

# Internet of Things Driven Cosplay

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In this paper we explore the potential impact IoT technology may have on cosplay and other such public communities.

We have fabricated and developed a costume piece that utilises embedded IoT technology to enhance both it's capabilities and user interactions.

Our research focuses on exploring scenarios where the audience may interact with and influence a costume in a public setting.



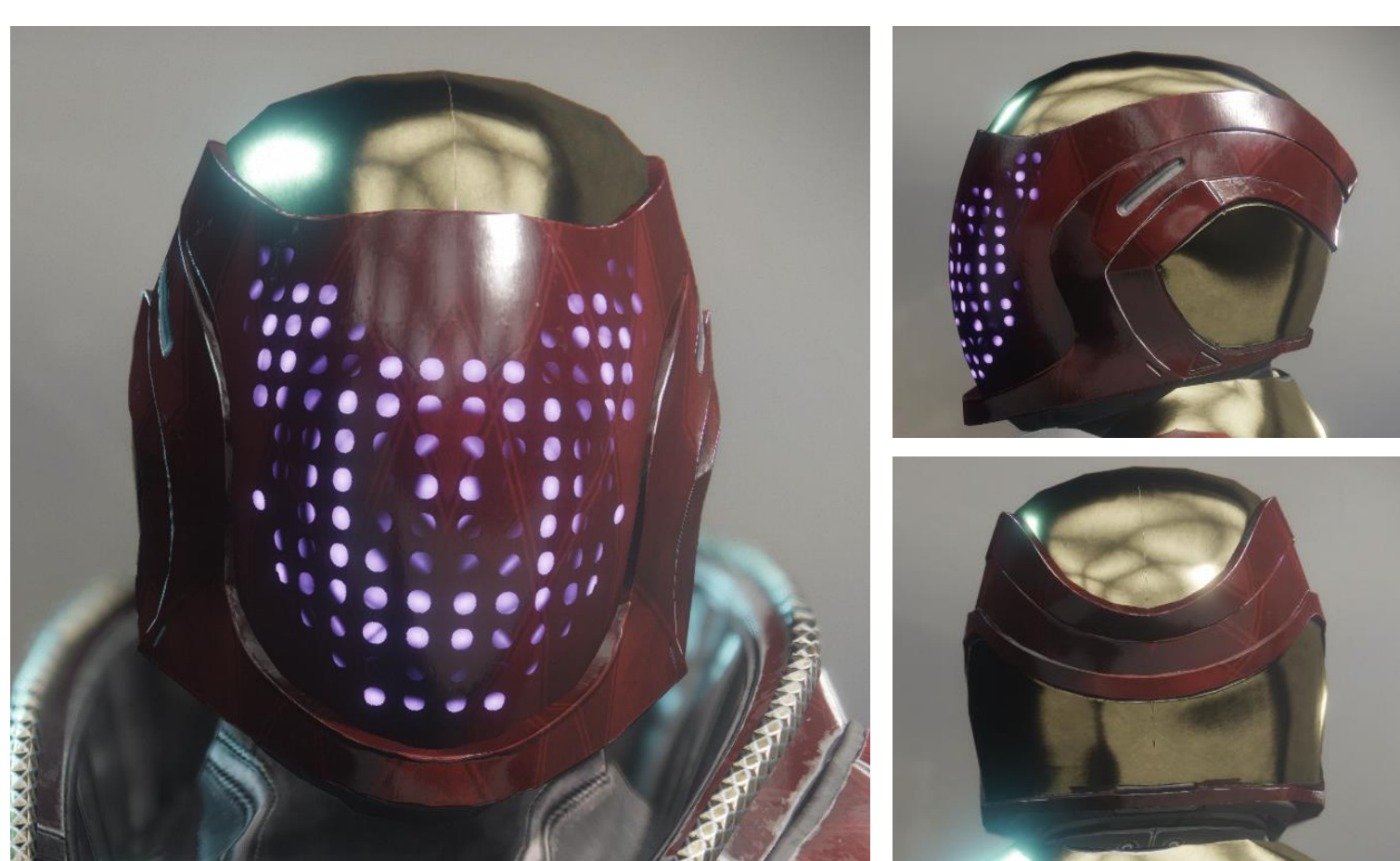
## What is Cosplay?

Cosplay is the fusion of the words costume and play. It both describes the performance art of representing a specific character, or the costumes themselves.

