FAB LAB ARMENIA EDUCATION FOUNDATION

FABRICADEMY textile and technology academy

WEARABLE SPACES

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FABRICADEMY 2024 - 2025

WHY?

‘METAMORPHOSIS’
FAB ACADEMY FINAL PROJECT –
INTERACTION OF SOUND AND MOVEMENT

LACK OF INTERACTIVITY
AND TECHNICAL DEPTH

What: The project explores the intersection of wearable electronics, the body, and emotions. It merges self-expression and control, using flexible sensors and biomaterials to create dynamic interactions with sound, light, and space.

Why: The project investigates how wearable technology can enable personal expression while providing control over one's environment. It challenges the boundaries of technology and human interaction, highlighting the relationship between movement and emotional impact.

Where: The project will be developed and tested in the context of performance art, scenography, and interactive design, leveraging the knowledge and techniques learned during Fabricademy.

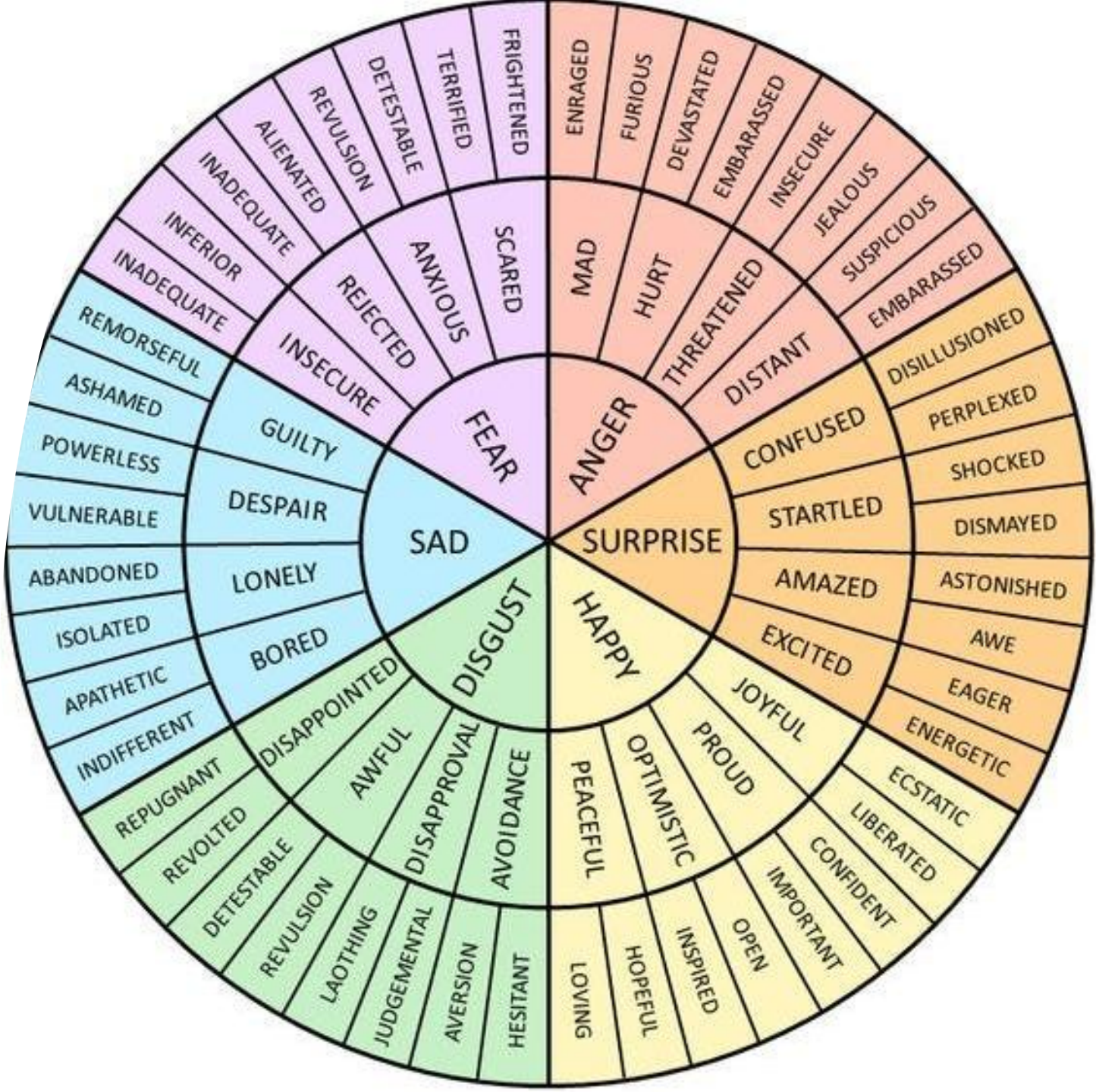
When: The project timeline is focused on the current phase of the final work for Fabricademy, with development and prototyping taking place throughout the program.

