

November Issue 2022
For back issues, tap here

MONASH University

Squince Squince and restless manner

We acknowledge and pay respect to the Traditional Owners and Elders, both past and present, of the lands and waters on which Monash University operates.



Phenomenal funghi

STORY: PAGE 3

Elle & Lui floor lamp

Materials: mycelium, sawdust, rice husk, silk

Designers: Ella Primerano, Jo Hutchinson, India Macpherson and Dharav Desai

Photograph: Adam R Thomas

Project undertaken in collaboration

with K5 Furniture

FROM THE HOD



Gene BawdenHead of Department,
Monash Design

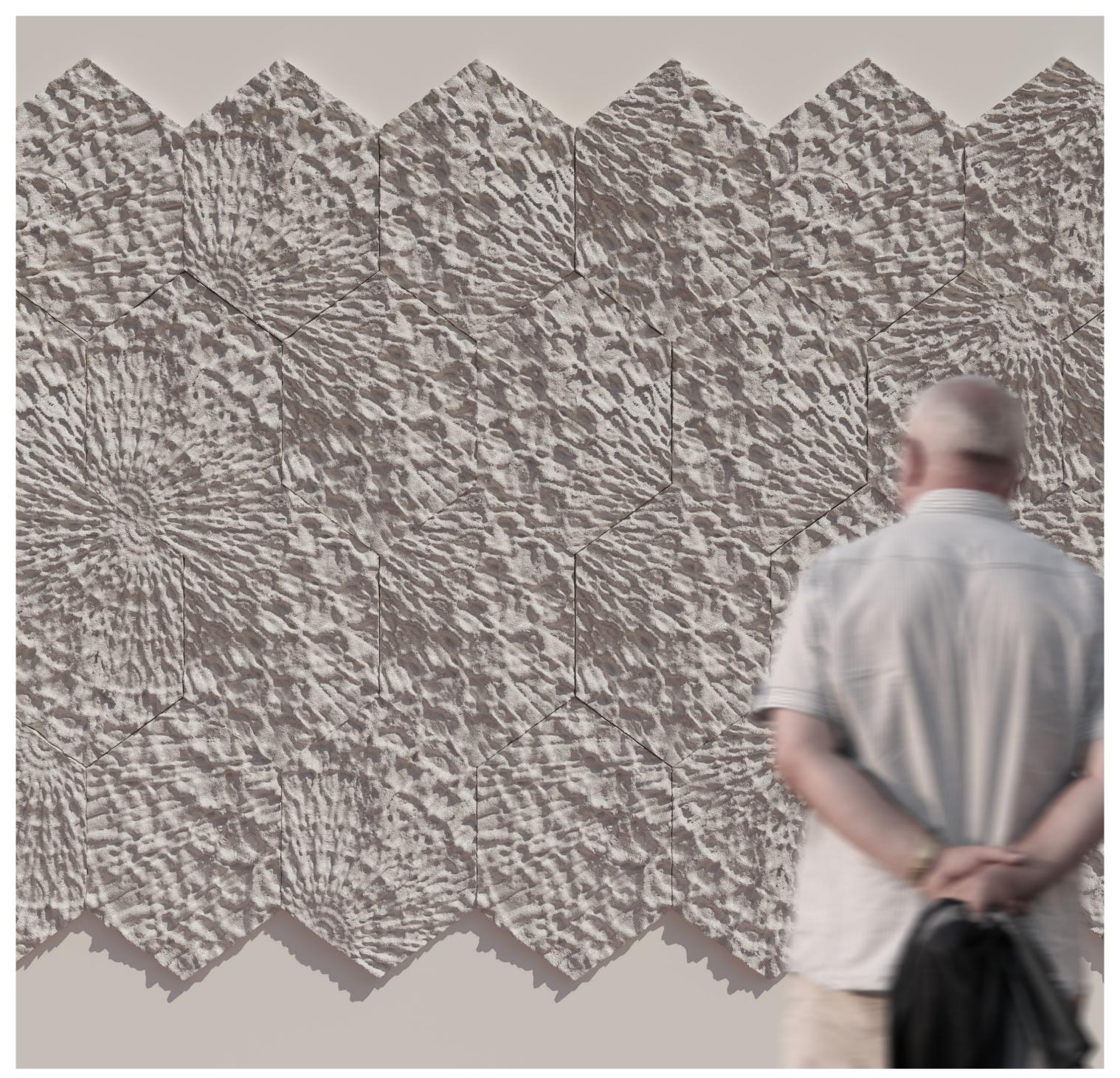
Below: The new Good
Design Award Trophy design,
made from recycled plastic
waste. Each Good Design
Award trophy converts one
kilo of post-consumer waste
plastic into an enduring
symbol of design excellence.
To read more about the
design tap here.

Image: good-design.org

We've now come to the end of the 2022 academic year, and I'm sure we can all agree, it was a complex journey to get there. It was a year still impacted by Covid, both emotionally and physically. Whether it was enduring the virus having contracted it, or undertaking hybrid classes because remote attendance was our only option, the year has been as bumpy as any we have experienced recently. But, amid all of it, we have come to the end to celebrate another successful semester of incredible design output, both within the classroom and outside of it. In May MADA secured five <u>awards of</u> merit from the Design Institute of Australia (DIA), Designers Australia Awards; then, in September the Design Department won 10 Australian Good Design Awards, including the prestigious Australian Women in Design Award, awarded to Associate Professor Leah Heiss. You can read more about the awards here. As Head of Department I am immensely proud of this recognition, but more so because it signals the excellence of the research that informs the eduction being undertaken in the department.

It seems fitting that we should close the year in celebration, not just of the recognised achievements, but for all the effort and energy that has gone into getting us to this point. For our final year students this will culminate in the <u>MADA Now</u> exhibition, opening on November 17. For the first time in 3 years we will be celebrating their achievements in real life, and all of us have the opportunity to admire their work between November 18 and December 3 in G Building and the Caulfield Library (for Master of Design students). For those of you leaving us this year we wish you every success, and for those returning in 2023, enjoy your much deserved break, and we look forward to seeing you on campus in the new year.











Top: Fossilised by Margarita Ivo Kontev and Lachlan Meckiff; **above left:** Wave Wood by Zihan Zhou and Lang Gu; **above right:** Elle & Lui by Ella Primerano, Jo Hutchinson, India Macpherson and Dharav Desai

'Phenomenal Funghi' was an interdisciplinary elective led by Dr Gyungju Chyon and undertaken in collaboration with <u>K5 Furniture</u>. Through experimenting with mycelium (the subterranean portion of mushrooms) students in this unit developed a range of extraordinary lighting, furniture and other interior objects that will soon be on exhibition at the **K5 Furniture showroom at 1/275 Smith St, Fitzroy. Exhibition dates:** 14—18 November, 10:00am—4:00pm November 19, 10:00am—3:00pm





The Robin Boyd Foundation's student competition: The Walls Around Us

When Robin Boyd designed Walsh Street for his family in 1957, he used the opportunity to reject domestic convention and create an experimental home. *The Walls Around Us* invites students to imagine a new way of living on the Walsh Street site.

Students are encouraged to engage with Boyd's ideas, vision and research to inspire their concepts. Entrants will utilise the environmentally friendly merits of brickwork and blockwork to create a multi-residential design that proposes solutions to contemporary issues through architecture.

The Walls Around Us is open to students enrolled in an architectural design course in Australia.

Entries close: Monday 30 January 2023 4 pm AEST **Prize:** Return economy airfare to attend the Biennale Architettura 2023.

For further details and to enter simply tap on the 'Enter' icon above.



AGDA Vic's Folio Review is returning for 2022

Get feedback directly from industry professionals, while honing your presentation skills in an interview-like setting... If you are an emerging designer wanting feedback or to meet some designers in industry, this event is for you. Applicants must be studying or within 2 years of graduating and living in Victoria.

Applications Close: Friday, 4th November at 5pm

Cost: AGDA members: Free!, Others: \$35

Further details: tap the 'folio review' icon to connect

to the AGDA site



Furniture One Cardboard Furniture

In this elective students were challenged to design and make a stool from cardboard. The stool must be able to carry an adult person comfortably. The stool must be strong enough for you to demonstrate someone sitting on it without breaking it. Some held the weight, and some did not but they all have done a great job!



Student designers:

Above: Tianyu Xu.
Top right: The Melbourne,
on-campus cohort with their stools.
Centre right: Shuo Liang.
Right: Becky Williams,
Far right: Zike Peng.

Lecturer: Marinos Drakopoulos









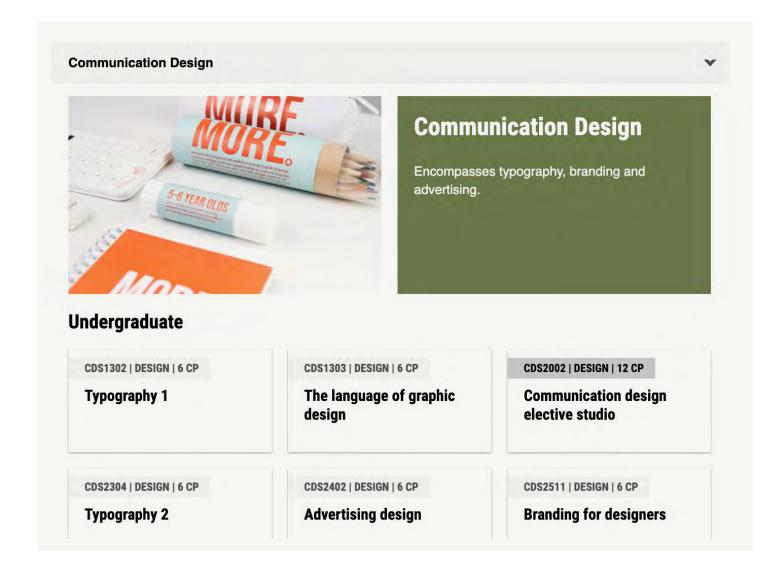






If you're interested in Furniture Design and want to know more about similar electives the Faculty has on offer, visit our newly constructed Electives Page that has all our electives (both undergraduate and postgraduate) sorted according to themes to help you select fields of study that you may be interested in.

Tap the 'choose' icon, to connect to the page and see what's on offer.



