BA (Hons) Product Design is part of the Product, Ceramic and Industrial Design programme. Product and Industrial Design at Central Saint Martins is concerned not only with the skills and professional practice of the subject, but also places an emphasis on the role of creative experimentation and critical evaluation.

These help to challenge the assumptions and ideas around design and design practice and its relevance in the wider social, cultural, economic and environmental contexts.

If you like what we do then we would love for you to come and study with us.

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This catalogue is a compilation of work by BA(Hons) Product Design Stage 3 students, 2019.

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Our workshop technicians

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Anglepoise*
What you see here is an edited selection of our most fully resolved projects to date. The oxymoron is a conscious choice: we humbly acknowledge that ideas are unbounded, and yet a key skill of the designer is to know the right moment to pin them down. We wish to pay homage to what we consider to be the most fertile and creative part of design: the process. In a climate of hyperreal renderings and the rise of the deepfake, we want to strip back the facade. There are no magic wands in the design process; mystery is an enemy of accessibility. By showing a glimpse of the thinking, rough sketches and failed prototypes behind our final products, we declare that designs are for editing – by everyone.

The works presented range from propositions for disruptive banking to furniture that responds to the psychology of imprisonment. Out of the 47 students, you are sure to find variety in approach, in style and in ethos. But common to us all is an excited sense that design is open, and a restless hunger for new ideas.
TOMORROW, TODAY

KANO computing’s simple and engaging computer kits that ‘anyone can make’ introduce children to the creative potential of coding. However the technology world moves fast, so they were looking for fresh, new ideas to reimagine their core product, the essential Computer Kit. Students were asked to explore what a ‘personal computer’ means for people today, in a world of smartphones, smart speakers and wearable devices.
SELF-INITIATED PROJECT: ORAKLE

Orakle is a wifi mesh router that protects your privacy and monitors your data flows. ‘The internet knows you better than your partner’. Whilst the data trail we leave through our daily browsing activities remains invisible, we have no agency over how this highly personal information is used. Orakle translates data into movement, a language we all understand. A 180 degree turn of its brass rings represents full usage of your recommended daily allowance of data entering and leaving the devices on your home network.

With the accompanying software users can check how ‘data hungry’ a website is in real time, block or restrict data access by certain sites, and even contribute information about websites not yet classified by its open database.

Orakle is the first of a new typology of objects that will challenge our often passive, even subservient relationship with the very technologies that represent our brightest new tools.

TOMORROW, TODAY: HELLO KANO

What if children could pick up coding as naturally as they do any other language? This was the starting point for Hello Kano: seeking to make coding ultimately accessible, in line with Kano’s brilliant ethos of democratising access to technology.

Hello Kano is a build-it-yourself, simplified AI that teaches children to code by voice. In ‘Interact mode’ the child begins to learn the differences between human and artificial intelligence, preparing them for future interactions with increasingly invisible algorithms. In ‘Build mode’ they learn to speak to computers more efficiently, using set phrases, or ‘code’. They use technology creatively, coding interactive stories and games, working towards voice coding competency. None of the child’s data is accessible and most of the exchanges happen offline.

Children are already speaking to Siri and Alexa: Hello Kano is a safe and social introduction to the kind of technology that will soon be everywhere.
Due to privacy concerns, people feel uncomfortable having smart assistants, like Amazon Echo, in their homes. These devices record and transmit even when they have not been called upon with a ‘wake word’.

The only way to make users fully comfortable with smart assistants is to design one that demonstrates that it is not listening. NED achieves this, and by doing so shows a way that future smart homes and privacy can be compatible.

NED has two separate parts, a lower “not smart” part listens for two consecutive audio spikes: in human terms, a double-clap. When heard, the lower part supplies the upper “smart” part with power. It listens and responds to the user’s query, then it is cut off from power again until it is called upon with another double-clap. The top part can be lifted off to show this mechanism. This device provides security and confidence to the user.

Kano Cloud is a home server kit that empowers users by putting the ownership of their cloud data back into their own hands. It is a functional place for its users to store their files whilst also being a way to learn about computers and coding. The Kano Cloud is interfaced with users’ existing devices. When not in use Kano Cloud can be volunteered to run distributed computing programs like Folding@home instead of leaving its computing power idle.

The Kano Cloud consists of a single-board computer and normal 2.5” hard drive which are connected and powered by a unique cradle that sits within an extruded acrylic shell. It is designed to be fun to put together including plugging in the fan that cools down the CPU. The Kano Cloud shows off its PCBs and computer components whilst still looking fun and like it belongs in a home.
Flat residents in urban areas are under great stress from domestic noise pollution. Since modern society cannot escape from having noise in the living space, it is necessary to deal with noise pollution by changing the resident's attitude towards the problem. How can design affect the way sound is experienced and adjusted to domestic space so the residents can de-stress?

Acoustic Shelter is a personal acoustic space, which can absorb noise from the outside leading to quietness. Hence, the residents can choose which sounds they want to hear. This shelter can be set up in a living room or the bedroom, so the flat dwellers can focus on their relaxing moments and enjoy their own favourite sounds without being interrupted by the neighbours. It is crucial to de-stress after our fast-paced daily schedule, which makes Acoustic Shelter the perfect relaxation session in your home.

SELF-INITIATED PROJECT: ACOUSTIC SHELTER

Kano touch bar is a portable personal computer that encourages young professionals to multitask and learn to code anytime and anywhere. They can create their own personalised apps on the touch screen, depending on their needs. The touch screen and App benefits the personal computing environment by adding a customisable app that allows users to turn a touch screen into a desktop computing experience, which allows them to interact with the short-cut pad.

TOMORROW, TODAY: KANO TOUCH BAR

Firstly, build your own touch bar then connect it to a computer or computing device via wifi or bluetooth. Start coding to create your apps and once they are finished, download them from the desktop onto the Touch Bar using the cable provided. Now you are ready to use the touch bar as a personal computing tool with two separate modes: working or playing. Use the intuitive finger motions to navigate the Kano Touch Bar on the go or at your desk.
Fast food consumption has risen in every corner of the world as a result of globalization, causing problems of people being overweight and obese. Lack of awareness of health and nutrition, such as calorie intake and vegetable consumption. Moreover, people have a misconception that dieting would help with losing weight, which may cause a failure because of our brain system and psychological effects.

Fibre 5 lunchbox takes inspirations from bento cultures, which consists of two dedicated compartments for separating different types of food and changes the eating behaviours, by eating 2 portions of vegetables first before the starchy food. This is proven to stimulate the appetite and reduce calorie intake to maintain a healthier diet. This also facilitates the modern lifestyle like skipping breakfast and speedy eating.

TOMORROW, TODAY: KANO COMPUTER KIT EXTRA

Kano has been helping users to understand technologies and cultivate in them the interest of programming. Programming has become a useful skill for careers nowadays, extending their targeted group to young adults would help engage them in programming in a fun way.

Kano Computer Kit Extra is a democratic product to help adults who have little knowledge of programming to understand and get used to the code language through creative activities, including music and gaming. This is a sustainable kit as the Artificial Intelligence technology will be a technological trend in the future and knowledge of algorithms is required to achieve.

The kit contains 1 core keyboard for programming, 1 add-on MIDI keyboard for inputting audio files, and 1 add-on game controller keyboard for experimental and social experience for game programming.
SELF-INITIATED PROJECT: SLIFT

‘Slift’ is head-wear designed to help shift workers to create healthier sleep patterns.

