

POE [REDACTED] [REDACTED] TRY [REDACTED] 21 WORDS [REDACTED] FOR [REDACTED]

a project by
Logotel

Amino Labs (Julie Legault) – Amino One Personal Biolab

<http://www.amino.bio/>

BIO

As a designer, Julie Legault works to translate complex scientific and technological advancements into relatable, playful experiences. With a Master of Science (MIT Media Lab, USA), a Master of Art (Royal College of Art, UK) and degrees in Design and Arts (Concordia University, Canada), she has taught and worked with companies, museums and pop stars to develop smart materials, wearables and interactive art.

PROGETTO

The Amino One is an easy way to create and take care of living cells for education or play. With the Amino One kit, anyone can engineer their own flavour of bread, of beer, of yogurt; build living nightlights inspired by firefly DNA; make smells and pigments. In the future, you could grow your own medicine, materials and cosmetics. To get you started, you can learn to grow your own paints with the Amino Artist App.

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Choi+Shine – The Land of Giants

<http://www.choishine.com/>

BIO

Choi+Shine Architects is an internationally-renowned design studio established by Jin Choi and Thomas Shine. Their works have appeared in museums and galleries worldwide with their best-known project, “The Land of Giants”, human shaped transmission towers, scheduled for construction in Iceland in 2017.

Jin Choi holds a MFA in Architectural Art, and an M. Arch from Yale University. Her work has been published and exhibited in museums worldwide. In 2013 she was selected by The Korean Institute of Architects as a “Global Young Architect.”

Thomas Shine received his B. Arch and M. Arch from Yale University and taught Architectural Structures at Yale. Before studying Architecture, he worked in Biotechnology in London, and later ran a firm developing medical equipment.

PROGETTO

Submitted for an international competition in Iceland, The Land of Giants transforms mundane electrical pylons into statues on the landscape. Making only minor alterations to well established steel-framed tower design, the Giants creates a series of monuments on the landscape that are powerful, solemn and variable. Like the statues of Easter Island, it is envisioned that these 30-meters modern caryatids will take on a quiet authority, belonging to their landscape yet serving the people, silently transporting electricity across all terrain, day and night, rain or shine.

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Dave Hakkens – Phonebloks

<https://phonebloks.com/>

BIO

Dave Hakkens is a designer from the Netherlands. Although he is trained as an industrial designer he also loves to build machinery and videos. His goal is simple: “Try to make the world better by making things”. Whether it is an inspirational video, machines to recycle plastic or a phone concept, it doesn’t really matter.

PROGETTO

Every year millions of mobile phones are thrown away because they are broken or obsolete. In most of these cases, there is just one part that needs repairing or upgrading and all the other parts work fine. However, the entire phone will be thrown out for one reason: mobile phones are not designed to last. Phonebloks exists of separate components that can be ‘clicked’ together. Every component has its own function i.e. Bluetooth, Wi-Fi, battery, display etc. Broken components can be replaced with new ones. Need an upgrade? Same story: replace that specific component with a new one. Modularity also enables you to personalize your mobile phone to your needs.

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Design faculty of Holon Institute of Technology led by Luka Or and Keren Tomer – Rethinking the Pencil

www.hit.ac.il/en/design/overview

BIO

The Industrial Design Department/Faculty of Design at the Holon Institute of Technology is one of Israel's leading design departments. The project was led by designer Luka Or, a leading toy and product designer focused on adding innovation and humour to consumer products and Keren Tomer, a designer focused on material research and the development of new design methods.

PROGETTO

Designers Luka Or and Keren Tomer asked their industrial design students at the Holon Institute of Technology to re-think the idea of a pencil, giving it a new sense and purpose. The pencil was reinterpreted in 16 different ways, giving it new functions, shapes and meanings. The results include a collection of new and intriguing concepts like a tube pencil, a series of pencil brushes, a pencil dedicated to pattern making in fashion, a letter stamping pencil, and more.

Students: Yam Amir, Ofra Oberman, Evgeny Barkov, Noy Meiri, Gal Yacobi, Yael Hasid, Eitan Bercovich, Shmuel Finkelshten, Shay Alfiya, Gilad Gal, Alma Davidi, Keren Dahan, Roy Shallem, Shiri Meron, Shani Elbaz, Anat Becker.

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Gijs van Bon – Minuted

<http://www.gijsvanbon.nl/>

BIO

Gijs van Bon researches and builds objects, installations and performances somewhere between the boundaries of art, theatre and technology. Captivated by a continuous interest in the moving of time, and how material relates to it, he investigates through his autonomous theatrical objects and his abstract time pieces the relationship between people, objects and time. Technology proves to be a very good instrument to deal with the content with which he is working. The objects from Van Bon vary from small intimate indoor pieces to very big installations in public space.

