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Preface

Each year, a new group of graduates moves on, and now it's our turn. The Class of 2025 entered DID during a period of transition. The Covid-19 pandemic had just passed, the curriculum was changing and taking shape - we were stepping into something still in the making. Being the first to experience many of these changes, we had to adjust along the way, figuring things out as they unfolded. Through it all, we learned to stay open, flexible, and curious. This gradbook is a little window into that journey.

Where previous yearbooks documented the milestones of our faculty, we yearned for something different - a keepsake that's honest and deeply personal. More than a showcase of work, this book celebrates our growth as designers. It's a story of finding ourselves, and the quiet beauty of becoming.





THE QUESTION

What makes me, me?

Self-discovery. It's a familiar feeling, not just as designers, but as individuals finding our place in the world. The uncertainty of new beginnings, the weight of expectations, and the challenge of finding an authentic voice in a world brimming with noise. A quiet tension lingers within us, the push and pull between staying true to what we believe and opening ourselves up to the unfamiliar.

Again and again, we ask ourselves quietly...
What makes me, me?



Every designer in this graduating batch walked their own path toward that answer. An array of experiences, we arrived at design from different starting points. Though no two journeys were alike, they met here, in this shared space. And so, let us trace it back to where it all began.

THE EXPOSURE

The making of a maker

The journey toward becoming a designer rarely takes shape in a single moment. It unfolds gradually – through passing conversations, small shifts in thinking, and the occasional challenge that asks more of us than we expected. Clarity often emerges in the meeting of differing minds, where tension between perspectives sparks growth. Over time, the people and experiences around us leave their mark, shaping our path in ways we only recognise later.

1. Form Finding

Perceptual foam modelling to understand the quality of 3D forms.

2. Thinking Through Making: Fascinating Flour

Rigour-building and hands-on material exploration.

3. Electronics as Materials

Physical computing to reimagine ordinary interactions.

4. Conceptual Design of Button Controls

Understanding the semantic, pragmatic, and syntactic attributes of controls.

5. Visual Literacy

Understanding design principles for visual communication.

6. Interactive Interfaces

Unpacking UX through iterative cycles and user study.

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Grounding

Our backgrounds met at the same starting point. We knew this beginning as 'Fundamentals'. These were a series of projects that introduced the core tenets of design. It was our first encounter with the discipline. We all remember those early days: hours spent crafting delicate flour pieces to grasp the design process, long nights sanding foam pieces to understand form and structure.

In those workshops, we learnt the essentials of design and its primary foundation, serving as an anchor that would ground us throughout our design journeys. But more than the tools and the language, they planted us firmly in a community of makers, offering mutual support and collective momentum before our paths began to diverge.



Breakaways

Industrial Design does more than simply unite diversity – it celebrates it.

From the Fundamentals, our paths branched outward. The briefs grew more varied, the questions more open-ended, and the discipline itself widened to meet us where we stood. It made space for our differences, the stories we carry, and the approaches we chose to take.

After all, design rarely emerges from a single source; it thrives when shaped by many.



The Space

This blend of voices played out naturally in our studio. In this shared space, mixing was inevitable. You'd glance over at someone's desk and see something that made you pause – a colour palette, a material choice, a bold sketch – and suddenly, you were in a conversation you hadn't planned on having. Moments like these weren't forced; they just happened.

Can you picture it? A shared space buzzing with life, walls and tables covered with scattered post-its, scraps of materials, and prototypes in various stages of completion. The sound of 3D printers. The glow of screens late into the night. It was here that we congregated, bringing in our own rhythms and routines, but all drawn together by the same desire to create.

This studio became a stage where ideas collided and collaborations took shape. It was where we spent hours debating the merit of certain ideas, laughing over failed user tests, or simply working in comfortable silence alongside one another. Within these walls, we weren't just learning about design; we were learning about each other, and through that, about ourselves.





The Moments

Creative sprints didn't always happen without a little bit of play. There was a lightness in the way we moved through things, an energy that made it easier to speak up, try new ideas, and laugh off the ones that didn't work. Somewhere between the shared momentum and quiet pauses, we found comfort in each other's presence, moments beyond the work that reminded us it was okay to simply enjoy the process. We found this lightness not only within the studio walls, but beyond them, across places, cities, and the moments in between. Alongside design, we were drawn to the way we navigated this chapter together, side by side, open to the unexpected, always finding small reasons to stay curious, and have fun – real fun.



1-12: Studio Life
13-24: Exchange

1. Endless Foam

After hours of foam modeling and sanding in the workshop. Dusty, tired, but fulfilled.

4. Sunset

The sun dips over the docks beyond the design building. A view that never gets old.

7. Calm Before the Storm

Another snapshot from the studio window. Clouds thicken. The air shifts. A downpour looms.

10. Filming Session

Figures move swiftly, guiding models and subjects into place to film a design demo.

2. I See You

Cameras in hand, ready to capture everything - processes, prototypes, even each other.

5. Demo Day

Prototypes spread across tables, chatter all around as everyone showcases their work.

8. Setting Up

Helping hands prepare for a product shoot. Lights, diffusers, and coordination.

11. An Early Start

Quiet preparation on a peaceful morning. A calm start to a day of focused making.

3. A Quiet Workshop

Two ceramicists talking around the worktable in the middle of a slow workday.

6. Golden Hour

A classmate works quietly, bathed in the soft glow of golden light.

9. Late-Night Shift

Silent focus as projects stretch into the night, a familiar ritual of work and weariness.

12. After the Crunch

Finding long-awaited relief after rounds of presentations, marking the end of a rigorous semester.



13. Sunset Ride

An evening train, soft lighting and fleeting views. One of many journeys that came with exchange.

16. Pasta Night

Handmade pasta shared amongst classmates in an Airbnb, a meal created together.

19. Sunbathing

Cold air above, warm sand beneath. Colleagues resting into the slow rhythm of a weekend.

22. Ding Ding

A quick stop by the canal, catching a breath during a bike ride through town.



14. Packed and Ready

Travel bags piled at a tram stop, clustered like company. Where one goes, the others follow.

17. Freezing Fishermen

Huddled in biting cold, new to the endless snow, eyes fixed on a still opening in the ice.

20. Snowfall

Witnessing thick pellets of snow drift steadily from the sky, seen for the very first time.

23. Design Immersion

Absorbed in exhibitions, seeking every opportunity to learn from the best at Milan Design Week.



15. Evening Stroll

Glowing pavement beneath their feet, the streets of a new city at dusk.

18. Roadtrip

The road stretches on. View from a car somewhere on the highway.

21. Demo Day

Tension hums beneath the excitement of demo day. Same rhythm, different culture.

24. Tulip Season

Silent admiration over a sea of vibrant blooms, their rich red hues vivid and new.

The Tension

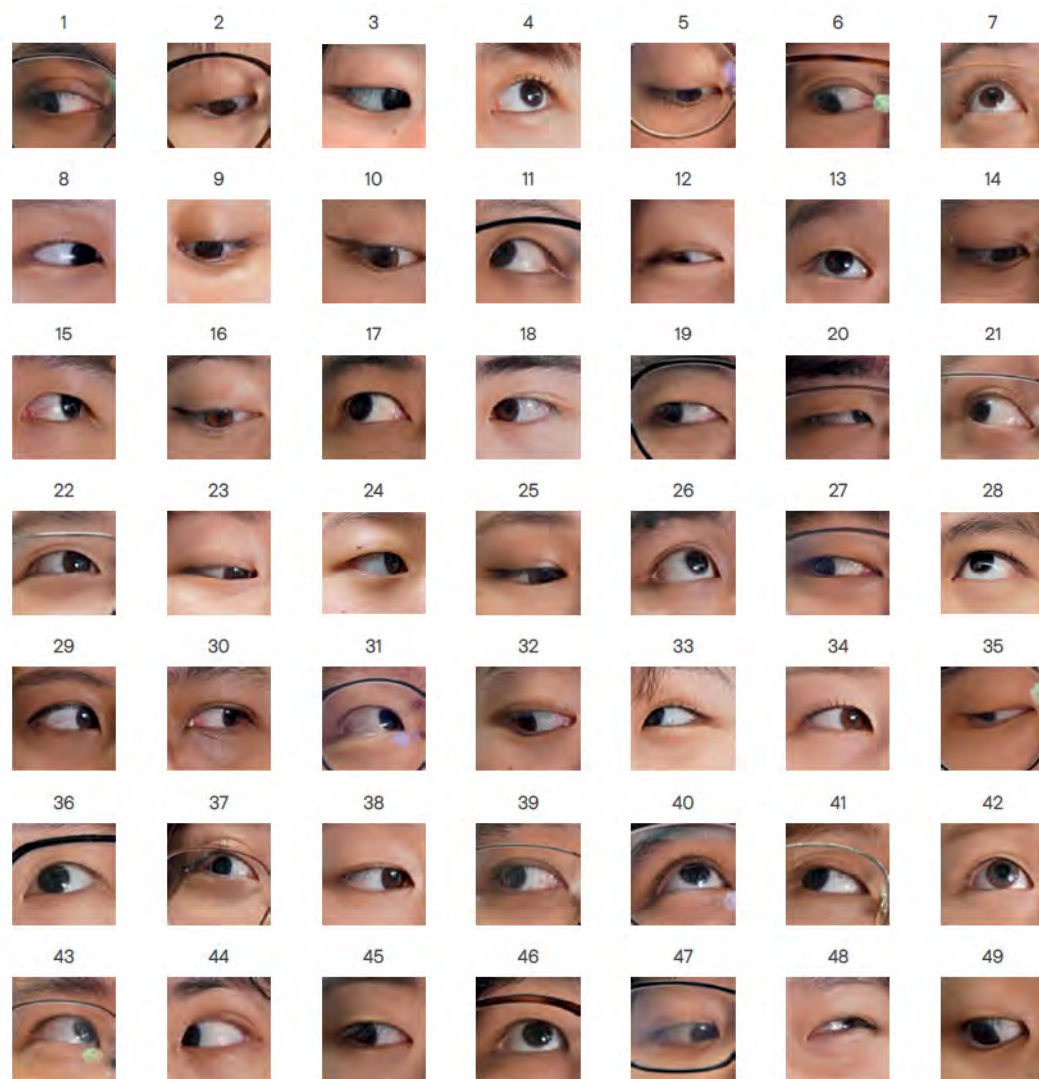
Whether we like it or not, being in design is a process of change.

For many of us, it started with the belief that the key was staying true to what we believed in from the beginning. We honed our original visions, sharpening them into something distinctly our own. Others saw this as a story of evolution, of letting go, letting in, and letting ourselves be inspired by the people and ideas around us.

But growth isn't straightforward. It comes with questions, questions that lingered in the quiet spaces between moments of reflection. How much of myself do I hold onto? How much do I let others shape me?

These questions didn't come with clear answers, but perhaps they didn't need to. The tension we felt wasn't a sign of weakness; it was something to embrace. Growth isn't about resolving this tension; it's about letting it guide us toward something authentic. Something that is, in the end, entirely and unapologetically our own.





THE PEOPLE

Meet the designers

And so, we introduce the designers who have spent the past few years navigating this tension in their own ways. Each one carries their unique story. Step inside their world, and see how their personalities, flair, and motivations shine through in their work. Through this showcase, we hope to capture the diverse stories and journeys they represent.

Gomes Angeline

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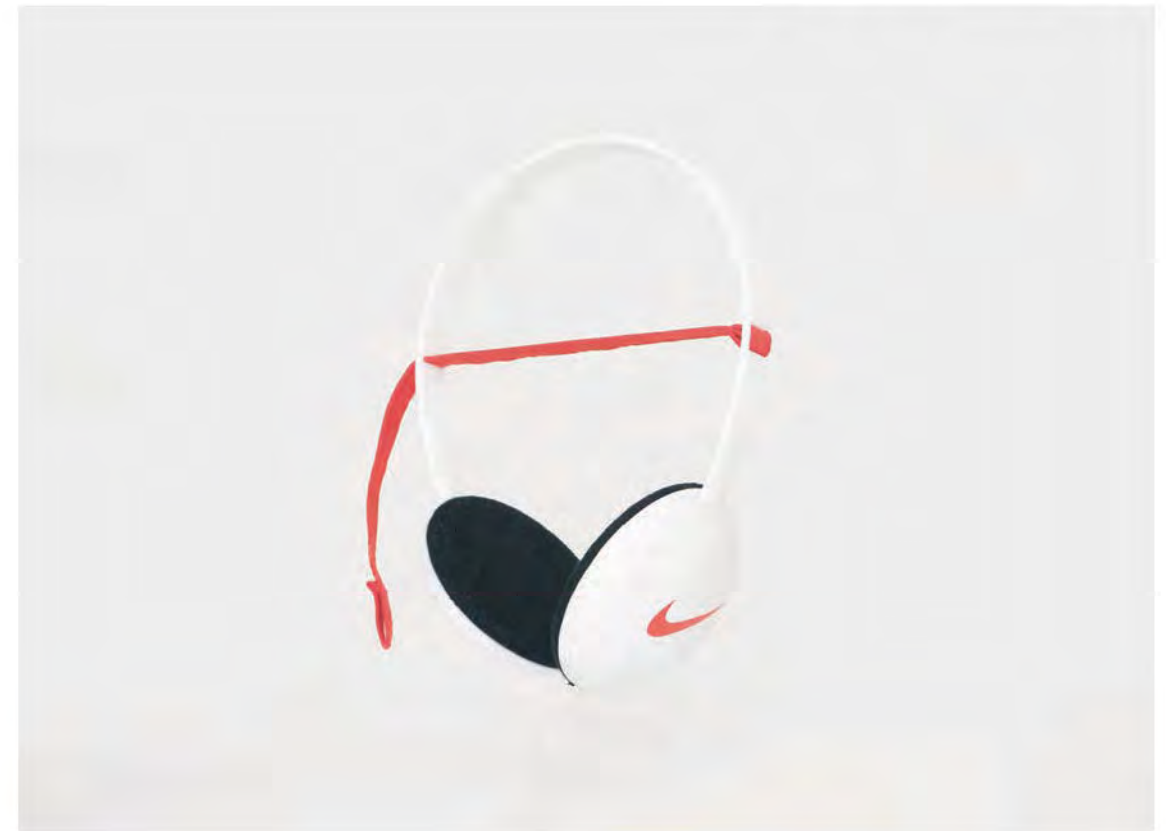


Angeline enjoys designing thoughtful, simple products that tackle real problems, especially for children. Their playfulness echoes the joy she believes good design brings! Drawn to helping people, she has learnt that even small, intentional choices make people's lives just a little better. Sincerity and human connection shape both her life and design approach. In her free time Angeline enjoys baking, sewing, and spending time with people, which fills her with the joy she channels into her design.

How Sew aims to make learning to sew approachable and fun for young adults, through customisable sewing kits and guides for beginners. As an exercise of brand identity and storytelling, the bold, friendly, and approachable nature of this brand is expressed through the subtleties of its logotype and brand collateral.



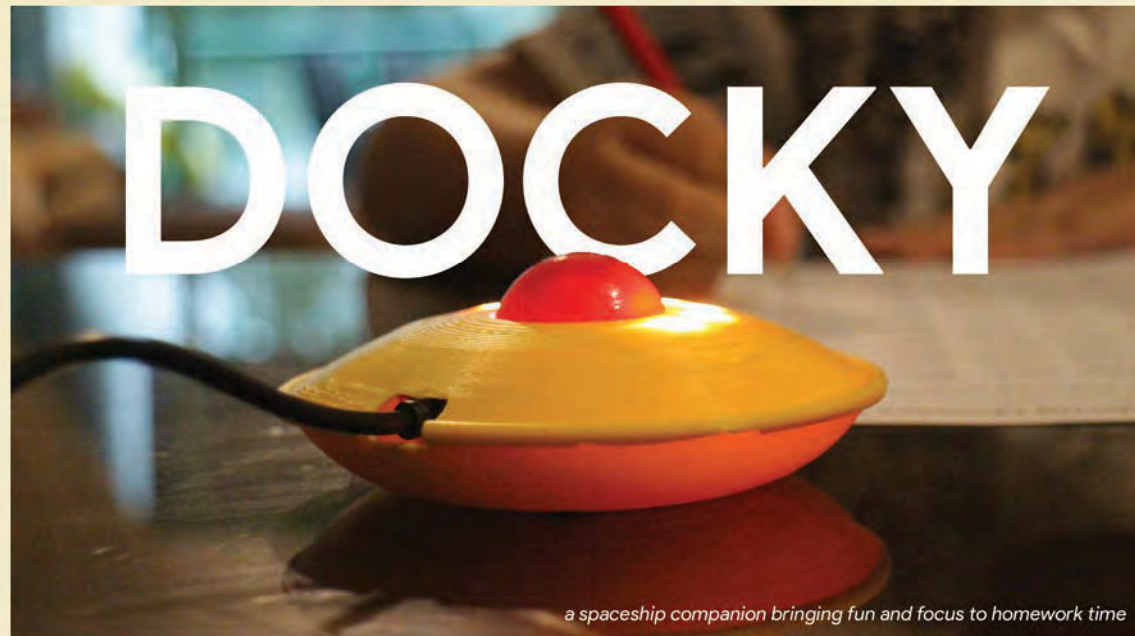
How Sew?
2023
Branding and
Storytelling
under Ryan Chin



A pair of in-flight headphones adaptable to both children and adults' heads to fit comfortably. Posed with the challenge to upgrade the comfortability of cheap in-flight headphones while remaining in the same price range, Nike Marve includes an elastic strap that goes over the head and 'trampoline' cushions over the ears, while maintaining a simple 3-part body with no intricate slider mechanism. It is designed for simplicity, comfort and adaptability.



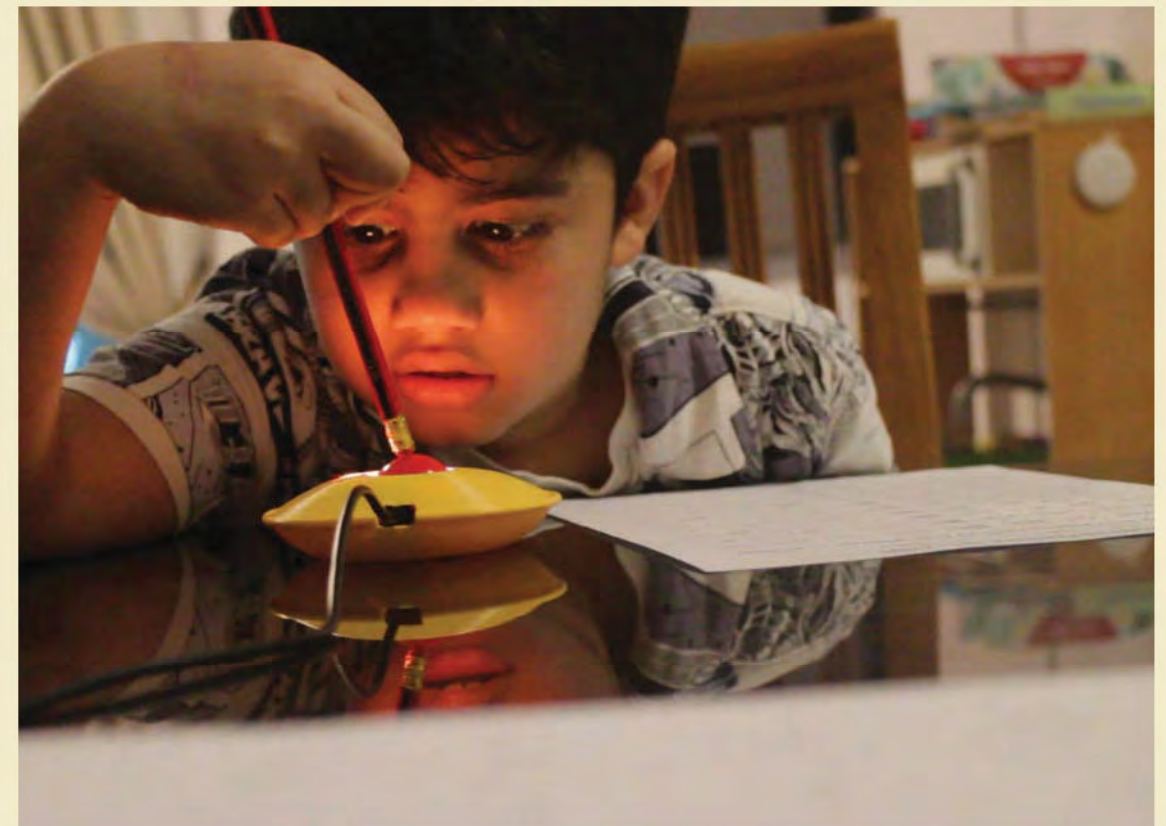
Nike Marve
2022
Make Some Noise
under Lee Tze Ming
with Tanya Verma,
Ng Keng Wei



Docky is a spaceship-shaped companion bringing fun and focus to homework time for 5 to 9 year olds. Through a combination of visual, audio and tactile stimulation every 5 minutes, the usually boring task of homework is made more engaging, and distraction time is reduced, creating a lighthearted and open relationship to learning.



Docky
2025
Thesis
supervised by
Dr. Yen Ching-Chiuan



Ashley Thong

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Ashley is a designer passionate about creating meaningful, user-centred experiences via service and UI/UX design. Her work is driven by curiosity, empathy, and a desire to bridge creativity and functionality. She enjoys understanding people's needs, uncovering insights, so as to transform them into intuitive solutions for all. With a keen eye for detail and a strong belief in human-centred design, Ashley strives to create experiences that are both purposeful and visually compelling.



Bloom
2023
*Palliative Care:
Compassionate
Creations*
under Alistair Norris
with Eponine Tan,
Tee Jia Yu

Bloom is a digital platform designed to help palliative care patients foster more meaningful connections with loved ones, even when physical presence is not possible.

Through heartfelt messages, users can cultivate a virtual garden of flowers, symbolising love, support, and shared memories. This nurturing space offers comfort and strength during life's most challenging moments, sowing deep emotional connections and creating beautiful memories along a patient's palliative care journey.





TowerTots
2023
Play_
under Grace Tan
with Angeline
Gomes, Rachael
Anne Lee

TowerTots, a playground for children aged 3 to 7, was designed to explore the potential of unconventional play in overlooked spaces. Built around The Star Vista's iconic large pillars, the design draws inspiration from nature, incorporating sensorial play areas to stimulate a child's mind and senses, fostering exploration and tactile interaction. Seating areas are also included for leisure, allowing parents and caregivers to relax while overseeing the play experience.



Ethereal
2023
*Sketch To AI: A
New "Promptless"
Creative Process*
under Donn Koh

Learning to integrate artificial intelligence into the ideation phase of design, *Ethereal* serves as an elegant metronome for your modern home.

It features a holographic dial plate activated by a gentle tap on the glass. One can finely tune the metronome's rhythm by adjusting the sliding weight with up and down motions, and initiate movement by a simple swipe to set the pendulum in motion.



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Mirage
2023
Drawn to Design
under Olivia Lee

Mirage is a home collection drawing on the illusory sense of depth created by interactions of light and glass. Playing on the nature of glass in an ambiguous state of matter and the coexistence of solid form and empty space, the pieces take inspiration from a singular pencil drawing, focusing on the impression – rather than presence – of a cuboid. The objects in this collection incite us to look back at them after looking away, then look around us at the spaces we find ourselves so familiar with, to catch the trick of light before it catches us by surprise.



Sidetrack
2022
Visualising the City
under Gimmy Lim

Sidetrack documents and visualises traces of movement in the Rail Corridor.

This zine looks at eight off-the-record access points along the Rail Corridor between Bukit Timah Railway Station and Jelita Shopping Centre, and offers new ways of looking at the limited information we have on them. It divulges the results of tirelessly poring over the purpose of these desire paths, their ever-changing physical makeup and ambiguous origins. Unassuming yet peculiar, they clue to a larger narrative of the Corridor's identity as a transitory space.



cameras for
consideration
2025
Thesis
supervised by
Hans Tan



Watch the film

In an age of instant capture, infinite storage, and content creation, the act of taking a photo has grown so frictionless that it allows the moment to become forgettable, and the images we collect, so abundant yet disposable. As cameras evolve to be more accurate, intelligent, and invisible, they have abandoned the weight of a precious moment.

This project emerges from a desire to take apart that seemingly minute and intuitive act, to question what is lost in our pursuit of creating the perfect image. Through a series of alternative cameras - camera simulacra, camera ludica, and camera ocula - told through a series of short films, the camera is reimagined not as a tool for image capture but as a medium for presence and attention. Each camera challenges a familiar photographic assumption: that a photograph is needed to capture a memory, that the camera must be reliable, or that photography can be a substitute for fleeting moments. In removing or subverting a camera's affordances, they ask what becomes of the photographic act when its conveniences are stripped away.

These are not tools of documenting the past, but proposals for being in the present. They make space for slowness, uncertainty, and embodied attention, tapping into how we might relearn to see the world. In doing so, they propose a future of photography not defined by higher resolution or smarter AI, but grounded in being more human.

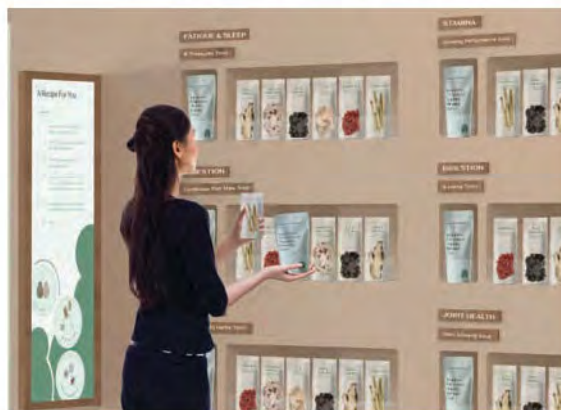
Cha Ju Hyun Hannah

hannahcjh7@gmail.com



Hannah (Ju Hyun) is a designer whose choices tend to be informed by the visions and principles of art, having had a love for visual art since she was young. This eventually evolved into a fascination with the orderliness of geometry, and the vibrancy and softness of undulating colours, which often manifest in her designs. She is drawn to exploring social and cultural experiences through the lens of design, delving into how we navigate the world and connect with others.

Her work aims to find the intersection between form and meaning, distilling ideas into subtle yet resonant expressions.



Apothecare
2023
*Social Retail:
Exploring sociological
perspectives in retail*
under Sixiu Tan
with Karin Chew

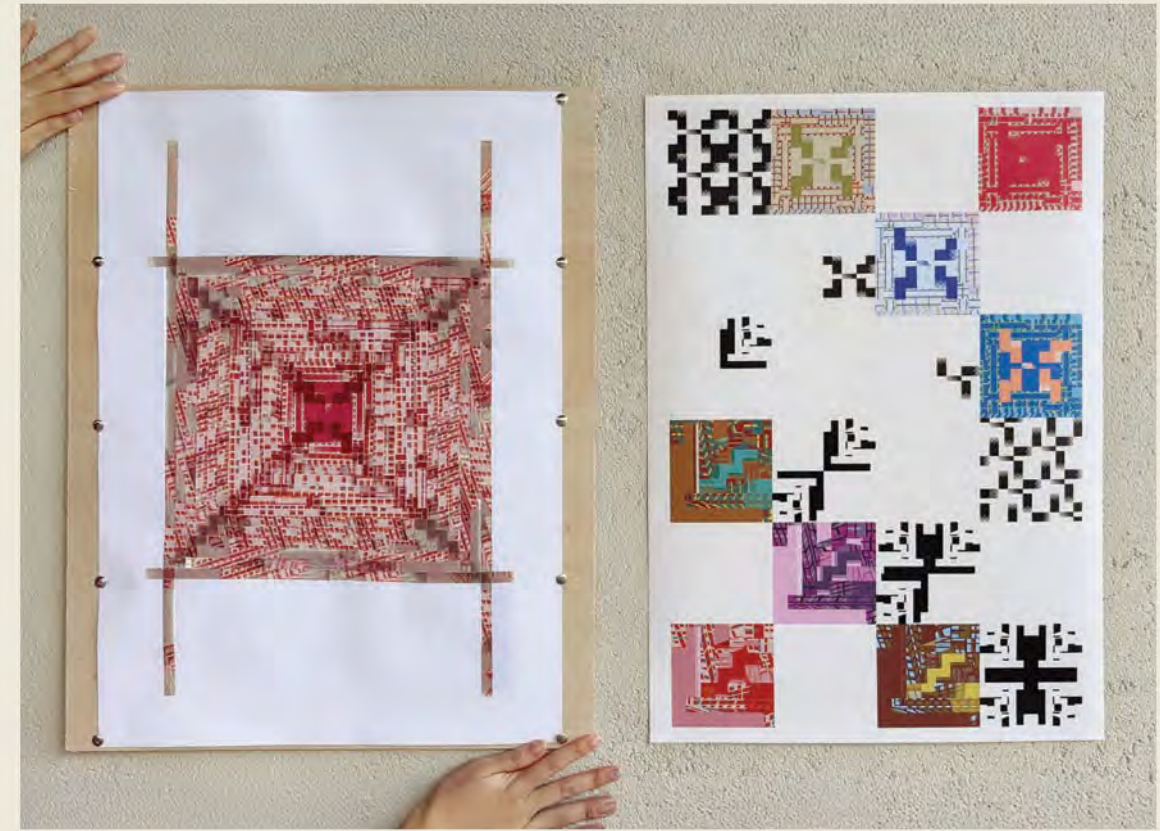
To young adults, Traditional Chinese Medicine (TCM) shops are often seen as overwhelming with unfamiliar products, the frequent staff interaction feels intimidating, and the unique sense of community that seems to connect the older generation seems unapproachable. Apothecare is the herbal recipe and tea store that bridges the gap between young adults and TCM culture, fostering an approachable community that offers a lighthearted approach to discovering their personal body constitution and a self-guided shopping experience, where young adults are empowered to buy and customise their own TCM recipes based on their tastes and needs.



AMARA - means to be everlasting. It is a collection that redefines silicone in fashion, bringing novelty and longevity into everyday wear. By moving away from the conventional approach of silicone application mainly revolving around practical and protective functions, we reexamine silicone in the unique approach of instead highlighting its potential for visual appeal and aesthetic quality.



AMARA
2024
Bound to Bond
collaboration with
Crystal Group
under Dr. Yen
Ching-Chiuan
with Chloe Kor



570261 is a visual design exploration rooted in my lived experience at Block 261, the flat I have called home for 11 years. Through processes such as deconstruction, weaving, and layering, I have developed a visual language that embodies and reflects the overlap of public and private life in HDBs. Transformed into a series of graphic and textile forms, the work explores how we can strive to see the inspirational potential and unexpected beauty in mundanity, as well as how everyday spaces that are often overlooked can reveal deeper aspects of one's creative identity and be reinterpreted into new design possibilities.



570261
2025
Thesis
supervised by
Christophe Gaubert



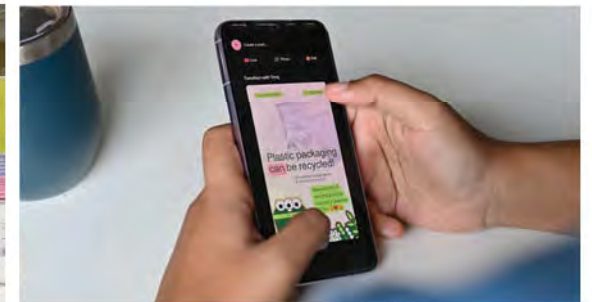
Chan Jia Ying

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Spiruflora
2023
Native Colours
under Tiffany Loy
with Jenn. Tew,
Alessia Marchesan

A family of vases designed to breathe with plants, offering a sustainable alternative to plastic bouquet packaging. Inspired by Spirulina's eco-friendly hues, they are crafted from calcium alginate, a biodegradable seaweed bioplastic. Formed through controlled temperature experiments, each piece is uniquely colored, stackable, and practical. As flowers fade, the vases naturally degrade, leaving no plastic waste behind - extending the life cycle of bouquet wraps with elegance and sustainability.



Project Tong
2023
Design For Sustainability in Healthcare
under
Dr. Lee Jung-Joo
with Wina Nashita
Rakana Adisetya,
Goh Yu Yan

Tong tackles the issue of promoting sustainability within hospital wards without disrupting existing workflows through a three pronged approach. By addressing stakeholder relationships and complexities within the healthcare system, we aim to instil long-term behavioural mindsets towards a more sustainable hospital.



Project Scolio-sis reimagines scoliosis care as more than just a medical journey focused on patient compliance - it's a relational one. Designed for young females with adolescent idiopathic scoliosis, the Little Bloom Kit offers simple yet transformative tools that foster emotional connection, healthier conversations and shared understanding between patients and their families - helping them navigate treatment with greater confidence and care.



**Project Scolio-Sis:
The Little Bloom Kit
2025**
Thesis
collaboration with
Singapore General
Hospital (SGH)
supervised by
Alistair Norris

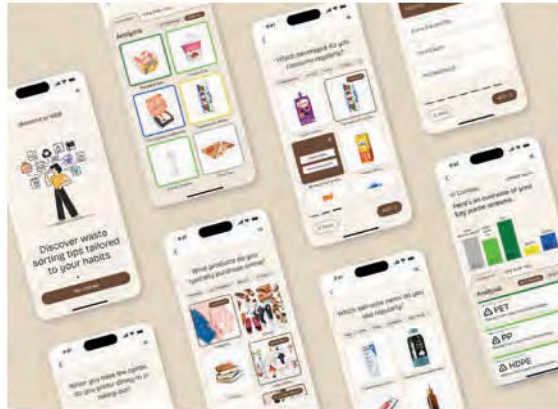


Dawn Chan

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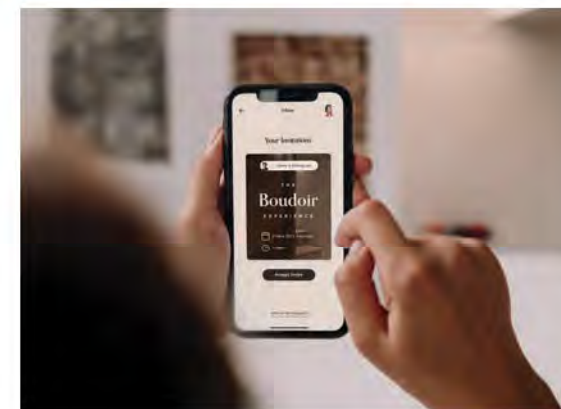
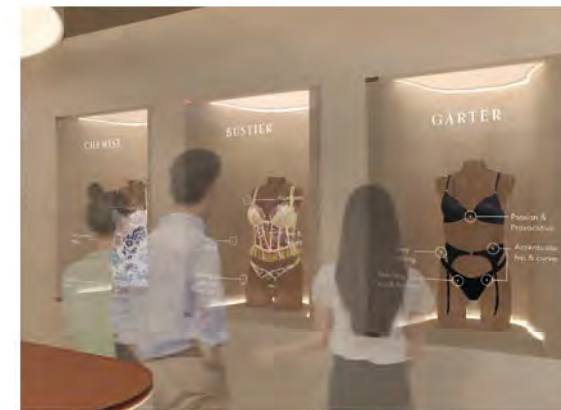
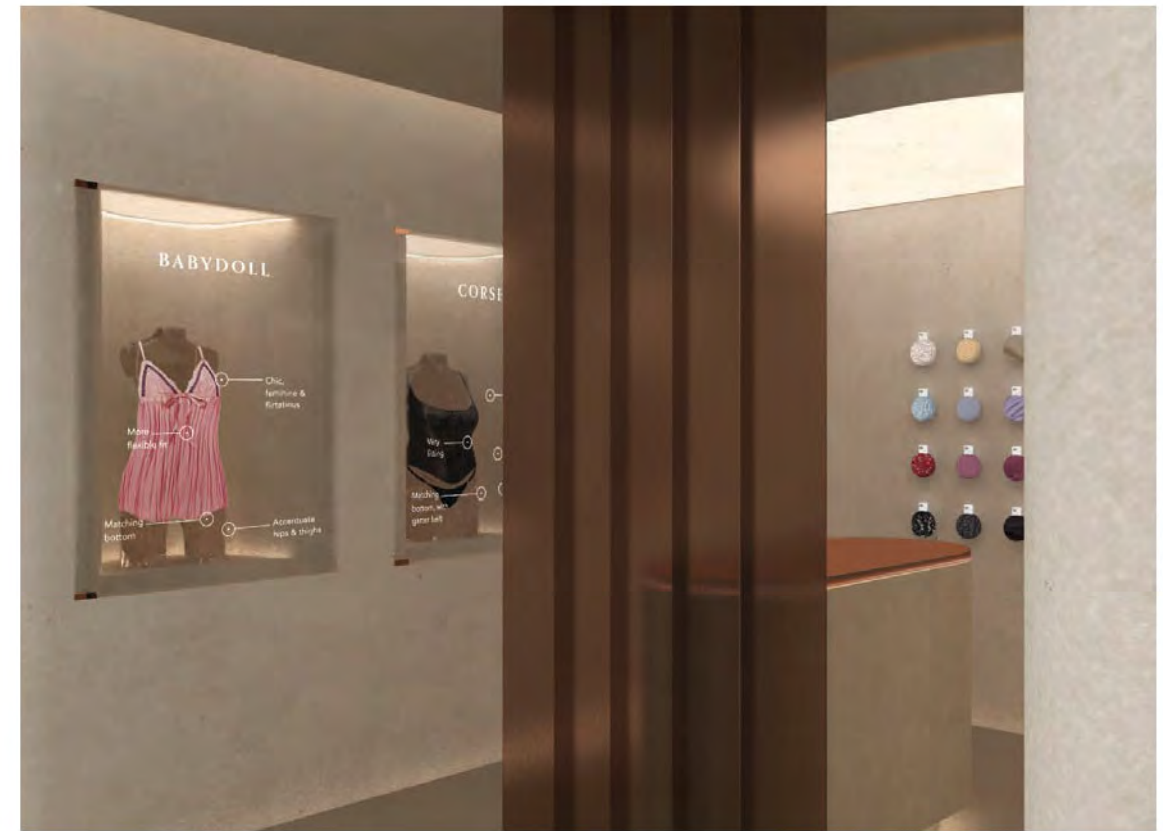
Dawn is a designer driven by curiosity, empathy, and a commitment to enhancing user experiences through thoughtful research. With a background in graphic and experience design, she embraces an open-minded approach to uncovering unexpected insights that shape more intuitive and impactful solutions. Her design process is rooted in understanding people: their needs, behaviors, and emotions, ensuring that every interaction feels meaningful. Beyond design, Dawn finds inspiration in indie music and books about life, always seeking new perspectives that enrich her creative thinking.



WISE
2024
Deliberate Design for Resourceful Waste Sorting
collaboration with NUS University Campus Infrastructure, Zero Waste NUS
under Sixiu Tan
with Khoo Li En Jolene

WISE is a waste-sorting onboarding program empowering NUS freshmen to contribute to zero-waste goals confidently. It addresses challenges such as fragmented information, lack of visibility, and doubts about recycling impact across 3 key segments of their waste-sorting journey through a personalised waste sorting guide, sorting box and waste-sorting rewards system.

As a whole, WISE supports new student residents to work towards sorting smarter and greener together, towards NUS zero-waste goals.



