

MAKE THEM DISOBEY

Obey-Obey-Disobey is a set of cards turning a basic wearable into a provocative object disobeying to its original promise by exploiting selected glitches and snags. These cards are designed to jam the expected uses and narratives surrounding wearables in order to build new critical ones. This is just a starter to imagine wearable technologies meeting social frictions and highlighting strife. Because all wearables end up disobeying.

Including:

3 types of card

Obey:Type, defining the nature and the type of wearable used for the disobedient one.

Obey:Promise, defining the original promise of this type of wearable.

Disobey:Glitches, defining the snags and to be brought.

Disobedience Model Canvas

"It's like a business model canvas, but for disobedient wearables."

Inspired from the Holy Grail of innovative industries and tweaked to also disobey, this grid is here to help you imagine and document your disobedient wearable.

Or you just could disobey these instructions and not use the canvas at all.

INSTRUCTIONS

1. Randomly pick a card of each type, Obey:Type, Obey:Promise, Disobey:Glitches.
2. Combine two Obey cards with a Disobey one and display them following this structure Obey:Type - Obey:Promise - Disobey:Glitches.
3. Use the combination as a creative constraint to imagine a new disobedient wearable. If you need guidelines for discussions or thinking, please have a look at the Disobedient Wearable Manifesto.
4. Document the idea by filling the Disobedience Model Canvas.
5. Feel free to push your idea further, prototype it with paper models or even tech pieces!

Go, Obey-Obey-Disobey.

ABOUT DISOBEDIENT WEARABLES

Disobedient Wearables is a critical project exploring unexpected crossovers between wearable technologies and social issues. This project is carried by Design Friction, a design practice working on near-futures scenarios and experimental interactive experiences.

We encourage you to bring your own adjustments to the existing material or to design new cards!

OBEY-OBEY-DISOBEY

DISOBEDIENT WEARABLES TOOLKIT

DESIGNED BY DESIGN FRICTION

VERSION 1.0 – JUNE 2018



DISOBEDIENT WEARABLES INDEX

OBEY:TYPE

- Shoes
- Wristband
- Watch
- Band-aid
- Ingestible pill
- Glasses
- Glove
- *Set your own device*
- Underwear
- Necklace
- Shirt

OBEY:PROMISE

- Keep a record of your physical and mental health activity to prevent diseases
- Track and increase your physical performances
- Easily find your way and navigate streets
- Capture and share your emotions and feelings with your friends
- Correct poor postures and develop the precision of your gestures.
- Help you master your mood swings and improve your social interactions
- Make you date new lovers for beautiful stories or simply naughty moments
- Be more efficient and focus at work
- Ensure your safety when going out
- Entertain you on-the-go
- *Set your own promise*

DISOBEY:GLITCH

- Being unwearable, shameful or unshowable.
- Supporting civic involvement and social activism.
- Concealing your personal data by generating fake ones.
- Only working when far away from connected environments and ambient networks
- Arbitrarily distorting its measures to affect your self-esteem.
- Acting as a punitive object, on a forced or volunteered basis.
- Designed and funded here but assembled in foreign countries your nation is in conflict with.
- Fighting unemployment by fostering precariat.
- Used only by socially marginalised people.
- Existing only for 12h, then self-destruct.
- Designed for dead people.
- *Set your own glitch.*

DISOBEDIENT WEARABLES MANIFESTO

WHAT IS A DISOBEDIENT WEARABLE?

1. A wearable disobeying to become subversive and to carry explicit and implicit protests towards existing status quos.
2. A wearable disobeying by assuming and claiming their persuasive power, shaping our values and behaviours.
3. A wearable disobeying by rerouting the controversial attributes of wearables as opportunities to design critical features.
4. A wearable disobeying to some of us, but keeping to obey to others.
5. A wearable disobeying by relying on its misuse and abuse as tactics more than on its technological capacities to carry its message.
6. A wearable disobeying to the current polished promises of the market, questioning our expectations and beliefs for these not-so-emergent technologies.
7. A wearable disobeying to the consensual and flat stories, telling new narratives evolving in the grey mundanity of growing socio-technical norms.
8. A wearable disobeying by following an hidden agenda, impacting their producers, their users and, at the same time, the whole society.
9. A wearable disobeying by seeking to escape the context they have been originally designed for and to reach new fields of use.
10. A wearable disobey to create disbalance and resistance by being both a conservative and disruptive agent.
11. A wearable disobeying to trigger discussions about upcoming wearable technology-related issues, from a social, economic and cultural perspective.
12. A wearable disobeying by being a problem disguised as a solution.

OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
shoes



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
ingestible pill



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
underwear



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
wristband



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
glasses

OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
necklace



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
watch



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
glove



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
shirt



OBEY
TYPE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

Smart...
band-aid

OBEY PROMISE

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

promising to...

keep a record of your physical and mental health to prevent diseases...

OBEY PROMISE

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promising to...

entertain you on-the-go...

DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

being unwearable, shameful or unshowable.



DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

supporting civic involvement and social activism.



DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

concealing your personal data.



DISOBEY
GLITCH

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but finally...

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GLITCH

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DISOBEY
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DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

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DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

fighting unemployment by
fostering precariat.



DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

used only by socially
marginalised public.



DISOBEY
GLITCH

DISOBEDIENTWEARABLES.COM - DESIGN FRICTION

but finally...

existing only for 12h, then
self-destruct.

DISOBEDIENT WEARABLES - DISOBEDIENCE MODEL CANVAS

PRODUCT NAME:

OBEY(TYPE): **OBEY(PROMISE):**

DISOBEY(GLITCH):

TYPE OF PRODUCT	
USERS <i>Who is supposed to use it?</i>	CONTEXT <i>Key social, economic, political, cultural insights...</i>
OBEYING (TO)... <i>(People / Events / Values)</i>	
DISOBEYING (TO)... <i>(People / Events / Values)</i>	
KEY FEATURES <i>What does it do?</i>	TECHNOLOGIES AND SENSORS
	DISTRIBUTION CHANNEL <i>DIY? Distributed in supermarkets? Black market?</i>
TERMS OF USE <i>Not even kidding.</i>	