

A close-up photograph of a hand with fingers extended, touching a blue surface. The surface is covered with numerous small, clear water droplets of varying sizes. The lighting is soft, highlighting the texture of the skin and the glistening droplets. The word "Feelology" is written in a white, serif font on the right side of the image.

Feelology



This is a tool.



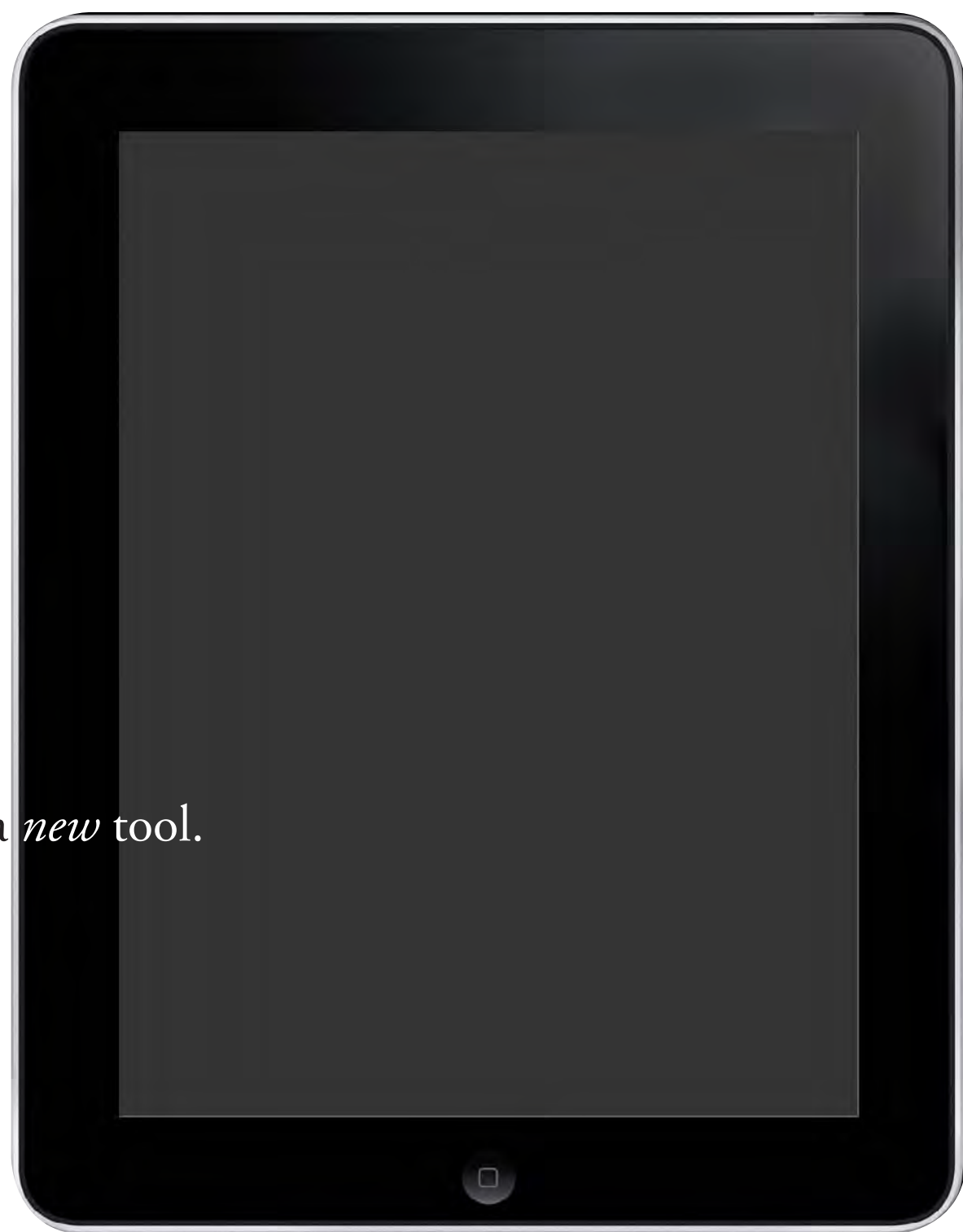


iPad

SAGE

FCX®=CE-®

This is a *new* tool.