Sense
2023
Social in Retail: Exploring sociological perspectives in retail
under Sixiu Tan
with Tan Zhi Hui

Sense redefines lingerie shopping as an intimate, inclusive experience for couples, breaking the stigma that makes men feel like outsiders. By redefining this journey as an exchange of love and connection, Sense blends digital and physical touchpoints to encourage active participation.

The Sense app allows couples to book curated experiences, while The Boudoir offers private browsing and The Atelier guides exploration together. Through these thoughtfully designed spaces, Sense fosters confidence, deepens relationships, and transforms lingerie shopping into a shared, romantic ritual.



With a mission to ensure safety by encouraging Gen Zs to stay alert in public spaces, the campaign stresses how staying glued to phones in public can lead to dangerous situations.

The visual theme captures Gen Z's bold spirit - authentic, edgy, yet fun - making safety approachable while striking the perfect balance between cool visuals and impactful messaging.

By encouraging brief moments of attention, the campaign promotes a detachment from the digital space, where personal safety in the real world can be compromised. Look up, stay woke.



Eyes Up For Tomorrow
2024
Electronic Media and Production for Design
under Dylan Chan



Bud is a two-part program that nurtures symbiotic relationships between patients and caregivers to ensure comprehensive support for individuals navigating palliative care.

Patients receive the "Comfort Seekers Deck" to facilitate meaningful conversations to articulate their needs for comfort to others. Meanwhile, caregivers are supported by weekly respite boxes designed to alleviate the challenges of finding effective coping mechanisms.

With Bud, the highest quality of life is ensured during the most challenging of times.



Bud
2023
Palliative Care:
Compassionate
Creations
under Alistair Norris
with Chew Tong Yun,
Gracia Chua

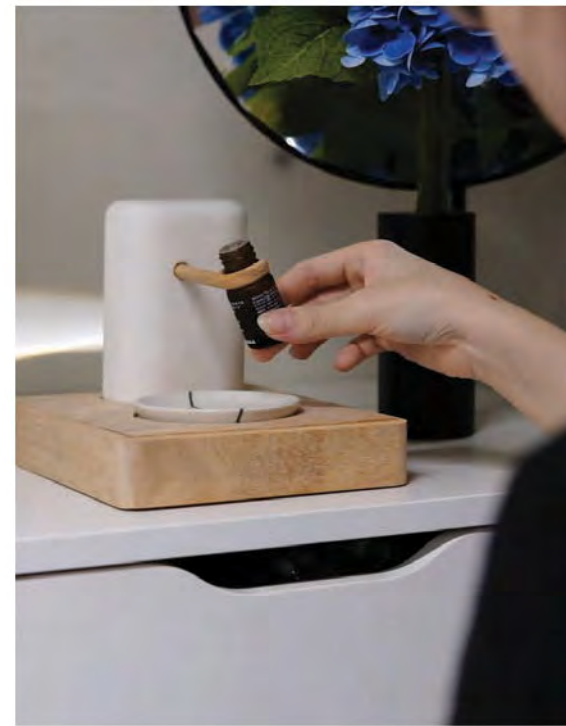
Chan Shao Kaye

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Airis
2022
*Aviation Design:
Re-imagine
the Business
Class Passenger
Experience*
under Patrick Chia
with Aw Ker Wey,
Joshua Lim

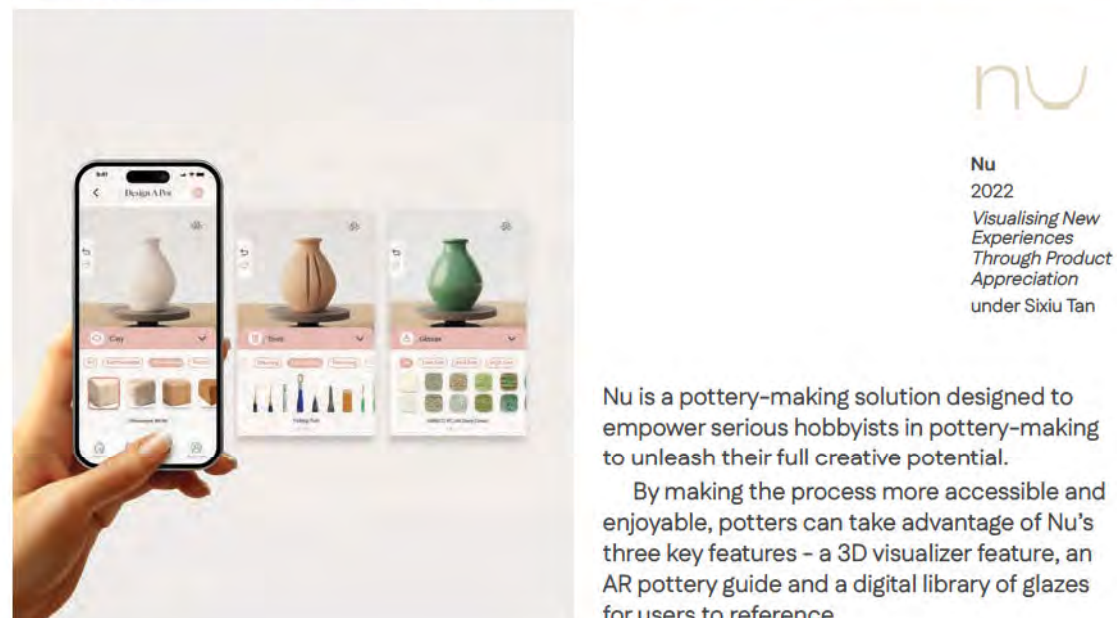
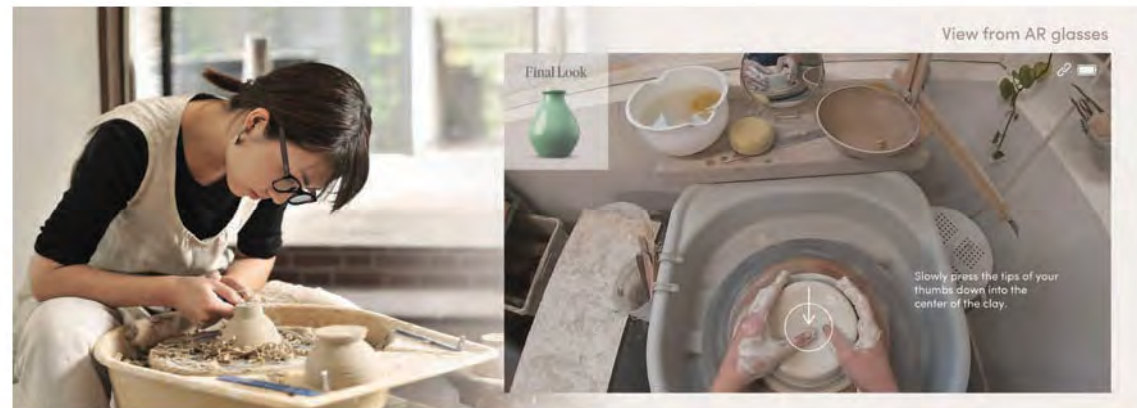
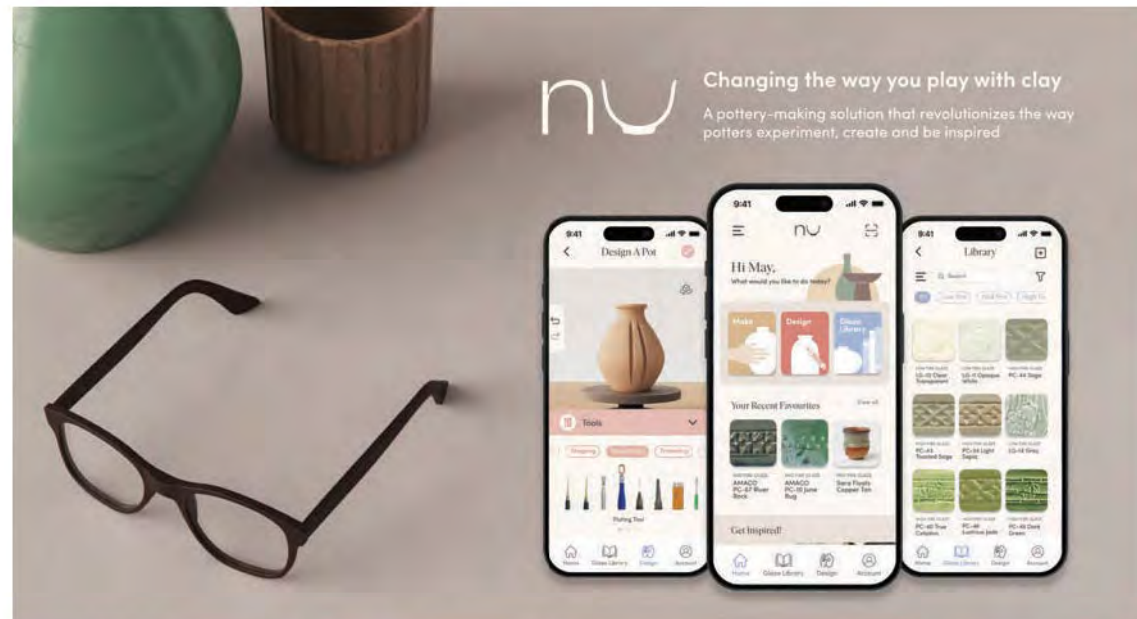
Airis is an AI-powered in-flight assistant imagined for the business class experience of 2030 and beyond. Integrated with Singapore Airlines' cabin crew, it enhances service by automating tasks and improving efficiency, allowing crew to focus on meaningful passenger interactions. Airis also offers personalized recommendations and extends its benefits beyond the flight. A redesigned business class seat complements Airis, further elevating the overall travel experience.



Inyo
2023
*Ceramic Circuits
under
Dr. Clement Zheng
with Wang Yixian,
Chloe Chong*

Inyo is a pair of connected diffusers that uses the power of fragrance to allow individuals to stay connected with loved ones in an intimate yet subtle way, despite physical separation.

Each diffuser holds an essential oil bottle with a scent reminding the user of their partner. When one person tilts their bottle, the other diffuser automatically mirrors the gesture, creating the feeling of sharing a physical space. The scented oil completes a moisture sensor circuit, activating a heating element to release the aroma.



Nu is a pottery-making solution designed to empower serious hobbyists in pottery-making to unleash their full creative potential.

By making the process more accessible and enjoyable, potters can take advantage of Nu's three key features – a 3D visualizer feature, an AR pottery guide and a digital library of glazes for users to reference.



SMEco is a structured programme designed to help small and medium enterprises (SMEs) navigate the complexities of green leasing, where tenants commit to using a rented space in an eco-friendly manner.

The programme guides tenants in adopting sustainable practices and ensuring their long-term commitment. Developed in partnership with Keppel, a leader in sustainable property solutions, SMEco also provides Keppel with a system to monitor and verify tenants' sustainability efforts, fostering transparency and accountability.

Keppel
SMEco

SMEco
2023
Sustainability Design
Framework
collaboration with
Keppel
under Patrick Chia
with Merkeyla Wong,
Tong Siyuan

Chan Zheng Qi Zoey

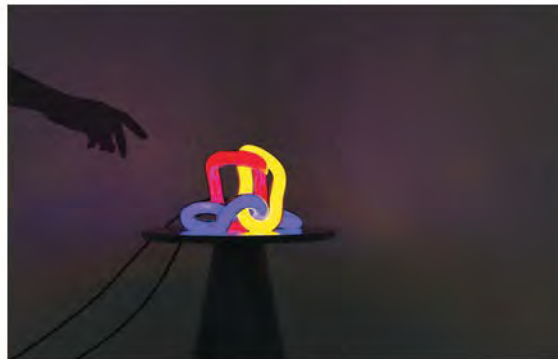
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readymag.website/u3435791990/5429675/



Design is serious business. Which is exactly why Zoey refuses to take it seriously. The most powerful ideas aren't the ones that blend in, but rather, they're the ones that make you do a double take, and leave you wondering why things are the way that they are. Because if something makes you stop and laugh, you'll never forget it. Zoey designs with color, chaos, and fun, pushing back against the creeping weight of monotony. Whimsy is her way of reminding everyone that the world doesn't need more rules, it needs more fun.

Outside the studio, Zoey functions almost exclusively on coffee and freelances as an illustrator, branding, and graphic designer.



Wiggle
2022
Drawn to Design
under Olivia Lee

When did stepping into adulthood mean leaving playfulness behind? Wiggle is a furniture collection designed to reignite imagination in everyday spaces. This three-piece set features a sculptural candle that twists around itself, a sleek yet fluid glass table that blends style with movement, and a neon lamp that injects energy into any room. More than just furniture, Wiggle invites you to step in and rediscover joy in the unexpected - because life is too short for anything less than fun-iture.



Why don't kids like brushing their teeth? Simple - it's boring! Designed with children, for children, Tino is a bristleless toothbrush that turns brushing into a game. With an ergonomic, kid-friendly design and a built-in gyroscopic sensor, Tino transforms every brushstroke into an interactive race with power-ups and rewards. By making oral care exciting and engaging, Tino helps kids build healthy habit - without the struggle.



Tino
2022
Design Oxymoron
under Kevin Chiam

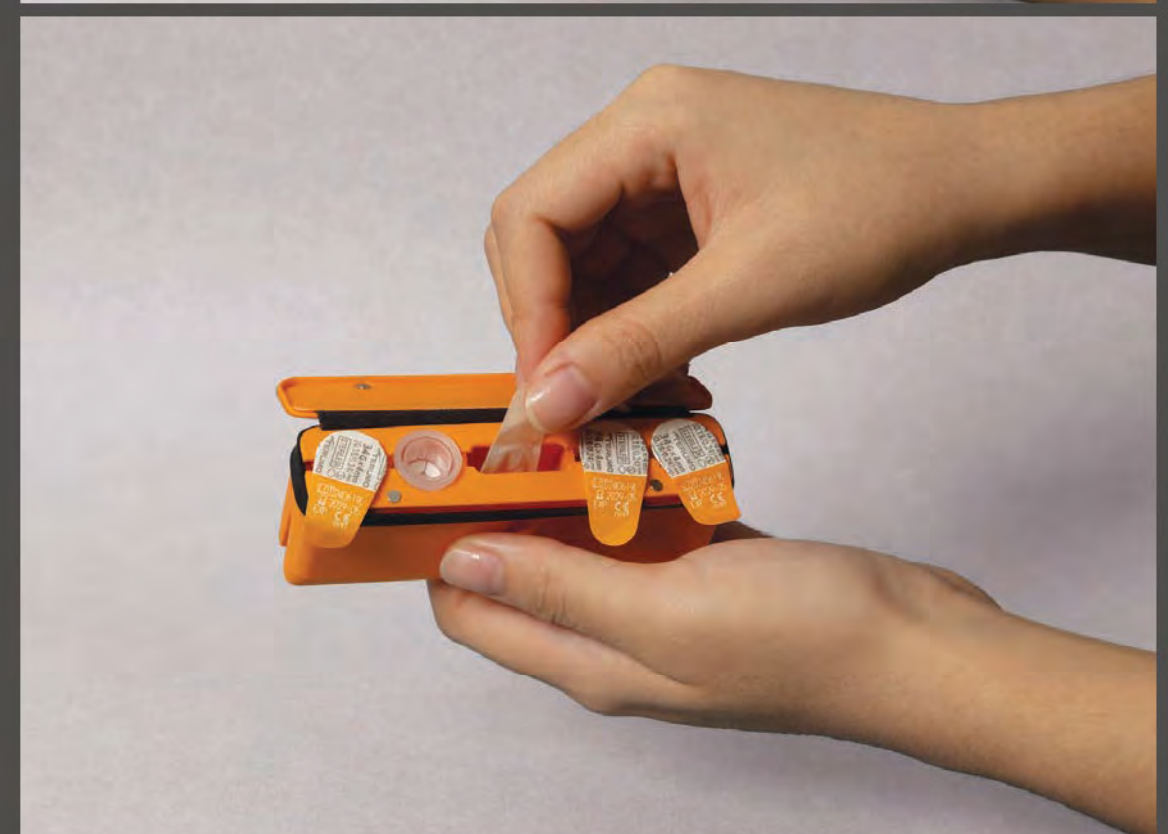


nido
2025
Thesis
supervised by
Donn Koh

What if the tools we carry cared for us, too?

People with Type 1 Diabetes live with a daily routine of self-injection, often 3–5 times a day. You're often in cramped, public, or rushed environments when you need to inject. Paper tabs have nowhere to go. And accidental pricks happen more than they should.

Nido is a response to these oversights; a needle holder that supports the messy, complex reality of injecting on the go. Through thoughtful design, it creates a cleaner, safer, and more empowering injection process by reducing mess, encouraging healthy habits, and restoring a sense of calm and control in moments that are usually invisible.



Eda Yasmin Asni

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edayasmin.com



Bunny's Plant Adventure
2023
Social in Retail:
Exploring sociological
perspectives in retail
under Sixiu Tan
with Leen Amro Ishaq
Abu-Khadra

Many spaces like botanic nurseries leave parents exhausted and children bored. This experience is reimagined through three key touchpoints that engage both parents and children, making visits more enjoyable for all. Bunny's Plant Adventure App turns plant shopping into a fun, shared game. The Plant-able Seed Card lets kids try gardening at home. Bunny's Burrow offers a space for families to bond through planting together.



MUJI For Kids
2023
*Branding and
Storytelling*
under Ryan Chin



MUJI Kids brings a whimsical touch to the renowned minimalist brand by refreshing the logo and overall branding of it, now featuring 4 charming mascots. These mascots, each with unique personalities, align perfectly with the 4 main children's product categories - clothes, toys, snacks, and home goods. While introducing a playful element, MUJI Kids stays true to the simplicity and functionality that notably defines the MUJI brand, ensuring a cohesive experience for the younger audience.

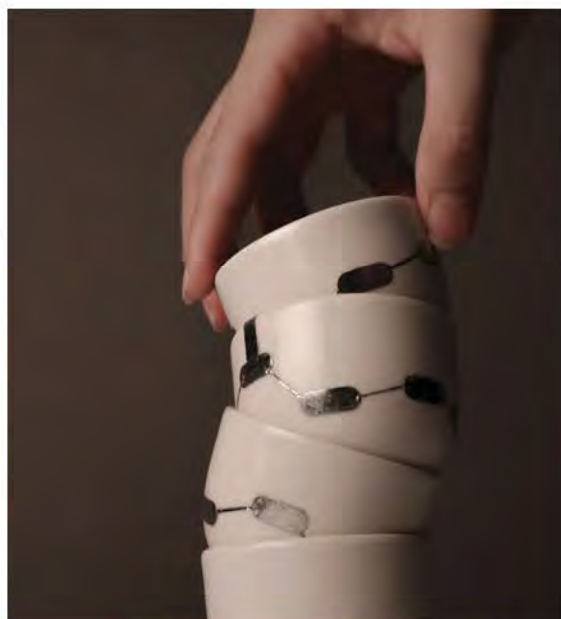


Turn
2025
Thesis
supervised by
Song Kee Hong

Turn is a task management tool for working-from-home caregivers. Caregiving tasks are represented by physical cubes, serving as tactile reminders to switch focus from work to care. This helps reduce mental strain, maintain routines, and provides their loved ones better, more consistent care.

Eu Hui Sin

huisin.eu@gmail.com



Stack
2023
Ceramic Circuits
under
Dr. Clement Zheng
with Cheryl Pang,
Jared Sim

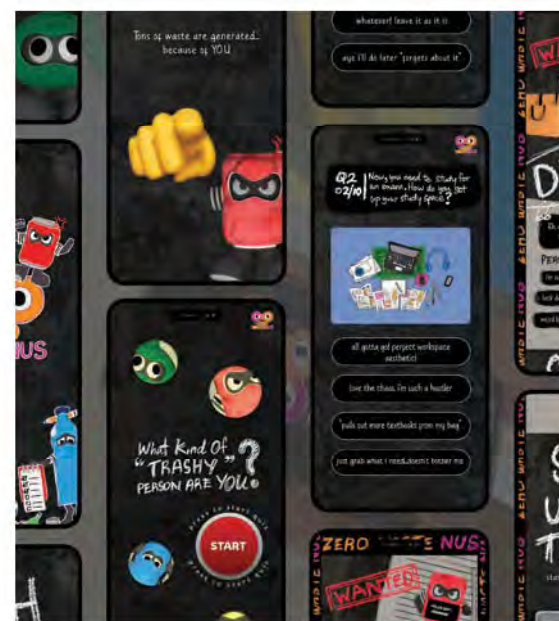
Hi, I'm Hui Sin! Design has made me more observant, curious, and attuned to the little things people often miss. I'm drawn to the intersection of functionality, meaning, and exploration - where objects tell stories and spark conversations.

I love using design to challenge norms, reimagine everyday objects, and bring people together. Through speculative design and participatory experiences, I aim to make people stop, think, and engage. More than just creating, I see design as a way to ask questions, reflect on human behavior, and shape the future. My goal isn't just to solve problems - it's to provoke new ways of seeing and experiencing the world!

Throw away your fear of breaking ceramics!

Stack is an interactive installation that turns stacking into a dynamic experience. Embedded with capacitive sensors, the ceramic vessels respond to one's touch and arrangement, blurring the line between physical and digital.

As users stack, tilt, and rotate, their actions influence projected visuals, making each interaction surprisingly unique. Conductive circuits within the ceramics trigger varied outputs, transforming a simple act into a playful reflection on human behavior as well as cause and effect.



TRASH TALK
2024
Deliberate Design for
Resourceful Waste
Sorting
collaboration
with NUS
University Campus
Infrastructure, Zero
Waste NUS
under Sixiu Tan
with Stephanie
Beh Yi Ting

Recycling is ignored due to a lack of care, more so than inconvenience. TRASH TALK flips the script by tapping into what students love, such as clickbait, personalization, and viral trends. Without enforcing rules, we make recycling irresistibly engaging through playful design that directs students to rethink habits in a fun, shareable way.



Mind Your Left is an interactive book kit that highlights the everyday gestures left-handers perform to adapt in a right-handed world. By making this invisible labour visible, it invites us to rethink design bias. Through tactile interactions like tilting, tying, zipping, and measuring, the kit provokes empathy, critical reflection, and appreciation for human diversity.

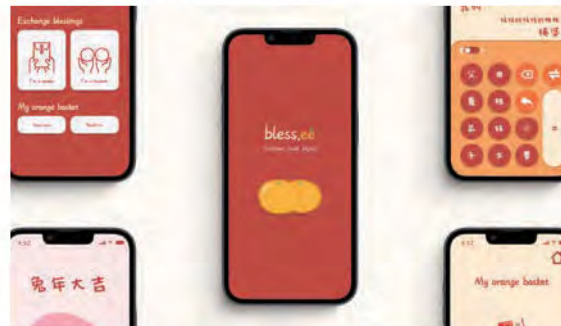
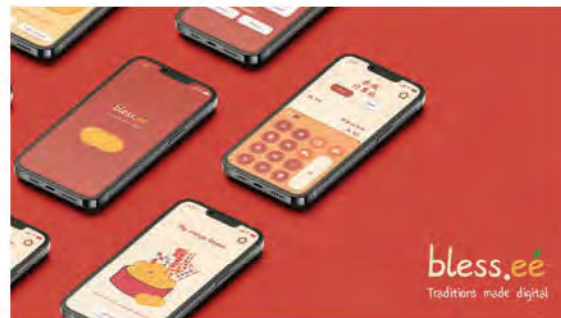
Using handedness as a lens, it offers a playful yet thoughtful exploration of how design shapes behavior and quietly excludes, encouraging users to play, feel, and reflect.



Mind Your Left
2025
Thesis
supervised by
Dr. Janghee Cho

Gan Jie Lin

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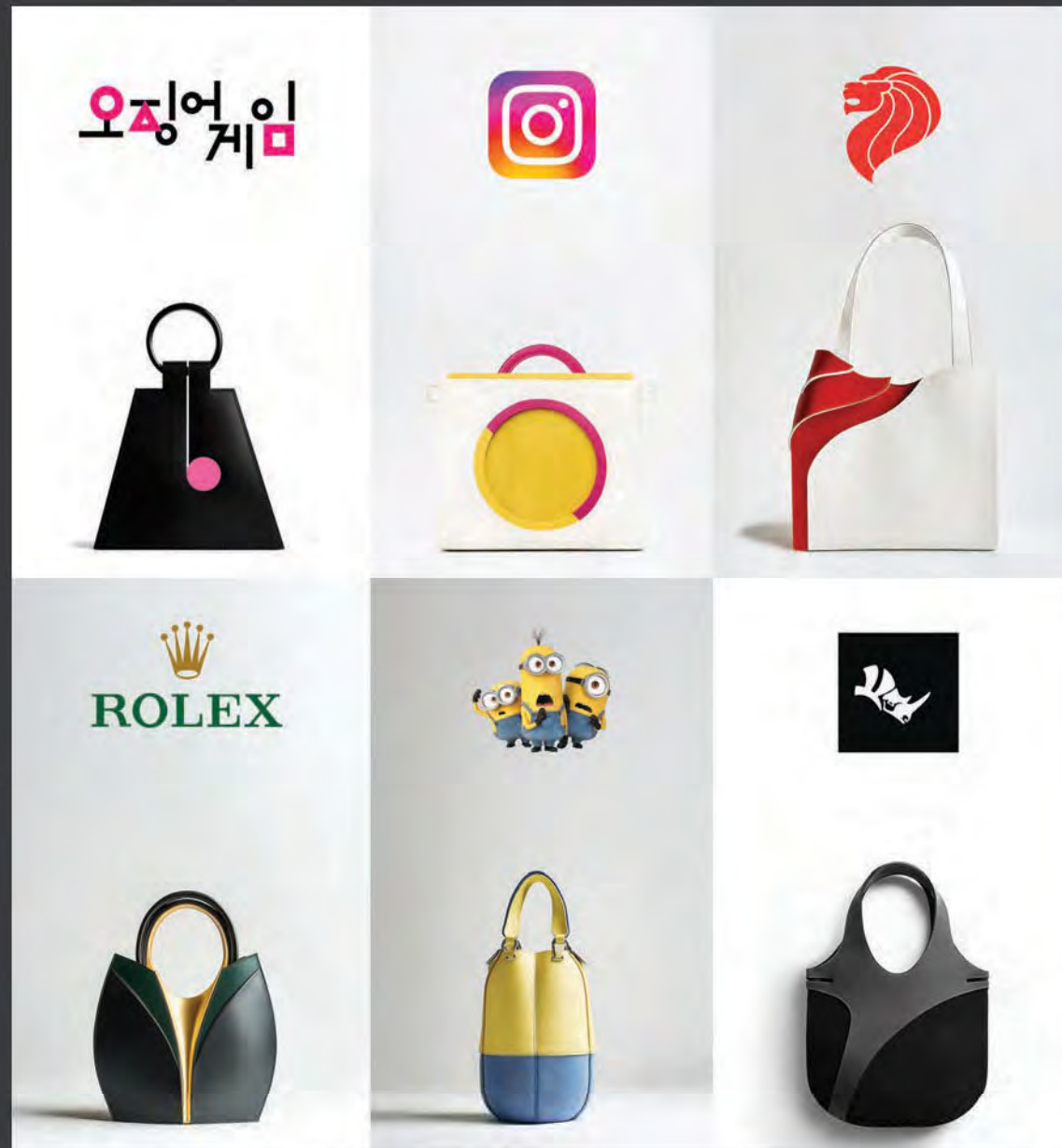
bless.ee
2023
Visualising New
Experience
Through Product
Appreciation
under Sixiu Tan

Current e-angbao apps have felt more like a transaction than a tradition. Receiving notifications feels distant, rather than actually getting the angbao itself. While tackling the preparing, visiting, and banking-in process, bless.ee allows a more emotive and joyful digital experience while staying true to the essence of Chinese New Year.



My First² Aid Kit
2024
E for Elizabeth
under Hans Tan
with Hidayat Alisha
Primandita

My First² Aid Kit transforms a medicine bin into a children's first aid kit, drawing inspiration from the hospital's culture of careful organization and care. Originally designed to ensure quick and organized access to medicine, the bin's color-coded and divided structure now helps young users learn basic care for burns, cuts, and injuries. Within each compartment, each injury type is clearly labeled with symbols, making it easy for children to identify and respond to emergencies. This redesign honors the thoughtful approach of pharmacists, continuing the legacy of precision and protection that always ensures the accuracy and safety of medication dispensation.



This project explores how designers create more intentional outcomes with AI. It focuses on translating identity through visual cues, not by directly applying logos, but by shaping form and function around brand essence. The process places strong emphasis on human judgment. Instead of relying on AI to generate answers, the designer actively guides the outcome through visual evaluation. While the medium is leather bags, this method works on any prompt. Prompt to Carry rethinks AI as a creative partner - where results are shaped with purpose, subtlety, and designer intent.



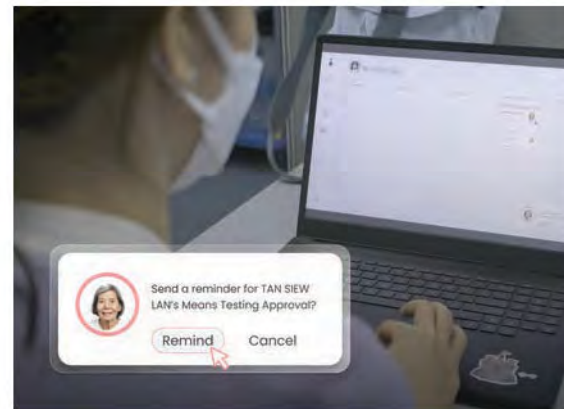
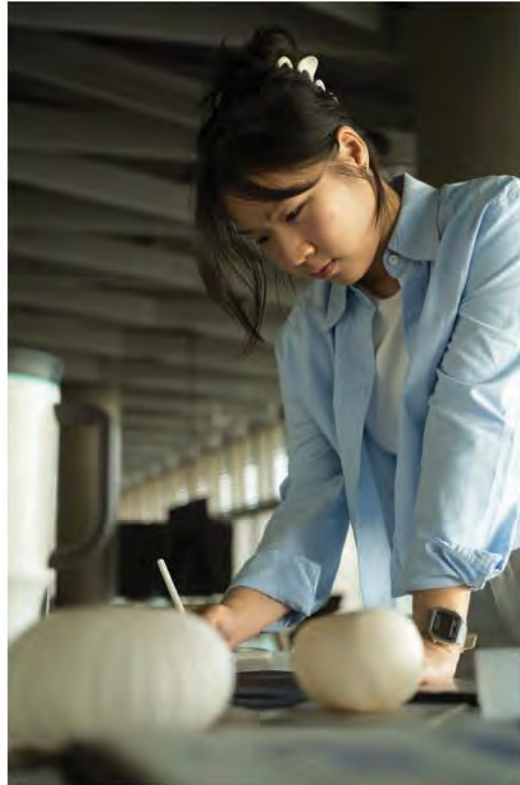
Prompt to Carry
2025
Thesis
supervised by
Donn Koh



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geraldinetongportfolio.framer.website

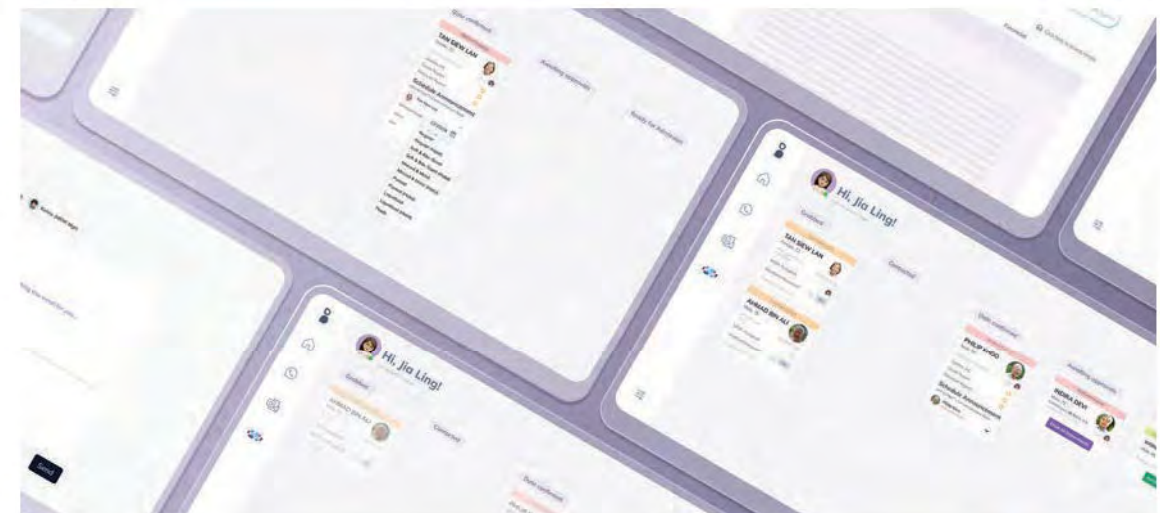
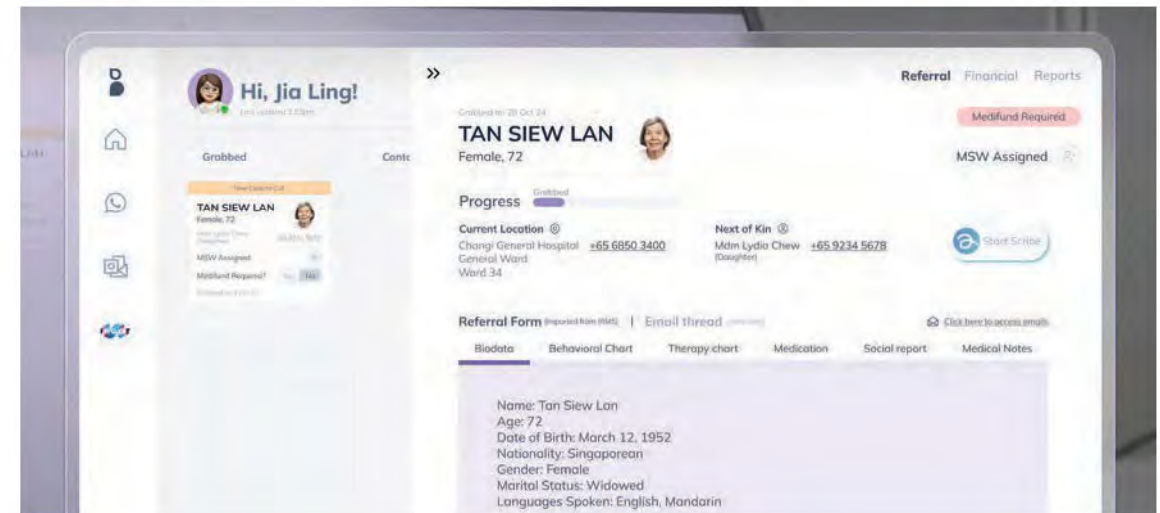
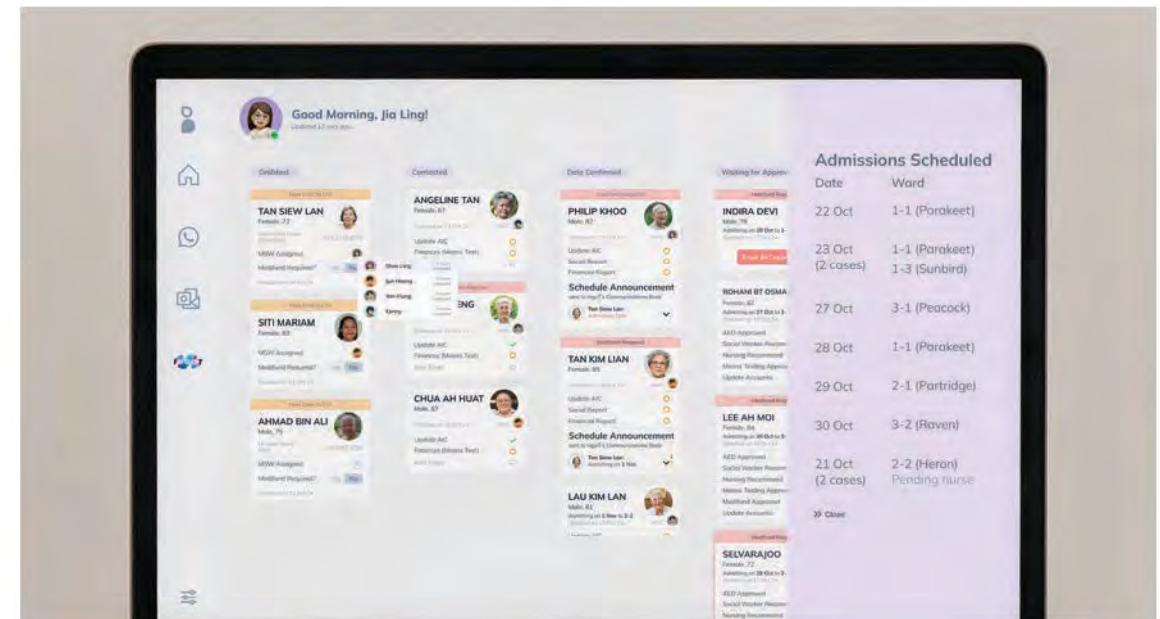


Bridge
2023
Future of Aged Care
with Peacehaven
Nursing Home
under
Dr. Lee Jung-Joo
with Ko Tiarra, Bing Jie

Bridge streamlines the pre-admission process at Peacehaven Nursing Home, reducing paperwork that consumes 90% of social workers' time.

It integrates data from IRMS and IngoT, features a Kanban board for task tracking, and automates notifications. Communication tools like WhatsApp and Outlook enhance coordination, while Scribe, an AI transcription tool, summarises interviews and auto-populates reports.

By optimising workflows through using AI, Bridge frees social workers to allow them to focus on providing compassionate care and meaningful support to residents and their families.



Geraldine Tong is a designer driven by curiosity, always seeking to understand why people think the way they do. To her, design is about more than just solving problems. It is about questioning without prejudice, digging deeper beyond face-value assumptions, and creating experiences that truly resonate with people. Trained in both product and UI/UX design, she enjoys bridging the physical and digital, designing solutions that make life smoother, smarter and more meaningful.

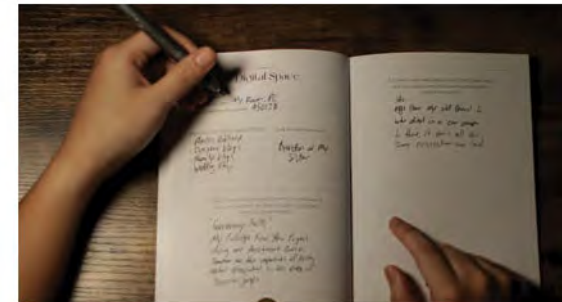


MAYA is a maternity pod designed to provide privacy and comfort for postpartum employees expressing milk at work, ensuring their well-being is not an afterthought.

Featuring an ergonomic interior, soft lighting, and sound insulation, MAYA creates a calming environment for working mothers. By offering a well-equipped space, MAYA supports a smoother transition back to work, promotes inclusivity, and boosts talent retention. Its presence in workplaces and public spaces fosters a culture of care, ensuring mothers feel supported wherever they go.