Sleep is now considered as the third pillar of wellbeing, but is often not given the honour it deserves. For shift workers, it is especially essential, as many of them work in an environment where mistakes can cost human lives. Furthermore, their work patterns do not allow them to create healthy sleep patterns.

‘Slift’ builds on the concept of counting sleep cycles and not sleep hours, as described by sleep expert Nick Littlehales. It does so by isolating the user from the environment thus allowing her to wind down and earn another high-quality sleep cycle mid-day, which is a natural sleeping period for the human.

‘Slift’, if distributed widely, has the potential to change common paradigms around sleep.

TOMORROW, TODAY: KAN0-KEYS

KAN0-KEYS is a product based service designed for ‘KANO’ to help and encourage young professionals to learn code. It was created from the understanding that learning code is not a sprint, it is a marathon.

Therefore, the product was developed to help you understand where to start and help you push through the difficulties until you achieve your goals.

The physical product is portable and can be adjusted to use on the go or on a desk. It is a membership based service where your content is stored on a cloud. Having the cloud as the central hub allows for two main advantages. First, you can have constant synchronization throughout your devices. Second, you can use it in a multiple screen mode, thus working like professionals without having to buy expensive equipment. The interface that accompanies the service is built of simple steps but is mainly there to guide you to achieve your own goals.
SELF-INITIATED PROJECT: MINIUM CHAIR

This aluminium chair is designed to promote longevity to a circular economy by carefully using our resources and material properties. Using aluminium as a material with great stenth to weight ratio, that can essentially be recycled endlessly as well as mass manufacturing processes that are industrial such as die casting and extrusion where the uniqueness of this combination makes for a piece of furniture that uses the least amount of material necessary.

The weight and dimensions of this product help attain efficiency at a logistical level with packaging and transport. Where the flatpack design allows for more chairs to be transported as well as the lightweight material being a fuel efficient load for transport.

The chair weighs approx. 3.5kg making it light for its users to carry around and can be stacked as well to save space at home.

TOMORROW, TODAY: KANO_CHASSIS

Kano Chassis is a framework designed for users to shape and assemble a personal computing device for themselves. It teaches users how a computer comes together with its various parts thus removing the presumption that computers can only be built by technologically skilled users.

As Kano tries to demystify and democratise technology, this product suggests users tinker with each part and learn how inner mechanisms work.

A device built and configured by the user which can be modified to suit the personal requirements as well as upgrade the same when needed.

This product promotes sustainability by offering the users only consume what they need, feel empowered to repair what they want, upgrade what they need and repurpose old computer parts in order to reduce e-waste pollution.
What’s ethical about what you wear? Meet the female underwear brand which focuses on the end of life design. Organic, unbleached linen, detachable elastic bands, all tailored on you. Buy it, consume it, bury it! The biodegradable packaging becomes a symbolic time capsule.

What cannot decompose in the ground will outlive you. AFTERYOU wants people to be thinking long term of what is best to wear. Are you ready to pollute the future a bit less?

Sensorial play requires attention, awareness, time allowance, relaxation, all things that are usually decreased from the use of a computer and the data pollution we are creators and become victims of.

Sun and the moons is a programmable toy kit, born as a complement to KANO computer kit. It is designed for couples living in a long distance relationship and still interested in the opportunity to discover together sensitive parts in their bodies. This is coding to create body constellations.
Urban nature enables city dwellers to access to nature and gain mental health benefits. It has the potential to make people aware of the importance of urban ecosystems and to rethink our ecological responsibility.

Micro Peaceful is a controlled biome that can be easily assembled and moved to different open areas among office buildings. It provides opportunity to pay attention to a smaller scale of nature and allows access to mindful nature.

As a branch exhibition of existing butterfly houses, ‘Micro Peaceful’ mainly targets young office workers who have the willingness to get close to nature but have no time. With only their heads getting into the space, doing nothing but being surrounded by butterflies around their head, the short experience during their work break or after work will also refresh their minds.

With experts doing regular work, the exhibition will last for a month in summer. All the live animals will be rehomed when the exhibition ends.

For users where English is a second language, learning code can be rather challenging, because coding language is based on English. There are large markets such as China or India that Kano could consider moving into.

A step to coding is an electronic board game device with no screen or keyboard but an LED matrix display as output and RFID cards as input. Kids will learn how to break down problems, prepare for amateur coding and create visual graphics through simply putting the cards onto the pads, not too advanced for younger kids. Each interaction brings instant feedback as the LED lights up and makes it fun for kids to try.

There will be mission cards and tutorial animations to properly guide kids through. A step to coding is open for exploration. This game can be played together with user’s parents or peer friends, kids will learn through competition or collaboration. Playing alone or with parent’s leading, kids will learn thinking processes step by step.
TOMORROW, TODAY

FURNITURE FUTURES BY PROCESS/MATERIAL

Based in the physicality of production processes and material choices.

This project brief tasked students with challenging Very Good & Proper’s existing manufacturing processes and material choices whilst maintaining their brand identity and spirit.
SELF-INITIATED PROJECT: NUDEBOX

Nude Box is something in between Fine Art, Performance, Architecture and Product. In its core, it is about the experience of self-liberation and empowerment of our own selves in a time dominated by beauty standards and lack of connection with ourselves. The experience is made possible not only by its physicality, but by its placement and surroundings as well.

Nudity is a currency and the box allows you to “buy” back a better image of yourself through the simple act of taking your own picture.

FURNITURE FUTURES: THE SCHOOL DESK

2.12 billion tons of waste are produced every year by humans, out of which only a fraction is recycled. In order not to drown in our own trash, whilst avoiding harming our environment more than we already do, we need to find new purposes for products that are sold as single-use.

The School Desk, designed for VG&P, is reminiscent of an era where all this did not seem to matter. Clearly the need for change in our behaviour is essential for the survival of our nature. Therefore the final product accounts for this by turning more than 2000 used yoghurt pots into something utilitarian and long-lasting.
SELF-INITIATED PROJECT: MARIBO

MARIBO is a personal portable planter, that a person can place on a desk in an open area to establish a workspace.

A soft space where they can feel comfortable, that people can see and avoid moving into. It brings a sense of personal space along with you wherever you go. With a lamp as a function and a planter to look at. A combination of birch wood and copper.

FURNITURE FUTURES: BEAM

BEAM is a table for office and domestic use. It is designed to feature traditional joinery whilst also utilizing VG&P’s signature style of finely engineered furniture. A flat pack table that can be easily sent to, and customised to the buyer’s style.

An economical full body of plywood with walnut veneer for contrast and a pleasing aesthetic, makes it less costly compared to other materials.

A functionally simple table with an easily replaceable table-top and sturdy base that can be used in office and home.

Simplistic in design and in function, easily assembled and used.
To make a cup of coffee, only 0.2% of the coffee bean is used and the remaining 99.8% goes to waste. Worldwide we produce 9.5 million tons of waste coffee grounds yearly and most of it ends up in landfill where each ton generates 14 tons of CO2. At the same time we live in a world where raw resources become more scarce by the day and by using waste coffee grounds that are already present as a resource to make a new material, we can give value to something that is seen as useless.

Coffee Leather is the result of a series of experiments where waste coffee grounds were mixed with natural ingredients and then converted into a durable, leather-like material with the aim to work as a sustainable and ethical alternative to traditional leather.

When Coffee Leather no longer fits its purpose, it can easily biodegrade back into nature and thereby close the loop.

Perforation is a collection of outdoor furniture designed for Very Good & Proper. The collection is inspired by indoor elements with an aesthetic that references soft and upholstered cushions - but with material suited for outdoor use.

