

# Squirrel\*

\* to move in an inquisitive and restless manner

## FROM THE HOD



**Gene Bawden**  
Head of Department, Design

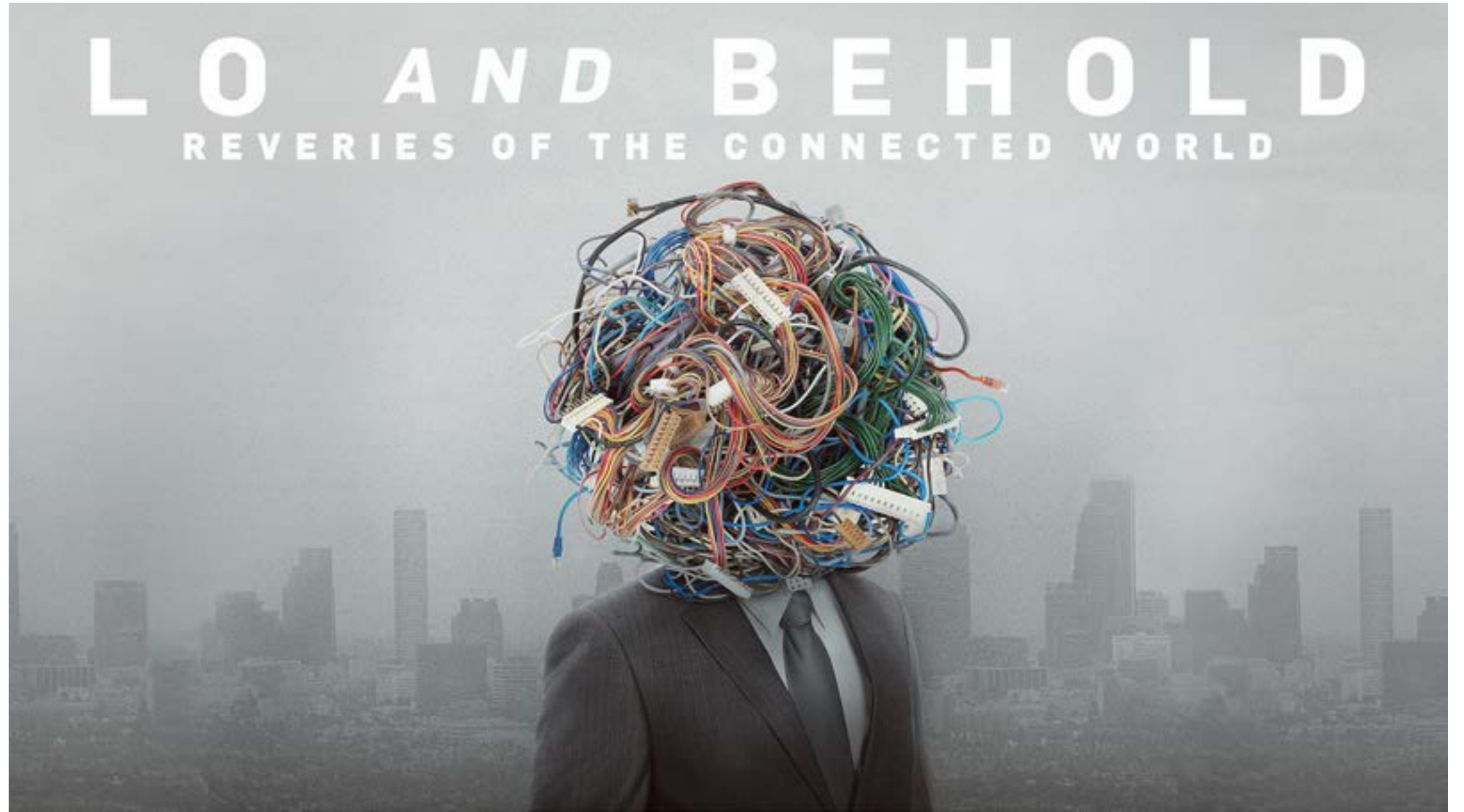
Design is ‘making’... but it’s not just the making of things, images or spaces. In many ways the design itself is just the vessel for ideas that ‘make’: ideas that make happen; make fun; make safe; make better; make important; make valuable; make possible... In this issue we celebrate the difference design makes; to our health (See Lab Rats: p.15), our environmental awareness (See Elective Spotlight: p.16), to entrepreneurial ventures (See The Outside World: p.3); and to our histories (See Archive: p.7). With just four weeks left, you’re embarking on the last ‘making’ adventures of your own for Semester One. The MADA technical staff are there to help you achieve your final results, and their Zoom appointment times are published in the ‘Zoom Room’ (p.17). Good luck with your final studio projects, your theory essays and your electives... but, remember, talent never really needed luck:)

**Four-leaf clovers** were Celtic charms, presumed to offer magical protection and ward off bad luck. Children in the Middle Ages believed if they carried a four-leaf clover, they would be able to see fairies, and the first literary reference to suggest their good fortune was made in 1620 by Sir John Melton.’ — bhg.com





This week Warren Taylor (Program Director, Communication Design) recommends **“Lo and Behold, Reveries of the Connected World”**. “Lo and Behold” is Werner Herzog’s 2016 documentary that takes an extraordinary look at the Internet. “There’s plenty of time given to both how it affects humans, and the science behind it all. There’s hackers and robots, as well as stories about Internet addiction and abuse. There’s comedy, tragedy, horror – and it’s all real, and it’s really, really fascinating’. Tap the image to watch on Kanopy. **SEE THE KANOPY REVIEW BELOW**



**» Watch the trailer**

‘Legendary master filmmaker Werner Herzog examines the past, present and constantly evolving future of the Internet. Herzog conducts original interviews with cyberspace pioneers and prophets such as PayPal and Tesla co-founder Elon Musk, Internet protocol inventor Bob Kahn, and famed hacker Kevin Mitnick. These provocative conversations reveal the ways in which the online world has

transformed how virtually everything in the real world works, from business to education, space travel to healthcare, and the very heart of how we conduct our personal relationships.’

**“Just the kind of percolating, wry probe we need into this fast-moving, digitally monopolizing age.”**  
**— Robert Abele,**  
*The Los Angeles Times*



Above: Slack // Frontiers Conference Intro (Director’s Cut) (<https://vimeo.com/333615227>) Tap image to connect



**Slack // Frontiers Conference Intro (Director’s Cut)**

‘Armed with a colour palette and the phrase ‘Frontiers of Possible’, Giant Ant got to work on a 3D journey about teamwork and the value in solving complex problems together’... and it clearly takes a lot of teamwork to make one minute of animated brilliance. Executive Producer: Teresa Toews; Creative Direction: Jay Grandin; Script: Jay Grandin; Storyboard & Concept Dev: Jay Grandin, Rafael Mayani, Eric Pautz, Shawn Hight, Conor Whelan, Diego Maclean; Design: Eric Pautz, Rafael Mayani, Jay Grandin, Conor Whelan; 3D Modelling: Eric Pautz, Shawn Hight, Diego Maclean, Will Brown, Matt James; Music: Ambrose Yu; ... and many, many more. **Tap the image to watch on Vimeo.**



# THE OUTSIDE WORLD

This week we'd like to introduce you to MADA alumnus Hamit Kanuni Kuralkan; in conversation with Ilya Fridman (Design Thinking Coordinator, and Monash Alumnus also). Ilya recently recorded a conversation with Hamit, the first in a series of interviews with design thinkers, makers and entrepreneurs.

Five years ago, Hamit took over a medium-sized family business in Turkey to realise that they faced imminent bankruptcy in the middle of massive national instability and crippling interest rates. Since then, he has had to continuously adapt and think creatively to overcome obstacles including a 'mini-strike', near business closure and now COVID-19. Watch the interview by tapping the image above to see how Hamit and his company, Gama Arge, pivot their entire business in 45 days to become Turkey's only local N95 mask manufacturer.



**Top** Hamit in conversation with Ilya (tap the image to hear and see the entire interview on Panopto)  
**Above and far left:** the N95 mask manufactured by Gama Arge  
**Above:** Control panel for hospital beds. Tap the image to connect to the Gama Arge website  
**Left:** Voice recognition device. Tap the image to connect to their Instagram.



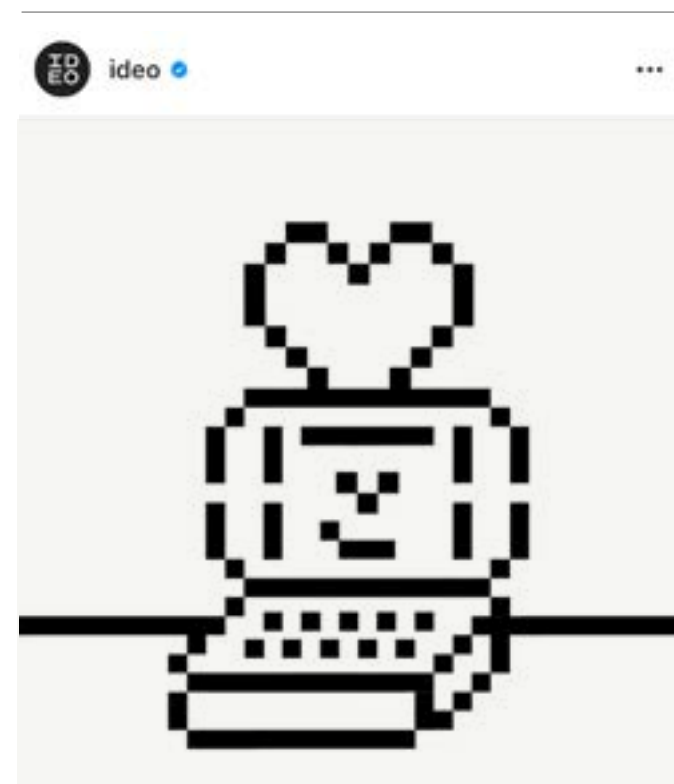
# FOLLOW

An entrepreneurial mindset like that shown by Hamit and Gama Arge, is increasingly important. Here's three groups showing us how its done at scale



**Cobalt**  
Melbourne

[Cobalt website](#)



**IDEO**  
International

[IDEO website](#)



**Frog Design**  
International

[Frog website](#)

# MUMA COMP

With the current closure of galleries, museums and public art spaces, this is the time to get art out, about, and onto the site we take with us everywhere—our own bodies.

MUMA invites submissions from designers, artists and non-artists worldwide for designs that will be printed on a limited edition run of T-shirts. Printed locally on Fair Wear accredited 100% organic cotton, a donation from each T-shirt sold will be made to NAVA's Artists' Benevolent Fund and the ten selected submissions will receive a fee of AUD \$1,500.

The design must be a single colour print. Entrants can submit one design only, and are encouraged to select a T-shirt colour to complement the work. Entries must be the copyright of the artist.

The limited edition Art You Can Wear T-shirts will be sold through the MUMA Shop and selected art retailers.

Tap the 'MUMA COMP' icon for design specifications and submission links. Submissions due 7 June 2020.



## MADA Gallery

**Better Together: Stories of Contemporary Documents** is an exhibition of work curated by Guillermo Fernández-Abascal, Kate Finning and Urtzi Grau with Anna Tonkin, Jack Cooper and SPGD.

The exhibition presents thirty three documents and associated stories of contemporary Australian architecture. The definition of architectural documents is expansive, encompassing working drawings, correspondence, mockups and contracts. The stories redefine the function of traditional museum labels, questioning how the curators choose to speak on behalf of inert artefacts.

**Above:** Installation view. As the Gallery is closed, Tap the image to see more images from the show.

# CONGRATS!



**In Squirrel 5 we introduced you to 'Parlour' through our 'Follow' recommendations.**

Last week Parlour was awarded the Paula Whitman Leadership in Gender Equity Prize by the Australian Institute of Architects. Congratulations to its eight leaders, including MADA's Head of Architecture Naomi Stead (far left), and Design's Gill Matthewson (third from the left) both foundation members of the group. Launched in 2012, combining research, education, advocacy and engagement, Parlour's work has led to significant changes to policy and attitudes in the profession nationally and internationally.

**To find out more about the award tap the image.**



STUDIO  
**SPOT  
LIGHT**

**Industrial Design Studio 5**  
(IDN3002)

**Unit Coordinator:**  
Rowan Page

**This unit is core to the Industrial Design degree and the one that demonstrates the student's abilities to enter the design profession, fully equipped with analytical, making and communication skills.**

It provides the opportunity for students to demonstrate their capacity to integrate all aspects of Industrial Design into a holistic project; engaging design thinking, materiality, human interaction manufacturing, and communication that demonstrates their professional competence.

Students are encouraged to think creatively to identify a market or societal need, research and source relevant data, develop a product design specification and undertake the design of a product proposal. Final design proposals are undertaken in detailed model or prototypical form where appropriate.

**Swipe to the next page** to see the work in progress from this years IDN3001 students, the penultimate core unit before they venture into IDN3002 next semester.