MAYA
2022
Future of Work
collaboration with
Keppel Land
under Patrick Chia
with Tham Yu-Xuan
Sarah, Goh Jia Hui



Open Up
2023
Palliative Care:
Compassionate
Creations
under Alistair Norris
with Khoo Li En
Jolene, Wong Kai
Yun Felicia

Open Up focuses on helping patients with a limited prognosis of 6 months or less and their family members understand each other through a journal. This journal is used as an outlet for them to take control of their lives and remember good memories with their loved ones while also guiding their family through the process of cleaning and sorting of belongings after the patient's death.

Eponine Tan

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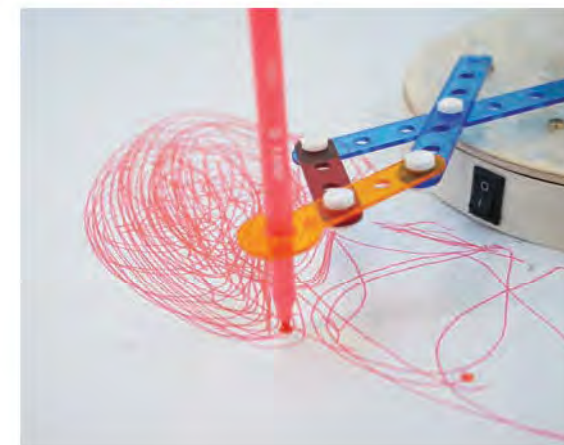


Eponine is a designer who delights in creating work that brings joy to others. With a background in visual arts, her designs blend simplicity and elegance with a playful, vibrant touch. An empathetic and thoughtful creator, she values connection and seeks to make a meaningful impact through design. With a passion for graphic design and UI/UX, she believes that even the smallest design choices can improve lives in subtle yet significant ways.



SunScape
2022
How To Build A Wall
under Tiffany Loy

SunScape is a wall that captures the passing of time. It utilises sunlight to cast shadows on the ground and create an ever-changing pattern of circle motifs that collide, overlap and move apart as time passes. It is designed to provide audiences with a heightened awareness of their natural surroundings and the gradual passing of time, encouraging a greater appreciation of the beauty in the present moment.



Drobo
2022
Experience Design:
Creating excitement
under
Tomomi Sayuda

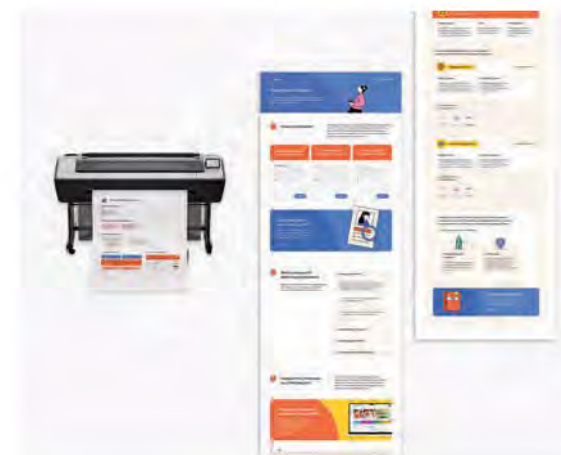
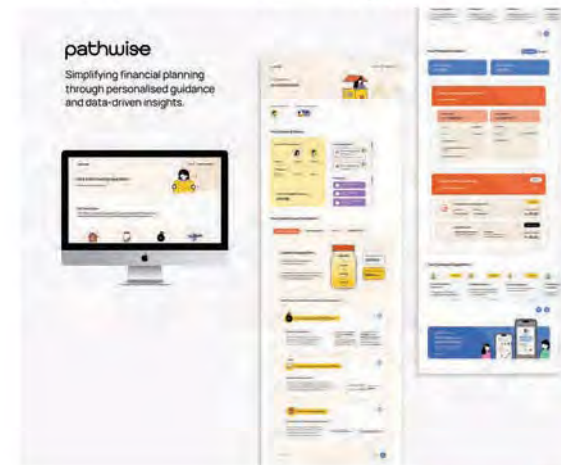
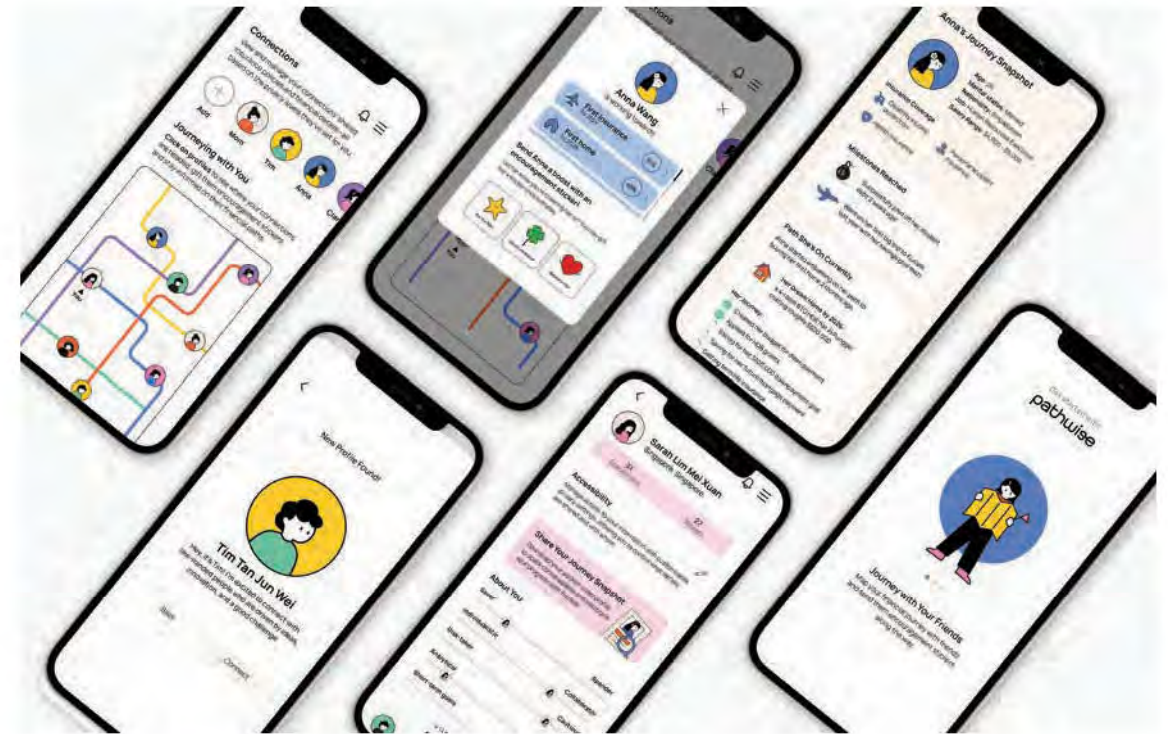
Drobo is a modular drawing robot that aims to bring renewed excitement to drawing and pattern-making for children through engaging them in the creative building process. Children can connect modules in various configurations and watch as Drobo spins fascinating geometric patterns on paper, sparking creativity through the hands-on process of discovery.



Bloom is a digital platform that connects palliative care patients with their family and peers even at a distance. Users can nurture a virtual garden of flowers by sharing heartfelt messages. This app offers comfort and strength during a challenging time, sowing beautiful memories during a patient's palliative care journey.



Bloom
2023
Palliative Care: Compassionate Creations
under Alistair Norris
with Ashley Thong,
Tee Jia Yu



Pathwise
2024
Improving Online Insurance Literacy with MAS
under Alistair Norris
with Lim Pei Chin,
Rachel Tan Qian Yi

Young adults often feel overwhelmed by financial planning and lack the necessary knowledge and guidance to set and reach financial milestones.

Pathwise is an online platform simplifying this process by breaking down financial milestones into manageable steps. It provides personalised, data-driven insights to help users set, track, and achieve their goals with confidence. To enhance engagement, Pathwise Mobile offers a collaborative space where friends can support each other, track progress, and celebrate milestones. By fostering a sense of community, Pathwise keeps young adults motivated and engaged in their journeys, making financial planning more approachable and rewarding.

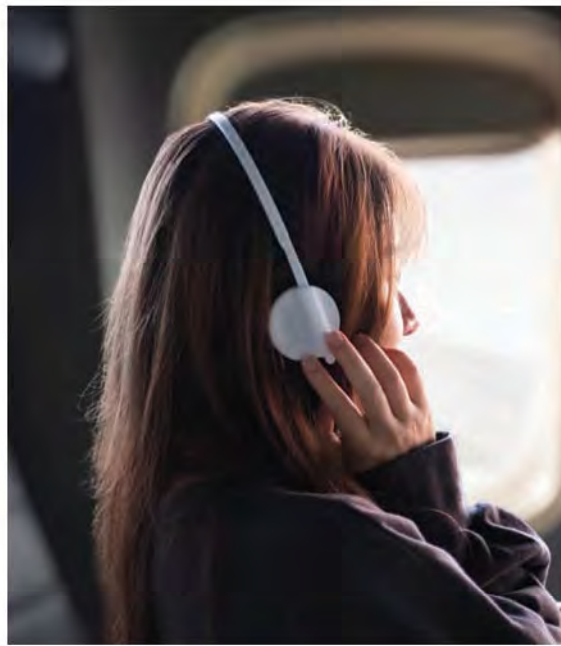
Goh Bing Jun

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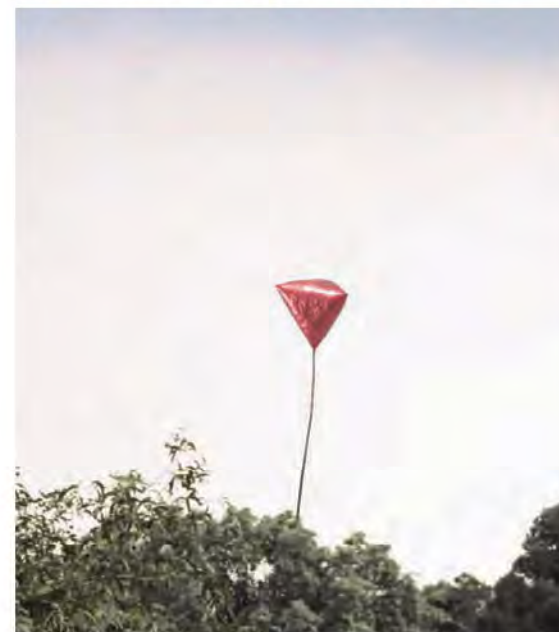


Hi, I'm Bing Jun. As an Industrial designer, I enjoy proving myself wrong. That means striving for constant self-improvement and daring to push boundaries. I am deeply interested in designing things that just feels right and simply works without needing an instruction manual. To me, design is all about solving problems in an elegant manner that people never seem to take notice of, even when it's obvious.



Zero
2022
Make Some Noise
under Lee Tze Ming
with Claudia Goh,
Joseph Liew

Zero Headphones is a low-cost in-flight set of headphones designed with sustainability in mind. Its ease of disassembly enables quick part replacement in case of damage, and affordable bulk sanitisation with easily separable electronics to be reassembled and reused after.



Beacon+
2024
Product Design+
under Song Kee Hong
with Damian Lim, Lee
Zhi Lin

Beacon+ is a compact emergency radio and solar-powered energy source designed for outdoor crisis situations. It prioritizes enhanced visibility to aid first responders quickly locating and evacuating affected individuals.



CLOUD
2025
Thesis
supervised by
Song Kee Hong

CLOUD is a wearable cooling solution that channels airflow beneath clothing to enhance personal thermal comfort. The system integrates discreet fan pockets strategically positioned and angled to direct airflow effectively. An internal mesh structure helps to distribute this airflow toward critical heat zones, such as the armpits, chest, and back, targeting areas that are most prone to sweating, creating cloud-like comfort for a more comfortable outdoor experience.



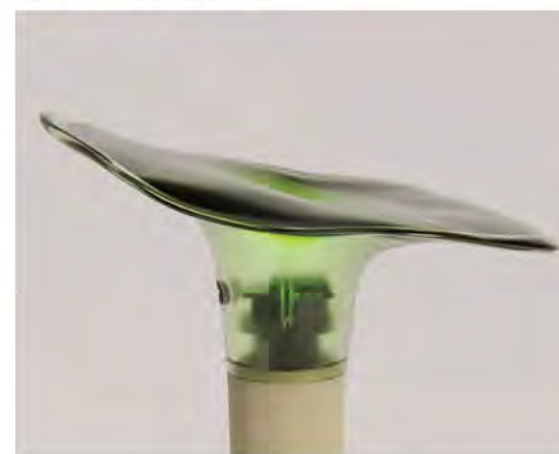
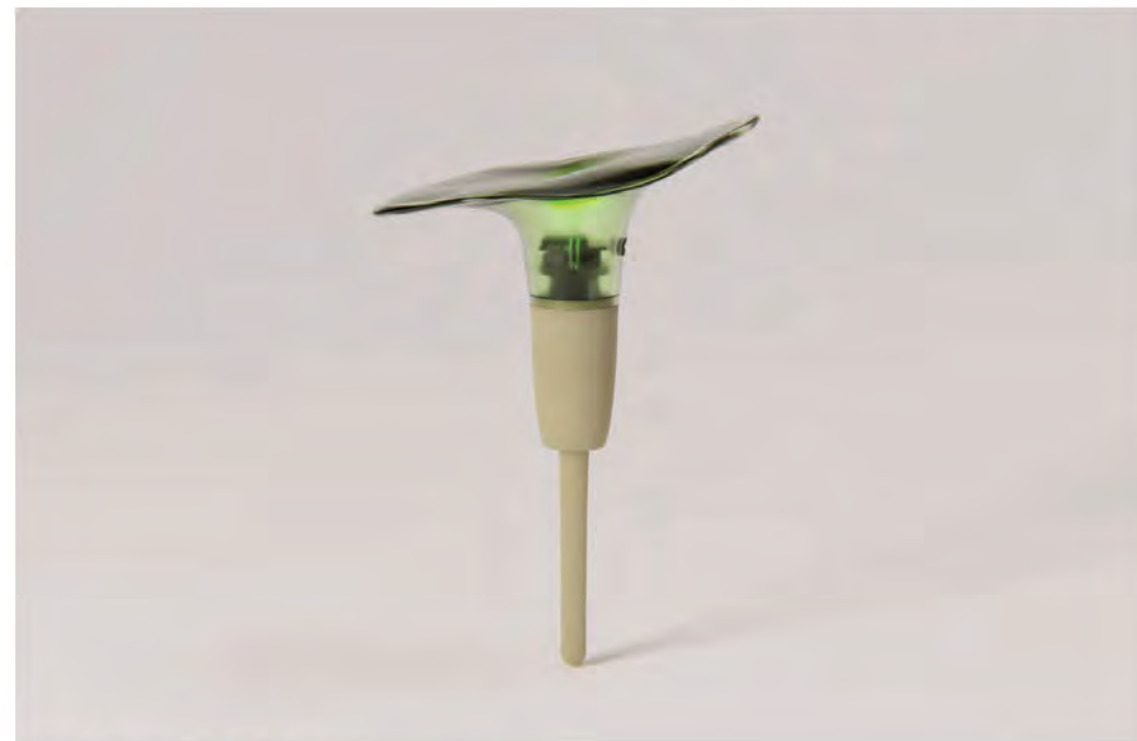
Huang Kai Xing

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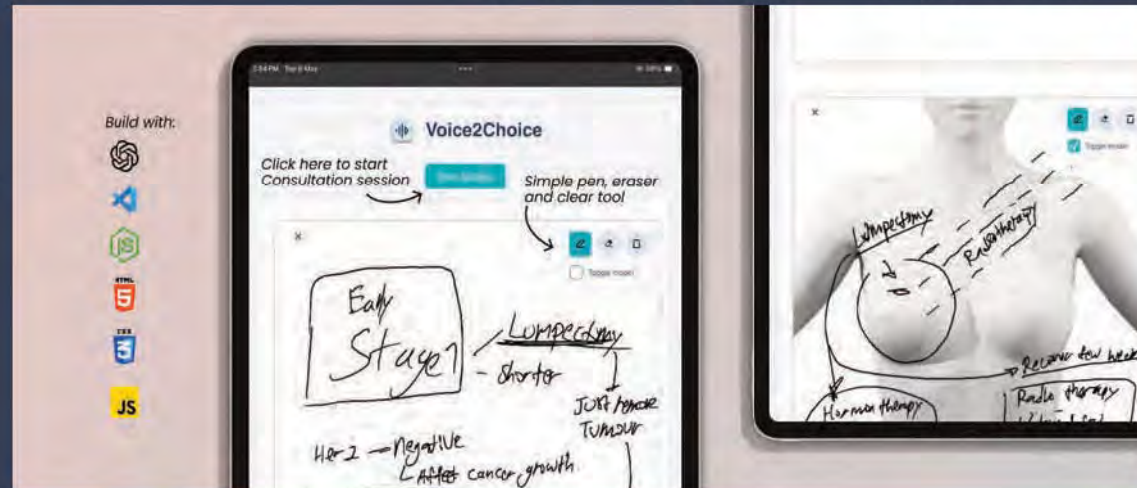
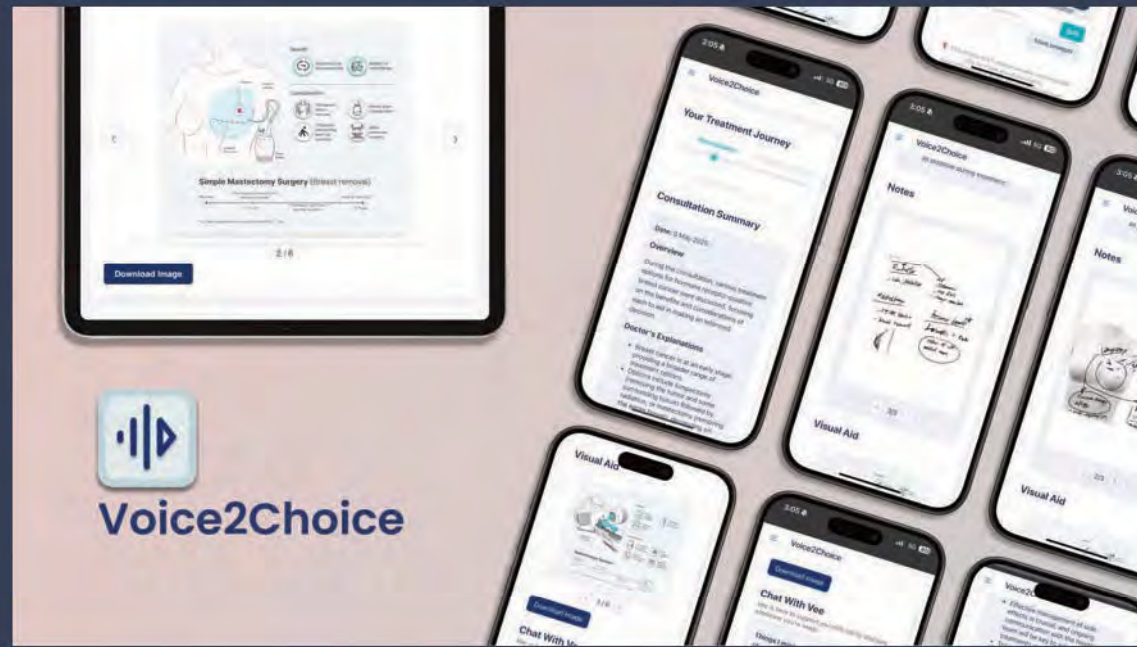
Metallora
2023
Native Colours
under Tiffany Loy
with Oh Yu Ning
Denise, Caitlyn Cu

Where the enduring might of metal harmonizes with the organic allure of -lora, derived from flora in nature, evoking strength, beauty, and innovation. The dinnerware set displays a comforting touch of familiarity with porcelain and clay-like patterns, invoking an earthen style that resonates deeply with our innate biophilic connection to nature. It is made via the transformation of single sheets of copper into a self-forming tableware set and pushing the limits of copper's native colours through oxidation.



P.Pileus
2022
Design Oxymoron
under Kevin Chiam

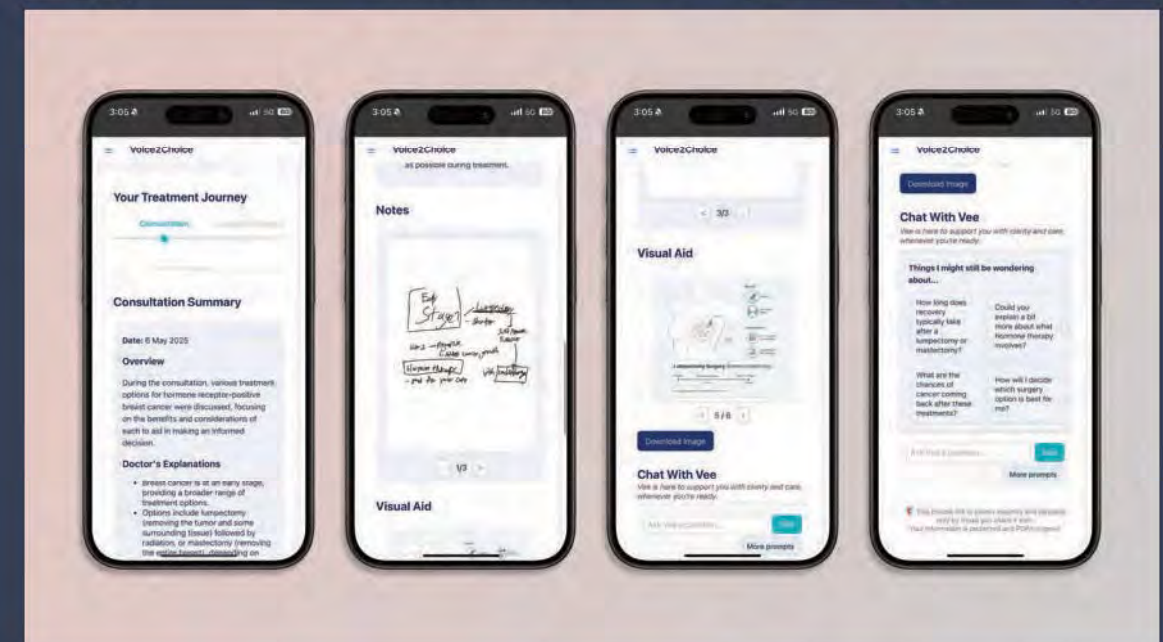
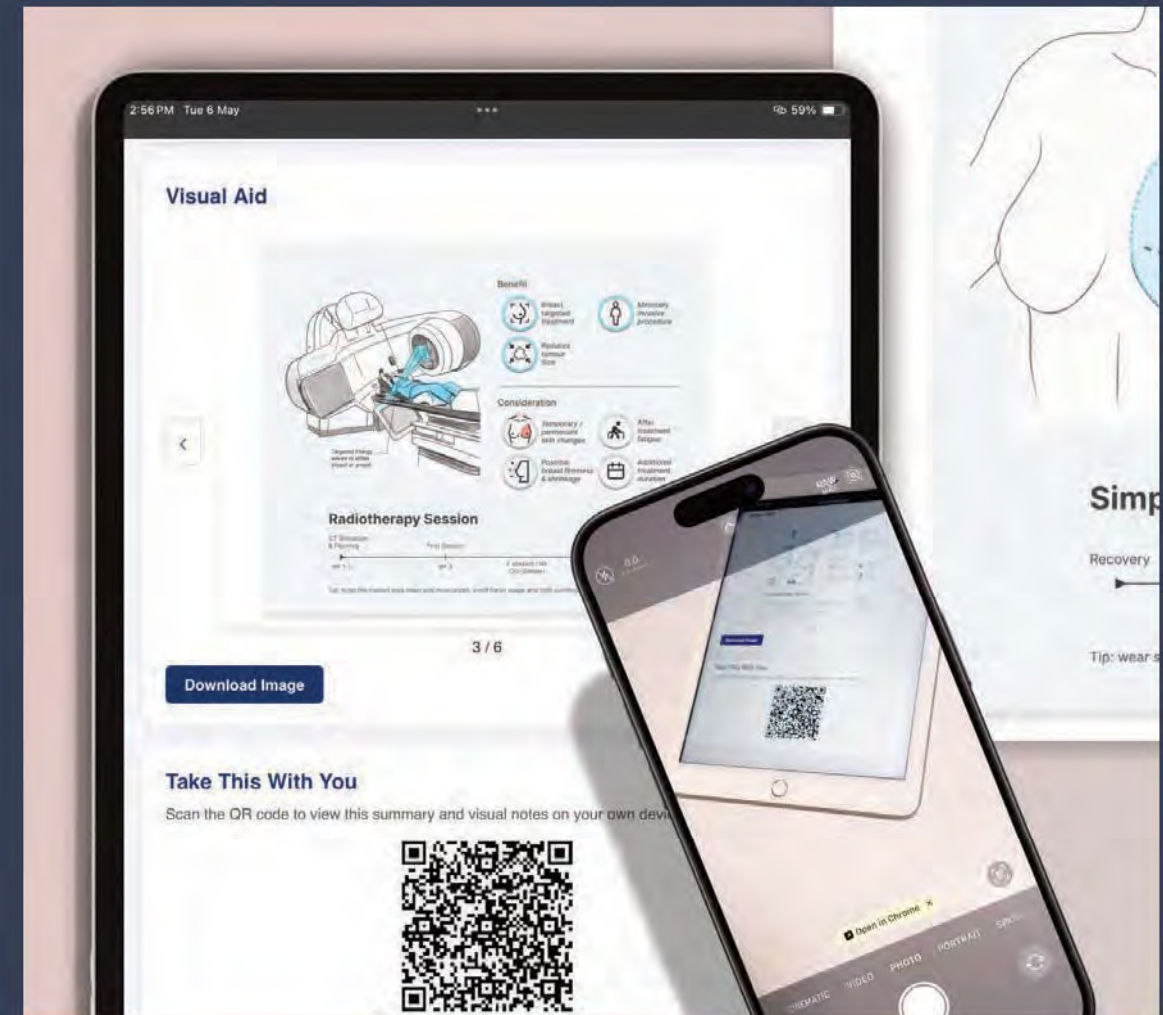
P.Pileus is a plant alarm clock designed to restore communication between urban plants, mimicking how they interact in their natural habitat to protect themselves from herbivorous insects and diseases. In natural environments, plants form a symbiotic relationship with soil fungi, particularly Arbuscular Mycorrhizal fungi, which create vast underground networks that transmit stress signals when a plant is threatened. This alerts neighboring plants, enabling them to respond and build resistance against infestations. However, urban plants, often isolated in pots, lack this crucial communication. P.Pileus addresses this gap by empowering urban plants to defend themselves and reconnect through an alternative signaling system to stand against threats.



Voice2Choice responds to a critical gap in breast cancer care: the emotional overload and fragmented information patients face during diagnosis consultations. Brochures are often too generic, leaving patients to Google, filter, and make sense of things alone. Yet even a scribbled doctor's memo - rough but personal - often becomes the most trusted reference. Voice2Choice builds on this insight, offering a digital system that captures the consultation as it happens - through live transcription, tailored visual aids, and patient-specific summaries. Patients leave not with fragments, but with a clear, personal record they can revisit, reflect on, and share - on their own terms, and in their time.



Voice2Choice
2025
Thesis
collaboration with
National University
Hospital
supervised by
Dr. Yen Ching-Chuan



Isabelle Kirkwood

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Nebula
2023
*Branding and
Storytelling*
under Ryan Chin

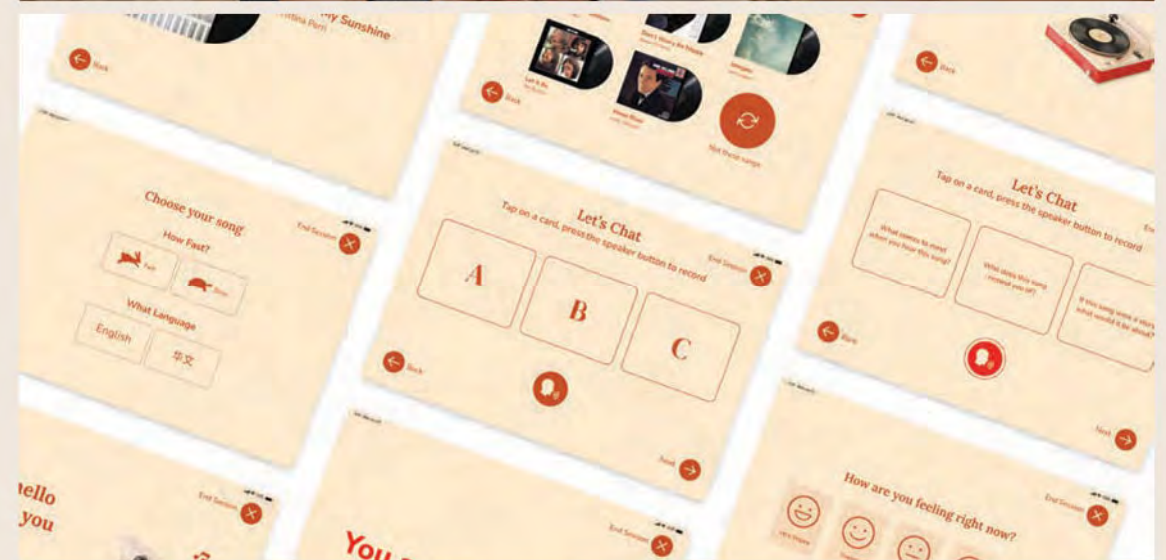
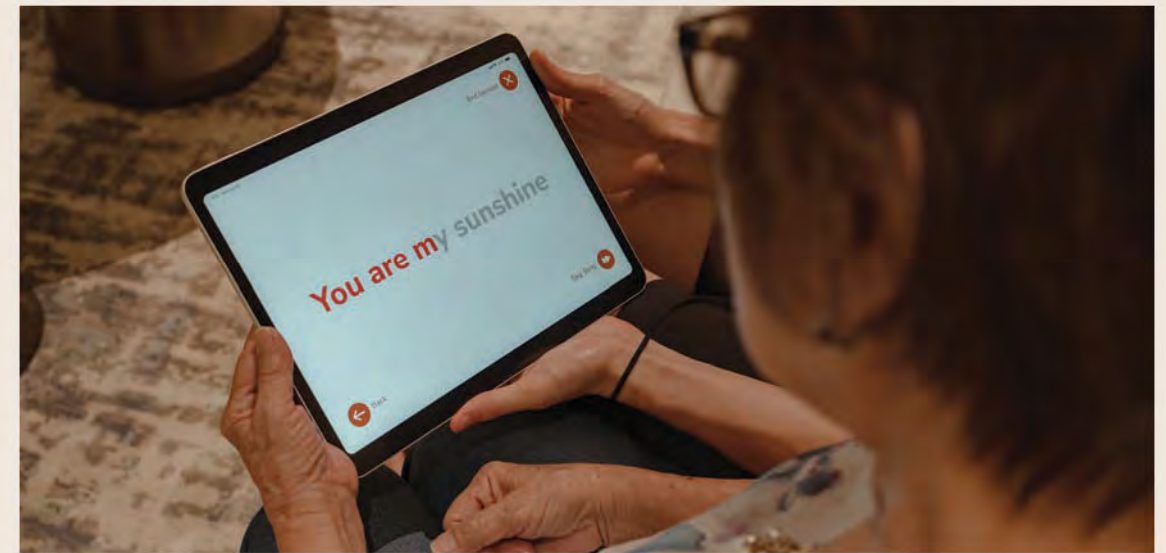
A local indie label, Nebula passionately champions emerging rock talent with authenticity at its core. Our mission is to amplify voices that break boundaries and shape their own sound. Like our artists, we embrace the bold, the unconventional, and the unapologetically unique.



Chroma
2024
Social in Retail
- Exploring
Sociological
Perspectives in Retail
under Sixiu Tan
with Sheryl Yeo

Chroma is a reimagined nail care experience. Designed for inclusivity, it breaks from conventional femininity with an inviting atmosphere. Experience unique salon chairs, a digital catalogue for engagement and socialisation, and sonogram technology for enhanced staff comfort. Chroma seeks to re-envision nail care, making it comfortable and engaging for all.

remi Tuned with you,
tuned for you.

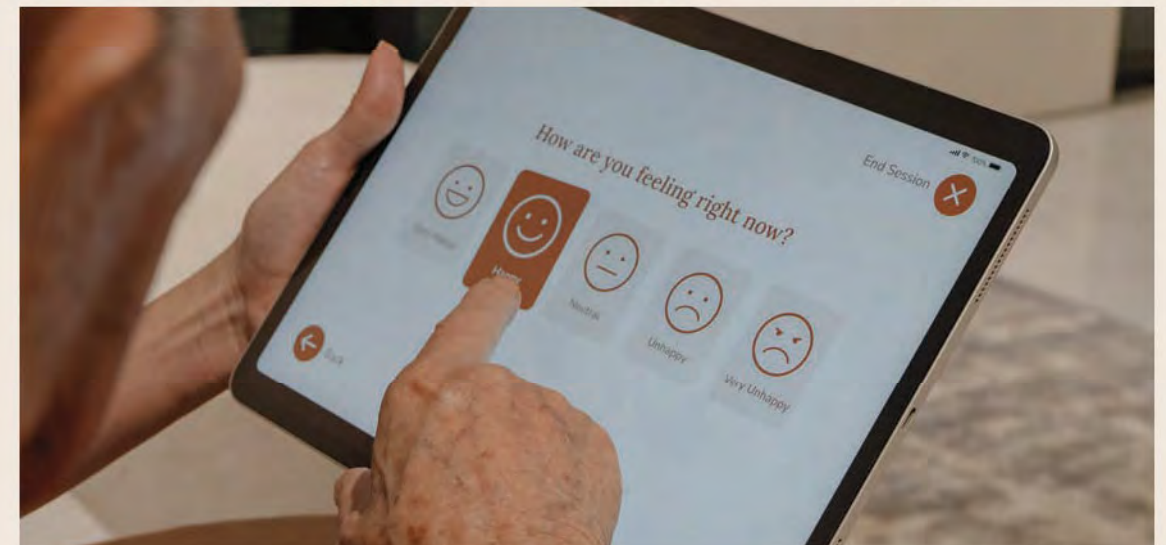


Remi is a digital platform that brings music therapy into daily life, helping caregivers support individuals with early-stage dementia through meaningful, music-based engagement beyond formal sessions.

Grounded in music therapy principles, Remi offers flexible yet structured sessions designed to meet participants where they are – featuring familiar songs, welcoming and closing rituals, and gentle prompts that spark memory and interaction. Therapists stay connected through a dashboard that tracks mood and activity, while screening ensures Remi reaches those who benefit most. As needs evolve, Remi adapts – becoming both a care tool and a lasting musical legacy for families.



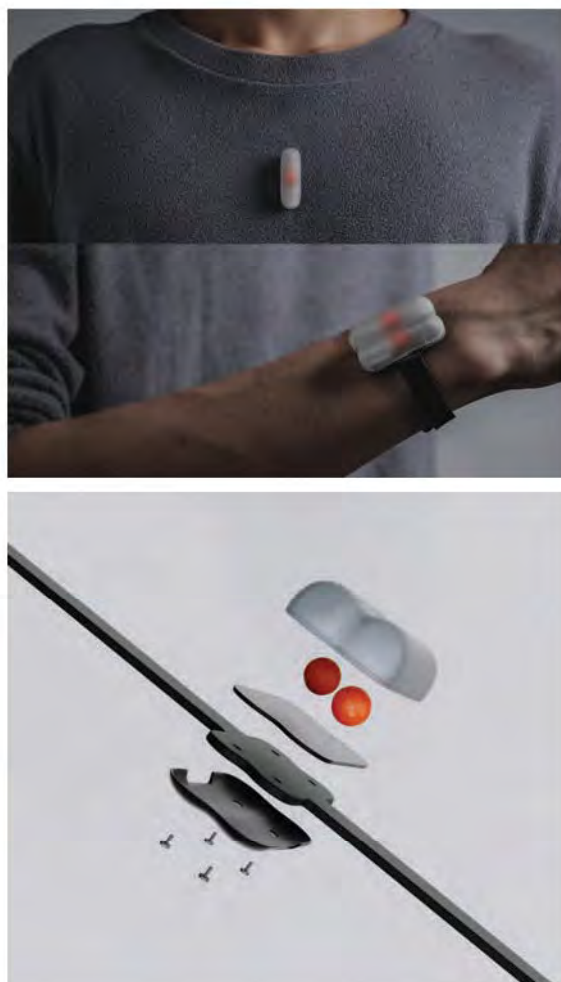
Remi
2025
Thesis
collaboration with
Renci Hospital
supervised by
Alistair Norris



Lim Jared

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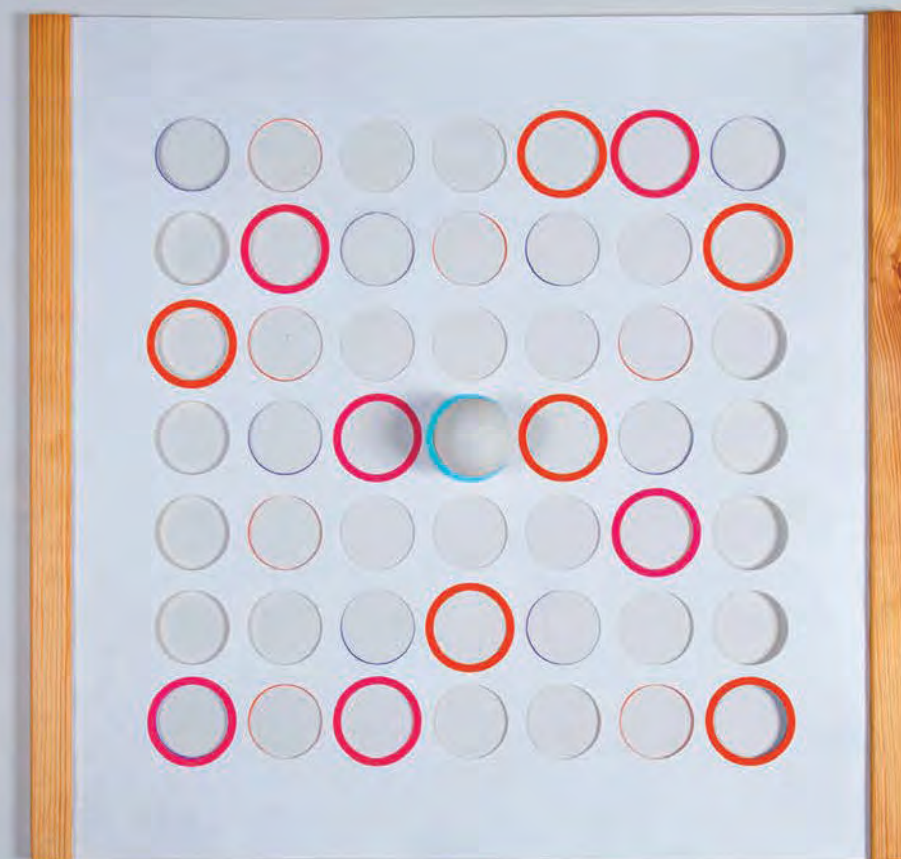


OneTwo
2023
Momentum
under Christophe
Gaubert
Japan Institute of
Design Promotion
Award

Jared sees design as a catalyst for different outcomes. He enjoys exploring various approaches and combining methods to produce novel results. He looks for patterns in strange experiments and constantly seeks fun, less serious ways to stay creative. Aside from product design, he conducts research experiments, and sometimes graphic design finds him in unexpected ways. Outside of work, he writes stories and builds concepts for his personal world-building hobbies. His dream is to travel and be inspired by different design styles around the world. This fuels his passion and joy for working with design.

