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WEAR (WEARABLE TECHNOLOGISTS ENGAGE WITH ARTISTS FOR RESPONSIBLE INNOVATION)

Report coordinated by INTERUNIVERSITAIR MICRO-ELECTRONICA CENTRUM, 2019

Periodic reporting - period 2 (01/07/2018 - 28/02/2019).

SUMMARY

In order to promote further collaboration between the arts and innovation activities, WEAR Sustain proposes to focus engagement in within arts and design communities and the ICT industry, through co-design and co-development of ethical, critical, and aesthetic wearable technologies and smart textiles.

Wearable technologies aimed at private consumers constitute a nascent market, expected to grow very fast. This disruptive technology opens up new business possibilities, notably for cross-sector collaborations for example between technology companies and designers. At the core of this market are important issues, of various nature: ethical, aesthetic, environmental, etc. These issues need to be addressed in a critical way.

WEAR Sustain lasted from January 2017 to February 2019, and was able to achieve its objectives:

Objective 1: Set up and develop a sustainable network of local advocacy hubs around ethical and aesthetic wearables, constituted of at least 40 relevant hubs across Europe

Objective 2: Encourage cross-border and cross-sector collaboration between creative people and technologists. Through 2 open thematic calls for European project proposals to develop fully functional prototypes of wearables, WEAR will fund up to 48 teams

Objective 3: Build a sustainable and structured dialogue. It will rely on the digital platform and on the organisation of local and international networking events/symposia and local meetups

Objective 4: Develop local hubs to become advocacy centres for wearable technologies with a mandate for aesthetic and ethical design and development processes. Local hubs will provide to awarded teams support and access to expertise

Objective 5: Develop a sustainability strategy and toolkit aimed at local hubs.