

2025



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Foreword



Head, Division of Industrial Design
 Professor Cees de Bont

As we celebrate our 25th anniversary, this yearbook marks not just a milestone for the Division of Industrial Design, but a testament to our legacy and vibrant future. This significant juncture underscores the maturity of our well-established teaching practices and the achievements of our alumni, who are making impactful contributions across the globe. Our reputation in Singapore and on the international stage continues to flourish, evidenced by our impressive climb to 30th in global rankings and exceptionally high employability scores.

The successful launch of our Master's in Integrated Design programme last year, coupled with an infusion of new talent into our teaching and research staff, has ignited substantial growth, propelling us towards even greater heights. This upward trajectory not only enriches the Division and the College of Design and Engineering, but also significantly enhances the value of an Industrial degree for our graduating students. We are confident that your affiliation with our esteemed programme will be a source of pride and a distinct advantage within the design community and among prospective employers.

Even amidst a dynamic global landscape, characterised by geopolitical and economic shifts, significant design opportunities abound. The unprecedented pace of technological advancement, while largely positive, necessitates continuous adaptation.

Developments in robotics, virtual reality, and artificial intelligence, among others, profoundly influence our lives. This underscores the increasingly vital role of designers in interpreting and humanising these technologies. We are instrumental in collaborating with technology developers, healthcare professionals, and the wider public to ensure these innovations enhance our quality of life, fostering safety, comfort, efficiency, and improved communication.

Having recently immersed myself in the vibrant context of Singapore, I recognise the unique and pressing design challenges that lie ahead. The aging population, the physical and mental well-being of its citizens, and the imperative of sustainability demand our creative and strategic attention. Furthermore, addressing the need for healthier lifestyles through design interventions, as explored in my new course, Design for Healthy Living presents a significant opportunity. Finally, embedding sustainability into our practices, driven by heightened awareness and the provision of more sustainable choices, requires our focused efforts.

To our graduating students, on behalf of our DID staff, I extend my warmest congratulations. We can collectively take immense pride in the Division of Industrial Design. Now, more than ever, the world needs the ingenuity and vision of industrial designers. Embrace this opportunity and go forth to shape a better future for all.

Curriculum



Our
Background

The Division of Industrial Design (DID) is the first university-level programme in Singapore to offer degree studies in Industrial Design.

Division of Industrial Design

Our BA (Hons), MDes, MA, and PhD programmes are highly selective, cultivating a dynamic blend of design thinking and innovation practices fused with artistic, humanistic, and technological expertise. Graduates become invaluable resources as empathetic designers, innovators, facilitators, entrepreneurs, and transformational leaders.

Our vision is to create a better future through design. With every studio, seminar, or research endeavor, we aspire to improve human experience through design. We immerse students in interdisciplinary skills and critical thinking necessary to pinpoint unmet needs and tackle the complexities of developing viable new products, experiences, interfaces,

services, communication, and environments. While rooted in exceptional functionality and form, our approach propels designers beyond basic aesthetics into a deep understanding of human perception, behavior, emotions, psychology, culture, and habits. This ensures DID's innovations transcend simple fixes, becoming holistic solutions that enhance user experiences while bringing value to business.

Since its inception in 1999, the Division of Industrial Design (DID) at NUS has built a strong record of design excellence. Students and faculty have amassed an impressive list of international design awards, and the research output of our scholars is extensive and highly impactful.

Social & Service Transformation

A human-centred approach to designing interactions that are usable, meaningful and enjoyable. It focuses on bettering lives in the ever-changing society.



Design Future & Critical Inquiry

An imaginative projection into the future of products, technologies, interactions, and culture. It spans from critical analysis to disruptive innovation.



Product Innovation

A fine balance between knowledge of market, function, and aesthetics. It aims to deliver an all-rounded experience that delights.



BA Course Structure

Year 1

Semester 1 Semester 2

Design Fundamentals

Design Fundamentals

Semesters 1 – 2

In the first two semesters of Design Fundamentals, students acquire fundamental knowledge, skills and aptitudes in industrial design. This is achieved through a succession of small-scale design exercises that focus on specific areas of learning in detail.