Designed in colour and form to integrate effortlessly into any environment, Perforation is designed to fit everything from cafés and restaurants to gardens, terraces and balconies.

The furniture is made of a welded, galvanized steel construction featuring a pressed perforated steel sheet seat, tubular steel elements, a bent plate steel back and machined, rounded feet.
Iron Deficiency is the top nutritional disorder in the world - affecting 1 in 10 women’s health in the United Kingdom. Iron deficiency occurs due to extreme blood loss and is another major side effect of heavy periods.

Femo aims to re-design the female menstrual experience by assisting self tracking of the menstruation cycle and haemoglobin level. Containing bluetooth connectivity to an application which monitors blood levels, the amount of blood loss and emotions.

The product features a non-invasive haemoglobin meter that also measures glucose, SPO2, heartbeat and is a wireless phone charger. The system encourages users to use the haemoglobin meter in their morning routine through a beautiful, ritualistic device that reminds users to take pills and to measure blood levels.

Utility Trolley is about creating a timeless yet nostalgic furniture piece, focusing on the processes of craftsmanship and materiality production; designed for Very Good and Proper.

Constructed from two American Cherry veneered formed Birch Plywood trays, 3 steel tubes and rolled steel sheet. There are interchangeable options such as Oak and Birch Plywood for the trays, and 5 different colour options for the steel tubes. Also available in 3 different sizes to fit users’ needs.

Utility Trolley is designed to slide under the desk to store away any desk utilities, to carry drinks into the meeting rooms, and to wheel your important documents into the co-working space without any hassle. With the minimal and authentic pure design language, the Utility trolley fits into any space.
Our world’s perception of beauty and the comprehension of health has undergone a change over the past century. The fact that sunscreen shields against sun damage is ubiquitous, however, the details of how to utilise it efficiently are less well known.

The Soter device is designed to inspire preventive action in the combat against premature ageing of young adults’ skin, which is provoked by sun exposure. Soter solves this issue by efficiently measuring out the optimum dose of sunscreen for each individual body part, ensuring that the skin is protected to the maximum all year round.

SELF-INITIATED PROJECT: WEAR SUNSCREEN

FURNITURE FUTURES: TRAY TABLE

The Tray Table is a coffee table designed to enhance the household serving experience. The table is the hub of social activity as it is often placed in the centre of the living room. The removable tray is designed to ease the hassle of social gatherings and keeping all the necessities in one place. Its unique and effortless look seen from every angle fulfills every home’s needs.

The objective was to create a contrast and find the balance between a simple, minimal form and traditional materials.
SELF-INITIATED PROJECT: BOND BOND

BOND BOND is a piece of furniture resembling a playful rocking chair, targeting children and potentially enhancing the parent-child relationship. This multi-functional chair also includes an interactive game inside. The game is designed for children to cooperate with their parents in order to achieve a goal. Even when the children grow up, the longevity of BOND BOND still persists. It can become a side table or even storage unit for the family to use.

A large amount of recent reports and surveys indicate that children tend to ask their parents to stop checking their electronic devices while communicating. This reflects that electronic devices do have a negative impact on the relationships between children and parents. On the other hand, based on interview records, most of the parents would prefer their children to play with physical games instead of digital ones. Therefore, BOND BOND provides an option for families to enjoy bonding at home and to have quality family bonding time.

FURNITURE FUTURES: YU

YU is a desk that is designed with extra attention to details, material quality, and craftsmanship for VG&P. Made of bent plywood, the YU Desktop and legs are made of one piece without excessive decoration in order to present the original appearance and the texture of the product.

The curves are carefully designed and the streamlined details create a comfortable armrest for the user. The bent desktop creates a hidden space to keep the desktop tidy. On the top, it allows users to put any objects they desire, such as plants or home decorations. Users can also rest their laptop or monitor to maintain a good eye level. With integrated cable management underneath the desktop, users can suspend their phone or laptop cables.

The design of YU lives up to the VG&P design principles and provides comfort and consideration to the user at the same time.
SELF-INITIATED PROJECT: VOLCANIC PANDAS

‘The snow-sports industry has a paradoxical relationship with the environment’

The planet is warming up; glaciers are receding, permafrost layers are melting and micro-plastics have been found in the most remote mountain ranges. 115 million tourists flock to the slopes each year, to strap on their boots to administer their dose of adrenaline. However, this is having a drastic impact on our beloved frozen landscape. Alongside the impact of travel, deforestation to create slopes, and the intrusion into wildlife’s habitats, currently most equipment is produced using performance composites such as glass and carbon fibre. At the end of their life they cannot be broken down or recycled therefore I set out to find a solution to this problem.

Volcanic Pandas are a set of skis made from bamboo, basalt fibre and pine resin. The skis break up into three parts to interchange between ski disciplines and are more compact when travelling.

FURNITURE FUTURES: CELIA

We live in a throwaway culture. A waste think-tank at the RSA has estimated an average of 300,000 tonnes of furniture is sent to landfill each year. The vast majority of this furniture is made from plastic or has many plastic components which take up to 1000 years to fully decompose.

These behaviours need to change.

Celia, designed for Very Good & Proper, takes a fresh look at the types of materials that we use to produce furniture. Mycelium, the root-like structure of fungi, has been grown onto a waste agricultural substrate (straw), to produce the cushions for this sofa which have been upholstered with a Mycelium textile (Mycelium grown onto waste cotton). The frame is manufactured using steam-bent White Ash with a combination of classic joinery techniques and finished with linseed oil.

This product uses no glues or plastic and is fully compostable.
With house prices increasing, the spaces in which we live are becoming smaller, meaning impermeable boundaries between work and home life are being removed. We are also living in a decade that is more connected than ever, with smart devices leaving us in a world that is ‘always on’.

This has led to an increase in microtransitions which have been linked to personal issues such as a rise in anxiety and chronic stress; along with interpersonal impacts such as the cross-over Effect.

Nudge aims to reduce these impacts, and reinstate boundaries between the different facets of our lives through nudge techniques in order to create a better balance. Through a combination of a sun mimicking light, colour changing light dances, scent emission and a do not disturb mode (all programmed through the Nudge application); Nudge helps you make time for things that really matter.

SELF-INITIATED PROJECT: NUDGE

JACK is a flexible storage solution designed for Very Good & Proper that allows the user to be the designer.

They can decide on the perfect configuration for the intended space whilst customising the look to suit their home. The wood is interchangeable for options such as Black Oak and Birch Plywood, with the pressure die-cast aluminium fixing being available in over 10 powder coated colour options.

FURNITURE FUTURES: JACK

JACK is designed to be super simple to assemble. The fixing simply slots into the routed edges of the wood panels to create a precision friction fit between the two. You then just repeat the step until your combination is complete adding on accessories such as feet and aluminium backing if you desire.
SELF-INITIATED PROJECT: OOM

Oom is a tea set designed to serve as a stimulant for mindfulness. The design aesthetics encourage the user to pay attention while interacting with it. In this way it serves as a reminder for mindfulness practice whilst having a cup of tea.

The concept was to create a design that helps female entrepreneurs with loaded schedules to re-find their focus by decluttering their mind, both from internal and external distractions. Oom supports women to manage their to-do-lists and improves their wellbeing.

The design language creates an active interaction with the tea set, while the choice of materials which are glass, wood and stainless steel, have the purpose to vivify the five senses. Combined, these aspects of the design keep the user in the present moment.

