

An Exploration of Self-Touch Through the Medium of Textile for Well-being.



MASTER THESIS | AUGUST 2024

Design for Interaction
Faculty of Industrial Design
Delft University of Technology

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Dr. Stefano Parisi

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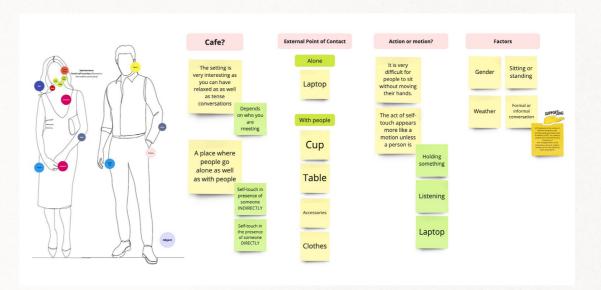
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Approved Project Brief

A

Observation Study Analysis: Card Sorting and Mapping



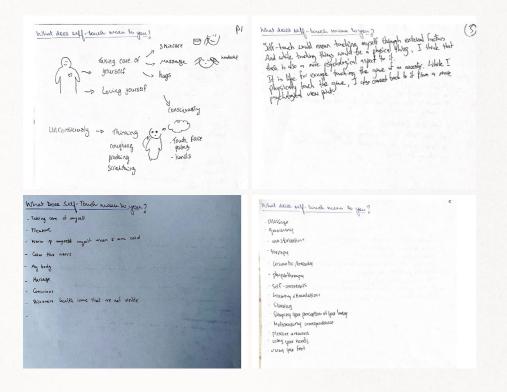
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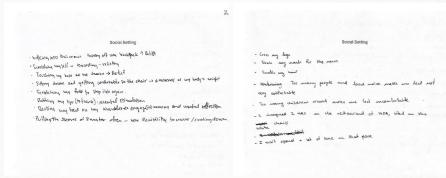
Consent Form

Participant ID:	
material-driven design, student at TU Delft, as pa	rt in a research study titled "Exploring self-touch through" conducted by Sukriti Garg, MSc. Design for Interaction art of her graduation thesis. The aim of this study is to redefine at of self-touch for well-being.
The workshop will be con	nducted over two sessions, each lasting 45minutes.
at any time without provi	study is entirely voluntary, and you have the right to withdraw ding a reason, without any consequences. You may also tions you prefer not to answer.
any data collected for res	orm, you agree to participate in the study and allow the use of search purposes only. Your privacy and confidentiality will be all data will be anonymized.
	ate whether you grant permission for the session to be
recorded and photograph	ns to be taken during the workshop.
☐ I grant permission fo	ns to be taken during the workshop. Ir the session to be recorded – video as well as audio. Ir photographs to be taken during the session.
☐ I grant permission fo ☐ I grant permission fo	r the session to be recorded – video as well as audio. r photographs to be taken during the session. s or wish to learn about the study's outcomes, you can contact
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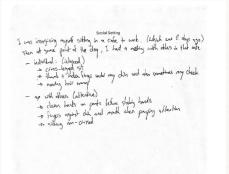
C

Understanding of Self-Touch and Interpretation in Social vs Private Setting Actions Noticed During the Conversation













- Publing bel around my different lands to south myself

txiting the shower and nushing to put ona suchene bank note, to wheep warm and any wyself.

. Tourding unself boday my body, the touching my face to dry it a round

Touching my hair to dry it and Stop water from dosppay down my face.

Applying face chain and massaging my face with surscreen etc.





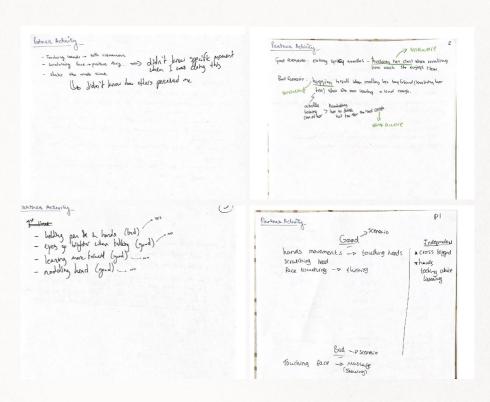
I throught a lot about the sun touching my skin and how this feeling wax me.