Year 2

Semester 3 Semester 4

Design Platforms

Design Platforms

Semesters 3 – 7

As part of our strategy to evolve constantly, a major component of the course is the Design Platforms. It allows students to tailor their course by selecting two design projects every semester, from a variety of design topics offered — ranging from furniture design, healthcare design, consumer electronics design, transportation design, apps and interaction design, retail design, home appliance design, conceptual design, service design and more. The range of topics reflects the ever-expanding role of an industrial designer. Students are introduced to different fields within industrial design, and learn a variety of approaches to design from studio leaders and industry collaborators.

In addition, the vertical format of the design platforms encourages cross-learning of ideas, skills and methods while junior students work alongside and/or compete with senior students. Students in a lower year take on the role of a junior designer, whilst senior students assume the leadership role of a senior designer. This arrangement reflects the importance of group dynamics in industry

Year 3

Semester 5 Semester 6

Design Platforms

Exchange Programme

practice, where design teams often comprise of junior designers, senior designers and sometimes a creative director.

From 2010 till 2025, we have accepted a wide variety of industry-sponsored projects from the following industry partners:

Akzonobel, ASUS, DBS Bank Ltd, Dell, Dupont, Eight Inc., Estée Lauder, Festo AG & Co. KG, GovTech, Groupe PSA, Guerlain (LVMH), Hewlett Packard, Housing Development Board of Singapore, IBM, ICI Dulux, International Flavors & Fragrances (IFF), Jurong Port, L'Oréal, Ministry of Education Singapore, Ministry of Manpower Singapore, Motorola, National University Hospital, Nirvana Memorial Garden, OCBC Bank, Origins, OSIM, Philips Design, Prime Ministers Office Singapore, PSA, RISIS, Rolls Royce, Samsung, Shiseido Group, SIMTech, Singapore Civil Defence Force, Suntar Membrane Technology, Supermama, Toshiba, Tupperware, VISA, Woodlands Health Campus, World Kitchen, Xentiq, Yong Loo Lin School of Medicine.

Year 4

Semester 7 Semester 8

Design Platforms

Final Year Thesis

Final Year Thesis

Semesters 7 – 8

In the fourth year, students are required to research and investigate opportunities to develop a comprehensive design project. The major topics addressed in this level include research methodology, brief formulation, project planning techniques, information search and documentation, product analysis and evaluation, concept development and selection process for design development, design detailing and final market implementation. The final year thesis gives students the opportunity to selfinitiate a project according to their area of interest, preparing the graduates for a career in design. The final project ensures that students are sufficiently competent in research as an integral part of the design process. In this final year, students learn to form and evaluate value judgements on design decisions ensuring that design proposals meet rationalised and functional criterion as well as less tangible aesthetic qualities. Successful graduates will demonstrate innovation and competency in industrial design.

BA Course Curriculum

Year 1

Semester 1

Design Fundamentals
Principles and Approaches to Design
Creating Narratives
Design Thinking
Quantitative Reasoning with Data
Introduction to Prototyping

Semester 2

Design Fundamentals
Human-Centred Design
Design and Make
Fundamentals of Project Management

Year 2

Semester 3

Design Platforms
Materials and Production
AI for Design (Artificial Intelligence)
GE Module

Semester 4

Design Platforms
Systems Thinking and Dynamics
Computing for Design
GE Module

Year 3

Semester 5

Design Platforms
Discourse in Contemporary Design and Culture
Liveable Cities
GE Module

Semester 6

Design Platforms
Unrestricted Electives
GE Module

Year 4

Semester 7

Design Platforms
Design Entrepreneurship and Creative Leadership
Project Research (Specialisation)
Specialisation Elective
Unrestricted Electives

Semester 8

Design Thesis Project (Specialisation)
Unrestricted Electives

With Specialisation

Without Specialisation
Specialisation Modules will be replaced by Unrestricted Electives

Design Fundamentals

1. Design Unpack: Magazine rack + assembly
2. Electronics as Materials
3. Fascinating Flour
4. Form Finding and Development
5. Fundamentals of Interaction Design for the Elderly
6. Visual Literacy



Instructors
Christian Boucharenc,
Sixiu Tan

Design Unpack: Magazine rack + assembly

In this studio, students rethink structure and form by creating a foldable magazine rack using only cardboard, limited to 1.2 square metres. Designs must pack flat in CKD (completely knocked-down) form, without glue, clips, or fasteners. The project challenges students to push material boundaries, explore inventive folding and locking techniques, and balance creativity with practicality.

