

10 FL second edition

works from the department
of design and technology

On view from April 13th -19th 2005
Opening Reception:
April 12, 6-8 pm

[Chelsea Art Museum](#)
556 West 22nd Street
New York, NY 10011

Featuring works by:

[Kaho Abe](#) | [Donnie Bugden](#) | [Mark Forscher](#) | [Clay Johnson](#)
[Zachary Lieberman](#) | [Fang-Yu "Frank" Lin](#) | [Bao-Khang Luu](#)
[Turi McKinley](#) | [fi5e](#) | [Randy Sarafan](#) | [Jung Sin](#) | [Chris Sugrue](#)
[Charles Truett](#) | [Elena Wen](#)



Hit Me!

Kaho Abe

As we become more and more dependant on technology as a means of communication, our interaction is in danger of becoming limited. For example, although convenient, web cams and instant messaging will never be as personal as face to face interaction. Details such as body language and physical touch too often get lost through technology. Hit Me! is a 2 player game designed to promote face to face, "real world" interaction amongst not only the players, but also the spectators through the use of technology.

The game utilizes 2 wireless button and wireless camera-mounted hoods, a console housing receivers and Basic Stamp 2SX, a computer, a projector and screen. The object of the game is to hit the opponent's button and whoever has the highest number of hits in a limited amount of time is the winner. When a player hits the opponent's button, the camera on the player's head will take a snapshot of their opponent. The snapshot, the scores and the timer will be projected on to a large screen for everyone to observe.

Kaho Abe is a fashion designer experimenting with technology in the areas of wearable technology and game design. Her goal is to utilize technology as means of creating opportunities for real-life human-to-human interaction.

<http://a.parsons.edu/~kaho/hitme>



Haptic Glove

Kaho Abe and Jung Sin

A simple gesture as a hand wave or a handshake is universal. It's a way to greet and communicate in any social environments. Deriving from this basic human behavior, the Haptic Glove creates a situation where the hand gesture holds or creates another meaning. Through the usage of sensors and sound, the Haptic Glove provides music as another language for the users to interact with.

Music is a form of communication. Music transcends language barriers, creating opportunities for people to communicate even if they do not understand each other's spoken words. The users who wear our gloves can create musical compositions by linking hands together. With this simple physical gesture, the users are able to make a connection with others and feel as if their body is producing the sound.

The handholding is important for the Haptic Interface attempts to physically bring people together. Due to the simple understanding of a hand gesture, the users will not feel intimidated to try this technology, in result creating an environment that is comfortable and natural. Since the hand gesture is universal, the Haptic Glove hopes to entice people to interact and create an environment that is fun and barrier-free.

Jung Sin is currently studying interaction design, specifically in social context. Her interests consist of graphic and multimedia design, physical computing and mobile computing. Through her studies, Jung strives to educate people of their environments through technology.

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<http://a.parsons.edu/~kaho/hapticlove/>

