

# SYNAPSWEAR

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FABRICADEMY PROJECT

2025-2026



FABRICADEMY  
textile and technology academy

IBERO  
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IDIT

**CAN WE TRAIN THE BRAIN  
THROUGH PLAYING?**

CAN WE TRAIN THE BRAIN  
THROUGH PLAYING?  
**YES**

**Stimulus** → **Response**



## bop it!

- Processing speed
- Sustained attention

blue	white	yellow	blue	red
green	yellow	blue	green	black
yellow	red	blue	green	yellow
red	yellow	red	white	green
blue	green	red	yellow	black
blue	black	blue	black	white
black	yellow	white	blue	green
red	black	red	yellow	green
red	yellow	blue	white	blue
red	yellow	blue	yellow	green

## Stroop test

- Selective attention
- Stimulus-response conflict management
- Inhibition

## Fabulous Fred



## / Simon

- Processing speed
- Sustained attention
- Memory

## "SIMON SAYS"

- Listening skills
- Selective attention
- Processing speed

# **HANDS-ON**

**WHAT IF WE TAKE THE ESSENTIALS  
THAT MAKE EACH OF THESE  
INTERESTING AND BRING THEM  
DIRECTLY TO THE HANDS?**

**“Eye-hand coordination is **key** to  
maintaining your **independence**”**

- (Godman, 2021)

**“Eye-hand coordination is **key** to  
maintaining your **independence**”**

**“Coordination **declines** over time”**

- (Godman, 2021)

**"You can improve eye-hand coordination by exercising, practicing skills, and treating underlying conditions"**

**-Budson (as cited in Godman, 2021)**

# VISUOMOTOR COORDINATION

(EYE - HAND)