OneTwo is a running instrument that embodies itself like a metronome in our body. The design leverages on simple sound mechanisms to produce sound based on the user's body movement, creating a tempo that enables the runner to follow and run more consistently.

This design has achieved the Japan Institute of Design Promotion Special Award.



Converging the optimal point between AI and design, we strive to convert a traditional paper fan into a new product form that captures a similar interaction. Inspired by the playful act of flicking open a fan as we did when we were kids, we use generative AI, leveraging its interpretation of what a fan is and its superb ability to produce abnormal imagery. From this, we translated the satisfaction of flicking open a paper fan into a paper toy launcher that relies on tension to burst-launch a ball.

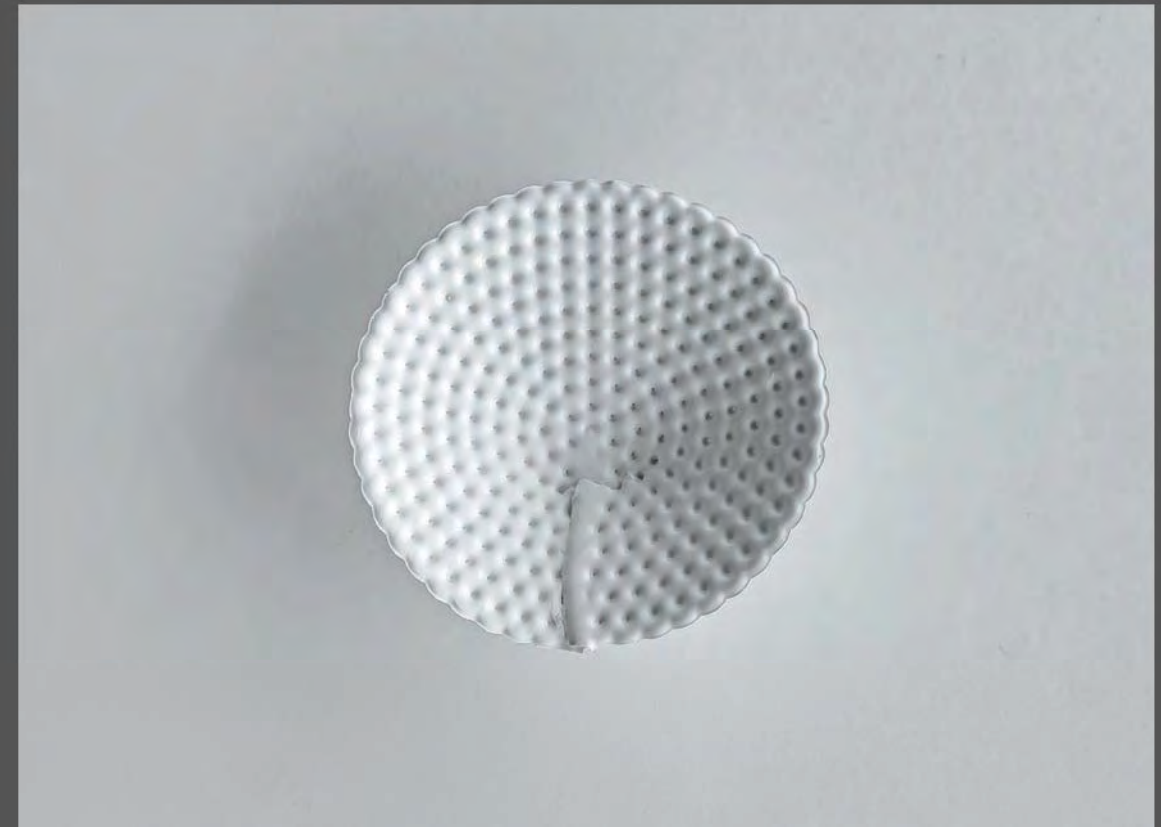
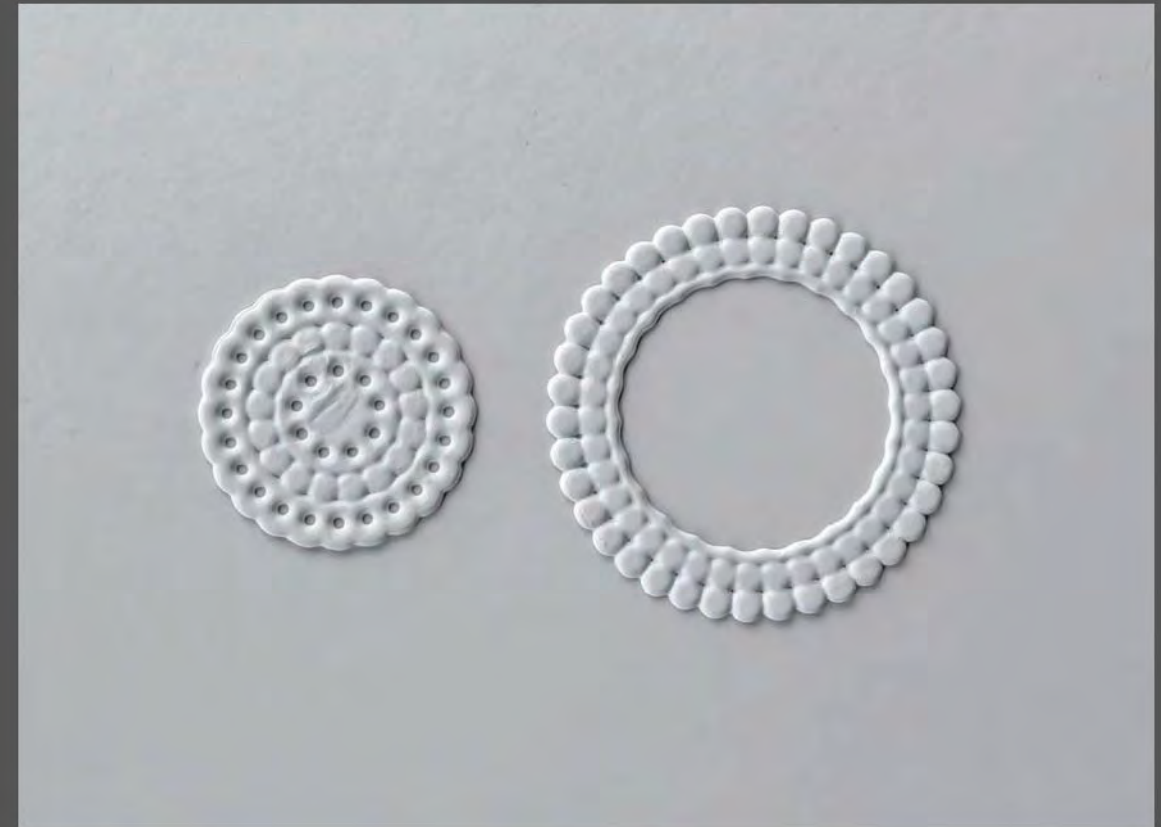


PaperPop
2024
Everything is Playable
under Donn Koh
with Derica Kon



Patternome
2025
Thesis
supervised by
Dr. Clement Zheng

Patternome is a collection of porcelain artefacts formed symbiotically between material, process, and the maker. Rather than imposing form, the maker guides it by allowing the inherent behaviors of plaster, clay, water, and resistant materials to interact. The process embraces material computation, where form emerges from the material's own logic of absorption, flow, and resistance. Incorporating digital fabrication, pattern templates are designed and applied to guide how the clay responds during casting, while also storing steps that support the maker's process. By varying parameters within the resist slip casting process such as pattern placement and absorption timing, the clay responds by shaping itself. Each artefact becomes a record of both intention and material negotiation, echoing how nature formulates structure through interaction rather than control.



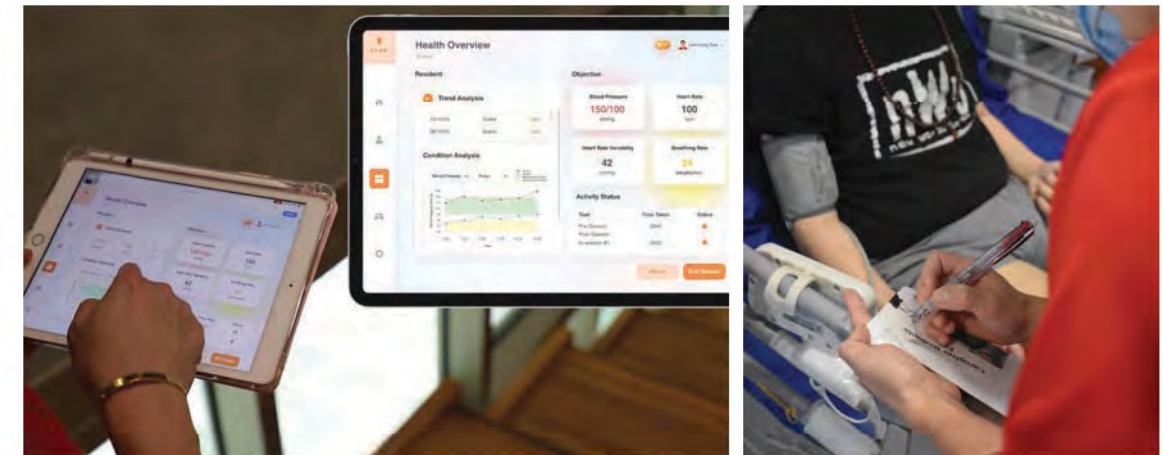
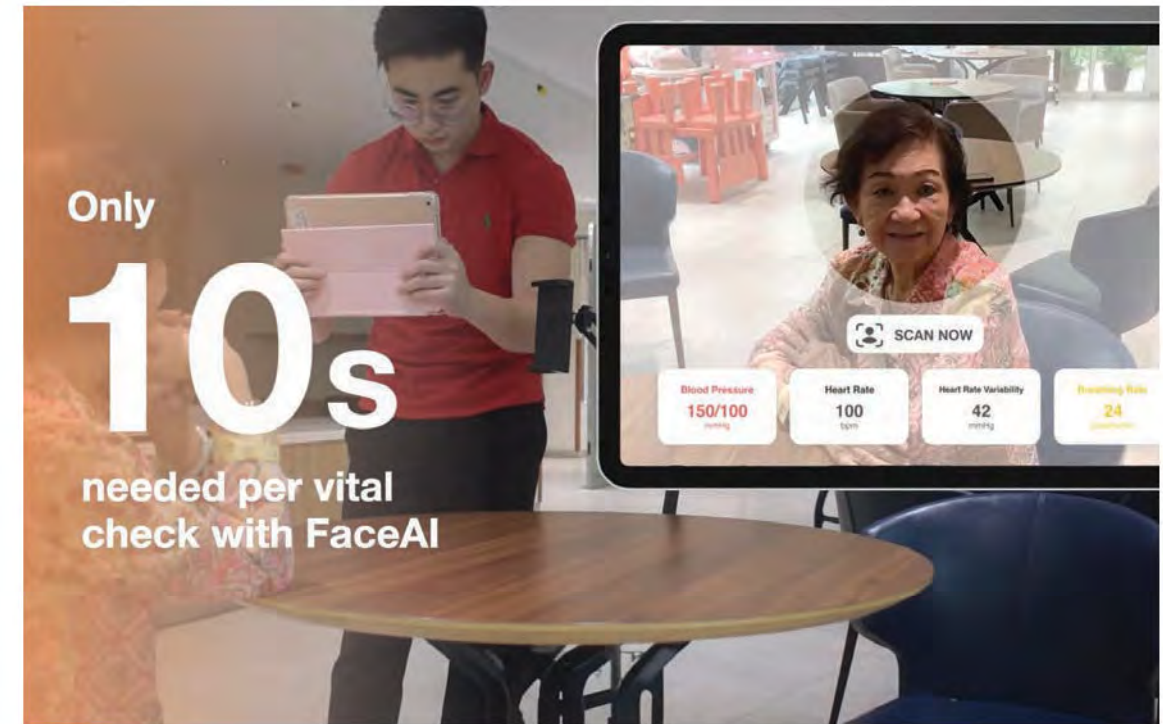
Jerome J. Wong

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The Keppelland Playbook: A Guide to Sustainable Placemaking 2023
Sustainability Design Framework collaboration with Keppel under Patrick Chia with Caitlyn Cu, Tan Le En Ashley

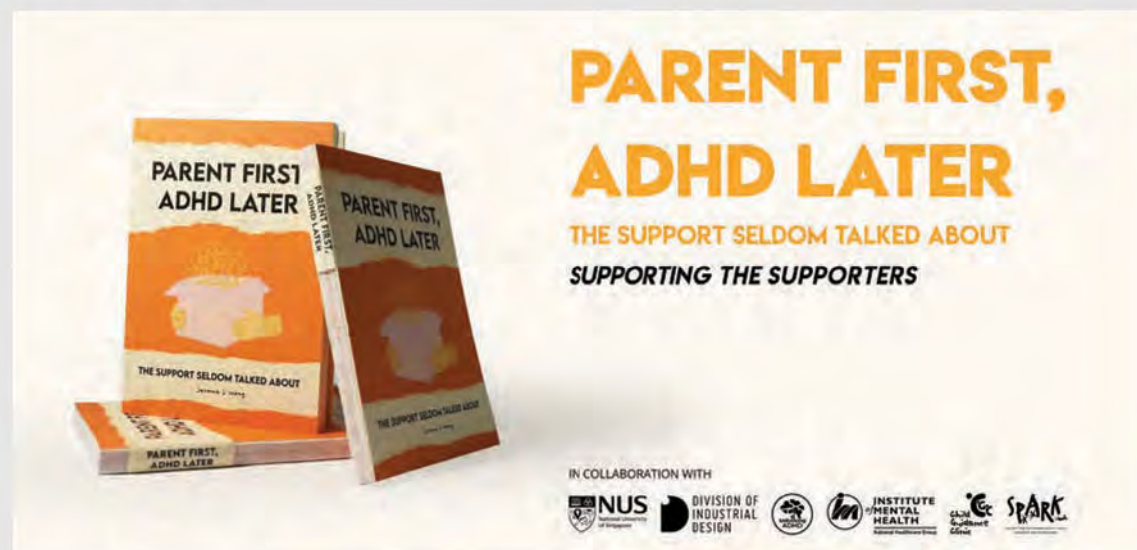
The Keppelland Playbook is a flexible, user-friendly placemaking guide with case studies, prompts, and solutions. Divided into seven key sections, it comes in two formats – a hyperlinked e-edition and a pocket brochure. It refreshes Keppel's approach, making placemaking clearer, more engaging, and impactful across teams.



The STAR (Senior Therapy Analytics Reporting) System streamlines PT/OT sessions by addressing hidden tasks, subjective monitoring, and inconsistent records. Using FaceAI, it automates data capture and reduces therapist workload.



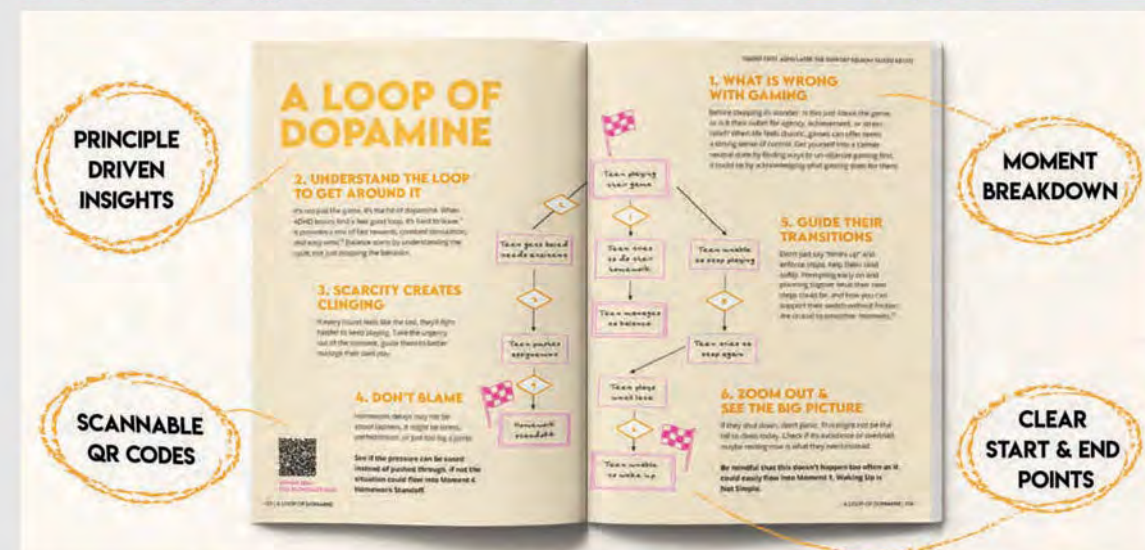
S.T.A.R. System 2025
Future of Aged Care under Dr. Lee Jung-Joo with Lim Ke Er, Teo Jun Ning Chloe



Parent First, ADHD Later redesigns how we think about care – by supporting the supporters. While ADHD interventions often focus on diagnosed teens, parents quietly shoulder an overwhelming emotional load. In Singapore's high-pressure context, they face rising guilt, stress, and isolation as support fades during adolescence. This project reframes ADHD not just as a clinical condition but as a family experience, with parental wellbeing shaping teen outcomes. Co-created with 80+ parents, teens, clinicians, and groups like IMH and Unlocking ADHD, the guide tackles eight emotional flashpoints with flowcharts, check-ins, teen-framed storytelling, and modular design – offering overwhelmed parents clarity, confidence, and calm.



Parent First, ADHD Later
2025
Thesis
collaboration with
Unlocking ADHD,
IMH, SPARK, CGC,
and REACH
supervised by
Alistair Norris

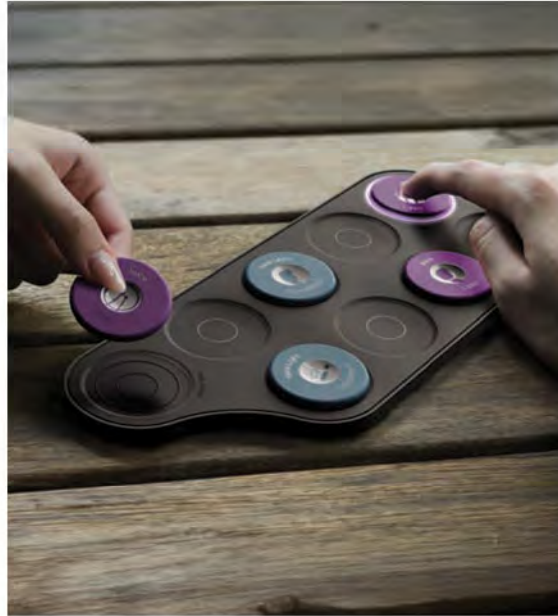


Lim Joshua

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A thinker at heart, Joshua is obsessed with rationalizing the meaning and purpose behind everything. His fascination with abstract and philosophical ideas is grounded in a practical design approach, driving him to turn visionary concepts of the future into reality. He believes that in introducing new and often intimidating ideas, designers play a crucial role as the bridge between innovation and familiarity - connecting the foreign and exciting with the icons and concepts we know, thereby making new possibilities accessible to all.



OIO
2022
Shape of Sound
under
Christophe Gaubert
with Suzie Kwan,
Aye Phyu Thant

What if we could collect only the parts of a song we truly love? OIO is not only a hybrid digital instrument, but also a music player that leverages on music layers separately encoded in physical discs with digital reference tags, enabling multiple different tracks to be seamlessly mixed together.

By reimagining how music is stored and experienced, OIO rekindles the tactile joy of playing with music - reopening the embodied, social essence of traditional music collection and interaction while embracing the fluid creativity of modern digital listening.



Donut Dumbbell
2023
Designanalysis
under
Christophe Gaubert

Donut Dumbbell is a reinterpretation of conventionally harsh and aggressively designed gym equipment. By maintaining the same external form factor regardless of weight, it provides a consistent experience for people of all strengths, free from judgement and discrimination.

The project is a topical study on the iconography of a dumbbell, simultaneously embodying the designer's desire to make intimidating things more accessible and universally approachable to people.





Bindle
2025
Thesis
supervised by
Christophe Gaubert

In an age of relentless overconsumption, can we design alternative pathways that point towards a new spirit of essential living?

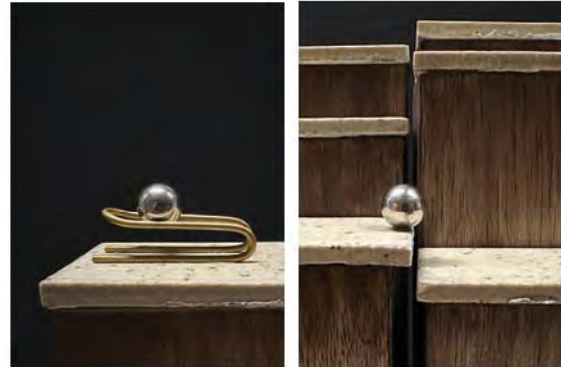
Bindle is a shared luggage service that offers a mindful transition away from old consumption habits and returns luggage to its utilitarian roots. By reimagining ownership - dividing the luggage into a shared, standardised hard shell and personalised inner linings we keep - it reduces material possession to the bare minimum.

A dematerialisation of the patina accompanies this shift - the embodiment of meaning that connects us to the luggage - now preserved in an app that never leaves us, inviting a new kind of ownership rooted not in the objects we keep, but in the experiences they give us.

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FACADE
2024
E for Elizabeth
under Hans Tan
with Relyene Soh

As of 2025, Mount Elizabeth Hospital is undergoing renovation. As such, there were many objects to be discarded. Of these objects, one item that was a surprise discovery was the original yellow facade tiles under the hospital's white cladding. Originally deemed as trash, *F A C A D E* challenges this notion, making these same tiles modern yet elegant, just like what the current renovation efforts are doing with Mount Elizabeth Hospital. With careful arrangement and angling of each broken tile, a musical composition is made by a metal ball rolling down the tiles and striking the tiles, creating music notes such as F, A, C, D, and E. The tiles once struck to be torn down are now struck to create music.



Sandbox
2022
Play_
under Grace Tan
with Patricia
Setiawan, Hannah
Cha Ju Hyun

Redesigning West Coast Park Playground, *Sandbox* reimagines how play can be customisable as a playground that can change and suit the needs of the users as they climb, run, and jump around the structures. Taking inspiration from the play structures previously built, *Sandbox* offers customisable play on 3 different levels. Physically change your surroundings by moving blocks to access new areas in the *Blockyard*, create sand sculptures, imprints and sand slides in *Sandscape*, and find new ways to maneuver from one point to another in *Seaweave*. The *Sandbox* is a space offering kids the opportunity to build their own playground, to make their own fun.



What if a material could control both the direction and the way that light is casted out of it? Lumnicryl does this by using total internal reflection within its layered acrylic structure. By twisting or rotating these laminated forms, light reflects off the internal layers and can be redirected in different ways. The shape and surface finish of Lumnicryl also affect the kind of light being casted out. By combining different forms and finishes, many different types of lights, like the diffused bedside lights, bright lamps or decorative spotlights, can be created. These lights can then be redirected physically with a turn or a twist of a Lumnicryl piece.



Lumnicryl
2025
Thesis
supervised by
Dr. Clement Zheng



Koh Min Xiang

minxiangkoh@gmail.com
minxiang.myportfolio.com/



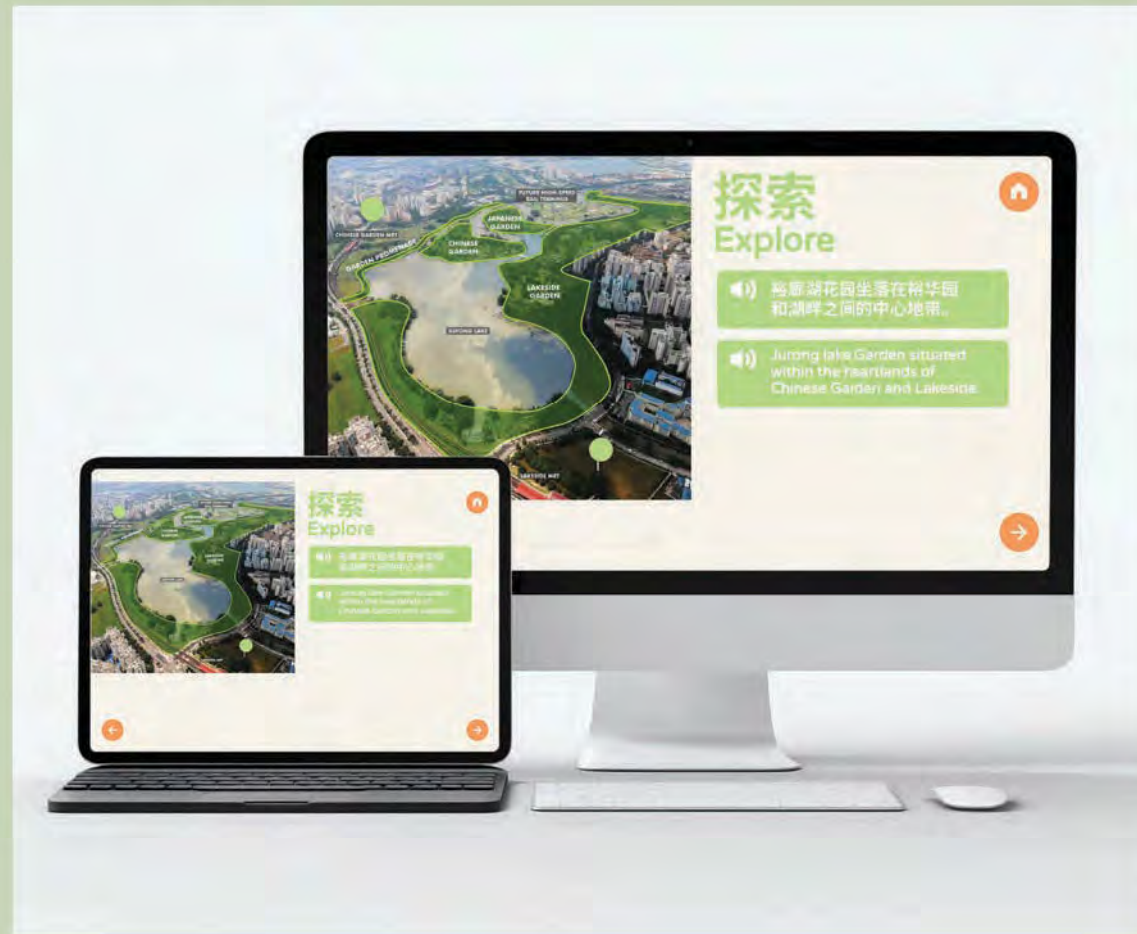
Floss
2023
Sketch To AI: A New "Promptless" Creative Process
under Donn Koh
with Ye Lin

The Floss Project draws inspiration from Polyfloss – a cotton candy-like material made from 100% recycled polypropylene fibers. Captivated by its texture and unpredictability, I explored its potential using generative AI. Combining AI's rapid ideation with design intuition, the project embraces uncertainty to uncover new material possibilities and rethink how we approach material exploration.



Convey and Inform
2024
Improving Everyday Life
under Dr. Christian Boucharenc
with Chew Yan Xin

Convey and Inform is a two-part display system designed for commuters in a rush, offering clear and accessible bus arrival information. The system provides real-time updates that reduces uncertainty and help commuters plan ahead. If a bus is missed, the screen updates instantly with the next arrival time. By making information intuitive and timely, Convey and Inform transforms waiting time from unpredictable to a smoother, more controlled part of the commute.



AroundSG is a memory-based activity designed to support cognitive health in senior citizens by introducing them to meaningful places within Singapore. The game addresses the common hesitation many seniors feel about going out, often due to unfamiliarity with new locations, uncertainty about available activities, or difficulty navigating large, maze-like public spaces.

By using local landmarks, storytelling, and light interaction, the game helps seniors recall familiar places, discover new ones, and build confidence in exploring their surroundings. This not only supports memory retention but also reduces anxiety around outings. The activity also serves as a gentle pre-visit orientation tool – especially helpful for Active Ageing Centres that organise group trips – making real-world visits more comfortable, engaging, and emotionally reassuring for seniors.



AroundSG
2025
Thesis
collaboration
with Sparkle Care
@ Yew Tee
supervised by
Dr. Christian
Boucharenc

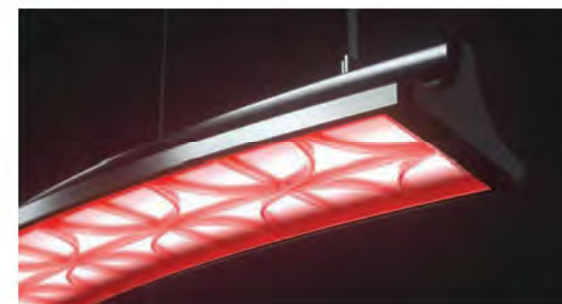
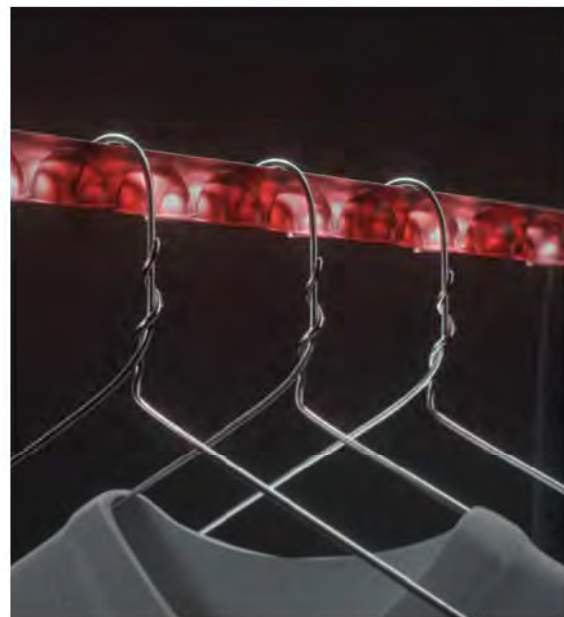
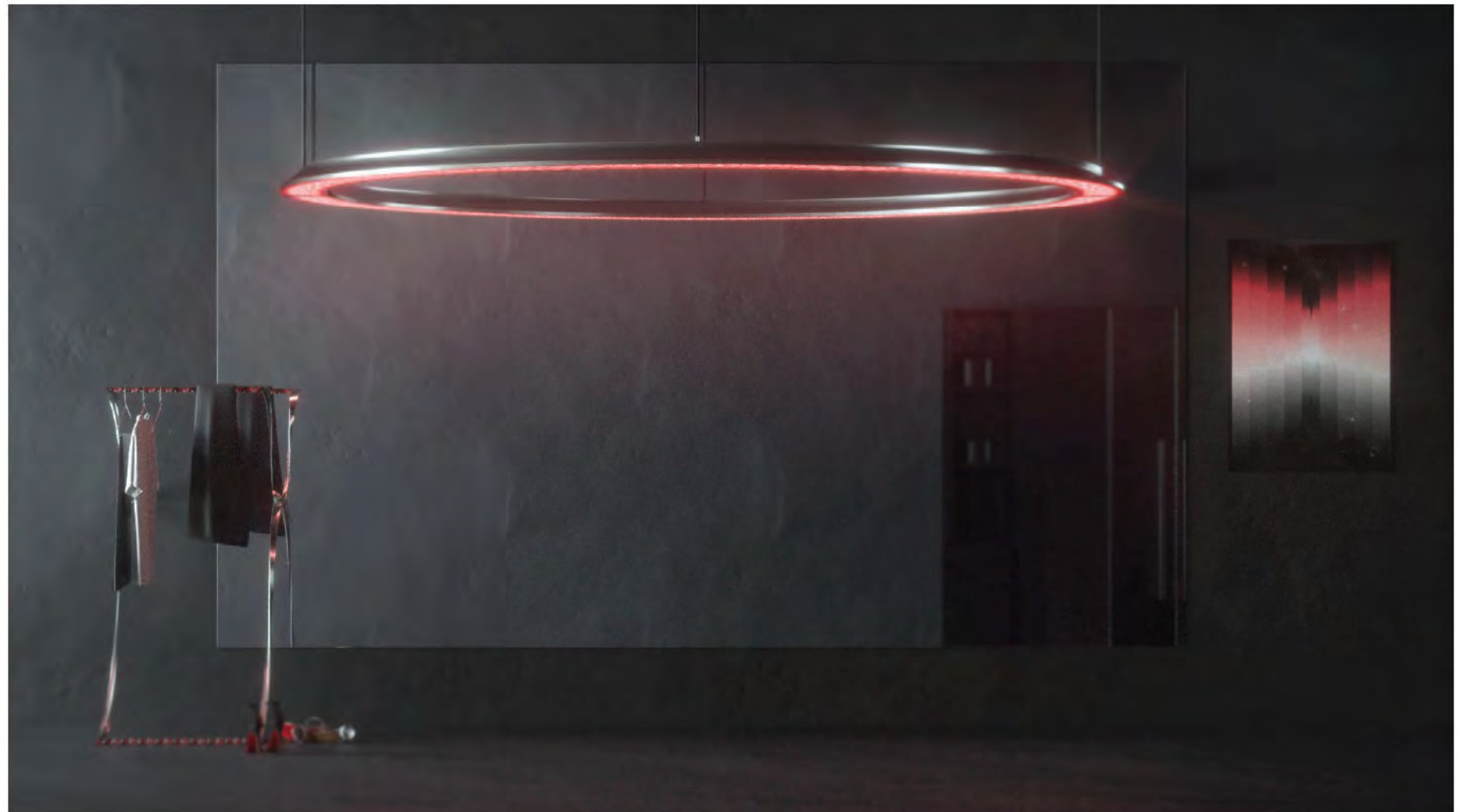


Kristy Tan Wei Qi

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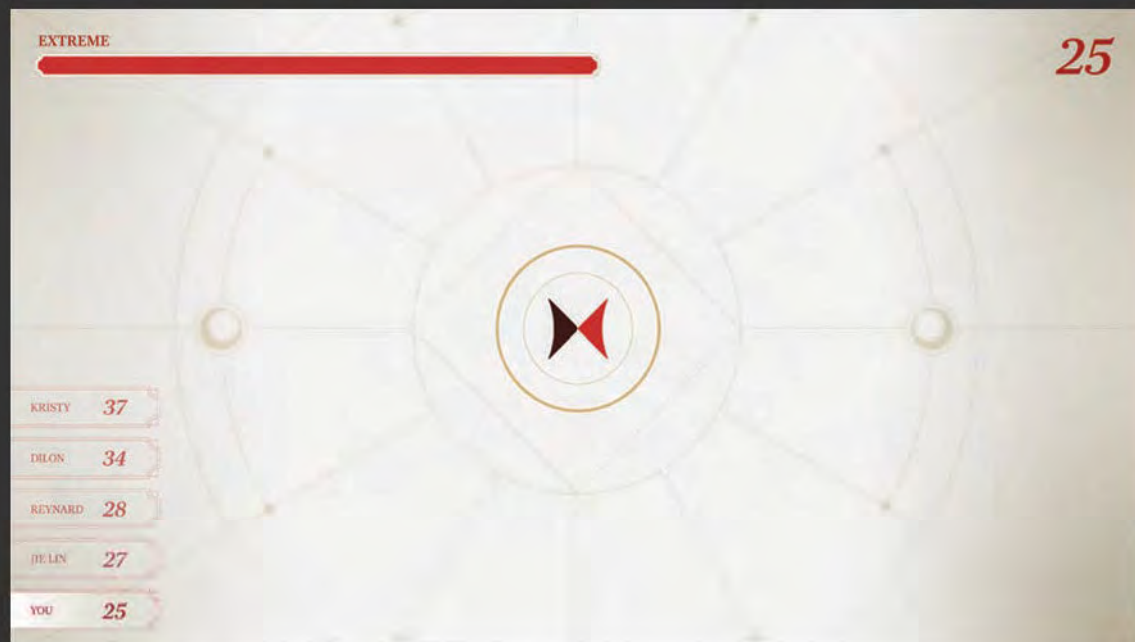


From an early age, Kristy found comfort in video games, movies, and anime, and they have been her main sources of inspiration ever since. To her, design is about seamlessly blurring the boundaries between reality and fantasy, where it is an invitation to experience a world where people can escape to. Creating designs that resonate deeply with both the heart and the senses. Outside the world of design, she enjoys exploring the beauty industry and tinkering with custom mechanical keyboards.



The Atlas Collection
2023
Designalysis
under Christophe
Gaubert

In a dressing room, people can dress up into whoever and whatever they want to be as a form of escapism. With half-objects embracing the art of illusion, The Atlas Collection creates a door to a parallel world where people can escape to.



In many games, what we see feels magical, but how we play hasn't evolved much. Lightspeed challenges this with a reaction-based game and a custom, string-controlled controller. No buttons, no joysticks, just motion and instinct.

Inspired by powers like Doflamingo's from One Piece, the controller enables players to cast patterns through tension and movement. With this, they can reimagine interaction as a physical, expressive part of play.