Though these tools have changed life in a way we never imaged,

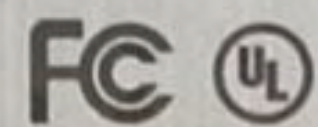


Not all change is good

“This new human being in the process of being born all around us and within us is in fact without hands. The only thing left of his hands are the tips of his fingers which he uses to tap on keys so as to play with symbols.”


~Vilem Flusser





Serial no. B00101B681350333

Model no. D00511 ASSEMBLED IN CHINA FCC ID: W15-1210

INPUT: 5VDC  0.85A ESN HEX 6C33306B LISTED I.T.E. US 4K42 E135742

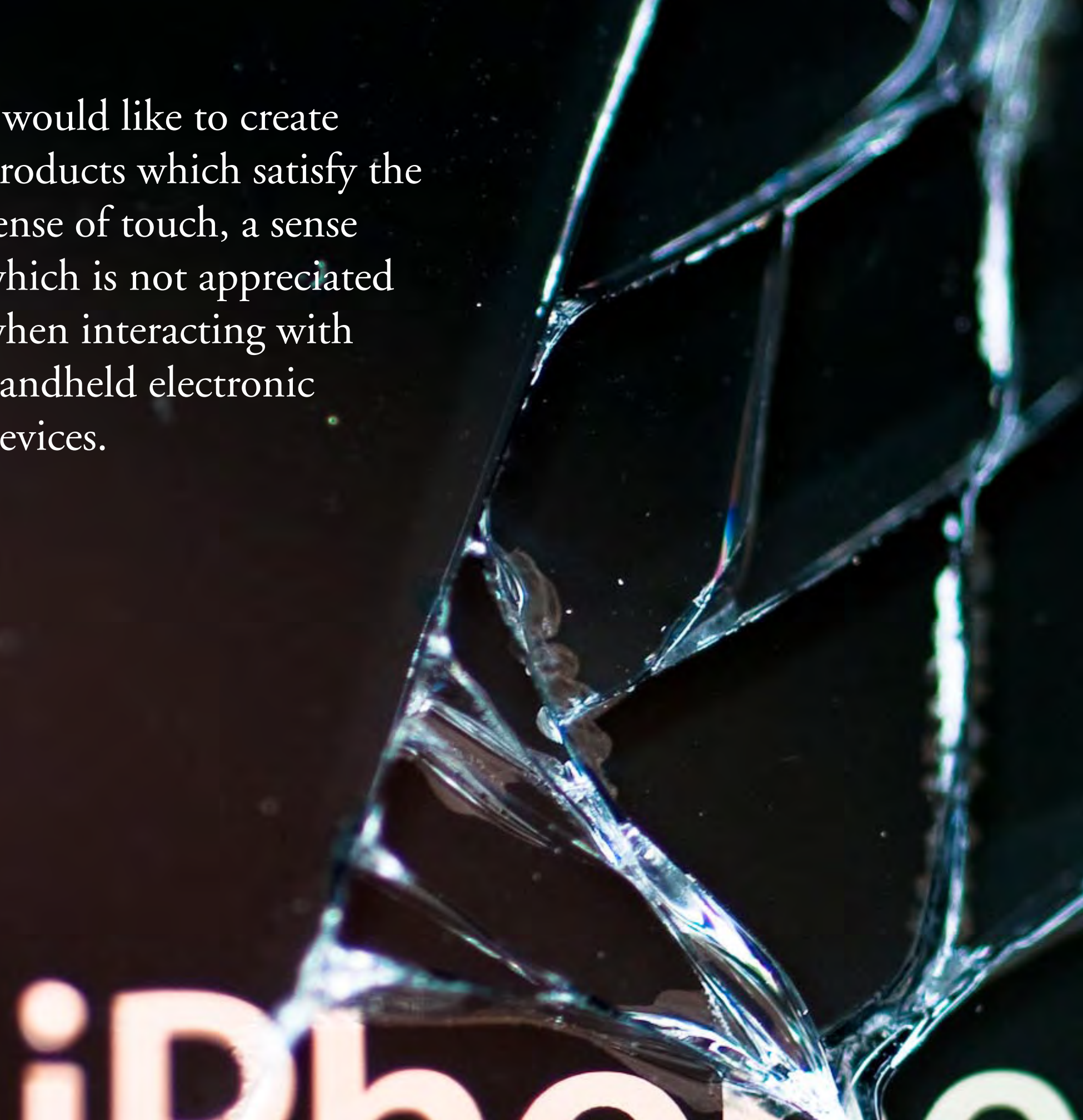
I am currently in the process of defining my senior project for my last semester in school. There are so many things that interest me, yet there is one area of life which continues to worry me more and more. Life is becoming digitized, there is so little time spent away from the internet. The internet is meant to be our tool, a way of connecting to the infinite knowledge gathered up to this point, yet for many it has become the prison which keeps their mind away from novel thought. The many uses of the internet help us to build our civilization up, yet it is more than possible to get stuck in a loop of research and old information. This is a habit which must be broken if we are to keep human ingenuity and problem solving alive. One of the reasons that the overuse of mobile devices bothers me is that I can see the reliance on constant entertainment in my every day activities. On the subway, half of the people are distracting themselves with devices, some are using them to display literature, but many are playing mind numbing games. Mobile devices are used most for entertainment, this means that instead of personal thought and reflection, most people turn to their hand held device of choice to fill empty brain time. This is the new meditation. It can be argued that this used to be the role of television, but television was never so portable and widely available.

