

"But you look fine."

Content's

1 - 2 Contents and Project Statement	3 - 4 Project map	5 - 6 Physcalsing: The Marble Theory	7 - 8 Play and Objects: Play Therapy
9 - 10 Project Concept	11 - 12 Research Map	13 - 14 1st Individual: Words and Drawing	15 - 16 1st Individual: Shape and 1st Design
17 - 18 1st Individual: Iterations	19 - 20 1st Individual: Final Iteration	21 - 22 2nd Individual: Words and Drawing	23 - 24 2nd Individual: Shape and 1st Design
25 - 26 2nd Individual: Iterations	27 - 28 2nd Individual: Final Iteration	29 - 30 3rd Individual: Words and Drawings	31-32 3rd Individual: Shape and 1st Design
33-34 3rd Individual: Iterations	35-36 3rd Individual: Final Iterations		

Statement

"But you look fine."

What we can't see - we struggle to understand, this is true of chronic conditions. However, what if we could see, touch, and squeeze how individuals conceptualise their condition; the sensation, the colour, the shape. If we could interact with how individuals view their condition within themselves, perhaps we could gain a degree of empathy of these often-invisible conditions.

This project began through the exploring the relationship between object, meaning and interaction, especially through the lens of play and play therapy. I then applied this to how we can understand chronic conditions.

The basis of these objects was a series of interviews with individuals who have chronic conditions. I wished to explore how they feel, view, and see their condition and the impact on them socially. From this I co-designed a series object with three individuals. I did so in three iterations, to truly translate their condition within the objects.

Project Map

Why do we connect to objects?

How?

Why?



How can we physcalise pain and sensations in a playful and interactive way?

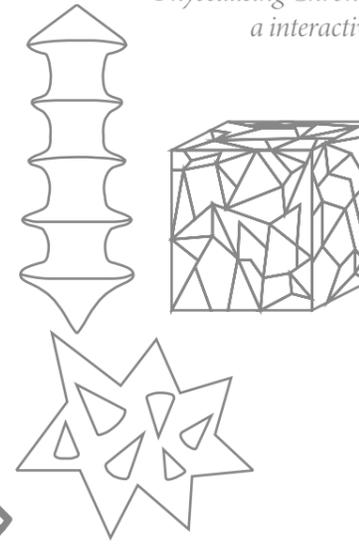
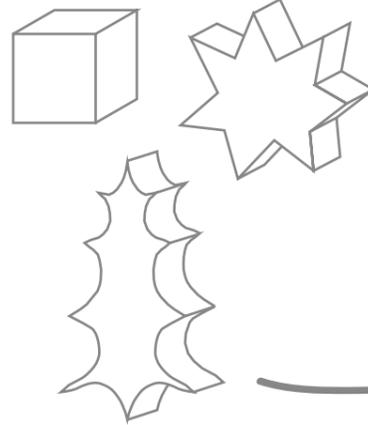
How can we phsyscalise pain?



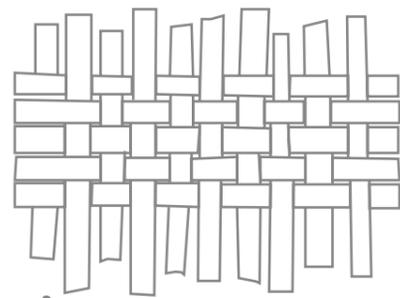
Physcalising Chronic Conditions in a interactive way.

How can we form playful interaction and connection

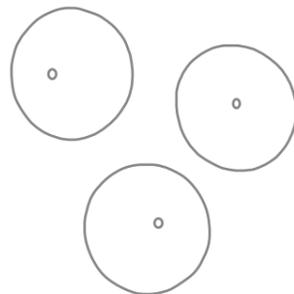
Interviews: How do you view your pain?



Froebel, Objects and Play: Rules and Interaction



The Marble Theory: Physcalsing The Invisible

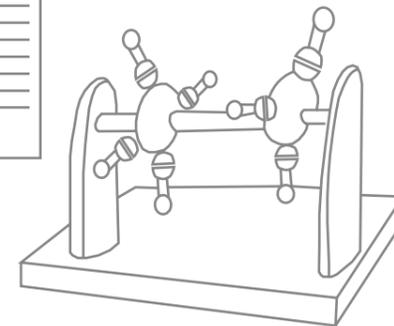


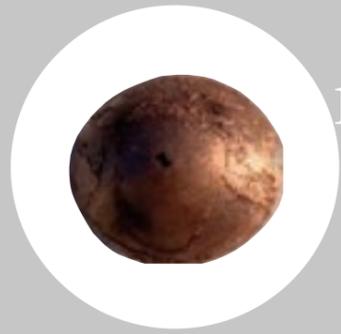
Noguchi: Playful Interaction



Play Therapy: What does play tell us?