FURNITURE FUTURES: LEAVES

Leaves are modular, freestanding and user-deployable screens designed for Very Good & Proper. They provide on-demand visual privacy in co-working spaces, which individuals and teams need to work at their best. Inspired by the Japanese teahouse atmosphere, Leaves aim to create a space capturing the spirit of mindfulness; it raises calmness within us and within the co-working space.

The choice of materials and the manufacturing processes were guided by the objectives to use honest and pure materials in a simple and efficient way. The frames are CNC-cut from one sheet of FSC-Certified plywood for full use of the material. The inner weaving is fast renewable cane. Both materials contribute to achieve the UN Sustainable Development Goals and their natural characteristics add a warm feel to the design. Leaves are a considered response to the rise of the live-work space and the shifting attitudes towards aesthetics in the working environment.
SELF-INITIATED PROJECT: CIGARETTE BIN

4.5 trillion cigarette butts are thrown away each year, worldwide. 95% of filters are made up of cellulose acetate, a type of plastic. The build-up of small plastic wastes like the filters are a threat to the environment as they are toxic, causing harm to plant and aquatic life.

Cigarette Bin: interactive bin with the dart board concept that facilitates the effective disposal of cigarette butts by making their way of disposal in a playful manner. Adapted from the idea of the pub game and the human behaviour of flicking cigarette butts, making use of these two factors to create a solution for ineffective littering. This product is not to glamourise smoking or to propagate it, but rather to enable smokers to dispose of their stubs correctly with a playful twist.

FURNITURE FUTURES:
STACKABLE STOOL + SHELVING UNIT

A versatile and space saving seating that can be converted into a shelving wall unit designed for Very Good & Proper. The stool is inspired by the soft and round edges of the brand’s existing furniture and the market trends of natural textures and curved edges. It is designed to adapt to the constantly changing busy workspaces. Made using Oak using traditional carpentry. Created to fulfil the requirements of working spaces, especially those that are smaller in size and require organisation, facilitating adaptable and changeable work spaces. Considerably light and easy to move.
SELF-INITIATED PROJECT: TACTALES

A portable device to preserve memories sensually. An over reliance on technology has undermined our capacity to feel things through our senses. In the moment you want to capture, simply stamp the texture with clay and let it dry. It becomes your own collection of experience tiles. The device also contains essential oil of your favorite smell, so your holiday memories are naturally associated with the scents. When you want to “feel back” those memories, touch the tiles you collected, your skin remembers the original moment, recalls it, and gives you a vivid flash back. The tile becomes a diffuser, you can drop the essential oil and the scent helps to recall the emotional feeling of your memories. The skin on the fingertips can recognize a pattern of 1/100 mm. The ability of human nature is phenomenal. Feel the excitement of connecting to the world through your senses. What is the pleasure to be a human? What is the meaning of it?

SELF-INITIATED PROJECT: LAMBENT

The floor standing, heart-warming Lambent light bonds your family. The wooden rocking base gives a subtle wave. The faint shadows softly sway on the wall, bringing you into a moment of peace. The approach is based on Human Centre Design, “how family engage with lighting”. In our daily life we use artificial lights at home, however when family have quality time, they prefer to use natural light from candles and fireplaces, rather than artificial lights. The insight in that natural light allows you to open your heart and relax. Natural light has irregular subtle movement and cannot be predicted. The fluctuation makes you calm. So I produced an artificial light with natural irregular movement for your precious family time to open your heart. It is inspired by a bamboo forest; under the moonlight, soft winds run through the forest, a delicate thin light comes through the gap between the trees. Feeling the connection to the nature. This kind, warm, and comfortable air embraces your family, attaches your hearts.
SELF-INITIATED PROJECT:
BLOCK - PORTABLE STORAGE BOX

There are many international students in the UK. When they are leaving the UK or moving to another place, they will produce a lot of furniture waste which goes to landfill. BLOCK is an idea to reduce furniture waste from the UK’s international students; or even allow them to send it back to their hometown.

Most international students will buy storage for their paperwork. In addition, people don’t like packing stuff when they are moving home because it takes lots of time. This is an idea for students to just move home without tidying up their stuff. There is a lock system to protect the storage. The material is WISA spruce plywood, which is light weight; therefore it is easier for the user to hold or move.

Cork is at the core of this project. Cork is a very good material and has frequently been used for a variety of applications from fashion to design; construction to energy production, and even in the aerospace industry. Cork is sustainable, thermally insulating, fire retardant, lightweight and durable. This leads to cork becoming a good material for producing tableware.

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It is composed of 3 different sized trays for placing 3 different sets for a meal. The smallest one is for fruit or a tea set. The second one is for the starters or another meal. The largest one is for the main dish. Also the tray is concave to make it more convenient for the users to hold. The shelf is a simple and ergonomic shape design to make it easy for the users to hold and match with the curved line of the tray.
SELF-INITIATED PROJECT: GENTLEBIN

The target field for this project is related to my real life experiences in group apartment living. There are growing hygiene problems in public areas due to various living habits and background influence. This seriously affects the quality of life, especially terrible kitchen hygiene situations.

Focusing on the hygiene problems in the kitchens of UK apartments, the new rubbish bin design Gentlebin is designed for solving the special issue in the shared kitchen as to how to take the full rubbish bag out simply with the expandable bin wall which looks like the opened bag. The user could use the side handle lock, simply open or lock the bin to the wall. Also, a rubbish storage part is added on to the product for a shared bag resource in group living controlled by a small footrest and bag catcher. The steel shell with antifouling coating solves more hygiene situations in the apartment kitchen. The product is functional, playful and meaningful for this particular issue.

FURNITURE FUTURES: MUTIHAND

Mutihand is a work furniture unit composed of a chair and side table, designed for Very Good & Proper. This playful product is designed focusing on the changeable user experience, simple but clean visual details, high-quality materials and craftsmanship. Facing the working area such as a library, Wework office, and school lounge areas, the individual chair with table could create a quiet and efficient private working area. Also, the base space creates a suitable space for placing personal belongings.

As a product for VG&P, high-quality materials and manufacturing details will always be the key parts in the design process. The birch plywood makes sure the product is durable and stable due to the integrated mold making. Working to customers’ needs, the plywood could have added veneer finishes such as ash, pine, oak and other woods. The supporting sheet is connected on to the main sheet by a joining detail, high-duty wood glue and other small wood joining blocks.
SELF-INITIATED PROJECT: TOY

Nowadays, about 90% of toys are made of plastic. It causes a lot of harm to our environment and many of them only have a 4-8 months lifespan.

With this sustainability thinking, the main focus of this building block is how do we improve the product life cycle by strengthening user experience.

Firstly, this toy is made by cork and seeds. The shape is also related with trees. The target users are kids who are aged 2-6 years old.

Once children are getting bored of the toys, themselves or their parents can plant it, simply by adding water. For kids, they can learn about sustainability by observing the toy plant growing. At the same time, parents will not worry about the evergrowing storage of toys.

FURNITURE FUTURES: CLIP HOOK

Expected to give users a fresh experience. At the same time, the die casting aluminium alloy is strong enough to meet the daily needs of users. It’s specially designed for hotels and accommodation with limited storage.

Based on a simple but clever concept, the details allow people to use the hook by many different ways; such as gripping coats, hanging bags or tying keys.

This clip hook is designed for Very Good & Proper, a product design company, continuing their minimalism and detail-oriented characteristics. Two different size hooks allow suitability for various environments and needs.
SELF-INITIATED PROJECT: SPOD – SANITARY BIN

For years, sanitary bins in women’s public toilets have been poorly designed for their purpose. Current problems include over spilling due to the capacity of the bin and general hygiene, for the current bins are often hard to clean and clear due to the way they are designed.