**Top:** Insulin Wearable Devices (Matthew Kwong)  
**Above:** The Melbourne Bike (Thomas Reeves)  
**Left:** Water purification for camping (Daniel Straw)  
**Below:** eScooter for Urban Mobility (Tingsuan Chiang)

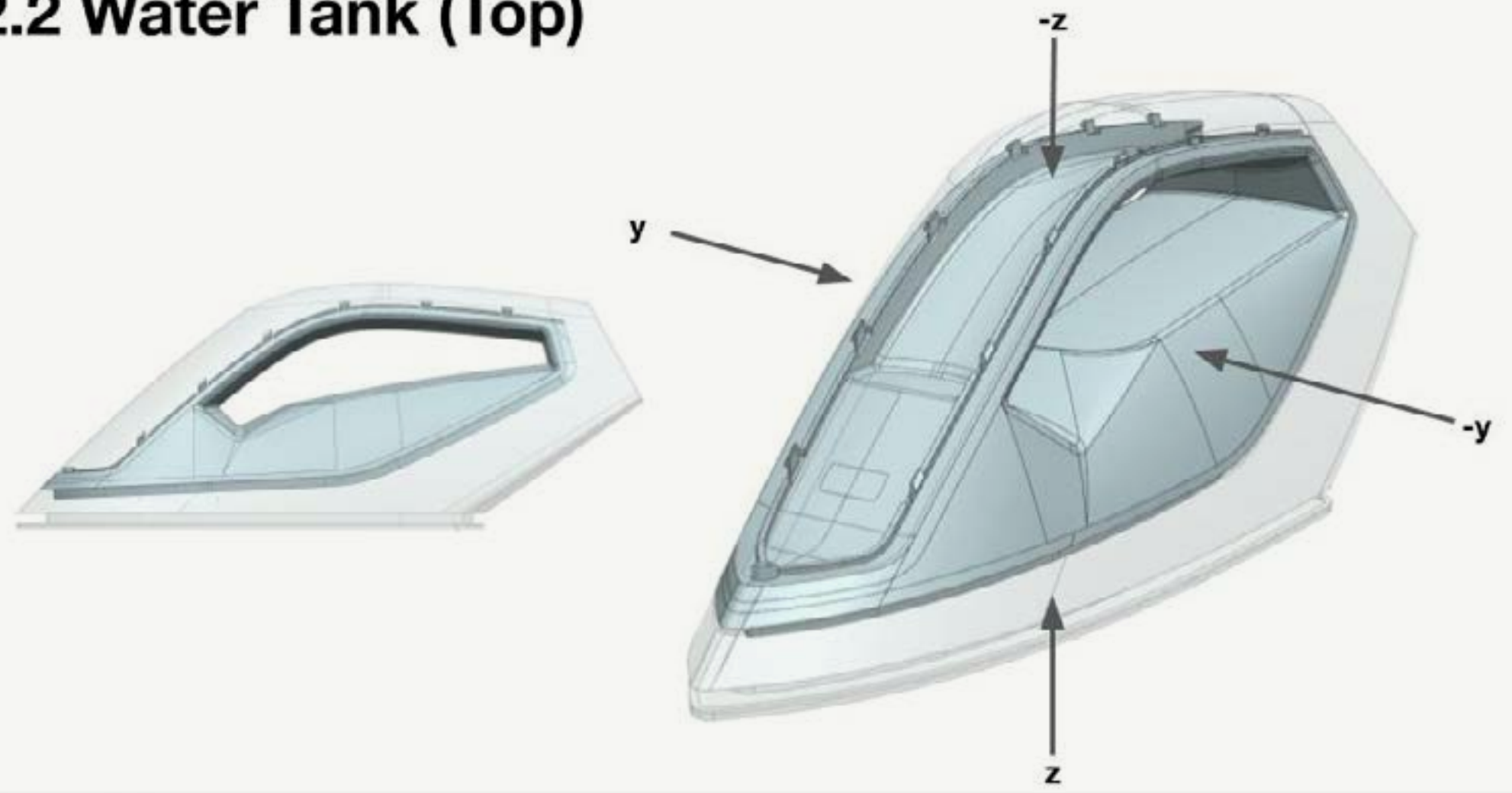




**Industrial Design Studio 4 (IDN3001)**

In IDN3001, they run two modules, one on Materials and Manufacturing and the other on Entrepreneurship. This week we focus on 'Materials and Manufacturing, Design and Analysis', as demonstrated by Aman Bhatti and Benjamin Fraser

**2.2 Water Tank (Top)**



AmanBHATTI

IDE3814 | MATERIALS & MANUFACTURING | 26937630

**MANUFACTURING PLAN**

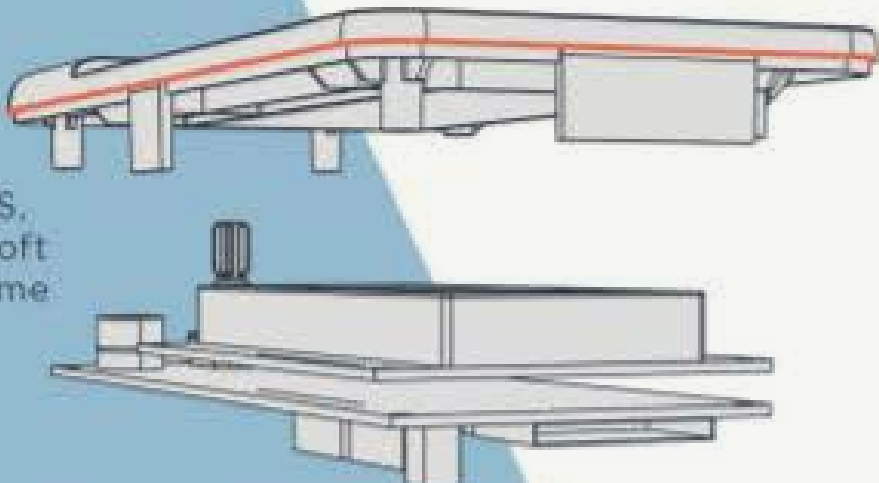
**WHEEL**

Made from generic ABS, simple 2-part mould, accent coloured plastic, soft textured finish



**FRONT PANEL**

Made from generic ABS, simple 2-part mould, soft textured finish with some polished surfaces



**HARDWARE**

RepRapDiscount Smart Controller + cables and SD card. 6 x 3mm thread rolling screws.



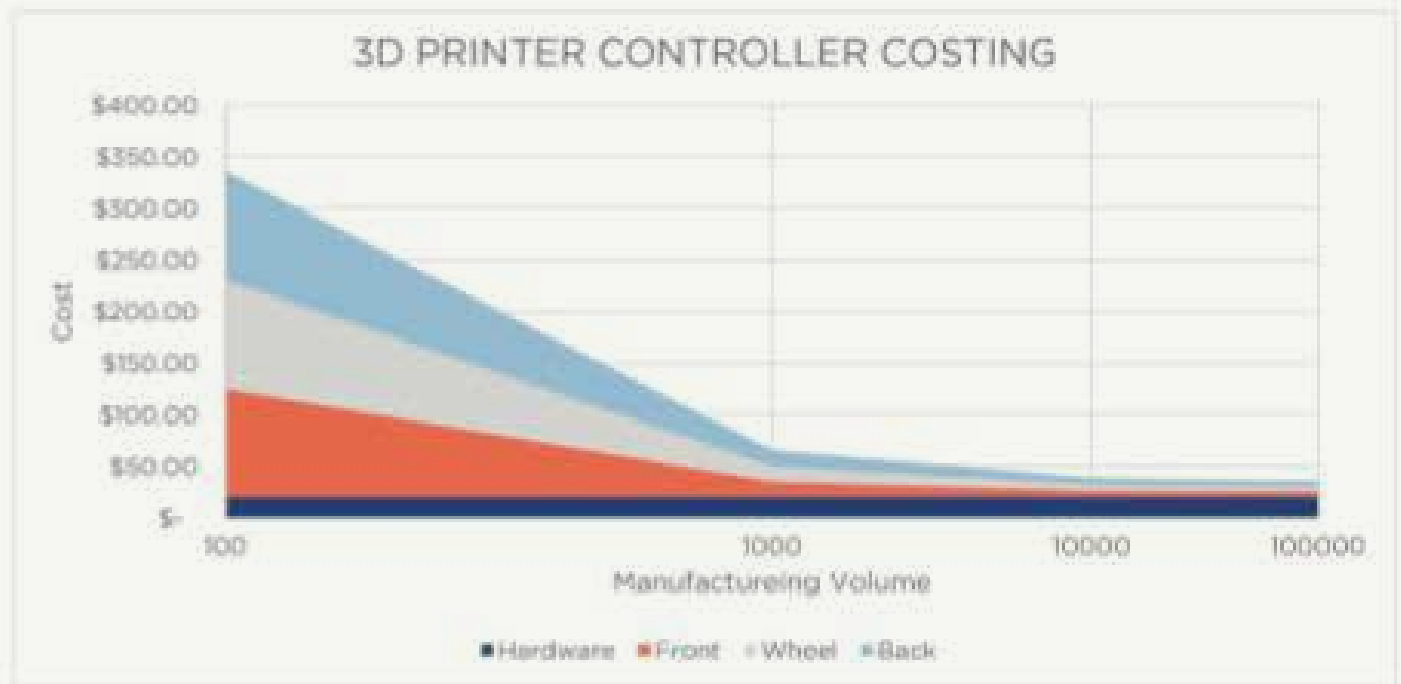
**BACK PANEL**

Made from generic ABS, simple 2-part mould, soft textured finish

**PART COSTING**

**ASSUMPTIONS**

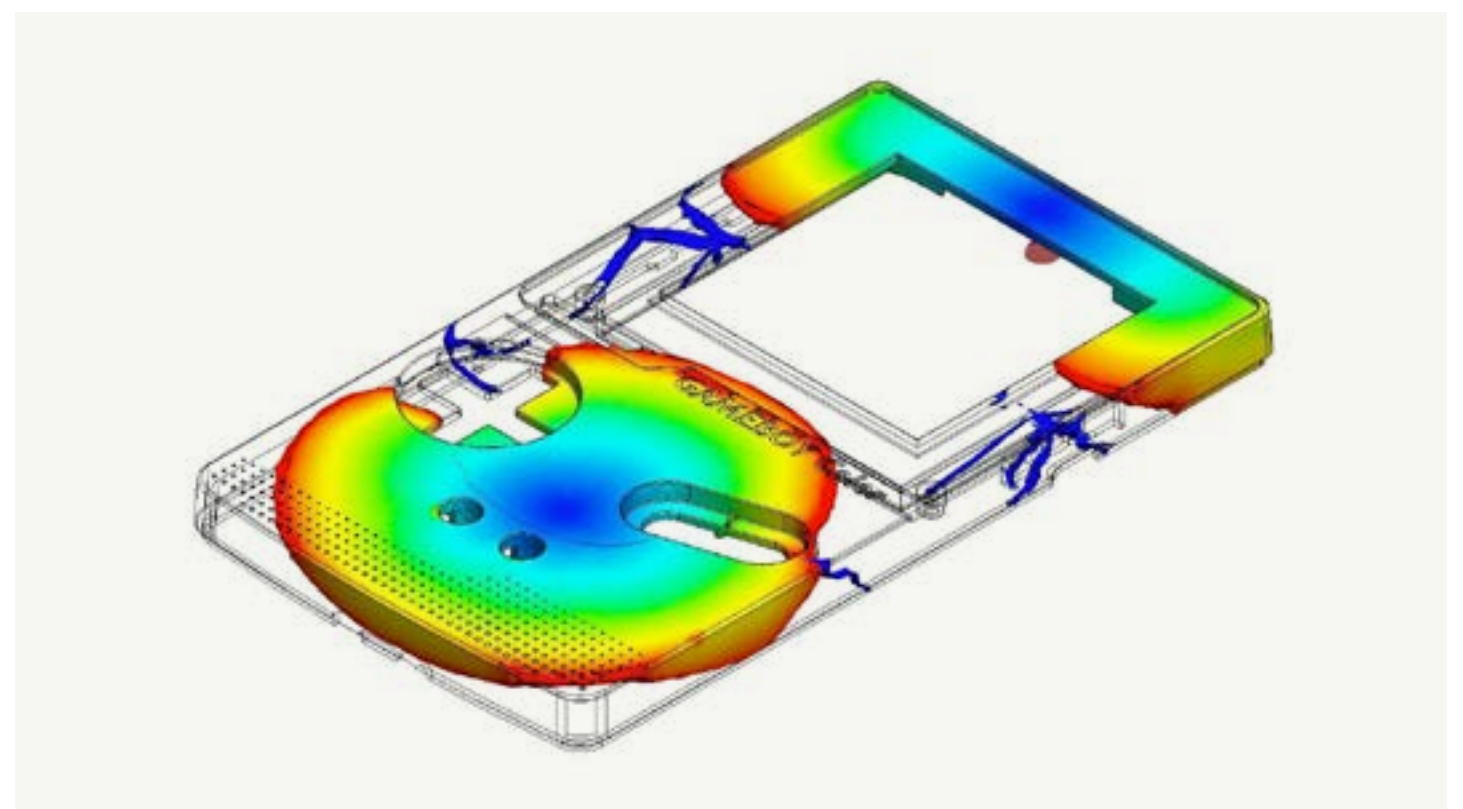
- Part Material: ABS
- Material Cost: US\$1.15 / lb
- Mould Manufacturing Cost: US\$5000
- Cavities Per Mould: 1
- Shop Rate: US\$30
- Markup: 100%
- Combined Cost of Hardware: US\$20



**CONCLUSIONS**

In order to make this part financially viable a volume of at least 1000 units is required. A potential cost-saving plan would be to incorporate the front and back parts into a single mould, as these parts will be the same colour.

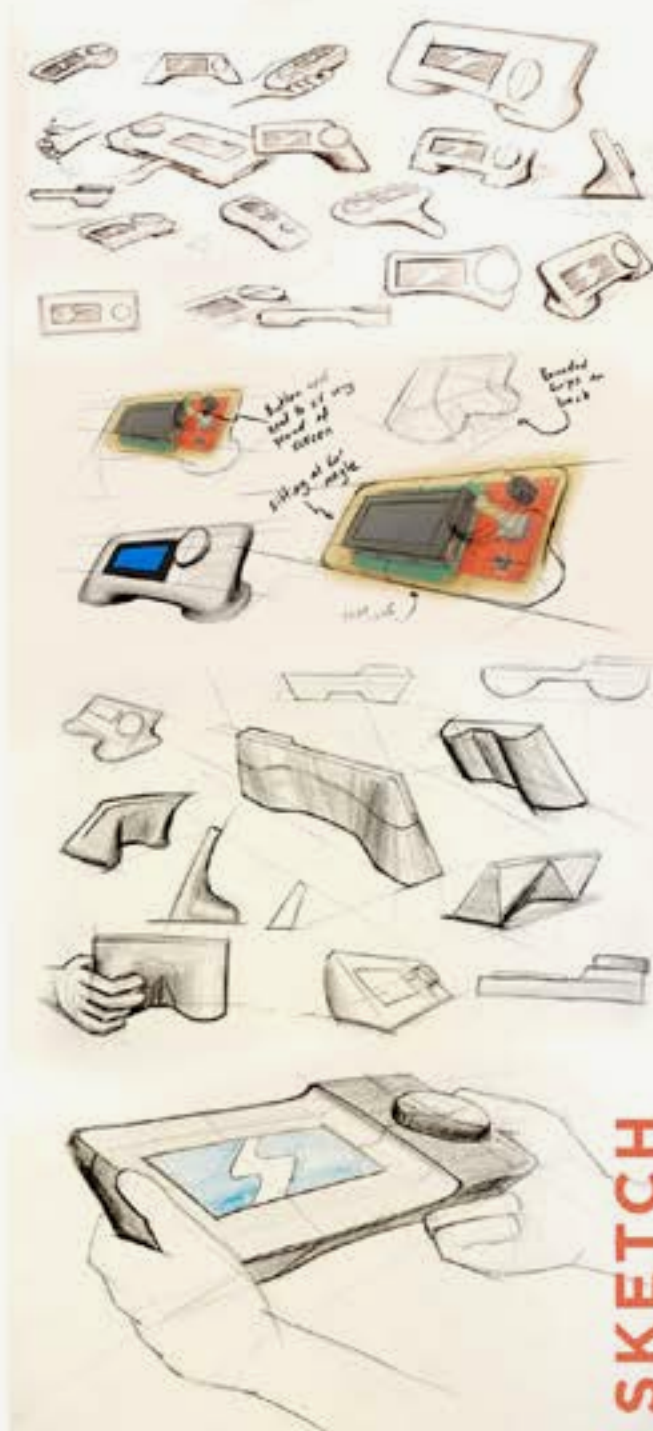
IDE3814 MATERIALS & MANUFACTURING | SEMESTER 1 2020 | PART ANALYSIS | BENJAMIN FRASER | 25955985