Linear
Yak Ron,
Teo Zhan Rui



Stalla
Lim Yan Kai Benjamin,
Lee Zaien Zane



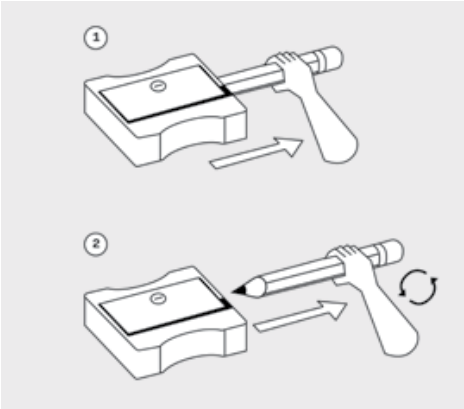
Envy
Foo Shih Han,
Jan Abigail Ampo Juarez



Instructors
Yuta Nakayama,
Akbar Yunus

Electronics as Materials

Over the course of six weeks, students explored physical computing by crafting their own sensors and circuits out of simple materials. From this exploration, students were tasked to build bespoke game controllers that reimagines the interactions of playing the classic video game ‘Snake’. This course culminated in a game festival that offered a myriad of tangible experiences on top of one game.



A sharpened controller
Nursorfina Roslan



A baking picture book controller
Jan Abigail Juarez



Instructors
Hans Tan,
Grace Tan,
Sheryl Teng

Fascinating Flour

Each student is tasked with creating a fascinating piece of cooked flour, using flour as a key material and steam as the main fabrication method. Through a hands-on exploration process, students tap into the creative cognitive connection between their hands and brain, while developing a rigorous and systematic approach to iterative material experimentation.



Yip Jia Xin Connie



Tan Yie Xuan



Aeron Young



Kong Chia Shuen

Instructors
Patrick Chia,
Ian Tan,
Bryce Lim

Form Finding and Development

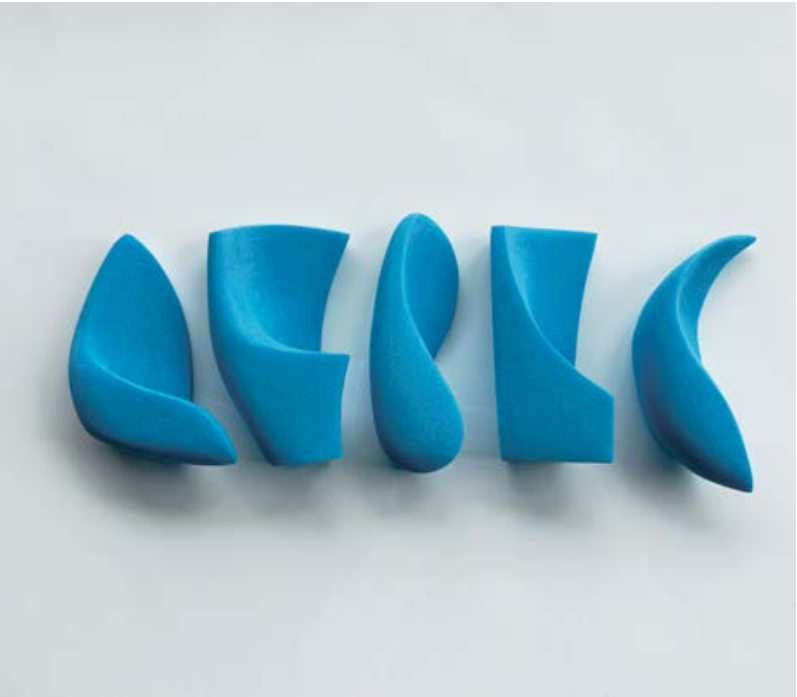
This exercise aims to develop perceptual form modelling skills and the ability to visualise in 3D. Students learn to make value judgement in the quality of the forms with respect to proportions, surfaces and details. In Part A of the exercise, students learn how to manipulate the material with simple tools, discovering and developing a wide variety of possible forms. In Part B, students try to develop different expressions while keeping the same DNA of the selected piece.