SPOD is designed for the users as well as the cleaners. The SPOD aims to solve these problems by first creating a sanitary bin that is mounted onto the wall for easy access to the interior and exterior when cleaning.

Secondly, a hand sensory motion is added for convenience. Lastly, an increased capacity compared to the current existing bins. SPOD is Clean, Convenient and Comfortable to use.

FURNITURE FUTURES: MAGAZINE RACK TABLE

Very Good & Proper is a design company that pays attention to detail and produces handcrafted good quality products. The Magazine Rack Table is purposely built for lounge areas for businesses, which allows the firm’s clients to experience the sensation of being relaxed at home while reading a magazine.

The warm Beech wood is carefully chosen to show the different grains of wood for craftsmanship and the magazine rack provides another function of a side table to store books or magazines. Combining both function and design, the lucidity adds an overall sleek look to the side table.
Bow and Arrow studio create game-changing products, services and strategy for a broad range of clients. They asked students to research and design a product proposition for a ‘challenger bank’ in the UK. The client wants to build a direct relationship with a younger consumer group in order to drive growth, and the students were encouraged to explore the opportunities that ‘open banking’ could offer to this demographic.
SELF-INITIATED PROJECT:
Polaris

Polaris is a smart bracelet and accompanying app that helps engage the whole family in the exploration of new places in a stress free and exciting way. Our busy lives mean that we often rely on technology to take us to our next destination as quickly as possible, which takes the fun out of exploring a new place.

Polaris’ app and smart bracelet combination helps users discover customizable trips with itineraries that fit their family. Created by seasoned guides, these tours aim to take the stress out of traveling and offer ways to engage the whole family.

OPEN BANKING:
Inance

Inance is a system that allows people working internationally to opt out of public pension systems in favor of investing privately. It is expected that 80% of millennials will live in three to six countries throughout their careers, and many countries have mandatory public pension enrolments that withdraw money from a person’s paycheck automatically.

Unfortunately, many of these pensions require a certain amount of years residing within a country before contributions can be withdrawn, hindering the opportunities that flexibility facilitates. Inance helps people working internationally to take back control of their money and futures by providing a platform for private investing that can be securely accessed wherever in the world.
SELF-INITIATED PROJECT: EMPOWDERD

Empowderd is a box of compressed powdered milk pellets, designed to reinstate and simplify the use of powdered milk to reduce waste from alternative milk packaging in the To-go/Coffee shop industry.

Empowderd is a unique little pellet with lots of power. Use 1-2 for individual servings in hot beverages or shake up 8 to mix up a full litre! The box may be small, but it still packs a punch, storing 220 pellets! That’s up to 30 litres of creamy alternative milk all in one tiny box, in comparison to 30 litre bottles.

Only 7% of alternative milks are solid mass, the rest is standard water. Empowderd reduces waste in packaging, storage, transportation and water as you only ever mix what you need for that day. The flavours are Almond, Soya, Oat and Coconut. Almond, Soya, Oat and Coconut.

OPEN BANKING: PACE

Pace is the bank that grows with you. Open banking has become immensely popular over the last few years. However, with the majority of its users being students, there were still no banks dedicated to students.

Only traditional banks provide student accounts and lock the customer in from the age of 18 whilst using open banking as their secondary bank account.

Pace stops this. It provides a student account with all the benefits of open banking and more. Get smart spending suggestions, a helpful overdraft and even a built in gamified savings feature called ‘Guiltpot’, where a double charge is made on your set ‘guilty’ merchants, such as McDonald’s and Starbucks, and is held for two weeks in your savings to reduce frivolous spending.
SELF-INITIATED PROJECT: CHATTER

CHATTER was created to help the younger generations spend less time on their phones and encourage more face-to-face communication. It has been proven that phone abuse causes a number of disorders in teenagers like social anxiety and autism, amongst others.

CHATTER tracks face-to-face conversations using a microphone and gives the user rewards for their time spent talking to their friends in real life. Through an app they can see their progress, share it and find new people to meet. The device comes with several accessories that give the user a variety of ways to wear it. That way, it feels more customisable and adaptable to everyone’s preference.

OPEN BANKING: FURGO

Furgo was born in response to the lack of trust users have in newly born ‘challenger banks’. Even though people like banking with them for their convenience and ease, they still choose traditional banks for the procedures they find the most important, as they feel reassured by being able to go into a branch and talk to someone if they need help or advice.
SELF-INITIATED PROJECT: JAI

Long hours and low productivity are becoming a common theme in the UK, with news of redundancies within low skilled employment sectors. This is having a profound effect on the demands of modern working life particularly in retail environments.

Jai is a supermarket voice assistant that aims to improve the productivity of the retail work environment by reducing negative interactions that commonly occur between customer and employee. It does this by delivering fast and efficient customer service for common scenarios that happen in the supermarket environment. The reduction of these interactions enables opportunity for employee job satisfaction, a factor that not only benefits the employee’s well-being, but also the business and customer experience.

OPEN BANKING: KICKSTARTER BANK

Kickstarter Bank is a challenger bank specifically designed to promote the financial growth of start-ups looking to launch a product on Kickstarter. Many entrepreneurs use crowdfunding as an effective method to start their business. However, as a start-up you need money before you can even begin a Kickstarter. Kickstarter Bank addresses this issue by allowing start-ups to upload an earlier version of their product to an investment platform. By doing this the start-up can then receive early financial backing which can be used to promote their Kickstarter campaign. The investor then has the chance to make a return on their investment based on the profits and success of the start-ups Kickstarter campaign. Within this service is the Loop wearable, a smart device designed to notify the investor of their investment’s progress as well as being a physical representation of their experience and success in the service. This product also demonstrates what type of products could be offered by challenger banks to encourage users to take part in these services.
SELF-INITIATED PROJECT: DRIP DROP

Drip Drop is a monitoring system designed to raise awareness of the issues surrounding drinkable water. The service is designed to raise awareness and reward users for consuming less potable water. To encourage users to engage they will be in competition with their friends and users in their area. They are able to set up competitions to receive higher rewards. With the rewards points they are able to buy water friendly products or discounts on sustainable brands as their reward.

The customer will download the application, sign up and their welcome package is then sent in the post. The welcome package contains monitoring devices that attach to the water pipes in your home to monitor usage. You can set yourself goals and receive suggestions on how you can reduce your usage, whilst educating yourself on the threat that lack of potable water poses.

OPEN BANKING: RENTLY HOME HUB

Rently is a financial service that helps to improve the relationship between landlords and tenants while looking after the property. We act as a third party providing accountability on both sides. Rently offers the same services as estate agents without a high commission. Features include credit checks, adjustable contracts, discounts on utilities, maintenance, legal advice, investment and first time homeowner opportunities.

The Home Hub is a device that sits in the property and allows for the communication between the two parties. It stores the data and provides reminders to the tenants. Both parties are able to access the system through the application where they can monitor, invest and resolve any issues. Rently makes renting safer for everyone.
The Contact Lens Company came from the insight that many disposable contact lens wearers are throwing their contact lens waste into the bin instead of recycling them. This means that hundreds of millions of tiny pieces of plastic are ending up in landfills, or worse, the ocean.

The Contact Lens Company tackles this issue through a subscription service. This enables mindful consumers to send their contact lens waste back to the manufacturer in the same packaging that it is sent in, helping to combat ocean plastic pollution.

SELF-INITIATED PROJECT: THE CONTACT LENS COMPANY

Future Focus in partnership with Monzo Bank is a board game and app, which aims to improve the financial literacy of Generation Z.