**DESIGN PROCESS**



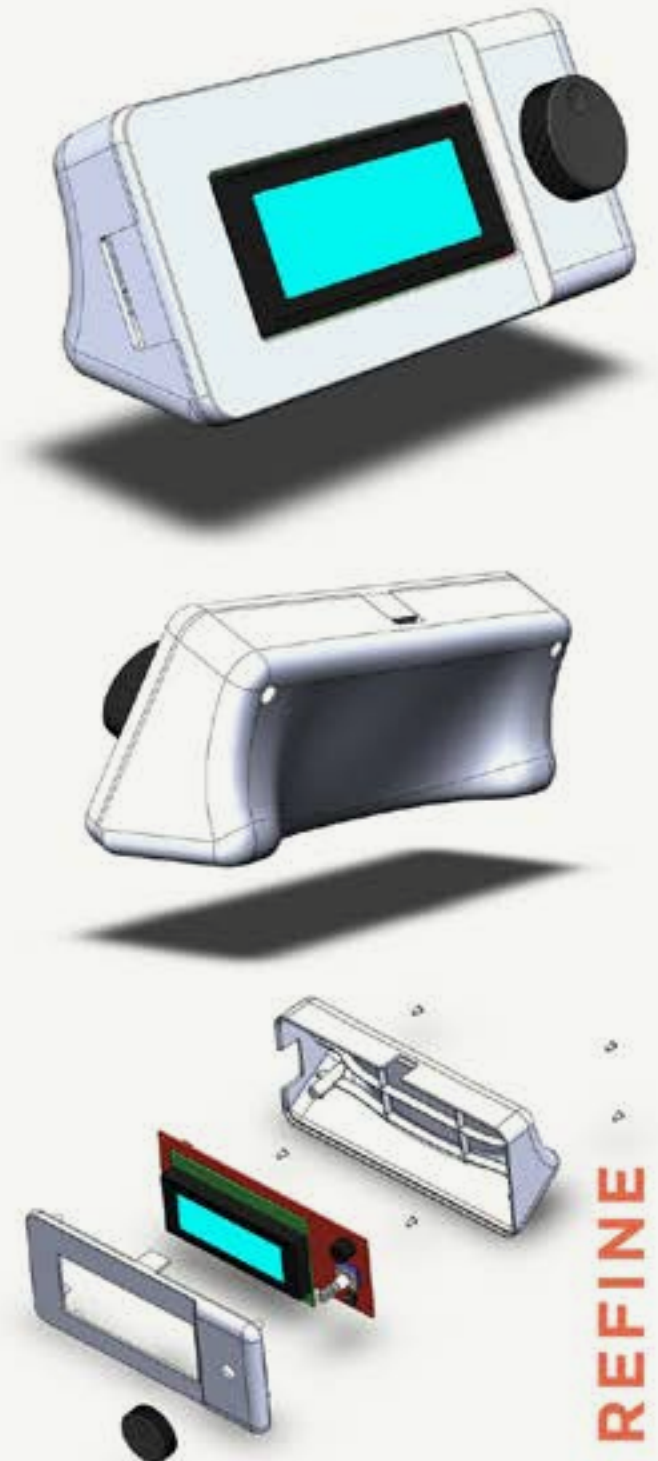
RESEARCH



SKETCH



VALIDATE



REFINE

IDE3814 MATERIALS & MANUFACTURING | SEMESTER 1 2020 | PART DESIGN | BENJAMIN FRASER | 25955985

LISTEN UP



**BBC Radio: A history of the world in 100 Objects**

This is historian Neil MacGregor's incredible world history through objects in the British Museum. In this episode he explores mass production, the democratising of luxury, and the global economy of the 19th century through the humble tea-set. Throughout the centuries design has played a vital role in popularising rituals that, in turn, have impacted dramatically on economies. To listen to this episode and review the others **tap the image** of the Wedgwood earthenware tea set (c1840).

To visit the British Museum's compilation of 100 objects for this project [tap here](#)

ARCHIVE

The RMIT Design Archives actively collects material relating to Melbourne design from the twentieth century onwards, and is an exceptional resource for those wanting to research Australia's design history.

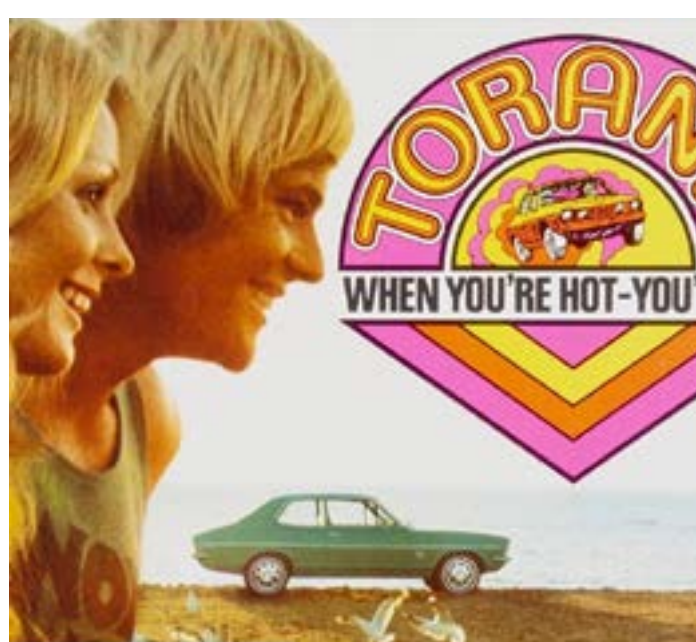
'Both digital and material, the collections represent historical and contemporary practices which tell the story of Melbourne as a design city, and provide the resources and support for research into Melbourne's designed environment, design professions and practices. Located within the Design Hub, RMIT Design Archives publishes RDA Journal'.

To subscribe to RDA Journal or access the back issues of the publication (designed by Letterbox's Stephen Banham) [tap here](#).

To follow them on Instagram, tap the image below



Right: A small fraction of the material stored at the RMIT Design Archive and shared on Instagram. Connect and follow to discover the rich history of Melbourne design that you are now a part of. (all images: RMIT Design Archive)



ICON WITH IAN WONG

Follow Ian on Instagram @ispyid or tap the panel

The 'Esky' portable ice box manufactured by Malleys 1952-56. The first Malleys Esky was called the 'Esky Auto Box' and was released in 1952. This cooler has the branding from the first print advertisements and the components like the drain plug are machined from brass on a lathe. The handle is fixed with screws suggesting low volume production.





# From the (State) Library

Meet SLV's Senior Paper Conservator, Marika Kocsis. Join her in the conservation lab to see some of the tools and techniques she uses to create her magic, and get a glimpse of the Robert Russell sketchbook she's been working on.

Just tap the image above to connect to the video.



The SLV has recently introduced **Creative Tech Fridays**. Instructors share tricks and advice for creators, makers, podcasters, published as videos every Fridays at 2pm. In last week's episode, we learned to make a digital photo collage using the SLV's new copyright free, image pool. To see this episode, and the others just head to the SLV YouTube channel.

Tap the archival postcard of the child carrying flowers... and champagne... to connect.

# NET WORK

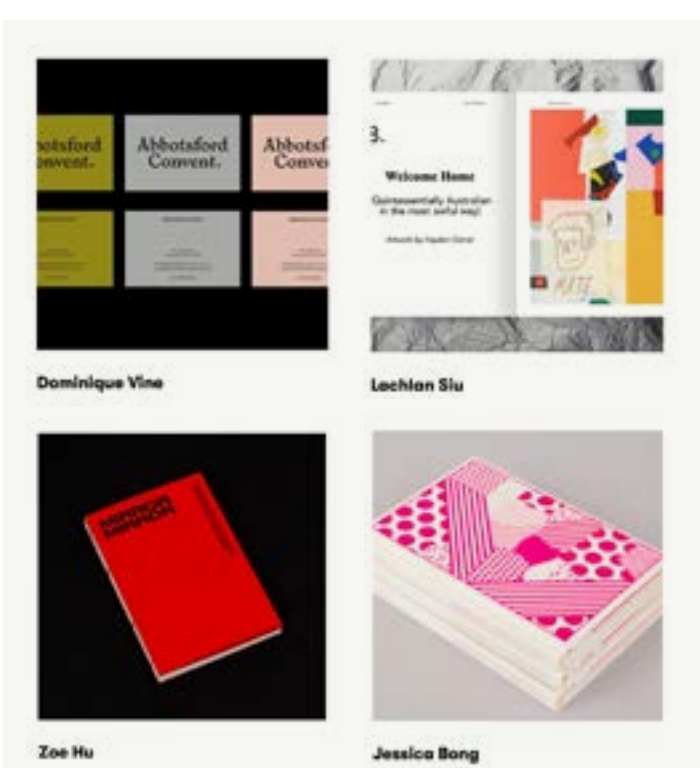
After being a designer for 6 years, **Frankie Ratford** started looking for bigger ways to be involved in the design industry. She launched The Design Kids in November 2009 as a platform to help connect students to the industry. What started as a shop where students could design and sell their stuff, turned into an exhibition combining students and creative directors.

The initial Sydney exhibition was so successful, that Melbourne and Brisbane followed the same year, featuring twenty of the top studios in each city.

Quickly TDK evolved into an online resource for the students to learn more about the industry itself.

Frankie launched TDK New Zealand in 2015, America & Canada in 2016 and Europe in 2017.

By 2018, after a 6 year roadtrip, visiting 24 cities across the Middle East, Africa, Central & South America and Asia, The Design Kids is becoming the biggest online community for graphic design students around the world.















Read interviews with a world of design graduates, including many from Monash, on the Design Kids website. Just a few are represented above. Tap the image above to connect

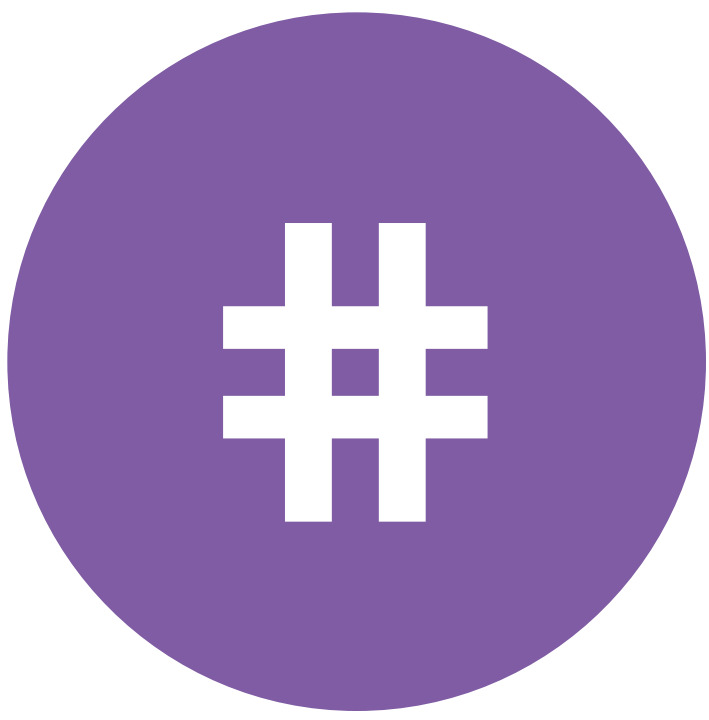
**The Design Kids Melbourne** | Discover | NEW! Bootcamps | Interviews | #TDKtuesdays | Directory | Events | Jobs | Competitions | Awards | Login

Q Melbourne

## Interviews

Read up on the global talent!

 <p><b>Rachel Worcou</b></p> <p>Rachel Worcou is one talented young gun, about to embark on her final year of Comm. Design at RMIT, she has already completed an internship with de...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>Max Malone</b></p> <p>Freelance Visual Artist &amp; Designer, Max Malone is a Melbourne newbie! Originally from Bristol, England – Max only made the move to Melbourne early...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>Libby de Souza</b></p> <p>Today we get inspired by the Melbourne creative and crafter extraordinaire, @LibbydeSouza. She currently has a piece of work as part of t...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>Cassie Stevens</b></p> <p>A big congrats to Cassie Stevens (@SoggySavoy), one of our 30 TDK Awards winners' for 2019. Monash University graduate from Melbourne, their work w...</p> <p>Via: <a href="#">Melbourne</a></p>
 <p><b>Alice Mulleeney</b></p> <p>We chat with Alice Mulleeney, from Melbourne's RMIT, who was named by Motherbird's Jack Mussett as one of the top 16 for 2016 in our TDK Graphic De...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>Jeremy Wortsman</b></p> <p>We get this absolute pleasure of chatting with Jeremy Wortsman founder of creative agency Jacky Winter and CreativeMornings Melbourne...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>A Friend Of Mine</b></p> <p>Such a pleasure to be interviewing Suzy Tuxen, the Creative Director of the incredible Melbourne based studio, A Friend of Mine (AFOM)...</p> <p>Via: <a href="#">Melbourne</a></p>	 <p><b>Evie Cahir</b></p> <p>Evie Cahir was recently the guest illustrator for Yen Magazine (Issue 68) and contributor to Kus!Latvian Comic Anthology. Evie has zines on the go ...</p> <p>Via: <a href="#">Melbourne</a></p>
 <p><b>Daniel Pinci</b></p>	 <p><b>Erica Lee</b></p>	 <p><b>Shi Min Wong</b></p>	 <p><b>Alma Santang</b></p>