PROGETTO

A performance installation on ephemeral poetry writing. Minuted machine writes poems with ink on sand that is placed on a very slow-turning small belt. At the end of the belt the sand falls onto a pile. The project is the materialising of thought, time and poetry.

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Google Cultural Institute Paris – Google Cardboard

<https://www.google.com/get/cardboard/>

PROGETTO

Google Cardboard is a complete virtual reality platform. It was developed at the Google Cultural Institute in Paris. The hardware side of Google Cardboard uses low-cost viewers, with the reference design made of foldable cardboard (hence the name) 45mm plastic lenses, and a magnet or capacitive-taped lever to operate the screen. Once you get everything folded into the right configuration you slip your phone into the front of the viewer and run an app designed to work with Cardboard. The viewer only needs to do two things: hold the phone in front of the lenses and provide a way to interact with the screen. Google Cardboard is inexpensive: you can use your existing phone and build a viewer with few dollars.

POE TRY

21 WORDS FOR

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Humans since 1982 – A million Times

<http://www.humanssince1982.com/>

BIO

Both born in 1982, Per Emanuelsson (Sweden) and Bastian Bischoff (Germany) founded their studio “Humans since 1982” in 2009/2010 during their Master graduation at HDK Gothenburg. Before they met at HDK, Per completed a Master of Science at the Royal Institute of Technology in Stockholm and Bastian studied Graphic Design at HTWG in Konstanz, Germany. Since 2010, they have been based in Stockholm.

PROGETTO

The “A million times” is a graphically conceptual, mechanical and engineered-based design project. With this kinetic installation, Humans since 1982 present clocks as objects unleashed from a solely pragmatic existence. Its functionality locked in to show the time and its natural character inherent to an analogue clock with its two arms constantly dancing in slow motion around the centre, unveils hidden figurative qualities without denying its primary purpose.

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Joris Laarmann Lab + MX3D – 3D Printed Bridge

<http://mx3d.com/>

BIO

The Dutch company MX3D researches and develops pioneering, profitable robotic 3D print technology. MX3D has the capacity to 3D print smart, functional objects composed of sustainable materials in virtually any shape, much larger and more efficiently than has been possible up until now. The project is supported by the partners Autodesk, Heijmans and ArcelorMittal, the sponsors Air Liquide, ABB robotics, STV, Delcam, Lenovo, Oerlikon, UL, Plymovent, Maxibel, Desso and the public partners TU Delft, AMS Fieldlab and the Municipality of Amsterdam.

PROGETTO

With robots that can “draw” steel structures in 3D, MX3D will print a bridge over water in the center of Amsterdam. The bridge will be designed by Joris Laarman. This experimental process, using new Autodesk software tools, will be a research project in itself. The project is a collaboration between MX3D, Autodesk, construction company Heijmans and many other partners. This bridge will show how 3D printing finally enters the world of large-scale functional objects realized with sustainable materials, while they are allowing unprecedented freedom of form. The symbolism of the bridge is a beautiful metaphor to connect the technology of the future with the old city, in a way that brings out the best of both worlds.

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Kids Hack Day – Quirkbot

<http://www.kidshackday.com/>

BIO

Kids Hack Day is a global series of free creative tech events for kids. We give kids tools to express their creativity, be curious and empathetic towards each other and the world around them. We empower kids to take control over their own future and not just passively consume what someone else has designed for them.

Quirkbot designer, Dan Henriksson, has studied both graphic and product design and trained at HDK in Sweden and Japan. With musical talent his work has resulted in design of musical instruments but he also has a driven passion to invent new ideas which has led further on the path of innovation where playfulness and creativity are fundamental elements. An example of this is a programmable circuit board with cutting edge design: Quirkbot.

PROGETTO

Quirkbot is an innovative educational tool and a unique method to introduce people to electronics and programming. Quirkbot allows novices to create inspiring projects in a short time and at the same time opens up for individual learning. With storytelling you can construct creative projects in which the combination of learning and playing can give life to a person's creativity. At the same time the user is introduced to coding and programming. Thanks to this, a person is able to gain a greater knowledge and understanding of our digital business environment while also contributing to it.