Interviews with play therapists





1 marble,

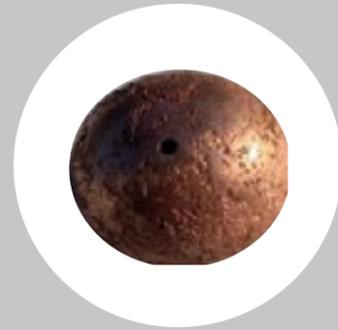
2 marble,



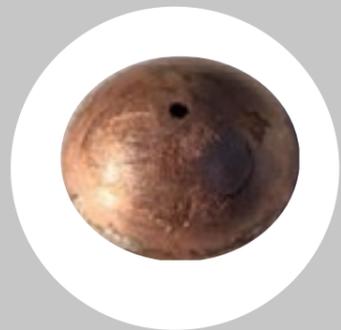
3 marble,



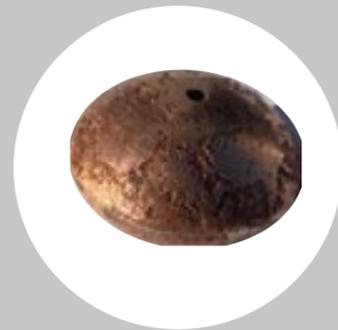
4,



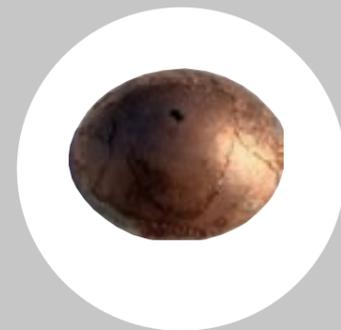
5 marble,



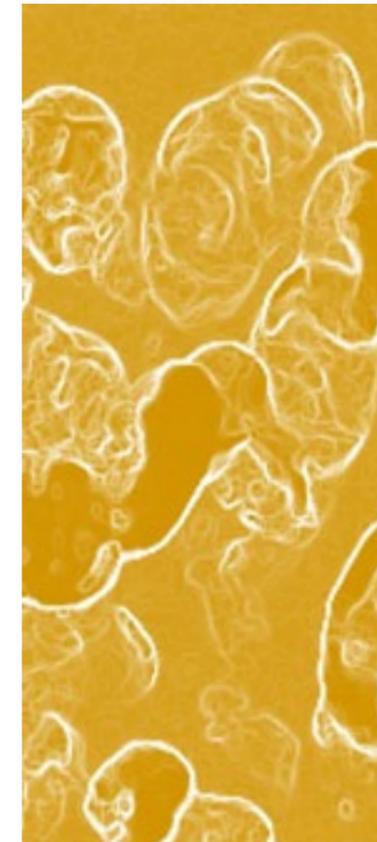
6 marble,



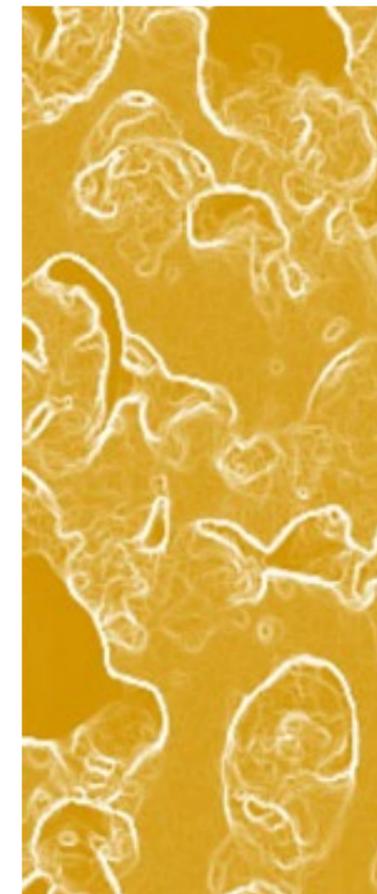
7 marble,



no more...



What is the Marble Theory? Everyday we each wake up with a certain number of Marbles, every activity uses a certain number of marbles. How many Marbles used is different for every person. Once a individual is out of marbles they must rest. Individuals with chronic conditions have fewer marbles.





'Spikey'

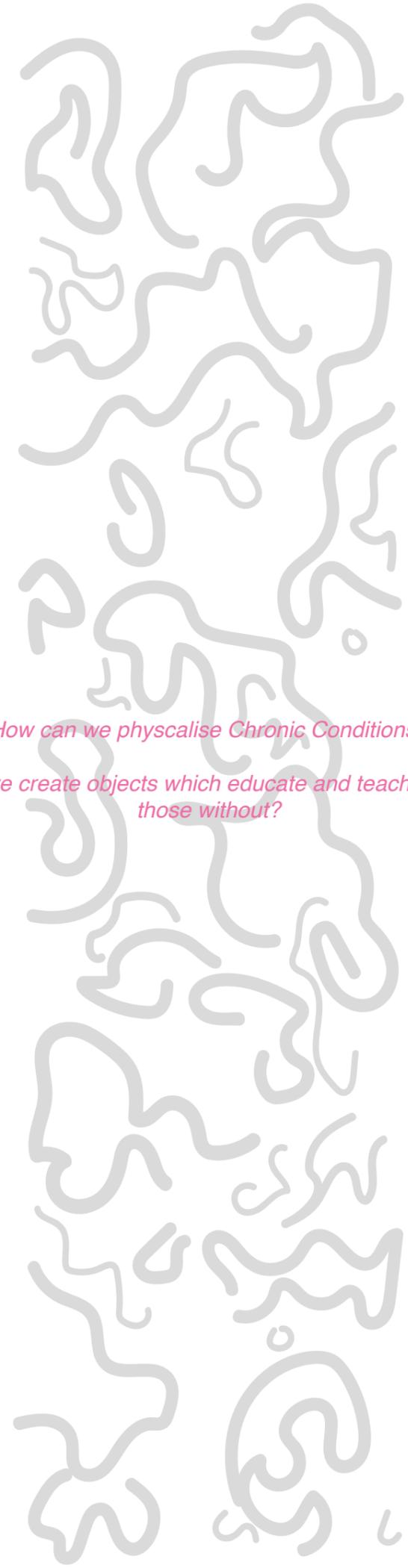


'Crunchy'

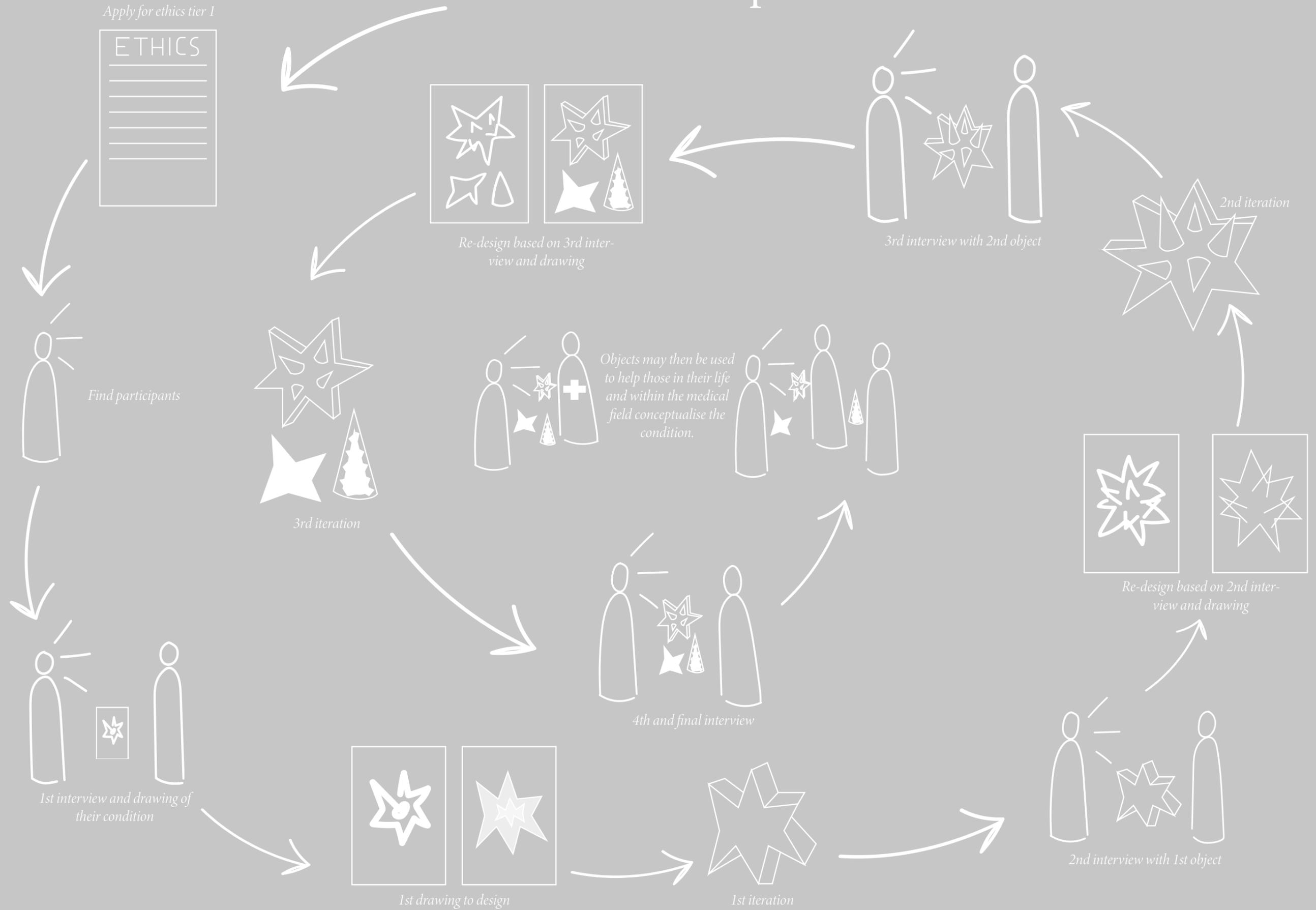


'Heavy'

How can we physcalise Chronic Conditions?
How can we create objects which educate and teach empathy to those without?