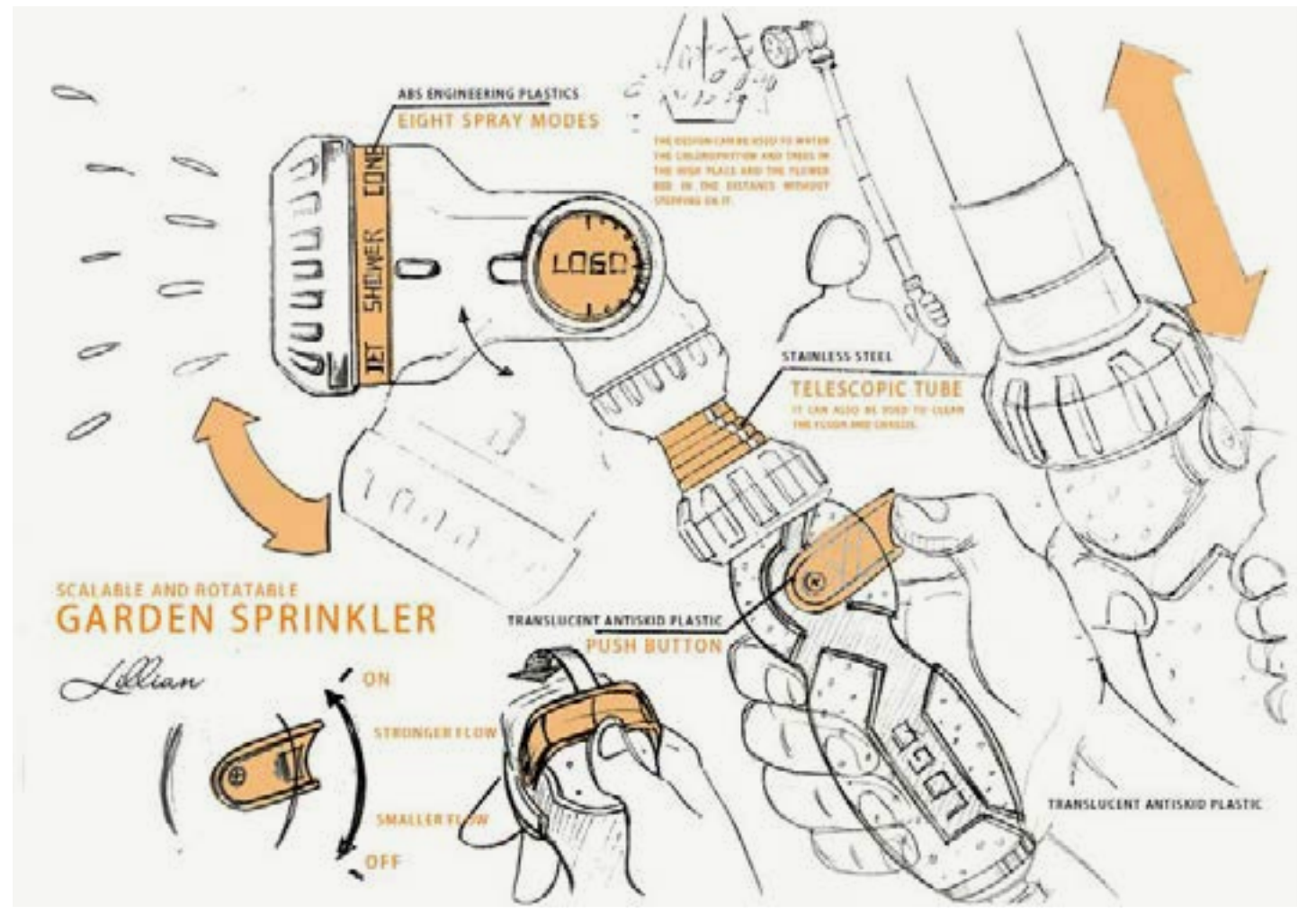
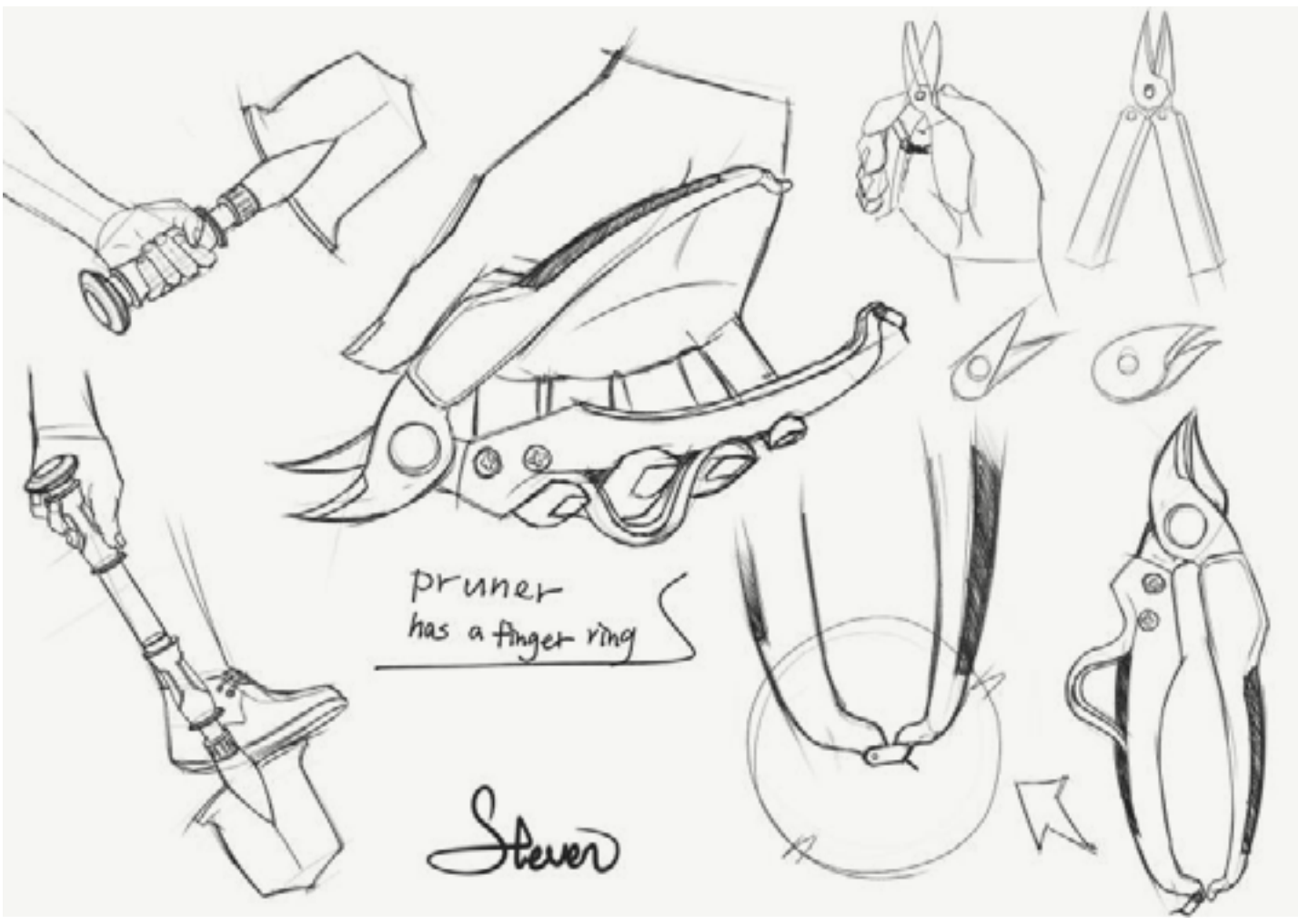


