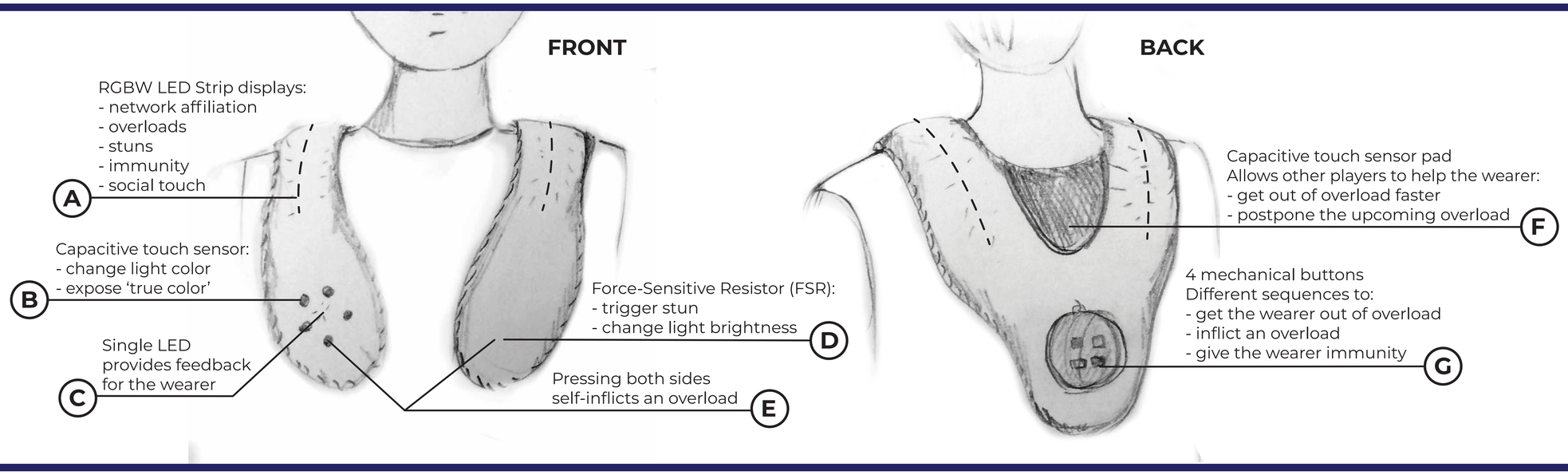
`True Colors': A Social Wearable That Affords Vulnerability

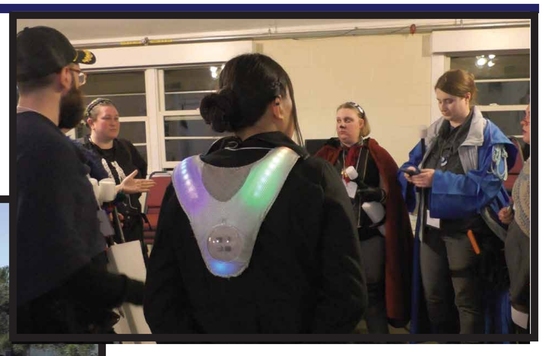


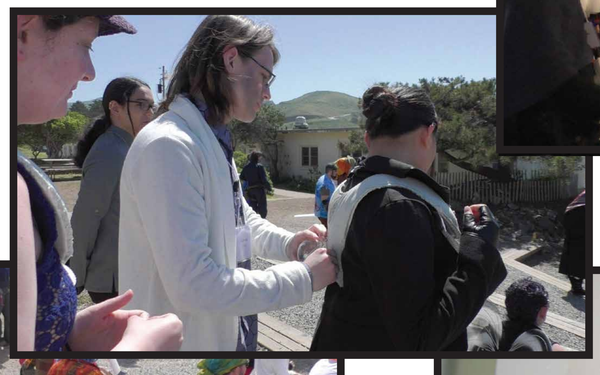
Introduction

'True Colors' is a social wearable prototype designed to augment co-located social interaction of players in a LARP (live action roleplay). We designed it to enable the emergence of rich social dynamics between wearers and non-wearers.
True Colors is Y-shaped, worn around the upper body, and has a front and a back side interface to distinguish between empowering interaction made by the wearer (front), and interaction made by others (back).

To design True Colors, we followed a Research-through-Design approach, used experiential qualities and social affordances to guide our process, and co-designed with LARP designers.

13 True Colors wearables were deployed in a 3-day LARP event, attended by 109 people. From all the functionalities and interactivity the device afforded, players gravitated towards ones that emphasized the social value of experiencing vulnerability as a prompt to encourage social interaction with others.





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