Actions Noticed During the Conversation





D

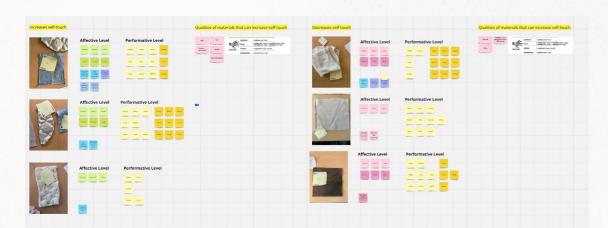
Qulaities of Textile Enhancing Self-Touch Experience Affective and Performatic Level



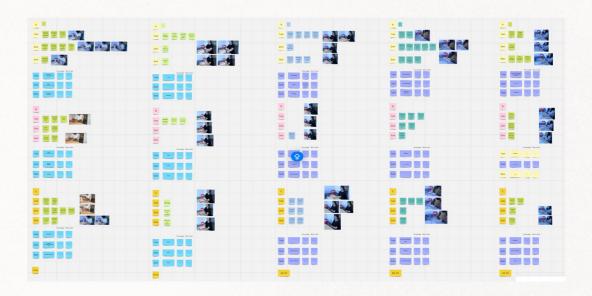








EQualitative Analysis



FExcel Sheet with Data

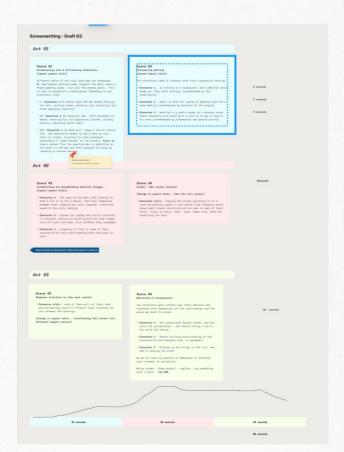
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Question 1						Q	21
41	4	2	4	2	3	15	3
42	2	3	3	2	0	10	2
43	2	2	4	3	3	14	2,8
31	5	4	3	3	5	20	4
32	1	3	3	4	3	14	2,8
33	1	3	4	2	4	14	2,8
01	4	2	4	4	3	17	3,4
22	2	2	3	3	3	13	2,6
23	3	2	4	4	4	17	3,4
Question 2						Q	2
41	2	2	3	3	1	11	2,2
42	3	2	3	2	0	10	2
43	2	3	4	2	4	15	3
31	4	3	4	4	3	18	3,6
32	1	2	3	4	4	14	2,8
33	1	2	4	3	4	14	2,8
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22	4	2	3	3	4	16	3,2
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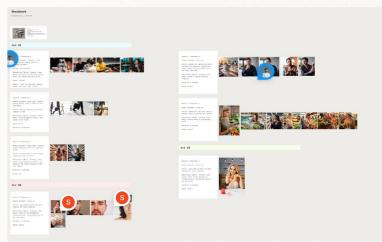
G

MATLAB Scatter Graph Code

```
A1=3;
A2=2;
A3=2.8;
B1=4;
B2=2.8;
B3=2.8;
C1=3.4;
C2=2.6;
C3=3.4;
a1=2.2;
a2=2;
a3=3;
b1=3.6;
b2=2.8;
b3=2.8;
c1=3.6;
c2=3.2;
c3=3.6;
figure
hold on
scatter(a1,A1, 'filled')
scatter(a2,A2,'filled')
scatter(a3,A3,'filled')
scatter(b1,B1,'filled')
scatter(b2,B2,'filled')
scatter(b3,B3,'filled')
scatter(c1,C1,'filled')
scatter(c2,C2,'filled')
scatter(c3,C3,'filled')
hold off
legend('A1','A2','A3','B1','B2','B3','C1','C2','C3')
xlim([0 5])
ylim([0 5])
xlabel('Enhances Self Touch')
ylabel('Encourages Self Touch')
title('Correlation between encourage and enhance parameters tested')
```

