

IDEM301

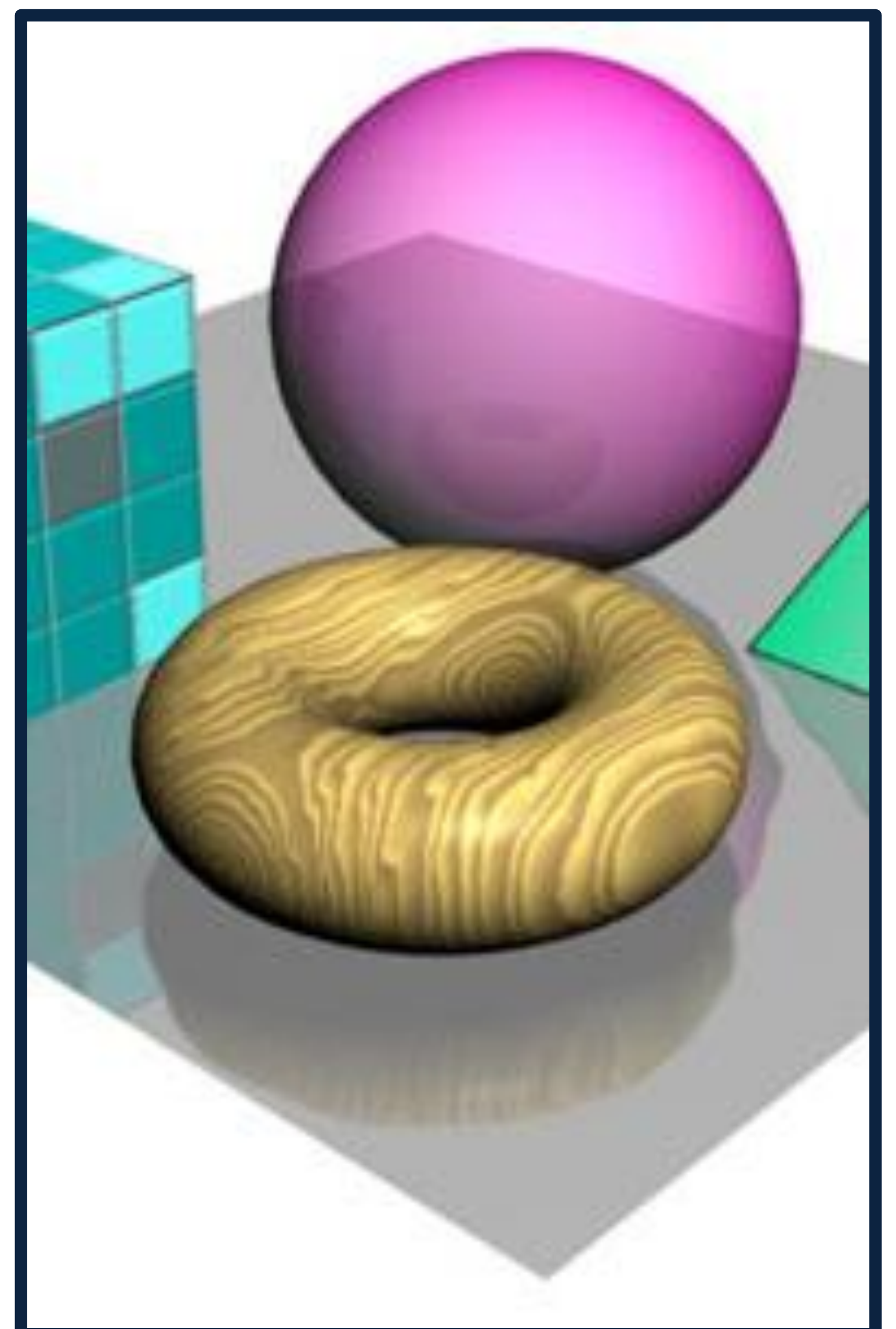
Animated Materials

Q2

This course is an introduction to the field of Animated Materials - materials that change during fabrication and/or use time, their relevance and application in the development of products, and the use of tools for the design of temporal materials and products made with them. Animated Materials facilitate transitions towards multi-situated, long-lasting artefacts that may enrich society and improve environmental impacts.

A general introduction in a range of animated materials will be given, however, a selected animated material context will be explored in detail (for example: shape-memory materials, multimorphic textiles, e-textiles).

Assessment: Group work & Individual assessment



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