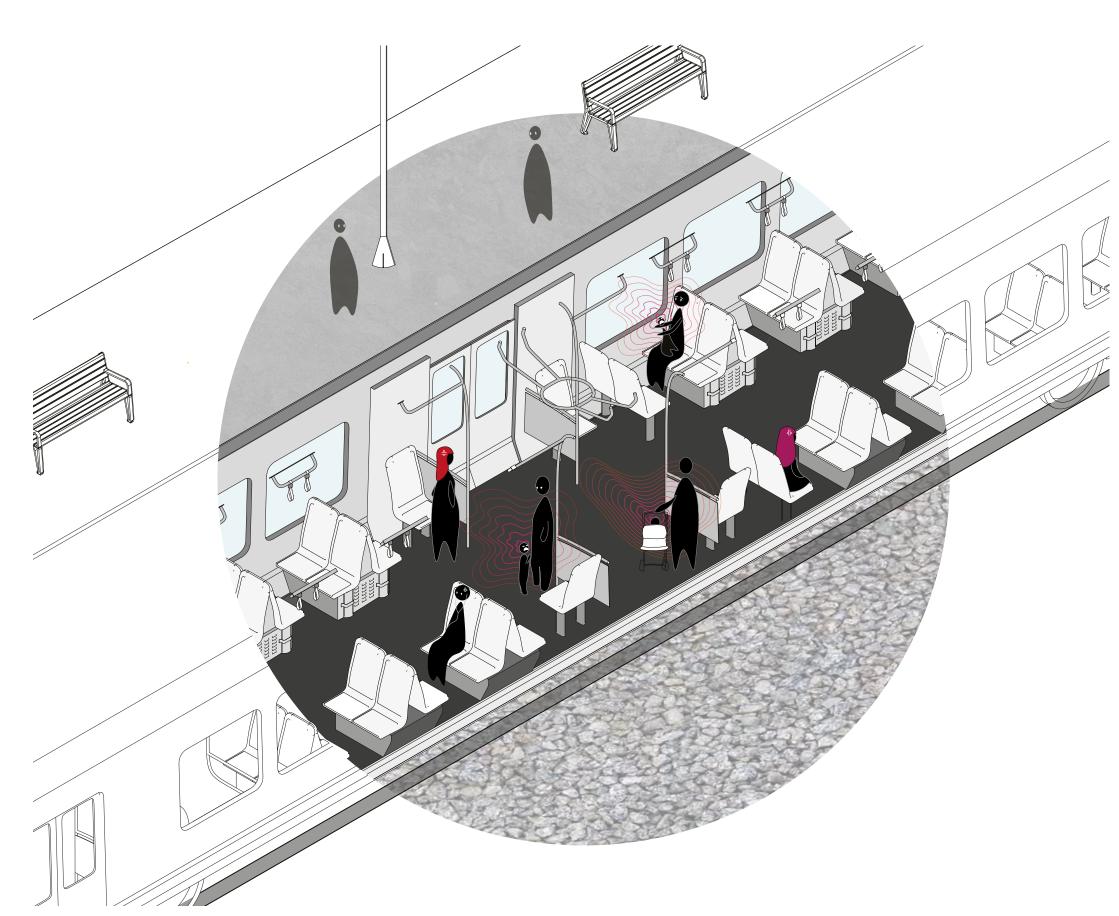


Contexts in spatial design studio practice Spatial Training

Interrogating the impact of traveling on crowded Melbourne trains.

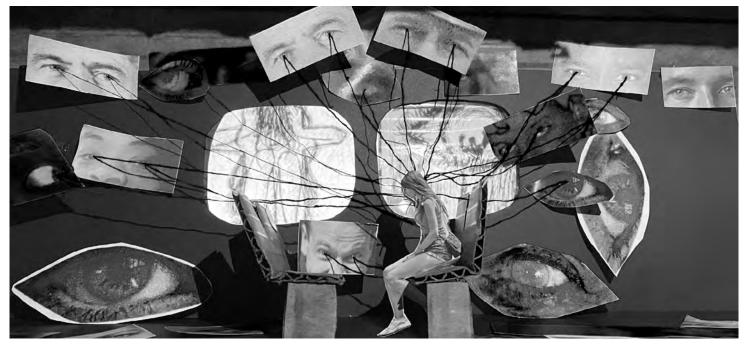
Student Designers: Zeeva Syahputri, May Ma, Chanvirakboth Mony