**#col1001**

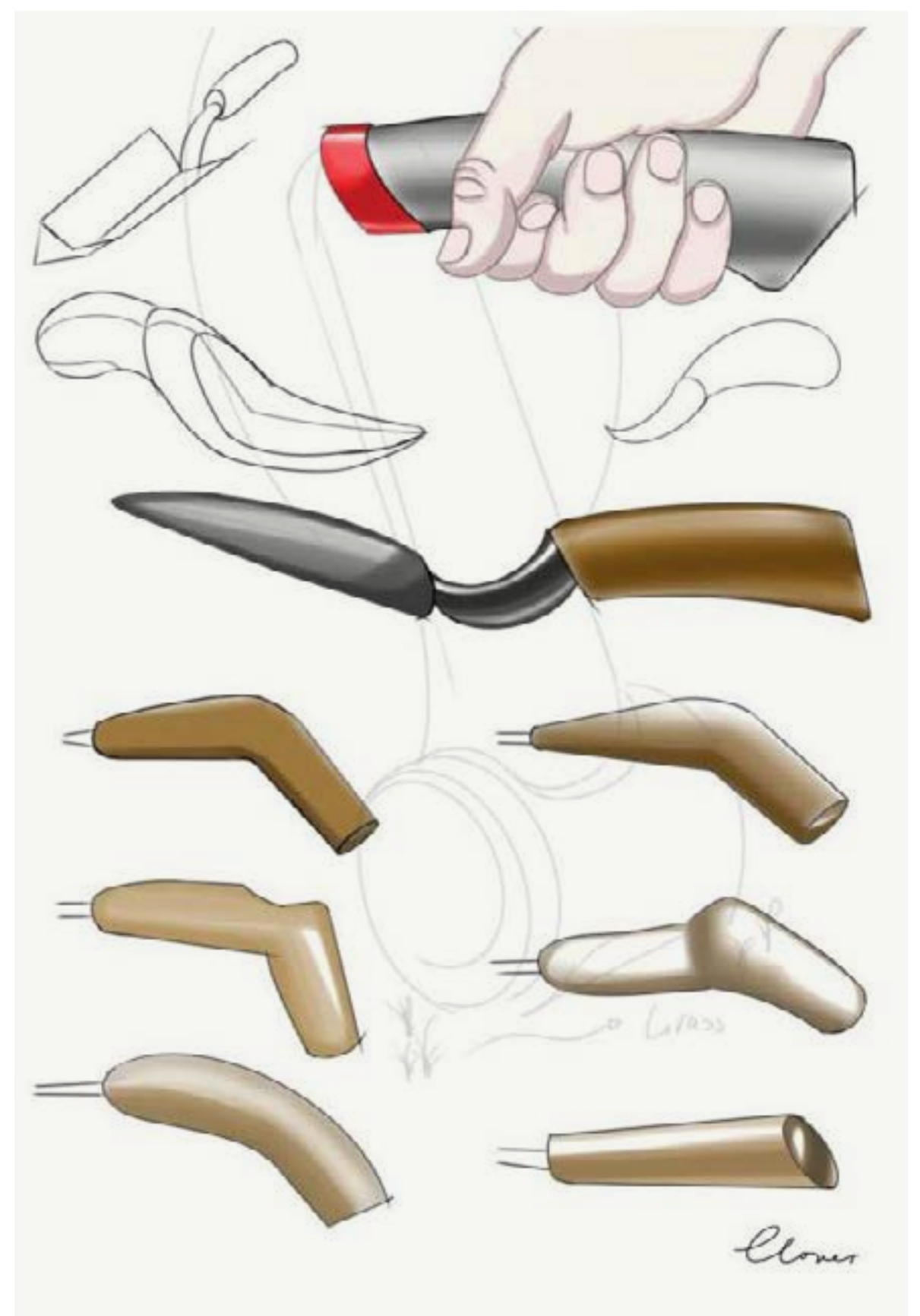
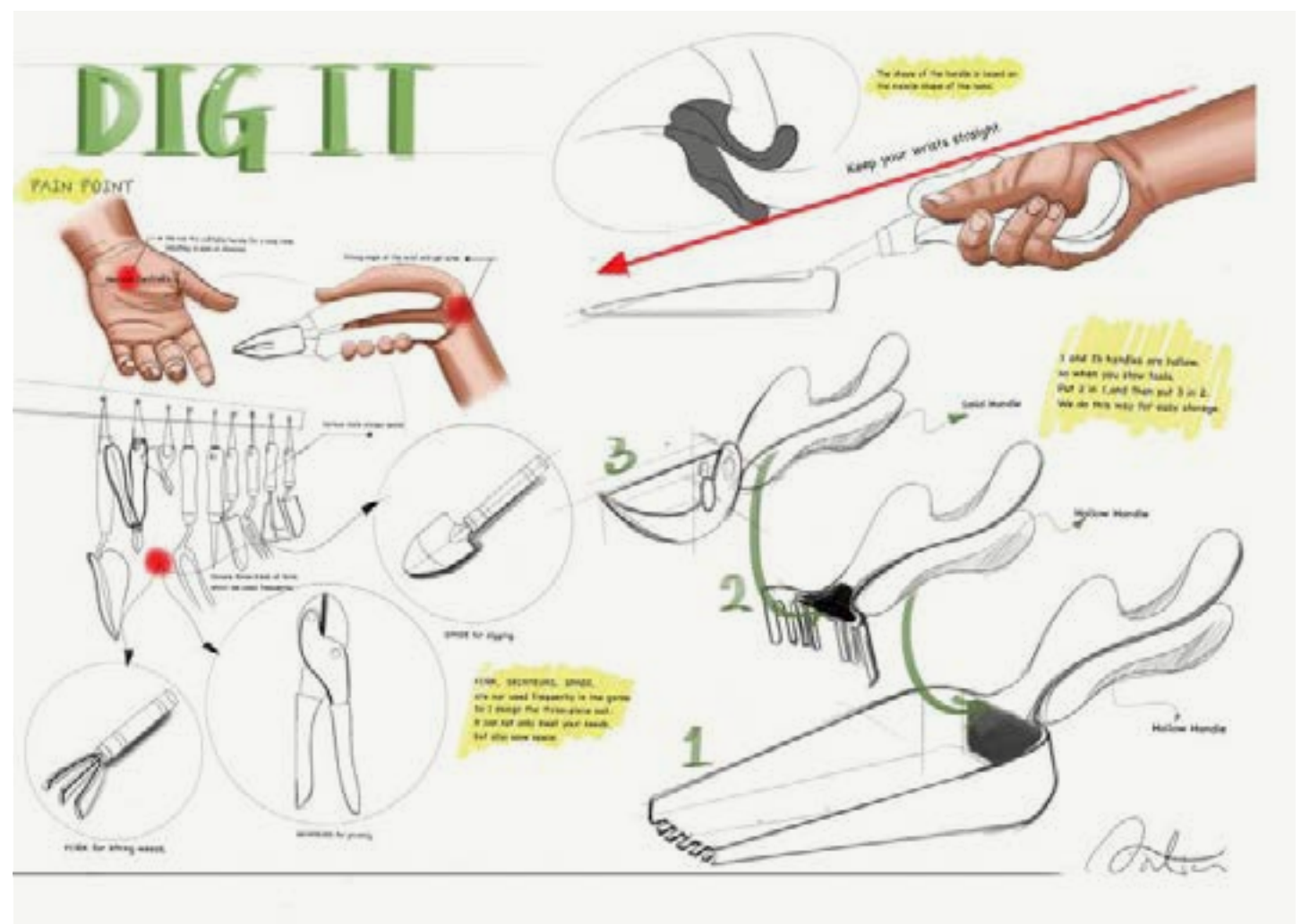
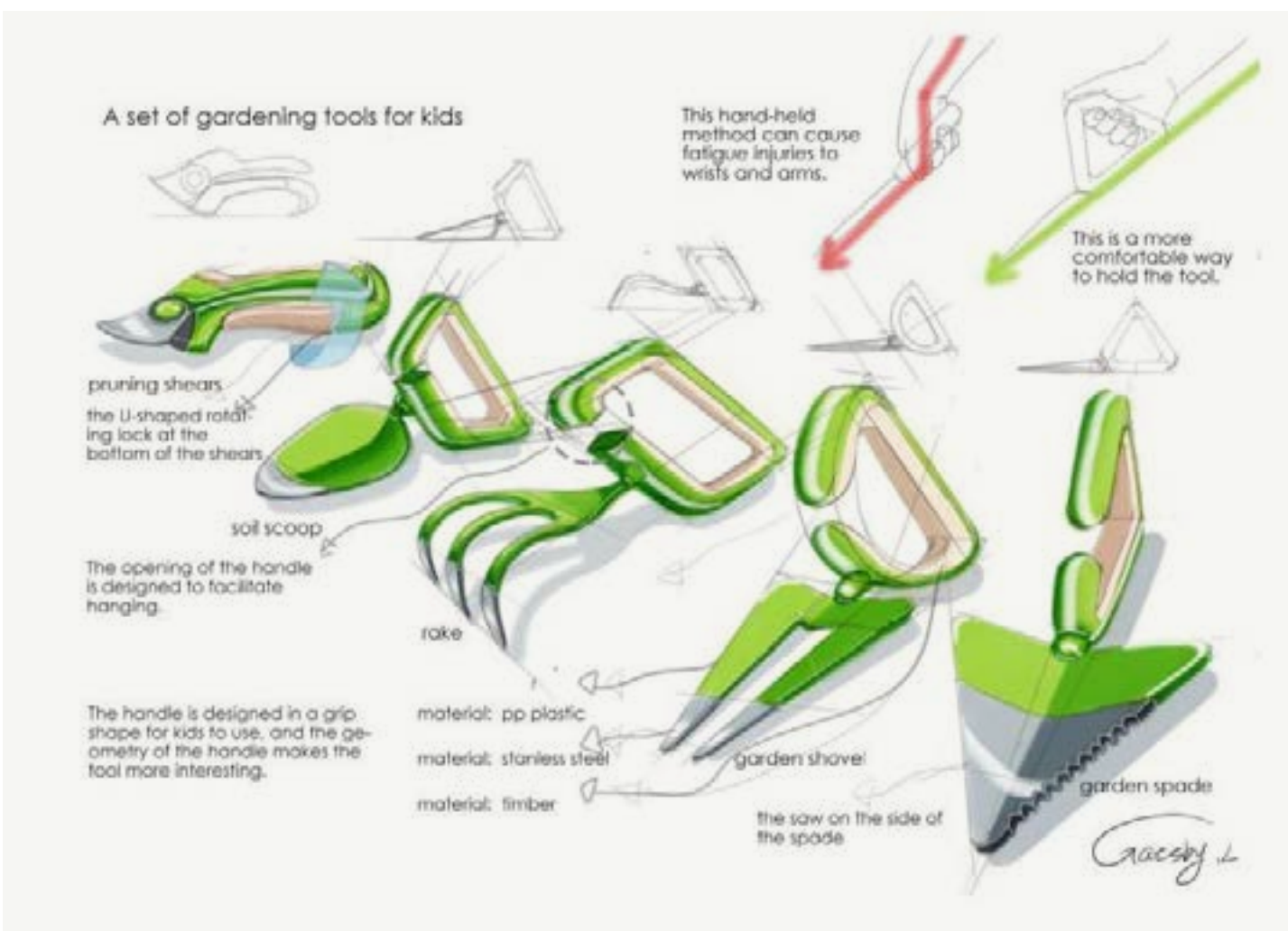
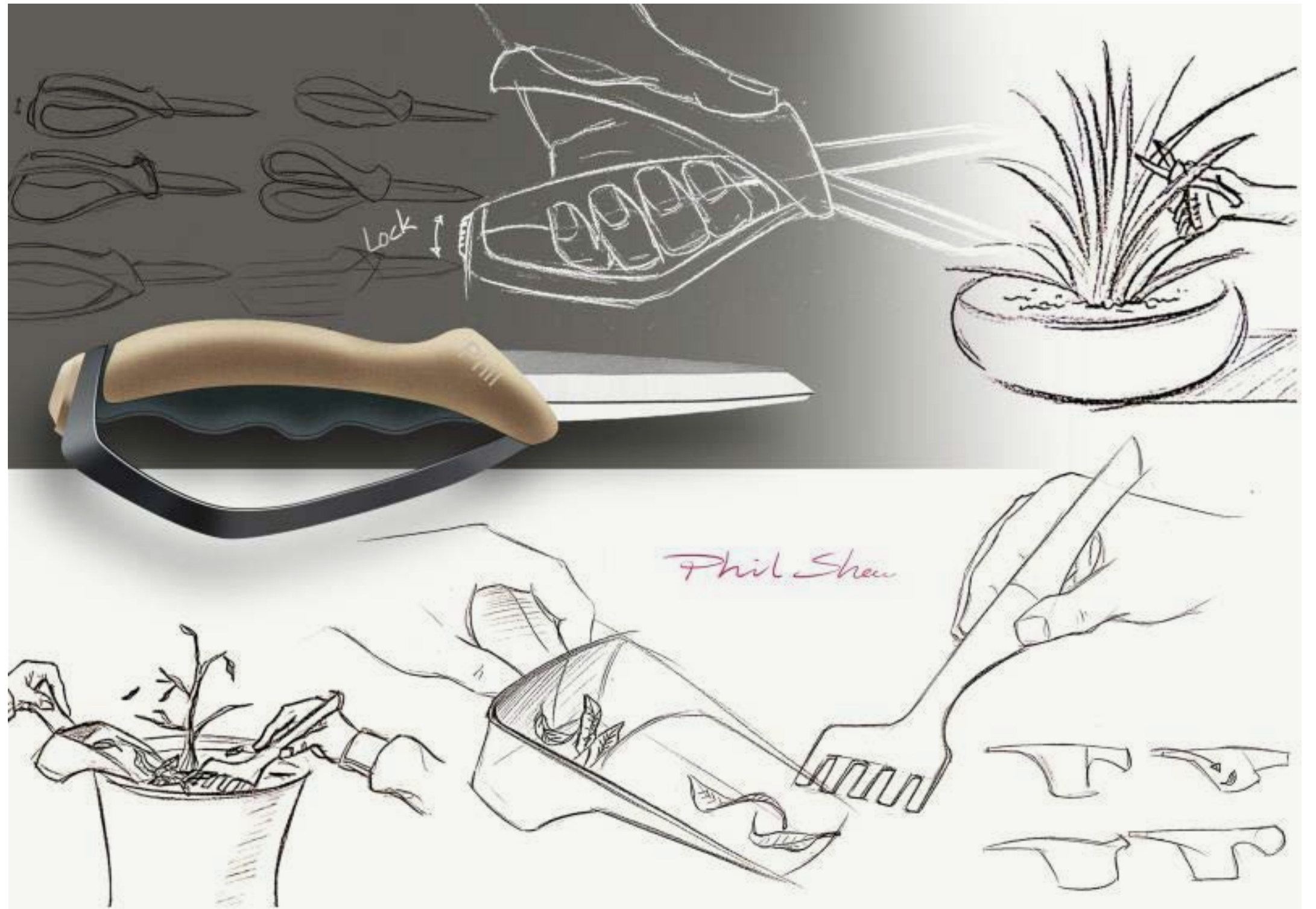
**Follow your peers;  
follow the hashtags.**

With nearly 13,000 posts our first years are demonstrating what productivity looks like in lock-down and how to use social media to share it. We're all looking forward to seeing the final results of your efforts in a few weeks time; but don't keep us in suspense; keep sharing!





'Dig it' is a project undertaken by The Master of Industrial Design students in Suzhou, China, where they design gardening tools with special care taken to identifying their target market, the ergonomics of the tool, and the aesthetic appeal for retail purposes. Phil Slattery guided the students through this project.





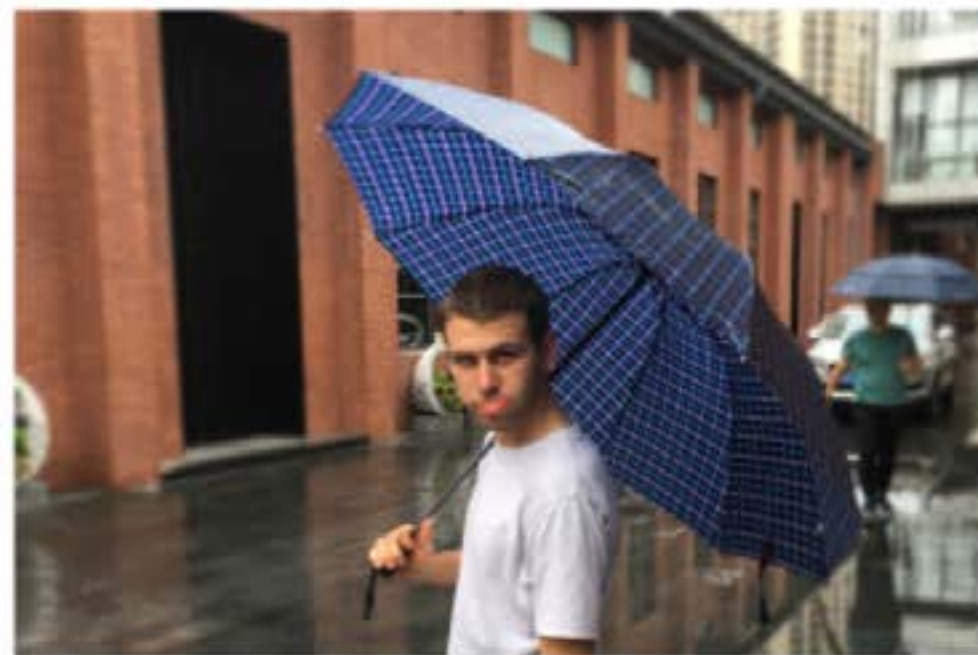
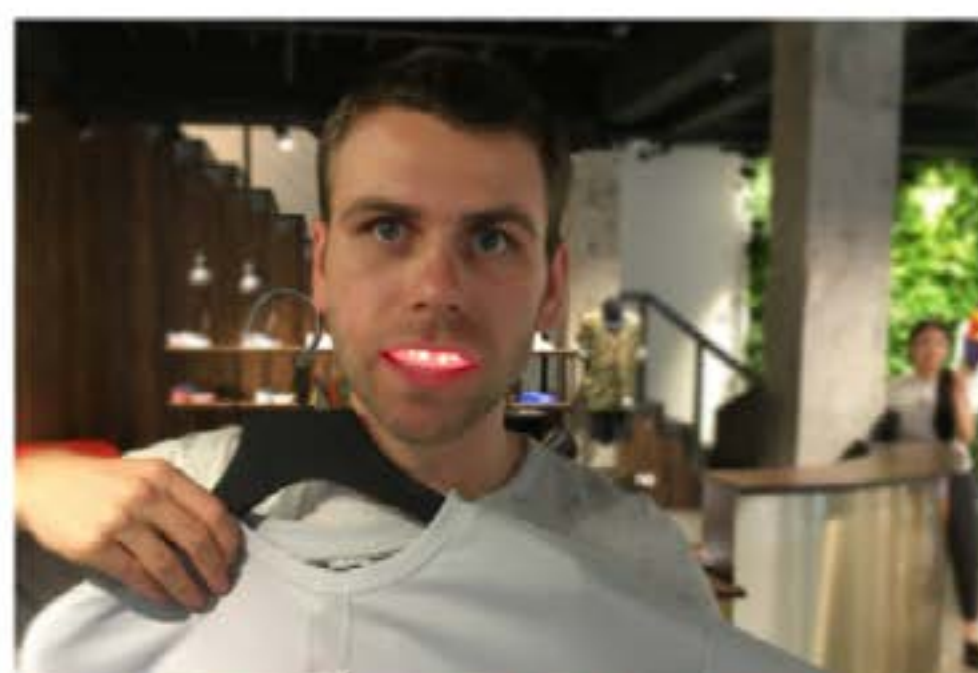
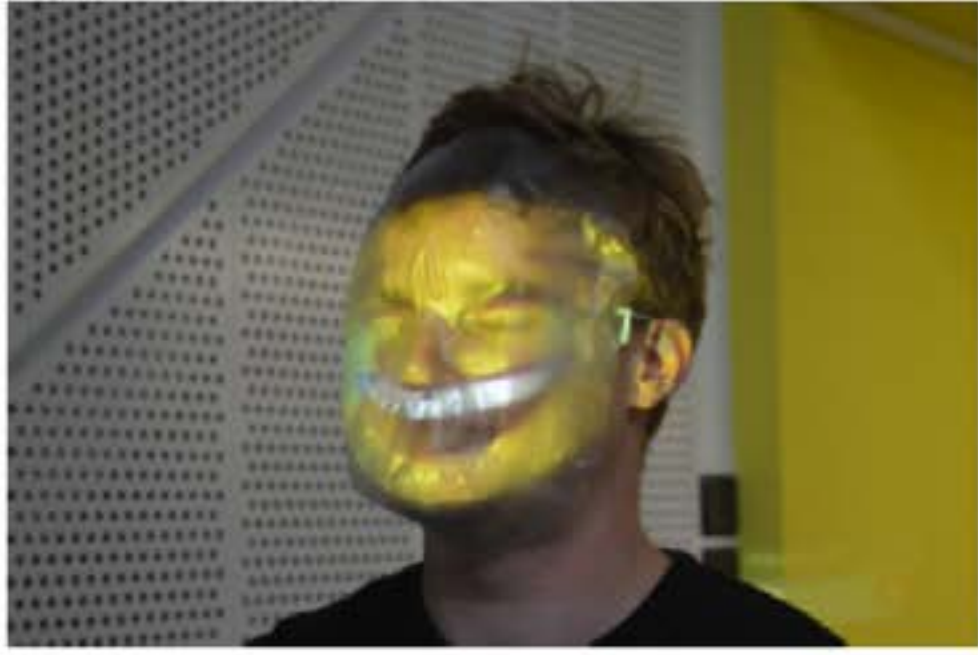
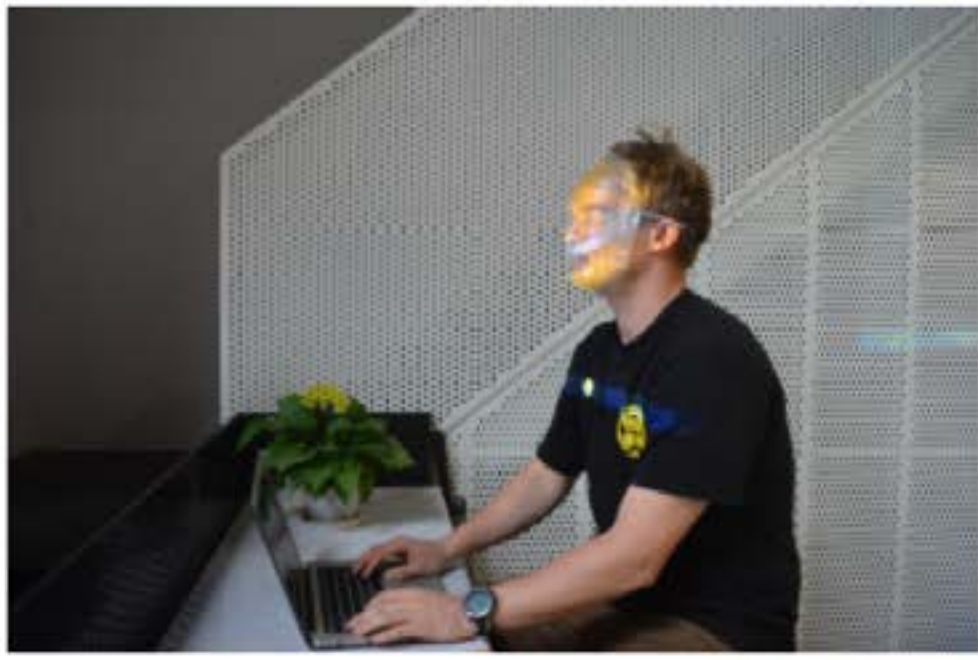
Once upon a time, not so long ago, we used to do this thing called 'travel'. While COVID-19 has put a stop to our travelling studios, we can still celebrate the achievements, experiments and discoveries made on previous trips; and draw inspiration from the work while we're confined to our own cities.