Lightspeed
2025
Thesis
supervised by
Donn Koh



Kwan Jia Chen Suzie

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NOM

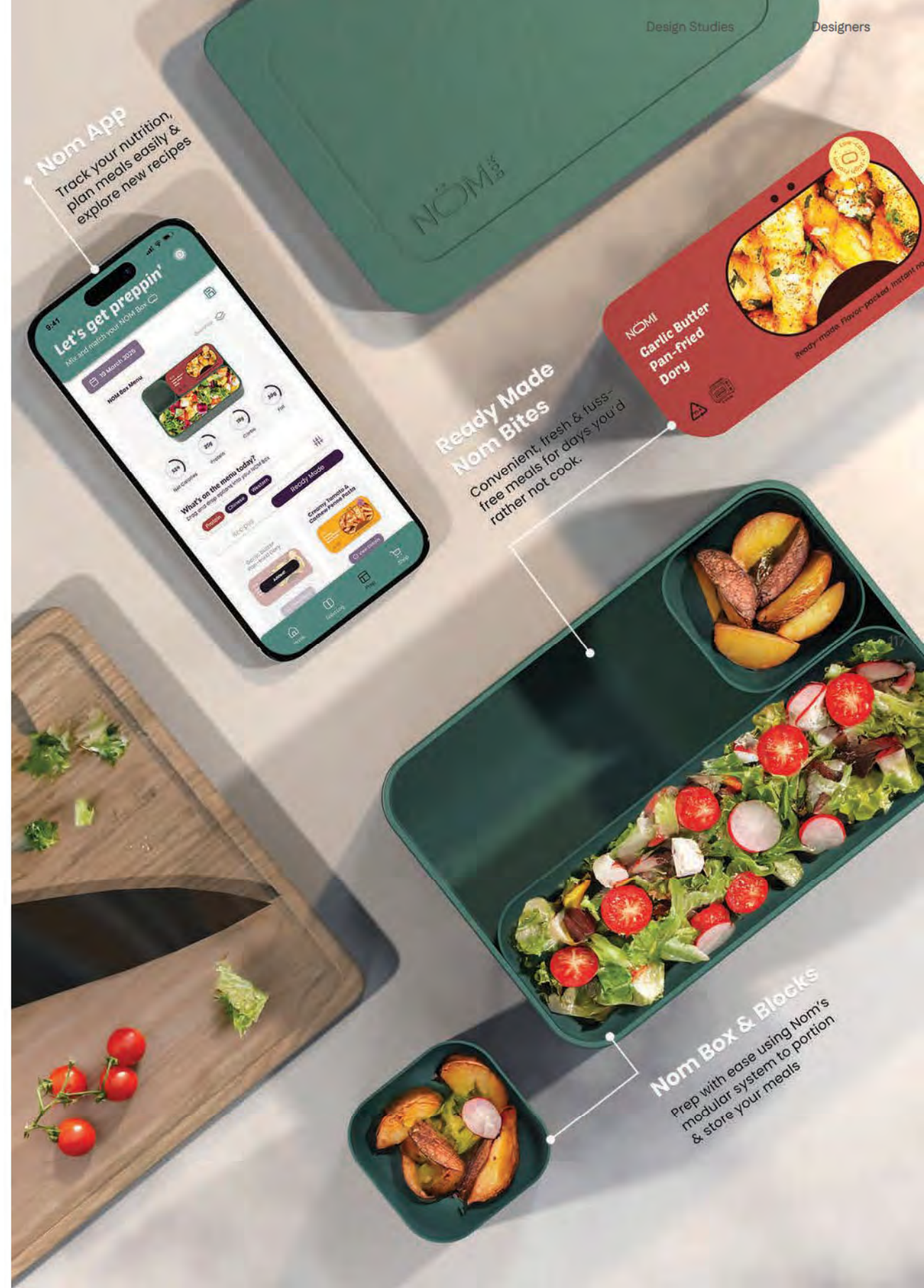
NOM
2023
Visualising New
Experience
Through Product
Appreciation
under Sixiu Tan

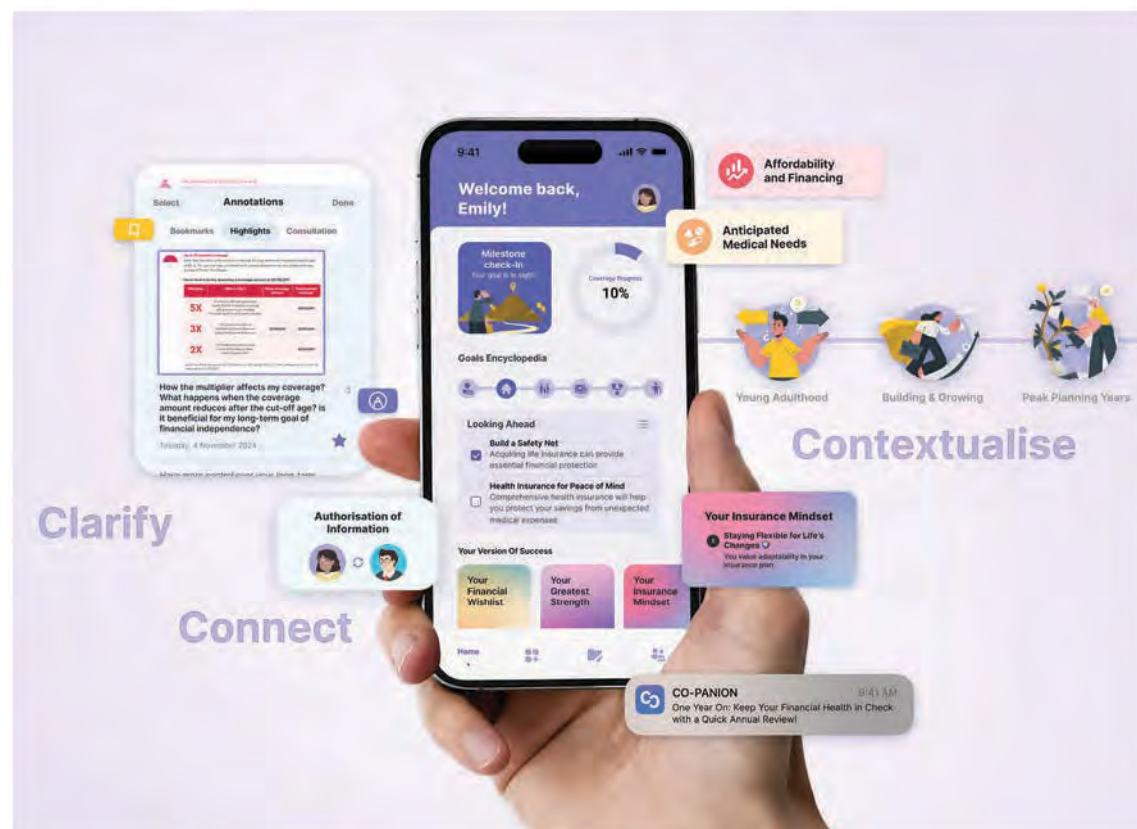
When things start to become disconnected or overwhelming, good design facilitates clarity, intuitive experiences, and genuine connections.

Suzie focuses on service design, UI/UX, and research, with a strong emphasis on understanding user behavior, simplifying complexity, and designing with empathy. She enjoys dissecting what makes a system work (or not) and finding ways to improve it for better experiences. This mindset has shaped her curiosity and perspective, allowing her to adapt to each unique challenge and craft solutions that are both functional and meaningful. Her goal is always to create the best possible outcomes, regardless of the design medium.

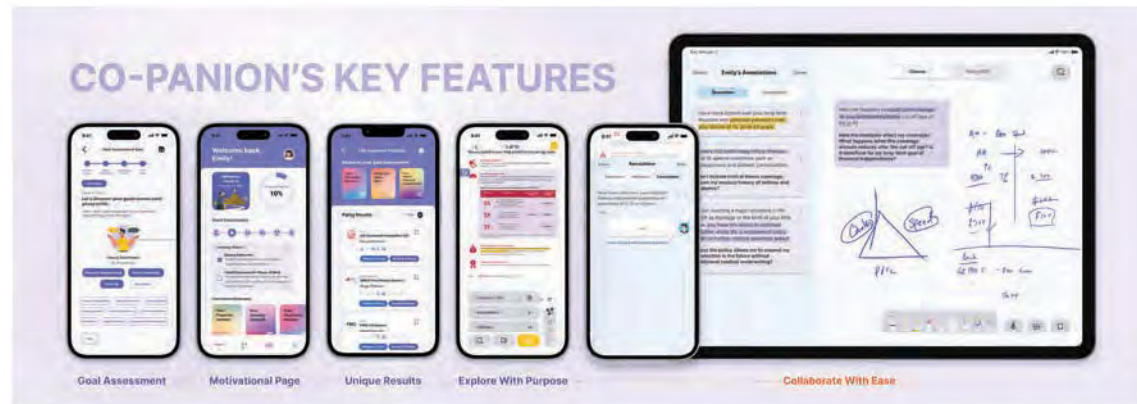
Tired of tedious meal prep? NOM transforms the lunchbox into a dynamic, modular system for improved convenience, nutrition, and enjoyment.

At its core, NOM is a user-centred system comprising Nom Box & Blocks for flexible portioning, the Nom App for tracking and planning, and Ready-Made Nom Bites for quick, healthy meals on the go. NOM makes prepping simple, satisfying, and convenient, transforming meal prep into a seamless and enjoyable part of daily life, fostering healthier eating habits with ease.





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Young professionals often find insurance complex, low-priority, and are skeptical of financial advisors. CO-PANION addresses these barriers by reimagining insurance planning as a personalised and collaborative experience.

Built on three core pillars, Contextualise, Connect, and Clarify, CO-PANION helps users define their unique priorities, foster trust through meaningful advisor connections, and provide intuitive tools with actionable insights. It transforms uncertainty into confidence, serving as a trusted companion for informed decision-making at every stage of their young adult life.



CO-PANION
2024
Improving Online Insurance Literacy with MAS under Alistair Norris with Janina Claris Santiago Alvarez, Hor Jun Jie



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In today's hybrid work environment, maintaining productivity while fostering good work and organisational culture poses a challenge. Kagenda is a smart meeting assistant that goes beyond meetings in silos, treating meetings as the base unit of progress in company projects.

Developed through research on hybrid work inefficiencies, Kagenda plans agendas, facilitates discussions, and provides clear recaps. This AI assistant, with pre-, live-, and post-meeting features, enhances collaboration and productivity.



KAGENDA
2023
Sustainability Design Framework collaboration with Keppel under Patrick Chia with Seah Kwee Suan Celeste, Clement Koh

Lau Rui Xuan

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 readymag.website/u1579269952/rxrtrx/



Have you ever wondered too much..? Probing at existence, Rui Xuan toys with what can be observed, turning them into objects for conversation through design principles.

Her craft lies in creating stories for entities that exist in the periphery - often fleeting - giving them a platform to be seen, heard, and felt through design.

She seeks to connect with people through familiarity, using design as a medium to reframe and possibly relive the everyday.



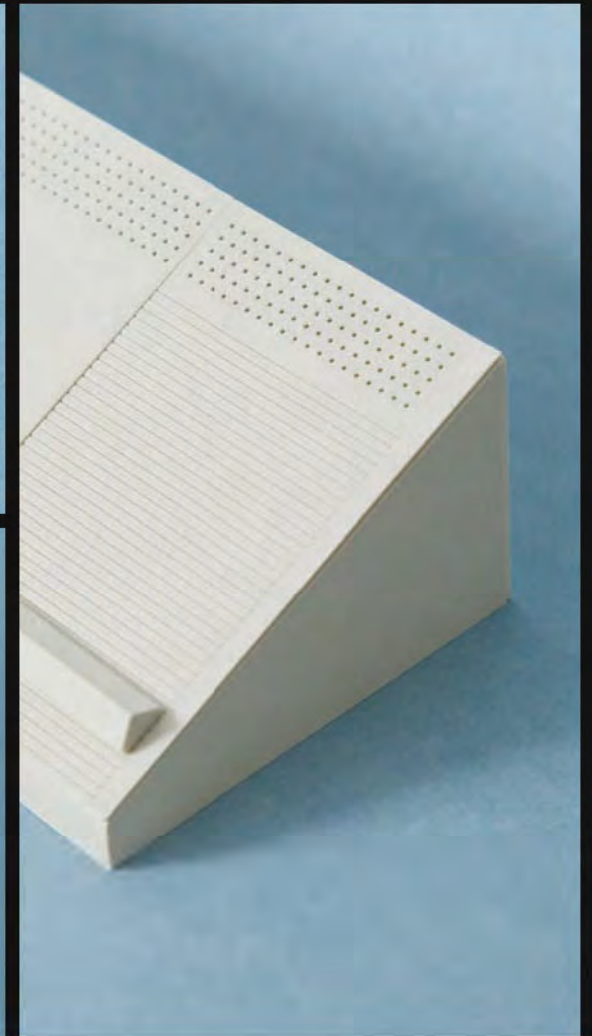
Tilt
 2022
Everything is Dysfunctional
 under Donn Koh
 with Loo Ziling

Inspired by the annoying stains left behind on the edge of the ruler, Tilt is a ruler with a unique side profile that utilises residual stains to draw new lines with a motion as simple as a tilt.



Exploring two objects that exist only where there is water - the raincoat and the shower curtain, WATERWHERE probes us to reflect on the lifespan of an object. Consisting of only a piece of waterproof material, nylon belts and buttons, WATERWHERE is designed to be reborn again and again wherever and however the user wants, expanding the lifespan of both objects beyond its original function.

WATER WHERE
 2023
If I were _____
 under Sixiu Tan



eavesolutions is a speculative brand that reimagines music discovery in a world shaped by personalization and algorithmic recommendations. Each product invites its user to discover songs by exploring the physical world, through imagery, auditory and spatial perception.

Leveraging on the algorithms that already exist, VIS—10M, AUD—24HR, and SPC—10KM re-introduce discovery by turning users into an algorithmic voyeur in the physical world. By integrating current technology with the organic human experience, this project is a reflection of our evolving relationship with technology, probing us to confront our own relationship with discovery, choice, and control.

Through the medium of 3 video advertisements, the project offers an alternate reality in response to the rising modern problem of algorithmic fatigue. Yet, it simply seeks to remind us to look around, listen, and discover again.



eavesolutions
2025
Thesis
supervised by
Hans Tan



Watch the ads

Lee Si Ying Sharon

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behance.net/sharonlsy



Sharon is a UI/UX designer passionate about crafting user-centric experiences. She specializes in designing intuitive, functional and visually compelling solutions. By blending thoughtful design principles with a deep understanding of user needs, she optimises digital interfaces, enhances service touchpoints, and tackles complex challenges with innovative solutions.

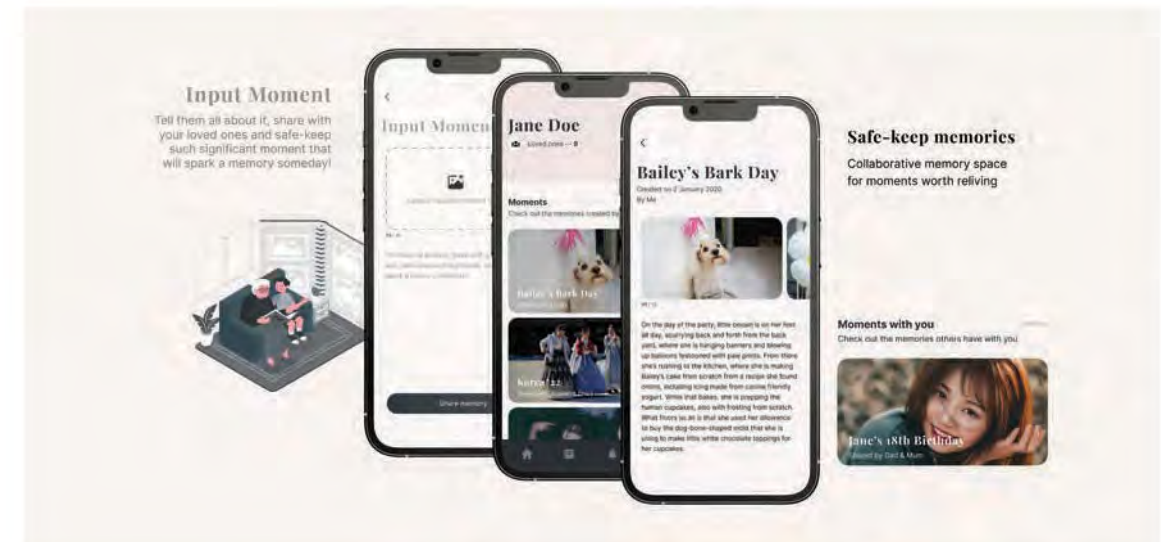
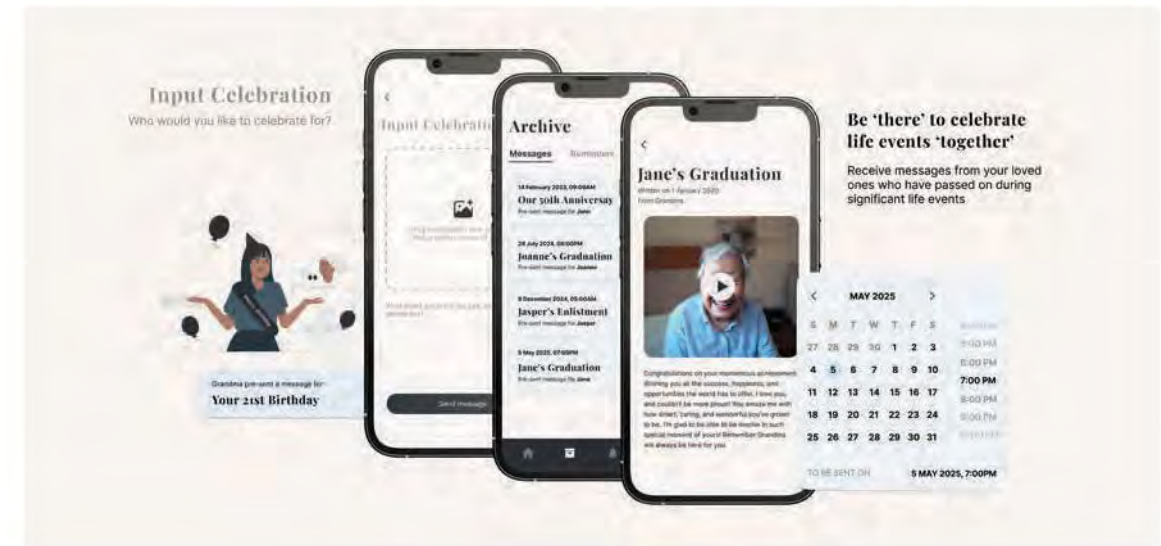
Her strength lies not only in delivering polished outcomes but also in the process itself. Sharon believes that a good design is more than a solution; it's a perpetual interaction between users, systems, and their environment.



pre-sent.
2022

Death is just part of
the Journey of dying
under Alistair Norris

pre-sent. is a mobile application created for the ones leaving, and the ones left behind. pre-sent. aims to keep a part of the deceased alive by involving them in their loved one's future. This involves pre-sending of messages and reminders from the ones who are leaving and safe-keeping of memories for the ones left behind.





lines of pine.
2023
Native Colours
under Tiffany Loy
with Priscilla Koh

By transforming a pair of vases through intentional and controlled torching and sandblasting, the delicacy of tree rings is showcased, underscoring its fluidity and gradient within grains. This process not only enhances the aesthetic appeal of the vases but also highlights the natural patterns of the wood itself. We seek to complement the beauty of nature's grains and its contours, therefore creating these distinctive forms. A tiered display adds depth and dimension to its arrangement. Lines of pine is designed as a connection to nature within a home, introducing a sense of elegance and serenity.



sienna. offers an unique experience that consists of the curating, tracking and styling of a lipstick collection. Lipstick enthusiasts can benefit from a thoughtfully curated service that offers personalised lipstick recommendations based on their skin tone. This helps them make informed decisions while shopping for new lipsticks and by keeping track of the shades they already own, they can avoid purchasing duplicates.

Furthermore, sienna. suggests complementary lipsticks to wear based on the activities planned for the day. Whether it's a professional shade for work or a glamorous shade for a night out.

sienna.

sienna.
2023
Visualising New
Experience
Through Product
Appreciation
under Sixiu Tan

Lim Bryce

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limbryce.com

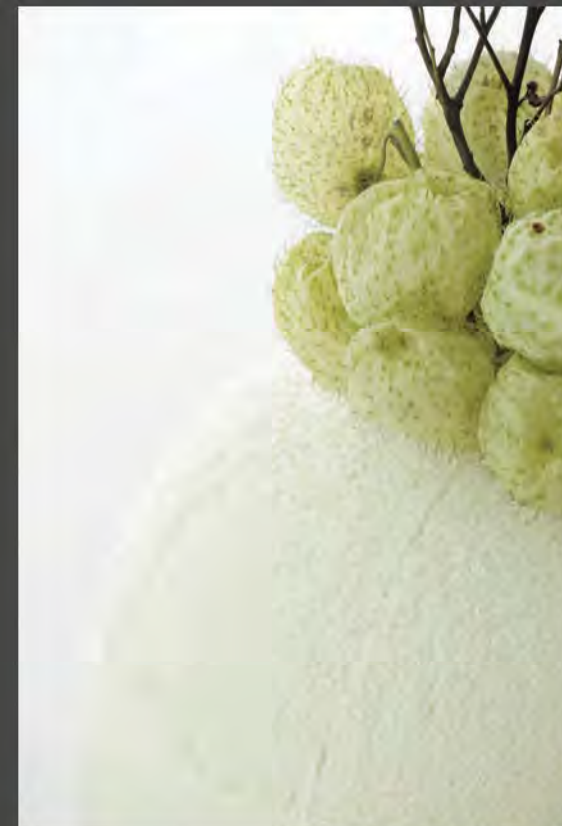


Bryce Lim explores the expressive potential of shaping materials and production processes, whether industrial or traditional, digital or handcrafted. His work is driven by experimentation and supported by a meticulous approach to documentation, often straddling the boundaries between art and design. For Bryce, making is a dialogue between the mind, hand, and material – to allow it to speak for itself, or to challenge its nature. As a result, each design is approached as more than just functional; it is considered for its presence, gesture, and character. Looking ahead, he hopes to continue developing this approach through the design of furniture and objects.



Nim Coffee Table
2023
Native Colours
under Tiffany Loy
with Madeline See

The Nim Coffee Table is a three-legged piece that showcases both the mouldability of blended fabric and research into manipulating fabric colours by breaking it down to its building blocks – the thread. Using a mixture of upcycled textiles, different shades and speckled textures were achieved through varying degrees of blending. Saturated with starch, then layered and compressed in a 3D-printed mould, the resulting single-piece construction reveals a seamless transition of colour without any form of joinery.



**Squishy Vase
Collection**
2025
Thesis
supervised by
Patrick Chia

The Squishy Vase Collection reimagines the aesthetic potential of polyurethane (PU) foam, a material commonly associated with what lies beneath upholstery and rarely celebrated for its visual qualities. While some designers have explored PU foam's natural tendency to expand unpredictably, resulting in expressive yet chaotic forms, this collection seeks to challenge the material's usual notions - how its unruly nature can be balanced with control and precision. Through the use of 3D-printed moulds engineered to withstand the rigors of the industrial moulding process, paired with a series of experiments that explore the relationship between mould release agents and surface treatment, the process produces a stone-like texture that contrasts with the foam's softness. When translated as vases, the result is an expressive and unexpectedly sensorial object introducing a new material experience for the senses.

Loh Yi Zhi Daniel

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Yi Zhi is a designer that enjoys learning, understanding complex problems, and developing practical solutions. His passion lies in human-centered design, particularly in service design and healthcare products, where the focus is on creating meaningful and impactful user experiences.

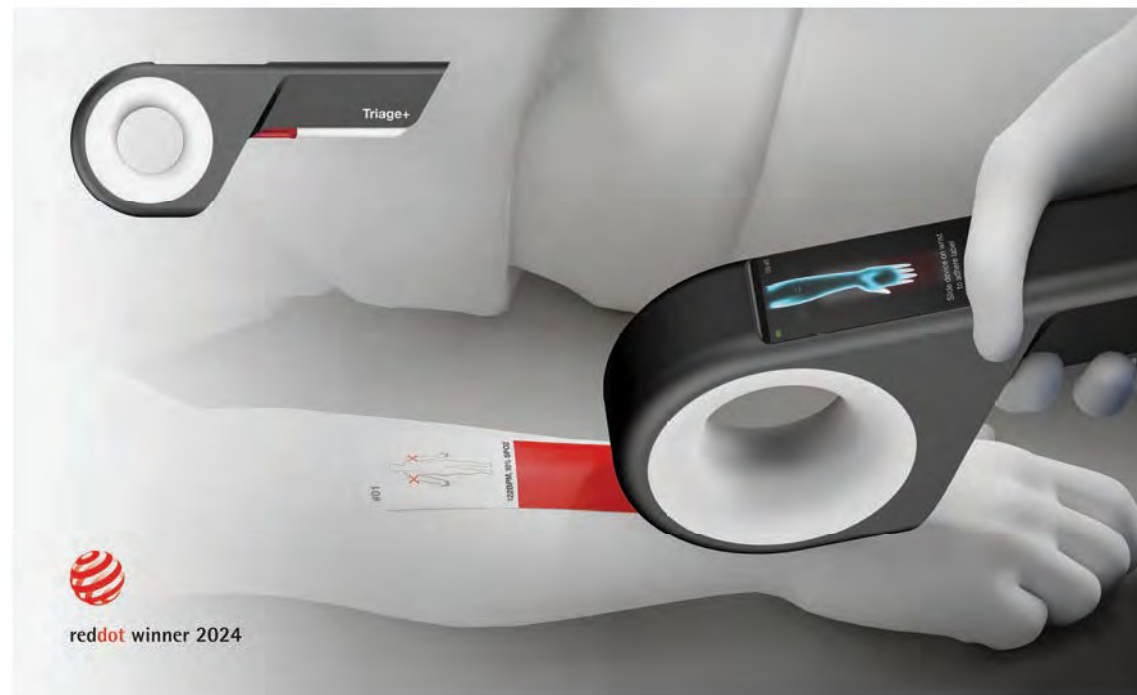


REVO is a revolutionary wheelchair designed to restore freedom, confidence, and control to young disabled individuals. With pedal-assist technology, users can move effortlessly, reducing strain and fatigue. The pneumatic lift system raises the seat, allowing users to engage with others at eye level, fostering better social interaction. Unlike traditional wheelchairs, REVO embraces a sleek, sporty aesthetic, moving away from medical-looking designs and toward empowerment and independence. By blending cutting-edge technology with user-centric design, REVO redefines mobility for the modern world.



Revo
2024

Product Design+
under Song Kee Hong
with Ong Yong Qing,
Zhong Xing Wei
iF Student Design
Award 2025



Triage+
2023
Product Design+
under Song Kee Hong
with Teo Swee Yin,
Damian Lim Jia Yu
Red Dot Award:
Design Concept 2024

In response to today's unpredictable security challenges, TRIAGE+ is an innovative handheld printer that automates casualty categorization during mass casualty events, where every second counts. This device transforms the triage process by guiding first responders through key questions and visual identification, ensuring thorough evaluations. It produces instant color-coded labels on the casualty's wrist, enhancing communication and eliminating the vulnerabilities of paper-based systems.

TRIAGE+ integrates with hospitals using barcode scanning for efficient data retrieval and transmits location data, giving rescuers an overview of the situation. By reducing errors and expediting decision-making, TRIAGE+ improves efficiency and precision in high-stress situations.

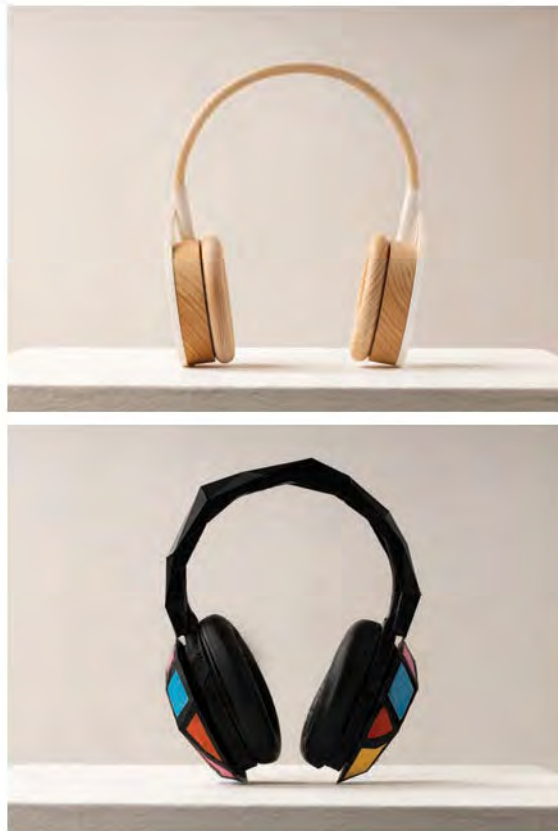
Low Zhi Yang, Dilon

dilonlow@gmail.com



Dilon is a nature lover passionate about sustainability and conservation. He strives to use design as a means to address environmental issues that are becoming increasingly prevalent.

Dilon stays true to his beliefs, even if it opposes convention. He is a hands-on learner who enjoys learning through making.



H for Headphones
2023
B for Body
under Hans Tan

Wireless headphones may seem like complex electronic devices, but obscured by their elaborate exterior lies fairly simple electronic components.

H for Headphones is a project where I define my design ethos through form explorations and physical prototyping headphone bodies. Through multiple iterations I created a minimalistic headphone based off my belief that less is more.

Simultaneously, I was challenged to create another headphone based on a design belief which contradicts my design philosophy.

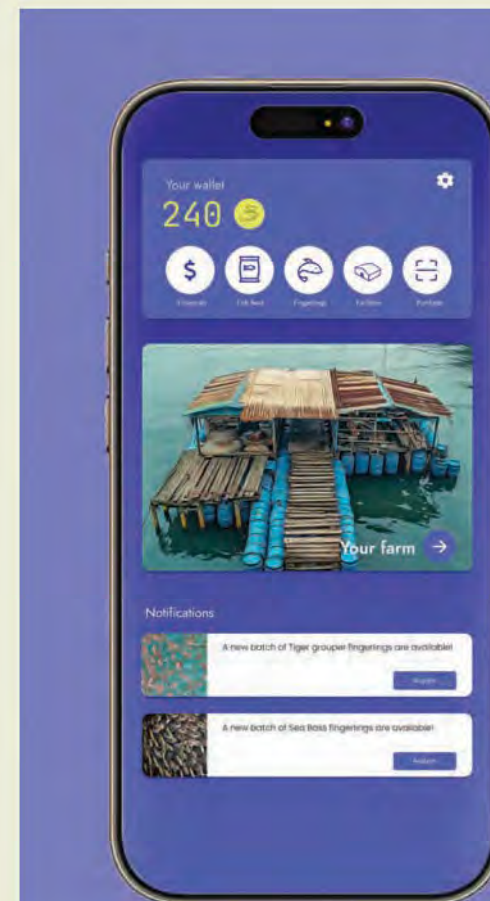
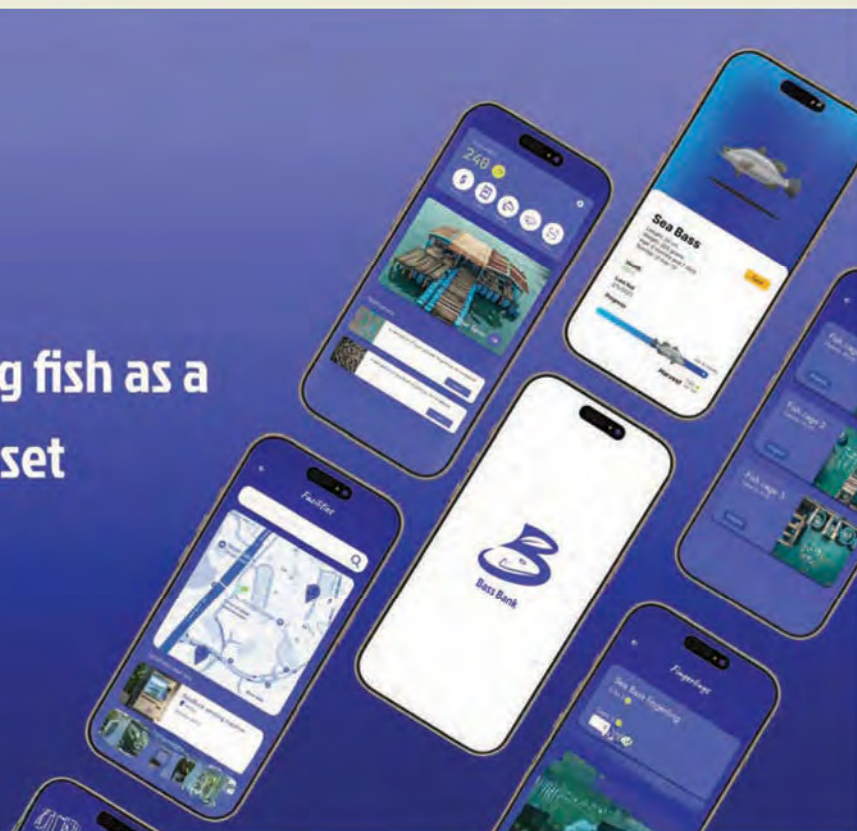


Unravel features modular knitwear that can be woven together and joined using a 3D-printed closure. The closure can be detached and the woven knitwear can then be disjointed through the action of unravelling. Modularity gives users a multitude of opportunities to incorporate play and creativity into their fashion, enabling endless knitwear possibilities whilst combating fast fashion.



Unravel
2023
ExFabrica
under Yuta Nakayama
with Jo Yie Leong

Imagining fish as a digital asset



Digital fish farm cum banking app

Bass Bank simulates fish farming through an app, allowing users to "grow" fish virtually, while their actual fish are being grown by proxy. This eliminates space and knowledge constraints, allowing anyone to grow their own fish. Users may convert extra fish into a digital currency "Bass Bucks" which can be reserved to purchase farmed fish.



Scan to try the app

1



Purchase fingerlings through BassBank and grow them virtually!

2



Check on your fish's health and progress.

3



Harvest your fish after a 6 month period and convert them into BassBucks

4



Users can choose to convert their digital fish into real fish, or convert them into the digital currency, BassBucks

As global fish stocks decline under the pressure of profit-driven industrial fishing, this project envisions an alternative future for seafood consumption - one grounded in sustainability. It explores the concept of virtual fish farming, where individuals can raise digital fish in a system designed not for profit, but for cultivating ecological responsibility and a deeper connection to marine life. By having fish as digital assets, the project removes barriers such as physical space, technical expertise, and financial risk - making aquaculture accessible to anyone. Through this approach, it challenges conventional models of consumption and invites users to rethink their role in ocean conservation.



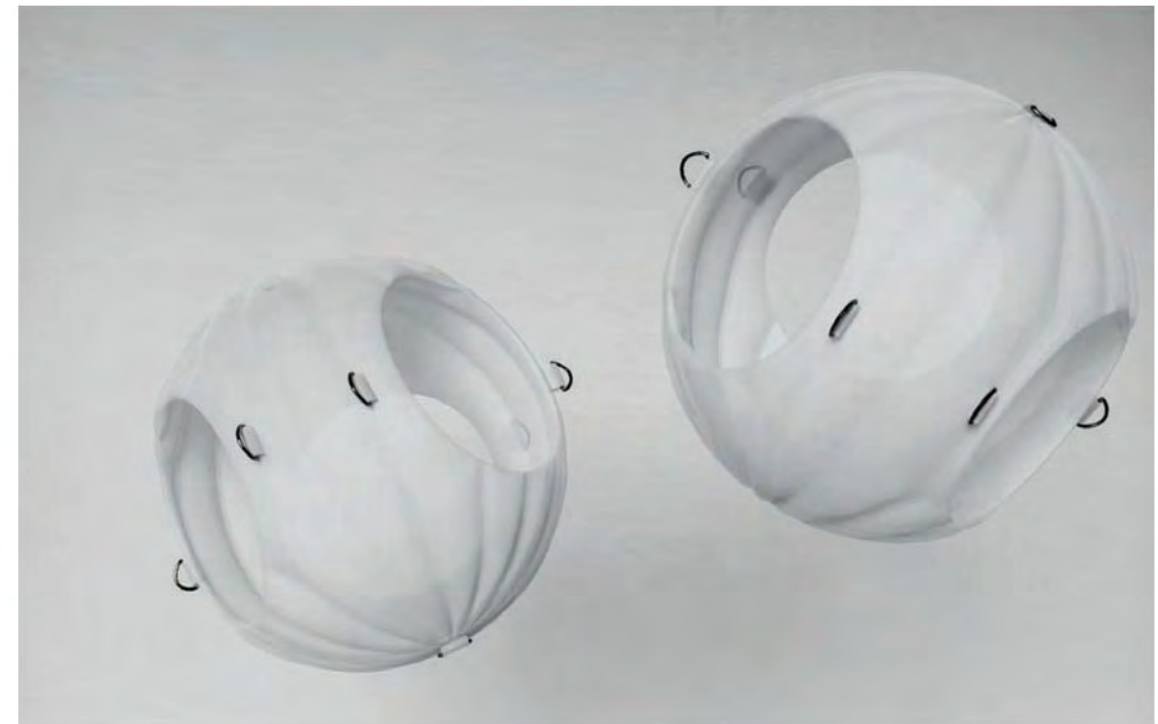
Imagining Fish as a Digital Asset
2025
Thesis
supervised by
Dr. Janghee Cho

Chitrakar Lumna

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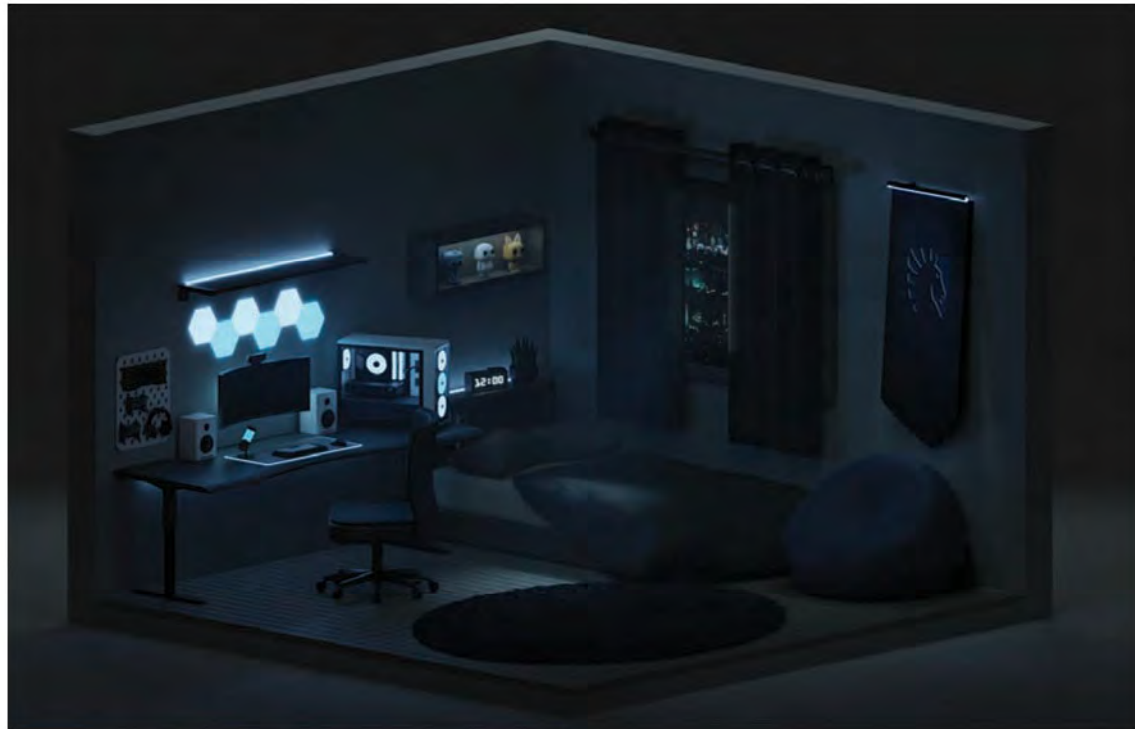


Lumna is a designer who believes that simplicity is the ultimate sophistication – a philosophy that deeply influences her approach. To her, simplicity means stripping away the unnecessary, allowing the essence of a concept to emerge in its most refined form. With a background in visual effects and motion graphics, she blends technical skill with artistic intuition. Her curiosity leads her to embrace moments of sonder, finding inspiration in the overlooked stories of others – fueling her drive to create thoughtful, resonant design solutions.