The internet is now everywhere and can be used at any time. It is important to keep a certain amount of thinking time away from technology in order to process the incessant stream of data which is entering our mind. And that is the problem, an overabundance of data which we do not take the proper time to analyze and digest. Sure, many people do use this information learned to create amazing new things, but the average internet user is substituting a slice of their reality for a digital world. This is where the glass wall comes in. The glass wall is my term for the physical feeling of the touch screen and the division between the real and the virtual. Behind the wall there is another world filled with the ideas of many, yet it is also the place where people can only get lost in the thoughts of others. They get lost in research or games and it becomes more difficult for their voice to be heard.

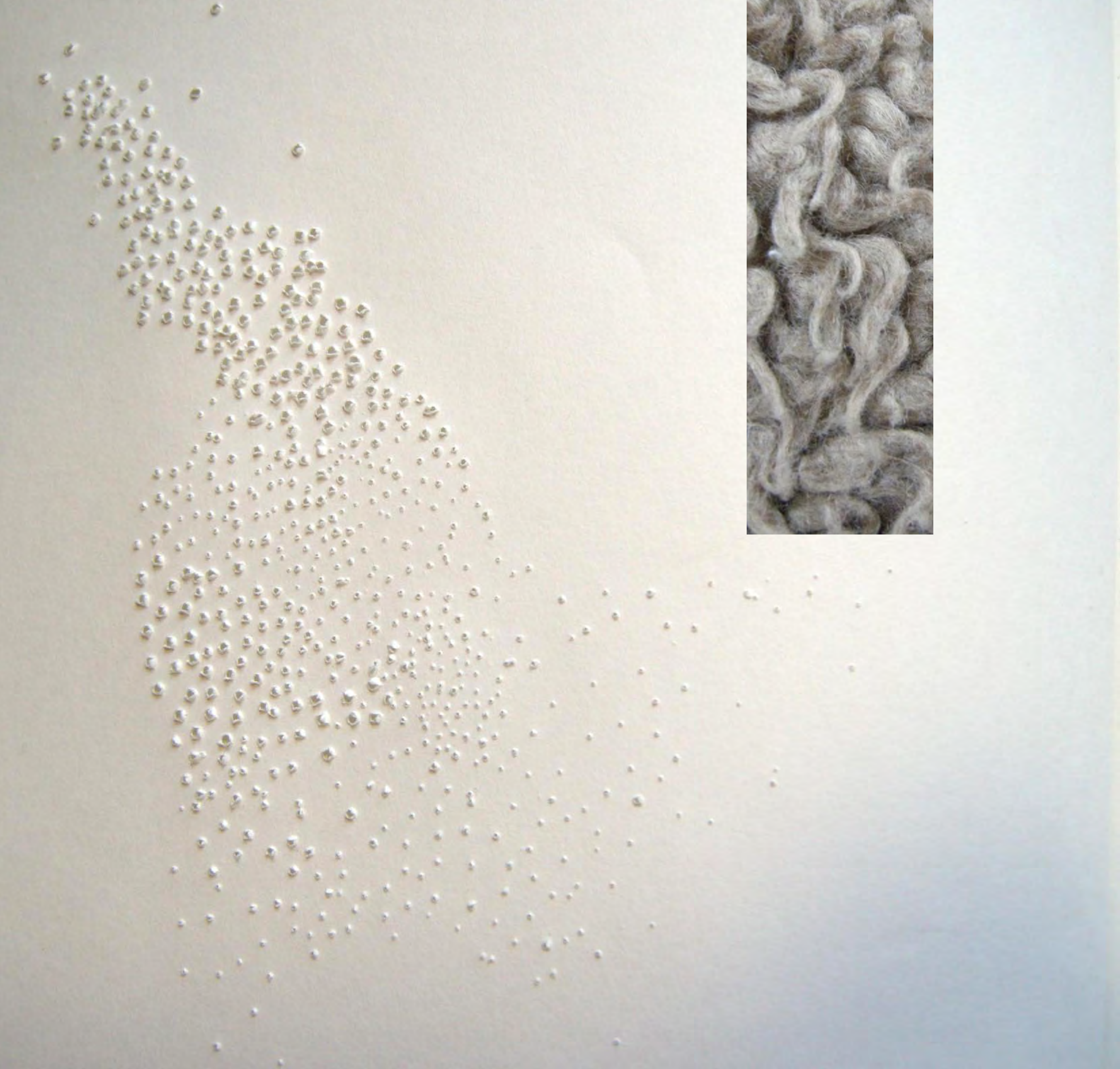
If at this point you are reading this and you cannot think of an experience with a glass wall, think about every time you use an interface which is designed to look three dimensional or textured. It is only there for visual interest. You cannot feel the dimensionality of your graphical user interface when you use it, though for some reason it is still falsely portrays the inside of your technology as having depth. Even more bothersome is when the interface emphasizes its artificiality. When you read a book on your iPad, the pages turn as if it is a physical object. This is not just incredibly stupid interface design, it is a failed attempt to fool your brain into believing that it is looking at a real object instead of a virtual one. This animation is supposed to make you feel as if you are interacting with a real book, just as when you usually read books on the other side of a glass wall. Humans are evolved to have a sense of touch, and we like to use it. This is one of the reasons that the touch screen has caught on so well. But it isn't called a feel screen, there is really nothing about it that you feel besides sometimes a small amount of haptic feedback.

And now I can finally make the connection between my project and the glass wall. I would like to make something that satisfies the sense of touch which is not usually used when interacting with handheld electronic devices. Something that provides a meditation and activity for fingertips. It should occupy the subconscious need for sensory satisfaction and add to the relationship between the user and the device.

I would like to create products which satisfy the sense of touch, a sense which is not appreciated when interacting with handheld electronic devices.











My process for developing textures and sensory objects involved a lot of making by hand. It did not make sense to use the computer to generate something that is meant to exist apart from the the digital realm. When you use your hands to craft an object, such as a quilt, the tactile qualities are experienced throughout the process and the end result can be formed as it is made.





