



Kate
Hartman
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artist, professor**



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Kate Hartman is interested in the ways technology augments or interferes with social interactions. She designs products that explore the relationship between humans and technology and how that relates to our privacy and social experiences.

Fun facts:

- She wrote a book on wearable electronics
- She has work in the MOMA
- She hopes to work in Antarctica one day!



Product Design & Wearables



The job of a Product Designer is to find a problem that someone is having and then come up with a product that will solve that problem. Product designers are empathetic and observant, and they work hard to really understand a problem and the people it affects so they can design the best possible solution. Sometimes, when a problem is related to our bodies (i.e. trying not to touch your face or protecting your ears from loud noises), you might want to design something that could be worn on your body.

These wearable electronics (wearables for short) are becoming more and more integrated into our daily lives!



Lesson idea:

1. Introduce Kate Hartman, wearables, and product design with the information above
2. Watch Kate Hartman's TED Talk (9:06) where she talks about her work
3. Explore wearables & product design: Choose a social problem that exists in your life and brainstorm some wearable devices that might help you with that problem! Try using a brainstorming exercise called Crazy 8s (explained here: How to Run a Crazy 8s Exercise) to come up with 8 ideas in 8 minutes.

Explore this topic

Learn more about Kate Hartman, product design, and wearable technology with these resources:

Videos

- [Nordstrom Innovation Lab](#) demonstrates the product design cycle
- [The Problem Solving Process with Zipline](#)
- [How to Solve Problems Like a Designer](#)
- [NASA for Kids: Intro to Engineering](#)

Activities

- A New Pipeline's [Introduction to Product Design](#)
- Hazel Wyllie's [Teaching UX Design to Teens](#)
- [How to Run a Crazy 8s Exercise](#)
- Microbit Wearable Project: [Step Counter](#)

Reading

- [Make: Wearable Electronics](#) by Kate Hartman
- [How Apple is Giving Design a Bad Name](#)
- [The Design of Everyday Things](#) by Donald A. Norman