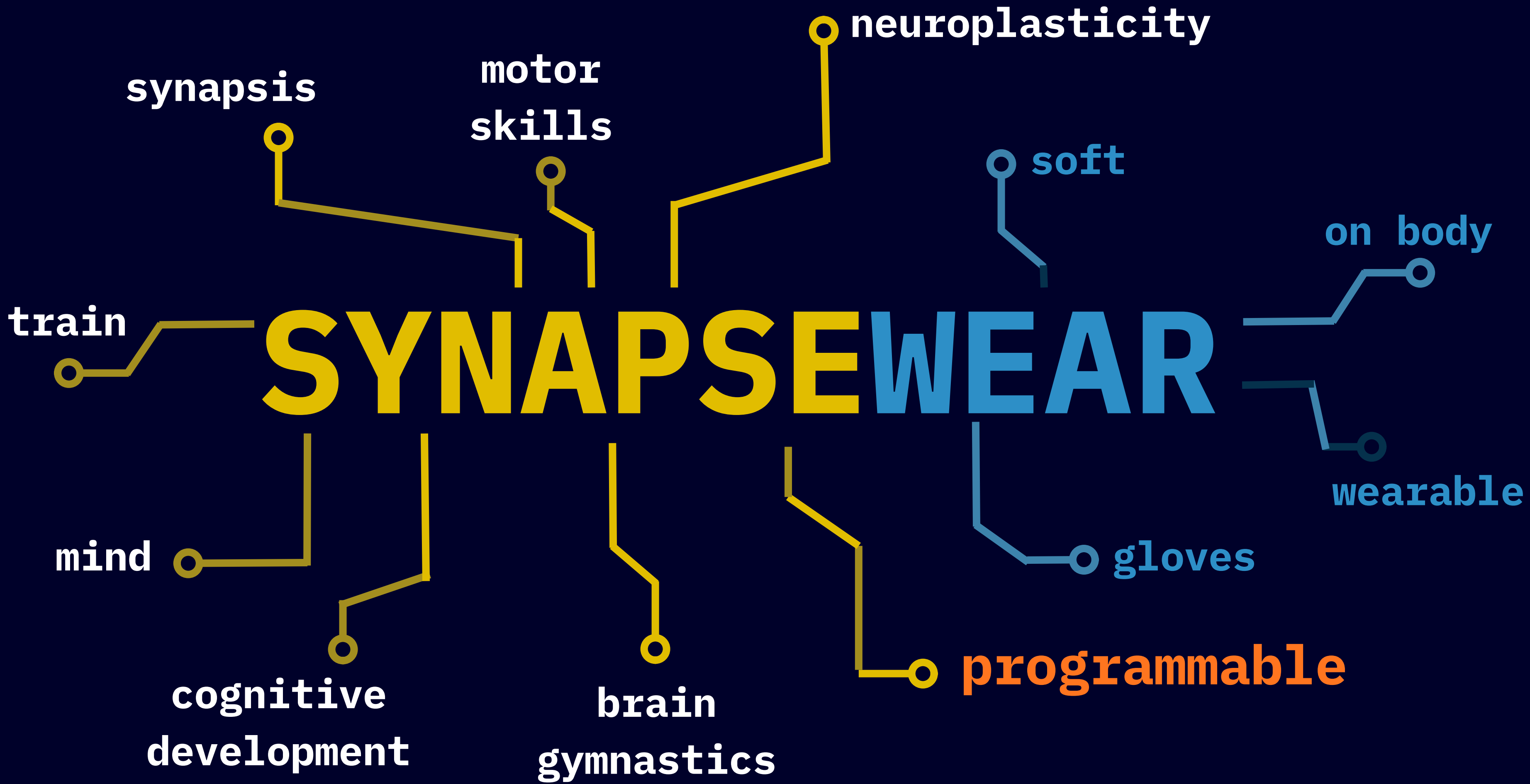
**ALL EXERCISE IS  
GOOD TO THE BRAIN**

**- (Godman, 2021)**

**Why stop in hand-eye coordination?**

**Why stop in hand-eye coordination?**

**What if I could combine  
fine motor coordination  
and improve other  
