Subtheme: Educational Responses

The "Wearable House": A Case Study of Education that Fuses Fashion and Architecture with Analysis

Recently there have been increasing attempts to fuse architecture and fashion as a fashion approach that reaches across boundaries. With this in mind, we conducted an exercise in fusion of architecture and fashion called "wearable house" for students of architecture. The exercise is included in the first semester of the second year for the purpose of enhancing design skills and creative energy, and has been a continuous part of the curriculum for 10 years.

We extracted keywords concerning fusion of architecture and fashion from tendencies seen in works over the past 10 years, and analyzed how such fusion has influenced design education. A 'house' is a space that surrounds a person's body. If this space is reduced to the smallest possible size, it comes to resemble clothing. In the exercise, students design this kind of minimized space to wrap around them comfortably, and then produce it in actual form. Within the process of designing 'wearable house,' many keywords such as 'comfortable,' 'secure,' 'fun,' and 'relaxing' come into play as required aspects. In addition, in the process of creating the actual 'house,' concrete design characteristics e.g., 'form,' 'material,' 'composition,' and 'colour' are developed. Furthermore, the ways in which the house is worn are classified into such keywords as 'wink,' 'wrap,' 'cover,' 'pull over,' and 'mount.' Arranging these keywords makes it possible to speculate how a 'wearable house' is positioned in terms of hat, shoes, clothes, accessories, etc.

By analyzing resulting works and arranging relevant trends, we clarified architectural elements of works designed as 'wearable houses' and clarified some new design directions for fusion of architecture and fashion by considering how these elements relate to fashion elements.