Lecturer: Anne Wagner





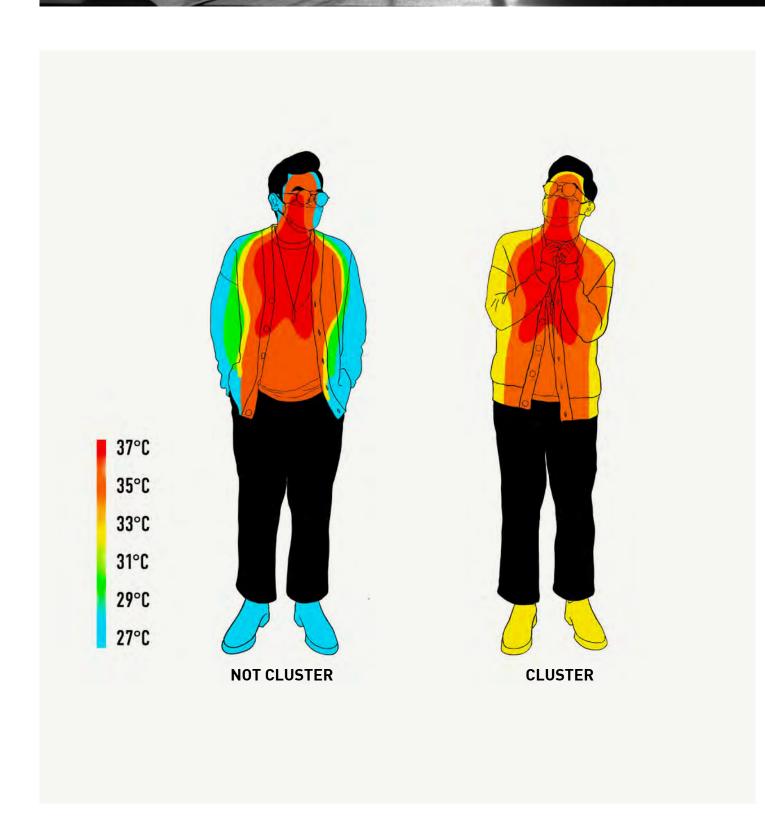
















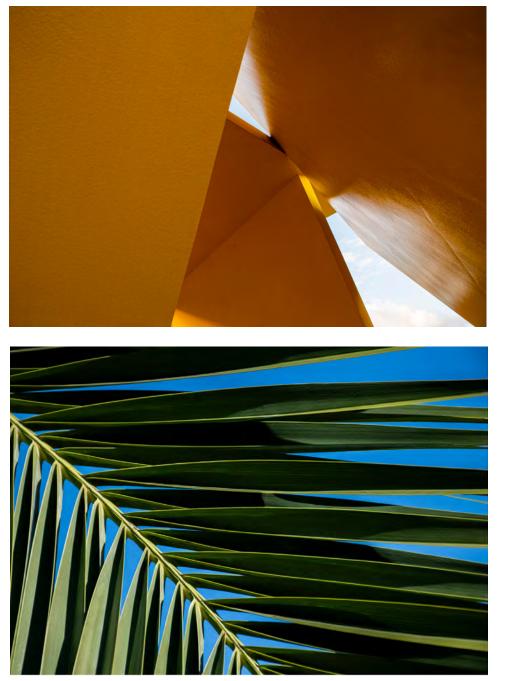


ELECT CDS1511

Photographic Art Direction Built Form/Natural Form

Student photogapher: TszTing (Blaire) Lam Lecturer: Tobias Titz



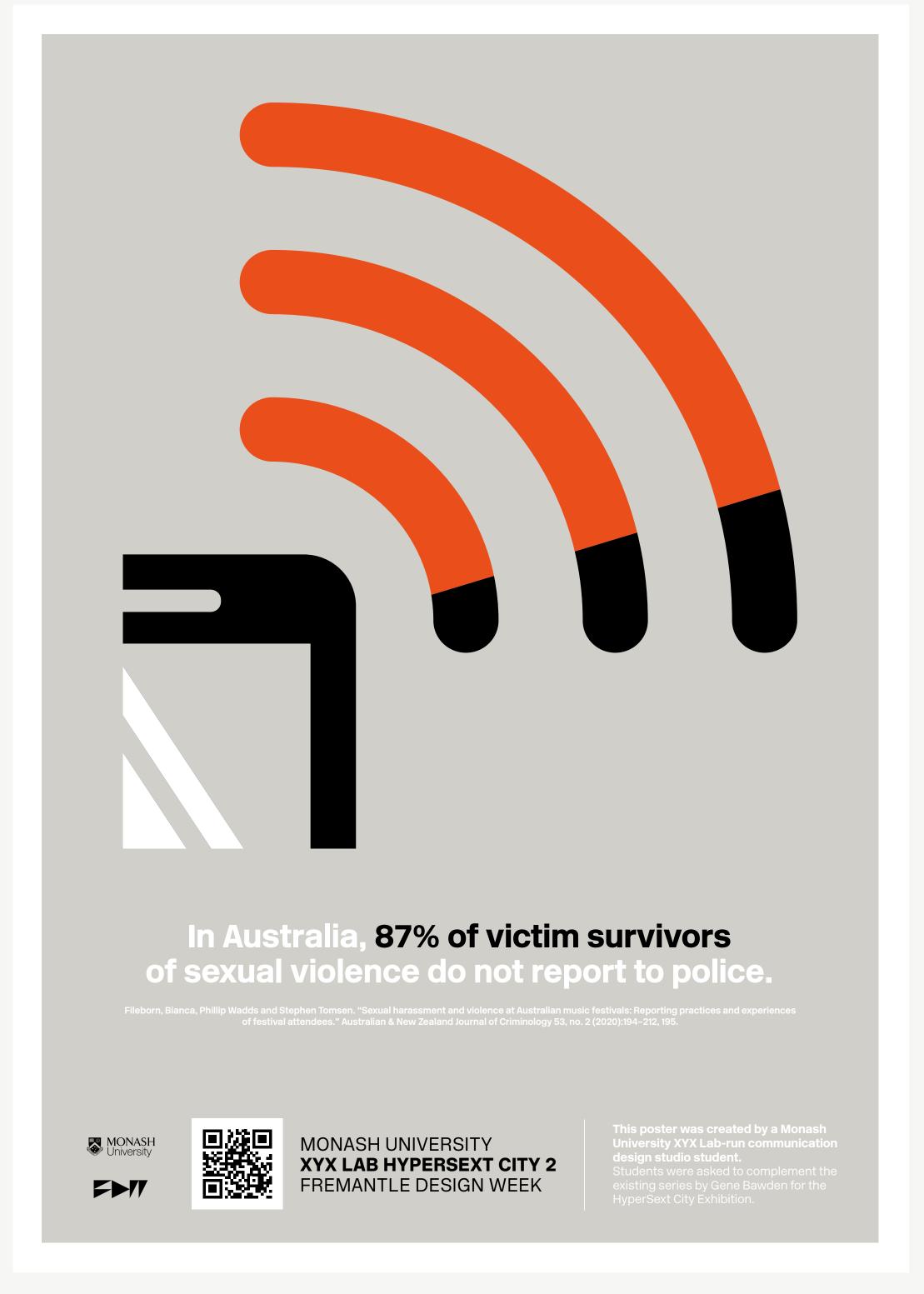




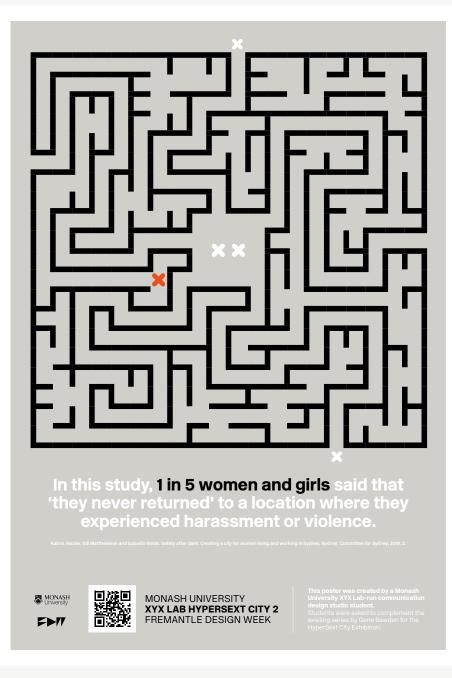
Communication design elective studio Design for Social Practice

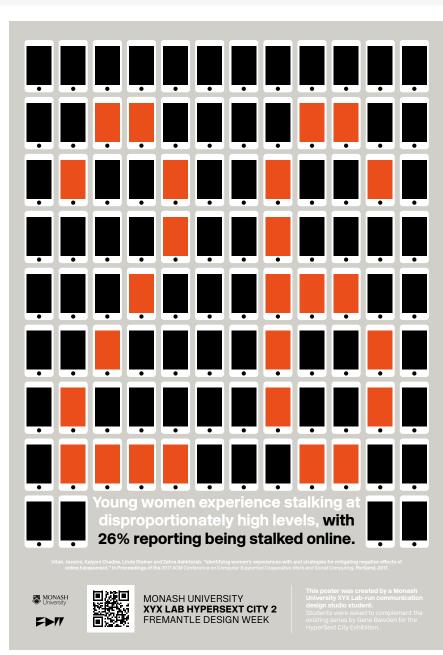
CDS2002 Design for Social Practice students engaged with the XYX Lab's current exhibition 'HyperSext City' in Freemantle (see below). The exhibition draws attention to the experiences of women, girls and LGBTQI+communities in our cities by representing data and intersectional narratives of gender that affect how places are accessed and occupied.

As part of the studio students were tasked to produce a poster that engaged with XYX Lab's research and visual language to be exhibited in public space in Melbourne. The selected posters are pasted up around the streets of Fitzroy, North Melbourne, Brunswick, Coburg, Northcote, St Kilda, Flemington, Footscray, Moorabbin, and Malvern East









Student designers: Jiwon Seo, Grace Robson, Ella Doyle, Minh Tri Benjamin Nguyen. Lecturers: Jess Berry, Isabella Webb



XYX Lab were recently invited to exhibit their award winning HyperSext City project at the inaugural Fremantle Design Week, taking the work for the first time to Western Australia. The project consisted of a large, room scale information graphic printed on building mesh, plus a range of street posters that set the style for the CDS2002 student brief above. Tap the 'exhibit' icon to connect to the project website.

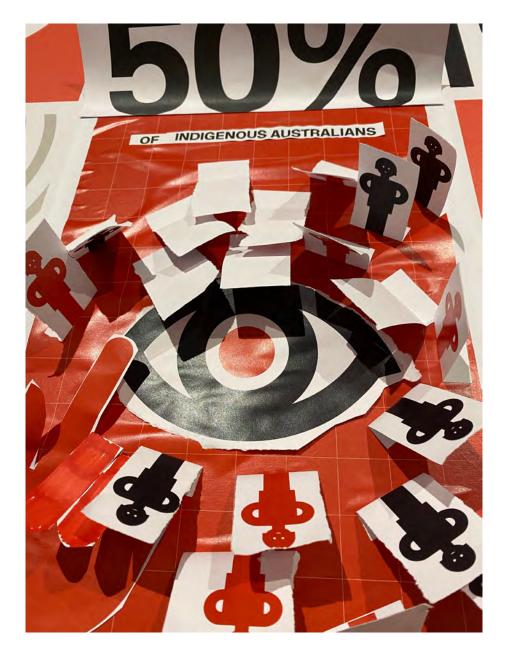




As part of the HyperSext City 2 project in Fremantle, XYX Lab ran a special Gender Justice Workshop, in which they invited participants to construct their own activist poster. These were then pasted onto a specially designed wall as a way to both engage the audience with the exhibition, and permit them to contribute to it while better understanding the data they were working with.