cognitive functions?**



**synapsis**

**motor  
skills**

**neuroplasticity**

**soft**

**on body**

**train**

**SYNAPSEWEAR**

**wearable**

**mind**

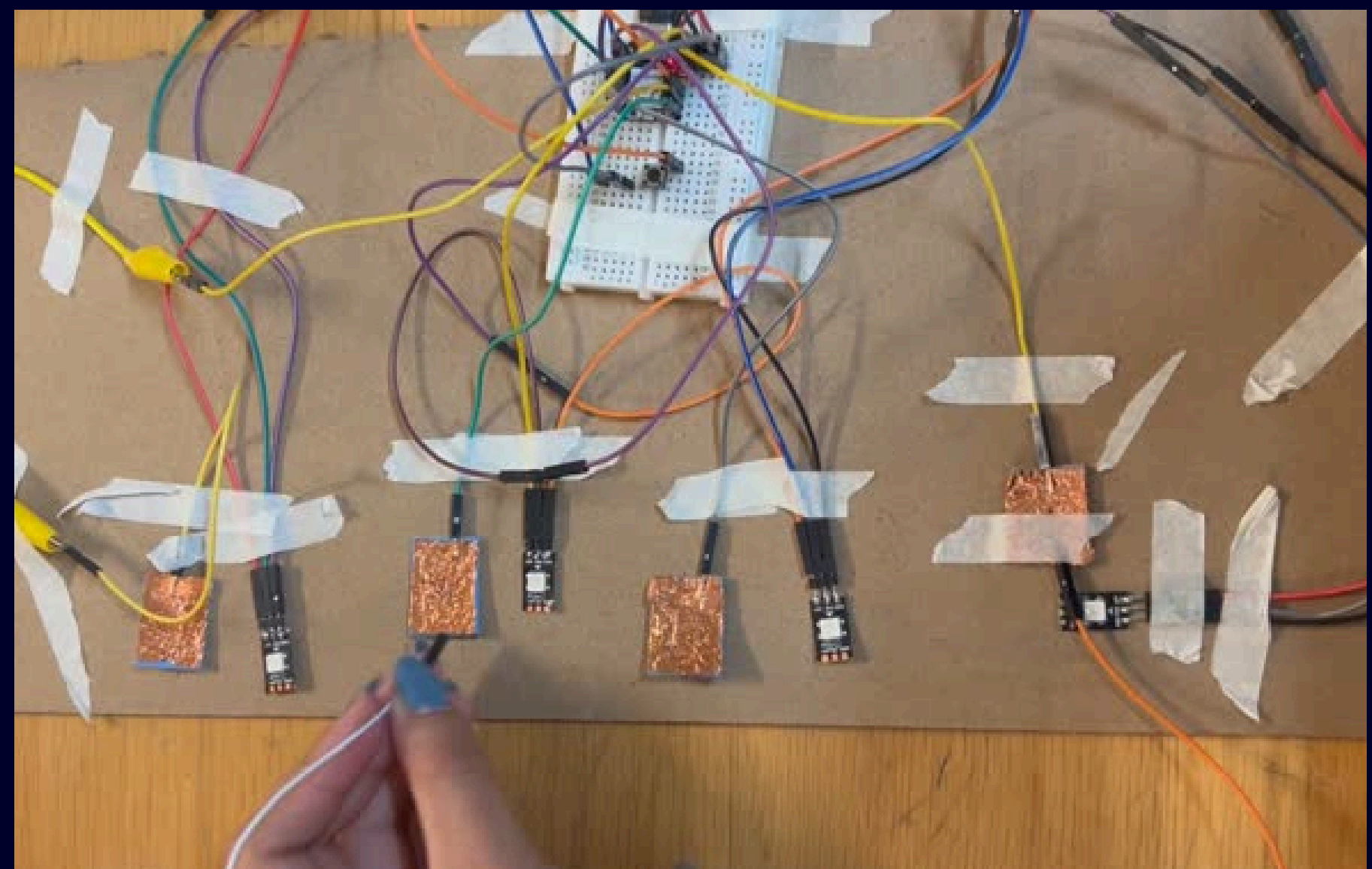
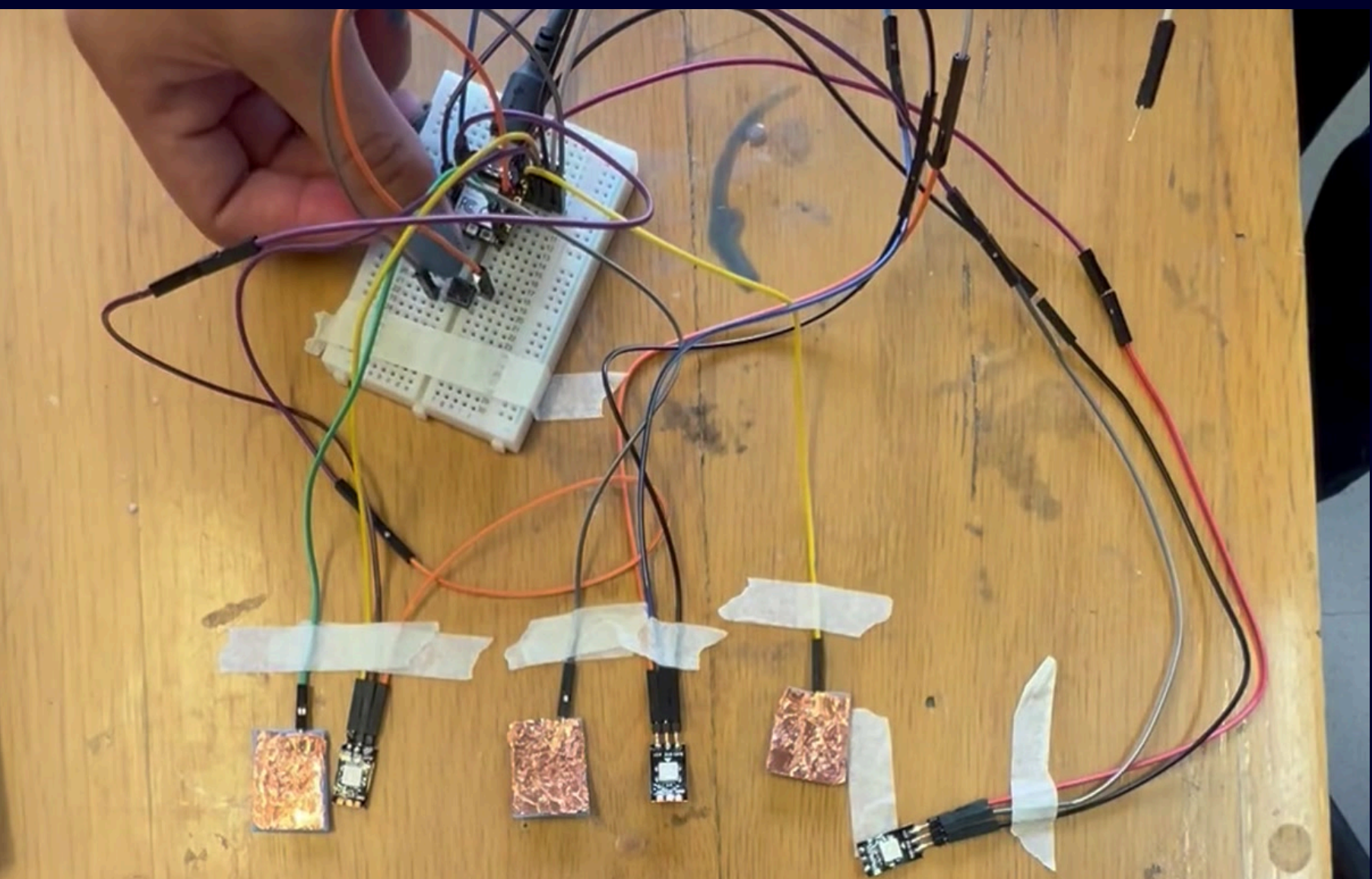
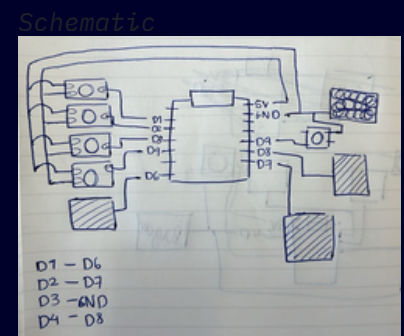
