TEAM BACK

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Our team is well-rounded and consists of members that are skilled in a variety of areas. We are all very interested and excited about how design and technology can come together to create an interactive, aesthetically pleasing, functional, and conceptually meaningful form. As a group we are very interested in how humans can use and interact with computers and technology, as well as how those very same technologies can affect humans in return. For this reason, we are very excited to explore the concept of affective computing in our project. Notably, our group is keen to explore the areas of fashion, health, and art and performance.

Our area of expertise is our programming and circuitry skills. Every member of our group has experience using both Processing and Arduino in previous projects, and we each feel confident in our coding abilities. We consider ourselves to be logical and analytical thinkers, which are crucial skills for understanding and implementing code. We are also quick learners, and thus we feel comfortable quickly developing new technical and software skills such as Max/MSP. Finally, we feel that as a group we are strong idea and concept generators who can ideate freely and effectively. Having the ability to develop a strong concept will allow us to determine what we want to do before implementing the technology required to achieve it.

Despite our abilities to generate concepts and implement code efficiently, our team lacks the ability to build compelling physical forms. This is a skill we will certainly need to improve if we are to create an aesthetically-pleasing and meaningful project. Our team also possesses average time management skills and is prone to procrastination, wasting time, and going off on tangents. Thus, it is crucial that we learn to manage our time effectively so as to maintain a focused goal for our project and meet deadlines.

Ultimately, our team is well-balanced and technically strong, with the ability to generate ideas and then technically execute them. However, we must learn to address both form and function, and remain focused on our work. It is our hope that by pursuing our desired streams in fashion and wearables, health products and technology, and art and performance, we will be able to understand affective computing better and create a meaningful, interactive piece of work.