This week we highlight the 2019 China Study Tour, led by lecturers Rowan Page, Hannah Korsmeyer and Ian Wong, with the assistance of Bernie Walsh in Suzhou.

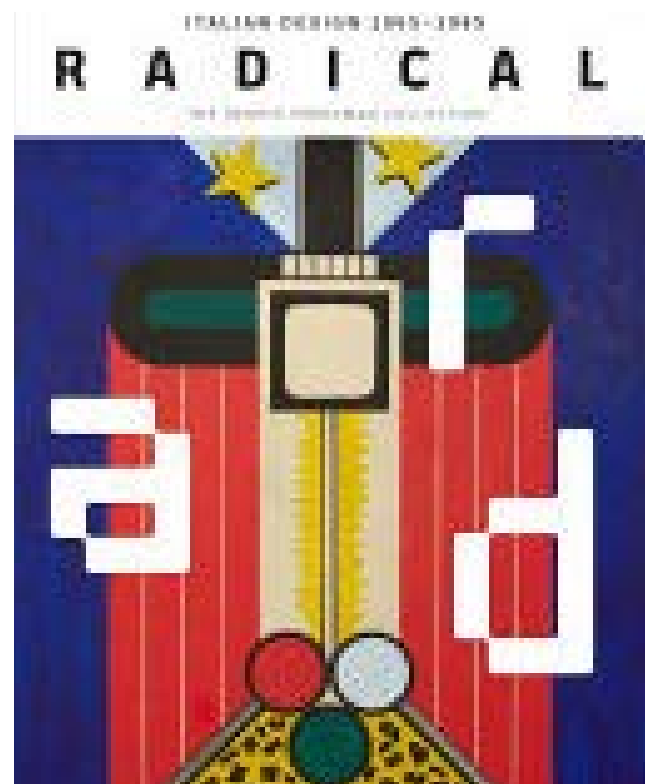
The 'Inter(faces)' project (right) explored the current debates around facial recognition and other technologies; and the role design might play in critiquing it. We'll be revealing more projects over the next few issues; but suffice to say, we don't really need to travel to make discoveries, critically and creatively. That's the role of design anywhere in the world.

**Inter(faces): An exploration of technology and the face, Shanghai, Simone Rebaudengo**

Top left: 'Augmented Expression'  
 Top right: 'Modular No-Face'  
 Bottom left: 'Two Factor'  
 Bottom right: 'Augmented Memory Influencer'

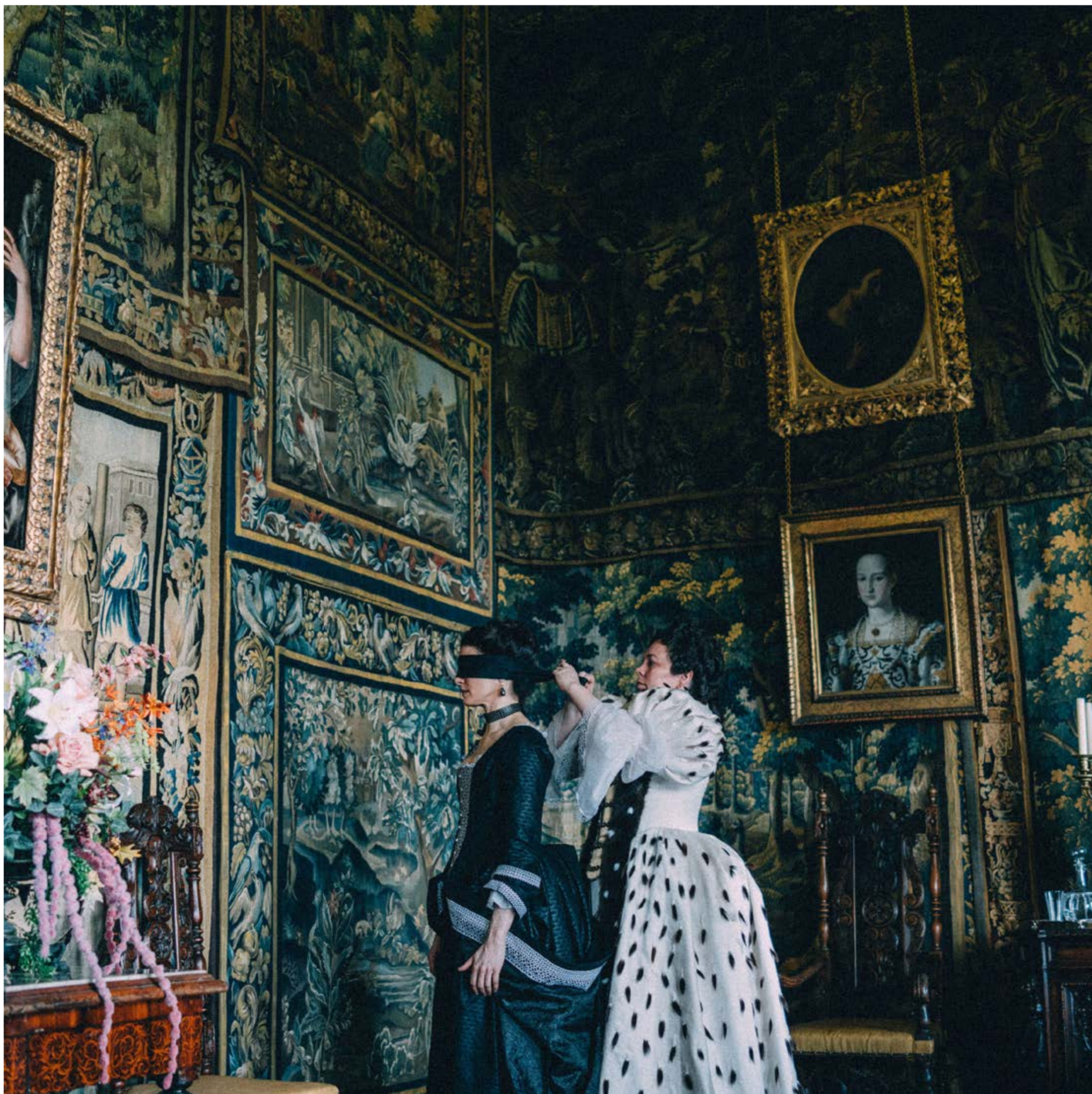


# BOOK SHOP



**Metropolis Bookshop**, in Curtin House, Swanston Street, is an independent bookshop specialising in the best of graphic design, architecture, photography, popular culture, fashion, film, music and art books, as well as a curated collection of fiction, non-fiction and children's books.

**Tap the book**, left, connect to the on-line store and read the review of 'Radical—Italian Design 1965-1985—The Dennis Freedman Collection': '(a) new look at the design philosophy that interrogated modern living against the turbulent political landscape of 1960s Italy In the mid-1960s, reacting to contemporary social and political upheaval, young Italian architects and designers began developing a new style that openly challenged Modernism'.



Keen on movies that absorb you in interior detail? Dezeen's Natasha Levy has selected 10 films with stand-out interiors that can offer some escape from your own four walls.

**Tap the image** to connect to Dezeen's recommendations.

**Above:**  
'The Favourite' (2018)  
Starring Olivia Colman,  
Emma Stone and  
Rachel Weisz. Directed  
by Yorgos Lanthimos,  
and written by Deborah  
Davis and Tony  
McNamara.  
Production design:  
Fiona Crumble.

**Website  
of the week**

**Merric  
French**

[www.merricfrench.com](http://www.merricfrench.com)

Merric French graduated with honours from Monash University in Industrial design in 2013. Soon after he did a stint at Ford as a creative designer, then started a creative design and manufacturing company called 'New Project' where he worked with clients such as Aesop and Sunland Group. After working in Australia for a year Merric joined Box Clever; a small design-branding consultancy based in San Francisco. Tap the panel to connect to his website.



**Above:** Portable bidet (Sonny, 2019)



### Spatial Design Studio 3 (SDN2001)

#### Teaching staff:

Gyungju Chyon, Sarah Burrell  
and Mattieu Gallois

In this unit students engaged with notions of 'change' as a key consideration for spatial practice. They explored the development of design as a process of discovery that connects to introductory research concepts; and the assembly of materials in spatial practice.

In this project students focused on the temporal aspects of space, ideas of atmospheres and their connection to experiences of change and transformation. Through the processes of model-making and collaboration they developed propositions for spaces that are experienced as dynamic, fleeting conditions.

The experience of a space – whether outside or inside, small or large, open or closed – changes depending on multiple factors such as time, one's mood, materials, activities, objects, smell, and so on. Thus, the atmosphere of a space is never static and is always in flux. In this project, students explored ways to create or facilitate specific spatial, atmospheric changes.

**Tap on each image to connect to the full videos.**

**Top:** Sheng Feng, 'fleeting space'

**Above Right:** Ka Sin Cheong Chyon, 'Bubble in Space'

**Above Centre:** Yi Hui (Eva) Shen 'light of day'

**Bottom Right:** Yuxiang Gao 'Blowing the light'

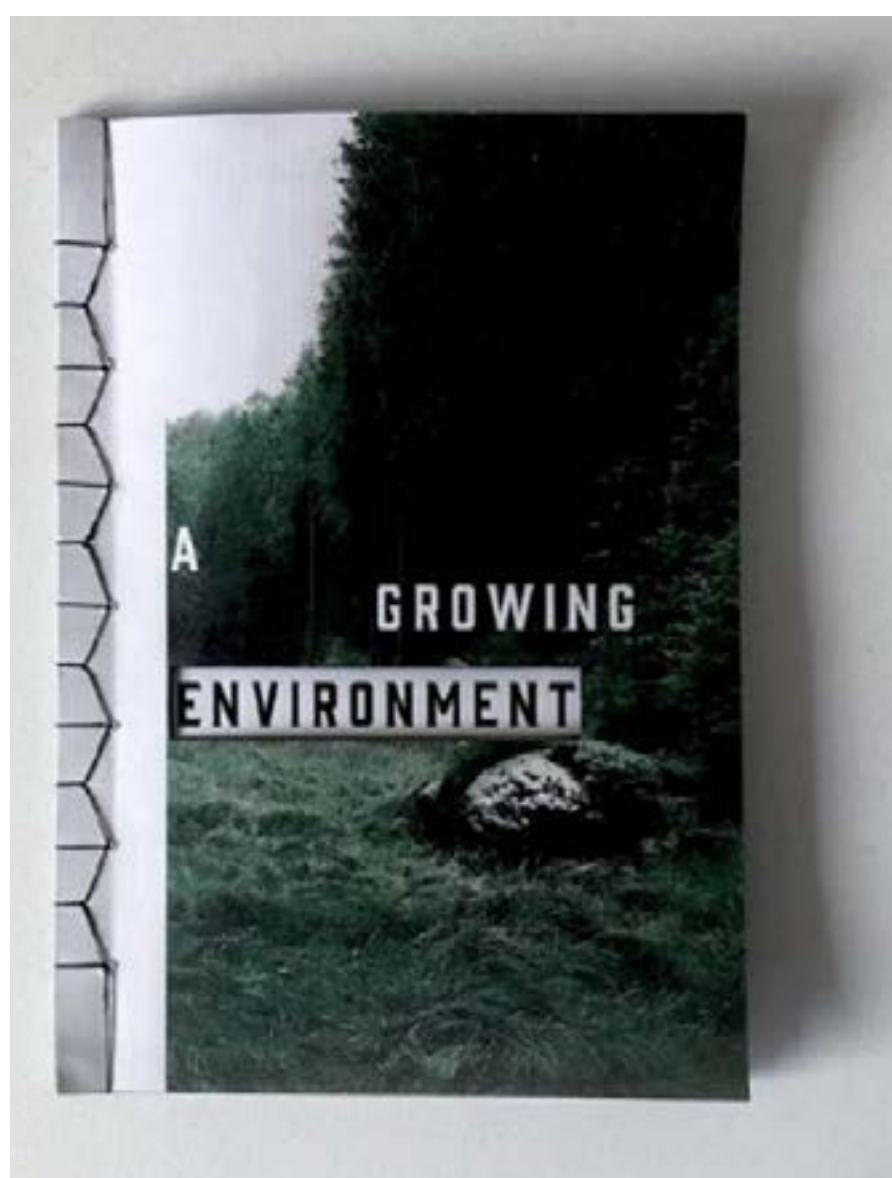


STUDIO  
**SPOT  
LIGHT**

**Communication Design  
Studio 3 (CDS2001)**

**Lecturer**  
Louise Walker

**Project**  
Print Ready  
Publication design



Top: Yixuan Fu Centre: Sarah McLellan Above Left: Cara Dossier Above Right: Xiaoyu Wu

**GAME  
ON!  
ARCADE  
EXPO**

Now in its fourth year, **Monash Arcade Expo** is Australia's biggest university gaming event and in 2020 we're taking it online. Across four massive days, the Expo will be bringing you a program jam-packed with live-streamed gaming, including the League of Legends University Championship, an Overwatch Fun Mode Tournament, Minecraft Free Play, Tekken Tournament and more! MAX is hosted in partnership with Monash Electronic Gaming Association (MEGA) and Campus Experience and Major Events team.

