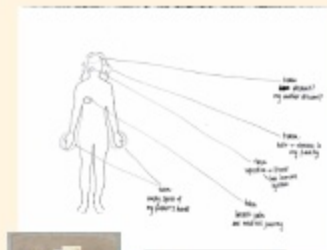
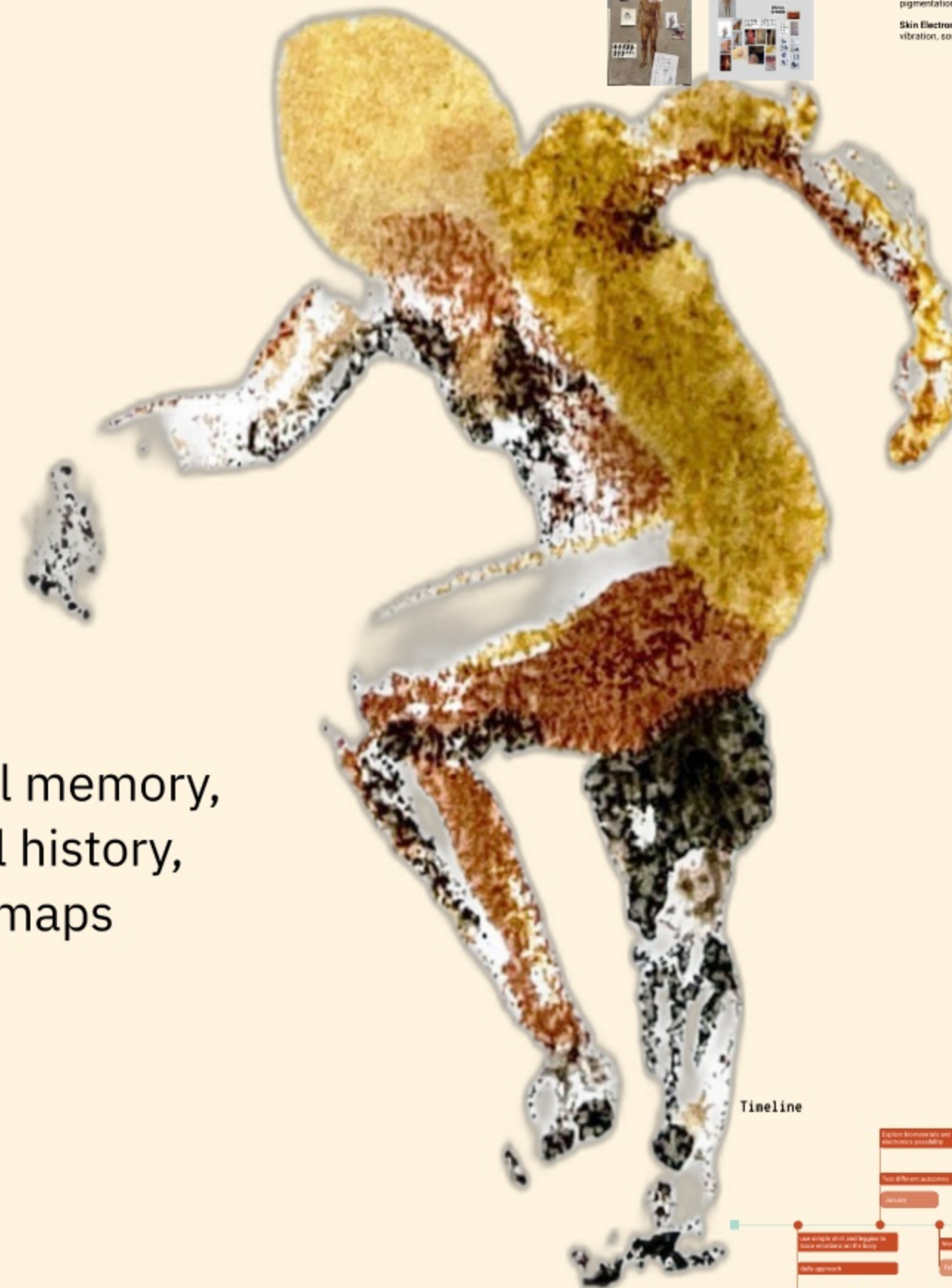


Alessia Talò Fabricademy Final Project Pitch

16th Dec 2025

My final project explores how emotional memory, shaped by personal, social, and cultural history, can be translated into a wearable that maps these traces onto the body.



Installation overview

Bodysuit: a cartography of the embodied experience. Made with biomaterials and biochromes. Embedded with skin electronics.

Biomaterials: parallels between memories and biomaterials. They both can be fragile, reactive, layered, composite, changing overtime.

Tokens: physical objects distributed in the space. They represent a specific memory-feeling. They imprint the bodysuit through material deformations/pigmentation/electronic response.

Skin Electronics: explore sensory output (heat, vibration, sound?)

Embodied experience as a design method

Emotion Mapping helps capture the associations between emotional states and bodily regions.



Body mapping refers to the process of creation - through the use of graphic tools such as drawing, painting, collage, etc - and reflection of one's complex embodied experience.



