



FACULTY OF MEDIA ARTS

Abstract (Project Description)

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Abstract :

How do you feel when you are on the street and you hear someone talking, singing, whistling, chattering or even prating away? Do you feel fine, curious or simply annoyed? Do you feel that it's rude when someone chats on cell phones while checking out at the grocery store or standing in line at the bank? It is known that when strangers are able to overhear your personal conversations, you have breached the unspoken rules of traditional social etiquette. But what if technology can change the perception of man's feelings towards another?

'**IFEELYOU**' challenges the metaphysics of the heart by using technology to change the way people perceive of things. It reinterprets the sound projected out from a person, revealing it to other people and let them determine what feelings they should identify it with. Technology will be demonstrated in this project to change the way human beings behave.

Project Description :

'**IFEELYOU**' is a series of interactive wearables which whereby sound waves are reinterpreted in different forms. Because the '**IFEELYOU**' series can be worn by the participant, it is not restricted to an exhibit space and can move freely across the city. This element allows me to create an exhibition that literally travels. '**IFEELYOU**' emphasizes the mobile body as a focus of the art.

This series of mobile installation consists of three interactive wearables – a pair of leggings which have sound-activated LED lights, a t-shirt which have a sound-activated fan and a necklace with a sound-activated vibrating piezo

buzzer. Each interactive wearable comes with a contact microphone whereby the participants have to attach to their clothing.



A visual abstract of the 'IFEELYOU' series // ONE.

The first of the 'IFEELYOU' series is a pair of leggings which has surface mount LEDs (also known as SMT) sewn onto it. What are used to sew the SMTs onto the leggings are conductive threads. A conductive thread conducts electricity and practically does everything a wire does except that it comes in the form of a fine thread. The SMTs will glow when sound waves are picked up from the contact microphone which is attached to the participant's top. This creates an experience for participant and onlookers in which they may think the glowing SMTs as soothing visualizations and/or feel curious about what is making the SMTs to glow.



A visual abstract of the 'IFEELYOU' series // TWO.

The second of the 'IFEELYOU' series is a t-shirt with computer fan sewn onto its back. The fan will activate when sound waves are picked up from the contact microphone which is attached to the participant's top. People who happen to be behind the participant will feel the wind that the fan is creating and may feel happy to experience this on a hot and sunny day. It will be interesting to find out if people would want to participant to keep talking so they can enjoy the wind. The t-shirt is machine-washable as the fan has backings which can be detached from the t-shirt.



A visual abstract of the 'IFEELYOU' series // THREE.

The third of the 'I**FEEL**YOU' series is a necklace with a pendant that works as a vibrating piezo buzzer. The piezo buzzer will vibrate when sound waves are picked up from the contact microphone which is attached to the participant's top. This gives a tickling effect in which the participant may enjoy or feel annoyed by it. It can be of great usage if the participant is in a library as this may prevent him or her from talking.