Loh Wan Sing



Mas Amalia



Afiqah Nazarudin

Instructors
Alistair Norris,
Ryan Ho

Fundamentals of Interaction Design for the Elderly

This 6-week course introduced students to the core principles of interaction design by focusing on the needs of elderly users. Through hands-on work with mobile, web, VR, voice, and IoT platforms, students created thoughtful, accessible, and ethical solutions. The course emphasised empathy, usability, and practical problem-solving, ending with a showcase of prototypes that addressed real-life challenges in daily life and care.



Navi
Caitlin Goh



(Adventuring) for Exercise
Foo Shih Han



VR Medicine Translation application
Lu Enze

Instructor
Siti Norhana Binte Mohamed So'od

Visual Literacy

This course introduces students to the language and power of visual communication, equipping them with the skills to critically analyse, interpret, and create meaningful visual content. By exploring core concepts such as design principles, colour theory, typography, and visual storytelling, students will develop an understanding of how visuals shape perception and convey messages. To demonstrate their visual literacy, students complete a visual analysis project on a topic of their choice.



Ephemera & Meaning

Ryka Nouvin Binte Mohamad Azhar

Hairpins

Loh Wan Sing



The Anderson Archives

Afiqah Bte Nazarudin



Design Courses

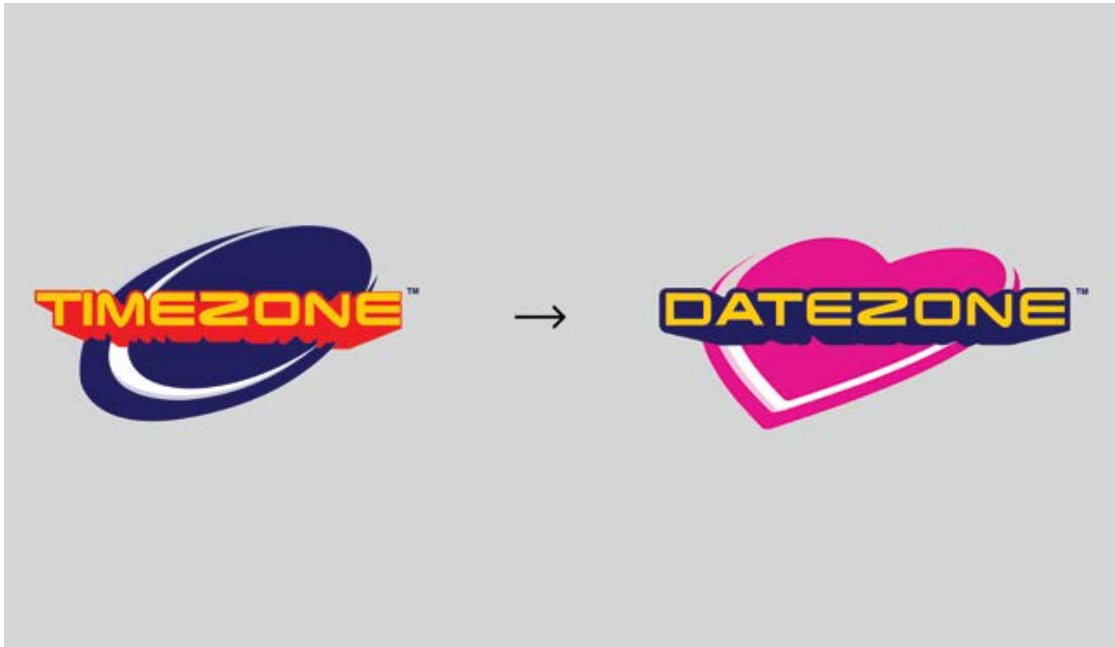
1. Branding and the Elements of Storytelling
2. Colours, Materials, and Finishing
3. Computing for Design
4. Digital Sketching and Painting
5. Electronic Media and Production for Design
6. Human-Centred Design
7. Motion Design
8. Product Photography
9. The Appreciation of Wood Craft
10. The Art of Imaginative Sketching
11. Typographic Form and Communication