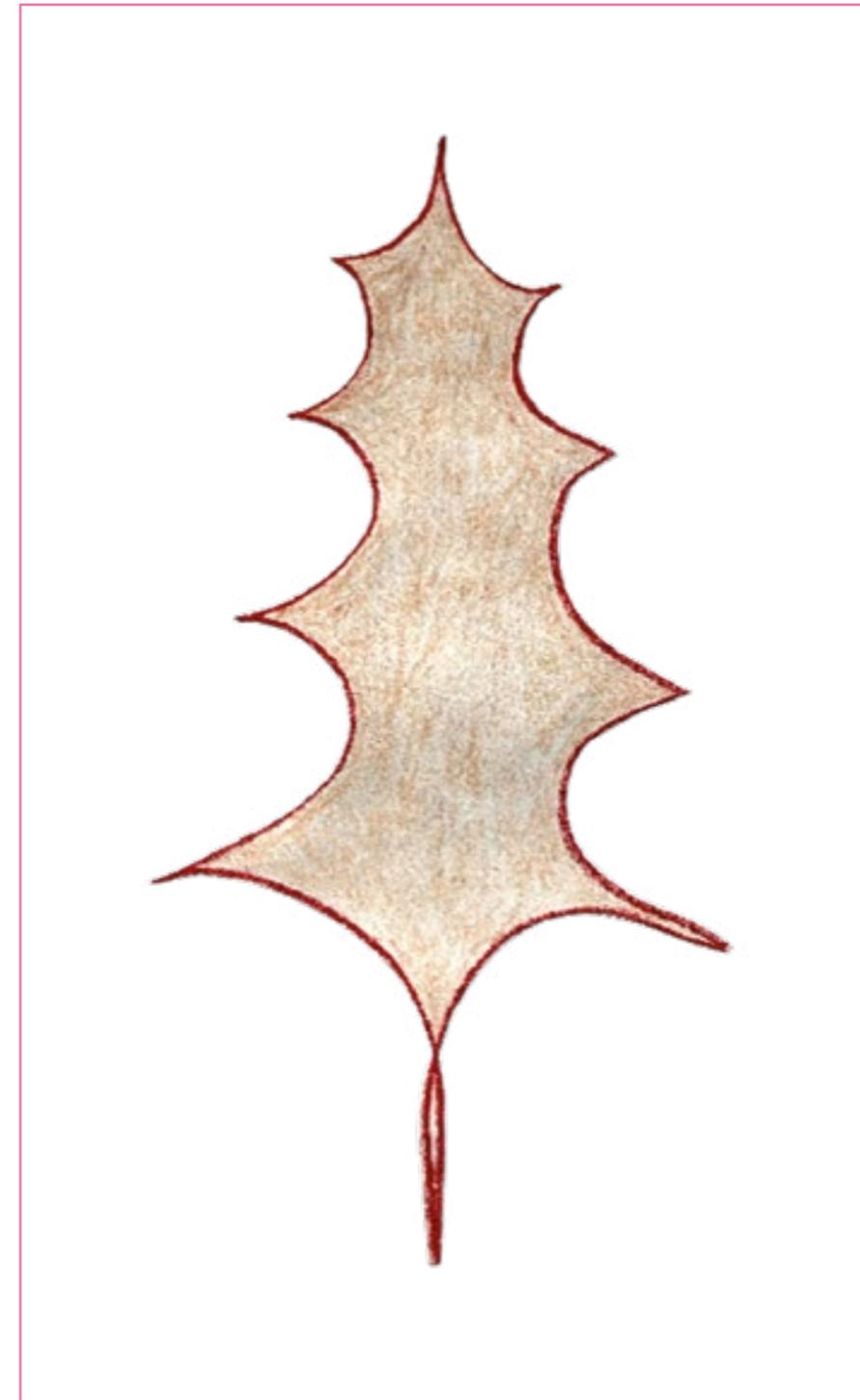
Research Map



Could you give 5 key words to describe the sensation of your condition?

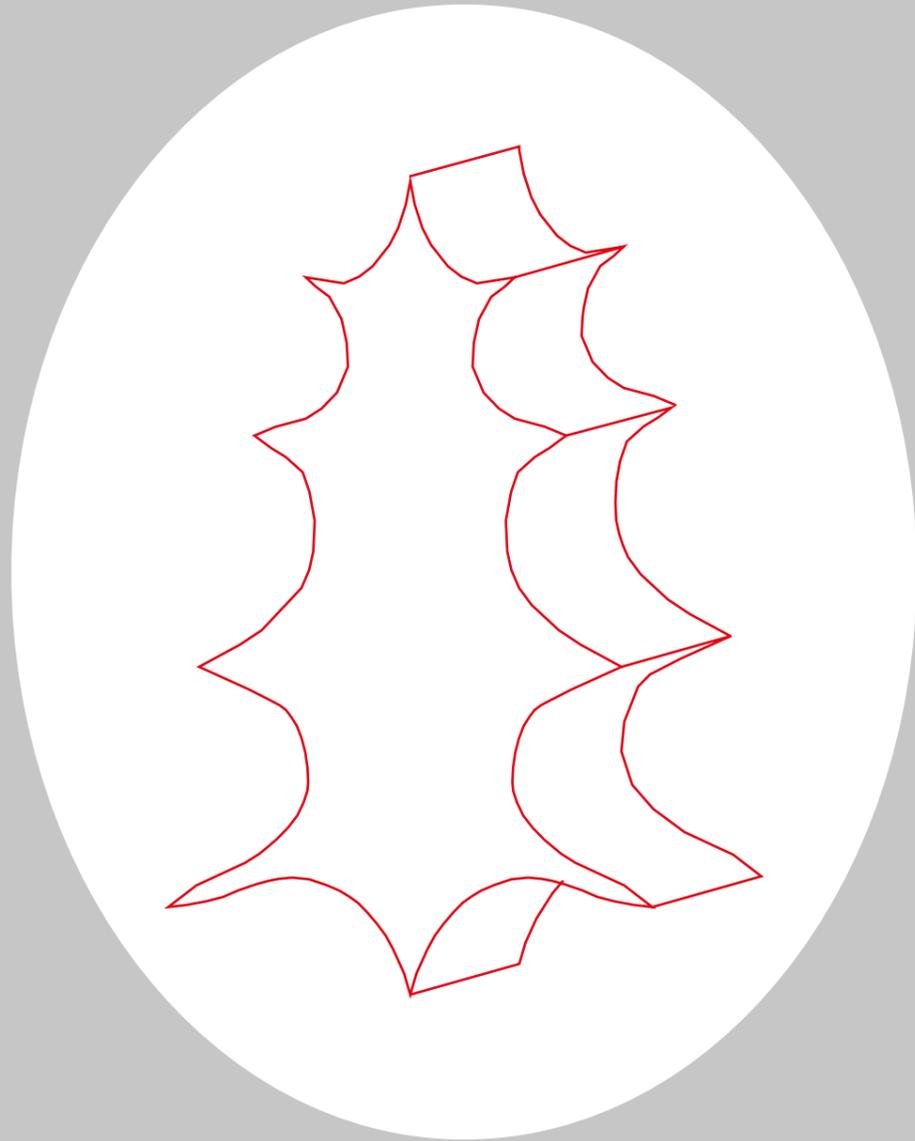
"Burn, sting, cut, hyper-aware and restless"

Could you draw how you view your condition?