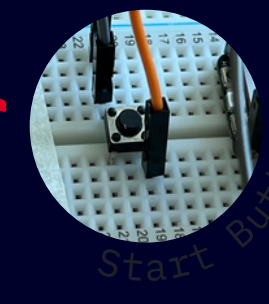
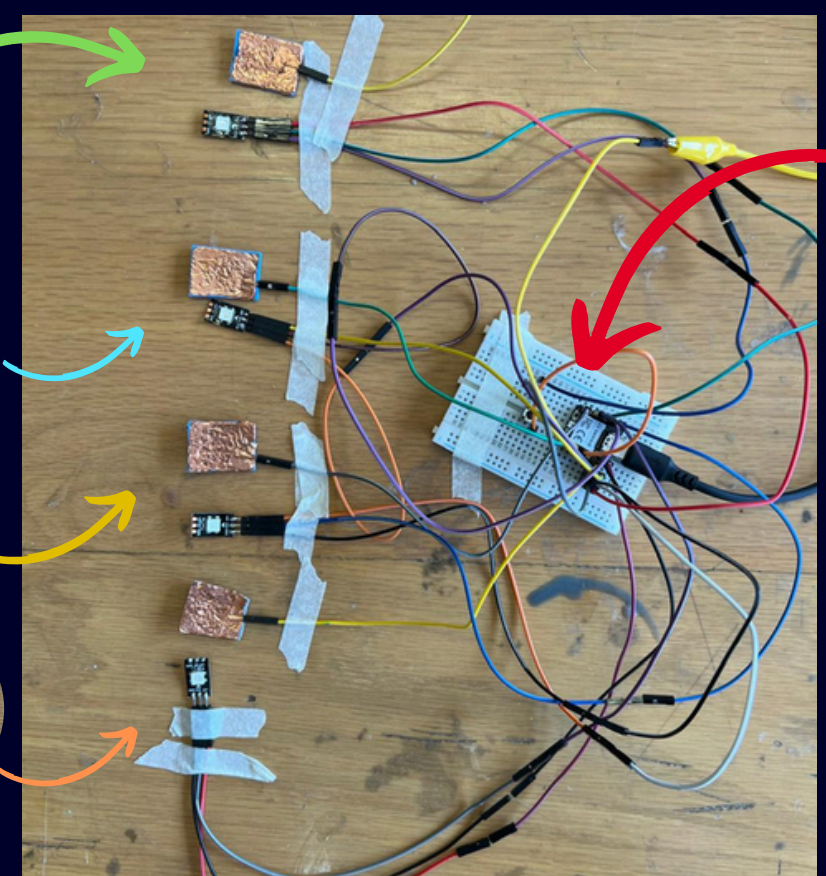
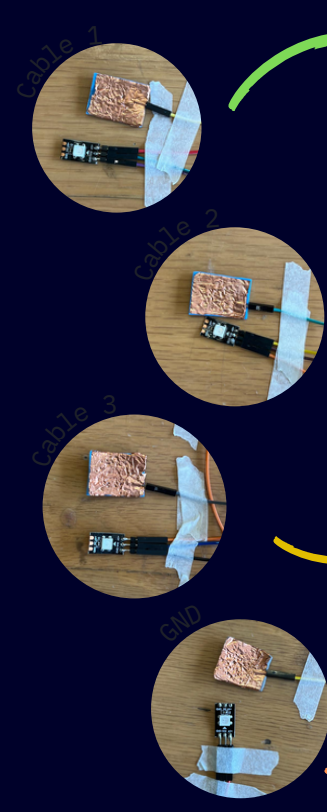
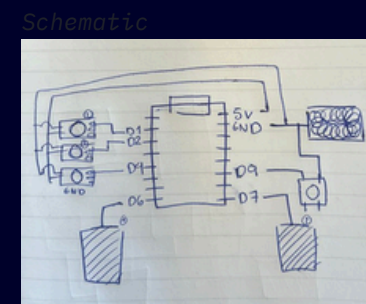
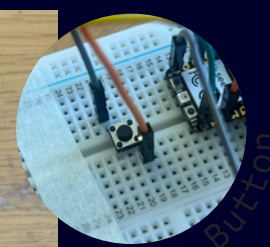
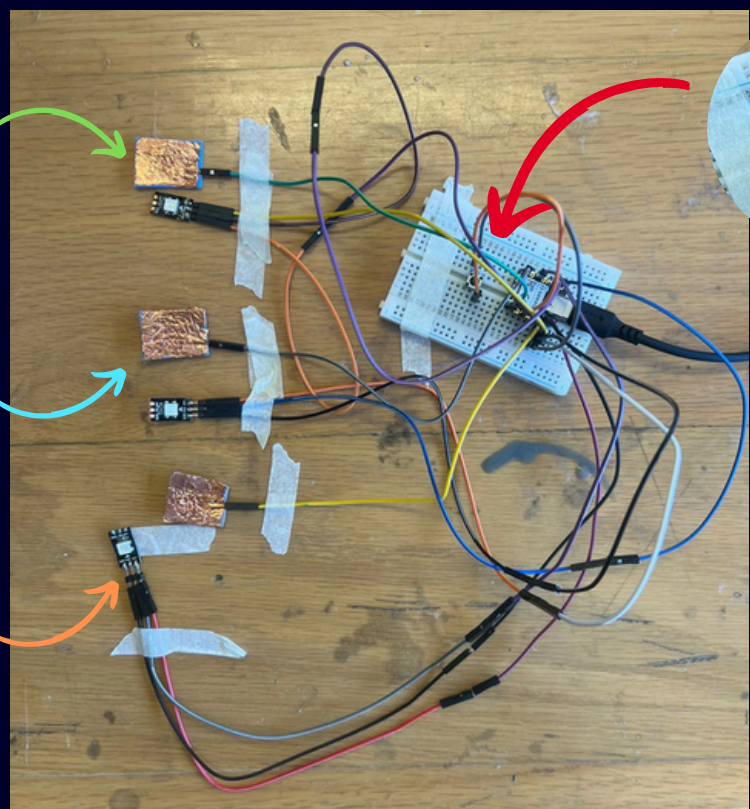
**gloves**