Instructor
Matthew Duane Roop

Branding and the Elements of Storytelling

Students explore how to perceive and develop brand languages within corporate or personal contexts. Emphasis is placed on storytelling, design consistency, and purposeful communication. Students will apply basic visual design principles using professional graphic design tools. The course also introduces experiential aspects of branding, encouraging students to think beyond visuals and consider how audiences feel, perceive, and connect with a brand's narrative and identity.



Datezone
Lim Pei Chin

NOKKU
Chan Zheng Qi Zoey



storge.bot
Elizabeth Paulyn Gostelow

Instructor
Celia Wong

Colours, Materials and Finishing

Every pixel on any surface can be defined with colours, materials and/or finishing (CMF). Choices in limitless CMF exploration is subjective. Perceived values well articulated through strong associations in CMF can increase design effectiveness. New application can drive design innovation. This module aims to increase sensitivity in design applications with meaningful choices in CMF. The topics cover translating design trends into relevant palette, exploring and specifying CMF.



Trends & CMF:
Elemental Warmth
Lee Si Ying Sharon



colour

#FECAD7	#F7A4C0	#ED246F	#FFFFFF
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material

PCR plastic	PCR Glass	Polyethylene	Polypropylene

finish

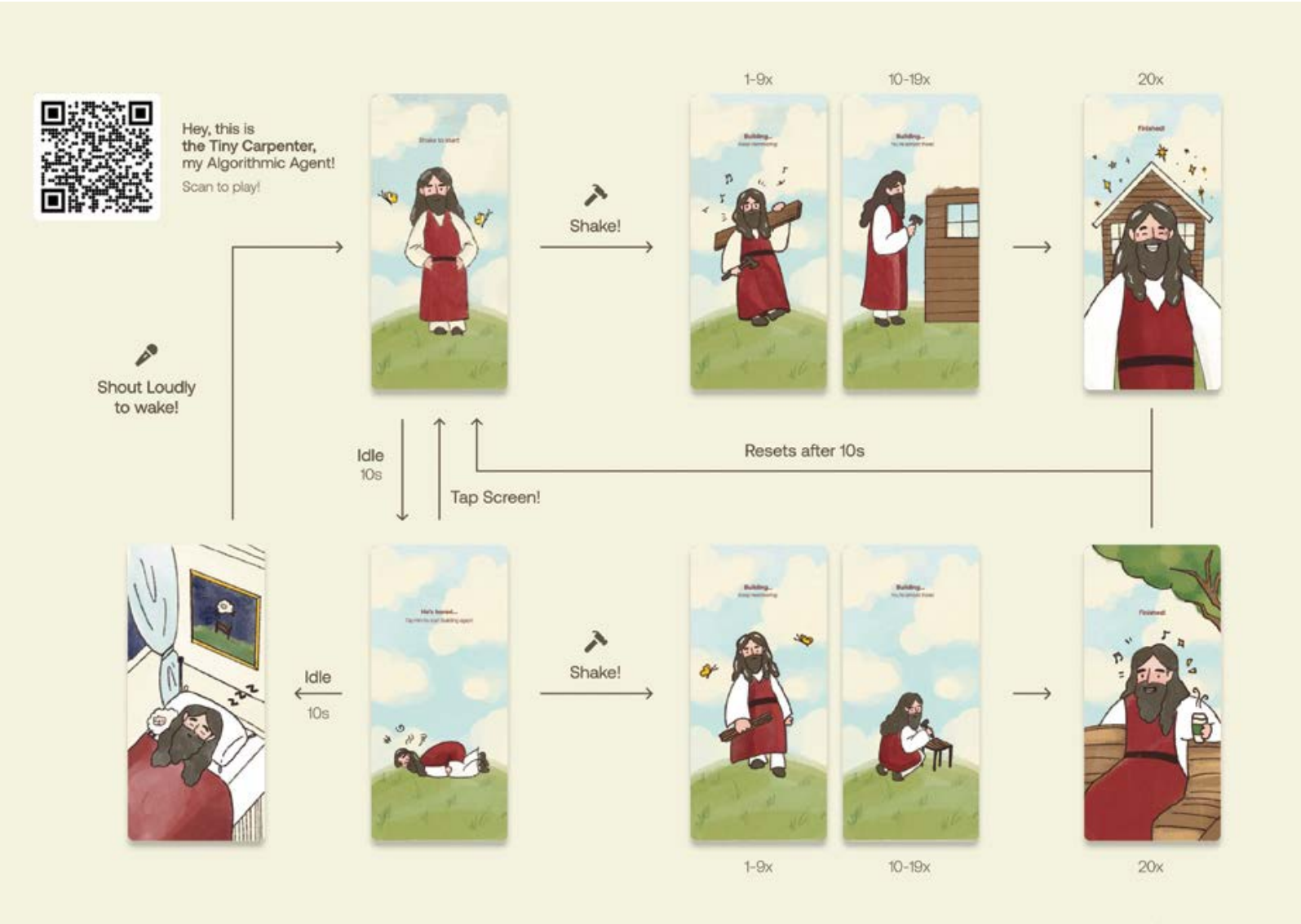
Glossy	Semi-gloss	Matte	Textured	Gradient spray