The quilt

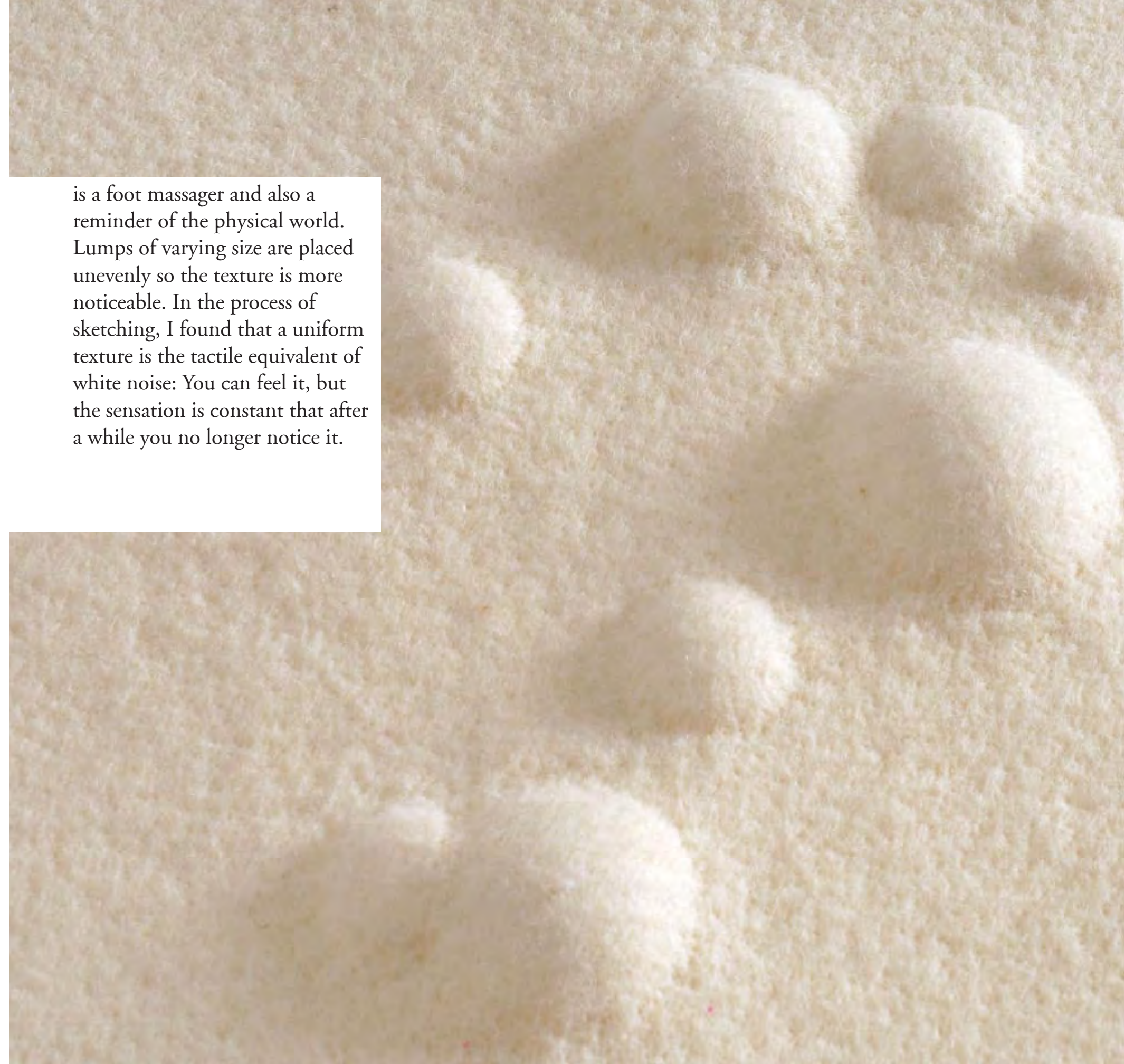
is about the connection that we have with familiar objects. Comfort objects, as they are referred to in psychology, are the security blanket and the teddy bear. The quilt is a security blanket for all ages. its texture, achieved using the traditional trapunto method, makes it more interesting to feel and interact with.



The rug



is a foot massager and also a reminder of the physical world. Lumps of varying size are placed unevenly so the texture is more noticeable. In the process of sketching, I found that a uniform texture is the tactile equivalent of white noise: You can feel it, but the sensation is constant that after a while you no longer notice it.





The hoodie

is a bit different than the other objects. It has an inset pocket with a texture inside. The idea is based on the observation that people reach into their pockets and jingle their change or their keys when they are nervous or bored. The hoodie took on an unusual form because I wanted to make it look cozy and inviting. The adult size has a beard of texture, the kid's only has texture in the pockets.



This book

is also an object which has tactile qualities. The leather cover is molded in high relief. It uses materials that are found in traditional hardcover books in a new way. It also contains textured elements which add another dimension of interaction.



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