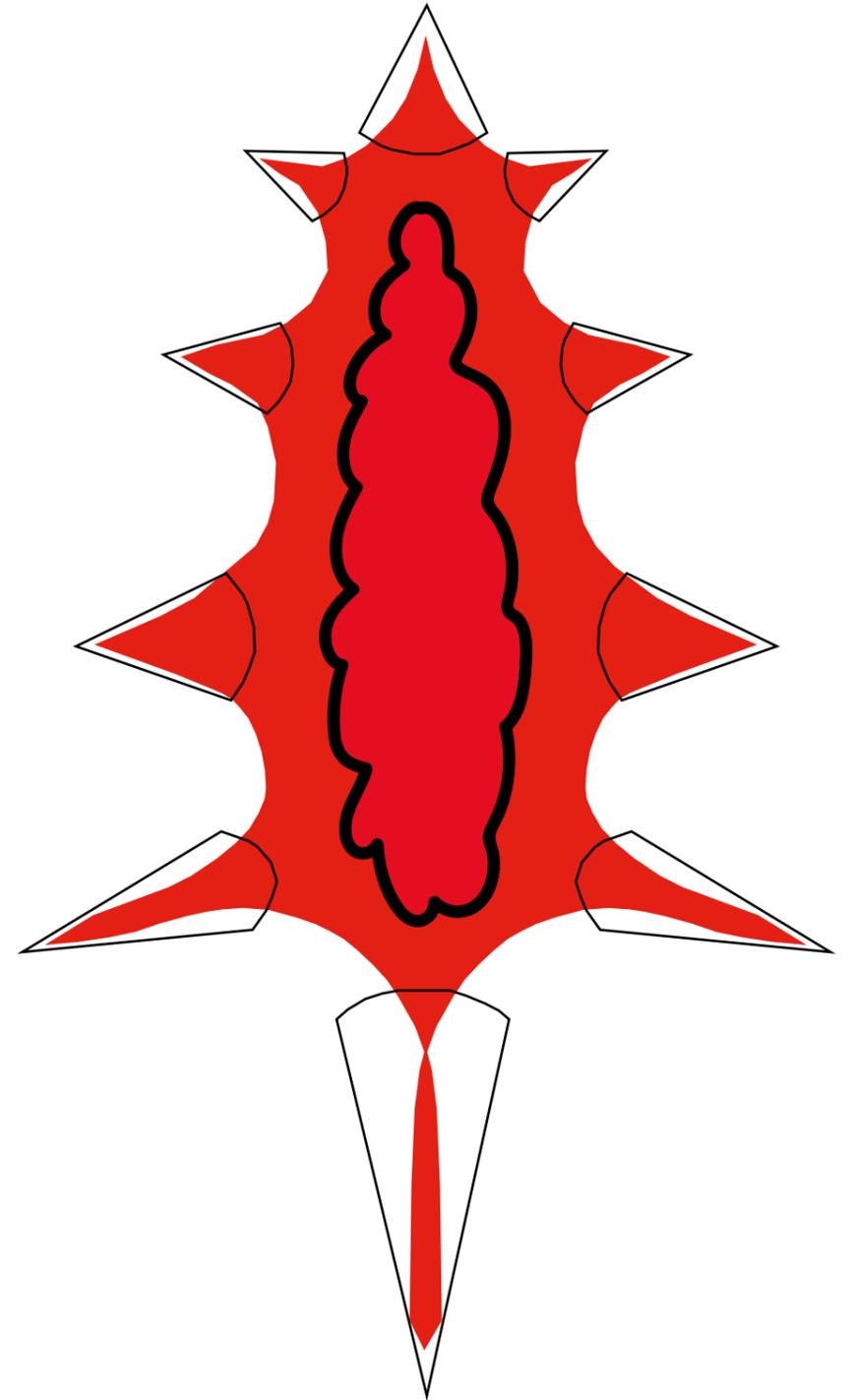
'Vulvodynia'

If you could give your pain a colour and shape, what would they be?



First Design

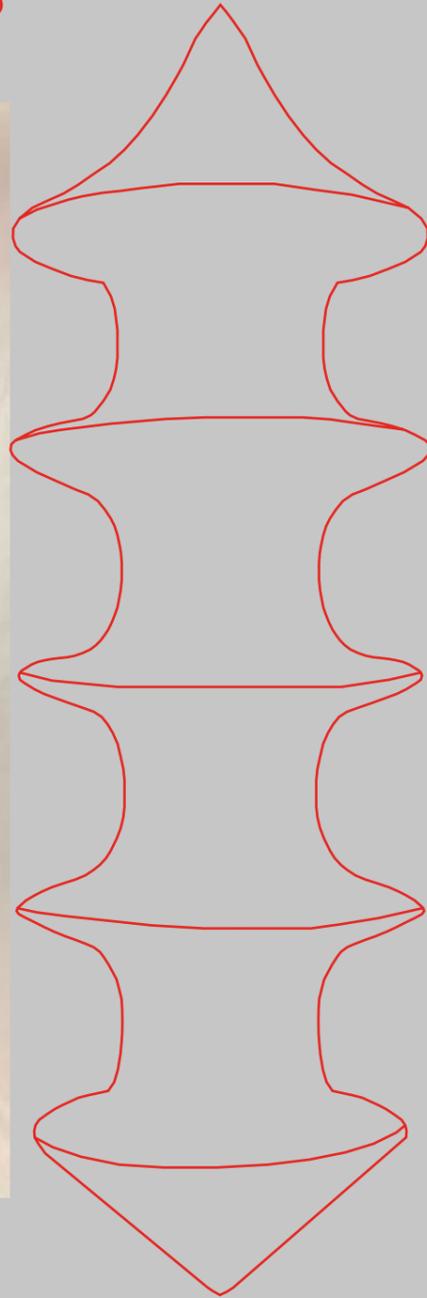
3-6"



1st iteration and 2nd design



“The curves should go all around the object”

