



DXARTS 490B

E-Textiles and Wearables for Art & Design

An introduction to experimenting with electronic textiles, soft-circuits and wearable technology.

Provides hands-on prototyping for physical computing projects that explore the body as an interface of control for interactive environments. The students engage with smart materials, handcrafted electronics, and creative programming with Arduino to design their own interactive wearables. E-textiles and wearable computing can be used in multimedia performance projects, interface or game design, medical monitoring systems, and also as educational tools for people of all ages.

Spring Quarter 2019
Mon/Wed 9:30AM - 12:30PM
5 Credits
SLN 13221

Class Held at the
DXARTS FabLab in
Ballard
4365 6th Ave NW
Seattle, WA 98107