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Leon Dijkstra and Ruben Pater – Dutch Sweets

<http://www.cooee.nl>; <http://untold-stories.net/>

BIO

Ruben Pater aka Untold Stories and Leon Dijkstra aka COOEE are both working in Amsterdam. Ruben and Leon went to collaborate on this booklet called Dutch Sweets in which they explore the origins of these typical Dutch sweets. Some of these sweets are centuries old and considered part of Dutch heritage, despite their offensive names.

PROGETTO

In the Netherlands it is perfectly normal to enjoy a “Jew cookie”, a “negro kiss” or a “moor’s head”. Many of these typical Dutch sweets are centuries old and part of Dutch heritage. An out-dated and perhaps racist tradition? Or should we be proud of these unique names? Ruben Pater and Leon Dijkstra collected these strange sweets in the “Dutch Sweets” - a self-initiated booklet - where also the origins of the names are explored. The booklet is stencil-printed in two colors, wrapped in candy paper with a saddle stitch binding, with a red & blue staple.

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MArch Architectural Design (AD) of Bartlett School of Architecture – faBrick

<https://www.bartlett.ucl.ac.uk/architecture/programmes/postgraduate/march-architectural-design>

BIO

Daniel Widrig founded his studio in London in 2009. After graduating from the Architectural Association (AA), Daniel worked for several years with Zaha Hadid where he was significantly involved in designing some of Hadid's most iconic buildings and products. Daniel Widrig's studio now works in a broad range of fields including Sculpture, Fashion, Furniture Design and Architecture. Daniel has received international critical acclaim and has been published and exhibited internationally. He received a number of prestigious awards including the Swiss Arts Award, the Feidad Merit Award and the Rome Prize. Amongst others his work has been shown at Art Basel, Paris Fashion Week, Gropius Bau Berlin and the Victoria and Albert Museum in London. Alongside his practice, Daniel is currently directing a research cluster on the MArch Architectural Design (AD) programme at The Bartlett School of Architecture, UCL.

Soomeen Hahm is an architectural designer and researcher based in London currently working as Visiting Lecturer on the MArch Architectural Design (AD) programme at The Bartlett School of Architecture, UCL, and as a senior designer in Zaha Hadid Architects. Her interests are focused on research in generative and algorithmic design through the use of computer coding, application of multi-agent systems in design, interactive / responsive environments, behavioural patterns of natural systems, as well as robotic fabrication processes and digital modes of production. She is specialised in coding, digital simulations and 3D modelling on various software platforms. As part of her educational research, she is contributing to various online educational content and digital tool set libraries. She strongly believes in teaching and research within Academia as indispensable ways to exchange, communicate and accumulate knowledge. While participating in different academic events, she tries to tackle the issue of agent based design paradigm in architecture on multiple scale projects, through collaboration and exchange of knowledge with other experts from the field.

Stefan Bassing studied Architecture in Stuttgart, Sydney and London. From early on in his career he has been involved in practice working nationally and internationally on numerous projects ranging in scale from furniture to master plans, being responsible in the design role as well as the project architect. In 2012, as a scholar of the DAAD (German Academic Exchange Service), Stefan continued his research at The Bartlett School of Architecture's MArch Architectural Design (AD) programme focusing on contemporary design methodologies, involving computation and object-orientated research, which seek to comprehend and respond to architecture and design on a multiplicity of scales. He is currently a research cluster tutor on the MArch AD programme at The Bartlett School of Architecture and a designer for Zaha Hadid Architects.

The Bartlett School of Architecture, part of the Bartlett Faculty of the Built Environment, is UCL's world-leading centre for education and research in Architecture. Located in the heart of London, the School stands at the forefront of international research and teaching, encompassing interdisciplinary collaboration and methodologies. Bartlett students are amongst the most sought after in the UK and Europe for their outstanding creativity and skills.

Led by Alisa Andrasek, MArch Architectural Design (AD) is a 12-month post-professional programme invested in the frontiers of advanced architecture and design and its convergence with science and technology. Composed of an international body of experts and students, it is designed to deliver diverse yet focused strands of speculative research, emphasising the key role played by computation within complex design synthesis. The programme is divided into three Labs, offering students the opportunity to choose a distinct field of enquiry: Wonderlab, led by Alisa Andrasek; BiotA Lab, led by Professor Marcos Cruz and Richard Beckett; and the Interactive Architecture Lab, led by Ruairi Glynn.