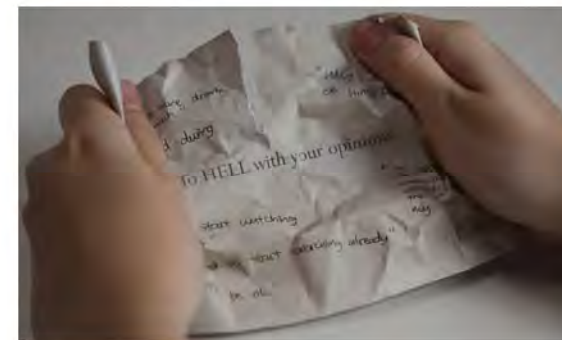
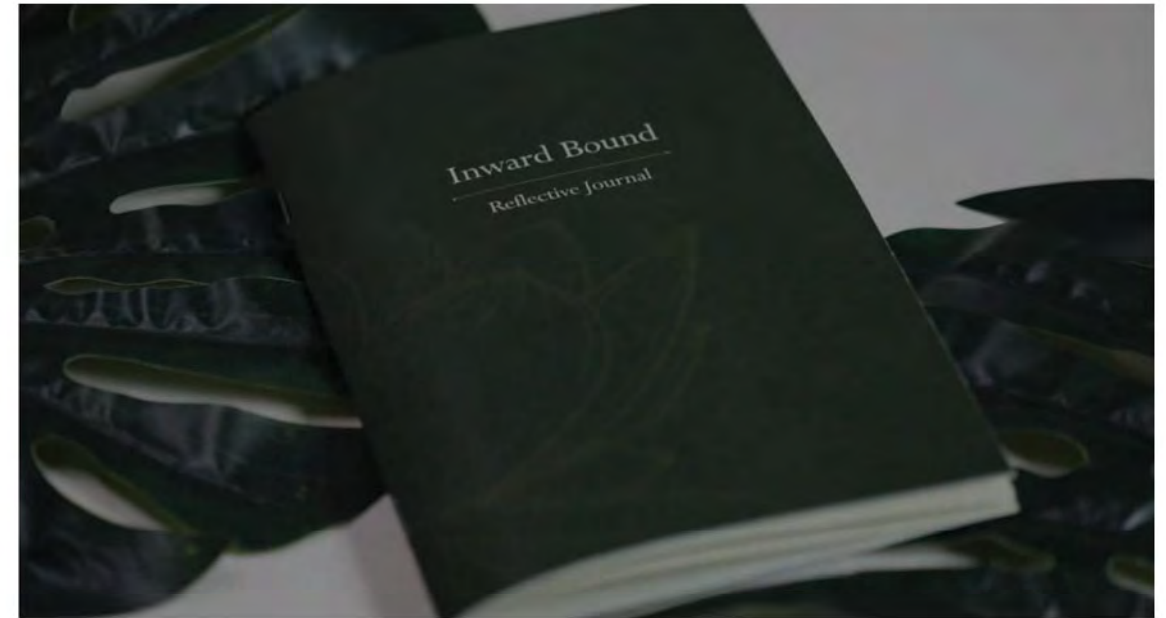
Airplay
2023
Play_
under Grace Tan
with Ng Keng Wei,
Lau Rui Xuan

AirPlay is a modular, pop-up playground that brings play to youth through inflatable spherical modules housing three interactive structures – Floater, Bouncer, and Breather. Each structure explores air as a playful element, offering unique sensory experiences. Floater, a helium-filled inflatable, drifts within an enclosed module, encouraging stress-relieving interaction. Bouncer, spanning two modules, reacts to users' movements, creating a dynamic, shared experience. Breather, inspired by balloon inflation, uses fans to create rhythmic motion, allowing users to navigate, be enveloped, or lifted. The adaptable design enables different configurations, while its nighttime transformation into a glowing installation enhances engagement. With its inflatable and temporary nature, AirPlay turns air into a playful, immersive medium anywhere.



TL Haven
2023
*Electronic Media
and Production for
Design*
under Siti Norhana
Mohammed So'od

TL Haven is an atmospheric isometric 3D scene modeled in Blender, combining elements of gaming, esports, and digital art. Inspired by my real-life bedroom, this digital space reflects my interests and personality while capturing the sleek, immersive aesthetic associated with Team Liquid. The design pays careful attention to lighting, incorporating volumetrics, fog, and glow effects to create a moody yet inviting atmosphere. Subtle details, such as the gaming setup and collectibles, add realism and familiarity, making the space feel both futuristic and personal. With dark tones, illuminated elements, and a Team Liquid banner, TL Haven serves as a tribute to esports, gaming culture, and digital art.



Inward Bound
2023
*Palliative Care:
Compassionate
Creations*
under Alistair Norris
with Isabelle Brigitte
Kirkwood, Sing
Pearlyn

Inward Bound is a guided retreat program designed to help newly diagnosed terminally ill patients redefine their life purpose, cope with emotional fluctuations, and navigate identity shifts. This exclusive two-day retreat takes place in a calming environment and includes a reflection journal alongside a program led by recovered patients and health counselors. Beyond the retreat, patients can revisit the space to connect with others, fostering a supportive community for continued healing and companionship.

Haziq Roslany

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Haziq doesn't design objects. He designs the quiet spaces between actions where hands meet objects, bodies meet space, and routines become rituals. With an ethnographer's patience and a poet's precision, he deciphers what others overlook: the hesitation before grasping, the lean into emptiness, the unspoken choreography of shared spaces. These become his raw material. His work whispers fluidity where others force, thoughtfulness where others compromise. No loud statements, just forms that adapt to real behavior. The best design, he believes, isn't seen but felt. It's the sudden realization that life could've been this effortless all along.



Flux
2024
*Improving
Everyday Life*
under Dr. Christian
Boucharenc
with Neo Ang Hian

Flux isn't just a tray. It's behavior transformed into form. Through observing how diners return trays and cleaners manage them, every curve and fold is translated into a calculated act of empathy. This is design that doesn't just function but elevates, turning the mundane into the meaningful. By refining these unspoken rituals, Flux makes shared responsibility effortless. No detail is arbitrary; in the end, what remains is the quiet poetry of utility.





Wave
2023
Momentum
under
Christophe Gaubert

Wave redefines how we experience calm through motion. This isn't a fan that simply blows air, it creates a sensory conversation between body and space. Where traditional fans push, Wave breathes, transforming gentle rhythms into visual serenity. By rethinking the conventional fan, Wave becomes something new: cooling that comforts both body and mind. It becomes an experience where mechanics fade, leaving only the afterglow of stillness.



WonderWalk
2023
Play_
under Grace Tan
with Chan
Zheng Qi Zoey,
Yang Xiao

WonderWalk begins by observing how people from all walks of life pause, explore, and connect, translating these organic interactions into playful urban experiences. More than just a playground, it's a sprawling landscape where nature sparks curiosity and spaces invite discovery. By designing invitations rather than instructions, WonderWalk makes play feel instinctive. Here, design fades into the environment, leaving behind echoes of laughter and exploration.

Ong Zhi Kai, Douglas

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douglas-ong-design.webflow.io/

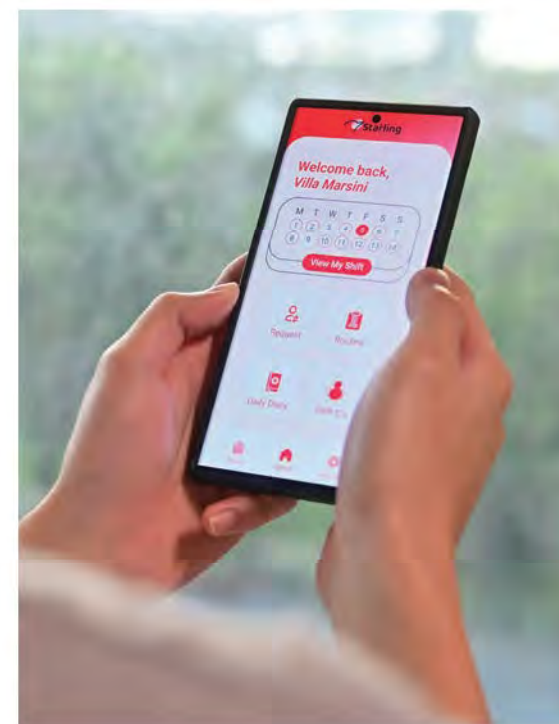
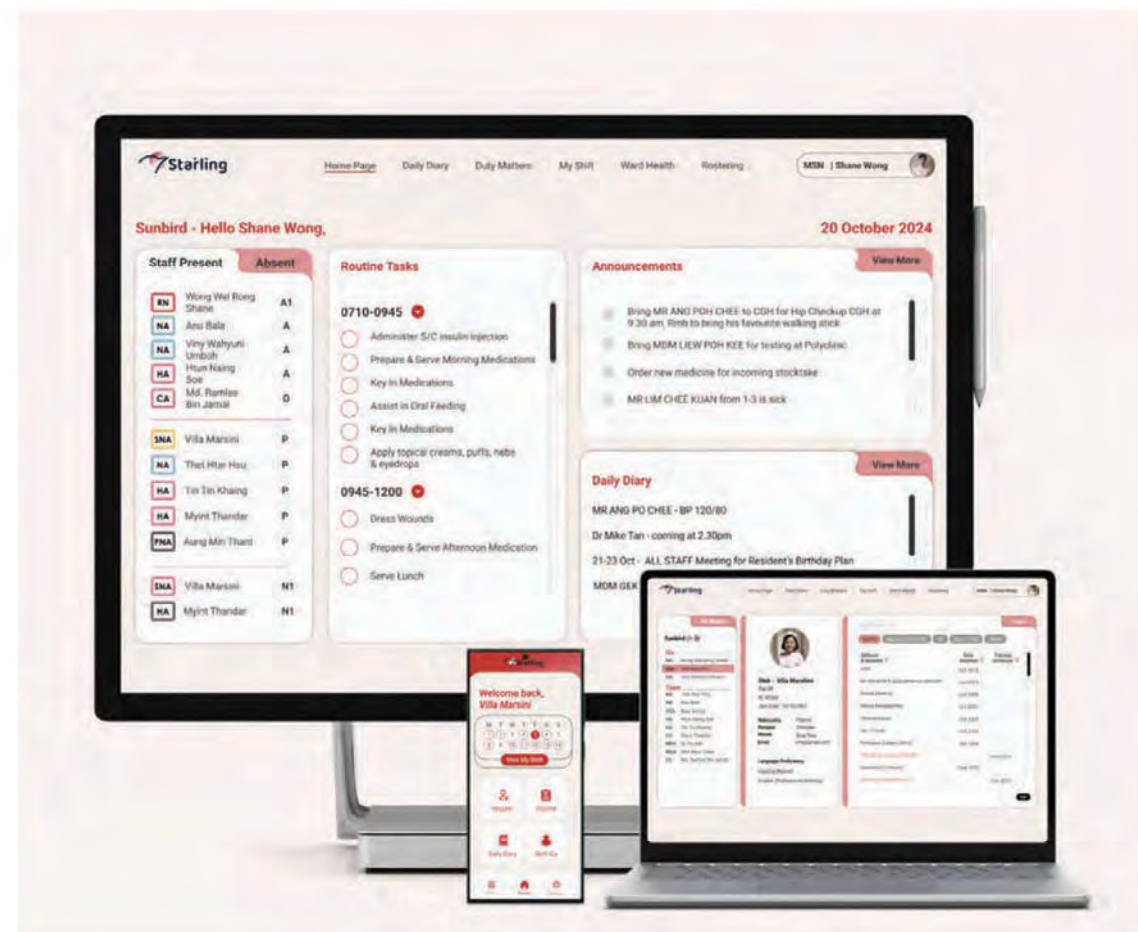


Pulp Zero
2022
Make Some Noise
under Lee Tze Ming
with Isaac Lim,
Mohamed Rizwan

The best designs don't just function well; they evolve with their users. Douglas thrives on uncovering the unseen, bridging the gap between user, service experience, and product with a keen eye for context. By blending rigorous research with inventive experimentation, his multi-perspective approach uncovers hidden challenges and transforms them into opportunities for improvement. To him, the interweaving of various design disciplines is naturalistic and often reflects a real-world perspective. With a background in product design and photography, he brings together a wealth of experience from the appreciation and execution of visual arts to a honed sensitivity towards the balance of form and function.

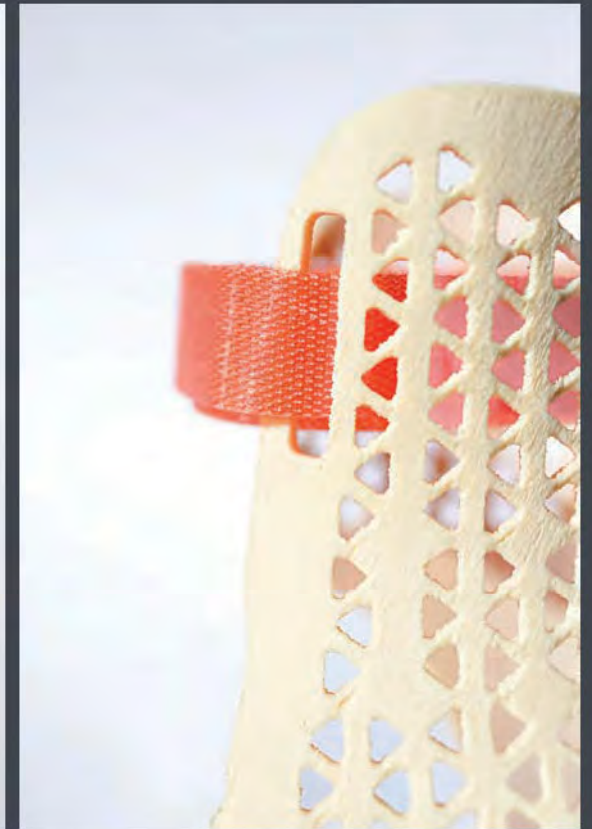
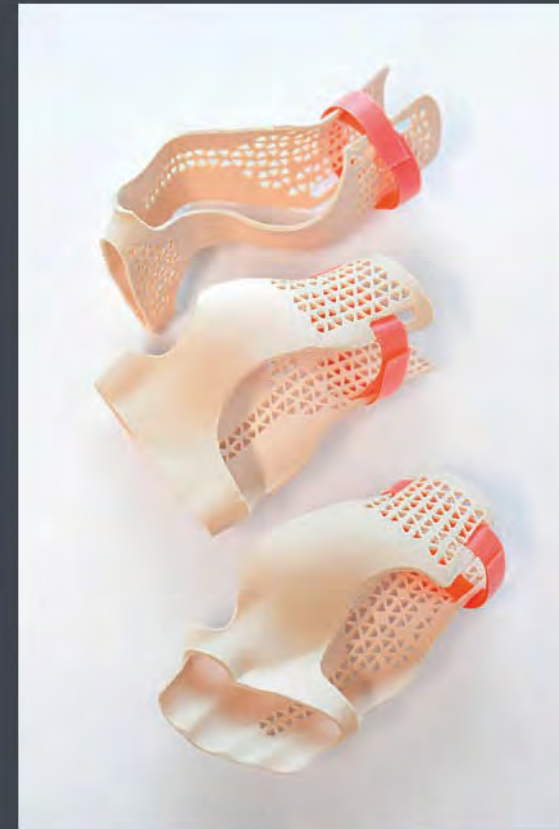
Pulp Zero is a sustainable, single-use headphone that aims to reduce airline plastic waste through harnessing sustainably-sourced recycled paper pulp, lowering the carbon footprint of every passenger. Its novel over-ear form introduces a new way of wearing headphones, where a simple push and twist motion would ensure a secure fit.

Through a reusability-focused, OEM perspective, we aim to eliminate single-use plastics in the airline's daily operations and re-conceptualise the notion of what a headphone should be made of. The acoustic properties of paper helps to moderate and attenuate the sound quality. After usage, the driver and wire can be removed for reuse, whereas the rest of Pulp Zero can be sanitised and remolded into new pair of headphones.



Starling
2024
Future of Aged Care
under
Dr. Lee Jung-Joo
with Alex Ong,
Velyn Chia

Starling is a unified, scalable manpower management system for streamlined access to all rostering needs at every staff level. Through digitalization, this led to a 75% decrease in weekly admin rostering work, creating more time for better care. Starling deploys business intelligence as a means to synchronise and allocate care staff based on their competencies into a singular connected experience, enhancing operational visibility while significantly saving time.



Precicast is a novel scalable system for creating topologically-optimised 3D-printed spica casts through 3D scanning, to improve flexor tendon syndrome recovery. Coming in a set of 3 at optimised 30°, 60° and 80° splints, it is built using skin-safe composite PETG, 3D printed with a generative lattice for a balance of breathability and tensile strength. Unlike traditional splints, it is impact resistant and medically sterilizable. Through 3D scanning and printing, the Precicast system digitises the occupational therapist's workflow and automates key steps, where it cuts post-op fitting time from 60 to 20 minutes and slashes weekly consults from 40 to 10 minutes, saving 3 hours daily and boosting patient capacity.



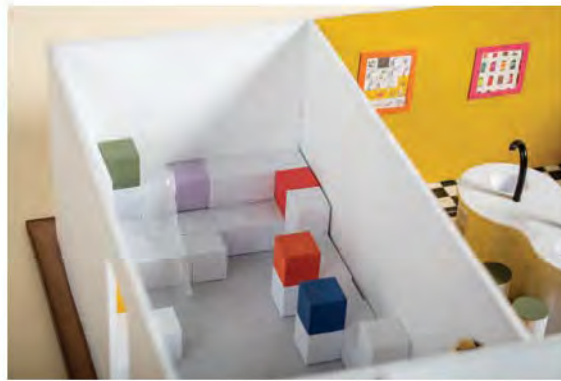
Precicast
2025
Thesis
supervised by
Song Kee Hong

Pang Xue Le Cheryl

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portfolio-3c490a.webflow.io/



Cheryl is a designer who focuses on creating intuitive, functional experiences that make life easier. She enjoys distilling intricate problems into seamless solutions, always prioritizing usability. Her passion for UX/UI design lies in translating complex human behaviors into thoughtful, user-centered interactions.



The Analogue Photobooth

2023

Social In Retail
under Sixiu Tan
with Jocelyn Tan Xin
Yee, Nicolas Erwann
Itokiana

The Analogue Photobooth is an immersive pop-up store that reclaims the “troublesome” nature of film photography as a deliberate, rewarding experience. In an age of instant gratification driven by social media algorithms, this space invites Zillennials to slow down, embrace imperfection, and detach from the digital whirlwind. Every touchpoint is designed to turn the unpredictability of film into moments of anticipation and mindfulness, offering a nostalgic yet refreshing break from the hyper-connected world.

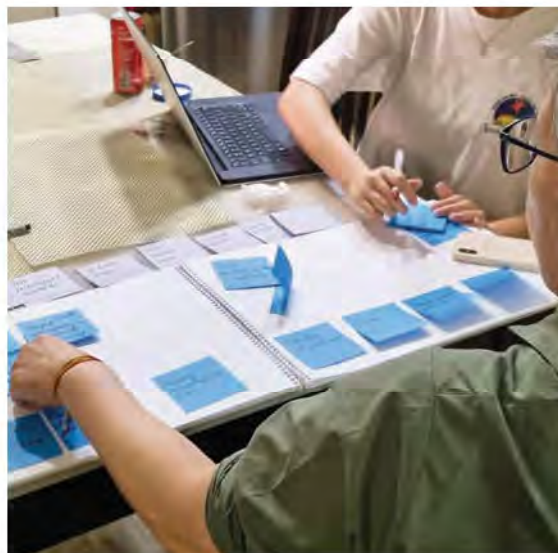
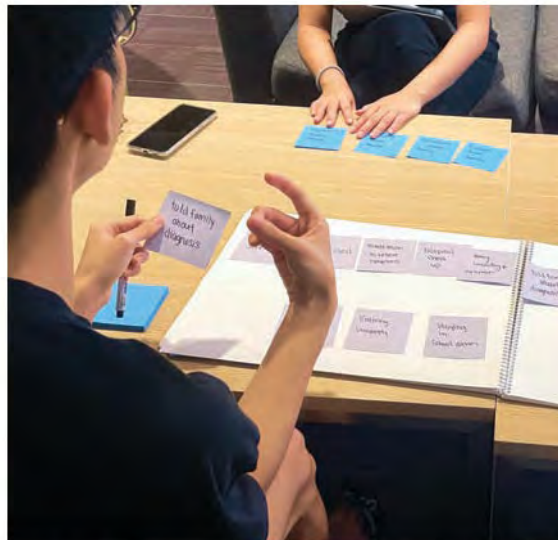


We All End In Death
2022
*Death is just part of
the Journey of dying
under Alistair Norris*

We All End In Death is an interactive zine designed as a toolkit to help people create more meaningful memories with their loved ones before they pass. Using humor and co-creation, the project softens difficult conversations about mortality, encouraging deeper connections between youth and their elders. By blending playfulness with reflection, it transforms an often-avoided topic into an opportunity for shared storytelling and understanding among loved ones.

Patricia Setiawan

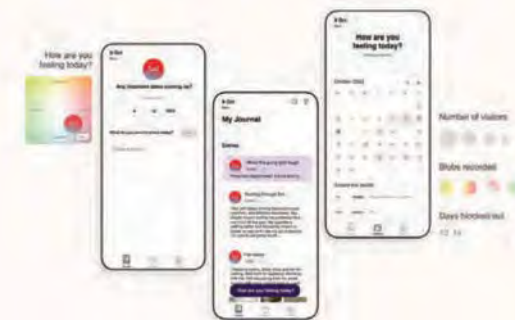
patriciasetiawan784@gmail.com



Understanding people's stories, perspectives, and the way they interact with the world, Patricia shapes the way people connect, not just with interfaces but with the essence of a brand itself. For her, design is about uncovering the emotions, unseen needs, and hidden influences that shape the way we live and engage with our environment. Every design begins with an exploration of what truly moves people, an understanding that informs both user experience and the stories brands tell. Patricia creates experiences that quietly becomes a part of everyday life, with designs that feel both natural and meaningful.



Patient's Experience



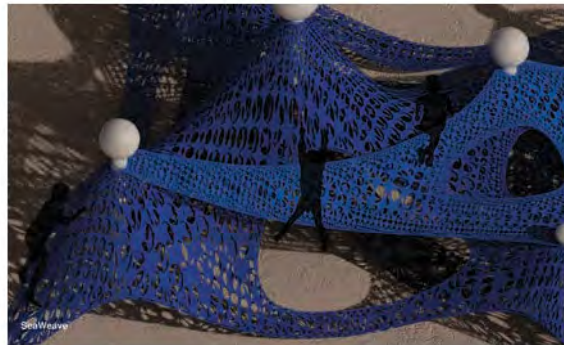
Loved One's Experience



Blobb.
2023
*Palliative Care:
Compassionate
Creations*
under Alistair Norris
with Teng Xin Yun,
Ko Tiarra

Patients in palliative care can feel lonely due to their significantly different lifestyle from friends and family. While they desire support from their loved ones, they may hesitate to reach out and communicate these feelings due to the worry of being seen as a burden. They often choose to keep their emotions to themselves, deepening the feelings of loneliness.

Blobb aims to facilitate this communication by allowing patients to express their emotions indirectly. Using colors to represent mood and pain level, patients can record their feelings as well as schedule, which will sync to their loved ones' phones. This acts as a nudge for them to provide the right level of support when it's needed most.



The Sandbox
2022
Play_
under Grace Tan
with Joshua Tan
Jianhao, Hannah
Cha Ju Hyun

The Sandbox is a playground in West Coast Park designed to encourage imaginative and customisable play for every child. Spanning a large open space, it features three distinct areas - BlockYard, SandScape, and SeaWeave - each offering a unique yet connected play experience. With stackable blocks, interactive sand structures, and exploratory net formations, children are free to shape their own adventures. Inspired by maritime elements, the play areas blend naturally into the park's coastal environment.



moneyverse
Money Made Manageable

DIVISION OF INDUSTRIAL DESIGN × MAS Monetary Authority of Singapore

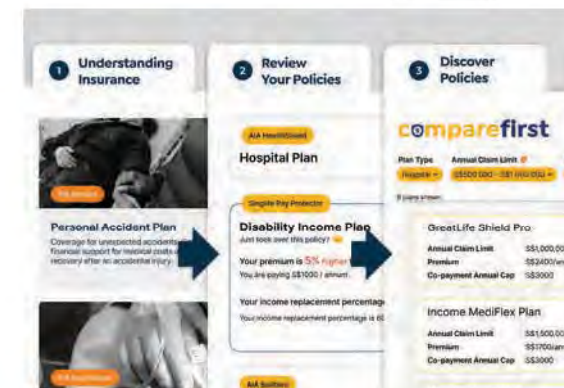


Cofi
Our website companion



Moneyverse
2024
Improving Online Insurance Literacy with MAS
under Alistair Norris
with Shaheed Ibnu Mohamed Hassan,
Travis Tan Guan Ri

Moneyverse is an integrated platform offering personalised insurance resources, that are educational and application-based, through a progressive and dynamic information architecture. It aims to adequately facilitate the navigation of specific insurance needs for users to evaluate over and underinsurance independently.

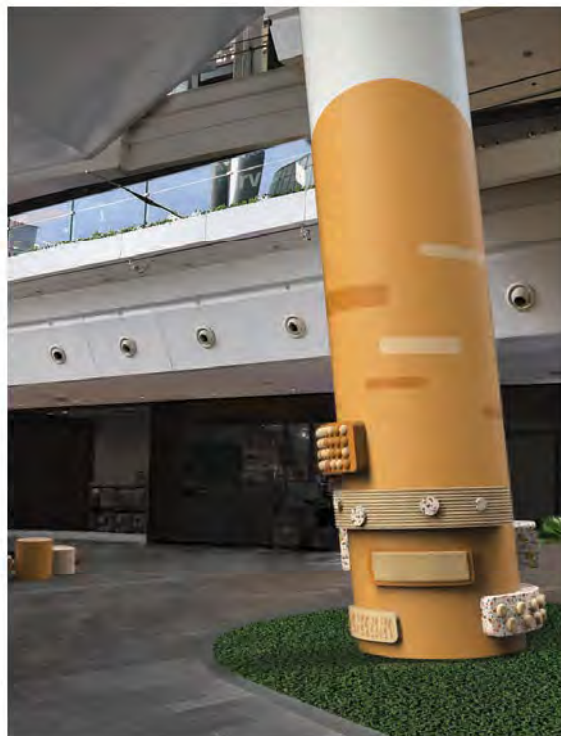


Lee Rachael Anne

rachanneleeht@gmail.com

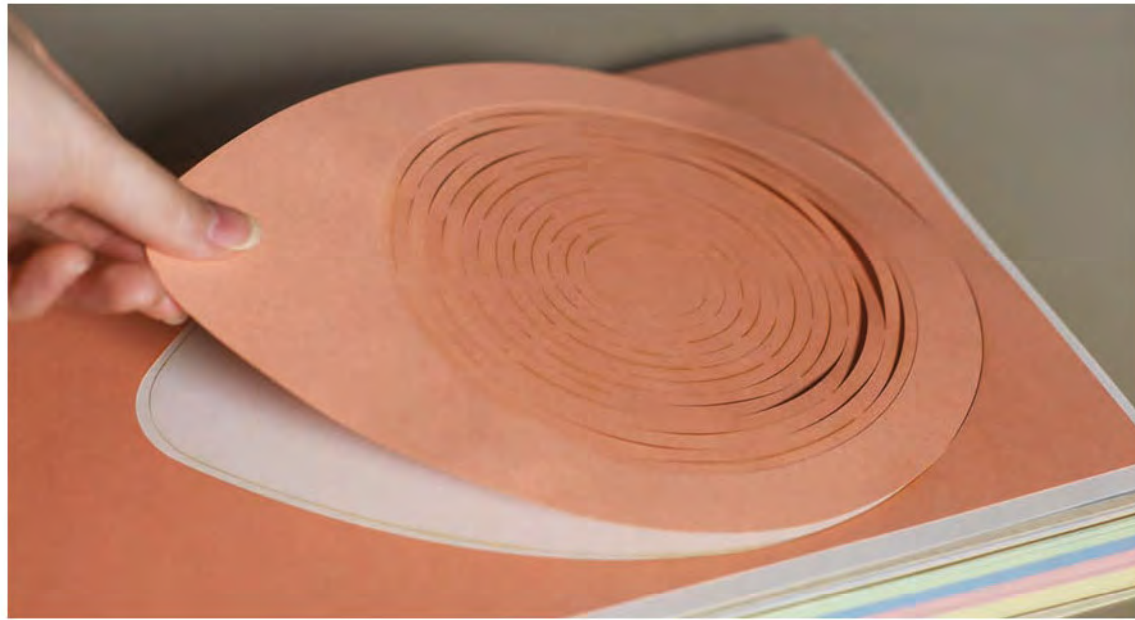


As a trained Industrial Designer, Rachael has the passion to create ideas that improve the lives of others. She is interested in user experience and storytelling, seeing them as essential to making designs more intuitive, engaging, and emotionally resonant. She strives to design solutions that not only meet functional needs but also create meaningful connections with users, enhancing their daily experiences.



TowerTots
2023
Playground
under Grace Tan
with Angeline Gomes,
Ashley Thong

Finding the fun in overlooked and ordinary spaces, TowerTots is a modular playground designed around the iconic pillars at Star Vista, Singapore. Its interactions include climbing walls, slides, haptic interactions, resting and hiding spots.



Kami
2023
Momentum
under Christophe
Gaubert

Kami is a kirigami-inspired hand fan that transforms dynamically with motion. As the user fans themselves, swaying Kami back and forth, the momentum, defined as the quality of movement that has a moment of stillness to emphasise the object's state of motion, activates an elegant unfolding of its intricate pattern. This design emerged through extensive experimentation to perfect the balance between form and function. Its simple manufacturing process also allows for endless creative customisation, making it an ideal canvas for brands.



ComfortCook
2024
Product Experience Design
under Song Kee Hong
with Denise Oh,
Purunjai Pradhan

ComfortCook is a thoughtfully designed kitchenware set comprising a pot, pan, and knife, all featuring ergonomic handles specifically crafted for individuals with hand arthritis. Developed through extensive user testing and feedback, the design ensures optimal wrist support during tasks requiring vertical force, maintaining the hand and wrist in a natural, straight alignment. The handles offer a secure and stable grip, reducing strain and preventing overexertion. ComfortCook empowers users to cook independently and comfortably, making every meal preparation effortless and enjoyable.

Seah Jun Hao Reynard

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rynrd.site

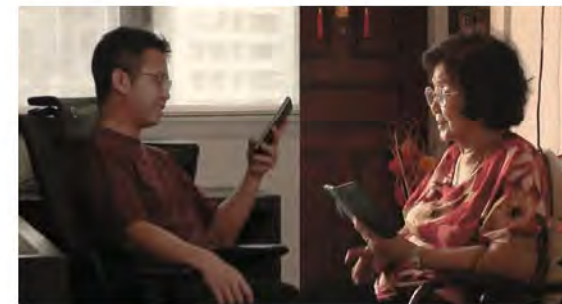


Reynard believes in the honesty of design, that it should be intuitive and emotive regardless of the medium. His works often start from understanding and ideas, driven by the need to uncover the meaning behind a design: why it exists, what it communicates, and the emotions that it evokes within people. Yet, he appreciates ideas that draw insight from beneath the common perception of things and attempt to read between the lines to uncover hidden meanings within ambiguity, letting intuition lead him to simple, honest yet unexpected outcomes that users can feel for.



Shizuku
2024
*Improving
Everyday Life*
under Dr. Christian
Boucharenc
with Gracia Chua

Celebrating rain through a conscious, sensorial ritual. Shizuku, “a drop of water” in Japanese, is a ritualistic diffuser that uses raw materials gathered by the user to naturally create petrichor: the smell of rain. Born from the observation that rain is calming to the common person, it draws inspiration from the formation of a natural phenomenon. Shizuku is intentionally designed as a sculptural and functional element in the home, not only to capture the scent of rain, but also to connect with the visual appreciation of slow, rhythmic raindrops.



KIN
2023
Product Design+
under Song Kee Hong
with Goh Bing Jun,
Lim Wenkang

We can reach anyone around the world at just the push of a button, yet it's those who matter most that often feel the most distant. Inspired from the observation that people are less emotionally connected in a hyperconnected age, KIN is a photo printer that nudges us along in our everyday efforts to connect with loved ones by integrating video calls and printed keepsakes into one effortless routine. It serves as a point of communication between generations to capture moments we often take for granted, through a minimal setup, streamlined interactions and a confident yet unobtrusive form. KIN simplifies printing for everyone, and highlights the tangibility and meaning of print and the cherished relationships it embodies.



Inspired by the turgidity of plants, Noda is a turgid joint system that allows for adjustable, temporary connections in a system through the physical deformation of an elastic core. In its uniqueness and versatility, Noda inspires potential applications from temporary adaptive shelters, play structures, to transformable frames and even furniture.



Noda
2025
Thesis
supervised by
Dr. Clement Zheng

Sheryl Cheong

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Sheryl embraces creativity through hands-on exploration, finding excitement in crafting, building, and experimenting with new techniques. Her work is driven by curiosity, constantly evolving as she discovers and refines new skills. She engages deeply with materials, learning from them and allowing their unique qualities to influence her designs. She balances creativity with practicality, ensuring that each project is both expressive and functional. With an ever-growing collection of hobbies and a love for making, she thrives on the process of learning and creating. Looking ahead, she hopes to keep expanding her skills, combining diverse techniques to create work that is both inventive and uniquely her own.



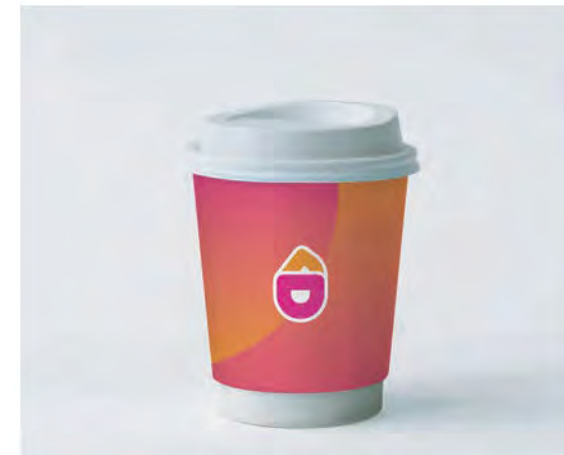
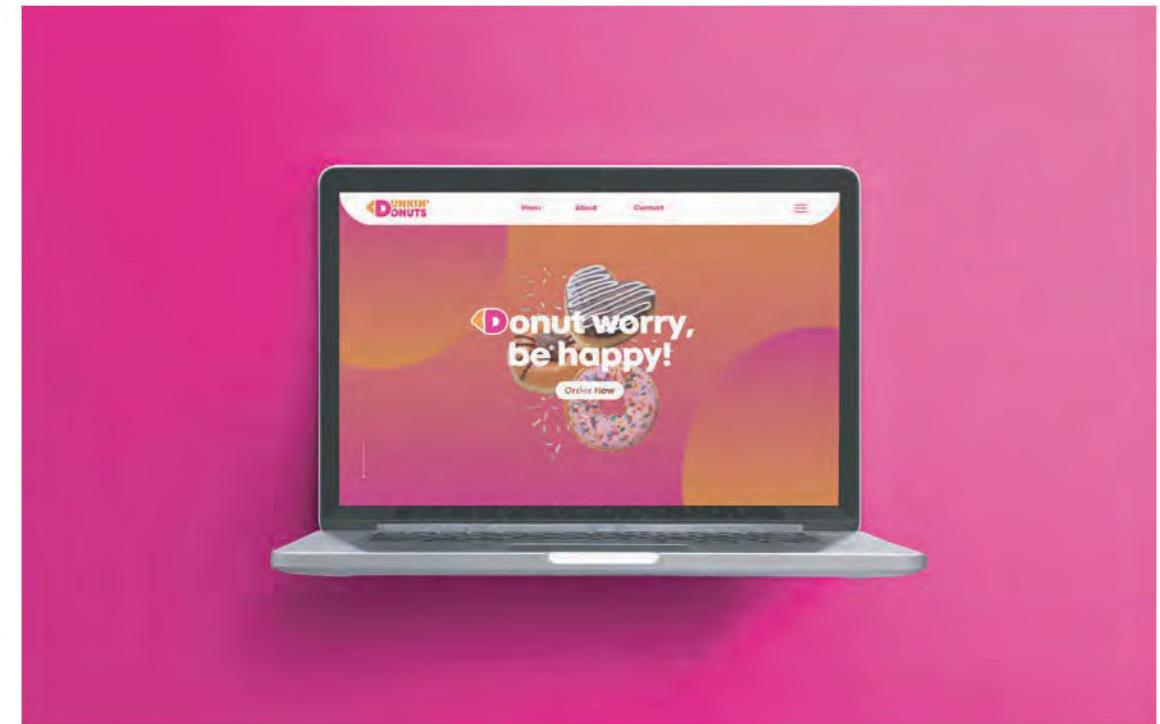
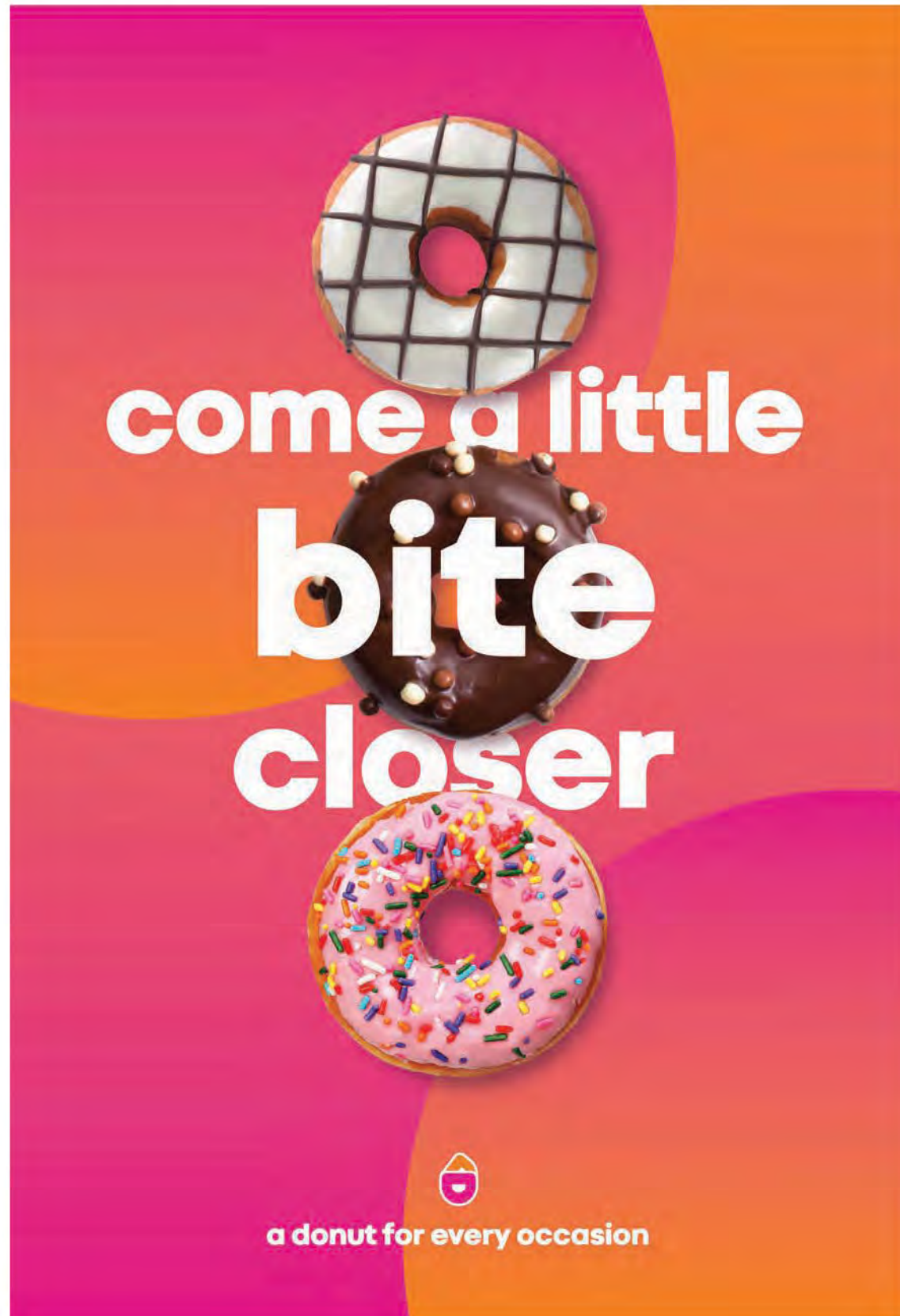
Muji to Go
2022
Make Some Noise
under Lee Tze Ming
with Grace Tan,
Jan Teh

The Keepsake Headphones are thoughtfully designed to align with the spirit of Muji. Simplicity, sustainability, and considered living. Created to extend the lifespan of single-use in-flight headphones, they feature a compacting mechanism that encourages travelers to bring them along beyond the flight. Quiet in form and intuitive in function, they transform a typically disposable item into a lasting, personal belonging. By reducing waste and elevating everyday experience, the headphones echo Muji's philosophy of mindful design that gently integrates into the user's journey.