Can the bodysuit speak?
This project is exploring the emerging field of wearable computing. It aims to create a bodysuit that can communicate with its environment through sensors and actuators. The goal is to create a bodysuit that can sense and respond to its environment in a way that is intuitive and meaningful.

Body Map
The project is exploring the concept of a body map, which is a visual representation of the body's internal and external states. It aims to create a body map that can be used to track and analyze the body's health and well-being over time.

An inner life
This project is exploring the concept of an inner life, which is the subjective experience of the world. It aims to create a bodysuit that can sense and respond to the user's inner state, such as their emotions and thoughts.

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Artistic References

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A book that explores the concept of a body map and how it can be used to track and analyze the body's health and well-being over time.

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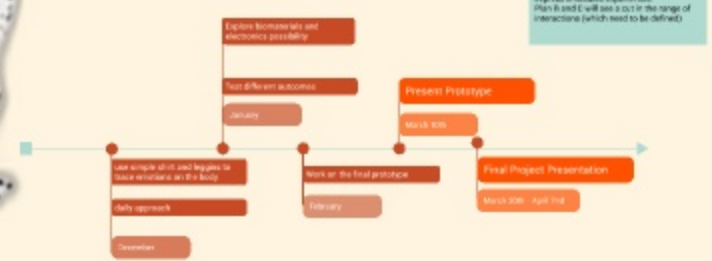
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Bibliography

Timeline



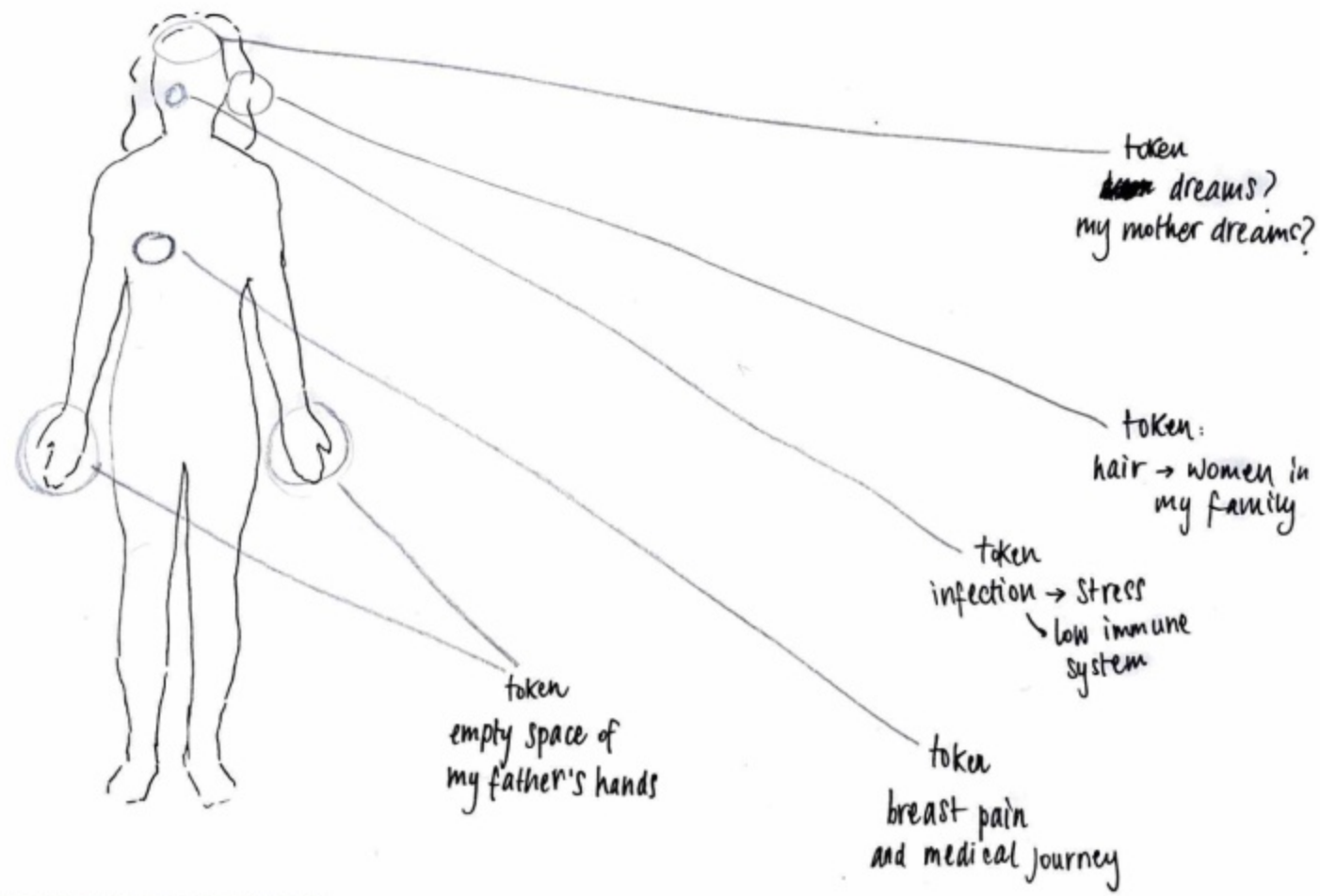
Planning

Plan A, B, C etc will be defined by the complexity of the installation. When in plan A I can use decorative signs of color and shape to represent embodied experience. Plan B will be a set of the signs of interacting with the body.