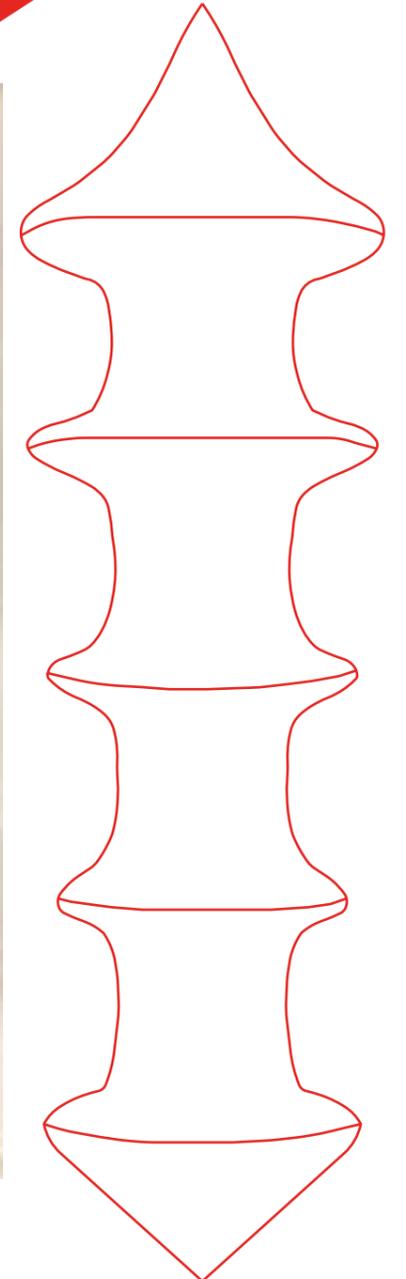


“No fabric cover”

2nd iteration and 3rd design



“The object should be smaller”



“I think it should go from larger to slimmer”



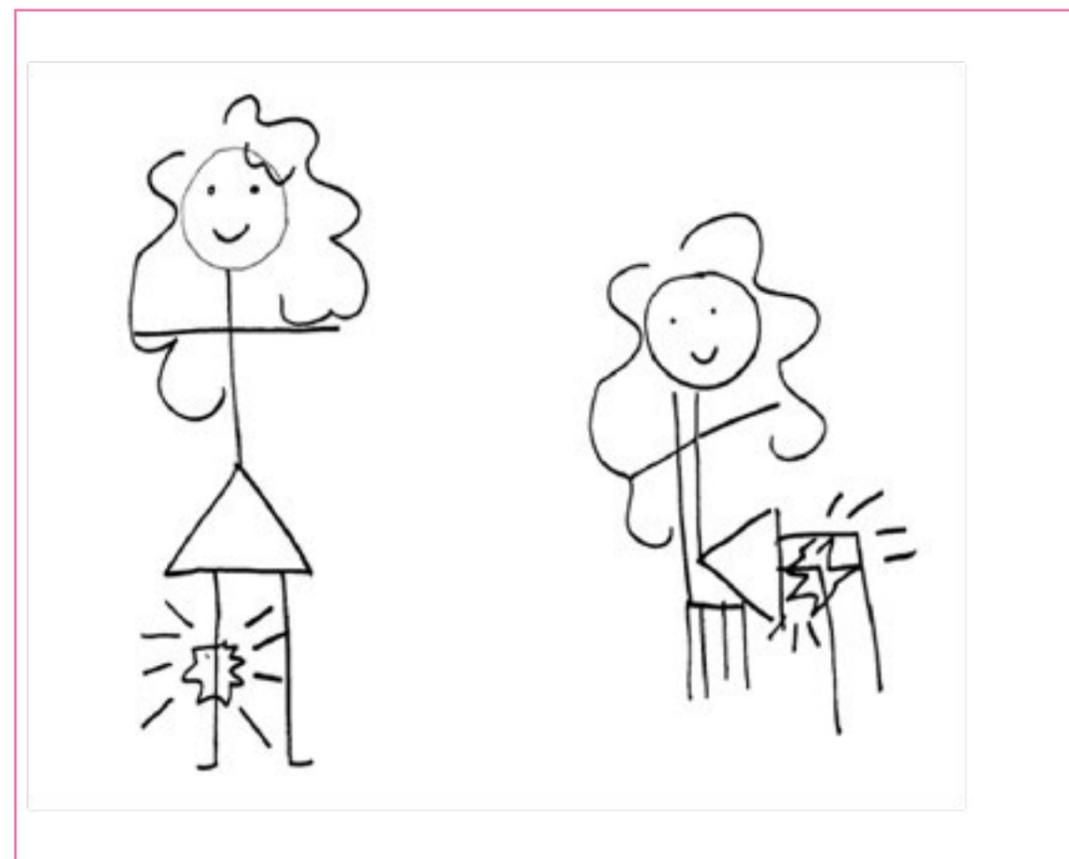
"The object kind of humanises it, in a way"

Discussing the object in relation to using it as a tool to explain their condition to others.

Could you give 5 key words to describe the sensation of your condition?

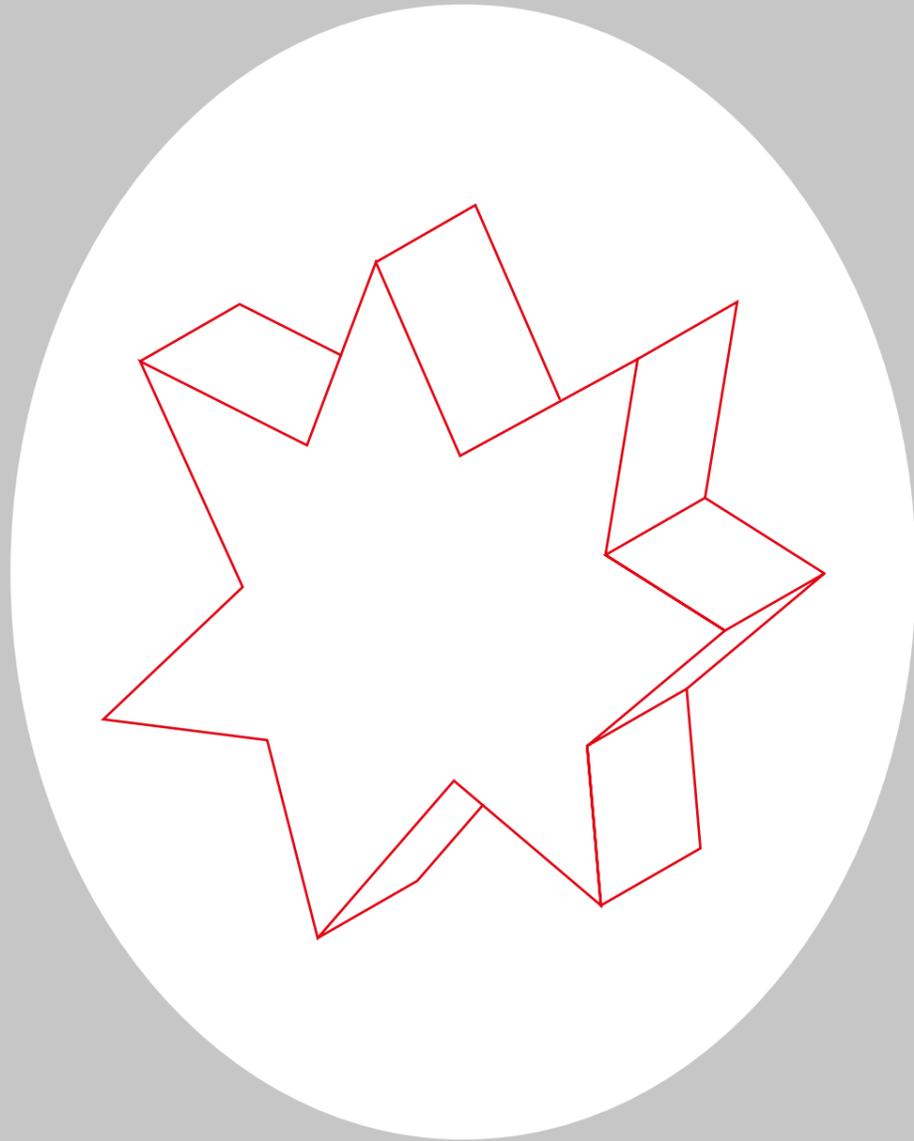
"Numbing, crunching, untrustworthy, draining and burden"

Could you draw how you view your condition?

