IDEA #1:

Wearable Movement Transforming Device

This wearable device will transform a user’s movement impulses into fluid movements by responding with proportional forces. If you move with greater force, it will respond with greater force with a system of magnets and memory wire.

The purpose is to provide a fluid movement experience to the user, help the user to develop awareness and reflexes for conversing with external forces, and help the user find a different way of engaging his/her muscles.

At the same time, the device is designed to be a statement on ability and assistive technology. It questions ideals about able bodies and their movements. What is wrong with jerky movements? Why can’t people move how they want to move? Assistive technology is often designed with the intention of helping people fit into societal ideals more easily, but is this the best approach?



The placement of the device is designed to make contact with the body in a way that feels supportive rather than restrictive. Magnetic forces will be created with electric currents when a user’s movements become rigid.

Questions:

Would you like to try a device like this?

What purpose do you think the device would serve?

Would another body part be more interesting than arms for movements?

Should the device be cushion-y or minimal?

Should it be obvious and cool-looking or hidden?

What color should it be?

Should it be curvy lines or straight lines?

Does this idea remind you of something else? An experience? Another device? A therapy?

How does this idea make you feel?

What would make it better?

IDEA #2:

Desktop Handheld Game

This game will involve a discrete handheld controller, that you move around to express your emotions. It will analyze your movements and guess how you are feeling. If you want to move in a particular way (for example, smoothly or aggressively), it will give you a score on how successfully you are doing it.

The purpose of this game is to give you a break from the constant effort of social interactions in neuro-typical work and school settings. It provides a platform for free expression through movement and helps you connect that expression to the outside world. It also helps you develop your ability to move through the world with intention.



In this prototype, there are 6 different controllers in a configuration that looks like a cool sculpture on your desk. You an unlock the sculpture to release the pieces, which can be arranged in different ways like a puzzle or can be held and moved around however you want. In this version, the handheld pieces control graphics on a computer that give you a score for fluid or aggressive movements.

[Smooth Mouse Game](http://caitlinsikora.neocities.org/smoothMovementAnalysis/index.html) and [Rough Mouse Movement Game](http://caitlinsikora.neocities.org/roughMouseMovements/index.html)

Questions:

Would you like to play a game like this?

What purpose do you think the game would serve?

How many controllers should there be? Should puzzles be an option? Or just two controllers for your hands? Should the controller be wearable?

Should the device be cushion-y or minimal?

Should it be obvious and cool-looking or hidden?

What color should it be?

Should it be curvy lines or straight lines?

What should it be made of? Sandbags? Wood? Plastic? Plaster? Clay? Rubber? Silicone? Foam?

Should it be flexible?

Did you like the smooth or rough movement game better?

Does this idea remind you of something else? An experience? Another device? A therapy?

How does this idea make you feel?

What would make it better?

Overall Question:

Which of these ideas do you like better? Why?

What do you want me to know about you if I am making a device or a game for you?