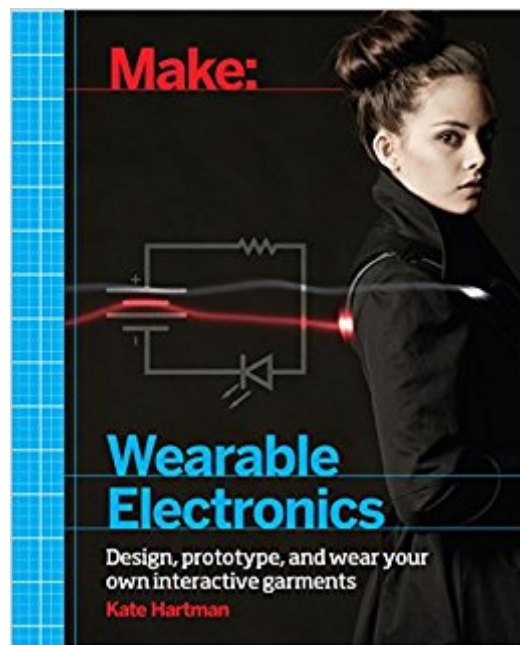




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# Make: Wearable Electronics: Design, Prototype, And Wear Your Own Interactive Garments



## Synopsis

What if your clothing could change color to complement your skin tone, respond to your racing heartbeat, or connect you with a loved one from afar? Welcome to the world of shoes that can dynamically shift your height, jackets that display when the next bus is coming, and neckties that can nudge your business partner from across the room. Whether it be for fashion, function, or human connectedness, wearable electronics can be used to design interactive systems that are intimate and engaging. **Make: Wearable Electronics** is intended for those with an interest in physical computing who are looking to create interfaces or systems that live on the body. Perfect for makers new to wearable tech, this book introduces you to the tools, materials, and techniques for creating interactive electronic circuits and embedding them in clothing and other things you can wear. Each chapter features experiments to get you comfortable with the technology and then invites you to build upon that knowledge with your own projects. Fully illustrated with step-by-step instructions and images of amazing creations made by artists and professional designers, this book offers a concrete understanding of electronic circuits and how you can use them to bring your wearable projects from concept to prototype.

## Book Information

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## Customer Reviews

Three Questions for Kate Hartman, author of *Make: Wearable Electronics*: Who is your book written for? This book is intended for those with an interest in physical computing who are looking to create interfaces or system that live on the body. But really, it is good for anyone who wants to create wearable electronics, like performance artists, jewelry makers, fashion designers, engineers, industrial designers, costume designers, parents, students, researchers, and others. What need does it fulfill for those readers? This book provides a framework for thinking about how to incorporate electronics into clothing. It enables readers to work on a variety of levels, from a simple soft LED circuit to a complex wireless wearable communication system. What's the most exciting thing happening today in wearable electronics? What's neat about working in the wearables space right now is that it is coming to life now more than it ever has before.

We're seeing a number of wearable computing products come out that sense, track, and augment our activities in a ways that a few years ago seemed completely out of reach. Moreover, we're entering a formative period where we will be deciding what technology we will be wearing and how and when we will be wearing it. It's a great time for people to be making in this space because it gives them an opportunity to create and think critically about what comes next.

With *Make: Wearable Electronics*, you'll learn to: Work with Flora, LilyPad, and other Arduino-compatible microcontrollers. Integrate the microcontroller itself into your wearables. Use Bluetooth and Xbee to communicate beyond the body. Construct projects with conductive ribbon, conductive felt, fabric tape, and fasteners. Add life to your wearables with LEDs, fiber optics, electroluminescent tape, and motors.

Overall, this is a pretty good book. However, I bought the Kindle version, and that was a mistake. The tables are all messed up and unreadable. They also are all over the page, and they seem to jam up the book, so you can't turn the pages. From reading the text, it is a great book, but it should not be sold as a Kindle if the Kindle reader can't display the material.

This is a wonderful text and written by a girl geek in plain English. Whoooot Whoooot. Very clear pics and several web sources to visit for more info are included. I subscribe to MAKE magazine and

pre-ordered the print (not kindle) version when I saw that it would soon be available. Didn't disappoint me. Love it Love it Love it. It's an easy read. If you know almost nothing of electronics you can figure out what she's saying (I'm an engineer...but you don't have to be one)... and with very little investment you too can become a "maker" -- if you want to see what's out there, visit a Maker Faire -- they are held in Michigan (Ann Arbor, Detroit), the West Coast, Atlanta...all over. And check out instructables online too -- you'll find many examples of embedded electronics in clothing. This book is probably the best "How-To" I've ever read. Get it, and you won't be disappointed. I promise.

A good introduction to wearables covering a variety of techniques, sensors and boards. A good "idea" generator book. The author's experience as a faculty shows through as a well written "textbook" or "lab manual". Recommended as a first book on wearables.

Probably one of the best books about. Electronics and the arduino microprocessor I have read. A must have in the hobbyist's library!

Interesting ready, will use for future cosplay projects.

Kate explanations goes from the basics to the more advanced. Her book was very useful to me because I was interested in creating wearable clothes and I could understand the "how tos" as well as the the difficulties I could possible get into. There are easy and not so easy projects propositions

Great project book. I actually connected a heart monitor and it is working great. Thanks.

decent book. Most of what it covers can be find online but I like having it as a resource.

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