TICE CREATE Stage: FASHION Project 1

Title: Fashion Futures | What will it be?

Project Outline: Have you ever thought about what your wardrobe will contain in the year 2040? Fashion and technology will inevitably become one - Smart fabrics and power laces (self-lacing shoes) are just the beginning.

Pick this project if you are interested in: Fashion innovation, recycling old clothes, invention and wearable technology.

There's no denying that the technology world is obsessed with fashion. Amazon, Apple and Google, three of the biggest names in tech, are all trying to carve their own path into the fashion space. Look at Google with conductive fabrics embedded in a smart jacket made by Levi's for an example.

All of which is to say, the line between these two industries is blurring *(Tech & Fashion).* Now more than ever, it feels like high-tech fashion is on the verge of being more than just a gimmick. In the not-too-distant future, you could even be 3D printing your own shoes or clothes at home. Instead of going to a store, you'll buy blueprints straight from the designer.

Still, you get the feeling technology companies are on the verge of a major breakthrough in fashion, and it's only a matter of time before we see products that are both useful and accessible to everyone. We must remember that what may seem like a gimmick now could end up laying the ground for something bigger: What if Google's Jacquard jacket could one day measure your heart rate, along with letting you pick which song to play next? Or if Nike's self-lacing shoes could also track your step count? That future is not far off.

Can you help to come up with the wardrobe of the future? For this project, you will be working on wearable technology and making garments of the future.

Which companies you will be working with: Sally – Wreckreation (https://www.wreckreation.co.uk/), Layers (https://layers.studio/#/home) and the computer science team.

Your 3 Training Days may look like this:

Day one: The first day of our project will be dedicated to learning about fashion innovation and products. You will be working with the computer science team to come up with ideas that will suit the market of 2040. Drawing and design will be key and come up with new clothing concepts to suit the future consumer.

Day two: You will be using old clothing to 'up-cycle' and re-create into clothing pieces of future. Sewing and making will be important skills.

Day three: All garments must be completed to showcase at the Final Show.

Your Mentors are: Charlotte Liddle (Fashion & Textiles) & Phil Jeffes (Computer Science Team)