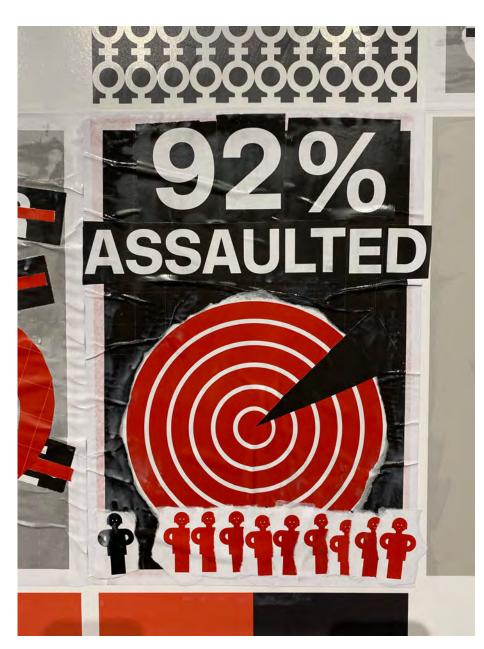






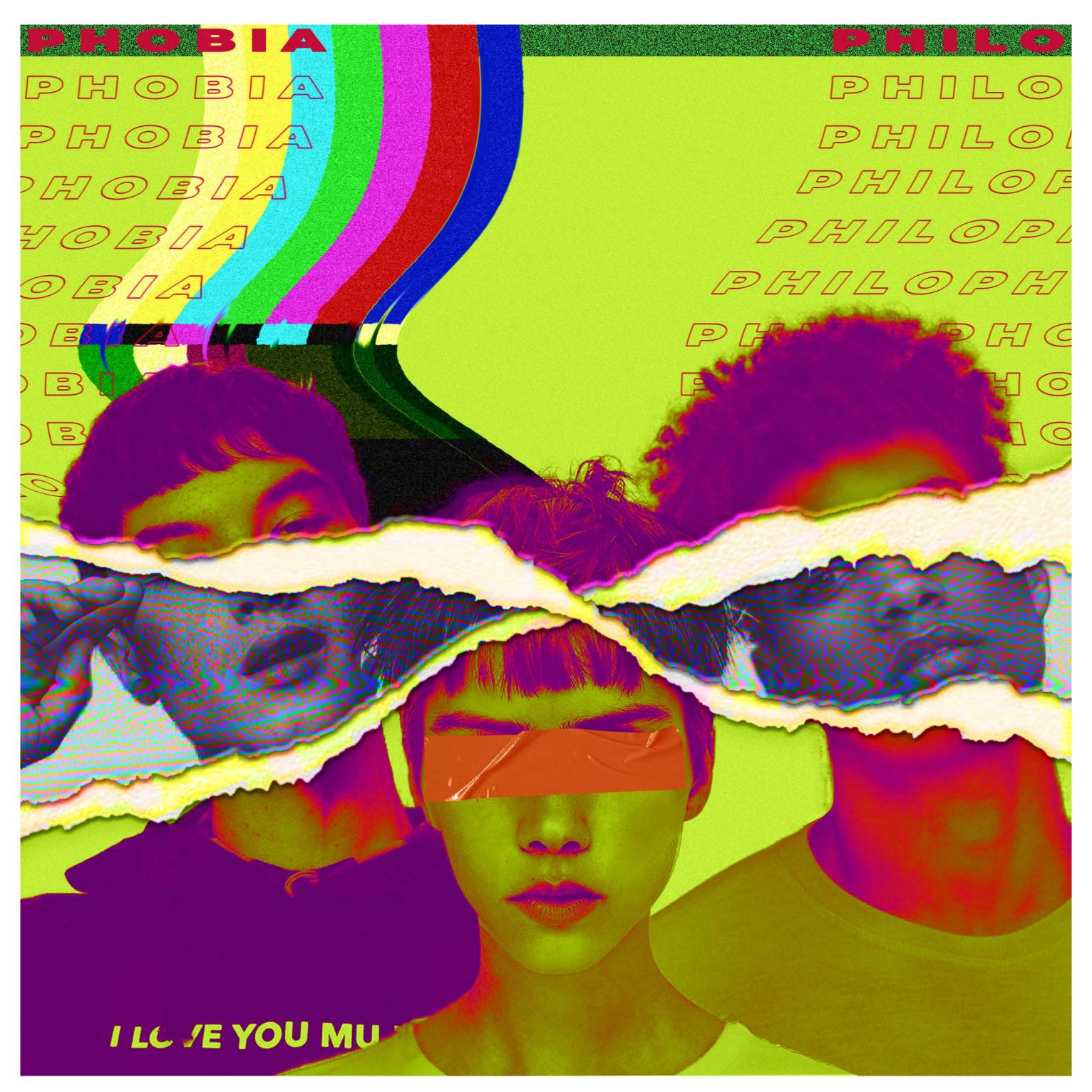












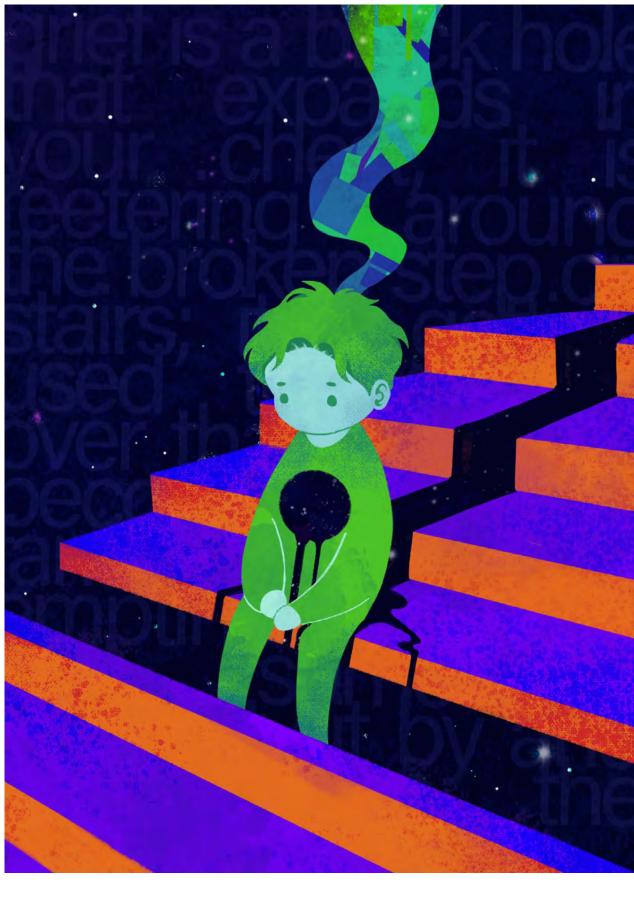


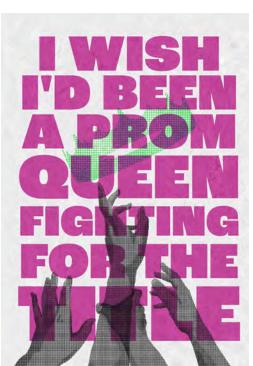


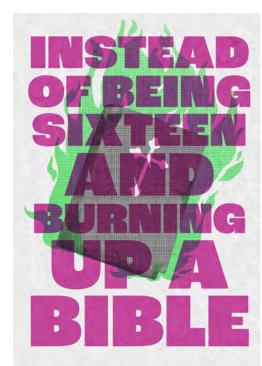


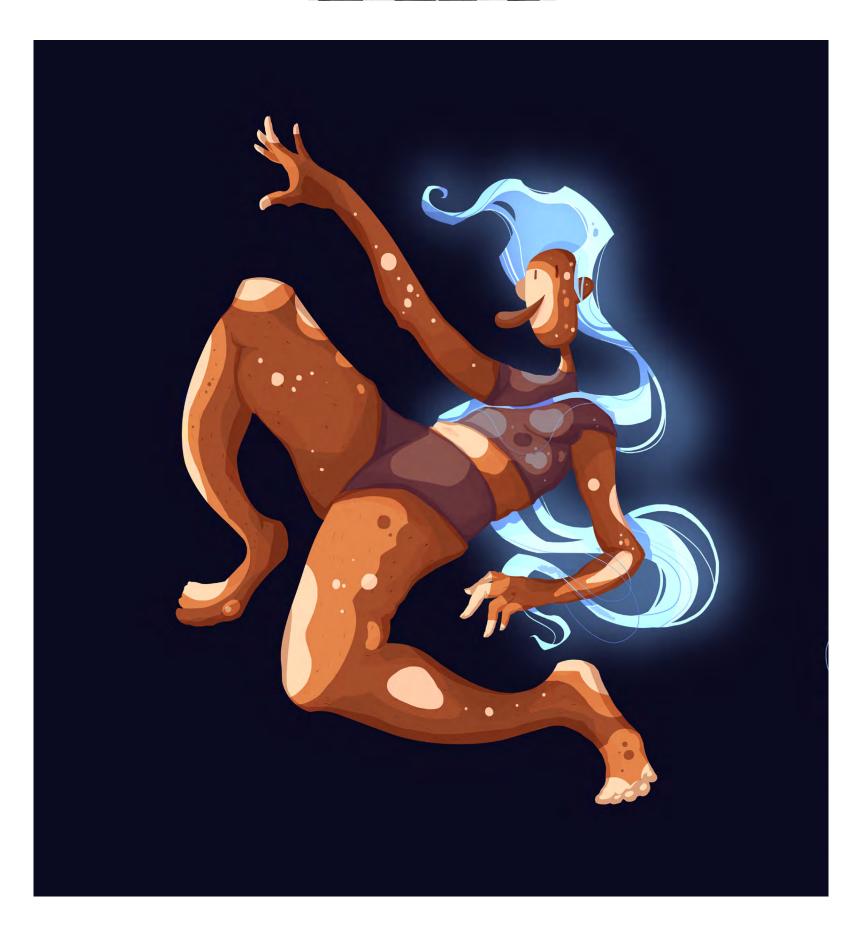
Illustration for narrative

Top and above: Aiman Ahmad **Above, right:** Bee Hill Right: Tamsyn Williams **Lecturer:** Ned Culic











Design Honours

This unit supports the final stage of a self-directed design project. As the second part of a year-long Honours program, students apply research through design processes alongside advanced creative and practice-based skills particular to their area of design specialisation or practice.





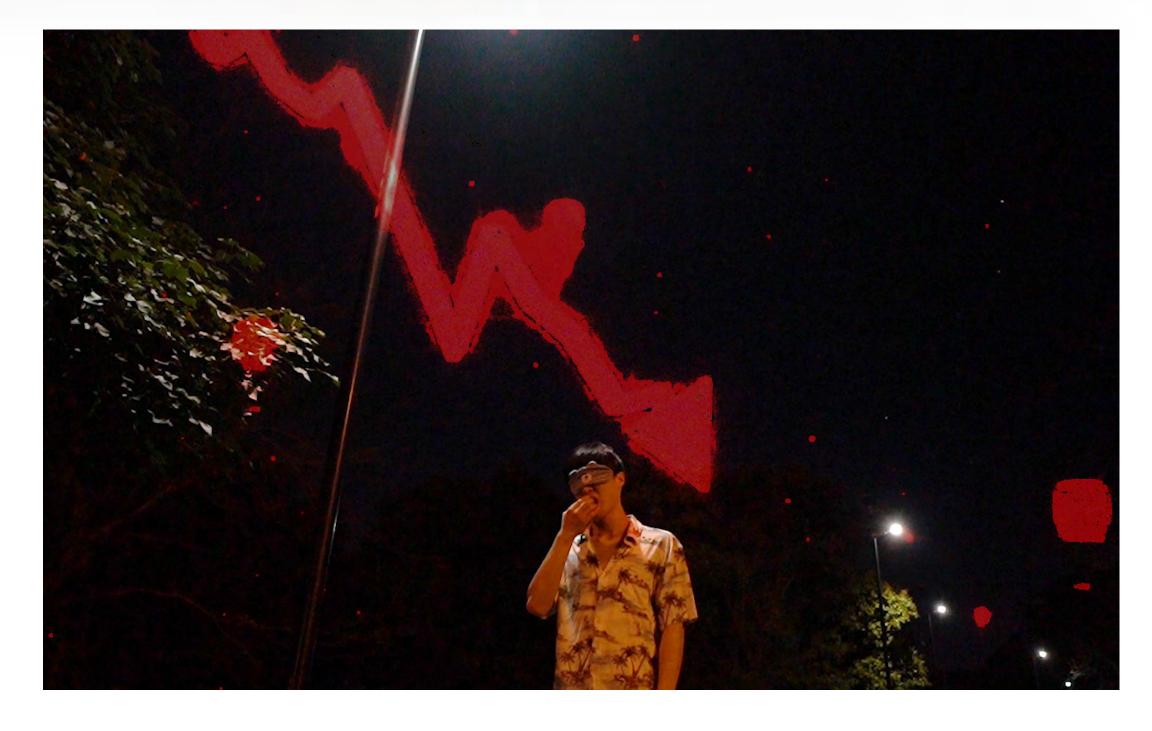






Above: Jacquie Johnstone

The Close to Home design honours research project seeks to support individuals aging in place through the development of provocative and engaging healthcare tools. These tools are a part of the You Are Not Alone (YANA for short) system and are comprised of interactive, two-way communicating wall and door frames, and a notifying mobile phone application. The project proposes that an individual may perceive their home to be an extension of themselves, so there is an opportunity for an extrospective analysis of an inhabitant's wellbeing to be conducted.



Right: Qianjia (Fiona) Lin

From trees to forest is a habit developing puzzle aiming to improve the relationship in families with level 2 or 3 children with Autism Spectrum Disorder (ASD). The goal of this research is to produce a game for families with ASD children to develop a healthy relationship together through cooperation and interactions.



Above: Sean Le

This design honours research question asks "how might we informalise and emotionalise the issue of misrepresented technologies through experimental videography?" The challenge of communicating complex issues such as cryptocurrencies and non-fungible tokens (NFTs) was achieved through experimental videography. The videos attempt to attract and engage all audiences, conveying the research in short-form social media platforms, such as TikTok and YouTube.



Tap on the icon above to connect to the handbook entry

Innovation, Consumer Behaviour and Food Marketing

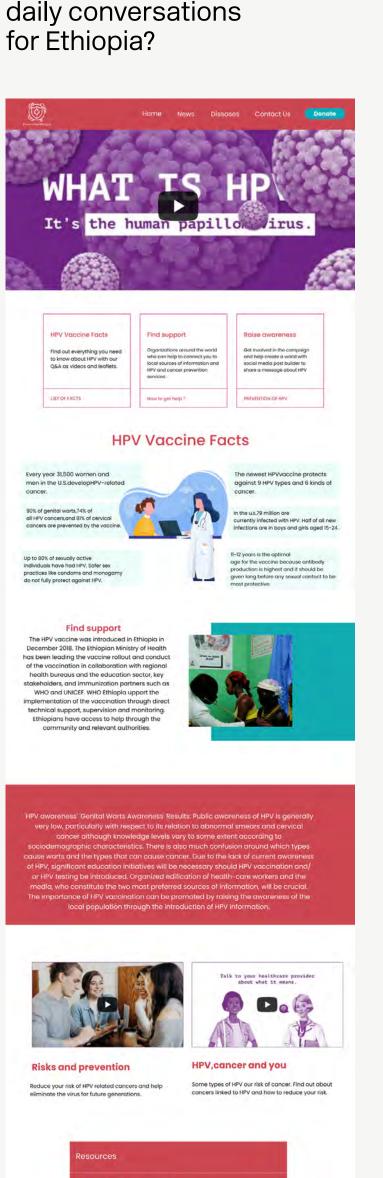
This Masters level unit extends industry approaches to product innovation with a specific focus on the food and beverage industry. Part of the Master of Food Science and Agribusiness, the unit investigates how to achieve consumer appeal through techniques such as market and competitor insights, idea generation, consumer testing, refinement, prototyping and commercialisation strategies. The elective is open to Master of Design students in their second year.