Brand Fit & Inspirational CMF:
Glow Recipe®
Elizabeth Paulyn Gostelow

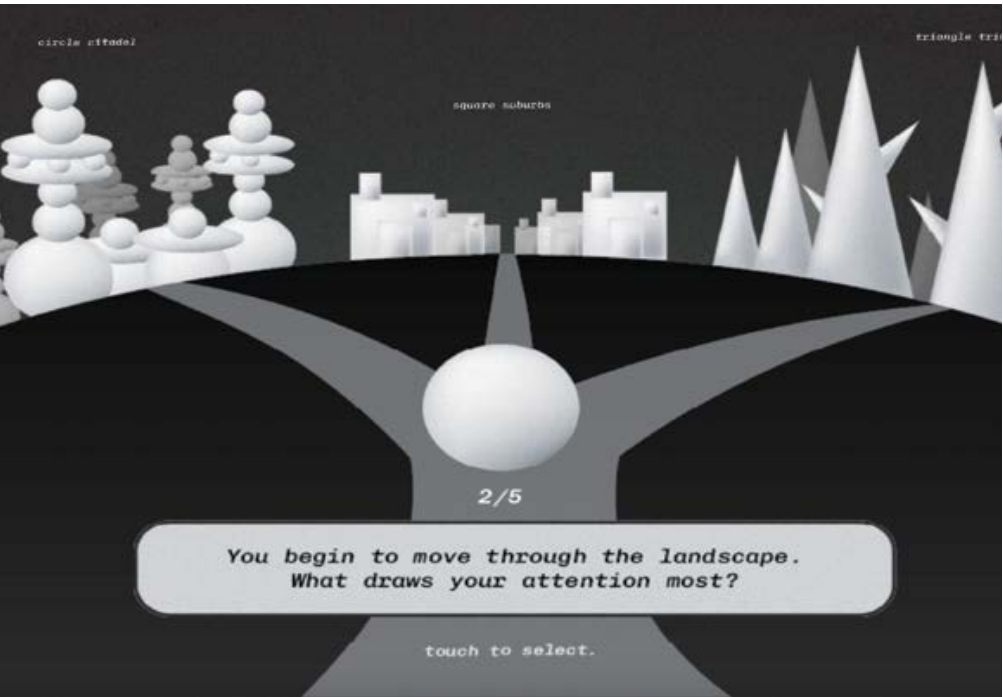
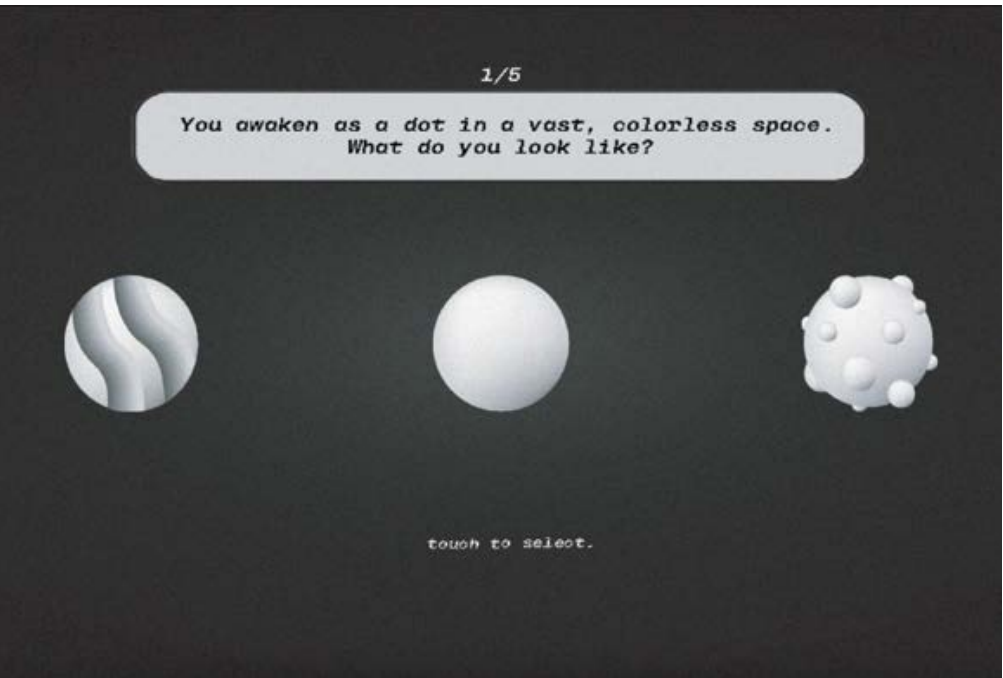
Instructors
Yuta Nakayama,
Clement Zheng,
Akbar Yunus,
Benjamin Xue

Computing for Design

An introduction to the elements of computational thinking and their applications. Students gain skills and knowledge in the use of computational logic and methods, such as basic programming, data acquisition, and network architecture. They learn computational thinking to solve design problems and employ computational tools as an integral part of the design process.



Algorithmic Agent
Cheong Bi Shuen Amber



AI-Powered Personality Quiz
Magdelene Low Hui Wen

Instructor
Vincent Leow

Digital Sketching and Painting

