Skintimacy – Touch as Digital Interaction and the Exploration of Intimacy
Alexander Müller-Rakow and Juan Pablo García Sossa
Full day

Skintimacy is an interface that allows for the collaborative manipulation of electronic-based processes through touch. Depending on skin contact, movement and duration of touch, digital and electronic setups can be influenced and controlled. In order to provide diverse opportunities for a playful control of audio, video, motors and other forms of output, a microcontroller is being employed to transfer data to software platforms. This sensor, acting as both a research tool and DIY kit (www.skintimacy.org, 2013), is intended to facilitate the symbolic relationship between physical computing and the sense of touch. The straightforward design of the device allows for experimentation in many different contexts. Taking into account the dynamic nature of skin conductivity, which varies individually, one has the possibility to create highly responsive installations.

In the first part of the workshop we will introduce the participants to haptic and touch-based interfaces, describe our intentions, the qualities and technical characteristics of the Skintimacy kit. In the second part, we will practically conceptualize and design interactive scenarios with the skin-based sensor in order to experience interpersonal touch as digital interaction and its influence on intimacy and personal boundaries. A common discussion on the potentials and limitations of skin-based and "techno-organical" interfaces will close the session.

Keywords: Interaction Design, Skin-based Interfaces, Experimental Interfaces, Touch, Intimacy

Food, Culture & Identity – service design methods and tools in socio-cultural context
Heidi Uppa, Marja Seliger and Tania Rodriguez García
Full day

The full day workshop combines different aspects of local food culture and introduces food as a social bond between individuals and groups. Service design related methods and design games are tested in the workshop.

Food sufficiency and sustainability has become one of the major environmental and ecological issues; a global problem with no simple solutions. We argue that local actions and understanding cultures and identities are needed to develop healthy and sustainable food options in the future. In this workshop participatory design game methods and tools are tested in a food context and in a different cultural environment than originally designed for. "Identity map" and "Food concept / Meal design" games will be used to inspire participants to share their stories, memories, emotions, rituals and values related to food.

By sharing their food related thoughts and experiences, the participants will learn how local food cultures are connected to social identities and behavior. They will learn about participatory methods and design games as research methods.

Keywords: food, culture, identity, design, social.