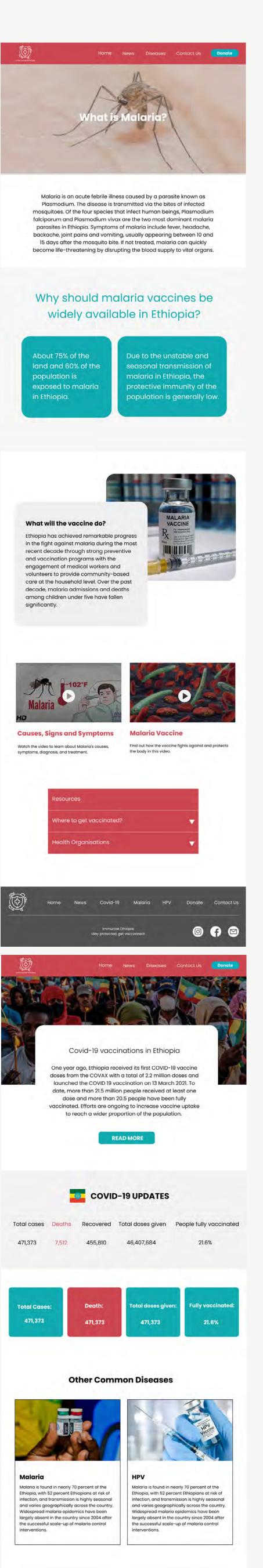


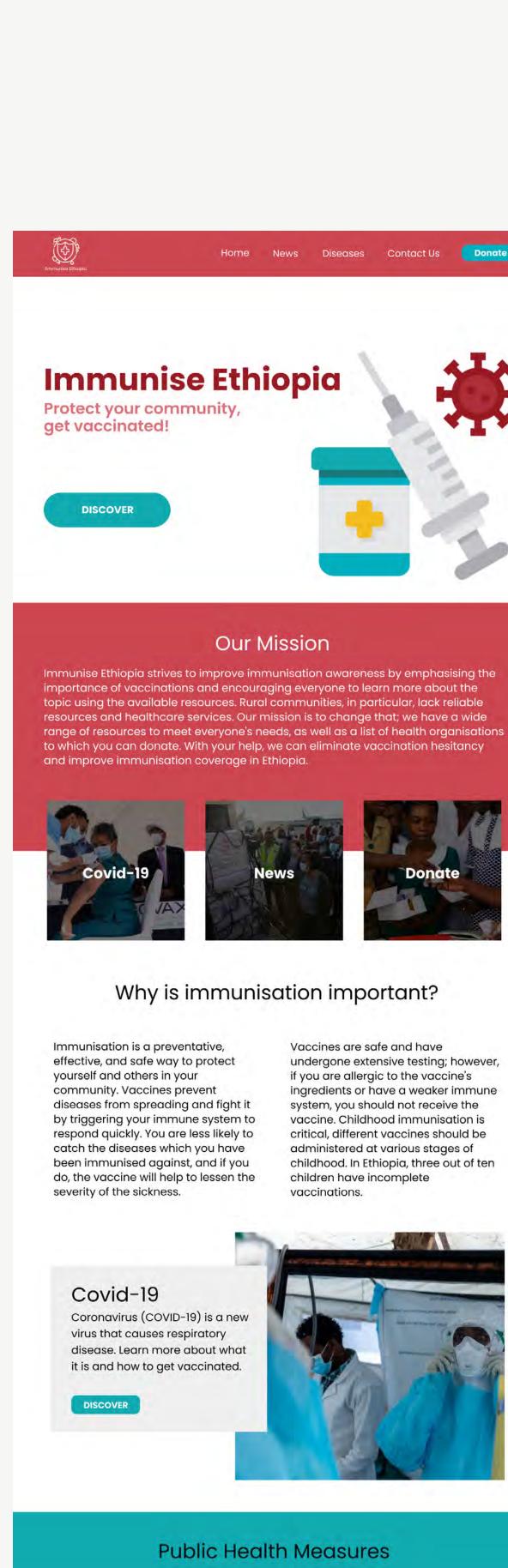
Web Design **Immunise** Ethiopia

With the ongoing pandemic, we have seen a rapid transition of healthcare services going online: digital contact tracing, video doctor consultations, prescription delivery services, and more. In a strange way, the future is now. These services are here to stay. In this Web Design project the aim is to speculate what might be the future of healthcare with online services being an integral part. Many countries in Africa rank very low on the rate of immunisation, including COVID vaccines. A major part of the issue is awareness. How might we create an online campaign that brings vaccination into daily conversations



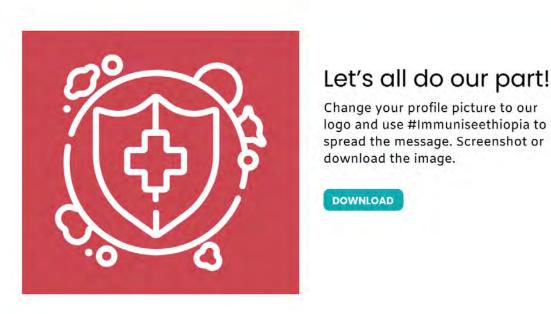
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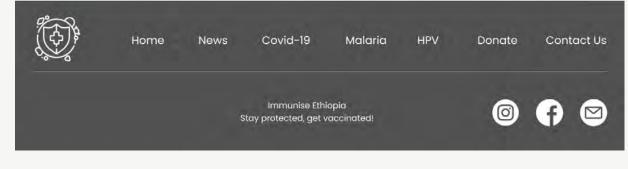




Donate







Far left: Tong Sun, Left: Zechen Yang **Above:** Alianah Campbell

Lecturers:

◎ (7) ⊠

Xavier Ho, Yun Tae Nam









Industrial **Design Studio 2** Beyond Measure

IDN1002 students were tasked to design a unique measurement device based upon research undertaken in studio; measuring something that can't be measured right now. Project outcomes ranged from the conceptual (what is the quality of my dreams), to the speculative (how happy is this dog?) and emotional (mood, stress and mental health).

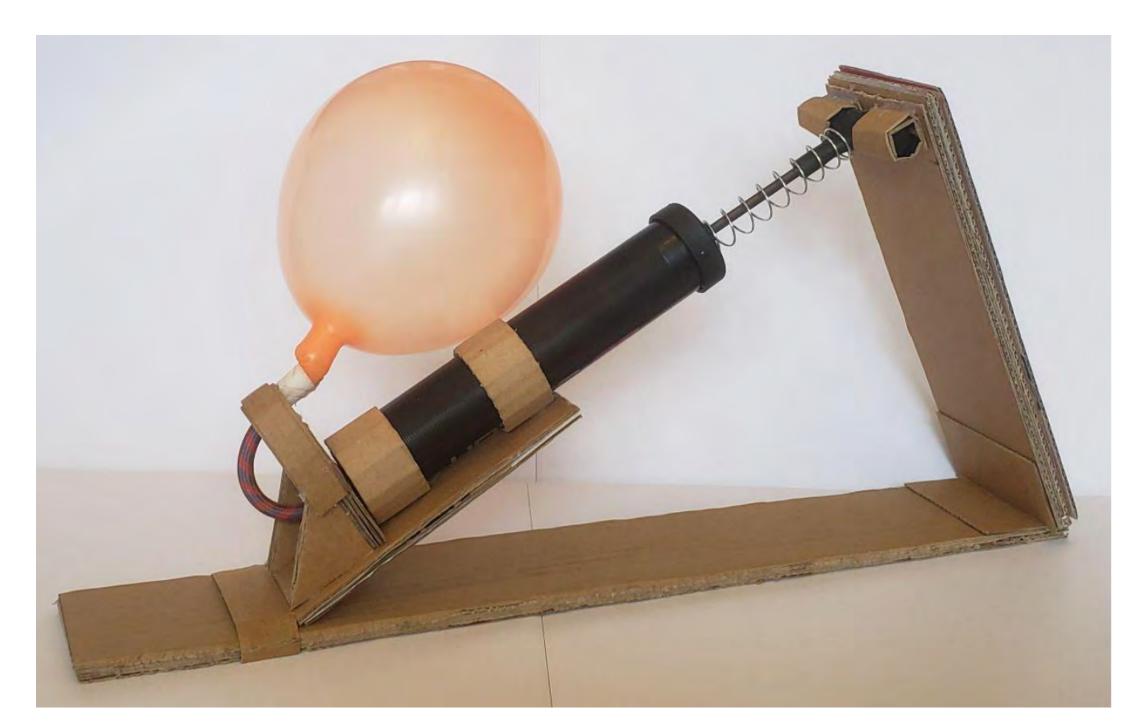
This project aimed to equip our first year Industrial Design students with the soft skills to think, act and design like a professional. Design briefs are messy, contradictory, unclear and complex—yet as designers, we are tasked to make sense of this chaos.