The course is designed for those who want to learn how to create visually captivating digital artworks. Through weekly projects and the use of Photoshop, stylus and tablet, students are taught basic painting and sketching techniques to come up with unique and creative designs.



Hybrid creature
Chen Ziran



Swatch® x You
Jayden Ting



Geoforms
Emily Zhou

Instructor
Dylan Chan

Electronic Media and Production for Design

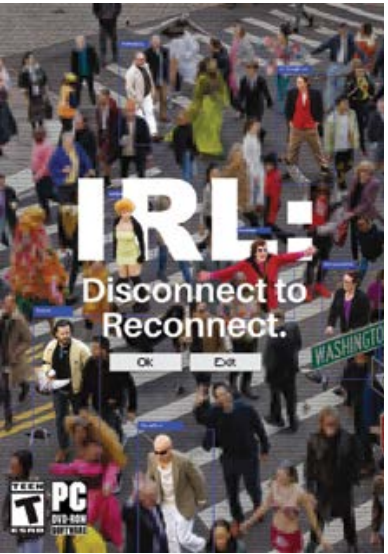
This course explores diverse creative techniques for designing communication, 2D and 3D graphics on digital platforms. Students master efficient professional workflows and tool selection for optimal visual outputs. Emphasis is on image development and strategic application in various contexts, supported by industry-standard software seamlessly integrated.