HVideo Ideation and Storyboarding





Approved Project Brief

Family name	e Garg		IDE master(s)	IPD	Dfl ✓ SPD
Initials			2 nd non-IDE master	110	350
Given name			Individual programme		
Student number	Colum		(date of approval) Medisign		
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			нРМ		
and mentor					the same section, explain why.
2 nd mentor	Stefano Parisi d	lept./section	SDE		the same section, explain why.
client:				!	Chair should request the IDE Board of Examiners for
city:		country:			approval when a non-IDE mentor is proposed. Include
optional					CV and motivation letter.
				1	2 nd mentor only applies when a client is involved.
comments					

	electives no. of EC accum	ulated in total	EC	X	YES	all 1st year master courses passed
	h, taking conditional requ , can be part of the exam		EC		NO	missing 1 st year courses
	,					
				Comments	:	
Sign f	or approval (SSC E&SA)					
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Name student Sukriti Garg

Student number 5,780,381

PROJECT TITLE, INTRODUCTION, PROBLEM DEFINITION and ASSIGNMENT Complete all fields, keep information clear, specific and concise

Project title Enhancing well-being: Exploring the impact of self-touch via wearable materials.

Please state the title of your graduation project (above). Keep the title compact and simple. Do not use abbreviations. The remainder of this document allows you to define and clarify your graduation project.

Introduction

Describe the context of your project here; What is the domain in which your project takes place? Who are the main stakeholders and what interests are at stake? Describe the opportunities (and limitations) in this domain to better serve the stakeholder interests. (max 250 words)

This project takes place within the context of redefining and exploring the potential of self-touch, a concept often misconstructed with self-enjoyment. In actuality, self-touch transcends traditional perceptions, serving as a multifaceted extension of cognition and a unique form of communication with both ourselves and others. This understanding positions self-touch as an integral part of body ownership and presents a potential for well-being.

The recent study by Dreisoerner et al. (2021) highlights how self-soothing touch can lead to decreased cortisol levels after encountering stressors, showcasing its potential to enhance resilience against stress. This suggests that self-touch can be simple yet effectuve way to cope with stress, especially in situations where external touch might not be available or might feel unsafe. Although this study didn't find significant differences in heart rates or self-reported stress levels, it emphasizes on the therapeutic value of self-touch.

Additionally, innovation practices like self-FI(Functional Intergration) utilize self-touch to directly sense body movements, improving body organization and promoting ease. These findings suggest that self-touch isn't just solitary action; it has the potential to serve as a preventative tool with various applications.

All in all through the medium of wearable materials, there's an opportunity to view self-touch in a new light- as a means of relaxation and self-communication in social setting.

Dreisoerner, A., Junker, N. M., Schlotz, W., Heimrich, J., Bloemeke, S., Ditzen, B., & van Dick, R. (2021). Self-soothing touch and being hugged reduce cortisol responses to stress: A randomized controlled trial on stress, physical touch, and social identity. Comprehensive Psychoneuroendocrinology, 8, 100091. https://doi.org/10.1016/j.cpnec.2021.100091

→ space available for images / figures on next page

Problem Definition

What problem do you want to solve in the context described in the introduction, and within the available time frame of 100 working days? (= Master Graduation Project of 30 EC). What opportunities do you see to create added value for the described stakeholders? Substantiate your choice.

(max 200 words)

Self-touch being one of the first senses to develop is fundamental to human behavior. Despite its perceived healing properties, there's not enough scientific evidence to support its effectiveness. I believe it's important to remind people, the value of being aware of their bodies without making it too hard. Current practices often feel separate from daily life and need intentional effort to fully experience self-touch.

For this project, I aim to seamlessly integrate self-touch into daily routines using Elvin Karana's Materials-to-Experiences framework. This framework explores how materials are perceived experientially, delving into people's thoughts, feelings, and actions. I see a parallel between self-touch and materials, both of which are not fully understood. The framework's affective and performative levels also align to self-touch, as they involve how individuals feel and interact with materials. In the project, I will narrow down the target group through contextual research. Balancing the authenticity and simplicity of self-touch with the experiential properties of materials may pose a challenge. It aims to tackle the lack of understanding regarding the practical applications of self-touch in daily routines and explore its potential for the future.