Most participants engage by attending conventions, these events vary in size and theme:

- Small, local events like 'Cardiff Film & Comic Con',
- Large, international events like 'Gamescom' in Cologne

Such events are only gaining in popularity, San Diego Comic-Con is one of the largest events; with an attendance of over 130,000 individuals. This convention has consistently seen a 15% growth over the last 17 years.

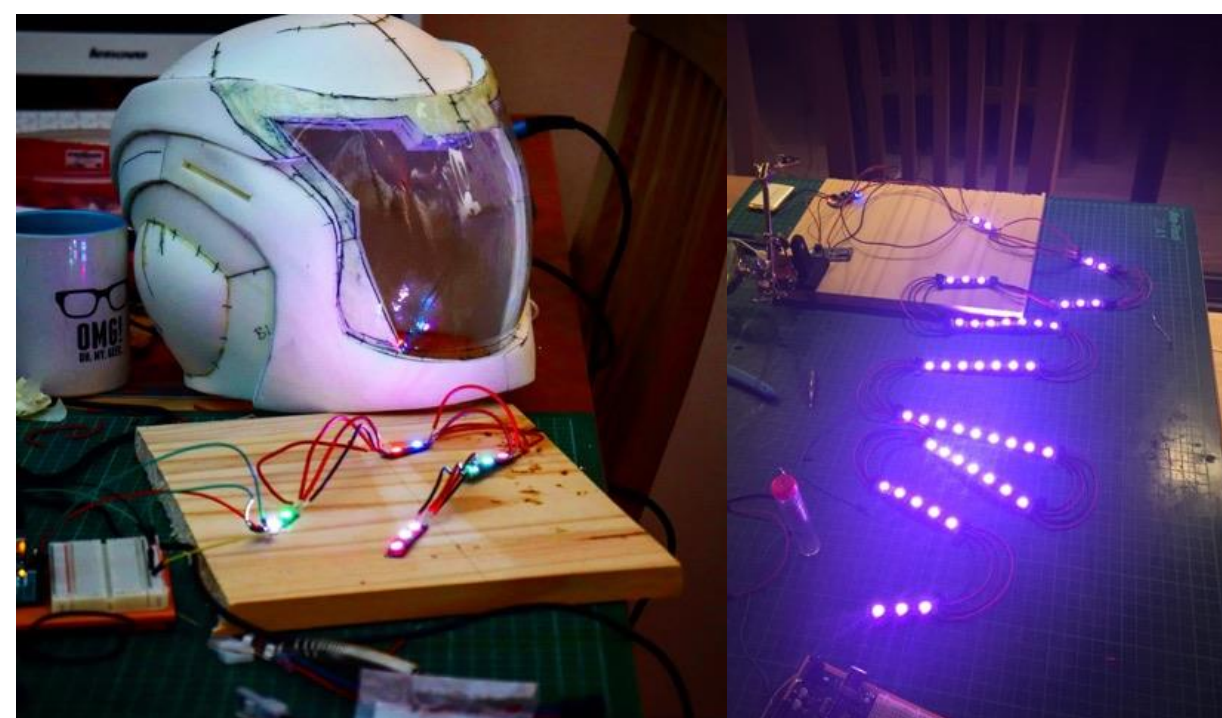


We chose the 'An Insurmountable Skullfort' from the popular game 'Destiny 2' by Bungie, Inc.

The LED-matrix provided a wealth of possible user interactivity.

## Focus Group Discussion

By utilising the costume piece as a concrete example, we conducted a focus group to identify the potential impact; they identified these themes:



Completed LED Circuit

- **Attention Drawing**  
Such technology will capture the focus of others attending the event. This can be either positive or negative, depending on opinion.
- **Increased Complexity**  
Provides an opportunity for further creativity. Could impact the individual negatively if badly implemented.
- **Inappropriate, Abusive Comments, Hate Speech**  
The individuals wearing the device are just as liable for the content displayed as those who wrote it. Meaning, they could be punished for any problematic content.



