

Design Workshop - Product innovation and User Experience

“High-tech masks: exploring-exploiting-enhancing the gap between personal safety and facial expression”

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Japanese teacher: to be defined

Foreword

The mask is an interesting object that has a wide range of uses: from safety to sports, from medical to leisure. It is also a very challenging design product, because it covers aspects of product interaction and, most important, psychological/cultural aspects related to the impact on the facial expression. The workshop will be on the development of innovative design concepts.

Design Brief

To design the concept of a high-tech mask that responds to some sort of risk – due to the context of use - and enhance the user experience.

The new mask should exploit new technologies such as sensors (detecting air pollution/weather/gas/ etc.) and information communication technology. The mask could also cover only part of the face/head and have extra devices (such as wearable ones) on other part of body or even extra body to visualize, communicate and transfer the information collected by the “technology” inside the mask. In this scenario a great attention should be paid to the way the extra product will interact with user (what and how communicate the data)

Furthermore, since the mask affects the face expression quite a lot, students must consider if it is just a barrier to hide with, or it could be a mean to enhance user’s communication to others.

“To wear a mask” has also a metaphorical meaning, which changes from culture to culture, from people to people. We can encourage students to think this matter deeply, so to integrate their design work with cultural meaning.

The expected output should be the concept of new products that:

- protect (face or part of it - nose/eyes/ears etc.) from some risks;
- enhance the user experience adding a meaning to the sole basic “risk function”;
- are easy and pleasant to wear.

Selection

We will select 12 students from D&E (Second Year or more).

Curriculum

This is an extracurricular activity (no credits) but it will appear in your career as an extra activity.

Info

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