Top to bottom:

Anja Johanse, Tom Nottle, Isabella Papalia, Owen Hanna

Lecturers:

Troy McGee, Dave Trickey and Maryke Laubscher



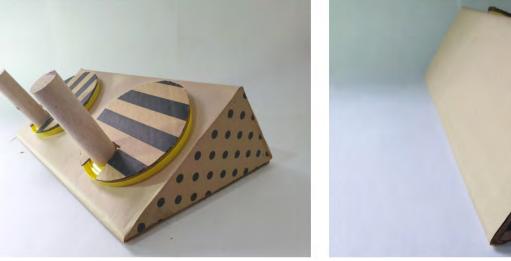


















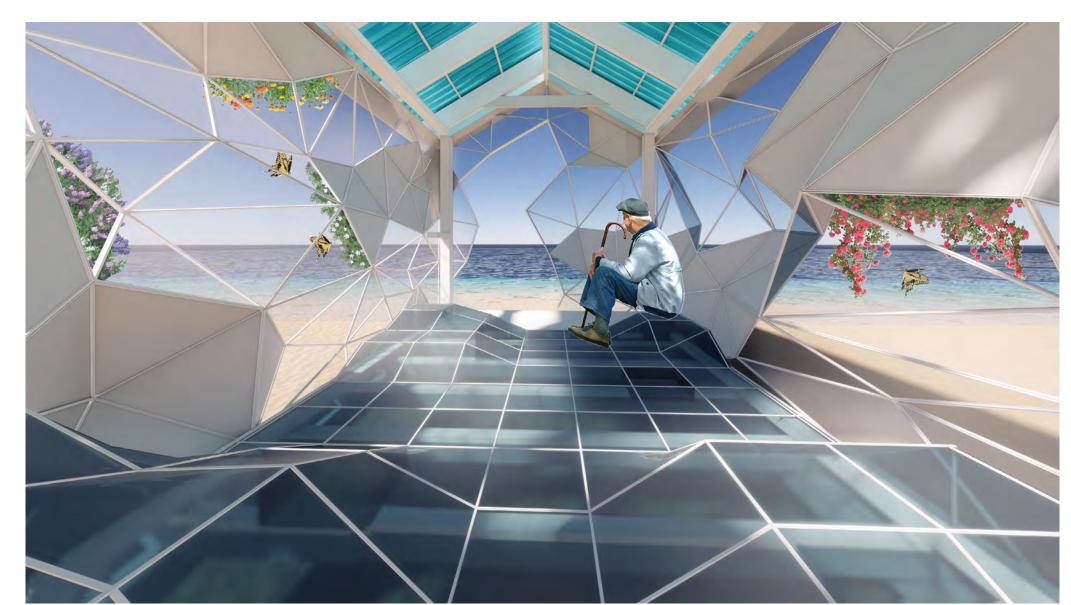
Spatial Design Studio 2

Studio 2 explores inhabitation as a fundamental condition of spatial design. Students examine different modes of occupying space from two radically different perspectives, human and non-human, and design spaces for living, working and making social connections. They start with redesigning the iconic Brighton Beach Box into a studio space and residence for a contemporary spatial practitioner, and later in the semester revise their design to be inhabited by a wild creature too. This project provokes students to explore possible symbiotic connections between humans and wild creatures.

Lecturers: Anna Conrick, Danica Karaicic, Djurdjica Kesic, Isabella Webb, James Melani, Nicholas Ruljancich



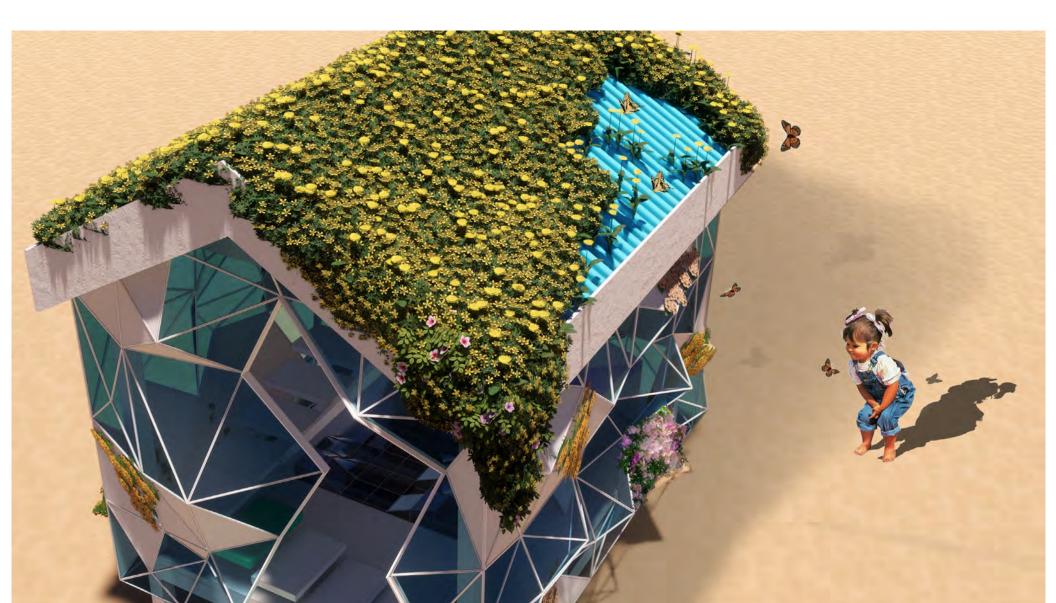




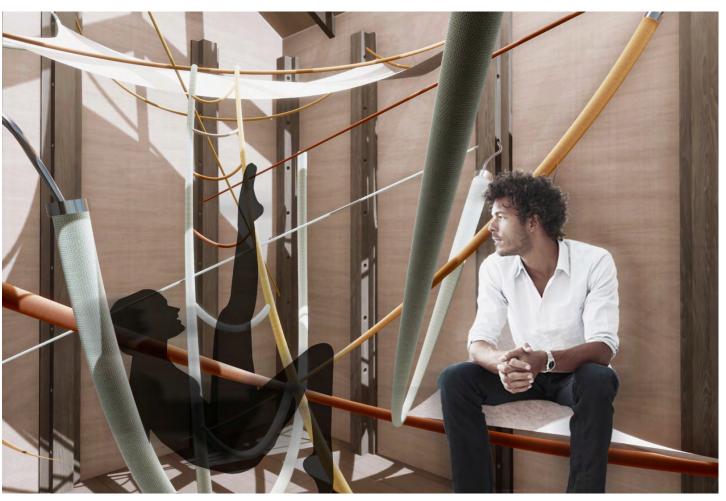
Above and top: Garicsen Yeo. 'Spectrum': The bathing house radiates with natural light to provide clarity into the details of the wood sculpture with the surrounding singing birds.

Right: Taewon Kong. Butterflies are attacted to UV light and the colours of the rainbow. Prisms are used throughout to refract the light and generate the colour.

Below: Yebin Kim. 'Spielraum', the artistic inspiration playroom for the practitioner and chameleon. This flexible and adjustable structure with a hook system and ropes as its primary material makes the users feel free to play and experiment.





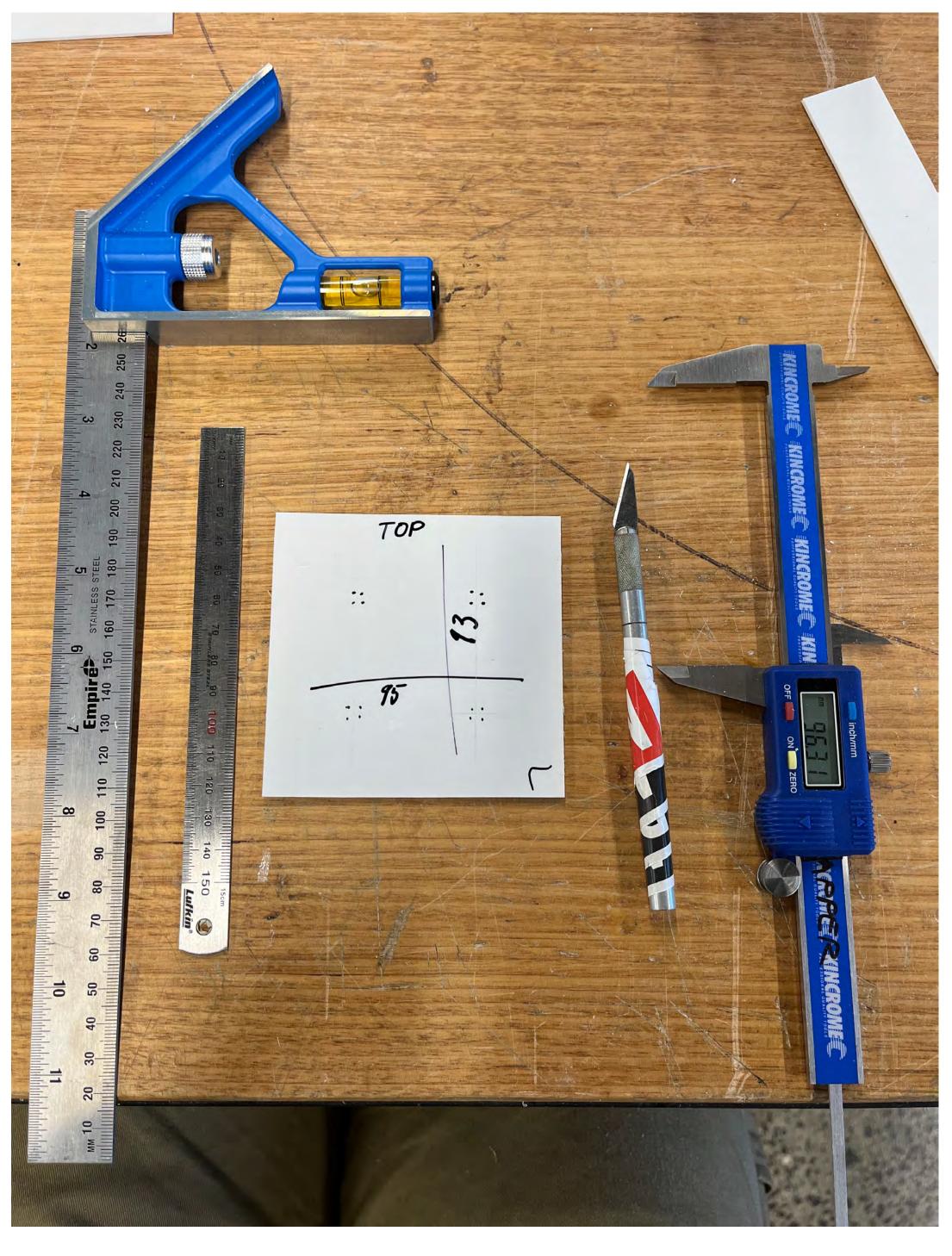




Industrial Design Studio 2 return to the workshop

After a two year hiatus Industrial Design first year students have returned to the wood and metals workshop at Caulfield Campus. A fresh approach and a fresh project, the SOMA cube exposes our students to 5 different materials and dozens of tools while they learn to make great models. Model making, using traditional and digital tools, is an important part of the industrial design process and students in this project are working to a level of accuracy within, and often exceeding half a millimetre.