Questions I have at this stage

- Can I perform with this bodysuit?
- Will the viewer be able to wear it? (Probably not)
- Will the viewer be able to create their own body maps? What tools can I provide? (an online tool? a booklet?)
- Is there going to be an interaction with the tokens?
- Which electronic interactions are important for the installation and which could be left behind if needed?

Installation overview

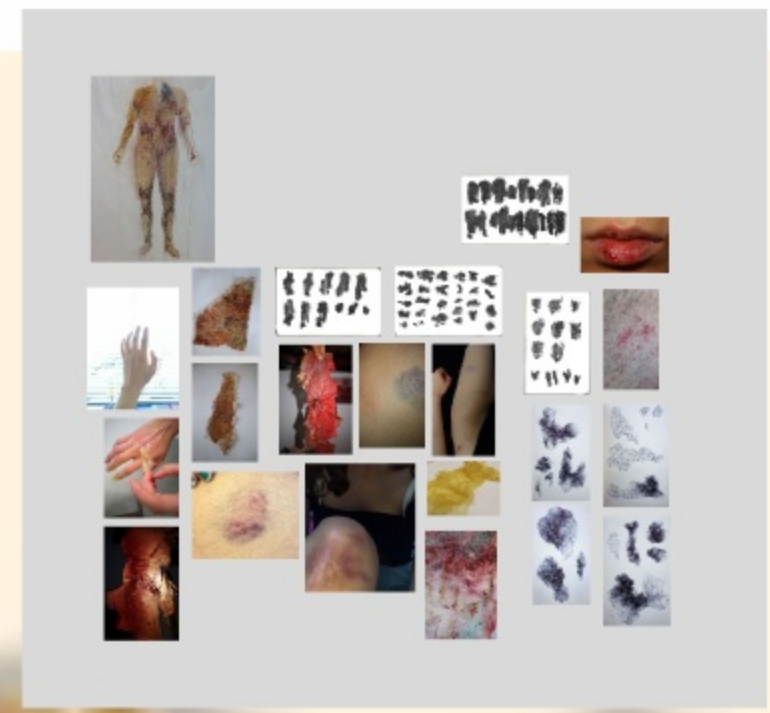


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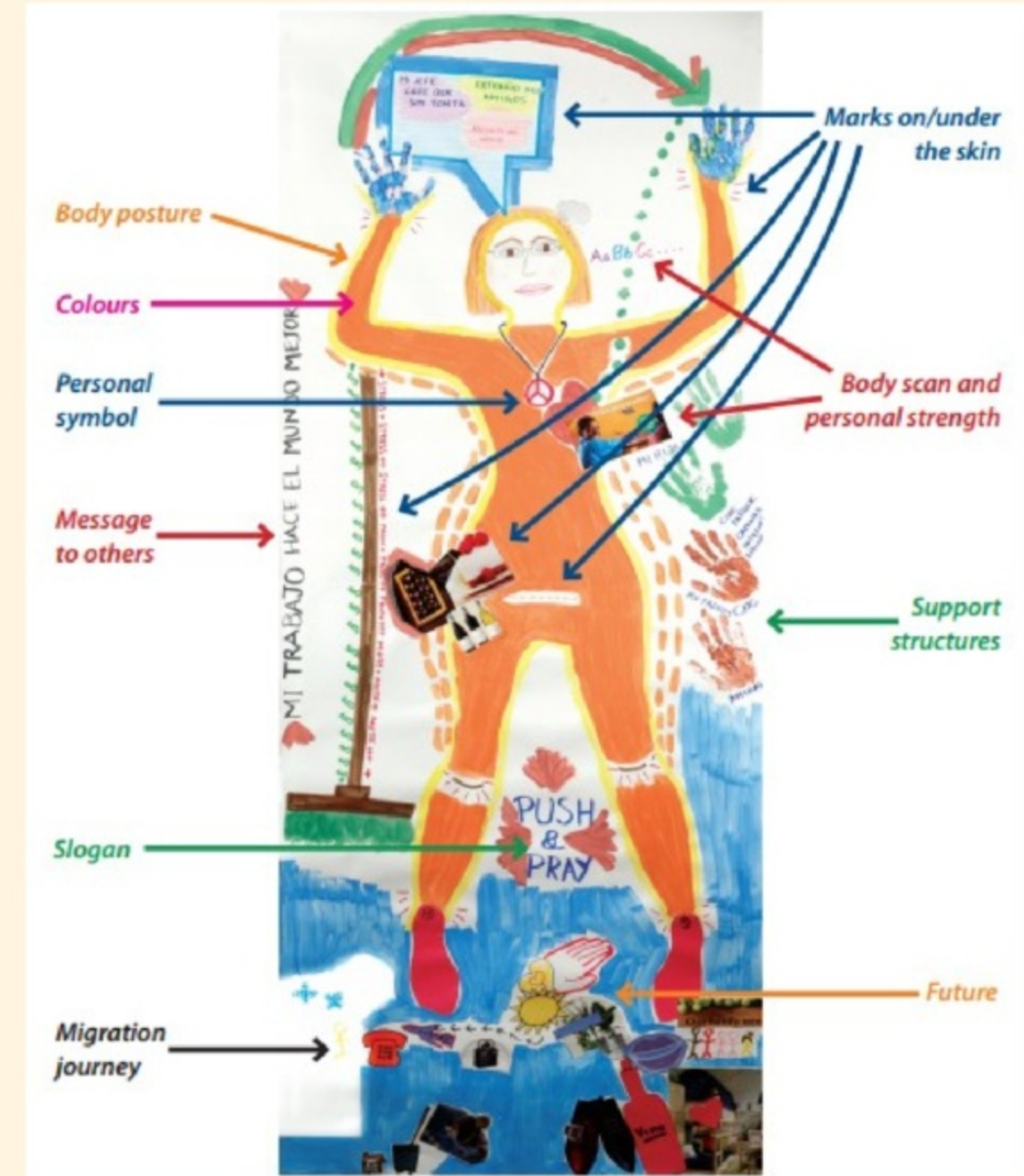
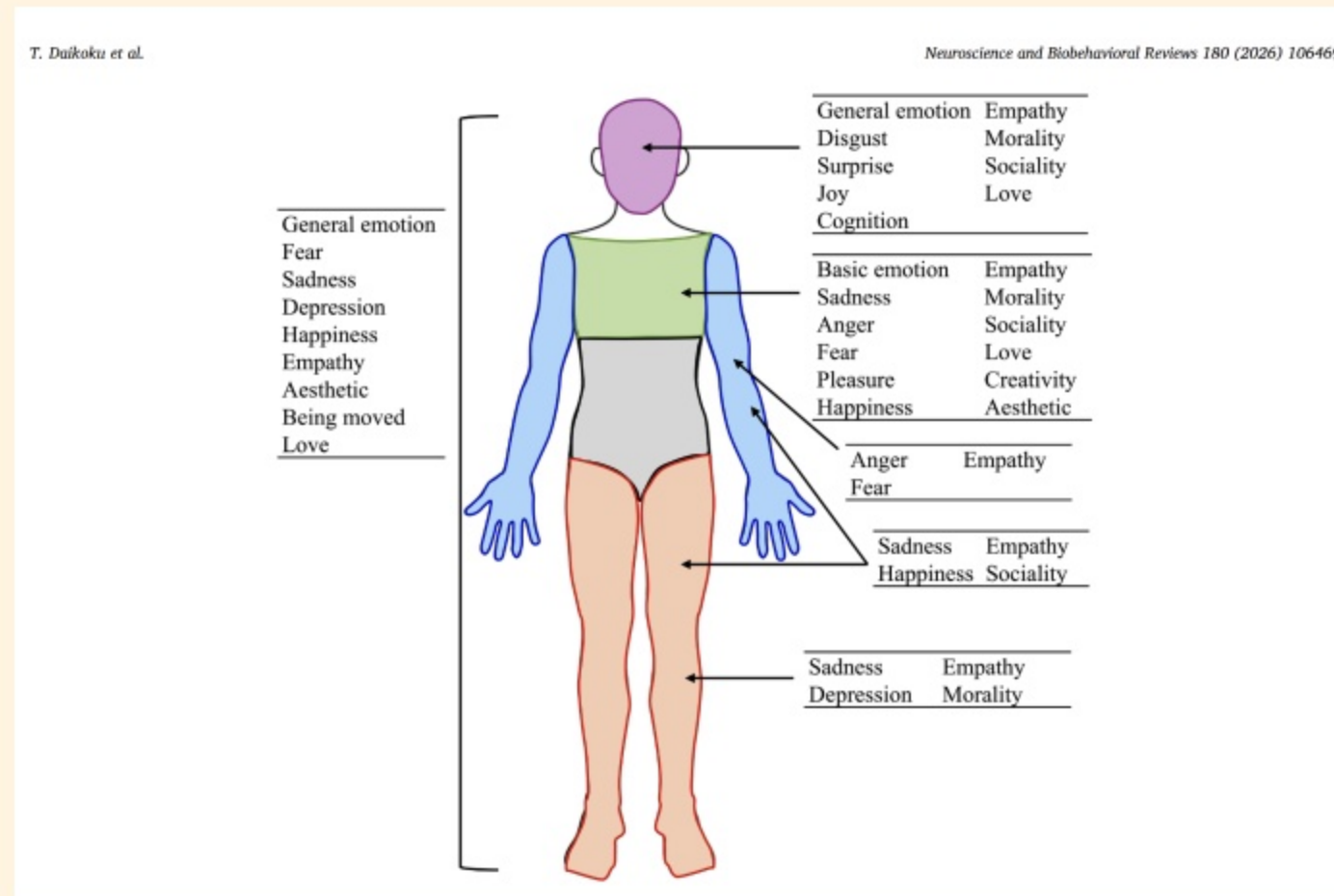
Skin Electronics: explore sensory output (heat, vibration, sound?)