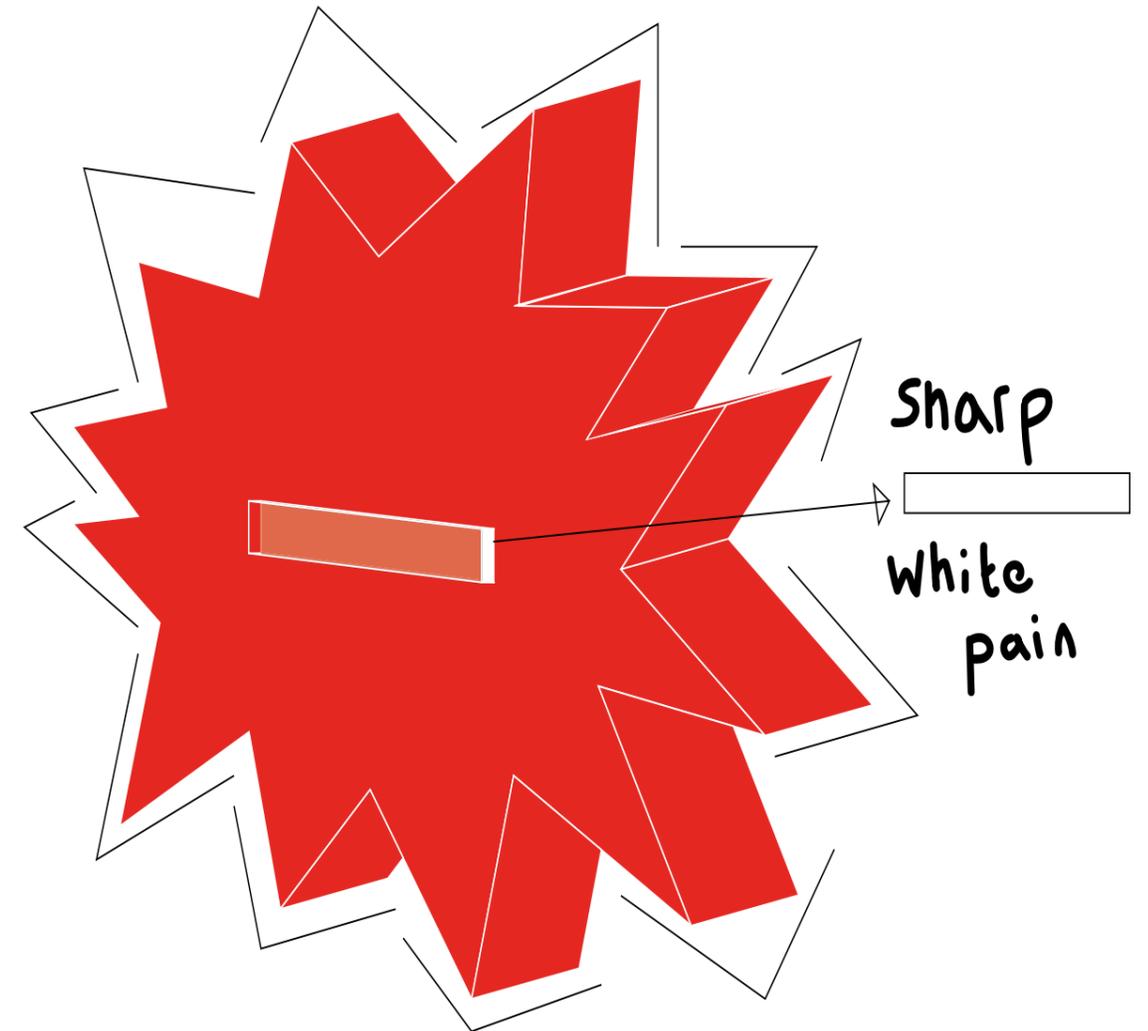


'Chronic Inflammation'

If you could give your pain a colour and shape, what would they be?

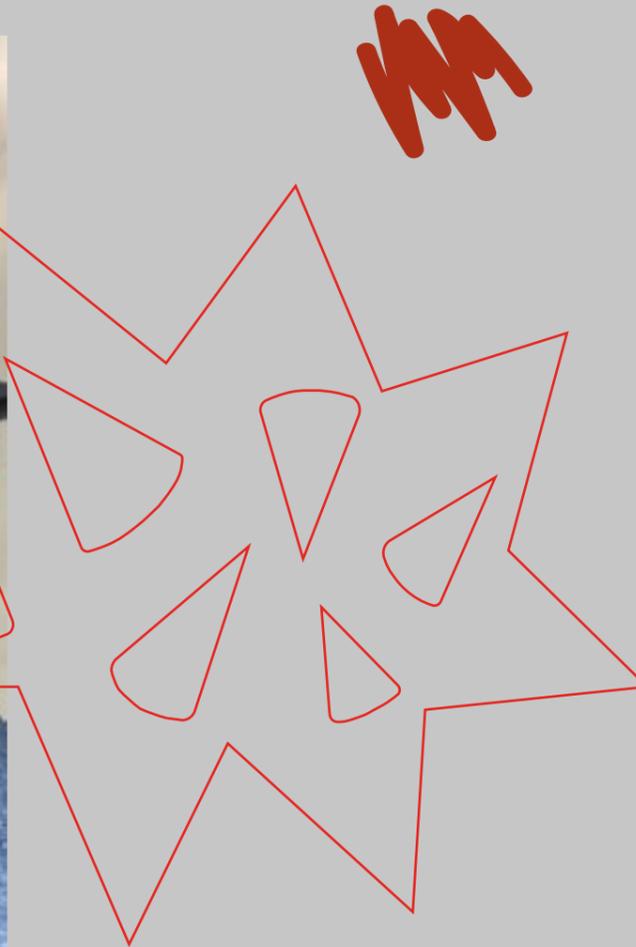


First Design



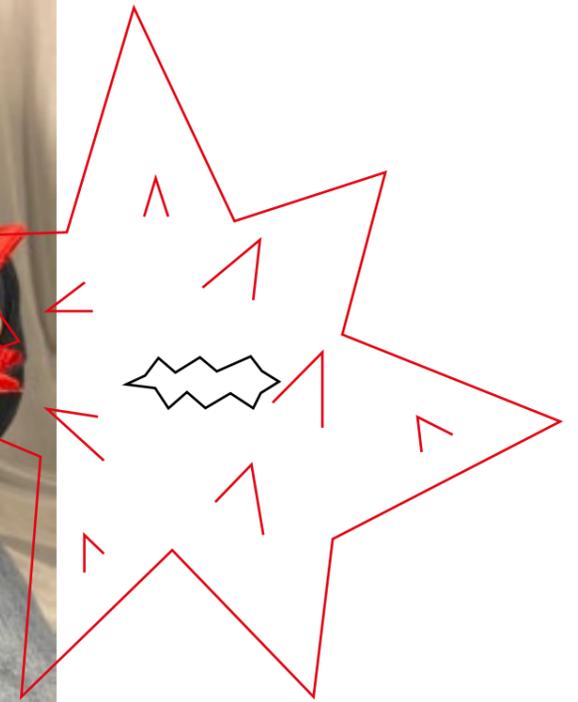
1st iteration and 2nd design

“Remove the fabric cover”



“Spikes should go all around and be random”

2nd iteration and 3rd design



“Sharper middle shape”



"Yes, especially when I was younger in hospital"

Could you give 5 key words to describe the sensation of your condition?

