The main objective of my doctoral work was to bring forward a new perspective on the design of Smart Textile Services for close-to-the-body applications by taking the multifaceted role of the prototype as the main point of departure. The central research question that drove this exploration was: “How to design Embodied Smart Textile Services?”

Using a research-through-design process three Embodied Smart Textile Services in the context of wellbeing were developed with a group of stakeholders from academia, service providers and industry (Figure 1). Various research methodologies enabled us to triangulate between first-person, second-person and third-person perspectives, which led eventually to three important scales: project, community and stakeholders (Figure 2). By bringing technology closer to the body, the interactions with the Embodied Smart Textile Service itself are changing and becoming more Embodied. In order to develop these types of Embodied Interactions, the design process itself is also changing: the scale of the Project. An Embodied design process also leads to changes in the collaborations between various disciplines: the scale of the Community. And finally, these new embodied collaborations have implications on the sense-making process between the stakeholders: the scale of the Stakeholders.