**Tap the panel for more information and to register for the weekend events**

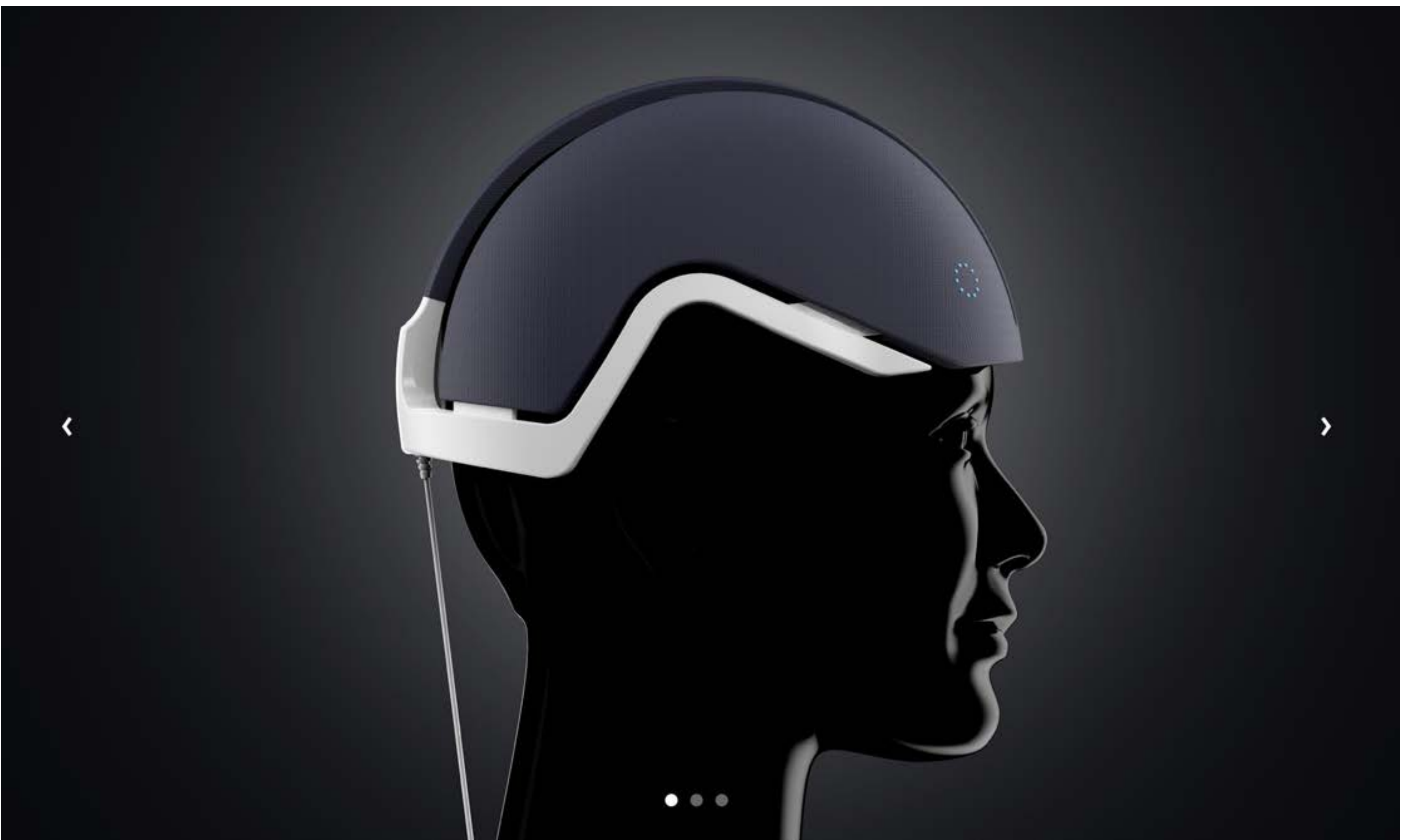


# LAB RATS

For some time **Design Health Collab** have been working closely with Enware to produce an effective hand hygiene station that can be deployed throughout the hospital and healthcare sector in Australia. And, never before have we felt the need so intensely. Here we see the Lab's hard work paying off as the first prototypes are put into action at Wollongong Private Hospital. This is the first in-hospital trial with a second coming soon to Northern Health in Melbourne. By coincidence the wash stations were launched on WHO's World Hand Hygiene Day (May 5).

**Right:** First trials of the Design Health Collab/ Enware Hand Hygiene Wash Station. People involved: Mark Armstrong, Daphne Flynn, Richard Morfuni, Bronte Kerley, Kieran John, David Tanier (FIT), Yuce Mehmet (Eng), Jason Hinds (Enware), Don Campbell (Northern Health), Peter Williams (Oracle).

**Far Right (bottom):** click the image to watch the screen animation that guides the user through the correct washing process.

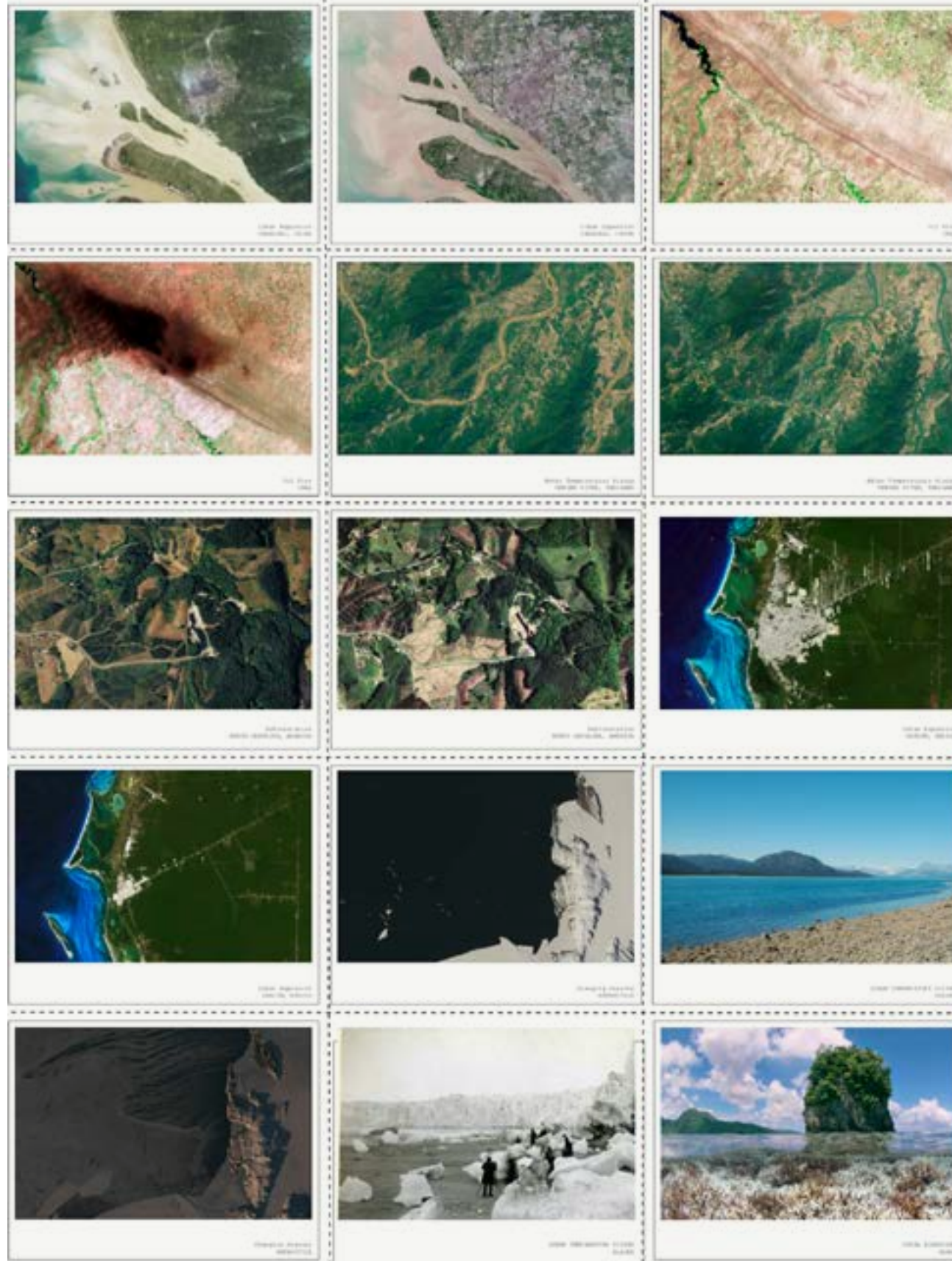
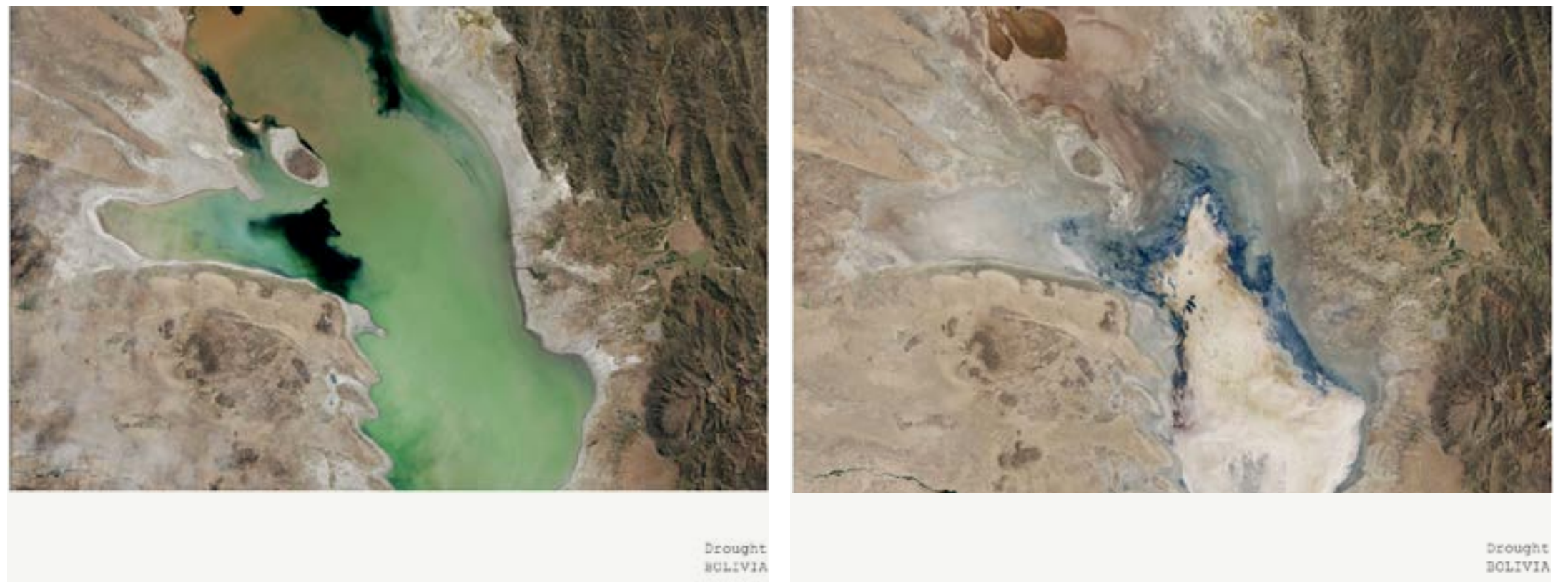


**Design Translations** represents a collection of artefacts, prototypes, toolkits, and technologies from research and design projects in the field of healthcare. This collection provides a window into the things that enable designers to communicate with interdisciplinary teams, bring together diverse stakeholders, and invite patients into the design process. Tap on the image above to see the impact design 'making' has on the health care sector.

**Above:**  
**Resonance Therapeutics**  
Monash University Design Health Collab in collaboration with Monash ITDF & Professor Paul Fitzgerald  
The Monash Facility for Instrumentation and Technology Development (ITDF), Prof. Paul Fitzgerald (MAPrc, Monash Psychiatry, Alfred Psychiatry) have designed a highly novel brain stimulation system for the treatment of a range of conditions, from depression to chronic pain. Health Collab became involved in the design and development of the wearable headgear to house the electronics in the device. The goal was to create a comfortable, stable, and non-threatening device suitable for use at home without the aid of a medical professional.

ELECTIVE  
**SPOT  
LIGHT**

**Design for Social Impact (DGN3108)** is a new elective at MADA that explores ways of using design to inspire social change. Over the last year, the undergraduate offering of the elective has been delivered in collaboration with Co-Make Melbourne, a research project that is exploring ways to help young disengaged learners to feel prepared for the future of work. However, since Covid-19 we haven't been able to continue the program in the community. Design for Social Impact students have been busy finding new ways to occupy online space with our young participants. We've been exploring how the design of a virtual landscape can be a tool to experiment, practice and test the kinds of worlds we'd like to occupy, and the ways we'd like to live in the future. We hope to design a way of using a platform that can act as a social hub for young people, facilitating ongoing relationships during socially distanced times.