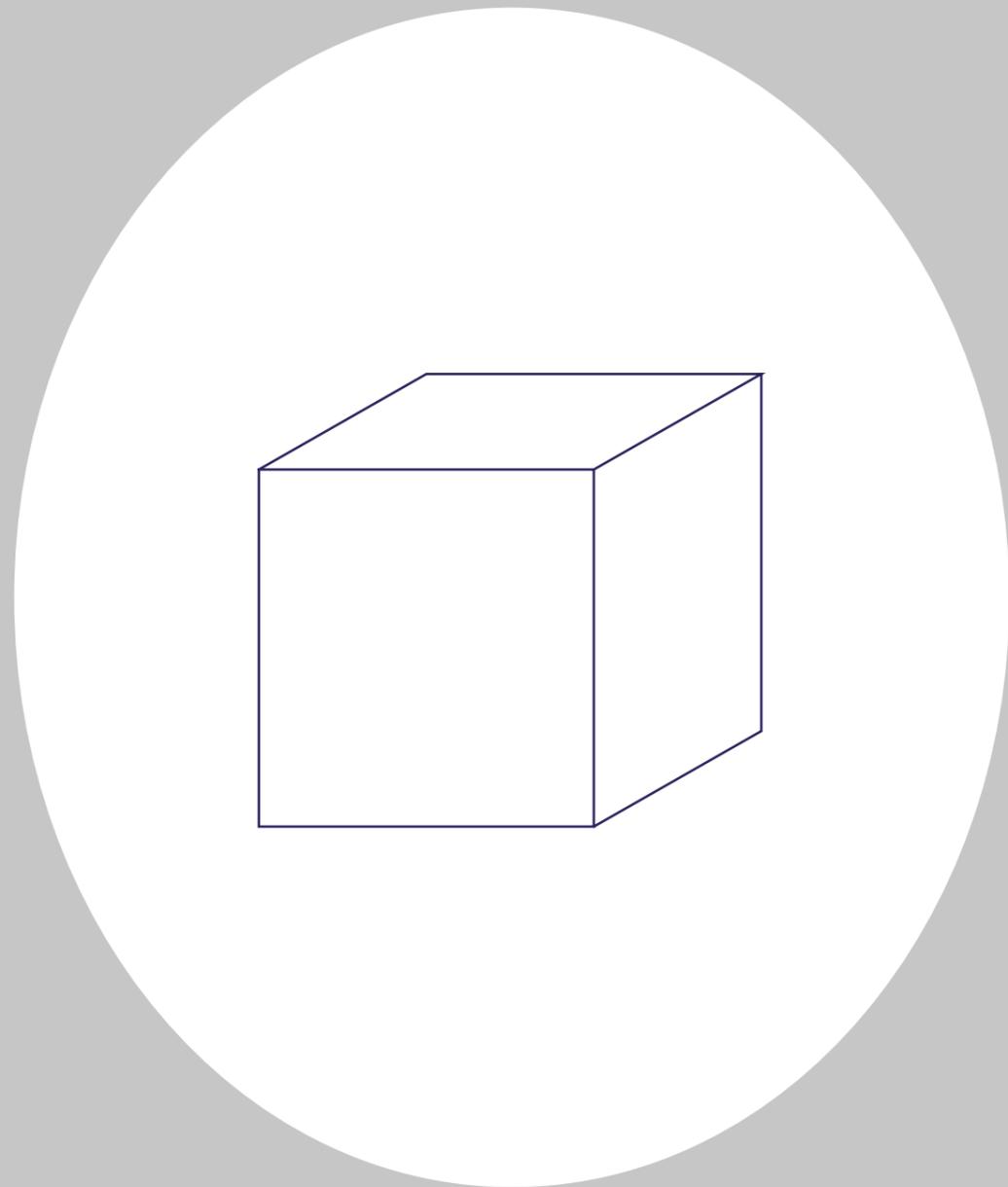
"Weighty, heavy, frustrating, slow and stingy."

Could you draw how you view your condition?

