life.
CONCLUSION
Technology is a part of our life which we could wear as ordinary jewelry. Also people live and see space and building everyday. How do people collaborate them to make exhibition, space and structure more interesting?. How can designer change the perception of device and technology in term of architectural way?

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REFERENCES