Lecturer:Robbie Napper





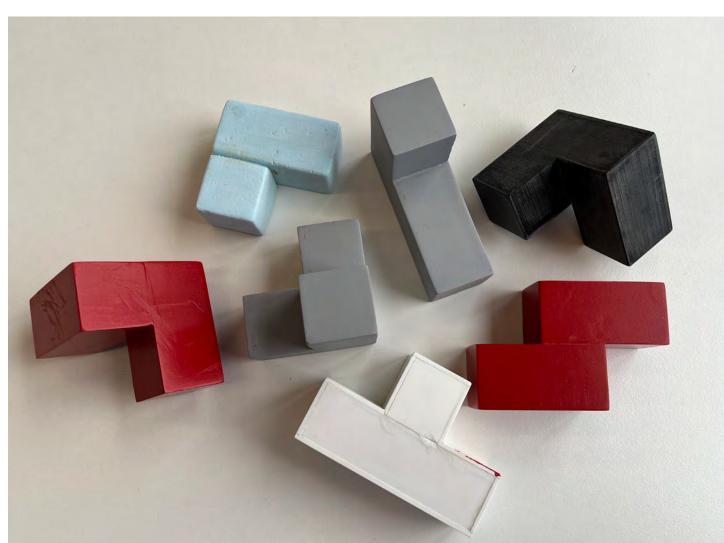








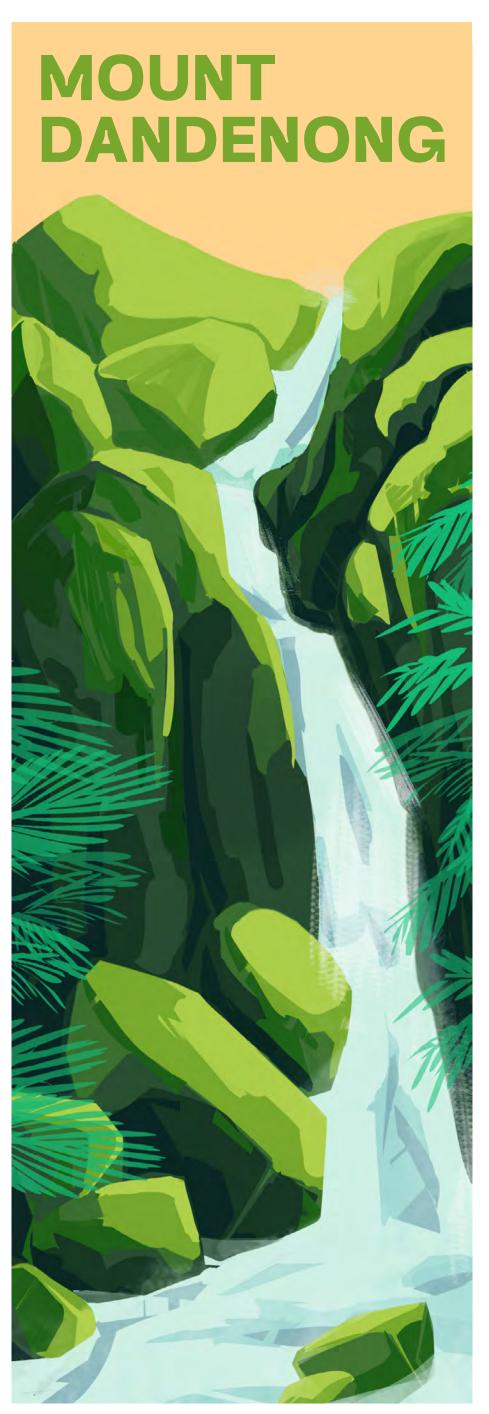
Illustration as design Melburbs

Royal Botanical
Gardens: Jiaqui Wang
Oakleigh: Georgia Emberton
Mt Dandenong: David Zhou
Yarraville: Lucinda Cunneen
Box Hill: Zhan Zhan

Lecturers: Ned Culic and Tracie Grimwood

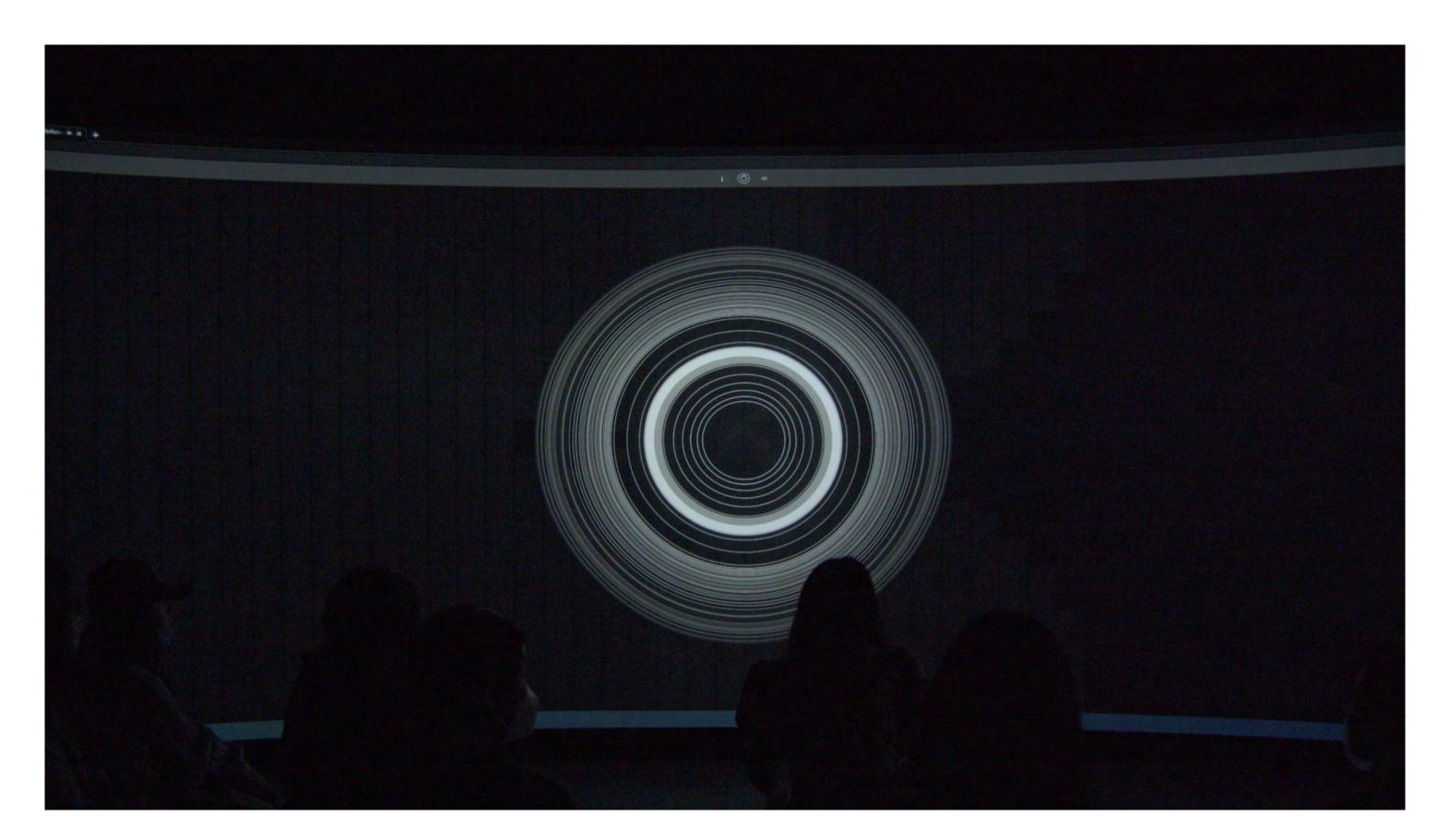














Designing Interactive Systems

How might we design an accessible interactive experience in an immersive environment? In this project, we will be using Monash SensiLab 'Deep Immersion' theatre, a large projection wall and sound space.

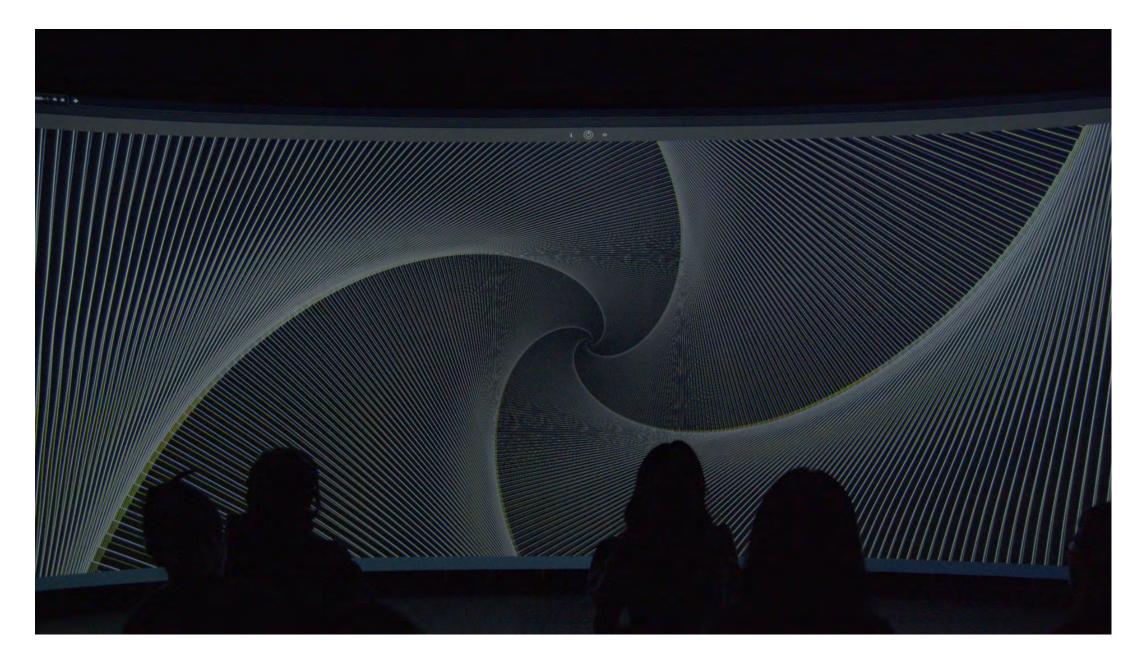
In this "Immersive Performance", we will build a set of tracks, visual effects, and performative tools, and a demo showcase in SensiLab. The goal is to pack your tools with a healthy mix of interesting visuals and soundtracks that can be "triggered" on stage with various buttons, motions and gestures all on a smartphone.

