
LumaHelm – an Interactive Helmet

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Abstract

We wear helmets to protect us from injury, but how much more can they do for us in their everyday use? LumaHelm turns the helmet into a display through which we can communicate, express and play. We are exploring how this can make cycling safer, skateboarding more expressive, improve communication on construction sites, and affect any other activity requiring a helmet. Through this design and research process we want to find out what wearable technology in the future may look like and how it can be more intimately integrated in our everyday lives.

Author Keywords

Heart rate; biofeedback; social exertion experience; body-worn display; exertion interface; cycling; helmet

ACM Classification Keywords

H.5.2 [Information Interfaces and Presentation]: User Interfaces.

References

[1] Jones, E.M., Selker, T. and Chung, H. What you said about where you shook your head: a hands-free implementation of a location-based notification system *CHI '07 Extended Abstracts on Human factors in Computing Systems*, ACM, San Jose, CA, USA, 2007, 2477-2482.