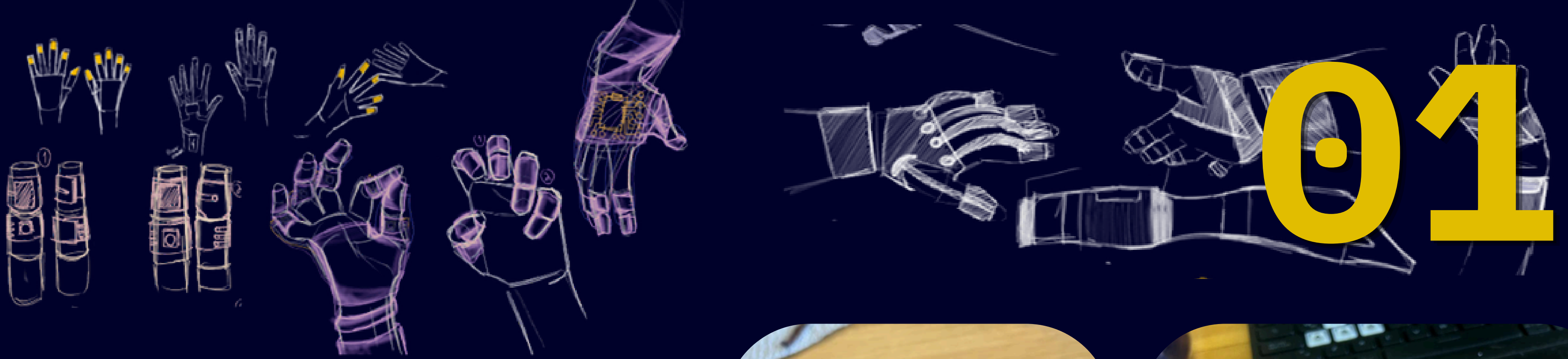
**cognitive  
development**

**brain  
gymnastics**

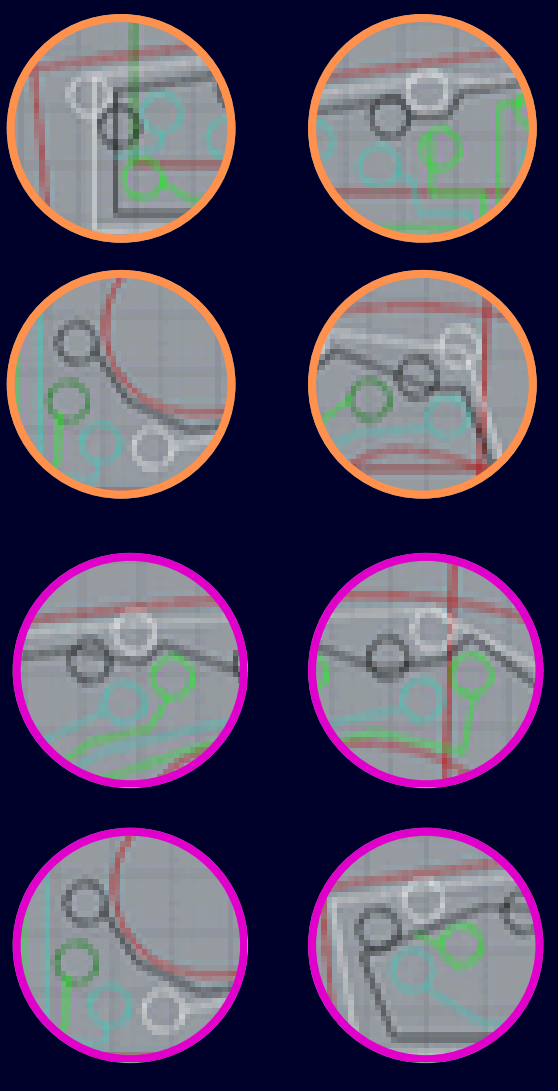