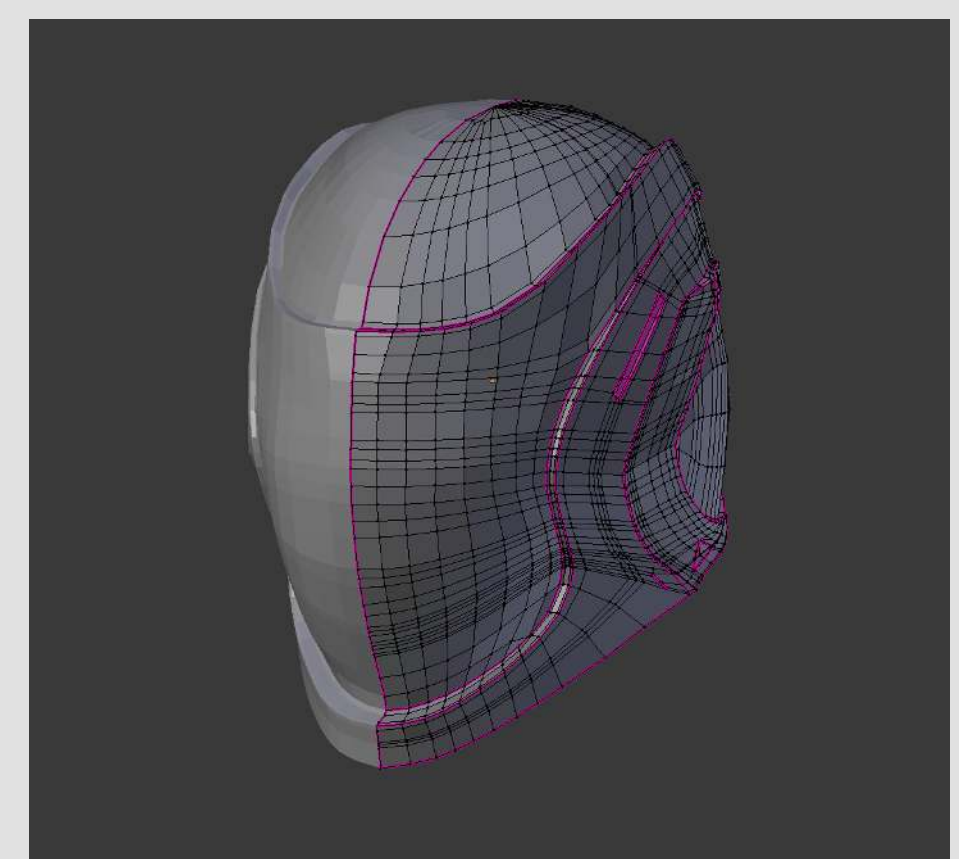
## Fabrication Process

Once the costume piece was chosen, fabrication began:

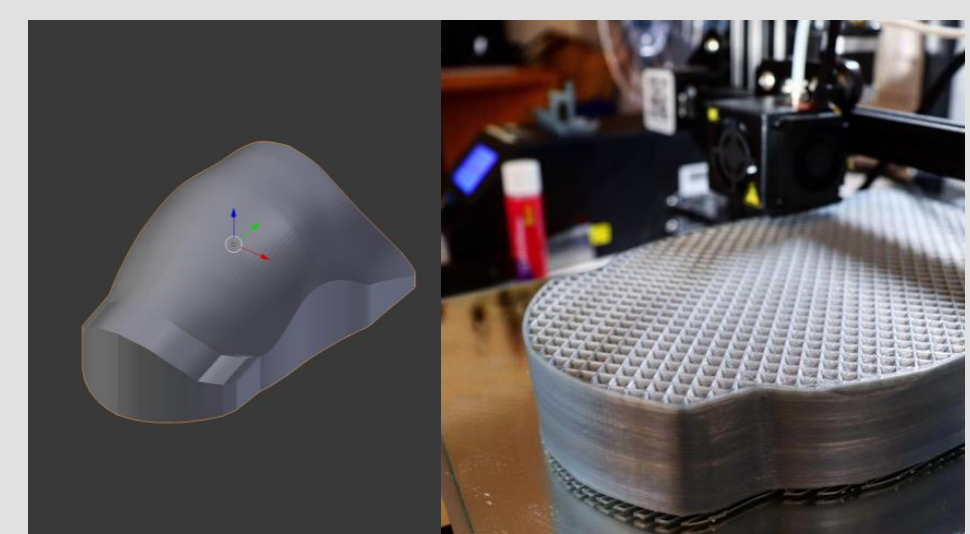
### 1. Reference Images



### 2. 3D-Modelling



### 3. 3D-Printing



### 4. Vacuum Forming



### 5. Foam Fabrication



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