The game involves answering ‘Quiz’ questions as a way of bettering their financial knowledge, as well as ‘Risk’ questions, which helps to improve their risk appetite. The players are also faced with ‘Reality Checks’, which impose realistic situations that they will most likely come across in the future.

In 10 to 15 years, when these teens become adults they will hopefully become more confident in actioning the financial skills they have acquired through playing the game, and as a result have fewer financial worries.

OPEN BANKING: FUTURE FOCUS

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SELF-INITIATED PROJECT: OGI

Ogi is the next generation of inhaler designed to help improve the daily life of asthmatics. Without a medicine canister, it generates pure oxygen from the air around you to help subside your symptoms.

Designed to be both pocket friendly and something to be proud of.

OPEN BANKING: OMEN LENS

How can we truly achieve seamless payment? Omen lens is a product based on where the future of banking is heading. The Omen lens has a QR code imprinted onto a contact lens similar to a coloured contact lens. For example, the QR code would be scanned by a camera on a screen at self checkout and the payment would be processed. Omen lens creates banking at a glance, for truly seamless payment purposes.
SELF-INITIATED PROJECT: INHERITANCE

Since the Renaissance, emphasis on aesthetics has gradually increased, while the importance of craftsmanship decreased, resulting in the notion that aesthetic is the only standard that speaks of an object. A well-crafted work often speaks for itself; only the collaboration among craftspeople, products, and users can describe the meaning of the work.

There is an incredible spectrum of craftsmanship skills in different cultures and only remains in each generation. They provide a connection to our origin and are part of our common inheritance.

Four different elements; first Intention, a renewed focus on the objects in daily life. Secondly, all the essence based on “use”, thinking about who use the objects, and what are - abilities as well as the functionality of the objects. The third Intention, “feel with your hands and body”: Finally, a simple union is the best, simple process, and without embellishment creates a clear identity of beauty.

OPEN BANKING: PRAXIS BANK

Questioning our use of financial technologies, we suggested new metrics by which to measure value. To communicate the ideas we’d developed around new forms of finance. As money becomes less and less tangible, how could we regain some of the characteristics of cash into our digital society?

Four new credit cards were devised along with payment plans. These included a Payment reader for paying for general uses, Decision Card is part of considered spending account for daily shopping uses. The Emergency Card is part of a saving account from Praxis bank. You can only use once a month for emergency purposes. The Goal Card is part of saving account from Praxis bank, setup your target and to customize your card. When reaching your target, you will be awarded a custom goal card. Through the relationships between app and cards, making the cashless payment feeling more tangible and emotional to feel the importance of managing finance.
THE CELL FURNITURE PROJECT:

This project aims to generate a new range of cell furniture that is not only robust and sustainable, but endeavours through improved design to increase wellbeing for prisoners and prison staff. To do this, a collaborative design approach that involves stakeholders with diverse experiences was delivered. The project hopes to improve furniture currently in use and add new sustainable designs to the existing range. Overall the Cell Furniture project delivered with CSM students aims to generate new concepts and develop new designs.
SELF-INITIATED PROJECT: ELEMENTS

The Elements tea set was a response to questions around how biophilic design could provide relief from our growing and fast-paced environment. Aimed primarily towards urban professionals, Elements reestablishes our rooted affiliation towards the natural world through a mindful practice. Influenced by traditional Japanese rituals around sensory-based interactions, this tea set has been designed to counteract the standardised and technology saturated routines of our society.

Users grow and nurture their own herbal infusions from seeds, in a self-watering planter. When the plants have grown, users are able to hand-pick the leaves and engage in a ritual where senses interact with one another. This acts as a pause from urban living, in the comfort of our own domestic settings.

CELL FURNITURE PROJECT: ARCHIVE

The Archive shelving system addresses the problem of prisoners overcrowding their cells with personal belongings, which in turn creates difficulties for staff during routine searches. In addition, the lack of boundaries in cells has been mitigated, with the design featuring a removable privacy panel separating both desk sections. Whilst encouraging a more functional and productive in-cell routine, it also aims to foster prisoner morale and wellbeing.

Customisation and personalisation enables prisoners to engage mentally within their space, in seeking more creative solutions to storing or displaying their personal items. Archive considers the prisoner more importantly as a curator of his collection, ultimately creating value in the piece of furniture and reducing the risk of abuse.
For my final project, I’ve worked on the sale of liquid in plastic bags in West Africa. The sale of water in little plastic bags in Senegal is a common commercial activity causing pollution and hygiene problems. I asked myself, “How can waste be minimized without affecting their cultural way of selling?”. During the process I’ve looked at how redesigning their old way of selling could make a difference.

**SELF-INITIATED PROJECT: REPACKAGING WATER**

My project called 3 IN CUBE is a set of 3 cubes that “interlace” where each cube has a purpose. We have the “gym cube” which can be used to do some exercises, the “chair cube” which can be used like a chair and the “keep cube” which can be used to store belongings; however you can store in all of the cubes.

The set of 3 cubes can be placed in various different positions which allow the inmate to personalize his space. In addition all three cubes can be placed under the bed which is saving space. Thanks to the colour and flexibility of the cubes, it brings some happiness and a homely feeling in this small space.
With the rise of smartphones, technology has grown more and more excluding; the consequences of which can have direct effects in terms of social behaviours. I wanted to craft an experimental response to our socially-isolating smartphone overuse, especially during meal times. I took this topic as an opportunity to research millennials’ interactions during meals in domestic environments.

The Bake (k)it prevents the use of smartphones, by creating a manual distraction to steer the attention away from screens. In the form of a luxury dessert assembling kit, it will keep participants engaged in assembling a dessert, tackling the concept of ‘phubbing’ with a culture of food sharing less common in Occidental countries.

Following the Middle-Eastern habit of eating traditional meals with the hands, this kit of world-famous desserts keeps hands both ‘busy and dirty’. I have tried to bring influences from cultures around the world to answer European challenges.

The Pablo chair, named after a famous Latino-American prisoner, is a piece of furniture combining both a desk chair and a lounge chair. Overcrowded cells, the lack of space, and mattresses overused to cover the lack of comfort are the main problems prisons are facing daily. Prisoners are also looking for ownership and therefore misuse furniture to create a sense of belonging.

Made from organic materials, Pablo offers two comfortable chairs, one rigid made in bioplastic to suit any studying or eating activities, and another soft one in PVC/ nitrile foam covered in Neoprene, suitable for reading, watching TV... The range of colors proposed for the covers are pacifying and drains energy. Safe, Pablo cannot be used as a weapon because of its organic shape. Slotting into one another, Pablo takes less space, offers a seat to each prisoner, reducing fights, and creates a sense of belonging to its user.
Drawing inspiration from seminal arts education institutions such as Black Mountain College and the Bauhaus, the Kinisi Furniture System seeks to re-invigorate art & design education in the present. It is no secret that the state of art & design education in the UK is struggling due to a plethora of large-scale issues that inevitably impact student-teacher relationships. At the heart of this is a lack of conviviality.

Conviviality is what the outcome of this project aims to address directly, in the avenue where it is felt most prominently - the classroom. Lecture hall/classroom furniture itself does not allow educators interesting teaching opportunities and has stagnated the learning environment. By interpreting furniture as an educational tool itself Kinisi as a furniture system and a planning tool provides students and teachers with opportunities to physically interact with their learning environments, engaging their bodies, their creative spirit and hopefully bolstering their relationships with one another.