Embodied experience as a design method

Body mapping refers to the process of *creation* - through the use of graphic tools such as drawing, painting, collage, etc - and *reflection* of one's complex embodied experience.

Emotion Mapping helps capture the associations between emotional states and bodily regions.



Example of a body map (GASTALDO et al., 2012a, p.16)

The figure illustrates body regions associated with distinct emotional and cognitive experiences (Daikoku T. et al, 2026, Mapping emotional feeling in the body, p.4)



Mire of the Melusine

In this project ecology, personal transformation and identity come together. Inspired by the folk legend of Melusine – a mythical water entity with human features – and the urban swamp landscape, Venus Jasper explores themes such as trauma, spirituality and the intertwining of humanity and nature through a sculptural installation



Body fluid

The research behind the taboo/body-fluid-based material combines open-source biotechnology, feminist fermentation, and the construction of a do-it-yourself sensibility in symbiosis with the environment, to create erotic biotech artefacts, sustainable sexual prostheses and body fluid-based biosilicons.

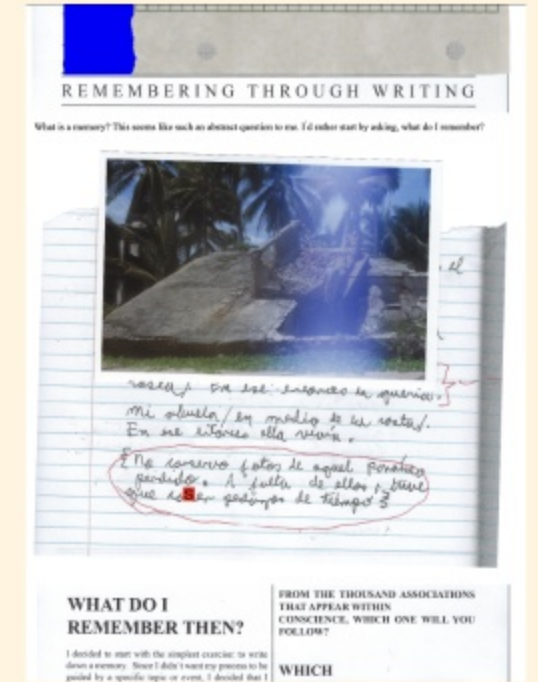


An Inner-Act

Resonance is the sensitivity to the movement of entities and energies that build up in our bodies. The project 'An Inner-Act' attempts to reveal these intimate lifeforms by bringing the inner to the outer, tapping into these resonances.

Memory as a method for filmmaking

This research develops a method for filmmaking that uses autobiographical memory as a guiding principle for the production of images.



Can the subaltern speak?

This project is inspired by the intriguing historical masks worn by the Bandari women from southern Iran. Legend has it that these masks were developed during Portuguese colonial rule, as a way of protecting the wearer from the gaze of slave masters looking for pretty women. Viewed from a contemporary perspective, these masks can be seen as a means of oppressing women under patriarchal colonial rule.



Safety Curtain/Cocoon

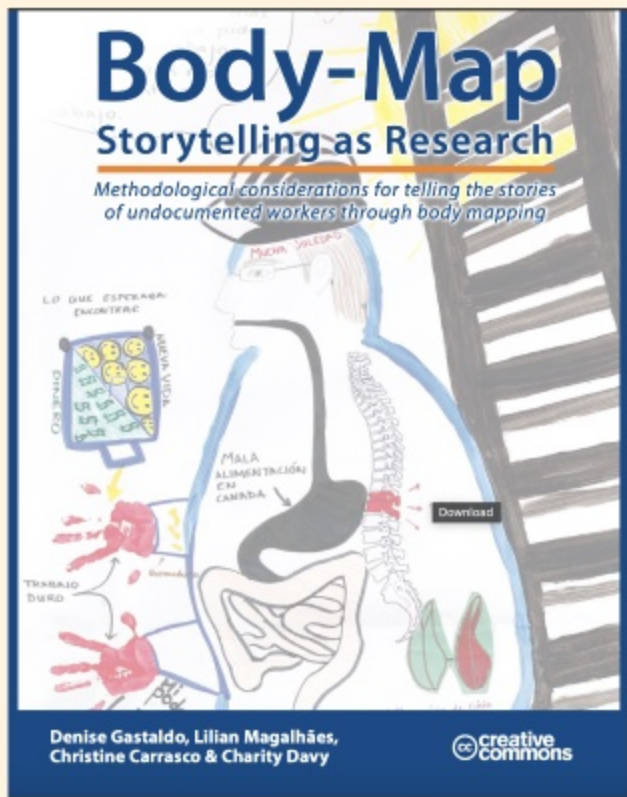
Artist Francis Hörters' works serve as self-portraits in and through textiles. She was diagnosed with autism and ADHD in her mid-50s, and she has learned to embrace her neurodivergence, which can be sensed in her works. Her works are an invitation for the audience to listen to autistic and other sensibilities.