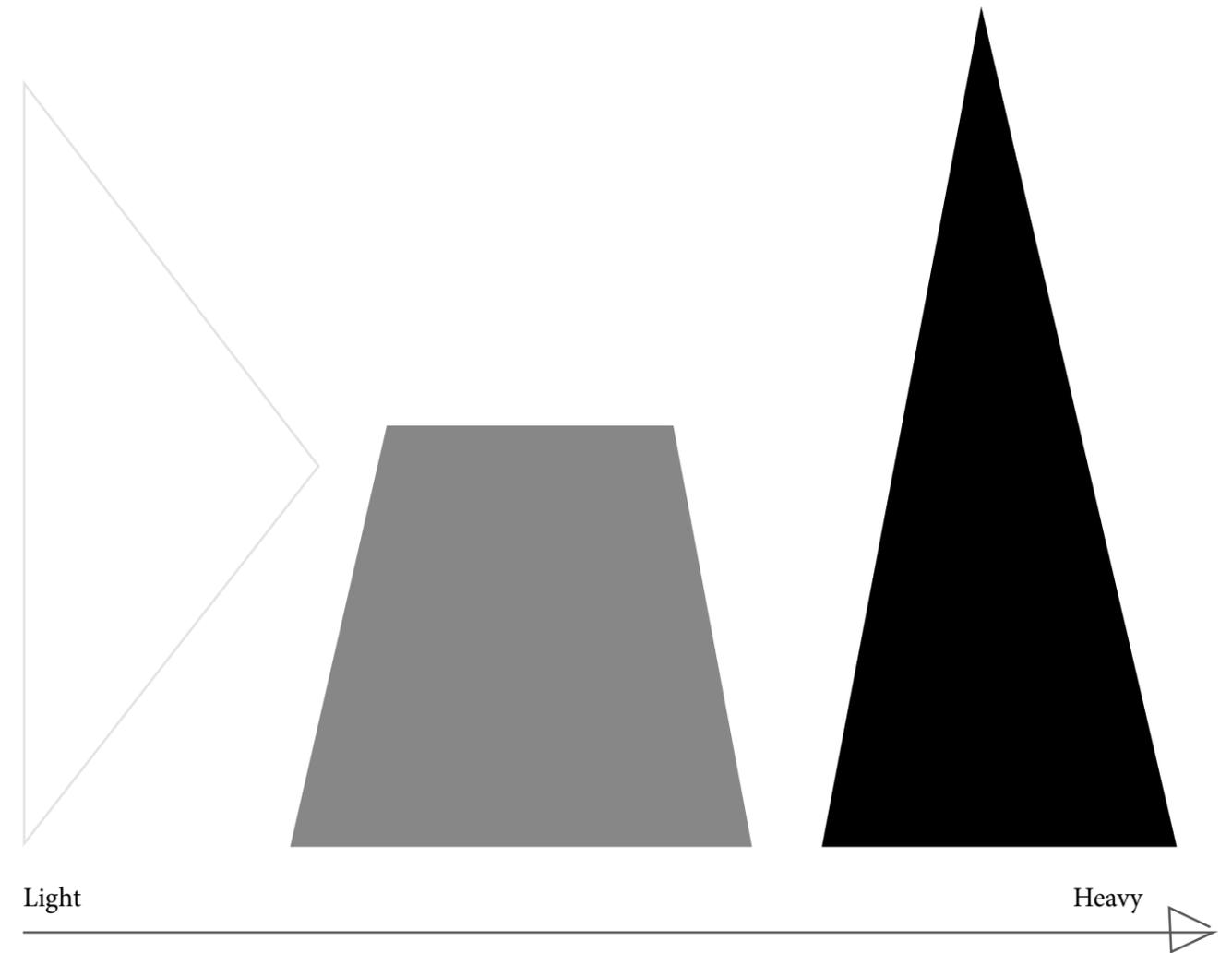


'Chronic Fatigue'

If you could give your pain a colour and shape, what would they be?



First Design



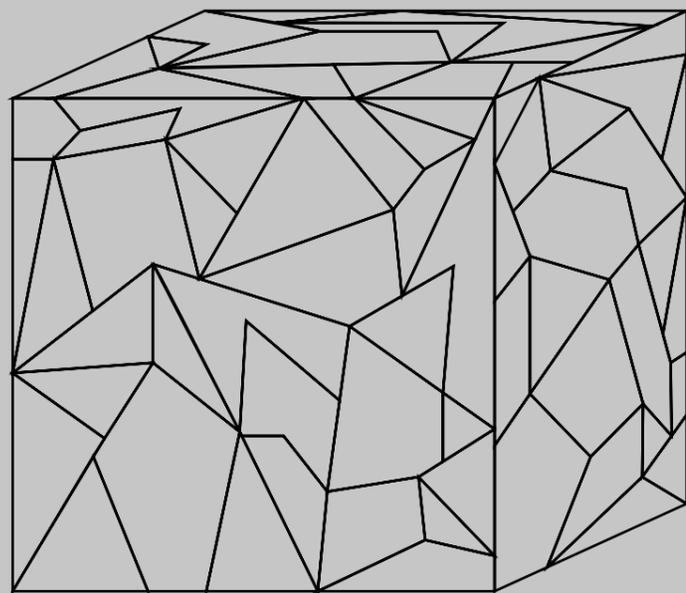
1st iteration and 2nd design

"I think the objects should be heavier"

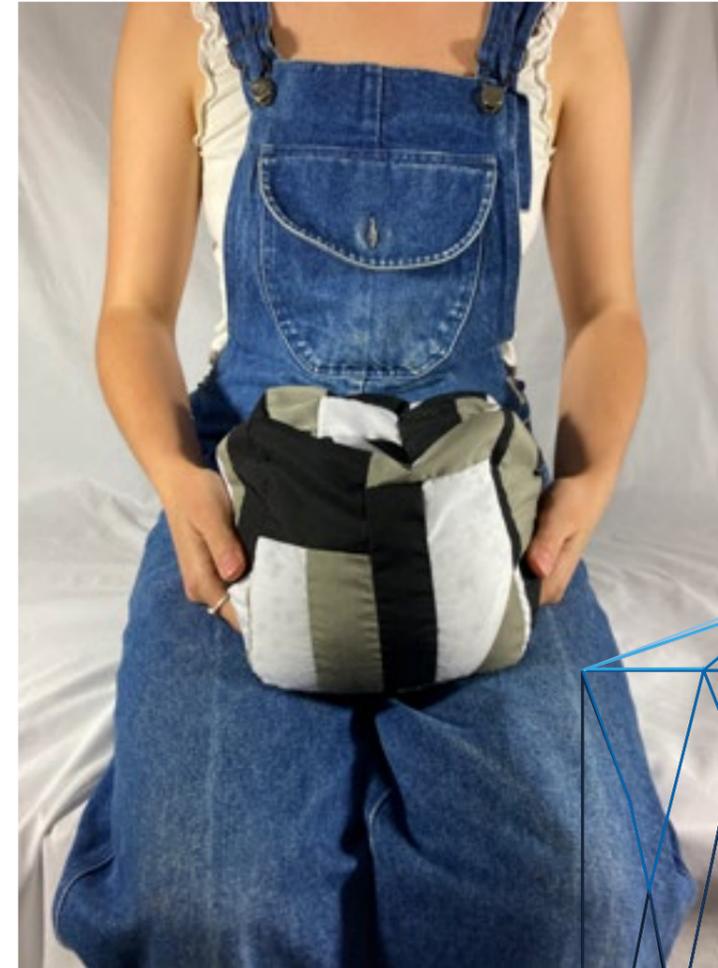


"One large cube combining all the shapes"

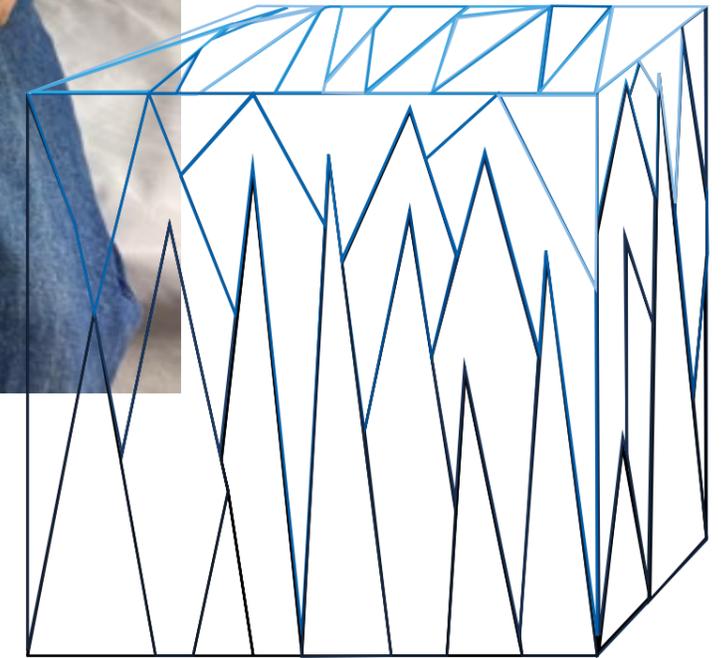
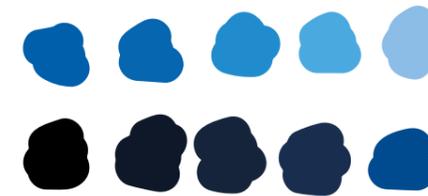
"I like how the weight can moves when you interact"



2nd iteration and 3rd design



"Navy tones rather than grey"



"I think it should have more structure, so only when you interact with it does it slump"



"I would use it to aid my description"