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PROGETTO

The faBrick project focused on the development of a composite material using felt and resin that can be stitched together to create tubular furniture and architecture made entirely from fabric. The project involved calculating the precise ratio of resin mixtures that can be added to felt without weighing down the fabric. After the material is stitched and shaped, the resin hardens and sets to create a self-supporting object. Different composites can be created with a single piece of material, creating varying levels of rigidity. The shape of each piece of furniture is created by cutting out sections from a flat piece of the material using a laser cutter. The fabric is then moulded into pipe-like structures that support the weight of the object as the resin sets. This particular technique of creating tubes and seams gives fabric the initial structure to hold its form by itself. The chair design is created using the same machine process, cutting the felt and letting the fabric stand on its own after which the composite is hardened. As the sole material used in design, the fabric itself becomes the legs, seat and backrest. Fabric in architecture and furniture has existed since the very beginning, but inventing a composite that makes the fabric the main material is unique. Seamless designs are rare due to material size restrictions but like the wall, made of many components, it can create larger spaces with no visual seams. In parallel, a digital technique was developed showing the stitching of the fabric on a computer, establishing a feedback loop between digitally conceived and physically executed design. The faBrick project was exhibited at The Bartlett School of Architecture's 2015 B-Pro show in London, which ran from 29 September to 10 October.

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Martin Hertig and Bastien Girschig - WiFi Oracle

<http://martinhertig.ch/>

BIO

1989 born in Bern, Switzerland, Martin Hertig works at the intersection of design, art and technology. His playful inventions explore frontiers between innovation, activism and meditation. He enjoys coding experiments as well as working with materials such as wood or metal.

PROGETTO

The Wifi Oracle is an object that you can independently leave in a space. It furtively looks a little bit like a clock, but it won't display time. Instead, it will look for available Wi-Fi networks in the area and start to try to crack their protected password. Installed on the Raspberry Pi inside the Oracle, the bot will test all possible combinations and it will take the necessary time to do so. Once the device has found the working password, it will use its round wheel to display it. Letter by letter and also in a slow manner.

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Max Frommeld and Arno Mathies – Folding boat

<http://www.maarno.com/>

BIO

Max Frommeld and Arno Mathies met at the Royal College of Art in London where they both studied Product Design. Their shared interest in functional design and folding technologies led to a series of creative collaborations. In 2012 they established their design studio, Max Frommeld & Arno Mathies, which is now based in London and Geneva.

PROGETTO

Folding Boat is a seamless, leisure boat made from one single sheet of plastic. It can be assembled in under five minutes by a single person. Ideal for one or two people, the folding boat can be used in flat water environments like canals, ponds and lakes and it is particularly suitable for urban explorers. It can easily be kept in a small storage space. Folding Boat includes a pair of wooden oars and two water-resistant pillows. The pillows also act as flotation devices.

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Michiel Martens - Dig into Nature

<http://michielmartens.com/>

BIO
Michiel Martens produces unique and playful products like mechanical bubbles, tree trunk wood heaters and furniture pieces for leisure and living spaces. Designing interiors and exhibitions on commission. The works of Studio Martens are strong visual images focussing on aesthetics, material, form and use.

PROGETTO
There is a great deal more to nature than you see or hear at first glance. Those who zoom straight into it will discover a whole new world. Michiel Martens has created a set of tools that can help the senses by magnifying an experience. The enormous wooden “ear trumpet” will help you prick up your ears and capture sounds that would normally be gone with the wind. A “monster scoop” literally digs deep into the ground to unearth and sift through the creepy crawlies living beneath the surface. Dig into nature adds a new dimension to experiencing nature.

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a project by
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Morten Grønning Nielsen - Happaratus

<http://groenning.me/>

BIO

Morten Grønning Nielsen is a Copenhagen-based innovation designer who explores how design and technology can extend the capabilities of humans. His method is characterized by heuristic design thinking and a user-centred approach. Morten studied his Master Degree in Innovation Design at the Royal College of Art, London.

PROGETTO

Happaratus is a 'power-glove' that makes it possible to shape and sculpt hard materials such as wood or stone with your hands. The haptic power-tool is developed in close collaboration with artisans and craft experts from various disciplines, such as the sculptor David Neat, who used a Happaratus prototype to create 'grinlings', a series of beautiful wooden objects.

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a project by
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Samy Rio – Bamboo

www.samyrio.fr

BIO

Samy Rio studied cabinetmaking before studying industrial design in Paris. These two education paths allowed him to work on both sides of the design process: industry and craftsmanship. He therefore always joins these two complementary practices when he creates objects. He graduated in October 2014 with a research project about the industrialization of bamboo tubes. In July 2015 he won the “Grand Prix of the Design Parade 10” at the Villa Noailles with this project.

PROGETTO

This research project is about how bamboo tube can be used in the conception of daily products and considered as a potential industrial material. Thereby using conventional tools (like 4 axes cnc, lathe, laser cutting...) will provide excellent quality and precision to the material and augment its technical properties.