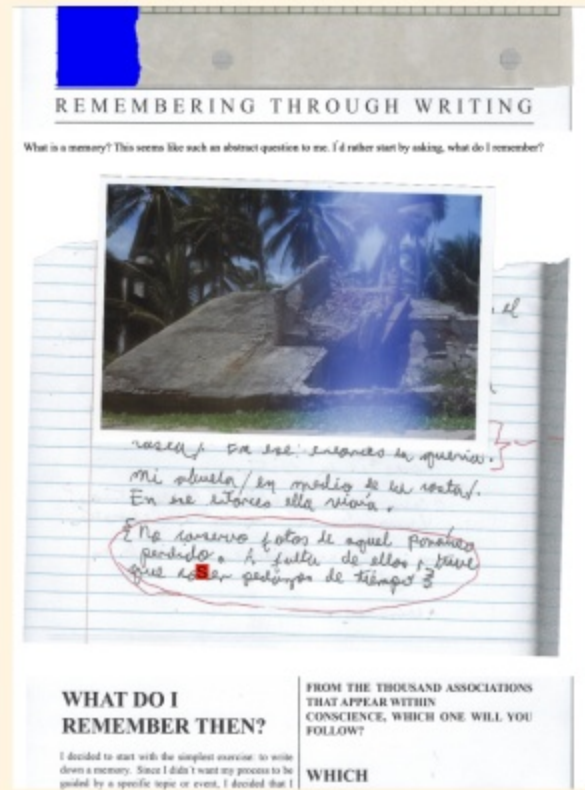
The Myth Of The CiucciaNebbia

Gaia D'Arrigo's project embodies the phenomenon of air pollution into a living being reflecting the human activities happening in the city.