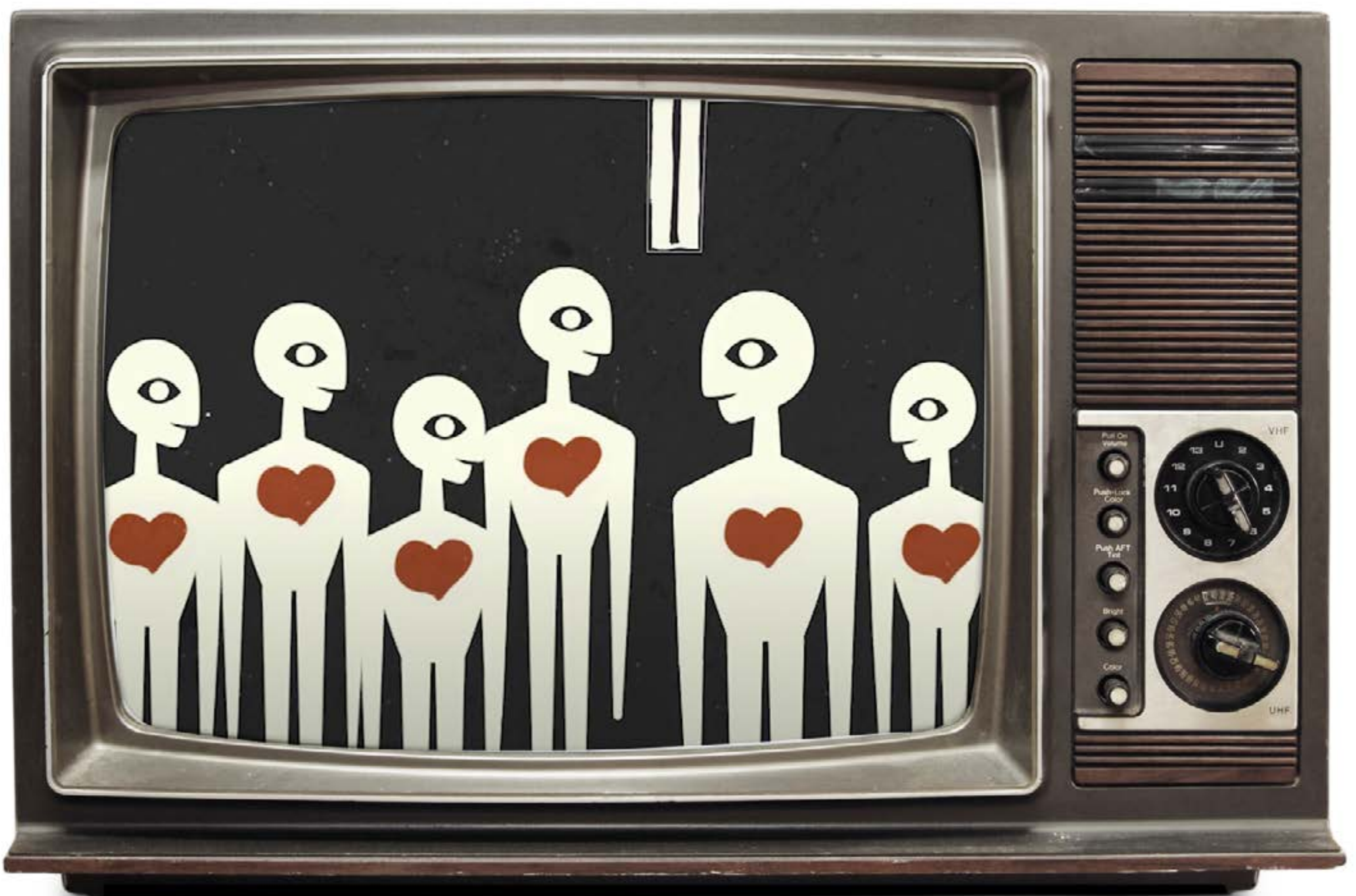


Taylor Stanton's work, 'Flip the Footprint' is a game to spark conversations around the impact of humanity on our ecosystems. Each pair of cards is focused on a different aspect of the climate crisis, such as flooding, temperature rising, deforestation and air pollution. Designed for use in our online workshops, this game inspires critical thinking, creative decision making and emotive responses in our young participants.

**Give it a go: you can play online by tapping here.**

Behind the blank face of the cards, is a group of paired images to match together. However, the pairs are not identical. Instead, they are photographs of the same geographic location taken with time passing between them, highlighting the impact of climate change on a variety of geographic regions.

**Above:** The cards of Bolivia demonstrate the dramatic impact of climate change induced drought.  
**Left:** All the cards presented as a DIY print version.



**SQ  
TV**

A significant number of students in Communication Design 'elect' to study the 'Motion Design' stream within the Communication Design studio sequence (CDS2001—3002). This week, we celebrate Paloma Cenzano's animated response to Charles Bukowski's poem 'The Genius of the Crowd'; a truly powerful and moving representation of this extraordinary narration. Paloma was guided by Associate Lecturer Jess Kerrs to arrive at her final work. Over the next few issues we'll be highlighting new animations, so stay tuned and subscribe to Squirrel TV.

**Just tap the TV to connect to the animation on YouTube.**



**The MADA Technical Staff** advising on Zoom. Remember they're here to support you as you move towards the end of semester. Zoom connection details are listed, right.

**Zoom Session times for Semester 1, 2020**

**Tuesday and Thursday**  
11:10am—12:00pm and 2:10pm—3:00pm.

The Zoom IDs below are the same for the entire semester, so if you need help, Zoom in.

—  
**Wood and Metal (WaM)**  
Zoom ID: 984 7671 6448

**Digital Fabrication Workshop (dFab)**  
Zoom ID: 939 8875 1567

**Hot Workshops (Jewellery, Glass, Casting)**  
Zoom ID: 992 8128 9045

**Image and Paper based studios: (Photography, Printmaking, Painting and Drawing)**  
Zoom ID: 973 4980 3563



**Dr Gyungju Chyon**  
Spatial Design

Gyungju's work focuses on relationships between designed things, environments, and people through engaging natural phenomena and exploring materialities. She is interested in delving beyond technological performance, seeking deeper and meaningful connections between things, environment and people for our health, well-being, and ecological living. Through her design studio '[little wonder](#)', partnered with Dr. John Sadar, she interpolates between installations and product design. Gyungju's work has been globally exhibited in venues in Helsinki, New York, Toronto, Philadelphia, Stuttgart, Sydney and Melbourne, and has been published both in design magazines such as I.D, Metropolis and Domus, and academic publications through conferences, journals and books.

Prior to joining Spatial Design at Monash, Gyungju was an assistant professor of MFA Industrial Design and BFA Product Design at Parsons School of Design in New York.

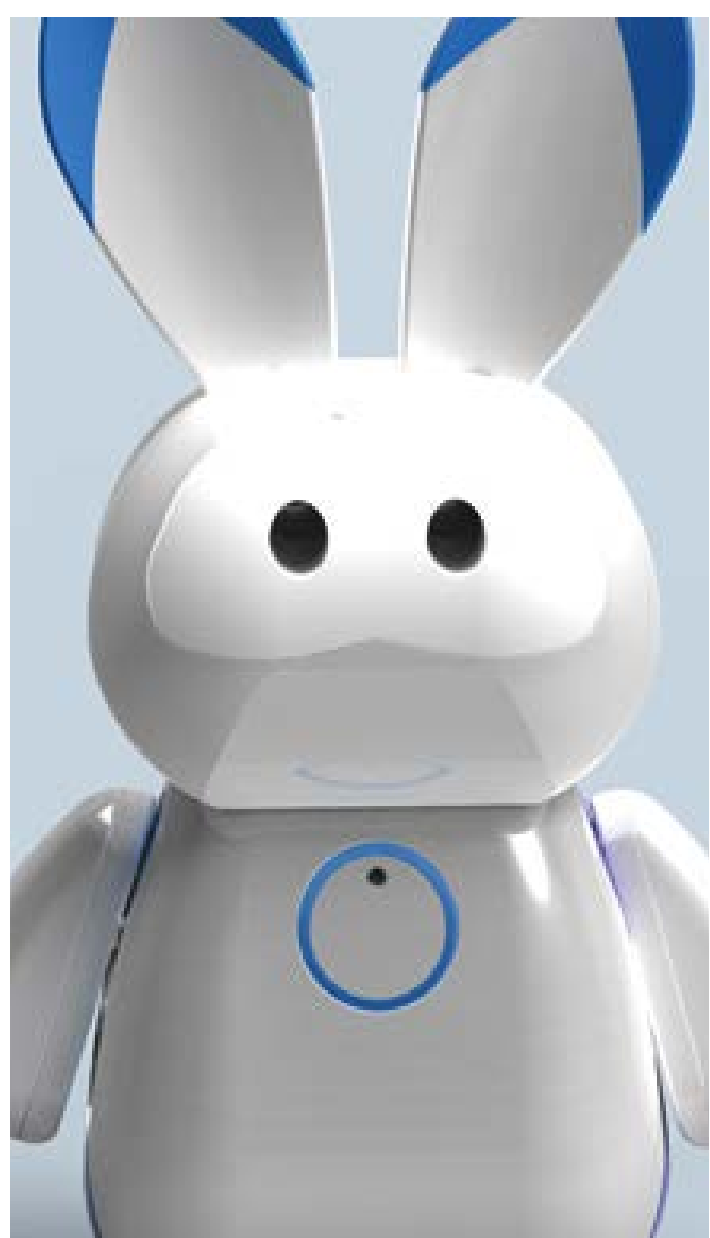
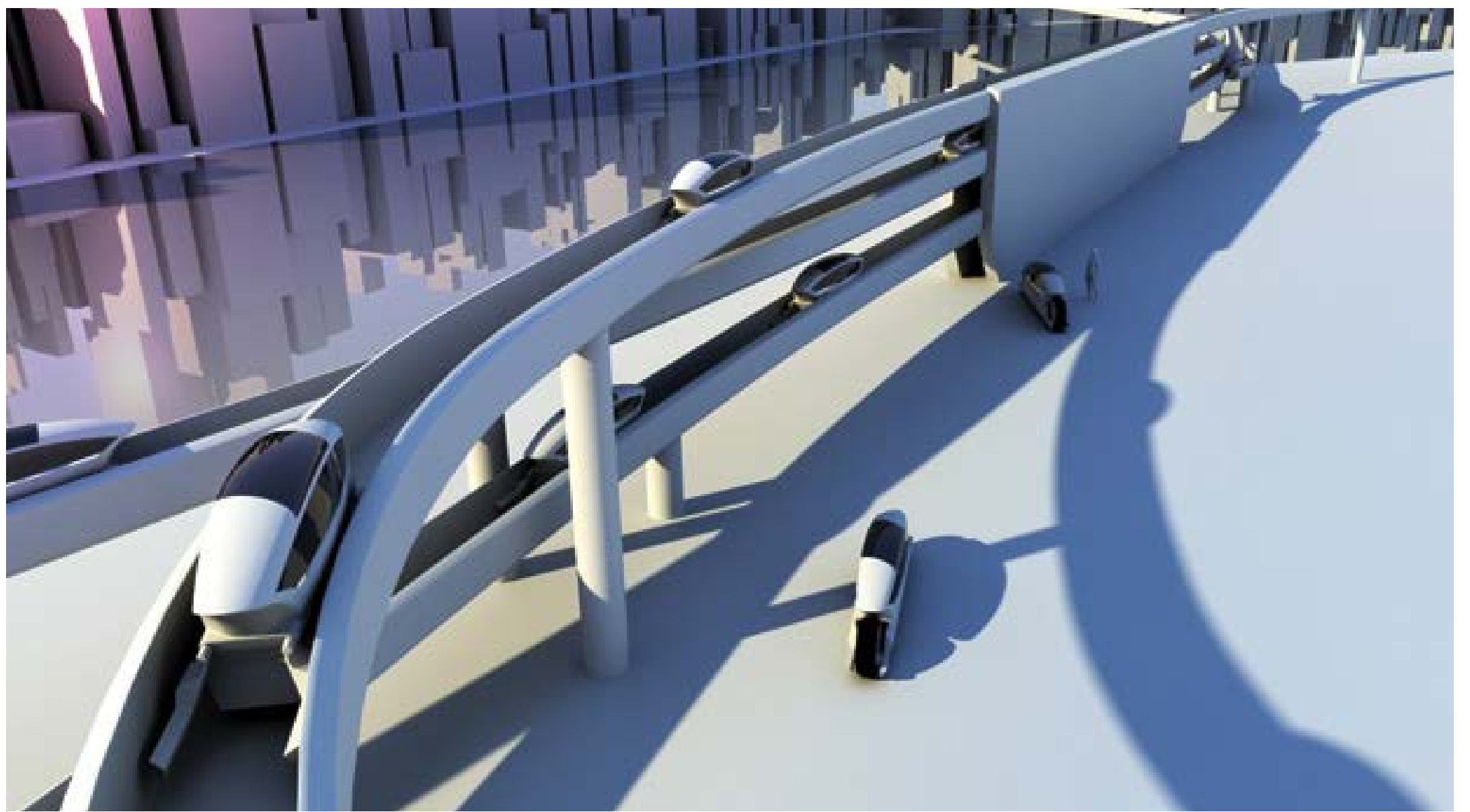


**Above** painting by E. coli  
**Left:** 'Opening'  
To see more of Gyungju's work, tap on the 'little wonder' link in the text (in green).



**MADA NOW: 2012  
Industrial Design (Hons)**

This week we're transporting you back to Industrial Design Honours 2012. There may be a couple of names you recognize if you tap the 'MADA THEN' icon, above.



**Top:** Wei-Pai Huang, Urban Personal Maglev Vehicle  
**Second from top:** David Woon, Vestige memory jogging device  
**Middle Row (Left to Right):** Catherine Nguyen, toboROBOT modular pet; Marinos Drakopoulos, Icarus; SamCossar, VertaBrace rehabilitation vest for lower back injuries.  
**Bottom left:** Anthony Farnell, L1-FE car.  
**Bottom right:** Enzo Kocak, COR Automatic External Defibrillator



# DESIGN & AI

**A FEW SPACES  
REMAINING.  
ENROL VIA WES  
OR GET PERMISSION:  
gene.bawden@monash.edu**



This winter we will be offering a new 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.

#### Testimonials:

*“A well-structured workshop that is suited for learners of all levels to learn about AI. Key AI contents were covered in bite-size without compromising depth; ranging from AI application in different industries to ML modelling in a virtual environment”.*

— Jason Gan, Impact Investing

*“This is one of the most well taught and well-structured AI course that I know!”*

— Prof. David Lee Kuo Chuen, Singapore University of Social Sciences

The unit will be offered in intensive mode over 5 days across 2 weeks; from Wednesday June 24.

It will be offered entirely online and facilitated by Ian Myles CEO of Area 51 (Singapore) 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 or contact [gene.bawden@monash.edu](mailto:gene.bawden@monash.edu) for permission to enrol.**

\* 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 AI learning you will access throughout the unit)