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Shai Langen – Chimera

<http://www.shailangen.com/>

BIO

Shai Langen is an Amsterdam based material designer and visual artist. In his work he transforms and reshapes the human body in a performative and intuitive way, by means of material experiment. Fascinated by the way material becomes form and form transforms to symbolism, he animates material and uses this material to explore the way we think about the body.

PROGETTO

Chimera consists of a material and visual research into a contestable future in which the human body is grown and cultivated. A material based entity whose boundaries continually undergo reconstruction, turning from a solid to a liquid form. Here it has become an amalgam of the synthetic and the organic. The skin infested by fungi like textures, feeding its host. Synthetic cellular structures constricting its carnality, growing in stasis, waiting to unveil its newly formed functions. This new malleable body has become a place where plastic parasitic substances emulate the immaterial, intuitively revealing its architect.

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a project by
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Ted Wiles – Shield

<http://www.tedwiles.com/>

BIO

Ted Wiles is a London based Product Designer, whose work is focused on understanding human emotion towards designed products. Wiles' design practice uses both digital and analogue interaction to explore the relationship between humans and objects.

PROGETTO

Shield is a silk pocket square which shields electromagnetic frequencies. When draped around a mobile phone, this silk pocket square shields the device from all network communication. This gesture allows a person to a moment of peace and privacy. It puts them off-grid from world beyond their immediate surroundings, giving time to refocus on the present.

POE [REDACTED] [REDACTED] TRY [REDACTED] 21 WORDS [REDACTED] FOR [REDACTED]

a project by
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Tomas Kral – Upgrade

www.tomaskral.ch/

BIO

Tomas Kral graduated from the École cantonale d'art de Lausanne (Ecal) and launched his Product Design Studio in 2008. Since 2010 Kral has been teaching at ECAL in the department of Industrial Design. In the context of industrial production and research, Kral's approach to design is characterized by a clear interest in materials and processes. Kral often takes inspiration from tradition and ordinary situations, translating them with a touch of poetry and humour into simple, innovative solutions and clever everyday objects. In order to find new creative approaches, shapes, details, assemblages and purposes, he frequently observes and experiments with craftsmanship and manufacturers' knowledge.

PROGETTO

Developed at École cantonale d'art de Lausanne, Upgrade explores the traditional techniques usually used for crystal glass like cutting, engraving, and gilding. Tomas Kral applied these techniques to existing industrial glass packaging such as milk bottles or jars for tomato sauce. In this "graphical upgrade", Tomas Kral joins together Industrial and Craft. He simply started by applying very traditional decorations that were later to be replaced by his personal "upgrades" inspired by the paper labels that form part of these everyday objects and identify the product inside each bottle. The project was exhibited at the Libby Sellers gallery in London.

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Vestergaard – Zerofly® Storage Bag

<http://www.vestergaard.com>

BIO

Vestergaard is a global company dedicated to improving the health of vulnerable people, most of whom live in developing countries. Our game-changing solutions contribute to a healthier planet by fighting malaria, HIV/AIDS, diarrheal diseases and neglected tropical diseases. Our ZeroFly® Storage Bags enhance food security by protecting post-harvest crop losses.

PROGETTO

ZeroFly® Storage Bag is the first insecticide-incorporated storage bag to prevent damaging pest infestations. It reduces the loss of seed or grains that can be consumed, stored for security, or sold for optimized prices, while not having the hazards associated with fumigation or the potential for pesticide residues that come from inaccurate insecticide spraying. Insecticide is incorporated in individual fibers of the bags, which provides a powerful killing action against stored product insects before they can infest the grain or seed packed in the bag.

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::vtol:: – Antenna

<http://vtol.cc/>

BIO

Media artist ::vtol:: implements his ideas in technological art: robotics, sound art and science art. He took part in the 4th Moscow Biennale of Contemporary Art, exhibitions at Garage museum, ZKM (Germany), Boulder Museum of Contemporary Art (USA). Laureate of Prix Cube (France), he has received honorary mentions of VIDA 16.0 (Spain) and Ars Electronica (Austria) prizes.

PROGETTO

This device is a police truncheon equipped with a GSM-module, which sends a short phone message with the text “Mom, I hit a man!” every time somebody uses it to hit people. The number of addressee is fixed in the programme’s code and can’t be changed.

The idea of the project is to create a device that strictly controls police cruelty. As all the standard control methods are ineffective, this project relies on Maternity (“Mom, I hit a man!”) as the last stronghold of human kindness and responsibility.