**Artistic
References**



Gastaldo, D., et al (2012). *Body-Map Storytelling as Research: Methodological*



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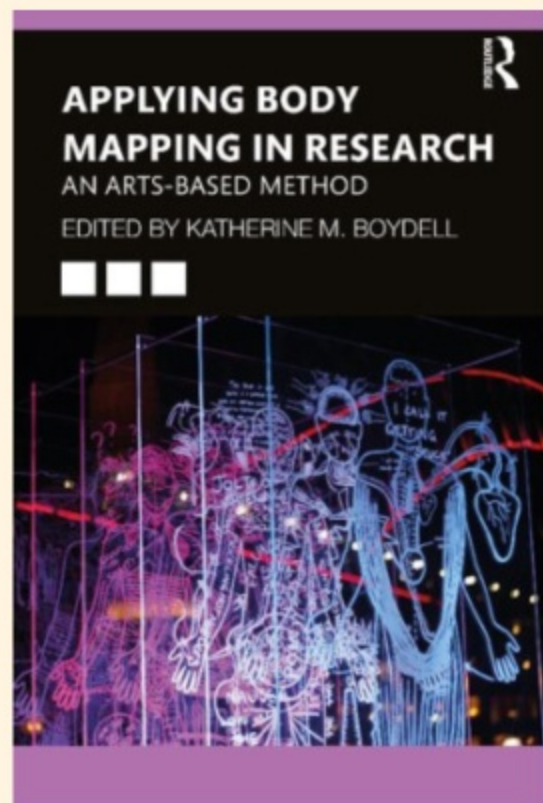
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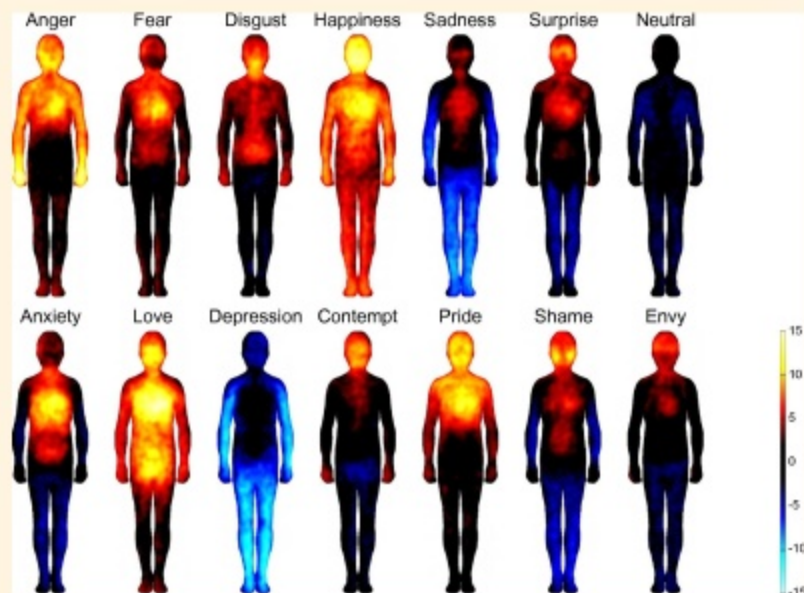
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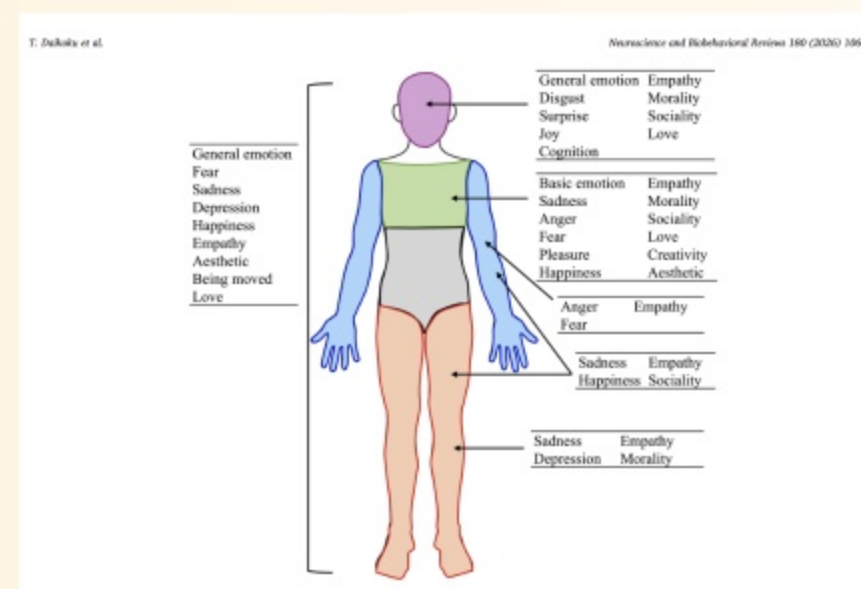
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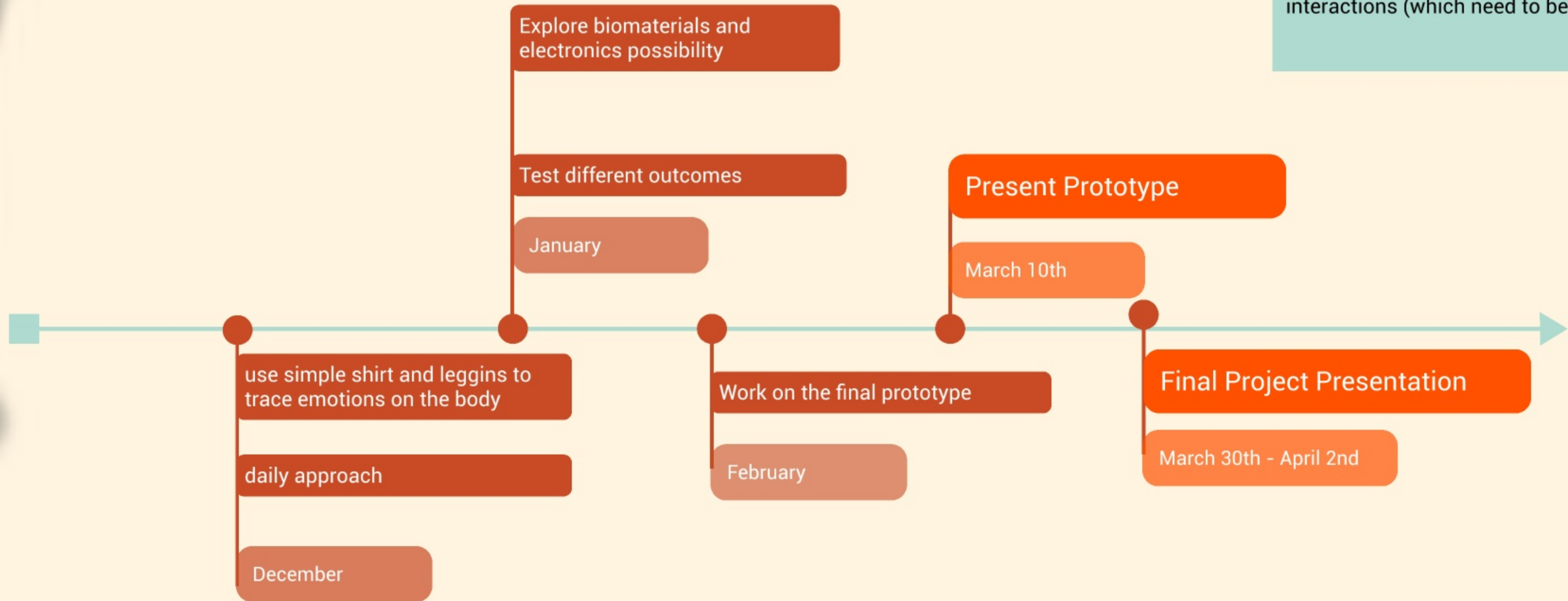
Nummenmaa, L. et a; (2013). *Bodily maps of emotions*



Daikoku T. et al (2026) *Mapping emotional feeling in the body: A tripartite framework for understanding the embodied mind*