Lecturers:

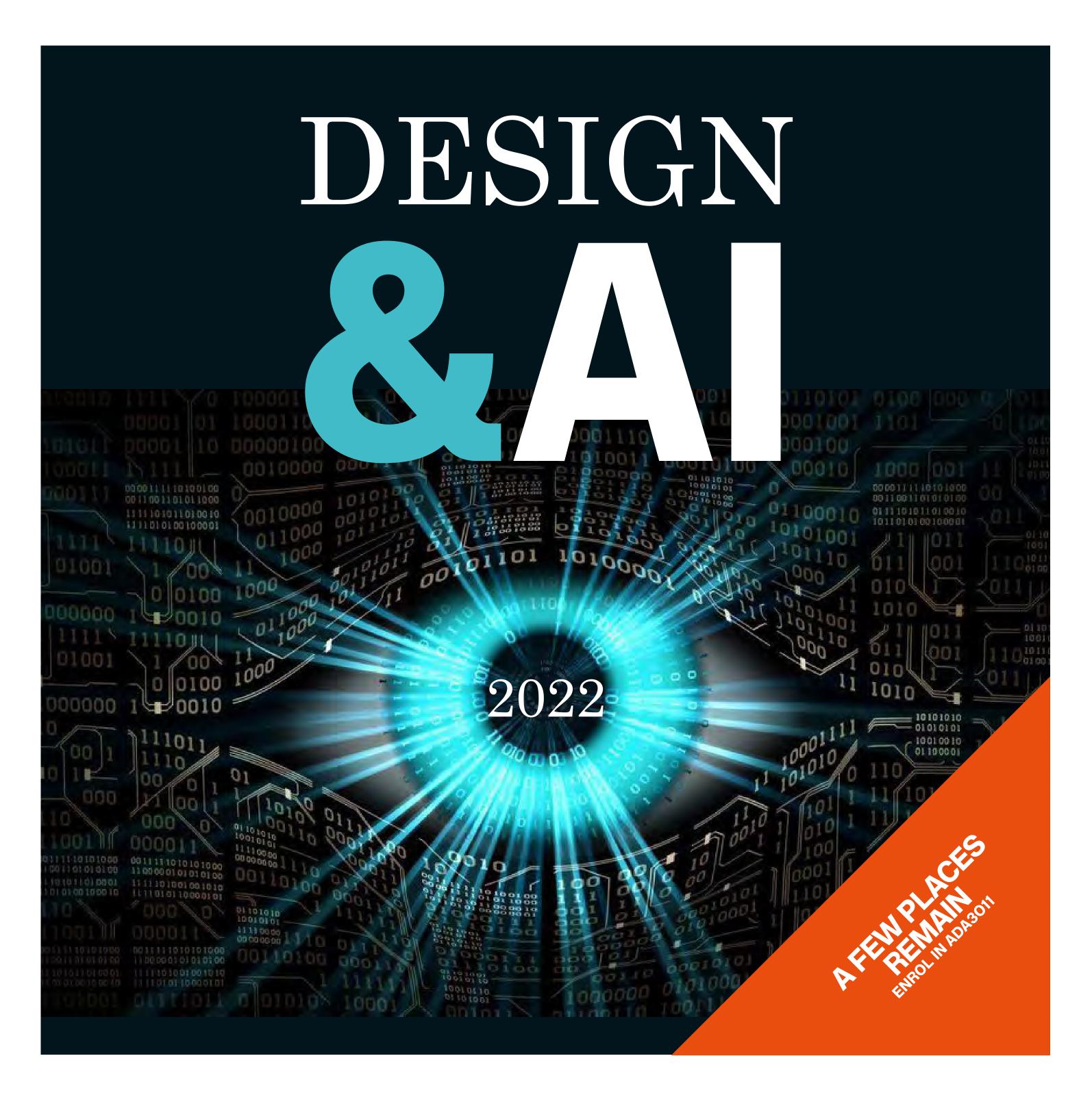
Xavier Ho, Alon Ilsar, Cristian Rojas Cardenas

→ Click on the image, right, to watch the full experience on YouTube











This Summer we will again be offering the 6 point elective in 'Design and Artificial Intelligence', open to all students across the Faculty. AI is impacting on all our futures, and as 'Future Designers' (in every sense) you need to be aware of its impact on your practice, and more importantly how you leverage its capacity from a position of understanding it.

The course will address the following:

- What Exactly is AI?
- How Does Al Impact the World of Design and Creativity?
- How to Use and Build Al-Based HCI
- Can Designers Solve Al's Trust Problem?
- How Can Al Address the UN's Sustainable Development Goals?
- How Can Designers Lead Al?
- How to Design Al Solutions and Systems

The unit will be offered in intensive mode and entirely online over two weeks; 28 Nov — 9 Dec, 2022.

It will be offered entirely online and facilitated by Ian Myles CEO of Area 51 (USA) using built-for-purpose online learning material from leading AI learning provider *learn-tech** (UK).

The unit will cover key AI design considerations: 'voice' (control and recognition); 'pixels' (image recognition) and 'geometry' (AI in spatial practices).

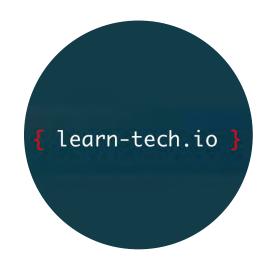
No special software is required, just access to a computer and (free) Microsoft Teams and Google Sheets. The unit will consolidate your learning in a final collaborative AI project presented on the last day.

Spaces are limited to 25, so if you are interested enrol quickly through WES. For further information contact gene.bawden@monash.edu

* All *learn-tech* costs will be covered by your standard unit fee. No additional payments are required.



Ian Myles, CEO, Area 51 (Tap the image to link to the Area 51 website)



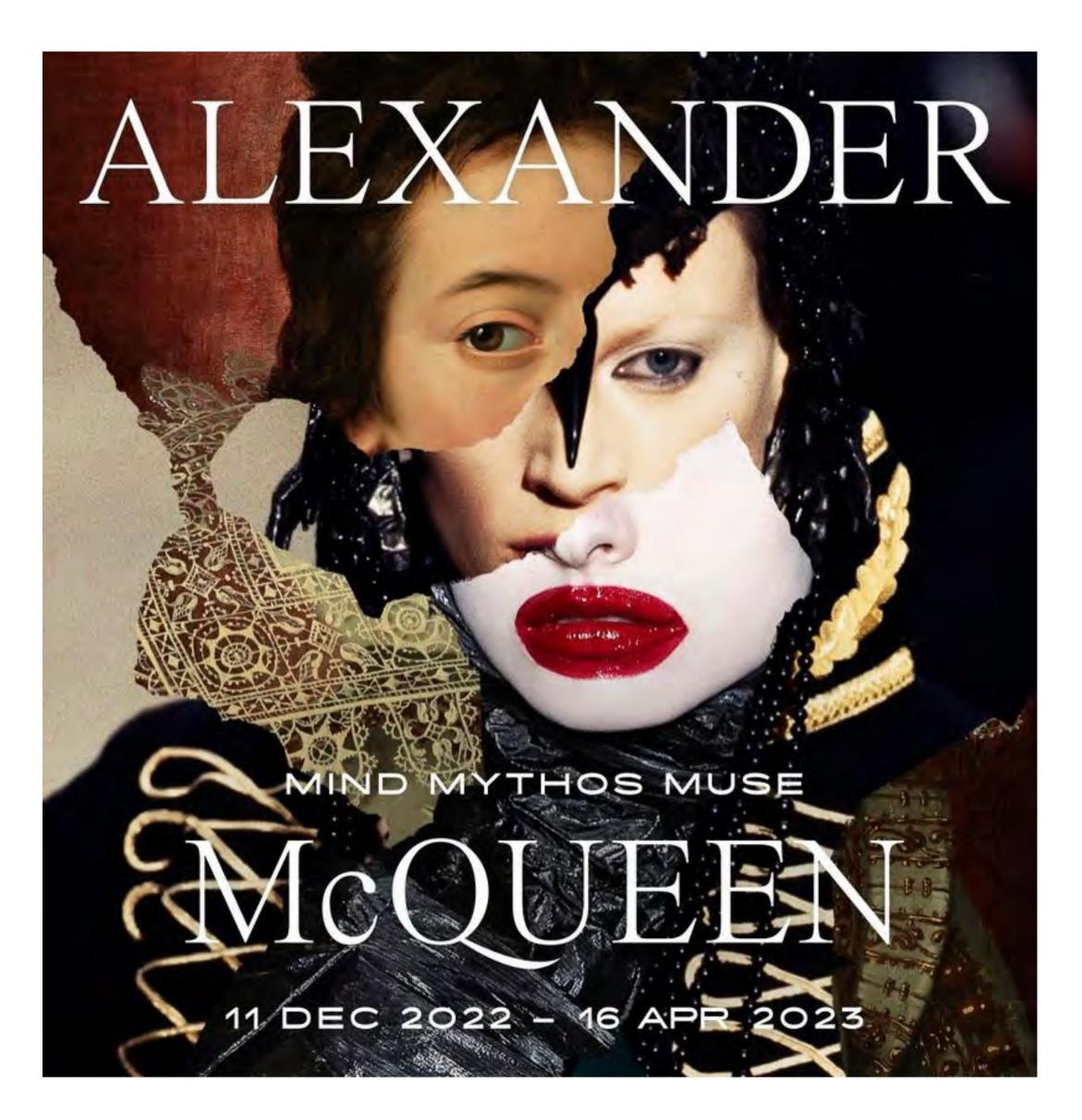
Learntech
(Tap the logo to link
to a sample of the Al
learning you will access
throughout the unit)



Planning your summer? Then plan this into it.

Alexander McQueen (1969–2010) remains one of the most extraordinary and significant fashion designers in recent memory, lauded for his conceptual and technical virtuosity. Organised by the Los Angeles County Museum of Art, (LACMA), in partnership with the National Gallery of Victoria, Melbourne, this is the first major Australian exhibition to explore McQueen's thought-provoking work.

The exhibition runs from December 11, 2022 until April 16 2023 at the NGV. To see all the events associated with this collection visit the NGV website by tapping on the image, right.







The State Library of Victoria (SLV) houses an extraordinary collection of works, well beyond just books. Click on the image of the now sadly lost, but nonetheless enduring icon of the West, the Olympic Doughnuts caravan at Footscray Station (left). Opened in 1979 by Nick Tsiligiris, it operated for almost 40 years before closing in 2017 when Nick retired. Artist David Hourigan has painstakingly recreated a scale model of the caravan, which is now housed in the SLV collection. Click on the image to watch a video of the work, narrated by Senior Librarian Bridie Flynn.

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