

Tales of Badges

celebrating cultural identity through engaging with and learning about the characters around us

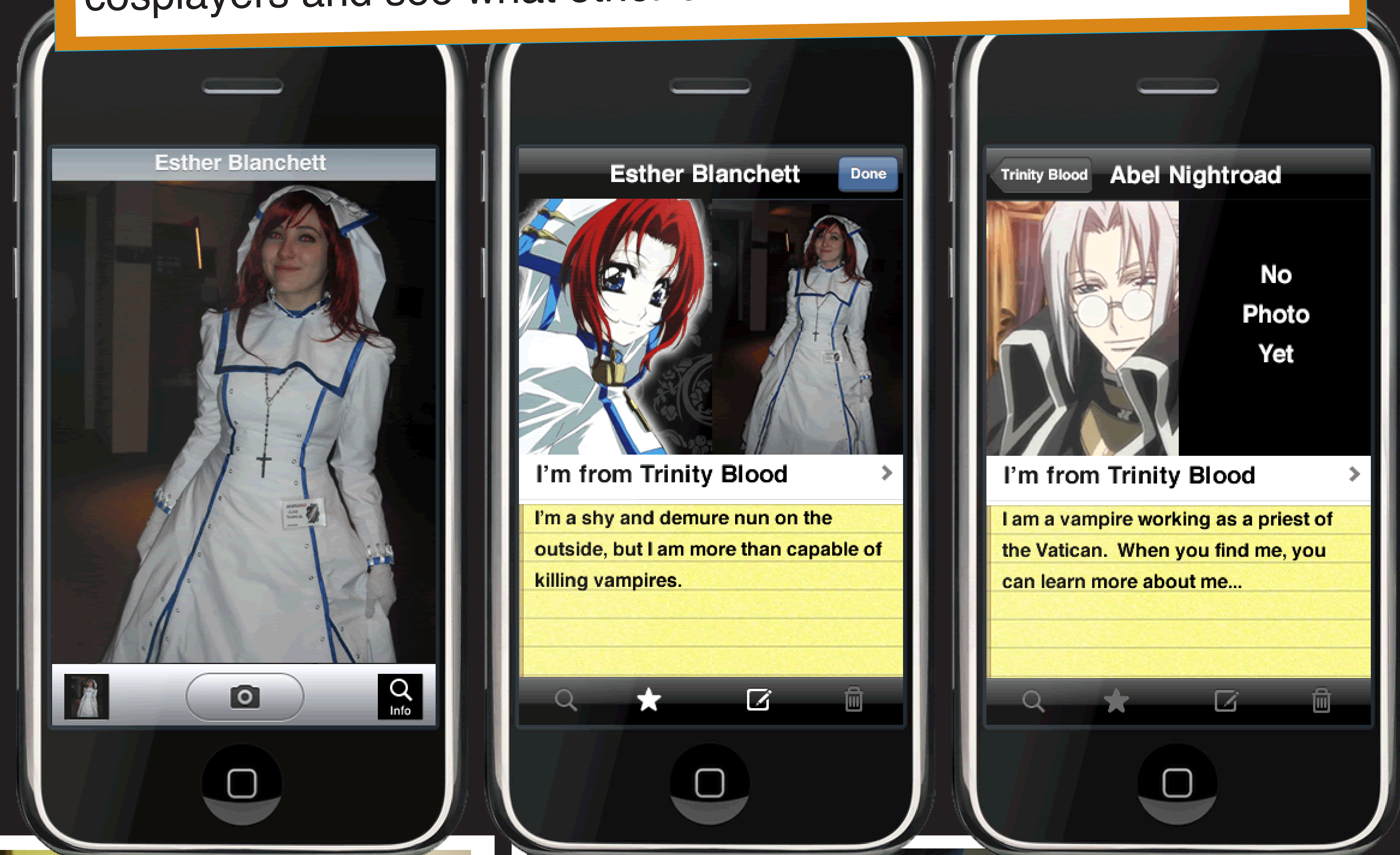
Cons and Cosplay

This Capstone takes an ethnomethodological approach to the study of cosplay, the art and craft of embodying the characters in anime and video games. This design fosters social opportunities at conventions (cons) to help celebrate the identities of everyone at the con.



About Tales of Badges

The Tales of Badges system utilizes the culture of cons. When someone takes a picture of a cosplayer, the character's identity is shown, helping to create excitement and a conversation among cosplayers and attendees. Attendees can also send messages to cosplayers and see what other characters are also at the con.



The Design Process

To learn about the design space, I learned how to cosplay and went to a con to experience cosplay in character. I interviewed cosplayers and con attendees to learn more about the personal side of cosplay and cons. I then designed a way for attendees to learn about the characters and evaluated the social dimensions of the design.