Bibliography

Timeline



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Plan A, B, C etc will be defined by the complexity of the installation.
Where in plan A I can use diverse types of skin electronics, sensors, biomaterials to express embodied experiences.
Plan B and C will see a cut in the range of interactions (which need to be defined)

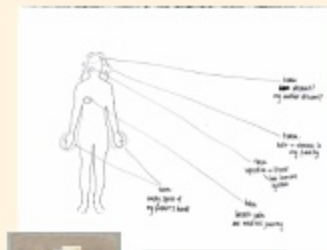
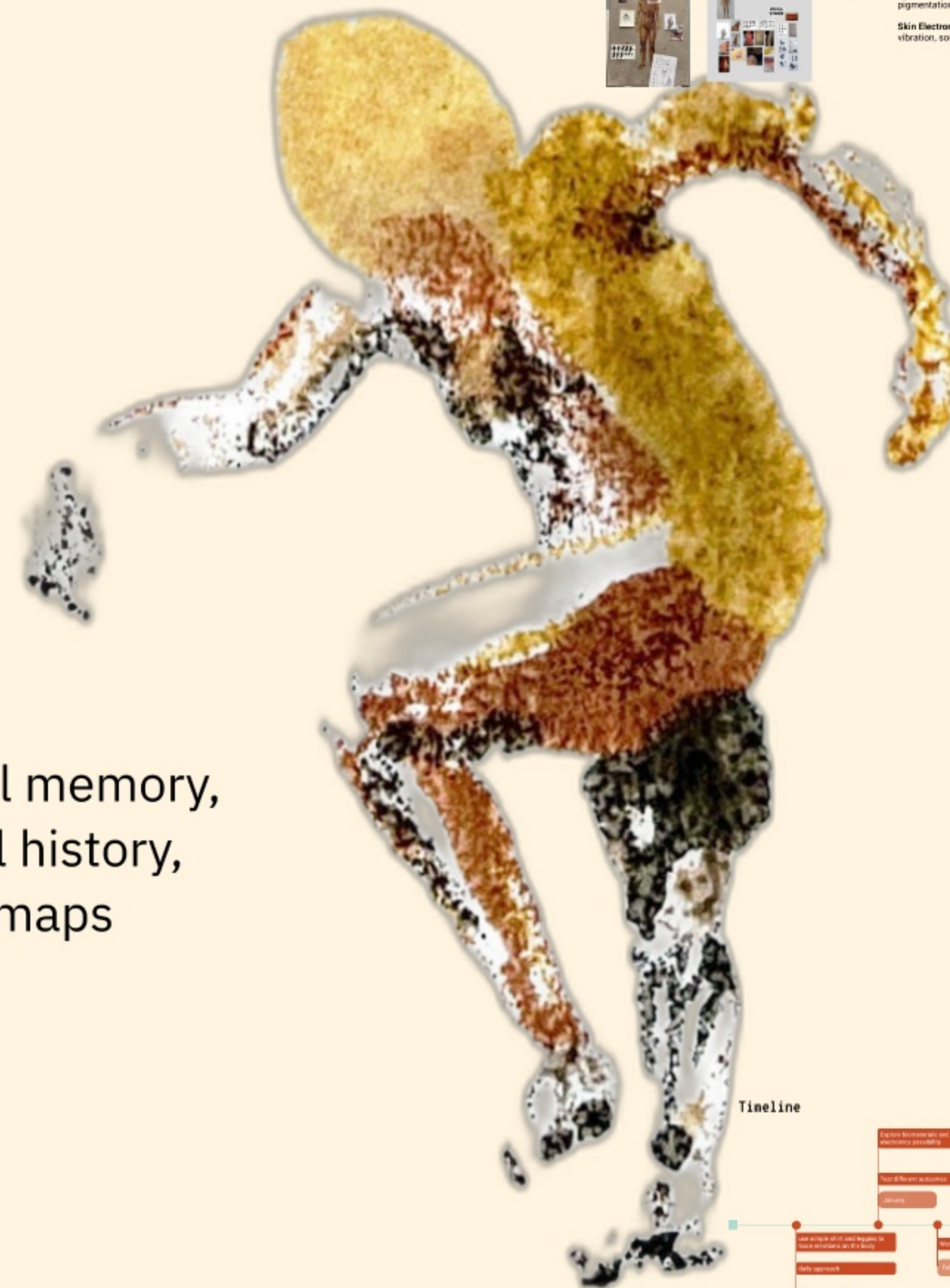
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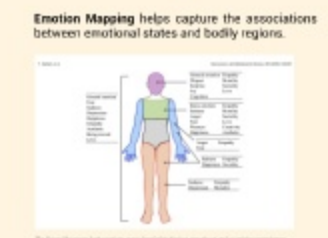
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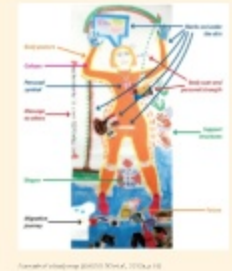
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- Emotion Mapping: A project by Alessia Talò, 2025.
- Can the bodysuit speak?: A project by Alessia Talò, 2025.
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