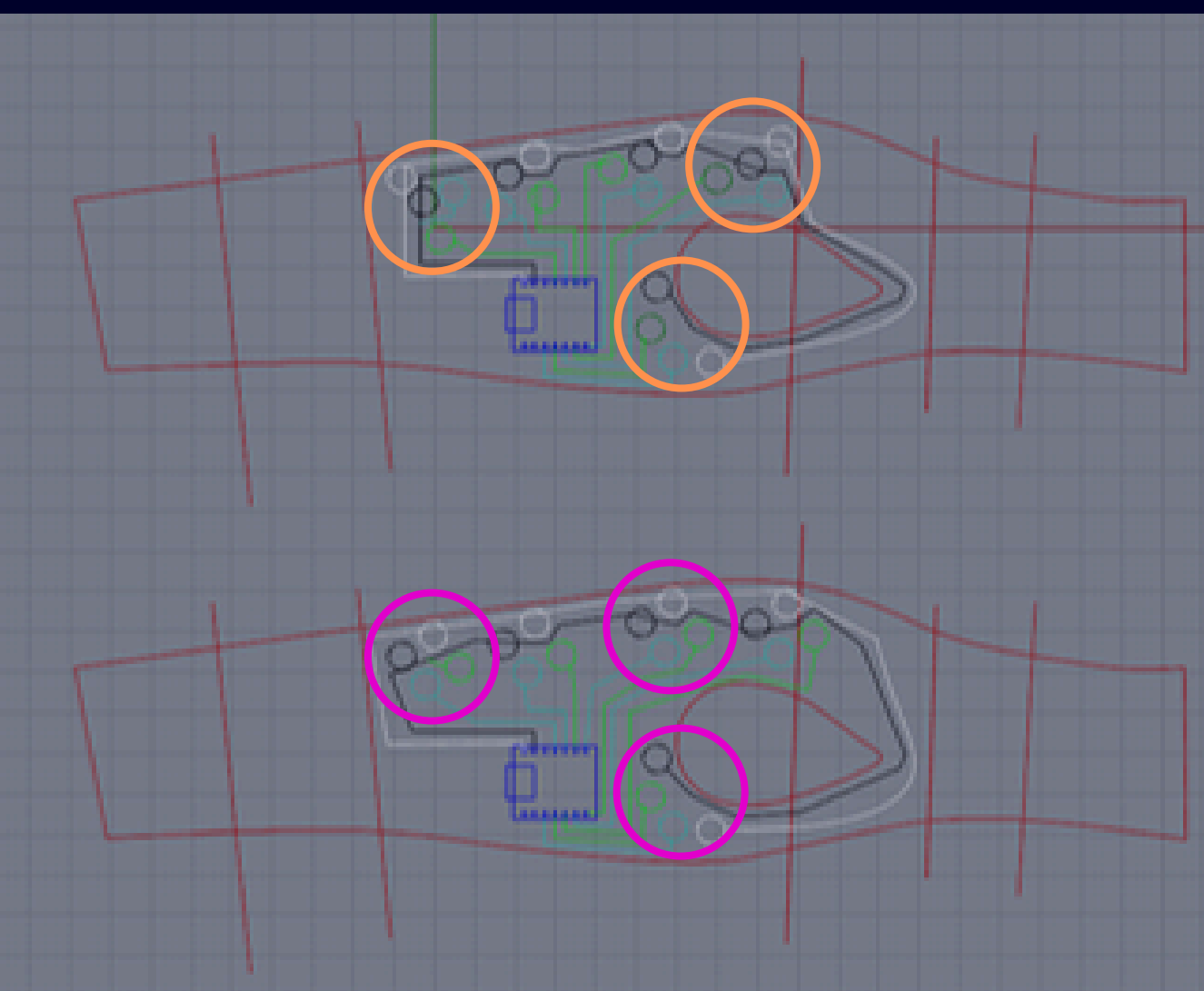
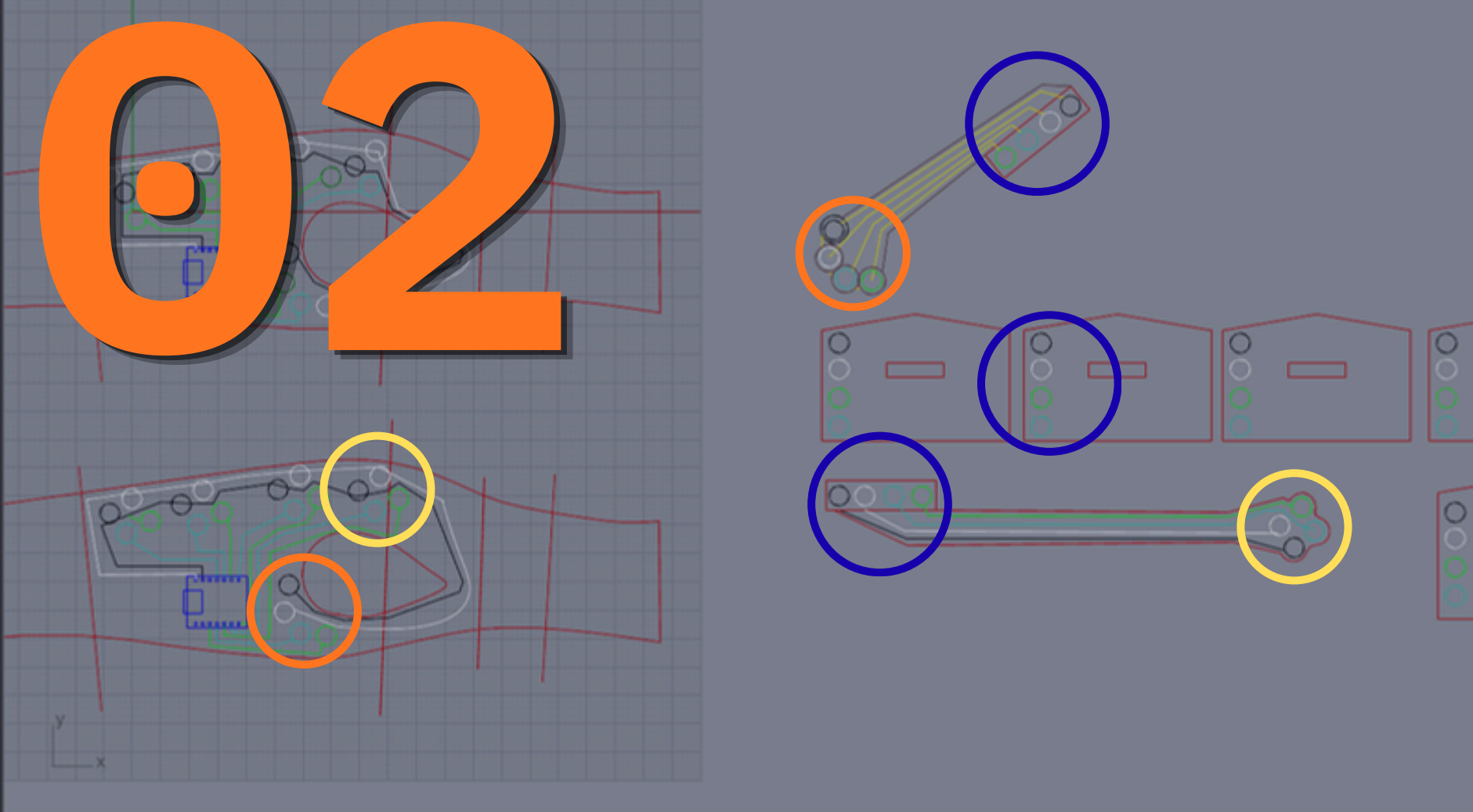
**programmable**