For/With Who: The project is designed for artists, performers, musicians, and engineers who are interested in exploring the connection between body movement, emotion, and technology. It aims to create new possibilities for interactive and immersive experiences.

The body is a house - a living space where emotions, identity, and experiences reside. Like Bharti Kher's *The Body is a Place*, this vision sees the body as a dynamic site where internal and external elements constantly interact. Kher's work, with its blend of anatomical imagery and cultural symbols like bindis, reflects the body as a vessel holding stories and memories. This aligns with the idea that the body, like a house, is constantly transforming—connecting movement, expression, and environment.

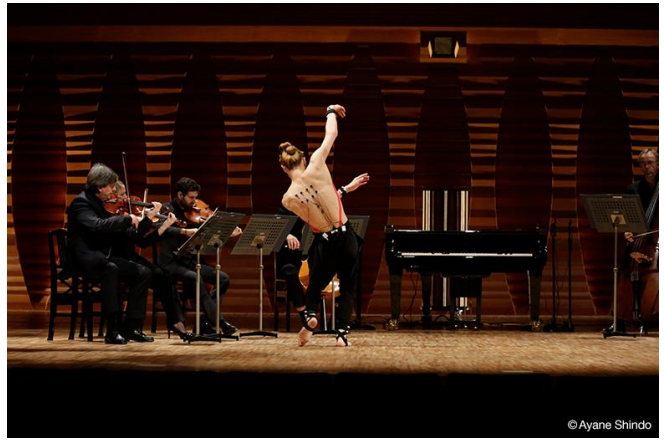
The body as a host for wearables—clothes, environment, space, and pollution—becomes a living interface between the self and the world. In the context of Lucy McRae's work, the body is not just a vessel but an active space for external technologies to interact with, adapt to, and influence. Wearables evolve into extensions that reflect the constant exchange between body and environment, where the body responds to its surroundings and, in turn, shapes them. The body is redefined as a dynamic, mutable entity, interconnected with the world through the layers it wears.

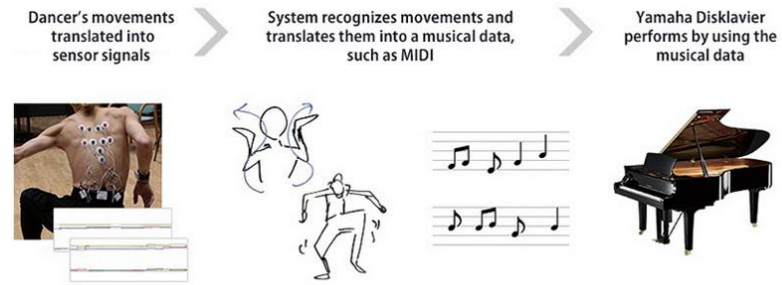
The body is a medium that channels emotion as energy in motion. By understanding emotions as waves of energy, we can better manage their impact, using movement, breath, and awareness to release, shift, or redirect this energy, allowing emotions to guide us rather than overwhelm us. Through this process, the body becomes the conduit for emotional expression, transforming energy into meaningful motion.

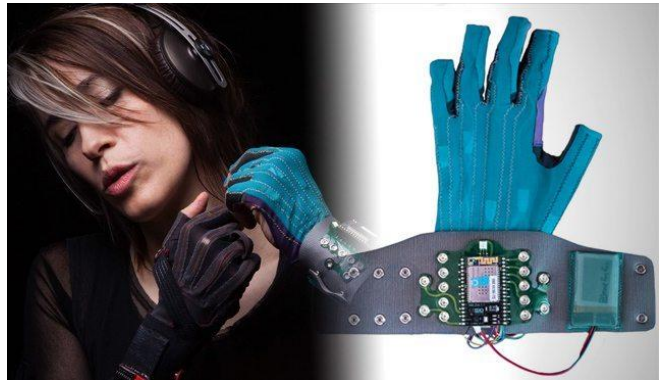


READING EMOTION IN MOTION

Technology, through AI, decodes human emotion by analyzing motion. Projects like **MiMU gloves** and **Yamaha's interactive instruments** exemplify this connection, using sensors and wearables to track gestures, posture, and expressions. These tools capture the body's subtle cues and translate them into emotional data. This fusion of movement and feeling allows systems to sense, interpret, and respond to emotional states, fostering dynamic interactions between the human body and digital environments.







WEARABLE SPACES

Wearable spaces blur the boundaries between the body and its surroundings, creating environments that respond to emotions and movements as extensions of the self. By embedding responsive technologies into textiles, architecture, and objects, these spaces adapt dynamically to human presence. They act as living systems—shaping light, sound, and form to create immersive, emotional interactions, transforming the way we inhabit and connect with the world around us.

This fusion of technology and design enables the creation of interactive systems that respond in real time, transforming spaces into sensitive extensions of the human body.

THANK YOU!