Path X
2023
Discovering Directions: Design for inclusive event wayfinding
under Lee Tze Ming
with Jared Sim,
Qiru Lin

Path X is a sustainable, three-part event rental solution designed to provide an inclusive auditory wayfinding system for the visually impaired, empowering independent travel. Wearable tokens interact with Bluetooth beacons placed along a designated route, guiding users with real-time directional audio cues. For added security, the token also features a built-in panic button, ensuring assistance is always within reach.



Dunkin' All Day
2023
Branding and
the Elements of
Storytelling
under Ryan Chin

What if Dunkin' Donuts expands beyond the morning coffee run with a new line of ice cream treats? The signature 'Double D' shape cleverly doubles as both an ice cream cone and, when flipped, a coffee-dipped donut, further emphasizing the "Dunkin" in Dunkin' Donuts. This playful rebrand reimagines the concept and enhances brand engagement while catering to a broader, all-day audience.

Soon Wei Ya Jasmine

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Every design starts with a meaningful conversation: one that helps build, nourish and redefine the idea into something that fits for the client and people's lives.

Hey there! Jasmine designs simple interfaces with a passion for better design. By focusing on how people navigate decisions, she delves into understanding user and company needs, co-creating solutions for a more intuitive UI tool. Jasmine had the opportunity to design branding for SG60 x GBTB for 200 elderly volunteers from care organisations, amongst other design opportunities. Let's bring ideas to life!

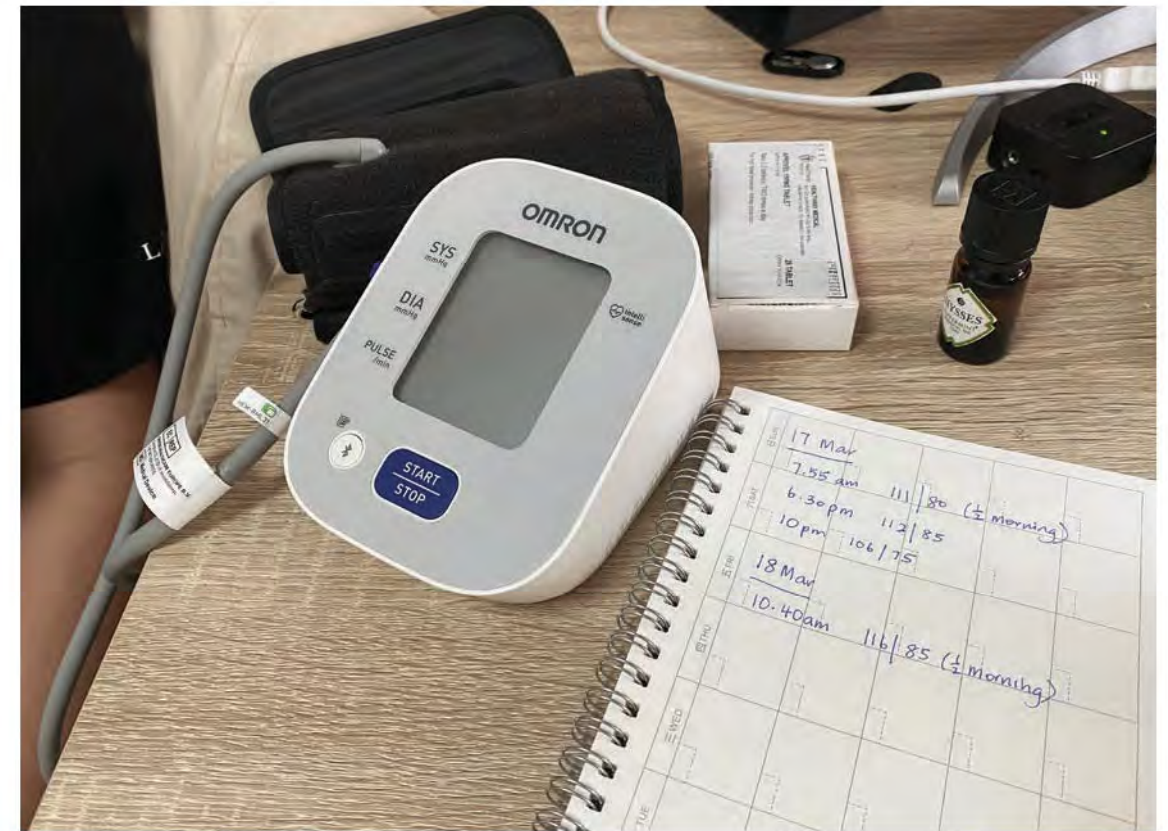
Medical Ownership



Medmo

Empower High Blood Pressure (BP) patients with medical ownership

Track Blood Pressure . Adjust Daily Medicine Intake .
Journal how Patient is Feeling . Update the Doctor



Medmo

Empower High Blood Pressure (BP) patients with medical ownership

Track Blood Pressure . Adjust Daily Medicine Intake .
Journal how Patient is Feeling . Update the Doctor



Medmo
2023
Visualising New Experiences Through Product Appreciation
under Sixiu Tan

Medmo is an app that empowers High Blood Pressure (BP) patients with medical ownership. Patients can journal their medical progress, in tandem, update the doctor via a PDF that Medmo generates. This allows patients to transform self-recorded information as medical evidence, for the right medicine dosage.

Chin Sophia

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chinsophia.com



Sophia's approach is deeply informed by her environment, drawing inspiration from personal artefacts tied to everyday rituals. Keen observation allows her to uncover subtle beauty and wonder in the ordinary, a sensibility that brings warmth to her work.

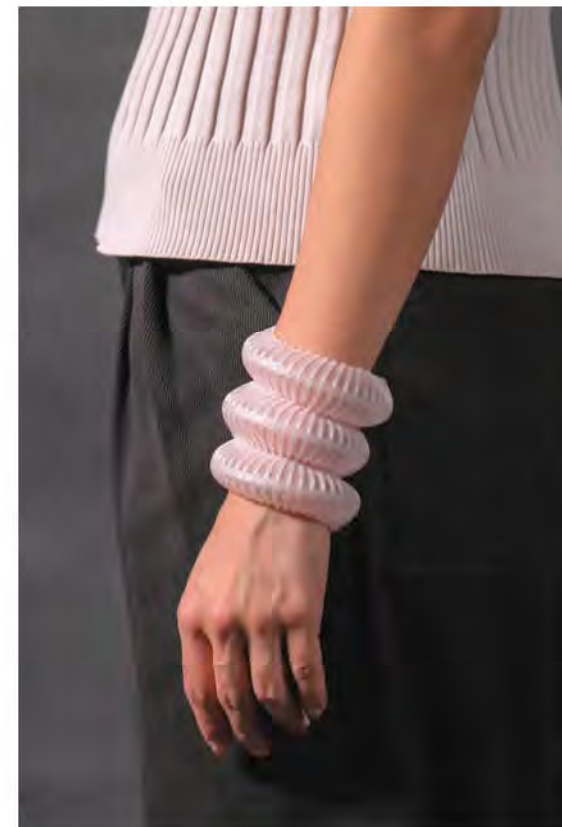
Sophia embraces a hands-on, material-led process, never afraid to get messy or dive into laborious work. Guided by mindfulness, her practice considers not just how objects are made, but how they are experienced. For her, the process of making is just as meaningful as the final outcome.



Klov
2023
Native Colours
under Tiffany Loy
with Nor Nadia
Diyana Binte Mohd
Norzaiddi

Klov explores the material potential of canned expanding foam as a medium for manipulating light. Traditionally used to seal and insulate water pipes, the foam is reimagined in the form of a lamp.

When unlit, it sits in a raw, white and restrained state. Once illuminated, it reveals hidden textures and a spectrum of colour. Controlling the structure's ridges and thickness, hues from salmon pink to magenta emerge under blue light. Klov interplays with expanding foam's unpredictable nature to create colour.



Anemoni
2024
Bound to Bond
collaboration with
Crystal Group
under Dr. Yen
Ching-Chiuan
with Jenn. Tew

3D printing on fabric bonds molten filament to textile fibres, thermally bonding soft and rigid materials into a unified structure. When printed on pre-stretched fabric, the release of tension creates three-dimensional forms, with minimal post-processing.

Two applications emerge from this technique: a series of snap-fit body adornments and a mini bag. Leveraging on fabric elasticity, these sculptural accessories are designed for easy attachment. The mini bag is printed in segments that self-assembles upon release and is connected with integrated joinery, eradicating the need for any form of stitching or adhesive.



Incinerated Ware is a four-piece porcelain dining collection glazed entirely with incinerator ash, the final residue of Singapore's municipal waste. The colour in ceramic glaze is derived from metals, which Singaporean potters have to import from countries with abundant geological resources. This project explores a more accessible, locally grounded alternative, asking whether glaze aesthetics can reflect the textures and realities of our urban environment.

Using both Incineration Bottom Ash (IBA) and Incineration Fly Ash (IFA), four distinct glazes were developed through physical refinement and chemical treatment. Each glaze demonstrates the potential of ash as a colourant, yielding finishes that range from raw to refined.

The wares are slip-cast in white porcelain to give visual prominence to the glaze. Designed for the contemporary household, this collection is both functional and reflective, transforming waste into beauty and offering a new way to interpret value, resource, and place.



Incinerated Ware
2025
Thesis
supervised by
Hans Tan

Tan Dian Chong Dylan

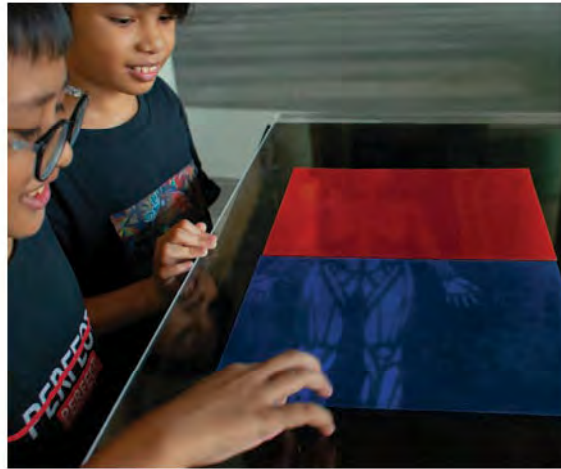
dylantandc22@gmail.com
linkedin.com/in/dylantandianchong



Dylan is a hands-on creator who thrives when his ideas come to life through making it with his own two hands. A deep appreciation for wood: its organic grain, rugged knots, and natural imperfections, first ignited his passion for materials and form.

This reverence for raw craftsmanship now fuels his innovative approach to product design. Dylan obsesses over the dialogue between physical and digital experiences.

For him, interaction design isn't just about functionality, it's about creating emotional resonance. He designs to surprise, delight, and connect, blurring boundaries until users forget where the physical ends and the digital begins.



Seen Unseen
2024
Virtual & Reality
under Dr. Yen
Ching-Chiuan
with Chloe Chong

A multi-sensory experience that helps promote collaboration between people and shows that we all see things differently. Using rear projection and hand tracking, we embedded red and blue images such that if users have a blue tint, users would only see the blue images and vice versa. From our setup, users can break free of 2-dimensional projection. By lifting the plastic sheets, the projection is magnified, providing the experience of a 3-dimensional projection.



Forest Form
2024
*The Appreciation of
Wood Craft*
under Jason Ong

The chair is specially made with relation to the ocean in mind. The seat is hand-carved out of walnut, shaped to resemble a wave to incorporate softness and fluidity. Seamlessly joined together by dowels, to showcase the mirror-like grain pattern. Nyatoh wood for its legs adds a beautiful contrast of colour that sparkles when the sunlight hits it. A chair that proudly showcases Dylan's journey as a craftsman.

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183

**FIGHTeng**

2023

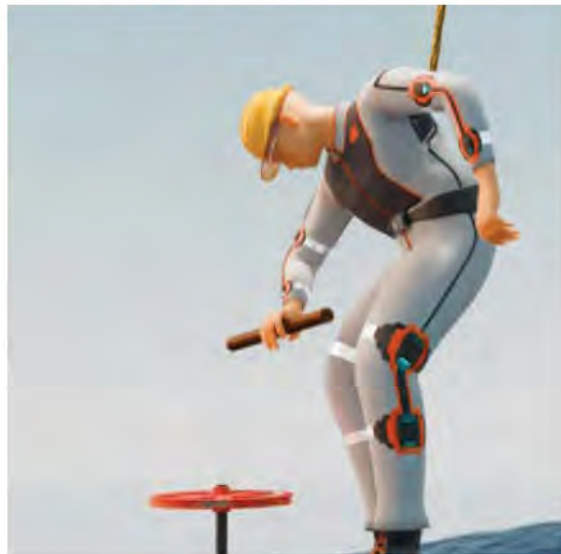
*ExcerFun: Ambient
Sensing for Exercise
through Triboelectric
Nanogenerator*

under Dr. Yen
Ching-Chiuan
with Zho Qinrui

This handle incorporates a Triboelectric Nanogenerator (TENG) to measure electron transfer between materials. Through testing, I discovered that shaking thermoplastic beads produced repeatable, distinct electrical wave patterns that varied with movement. Using this principle, I programmed specific gestures to trigger in-game actions for a multiplayer combat game. Players can customize their handles with modular weapons, adapting to different fighting styles. The game challenges players to strategise their physical movements, with mechanics like parrying, when two players perform the same action simultaneously. It's an interactive system that merges physics, electronics, and playful competition for some really good fun.

Tan Wesley

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Wesley is a designer who brings ideas to life. He is deeply fascinated by cutting-edge technology and contemporary design. Through his design journey, he has developed a strong appreciation for the ability to connect the dots – between concepts, people, and experiences. This approach allows him to create thoughtful and impactful work that resonates with others.

Design has become a way for Wesley to express ideas and emotions without boundaries. It has shaped the way he thinks, communicates, and solves problems. His passion lies in crafting products that leave a lasting impression and bring meaningful value.

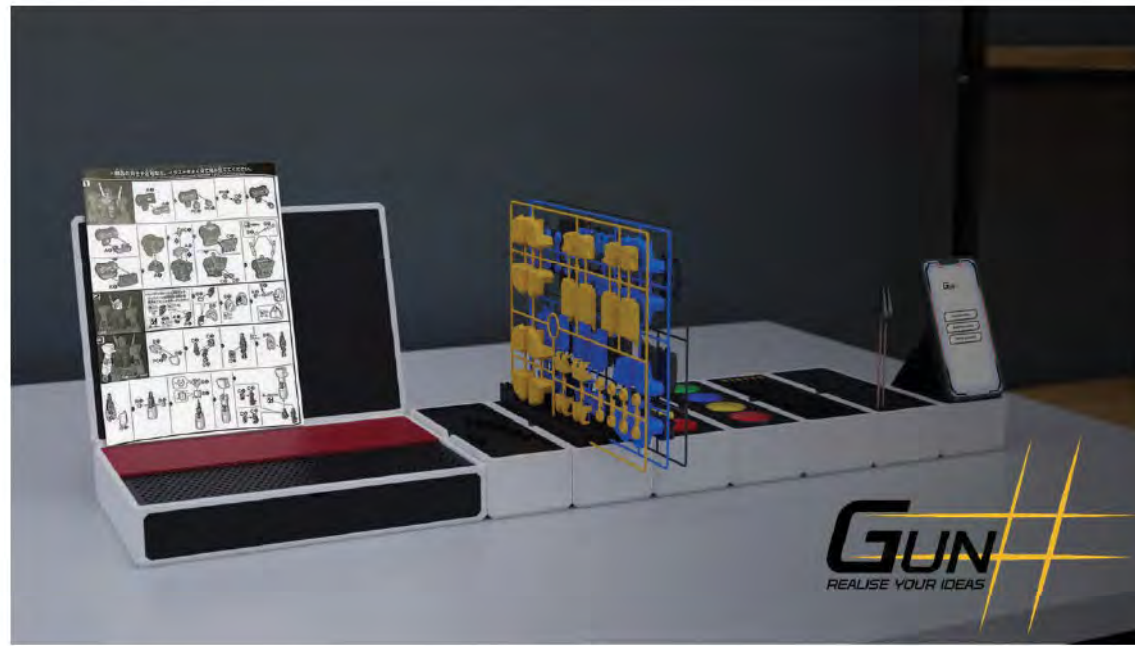


FORE SHORE

ForeShore
2022

Product Design+
under Song Kee Hong
with Valeska Tan,
Sarah Chan

ForeShore is a cutting-edge soft exoskeleton designed to enhance the productivity and efficiency of oil rig workers. Developed in collaboration with the NUS Biorobotics team, this project involved exploring existing solutions crafted by researchers. Our ultimate objective was to develop an exoskeleton capable of delivering significant value to various industries.



1. Paint | Providing a painting service that utilizes augmented reality



3. Identify

Combination of artificial intelligence and augmented reality to assist user during building experience



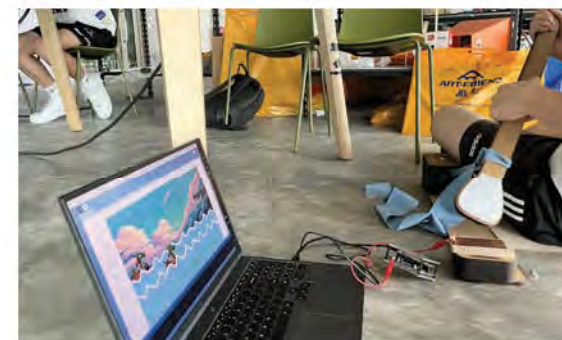
2. Build

Improve accessibility, workflow, and organization via a modular workstation

My research has primarily centered around improving both the pre-purchase and post-purchase stages of the Gunpla journey. To this end, I have conceptualized a physical workstation specifically designed to enhance the user's building experience. Complementing this workstation is an augmented reality (AR) app that enriches their visualization process, aiding in tasks such as assembly and painting.



GunPlus
2022
Product Experience
Design
under Sixiu Tan



DragonBoaTENG
2023
Sensing for Exercise
through Triboelectric
Nanogenerator
under Dr. Yen
Ching-Chuan
with Yuke Yang

The primary objective of this project is to develop a product that not only encourages users to engage in exercise but also incorporates Triboelectric Nanogenerator (TENG) technology.

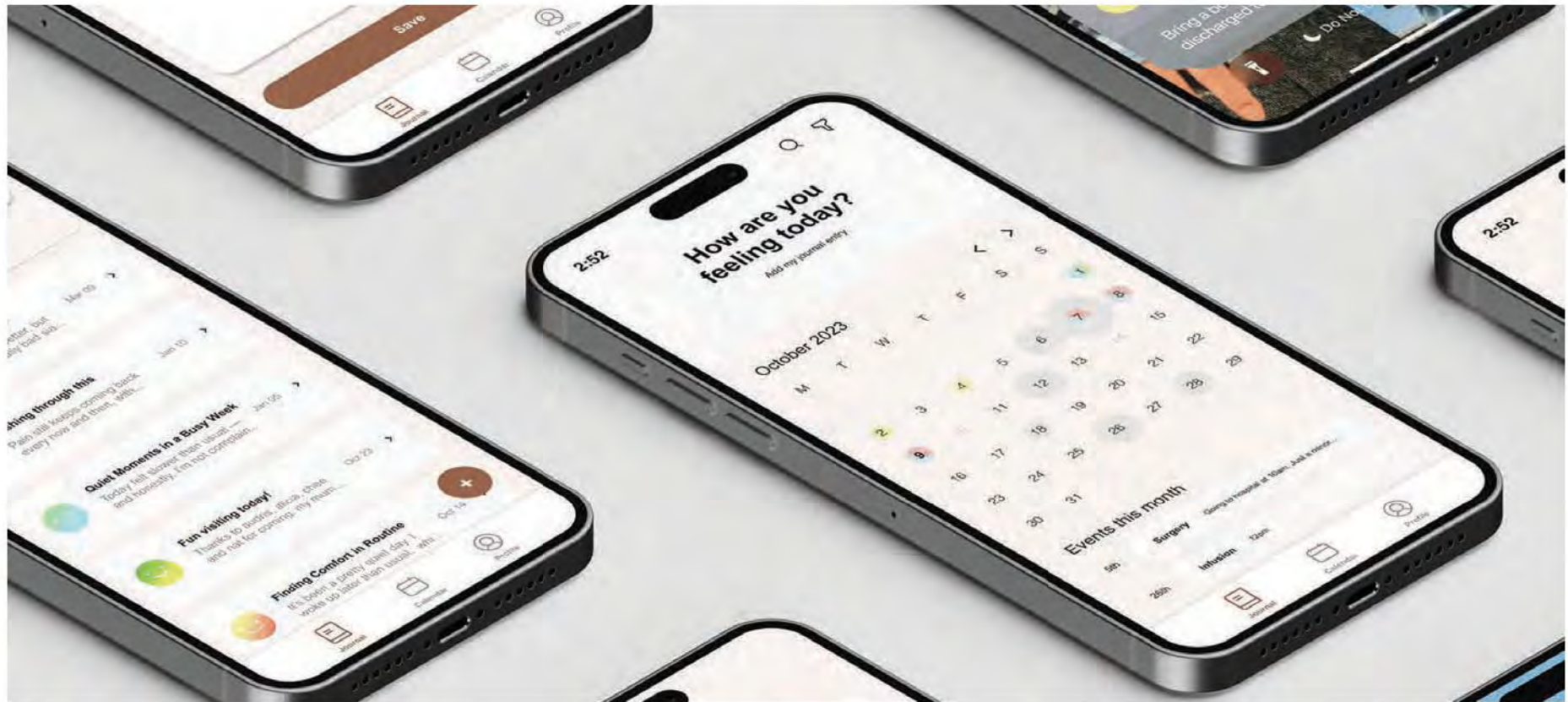
Teng Xin Yun

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behance.net/tengxinyun



Xin Yun is a designer with a keen interest in user experience and human behaviour. She enjoys understanding how people think and act, using these insights to create thoughtful and effective designs. Through various projects, she has sharpened her observational skills, allowing her to uncover patterns and translate them into meaningful solutions.

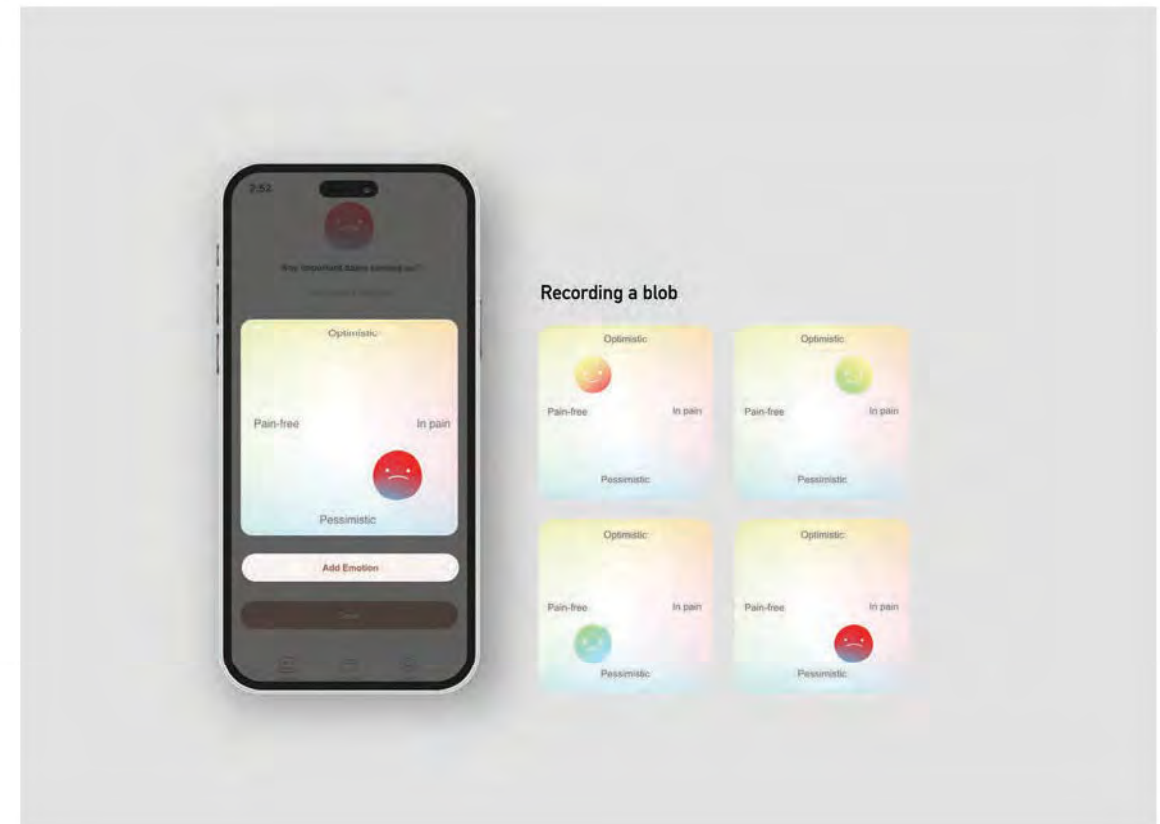
Her approach balances structure with creativity, focusing on clarity and ease of use. Xin Yun values adaptability and critical thinking, ensuring her designs are not only functional but also intuitive and engaging. She is committed to creating designs that feel natural and resonate meaningfully with the users she designs for.

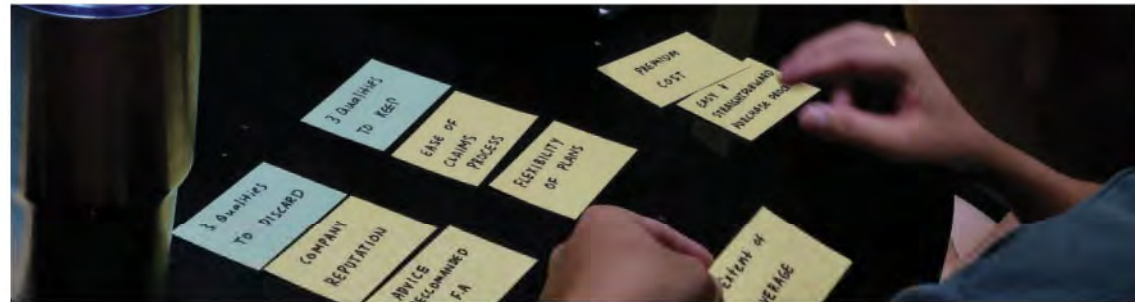
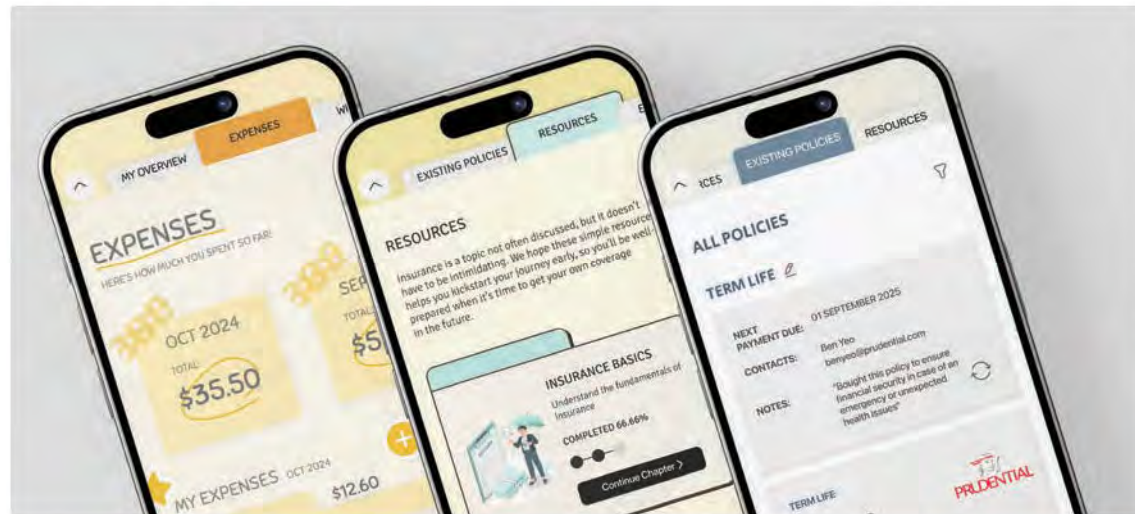


Bobb.
2023
*Palliative Care:
Compassionate
Creations*
under Alistair Norris
with Patricia
Setiawan, Ko Tiarra

Patients in palliative care often experience loneliness, whether in the hospital or at home. However, they may hesitate to reach out, fearing they'll be seen as a burden or overly needy. As a result, they typically document their emotions privately and isolate themselves, further deepening their sense of loneliness.

Bobb. bridges this gap by translating a patient's journaled emotions into colors, which are then displayed as widgets on a loved one's phone. This enables loved ones to provide the right level of support, without the patient needing to directly express their concerns.





Reflecting on our own experiences, we recognized the value of exploring the parent-child dynamic in insurance matters. Our interviews revealed that both parents and children often believe that understanding insurance should begin only when children start earning.

Legacies challenge this notion by introducing a milestone-based app that grows with the child, fostering early financial responsibility and guiding them toward informed decision-making when the handover eventually happens.



Legacies
2024
Improving Online
Insurance Literacy
with MAS
under Alistair Norris
with Tan Ler Shan,
Chloe Chong



BRUICHLADDICH GARDEN
2022
Bruichladdich
Pop-Up Store with
Rémy Cointreau
under Dr. Christian
Boucharenc
with
Vanessa Stevens



BRUICHLADDICH GARDEN is inspired by Bruichladdich's deep connection to terroir, craftsmanship, and the people behind the whisky. The garden motif reflects this natural bond, offering a warm and inviting space that brings the spirit of Islay to life.

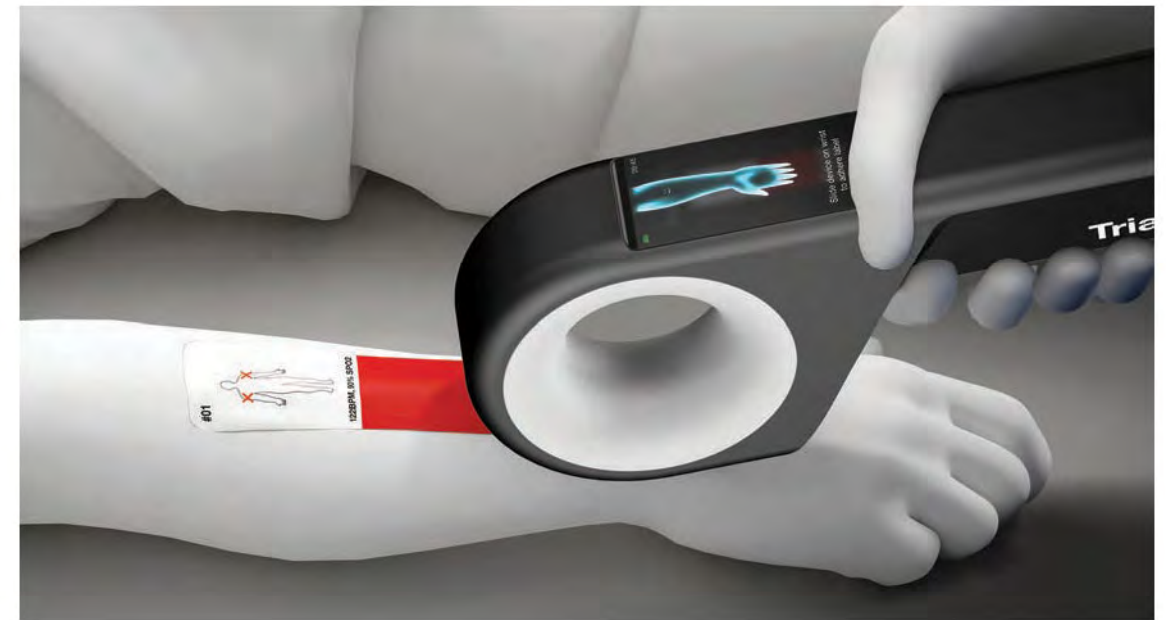
Designed to catch the eye of younger customers, the pop-up draws them into a cosy seating area surrounded by hanging barley – a nod to the raw ingredients and Islay's landscape. Visitors can enjoy a guided "liquid to lips" tasting experience in a relaxed setting.

Teo Swee Yin

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Swee Yin is a designer with a diverse background, trained in industrial and product design, and experienced in graphic and service design. With a strong curiosity about human behaviour, she focuses on creating seamless, intuitive experiences that address user needs and enhance interactions. Her multidisciplinary approach blends creativity with research, exploring how people engage with both digital and physical environments. As an experience designer, Swee Yin is dedicated to ensuring that every design decision enhances the user journey, balancing functionality, accessibility, and visual appeal. Moving forward, she aims to push the boundaries of experience design, shaping interactions that leave a lasting impact.

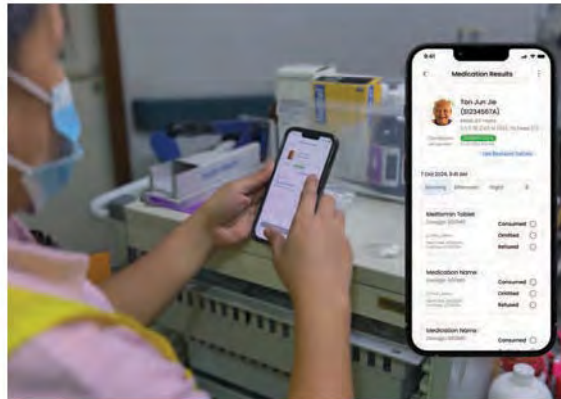


In response to today's unpredictable security challenges, TRIAGE+ is an innovative handheld printer that automates casualty categorization during mass casualty events, where every second counts. This device transforms the triage process by guiding first responders through key questions and visual identification, ensuring thorough evaluations. It produces instant color-coded labels on the casualty's wrist, enhancing communication and eliminating the vulnerabilities of paper-based systems. TRIAGE+ integrates with hospitals using barcode scanning for efficient data retrieval and transmits location data, giving rescuers an overview of the situation. By reducing errors and expediting decision-making, TRIAGE+ improves efficiency and precision in high-stress situations.



Triage+
2023

Product Design+
under Song Kee Hong
with Loh Yi Zhi, Daniel,
Damian Lim Jia Yu
Red Dot Award:
Design Concept 2024



Medivue addresses challenges in nursing homes by focusing on care workers' needs and streamlining workflows for improved real-time monitoring. The solution integrates body-worn cameras, a mobile app, UWB sensors, and AI-powered monitoring to enhance care delivery. The app smoothly connects with existing medical systems, while FaceAI tracks vital signs non-invasively. UWB sensors monitor gait and falls, providing real-time insights.

By reducing administrative tasks and automating documentation, Medivue enables proactive care, allowing staff to focus on delivering personalized, compassionate support. This holistic approach optimises operations and ensures efficient, individualized care for residents.



Medivue
2024
Futures of Aged Care
under
Dr. Lee Jung-Joo
with Annabelle Phua,
Cynthia Manivannan



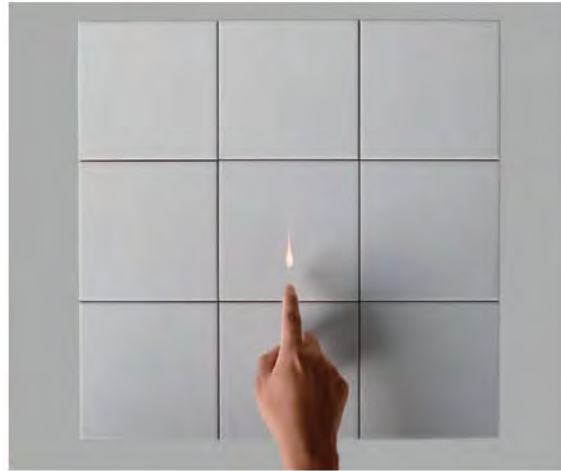
Breathescape is a future-focused business class seat designed to support the physiological and psychological aspects of air travel, aligning with Gen Z's evolving wellness values. It features a personalized light pulsation system - positioned at the eyes, waist, and legs - that syncs with the passenger's breathing using a microwave sensor. Integrated with the in-flight entertainment system, Breathworks offers guided breathing prompts during key moments for a calming journey. Thoughtfully selected colours, materials, finishes, and sensory amenities enhance both tactile and emotional comfort for a truly restful experience.



Breathescape
2023
Aviation Design: Re-imagine the Business Class Passenger Experience
under Patrick Chia
with Jayden Ting,
Huang Kai Xing

Teo Tze Yang

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Techtiles
2023
Ceramic Circuits
under Dr. Clement
Zheng
with Adam
Choo Wen Wu,
Vina Setiawaty

Tze Yang enjoys conversing with people from all walks of life, honing a strong sense of empathy across his extensive interactions. Specializing in service design, he believes that this empathy, accompanied by some practicality, goes a long way in creating sustainable and effective solutions for people who need them.

Believing in being an all-rounder, he hopes to develop himself in other areas of interest ranging from game development to photography. It is his fervent wish to continue making meaningful connections, to continue applying his craft, and to continue learning from others.