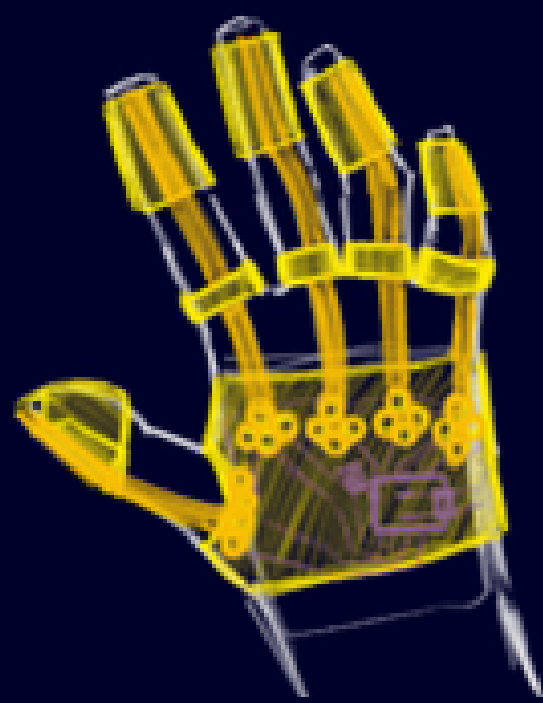
**BUILDING**





# 02

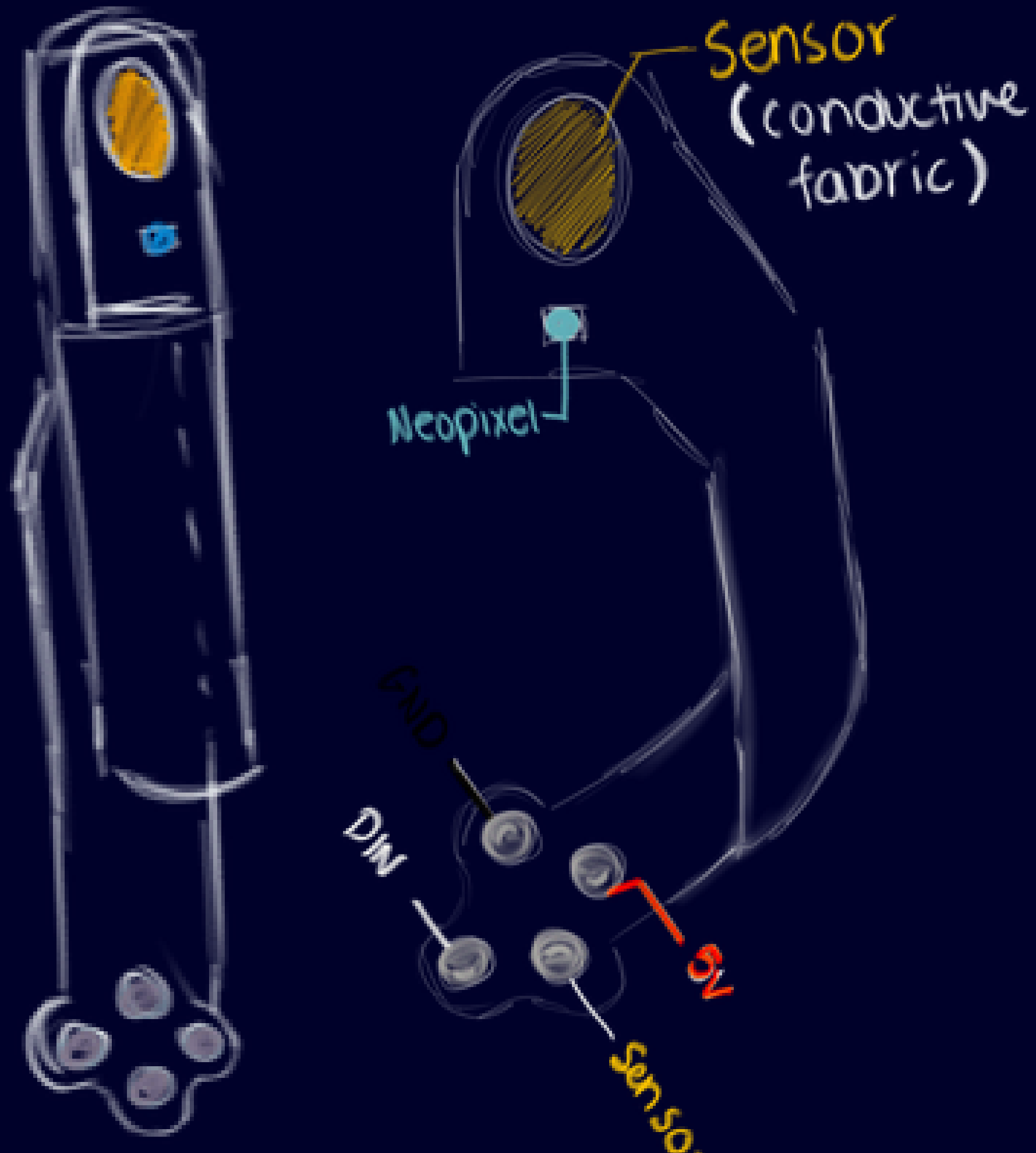




# 03

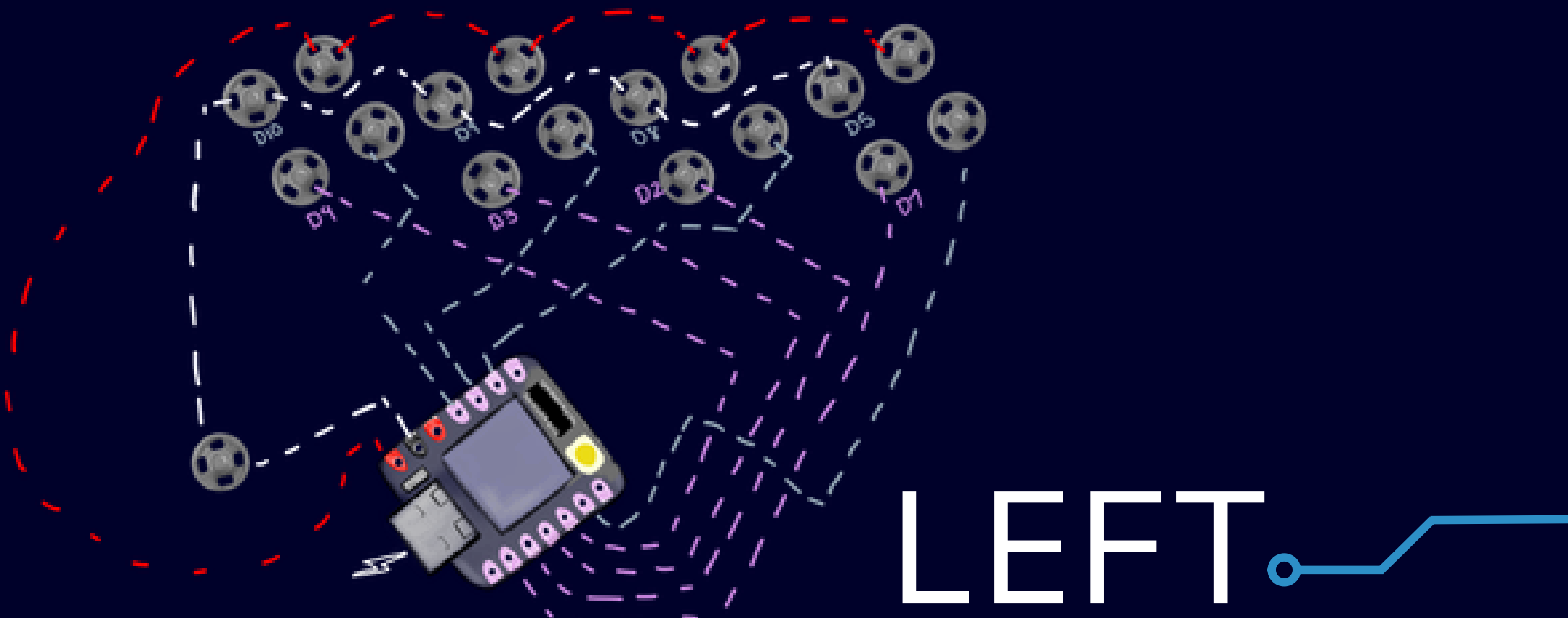


● Sewn  
● Velcro

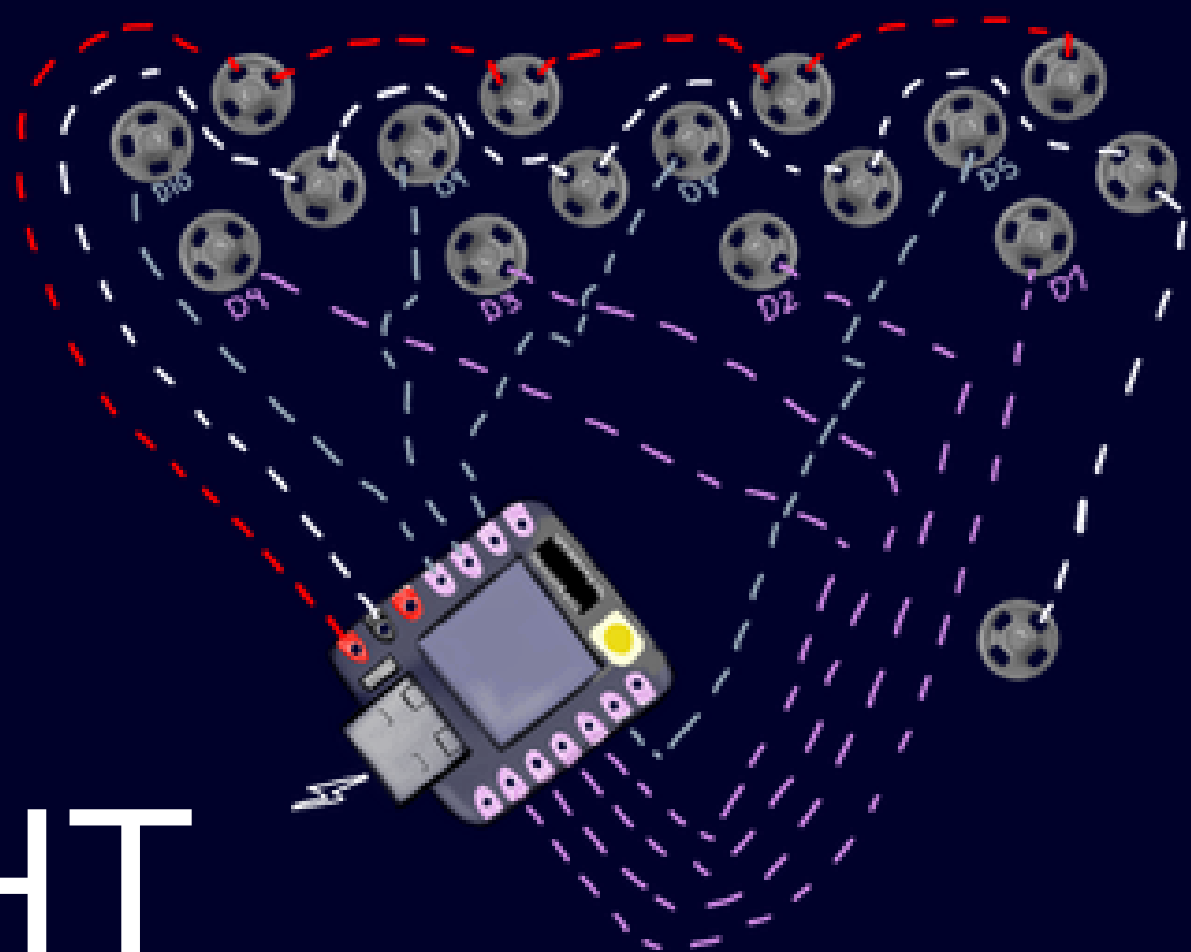


04





LEFT



RIGHT







Neoprene

Conductive thread



Neopixels

Conductive fabric

Xiao ESP32S3

**TRAINING THE MIND**

**CAN BE SIMPLE AS**

**PLAYING**

As long as there is an  
**stimulus** to follow, and a  
**response**

The brain activates, a  
connection strengthens and  
the mind adapts

**NO MORE REFLEX**  
**JUST PRECISION**

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