Assignment

This is the most important part of the project brief because it will give a clear direction of what you are heading for. Formulate an assignment to yourself regarding what you expect to deliver as result at the end of your project. (1 sentence) As you graduate as an industrial design engineer, your assignment will start with a verb (Design/Investigate/Validate/Create), and you may use the green text format:

Exploring self-touch through material-driven design to promote well-being.

Then explain your project approach to carrying out your graduation project and what research and design methods you plan to use to generate your design solution (max 150 words)

For my graduation project, I aim to deepen my understanding of self-touch through material-driven design. Beginning with a thorough literature review, I will delve into the concept of self-touch. Subsequently, I'll conduct experiments to test and refine my comprehension of materials. Iven the complexity of the subject, I'll adopt an iterative methodology, continuously alternating between research and experimentation, employing a research-through-design approach. This will involve a mixed-methods research methodology, including surveys, interviews, and experiential user tests with materials. Rapid prototyping will be essential for swiftly testing and refining design decisions. This cyclical process will inform the design phase, ensuring a comprehensive understanding before developing the final product. My objective is to create a tangible solution that promotes well-being through self-touch in social settings.

Project planning and key moments

To make visible how you plan to spend your time, you must make a planning for the full project. You are advised to use a Gantt chart format to show the different phases of your project, deliverables you have in mind, meetings and in-between deadlines. Keep in mind that all activities should fit within the given run time of 100 working days. Your planning should include a kick-off meeting, mid-term evaluation meeting, green light meeting and graduation ceremony. Please indicate periods of part-time activities and/or periods of not spending time on your graduation project, if any (for instance because of holidays or parallel course activities).

Make sure to attach the full plan to this project brief. The four key moment dates must be filled in below

Kick off meeting 28 Feb 2024

In exceptional cases (part of) the Graduation Project may need to be scheduled part-time. Indicate here if such applies to your project

Mid-term evaluation 8 May 2024

For how many project weeks

Number of project days per week

Comments:

Motivation and personal ambitions

Explain why you wish to start this project, what competencies you want to prove or develop (e.g. competencies acquired in your MSc programme, electives, extra-curricular activities or other).

Optionally, describe whether you have some personal learning ambitions which you explicitly want to address in this project, on top of the learning objectives of the Graduation Project itself. You might think of e.g. acquiring in depth knowledge on a specific subject, broadening your competencies or experimenting with a specific tool or methodology. Personal learning ambitions are limited to a maximum number of five.

(200 words max)

As a designer, I'm inspired by everyday experiences, and the idea of self-touch struck a chord with me because I experienced it to go beyond just individual moments. Exploring human behavior and philosophy has always fascinated me, especially after taking lectures in PUUE and the elective of introspective design. They encouraged me to think about design outside the methodologies, through the lens of self- awareness. This project mirrors my personal values of authenticity, connection to nature, and well-being, whether through rituals like worship or activities like yoga. Apart from this, the elective courses I've taken over the past year and a half have equipped me with valuable research methodologies. My inspiration for this project stems from my exploration of speculation design, while my research skills were honed through intensive research electives. However, I recognize areas where I want to grow personally and professionally. I aim to enhance my hands-on skills and overcome the fear of materializing my ideas. Through engaging with different materials, I believe I can better execute my concepts. Developing a distinct voice as a designer is crucial to me. I see philosophy as a tool to broaden perspectives and provoke thoughtful discussions. Through this project, I aspire to develop my own unique viewpoint and become more confident in questioning the world around me.I've often grappled with distinguishing between art and design, as my inspirations don't always lead to tangible products. With this project, I hope to bridge that gap by expressing myself as a designer who can translate personal experiences into meaningful products, services, or experiences for others. Ultimately, this project is a reflection of my values, emphasizing well-being and nature as central themes in both my personal and professional life.

> Author Sukriti Garo

Chair Dr. Gijs Huisman Mentor
Dr. Stefano Parisi