SELF-INITIATED PROJECT: KINISI EDU-FURNITURE

The Occam Pack is a comprehensive interior redesign of a HMP cell environment. Adopting a holistic approach allowed to be in control of the interactions between all the objects within the cell, and therefore limit the potential for mis-use and abuse of the furniture. Alongside the needs of the inmates, the proposal also aspires to satisfy the needs of the guards by lessening some of the difficulties that occur during routine inspections. Whilst being mindful of the MOJ’s internal manufacturing processes, the Occam Pack also accomplishes complete circularity through careful selection of materials and production.

CELL FURNITURE PROJECT: OCCAM PACK (COLLABORATIVE)
Sports are not separated from our lives, they are not hobbies as it is often believed, but there is really no other place where life itself challenges its practicality. Teaching girls to openly compete while changing parents’ perception is key to this project. With 1.8 million less women involved in sports weekly, women are missing on the leadership skills and self-esteem that physical activity can provide.

The purpose of Dupads is to create easy-going games that involve competition while building basic physical skills. It takes three easy steps, parents choose a game through the app, set it up and play!

**SELF-INITIATED PROJECT: BOON**

**CELL FURNITURE PROJECT: OCCAM PACK (COLLABORATIVE)**

The Occam Pack is a comprehensive interior redesign of a HMP cell environment. Adopting a holistic approach allowed us to be in control of the interactions between all the objects within the cell, and therefore limit the potential for mis-use and abuse of the furniture.

The redesign aims to accomplish three things; introduce equality in designated space, allow for interchangeability and customizability of components, and incorporate in daily life a sense of structured routine by way of the furniture.

Alongside the needs of the inmates, the proposal also aspires to satisfy the needs of the guards by lessening some of the difficulties that occur during routine inspections. Whilst being mindful of the MOJ’s internal manufacturing processes, the Occam Pack also accomplishes complete circularity through careful selection of materials and production.

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Camille is a circular system that aims to both re-establish a base of knowledge in building and the way furniture works as well as integrating widely present DIY shops into the newer network of Fabrication Labs thus avoiding them from becoming obsolete and creating a more direct connection between the user, their product and its manufacture.

The system is comprised of a set of pegboard modules and 3D printed connectors that together provide the user with all the basic furniture that is needed in a living unit (chair, bed, table, shelves). By providing DIY shops with 3D printers and incentivising the local community to use this service they will become an integrating part of the next generation of production and manufacture systems without having to unnecessarily create new infrastructure.

The furniture is modular to suggest its customizable, expandable and open-ended nature, and standardized to allow it to function in autonomous contexts as well as cohousing units.

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The redesign aims to accomplish three things; introduce equality in designated space, allow for interchangeability and customizability of components, and incorporate in daily life a sense of structured routine by way of the furniture.
SELF-INITIATED PROJECT: MIZUI

MIZUI is a project with one simple goal: To transform the bathroom into a sanctuary which respects the individual and the Earth. Inspired by Japanese Buddhist altars, the concept comes from MIZUIes from Japanese Torri (the gate to the sacred world of the Shinto Gods). We seek to raise awareness of water wastage and to remind people to start respecting water, the source of life.

Using an ingenious set of design elements and accessories, MIZUI creates an atmosphere for the user to feel the preciousness of water, and provides the needs of an ordinary household bathroom while encouraging our appreciation of water.

It’s aesthetic appearance, coupled with its functionality, seeks to give people a new experience in bathroom design. Once the tap is switched on, the water will drive the movement of a small marble which will create a soothing noise, gently reminding the user that water is being spent.

CELL FURNITURE PROJECT: ZEALOT DESK

Zealot Desk is inspired by the art of origami. The feature of this design allow users to fold down the desktop without having to put their things away, simply move objects to the shelf at the back of the desk.

From my initial research, I am fascinated by the complexity of the human mind. Every small action such as the way a person places stuff that is used frequently on the outside and subconsciously hides things which are not related. Though this is an act of tidiness, it is unavoidable that many of us will forget what we hid overtime.

Therefore, Zealot Desk is designed with a fixed shelf on the back of the desk to place their necessities. As the narrow space in Victorian style of prison and the increase of incarceration rate in UK. Cell space became the main problem. When it is not in use, the user can simply flip down the desktop for more room space. In this case, whatever is being left on top of the tabletop will not be affected in any situation.
SELF-INITIATED PROJECT: Scenté

Fragrances are a unique way of decorating the domestic living space. Even when they are not visible they are still tangible and can evoke strong memories as well as help to get through the task.

You can swipe around the scents by using an app depending on your mood, like an aroma playlist, by being able to put three different essential oils all in to the container at once.

You can create your own unique signature fragrance by using the essential oil guideline which comes with the package. It incorporates Artificial intelligence using an application so it understands your routine and automatically sets the mood for you.

Made by spun aluminium, it is available in three different satin finishes; Space grey, salmon and olive green.

CELL FURNITURE PROJECT: A|PART

Through the prison context, having to share the furniture in a prison cell can create conflicts and arguments between cell mates as ownership of furniture is an outstanding issue.

A|PART is a modular furniture set that allows inmate(s) to feel their individuality through using furniture, by giving the option to separate it and position it in multiple ways depending on the task.

Made from birch plywood and an organic form, A|PART aims to decrease the austere feeling by bringing natural aspects in the cell context.
Self-Initiated Project: +Active Hygiene

+Active Hygiene is a hygiene kit that includes: antibacterial spray, wipes, injury tape, and booklet to ensure contact sport athletes/practitioners are informed about skin infections around the gym. Many people are uninformed and continue to train with contagious skin infections which results to affecting others, especially those athletes who compete.

The kit is a reminder to always keep a good standard of hygiene when doing sports. The models feature a tape dispenser and built-in spray cap, components are refillable and available at gym reception counters, this will be included in the membership package when you first join the gym. The system ensures that hygiene items are constantly restocked and contact sport gym members can readily refill this compact hygiene case.

Cell Furniture Project:

Redesigning cell furniture for prisoners: a plywood work and lounge chair designed to replace the old prison model. The design aims to solve multiple issues regarding prison safety, space and comfort.

Minimalism is incorporated into the design and the hollow frame solves the issue of drug concealment, and the round corners and bulkiness of the chair prevents prisoners attacking each other.

Furthermore, it consists of a footrest which can be packed away by slotting it into the chair frame. Due to the small space in prison, there is often not enough room for prisoners to stretch their legs. Not only does it function as a normal sitting chair, it also transforms into a lounge chair when the footrest is used.

The vinyl cover is made from recycled plastic from old mattresses. Finally, the cover can be rolled up and fitted into the chair when not in use.
SELF-INITIATED PROJECT: ECOLLABO

Ecollabo was carried out from my final year dissertation. The theme of my paper was about the role of product design to promote eco-friendly café spaces. People begin to reduce plastic cups by carrying a tumbler. The existing tumbler is intended for only one person, that usually has no handles and made convenient to carry around. The concept of my work is sharing.

My design is to enhance the original tumbler concept version, with added cups and container at the exterior. It is a smart tumbler design that helps to protect the environments including myself as well as others. This is also a customized design for family travel that allows carrying simple snacks in a container at the bottom as well as beverages.

ECOLLABO
ecology + collaboration

Ecollabo is a designed based on sharing that enhances the existing tumbler version and added two cups and container. Ecollabo is not only for personal use, but also helps to interact with people and reduces the use of plastics.

Consumption = Sharing

reduce X X x a day = 1,080 per year

SPACE SAVER ORGANIZATION ALL IN ONE

It’s a smart piece of storage furniture that can go well with the prison cell. The furniture’s multi-function helps prisoners to organize their belongings.

