

엔터테인먼트용 인텔리전트 의류의 디자인 프로토타입 연구

남혜진*, 이주현**

연세대학교 의류과학연구소*, 연세대학교 의류환경학과/인지과학 협동과정**

A Development of Design Prototypes of an Intelligent Wear for an Application of Entertainment

Hye-Jin Nam*, Joo-Hyeon Lee**

Research Institute of Clothing and Textile Science, Yonsei University*

Dept. of Clothing and Textiles, Yonsei University**

(이 연구는 연세대학교 기계공학과 학술 연구회, '모자 인터내셔널' 및 근로시설 동천모자의 협조를 통하여 이루어졌음)

Abstract

The objective of this study was to develop design prototypes of intelligent clothing for some applications of entertainment, based on the results of a survey on consumer needs. As a result of the survey, two important applications of intelligent clothing were derived through the domain analysis method. Among the main cover terms, 'telephone conversation' was the most demanded feature in 'communication' domain, and 'listening to music' was the most demanded feature in 'entertainment' domain.

Consumers showed obvious demands for high technology and new things, as well as fear of excessive speed of digital development. The 'Absolute Philip K. Dick' which implied both sides of the essence of humanity and futuristic image, was derived as a design concept of this study. Three design prototypes were developed based on the design concept. The first prototype was the reversible arm band, in which detachable mobile phone and Bluetooth module were embedded. The second prototype was the wireless transmitter and receiver which give a person notice when the mobile phone rings, and the third prototype was the cap with blue tooth headset, MP3 player, stereo ear-phone and LED decoration. The main feature of these design prototypes is that they allow diversity of attaching positions and are convertible, which gives the convenience of hands free.

Keyword : *entertainment, intelligent wear, design prototype, digital gadget*