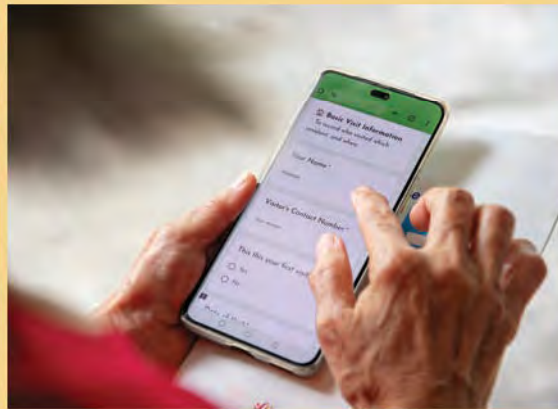
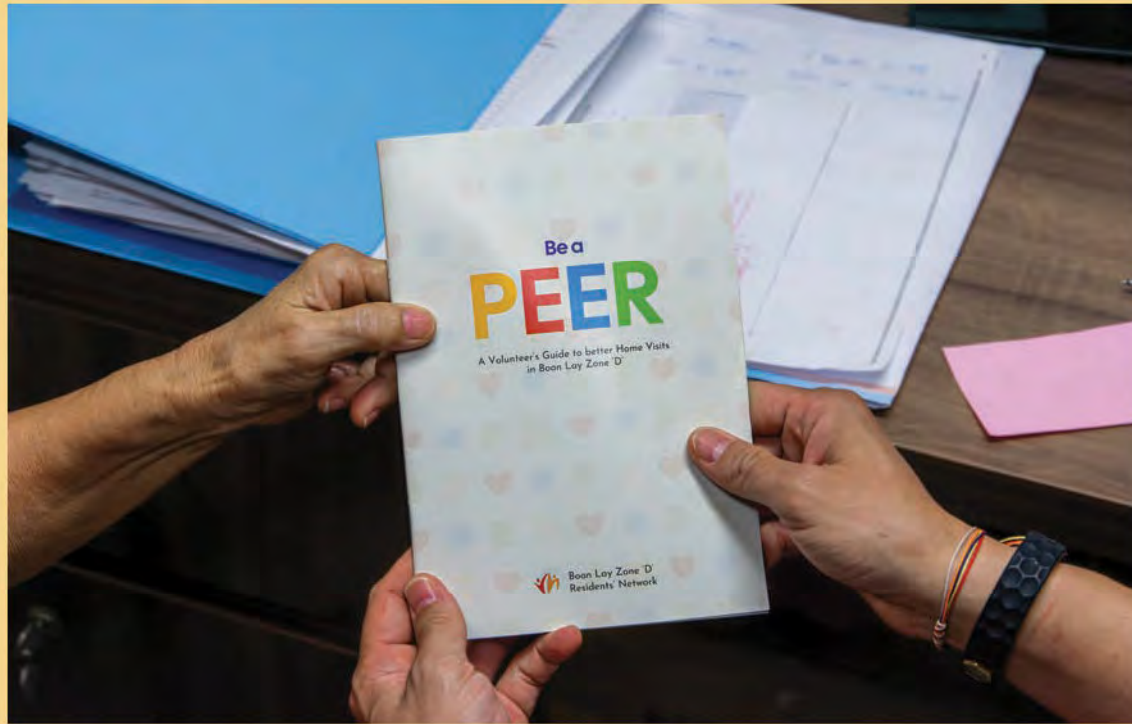
Ceramics are prevalent in our everyday lives, one of the most common ones being the tiles that cover our walls. But what if there was more to them?

Techtiles seeks to redefine our interactions with these innocuous objects through a toolkit that enables designers to imagine how people interact with ceramic interfaces. Breaking down interactions into 4 key stages (Approach, Hover, Contact, and Activation), the interface would undergo changes in state to reflect the transition between these stages.



Rinse and Repeat
2024
Deliberate Design for
Resourceful Waste
Sorting
collaboration
with NUS
University Campus
Infrastructure, Zero
Waste NUS
under Sixiu Tan
with Judith Chin

Rinse and Repeat is an initiative that seeks to shift behaviour from chute dumping to mindful ground-level sorting in high-rise residences on campus. Done in collaboration with University Campus Infrastructure (UCI) and in support of the university's zero-waste vision, this project taps on existing infrastructure to make minor tweaks to residents' behaviour. Key pain points were identified through quantitative and qualitative means, ensuring that interventions were relevant and effective. Through introducing better rinsing habits and communal waste disposal methods, testing over the course of 2 weeks showed tangible results, further validating this approach.

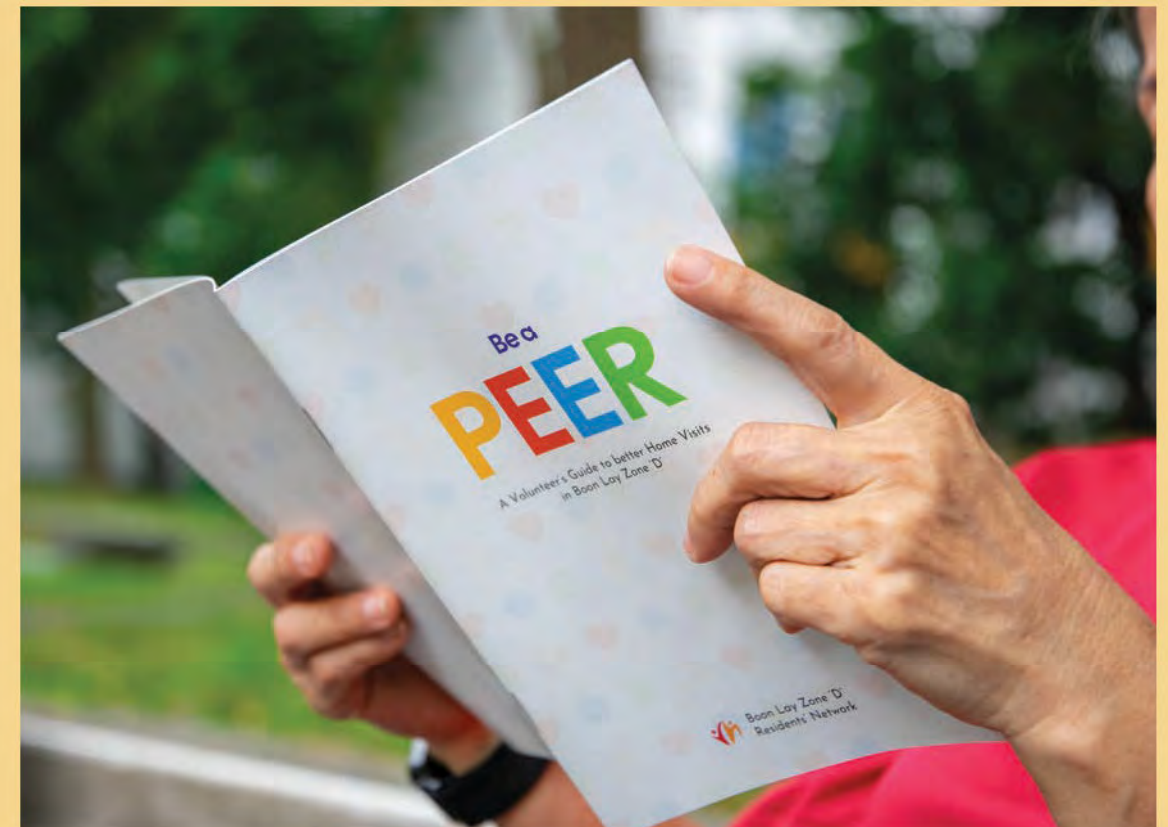


PEER is a volunteer guide designed to support consistent, compassionate engagement with residents facing hoarding issues. Developed in partnership with the Boon Lay Zone 'D' Residents' Network, PEER equips volunteers with clear steps to Prepare, Empathize, Engage, and Record.

Integrated with a case tracking system, PEER ensures insights from visits are retained and built upon. This empowers volunteers to build trust, preserve the dignity of residents, and become a steady presence in a resident's journey toward a better living environment.



Peer
2025
Thesis
supervised by Patrick
Chia



Jayden Ting

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Jayden is a designer who thrives on the balance between structure and disruption. Whether in function or aesthetics, his work is rooted in creating order, only to challenge it. By pushing beyond conventions and redefining boundaries, he uncovers new possibilities that feel both innovative and deeply connected to our familiar reality. His design approach is a continuous dialogue between the known and the unknown, shaping experiences that are both unexpected and intuitive.



Halo
2023
Momentum
under
Christophe Gaubert

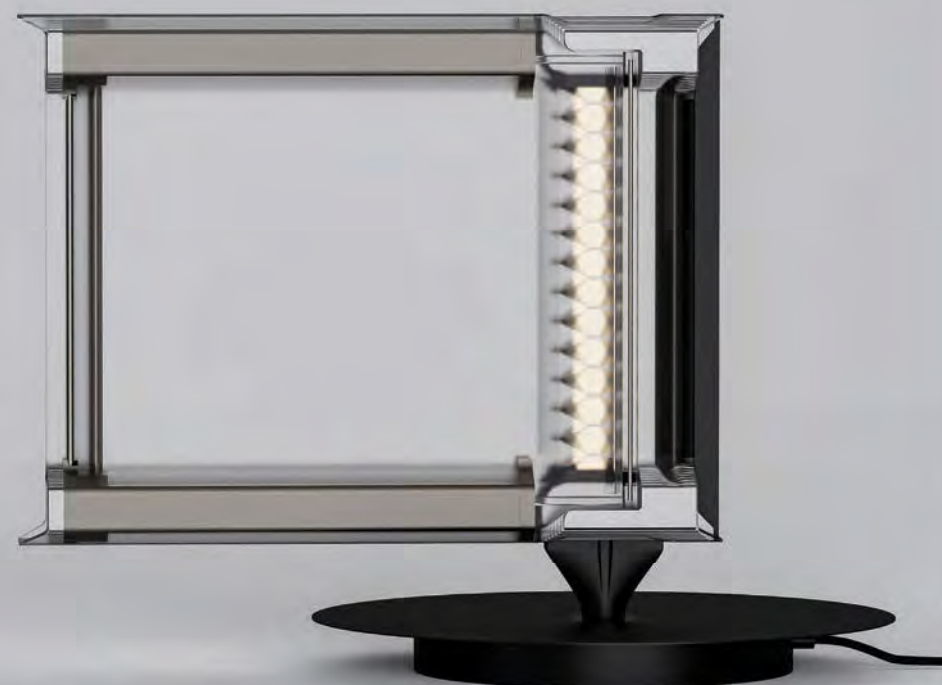
Halo is a modern chandelier inspired by the mechanics of a marionette. Its movement is orchestrated through an external force, echoing the delicate control of a puppet on strings. This interplay of tension and release transforms the lamp's static presence into a dynamic expression of light and motion. By reinterpreting the traditional chandelier, the design invites a deeper engagement with the act of manipulation, where the influence of control becomes both functional and poetic.



LIVE
2025
Thesis
supervised by
Christophe Gaubert

LIVE is a visionary lighting project that reimagines the role of light within the home. It is not just as illumination, but as a medium that accompanies and enhances our everyday moments. Drawing inspiration from the expressive power of light in film, LIVE translates cinematic techniques into a domestic context, allowing light to set rhythm, mood, and emotion.

The system blends the precision of professional-grade fixtures with the sensitivity of home living, forming a responsive ecosystem. Informed by the sculpted lighting of cinematic scenes and the functional design of studio equipment, LIVE brings a new expressiveness to the household, where light doesn't just serve a purpose, it tells a story.

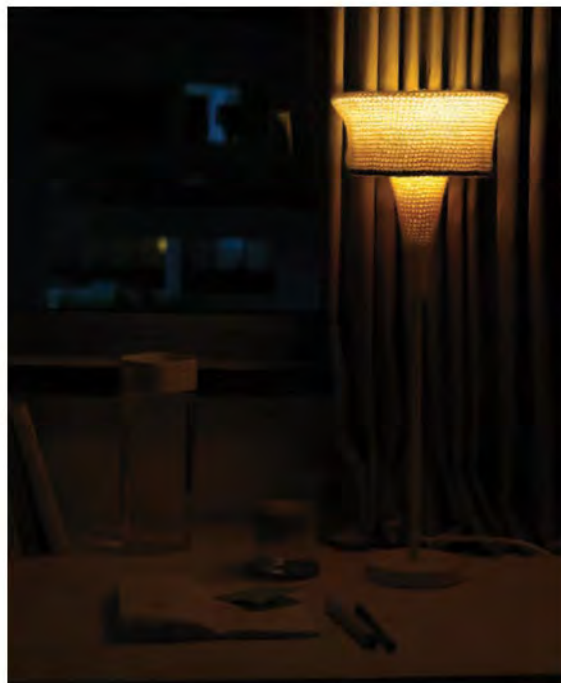


Wang Yixian

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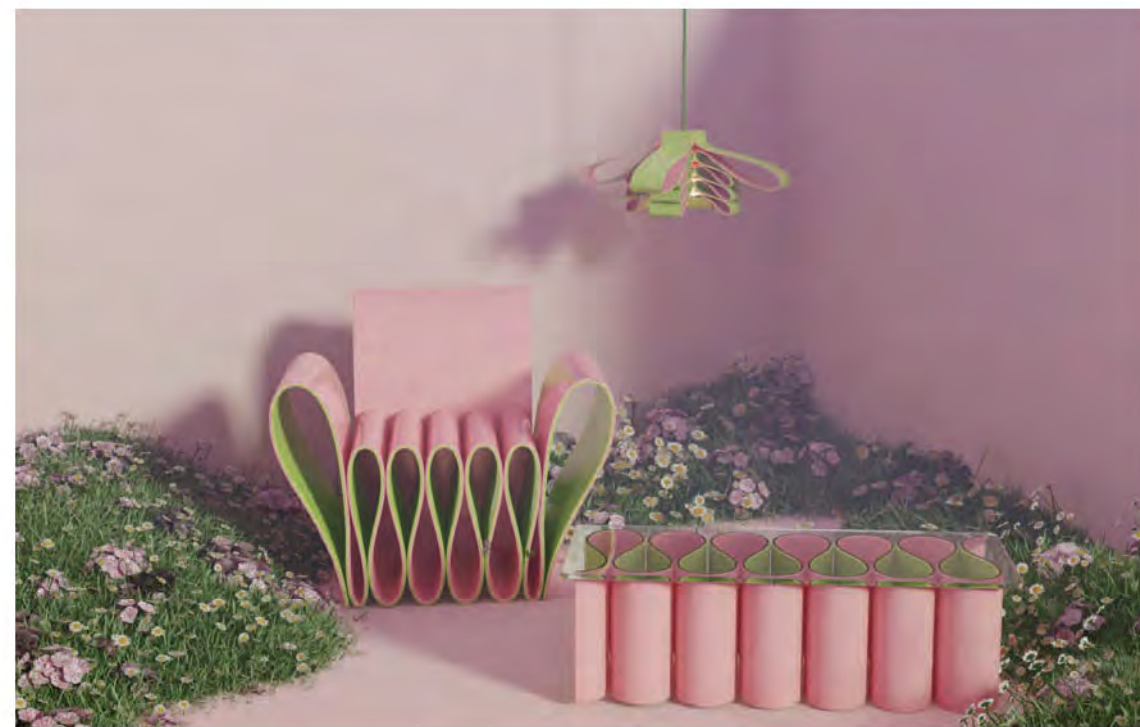


Yixian seeks harmony between craftsmanship, materials, and design, finding joy in the journey of making and bringing ideas to life. Her work grows from hands-on exploration. She also works closely with materials, paying attention to their natural traits, learning from them, and letting them shape her projects. She blends creativity with practicality, ensuring every piece feels meaningful, not just useful. By collaborating with materials, she creates work that honors both their natural qualities and her artistic vision. In the future, she aims to use traditional knowledge with modern design language, crafting pieces that feel rooted in culture yet uniquely her own.



Yún
2023
ExFabrica
under Yuta Nakayama
with Gan Jie Lin
Crafts Capital Cup
Industrial Design
Competition Award

Yún is a lamp that changes light intensity through deforming its textile lampshade, without additional electronic components. The combination of crochet techniques and flexible fabrics makes the lamp interactive, transformable and customizable. With Yún, we weave light with textile and illuminate the ambience to your space.



Garden
2022
Drawn to Design
under Olivia Lee

Garden is the furniture set inspired by the artistic style of the drawing family that I created with my personal design language through sketches and paintings. The set translates the fluid lines depicted in the painting, and incorporates the distinctive qualities of spring, which includes a sense of sweetness, fantasy, and romanticism.



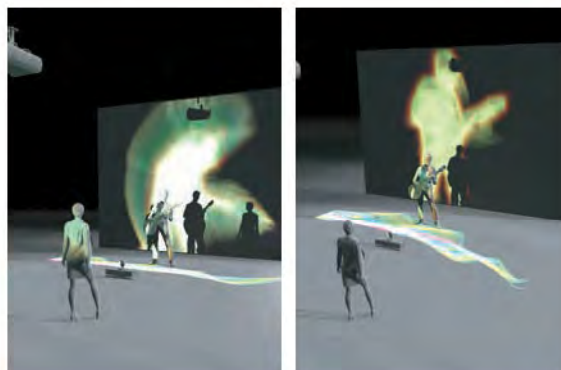
The Half
2025
Thesis
supervised by
Patrick Chia

The Half is a collection of accessory vases made from fiberglass, which embodies the idea of a shell. Using a flat surface to create volume, the design highlights the silhouette of the forms. It applies innovative techniques which disrupt our preconceptions of glass's properties and behaviours. By merging fabric manipulation with glassmaking processes, each piece takes on a one-of-a-kind appearance, celebrating its distinctive crafting process.



Wang Yu Wei

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Insync
2023
Interaction with
Performing Arts
under Dr. Yen
Ching-Chiuan
with Leon Pereira

Yu Wei is driven by a fascination with how people interact, with products, systems, and each other. He is drawn to the subtle ways interaction can quietly shape behaviour, turning ambiguity into intuitive experiences. To him, meaningful interactions go beyond simply guiding users; they create moments of connection and understanding through shared experiences. This belief grounds his approach to design: not just as an exercise in form or function, but as a way to be empathetic and create lasting impact in people's lives.

At live concerts, musicians thrive on crowd engagement, which fuels their performance. Yet, some audience members feel too self-conscious to engage with the music, creating a disconnect between musicians and those who appear disengaged, reducing their motivation to perform. "Insync" is an interactive visual system that bridges this gap by aiding musicians in engaging the audience as a whole. Using a Kinect to track audience gestures, it enhances traditional concert gestures like clapping and waving with interactive visuals that provide visual feedback, encouraging audience participation. As more people interact, the visuals intensify, motivating a larger audience to join in and fostering a deeper bond between the musician and the audience.



Navisense
2024
Product
Experience Design
under Song Kee Hong
with Tay Yun Jun,
Yash Deshmukh

Navisense is a mall navigation system that helps individuals who are blind or have low vision, using rentable bone conduction headphones, a smart app, and BLE infrastructure. It offers real-time spatial audio guidance, user tracking for caregivers, and alerts store staff when help is needed, promoting independence for these individuals and easing caregiver burden.



ThoraCue
2025
Thesis
collaboration with
National University
Hospital, KK Hospital
supervised by
Dr. Yen Ching-Chiuan

ThoraCue is a pediatric thoracostomy training manikin designed to enhance realism, provide actionable feedback, and reduce training costs. It helps trainees internalize the correct step-by-step feel of thoracostomy by offering key procedural cues such as needle aspiration feedback, a “pop” sensation upon pleural entry, and an LED system that signals organ punctures.

Wong He Kai

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Spider
2025
*Everything
is Playable*
under Donn Koh

Imagine being fused to a Rube Goldberg machine; Spider is a free rolling ball toy where your two hands are the pivots of its rail. With the difficulty curve of a Rubik's Cube, and the tactility of a yoyo, flip, skew, dive and somersault the ball as you discover and invent new tricks! (We've counted 15 so far.) Or let the ball fall, that we might pick it up all over again.



RePiece is a material exploration about what ceramics are not: soft like clay, wafer-thin like a microchip or snap-fit like plastic. RePiece celebrates the semantic explosion that comes about when a pristine material is taken off its pedestal and made interactive. One final outcome is a music player made out of a Chinese Marriage Tea Set, which is traditionally preserved untouched to represent a prosperous marriage.

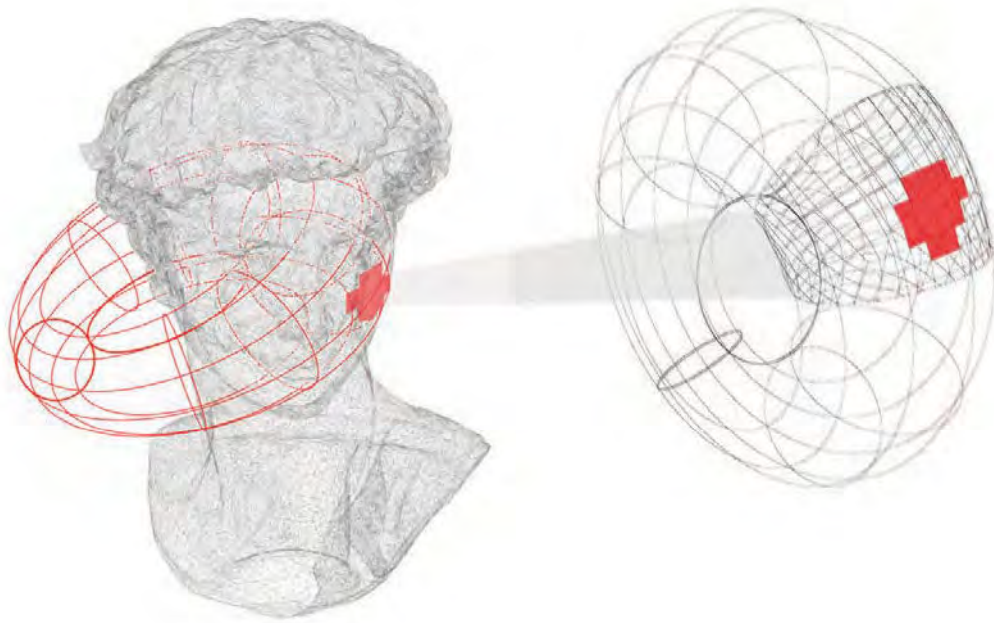


RePiece
2025
Ceramic Circuits
under
Dr. Clement Zheng
with Gan Jie Lin,
Liu Xin Xin

He Kai is a designer who loves complexity, imaginary problems and new spaces. This currently intersects nicely with design about technology and interaction, where new toys emerge bi-daily, and he tries to reconcile this with his passion for crafts and making.

For He Kai, making is a game about spinning disparate elements into each other, forming spicy connections into conclusions that can withstand rigorous objective critique. Whether harmonious or dissonant, the goal is a cohesive use experience that approaches inevitability.

He enjoys shaping materials, experiences, and objects, anything with tight iteration cycles, often blurring all three; he hopes his designs feel natural to the everyday user.



Project Your Touch
2025
Thesis
supervised by
Dr. Yen Ching-Chuan,
Dr. Clement Zheng

Project Your Touch is an exploration of alternative control interactions for VR that aims to make VR sculpting intuitive and tactile.

Ye Lin

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Ye Lin is passionate about infusing creativity into our everyday life. To her, design is a constant, subconscious process that everyone engages in, whether we're cooking a meal, selecting the perfect gift, composing a heartfelt letter, or even picking out a piece of furniture for our home. It's in everything we do, and she strives to keep developing her multifaceted skillset and eye for design with every new sight, action or step taken. She aims to incorporate elements of design principles into everyday life by creating and enriching objects or experiences.



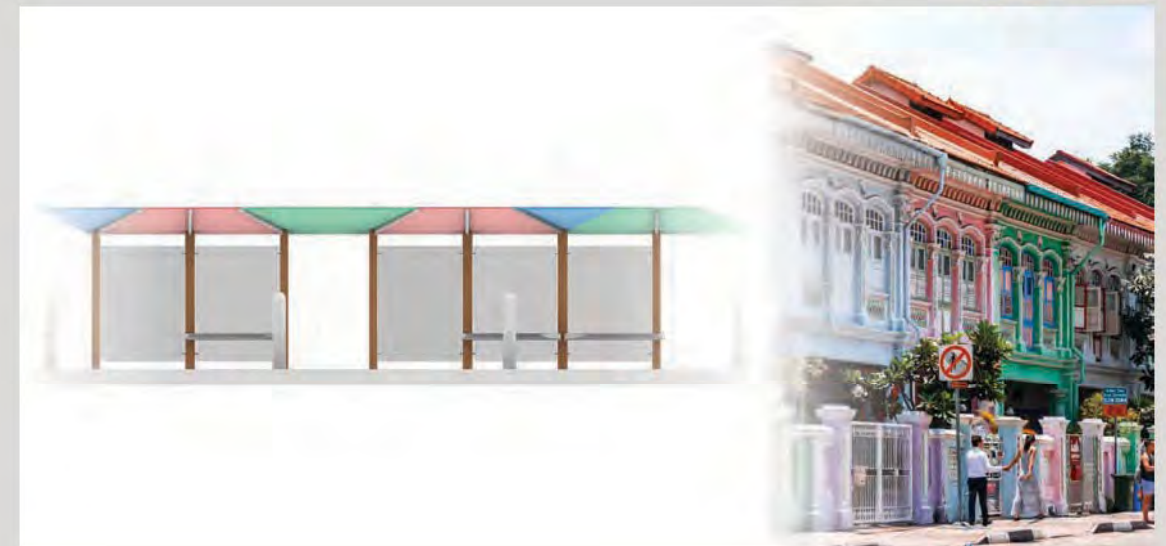
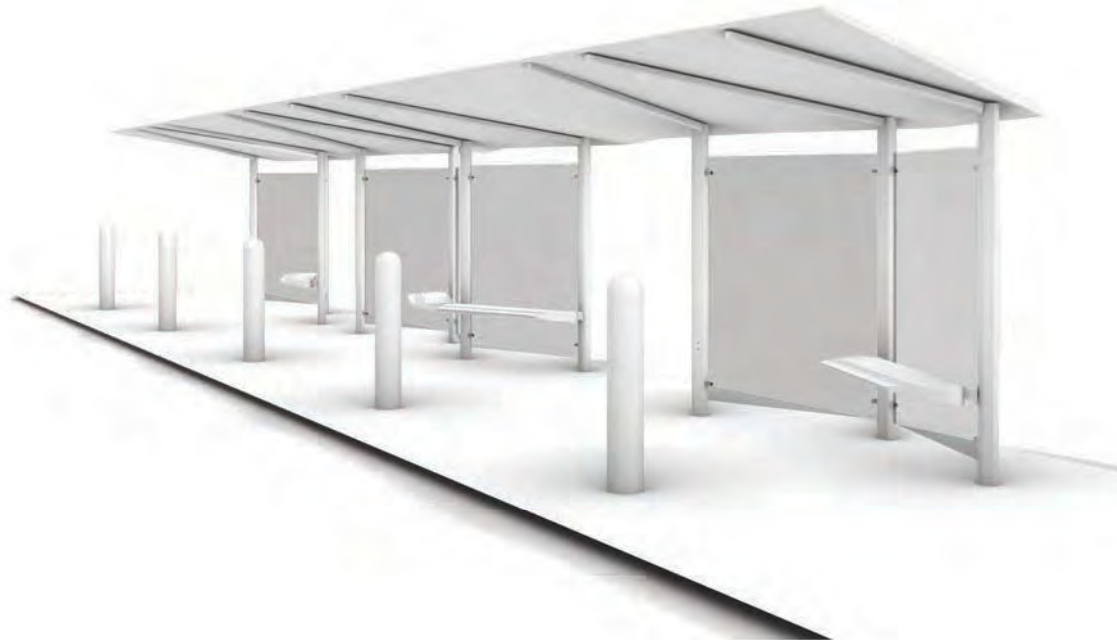
Tab
2024
A Primer in Contemporary Furniture
under Patrick Chia

Tab is a dining chair inspired by the shape and motion of a can tab. Crafted from a single sheet of stainless steel, it offers a seamless form and steady support in a fast-paced world. With its lifted hook for belongings, Tab stays by your side, relieving the burdens you carry and keeping essentials close.

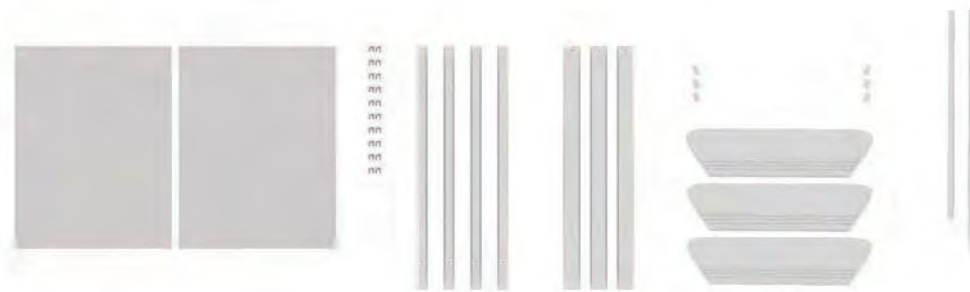


Aerial
2023
Aviation Design: Re-imagine the Business Class Passenger Experience
under Patrick Chia
with Givson Ong,
Soon Wei Ya Jasmine

Aerial imbues business-class seating with premium luxury through simplified manufacturing and refined materials like Alucobond and Kvadrat. Its robust yet lightweight design delivers a high-end airline experience while reducing weight and material consumption.



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This thesis project explores how a modular bus stop system could assist in identification of the areas surrounding bus stops and suit the needs of different commuter demographics in Singapore. It is capable of being rearranged and configured depending on the neighborhood, area, or attraction it is situated in, to bring a sense of ownership of the stop to the area and give contextual identity to bus stops, a public facility we visit every day.



**Modular bus stops
for Singapore's
neighborhoods and
commuters
2025**
Thesis
supervised by
Dr. Christian
Boucharenc

219

Zoe Kwok

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Zoe thrives on connecting unexpected ideas to create new stories – sometimes even solving problems by accident. With a love for graphic design and research, she dives into rabbit holes, uncovering insights that shape her work. Her process is research-heavy, followed by rough prototyping until an idea sticks. Writing, sketching, and bouncing ideas off others blur together in her workflow. Armed with a notebook and an instinct for exploration, she approaches design with curiosity and playfulness – whether crafting concepts or literally smacking things until they work.

Outside of design, she's often crafting or wandering solo, collecting new inspirations.



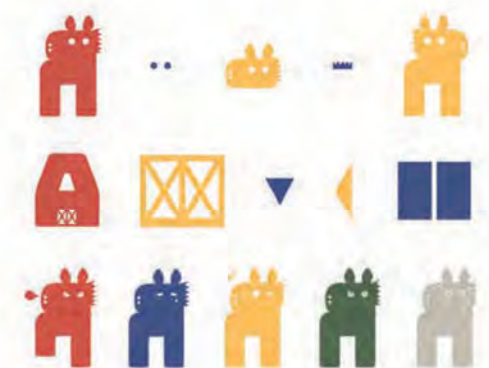
Spotted
2023

Discovering Directions:
Design for inclusive
event wayfinding
with Enabling Village
under Lee Tze Ming
with Nicole Tan Mu En,
Ko Tiarra

Lost in wayfinding woes? Whether you're searching for the next sign or scrambling to track your standees, Spotted has you covered – highly visible, consistent, and easy to set up. These fluorescent acrylic circles have beveled edges that catch the light, allowing them to glow against any background, even in dim areas. Each sign leads to the next, ensuring a seamless route. Lightweight, portable, and modular, Spotted saves event organizers energy, even for last-minute adjustments.

A spot you can see, a spot you can follow. In this project, Zoe contributed to extensive inclusive wayfinding research and material-sourcing.

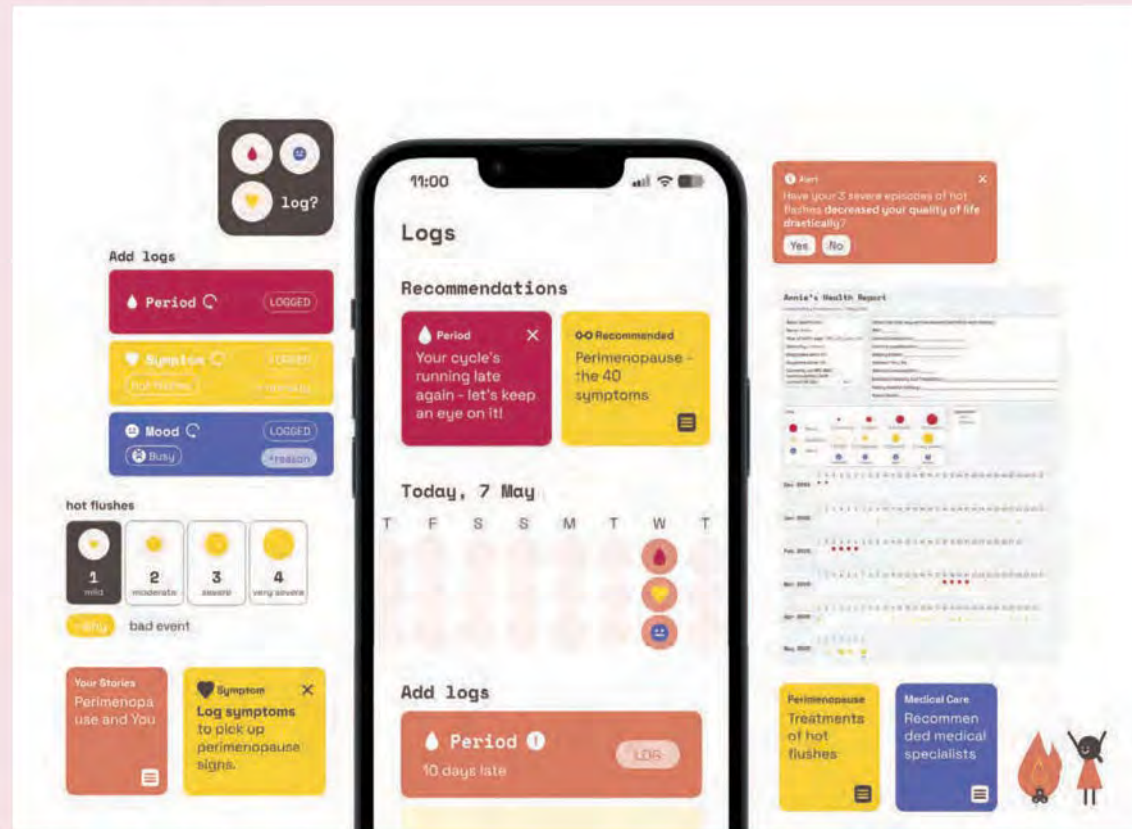
STABLE HORSES



STABLE HORSES
2023
Branding and
the Elements of
Storytelling
under Ryan Chin

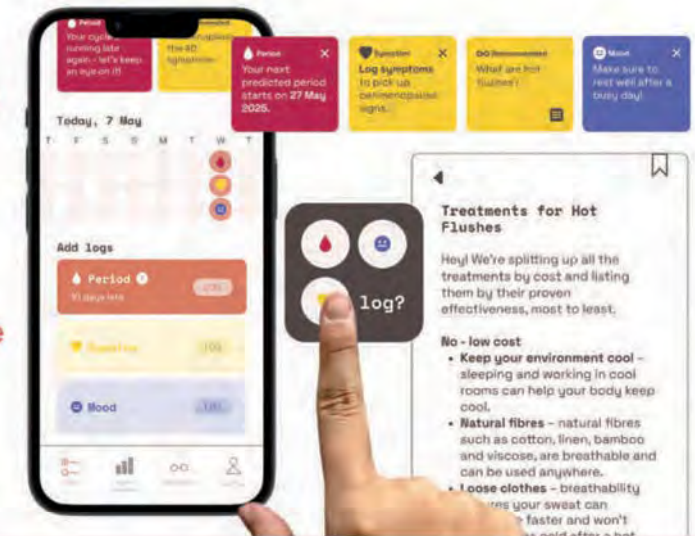
Stable Horses is a branding project for a cafe concept for teenagers to emotionally regulate!

The cafe aims to give a safe space to teenagers, who are usually emotionally overloaded and have few places to hang out, to rest and reflect to regain stability, through lighthearted puns, conversation or self-reflection. Emotions can be a wild ride, but with the right support, you can stay stable in the saddle!

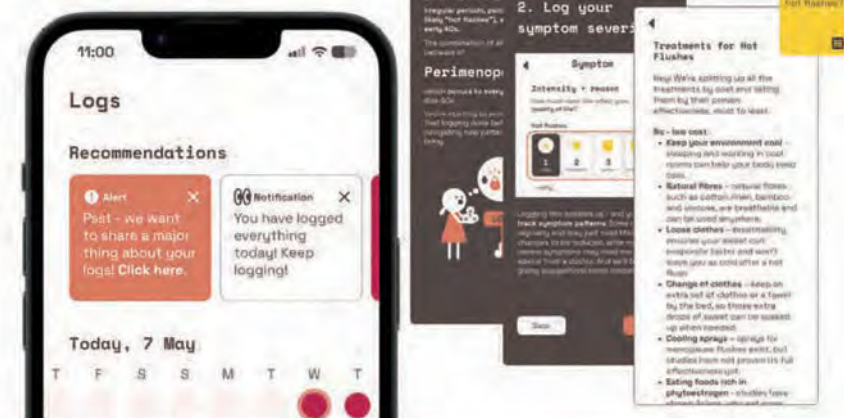


log periods,
symptoms and
moods,

learn more
about your
body and
perimenopause



perimenopause alert



severe symptom alert



Foreseason is a period-to-menopause transition tracker app helping midlife women in Singapore identify and manage perimenopausal symptoms. While over 60% of Singaporean women experience moderate to severe perimenopause symptoms, many have never heard of perimenopause and are unprepared for it. Due to gaps in medical education and time constraints, many doctors are also underprepared for menopause management. Menopause experts recommend that women clearly seek specialists and communicate their symptoms for efficient treatment discussions, yet most women remain unaware of such a necessity.

Unlike existing period tracking apps (which are too complex) or menopause apps (which women often discover too late), Foreseason offers simple, modular logging of periods, moods, and symptoms to track body patterns. Using a logical flow adapted from The 2023 Practitioner's Toolkit for Managing Menopause, it alerts users to possible perimenopause based on pattern changes and helps them identify when symptoms warrant medical attention. The app guides women toward timely medical and lifestyle solutions while providing reports for sharing with menopause experts to develop treatment plans when required.



Foreseason
2025
Thesis
supervised by
Alistair Norris



THE SUPPORT

A tribute to the mentors

The people who played a role in our journey left their mark in ways we often didn't recognise at the time. Professors, tutors, and staff all had their unique approaches, pushing us, challenging us, and often making us rethink everything we thought we knew. After every consult or interim, we'd leave feeling frustrated, inspired, or both. But weeks later, we'd find ourselves unknowingly heeding their advice, seeing design differently. They didn't just teach us; they shaped how we approached design, and for that, we are thankful.



25. Poh Yun Ru
30. Tan Sixiu
35. Tommy Cheong

Conclusion

Looking back on this journey, it's hard not to see the beauty in it. We are a mosaic of stories, each tile crafted with care, shaped by struggles, breakthroughs, and the courage to chase something bigger than ourselves.

Each of us contributed something unique to this mosaic: a way of seeing design that no one else could replicate. This mosaic is not about painting a flawless picture but embracing the rawness of ourselves. It's imperfect, a testament to where we've been, who we've become, and the mosaic we've built together.

This is our story, a celebration of us, and a celebration of the spirit that held us together. Beyond this, countless other mosaics will form. But this one? This one will always be us.