CELL FURNITURE PROJECT: ALL-IN-ONE STORAGE DESIGN

The aim is to create a new range of robust cell furniture that fit for purpose and helps to deliver safer custody in UK prison and improve prisoners’ well being. According to offenders interview scripts, most of them are desperately in need of a hanger for wet clothes.

My concept was multi function and space saving storage including a hanger. This design maximizes the storage and a movable hanger with two platforms to offer the prisoners the opportunity to customize shelves and helps to organize their belongings. The whole design is made of plastic lumber which is fire retardant. The charcoal paint is to catch smells from shoes and purify air conditions.
In London, an estimated 690,000 people have their belongings stolen per year. Pickpocketing is one of the oldest and most widespread crimes in the world. It is a small crime with huge repercussions. Everybody is a potential victim.

This leads to fear about the safety of one’s possessions and could negatively impact one’s life experience.

The Anti thieves bar stool will keep your bags safe without getting in the way of your legs.

The beautiful Aluminium Scale Mesh gives you a “bling-bling” sense of sight and it can be polished into many colours which you can choose to fit in with the different styles of bars.

SELF-INITIATED PROJECT:
HAPPY HOUR

CELL FURNITURE PROJECT:
UP

“UP” is a customizable cardboard storage system. The whole idea of this design is to prevent self-harming and also maximize the storage space in a small environment.

It has two main parts which are the “Square storage unit” and “Wardrobe”, they can be stacked together like LEGO. You also get an extra part which is the “Multi Functional Coat Hanger” which will use up the dead space in the wardrobe.

Each of the units will be laser cut out in a flat sheet of 15mm thick cardboard and folded into shape easily! No screws or nails are needed.

“Stack it, Build it, Sorted.”
This project aims to solve the issue of insufficient counter space in the average kitchen. My research has shown that more time is wasted by inefficient management of space and installation of unnecessary products, such as conventional dishwashers. My product, ‘DOI’, seeks to solve the increasingly common problem of constrained kitchen spaces that cannot fit conventional dishwashers by creating an alternative that reduces unnecessary space consumption, increases ease of movement, and has a clean aesthetic to fit all environments. DOI uses an air generator which allows users to dry their washed dishes instantaneously. It has 8 air blades that simultaneously blow-dry the dishes within.

No more time spent stacking or wiping wet crockery and cutlery! Moreover, an LCD screen display controls the airflow settings and a UV light kills bacteria to ensure hygiene safety.

Through my analysis of gathered information and observations, I have created a product to improve the cleanliness and hygiene of a prison cell. In such a confined space, and due to a lack of proper ventilation, smell is one of the biggest concerns according to inmates; with a lack of seating being a close second. I have created a piece of furniture, called ‘SLOOT’, to improve their current situation.

It works perfectly as a toilet lid and as a leisure chair. Its key feature is the integrated active carbon upholstery, made with recycled fire-retardant bedding and covered with Kevlar. As well as being comfortable, the reinforced fabric withstands wear and tear. The main frame of the chair is made from heat-treated aluminium to ensure it is highly durable and easy to clean.
SELF-INITIATED PROJECT: THE STRESS TRACKER

The Stress Tracker is a clip-on device with a built-in sensor designed to track and monitor stress levels experienced by an individual. The respiratory system is incredibly information dense and can be studied and analysed thoroughly to develop an understanding of the wearer’s mental well-being. The stress tracker analyses the respiratory data and notifies the subject’s family and close friends when it becomes apparent that they are experiencing increased levels of stress. Using the application, these parties can send support through the device which further notifies and reassures the wearer through a subtle vibration, enabling them to cope with day to day stressors effectively.

CELL FURNITURE PROJECT: THE COMFORT COLLECTIVE

The Comfort Collective consists of a range of support cushions that are designed to create an improved level of comfort for inmates, particularly at a time where they feel a growing sense of discomfort or even pain. The cushions are ergonomically constructed to promote spinal alignment, stimulate blood circulation, and distribute pressure along the body.

The current range of support cushions tackles discomfort in the three most common areas of the body: the head/neck, the lower back, and the legs. For every area targeted, there are a total of three size options as well as three different foam densities, establishing a versatile range that addresses almost all body types.
Despite the advancement in technologies and healthcare systems which has made a successful path into prolonging elders’ lives, the physical deterioration as well as aging problems still appear to have a major influence on an elder’s quality of life.

When it comes to furniture design, I have made a side table that allows the user to do activities like eating, working or reading next to their sofa. Besides, this table also provide a coffee cup plate with a magnetic holding system which can be moved.

**SELF-INITIATED PROJECT: SPIN**

Like many people in prison, keeping fit became hugely important. At times being confined to cell for 23 hours a day, some of them focus on bodyweight training in order to maintain their health and improve well-being during the time in the cell.

Therefore, the Roll Me exercise chair is designed to replace ordinary prison chairs being used as exercise equipment. This allows prisoners to workout more efficiently without having to misuse cell furniture. It works the same principle as yoga ball and also works perfectly as a chair along with a comfortable seat.

**CELL FURNITURE PROJECT: ROLL ME**
SELF-INITIATED PROJECT: CHOPBUDDY

ChopBuddy is an inclusive kitchen chopping board that I designed in response to the difficulties faced by people who only have the full use of one hand; for a range of reasons such as common injury, amputation, arthritis, or hemiplegia caused by stroke.

My research showed that one of the biggest difficulties faced in the kitchen by this demographic is the use of a standard chopping board because they were unable to hold the food down with the other hand while chopping, the board slid around, and transferring food from the board was a difficult process.

ChopBuddy addresses this issue and provides a more inclusive experience for all with a non-slip chopping board that uses magnets to hold the food while you cut. It contains two removable trays to transfer food and it’s dishwasher safe!

CELL FURNITURE PROJECT: STRETCH STORAGE

This brief, for the Ministry of Justice and in collaboration with Design Against Crime, was to design furniture for male prison cells in the UK. STRETCH Storage is my solution to saving space whilst increasing storage. It is a multifunctional storage unit, with a desk that slides away when not in use.

Many prisoners reported that sharing all their furniture, especially when one inmate is tidy but the other is messy, is one of the biggest difficulties of living in a prison cell. STRETCH Storage is compact and space efficient so that each cellmate has their own unit; I hope this will reduce conflict and improve mental wellbeing by creating equal division of storage, allowing both inmates to use their desk simultaneously, and giving them the ability to personalise their space.

It is made entirely from recycled plastic and the colours have been chosen by researching the psychological benefits.
A recent piece of research (2017) from the US claimed that 74% of millennials (aged 18-34) respond that they mostly use smartphones before sleep and 81% of them use their phone approximately 60 minutes before bed. Using a smartphone before sleep made sleep deprivation a global issue and can cause people physical damage.

This is a relaxation device that creates sleep aid elements to help millennials to set up a healthy sleep cycle. It is a diffuser that supports sleep-aid lighting, relaxing fragrance and there is a special dock with a charger to hide the phone while charging it. The whole system can not be activated until the phone has been locked in.

Self-initiated Project: Luna Sleep-Aid Diffuser

Cell Furniture Project: Moti

Moti, a multi-functional chair designed for prison cells in the UK. Because the prisoners have to spend a long time staying inside of their cells and since the available facilities are very limited,

Moti Chair is aimed to provide more functionality to the user. Moti can be used as a study chair, rocking chair, low desk, storage and more. Corrugated cardboard is the main material, it is recyclable and low cost.