-1 Stranger: Filling our neighbourhood void one neighbour at a time
Klaus Tan



IRL: Disconnect to reconnect
Ashley Tan



2D to 3D
Dawn Chan

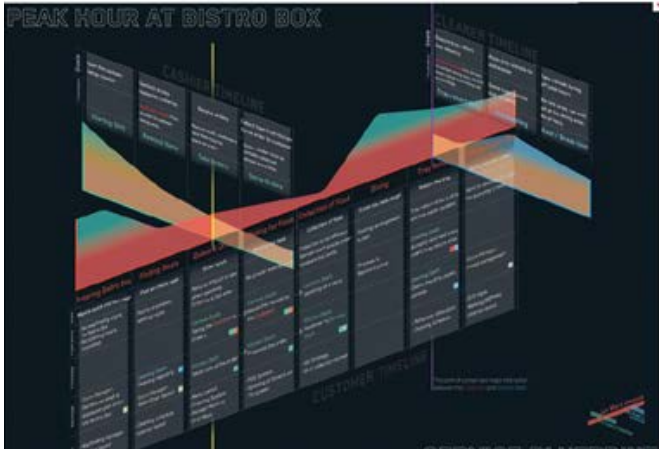
Instructors
Song Kee Hong,
Timothy Hoo

Human-Centred Design

This course introduces students to the core principles, methods, and applications of Human-Centred Design; a problem-solving approach that emphasises needs of the user. Students learn to design meaningful solutions by understanding user needs and incorporating their perspectives. Drawing from interdisciplinary practices, the course combines hands-on activities and case studies to develop key skills in qualitative user research, preparing students in various fields and future design projects.

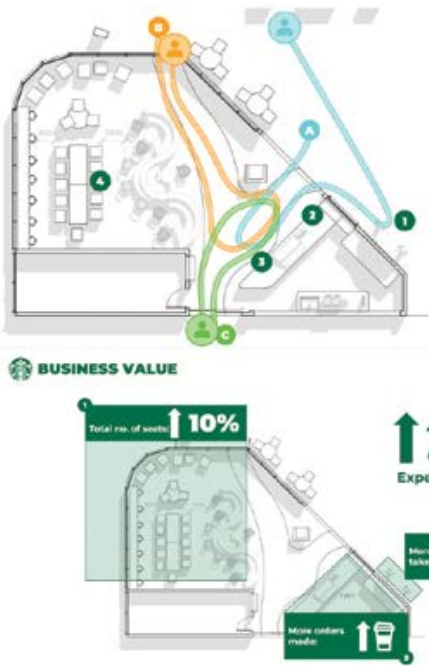


How might we improve Bistro Box Café's user experience and efficiency while making 24/7 operations sustainable?



Bistro Box Cafe

Lee Qi Zhen Terra, Lu Enze, Danikh Aqib Bin Mohd Nizam, Emily Jing Jiaxin, Kong Chia Shuen



How might we redesign Starbucks TechnoEdge to be a welcoming space for service, work, and socialising?

	Decision	Purchase	After Sales
DURATION	5-10 mins	10-15 mins	10-15 mins
CUSTOMER ACTION	Deciding/going	Searching for seat, Ordering, Payment, Collect drink	Studying, Listening to music, Packing up, Leaving
PHYSICAL EVIDENCE	Search for nearby cafe	Push/pull door, Table and chair, Menu Board, Counter Staff, POS Machine, Staff calling name	Search nearest charging port, Cafe Ambiance, Staff water at pickup area, Dispose of item @ trash bin
CUSTOMER JOURNEY	Motivated to get work done	Relax environment and messy layout making the cafe less inviting	A sign of relief as he found a seat
LINE OF INTERACTION	Google, Starbucks on map	Customer seeing long queue and he immediately waiting	Customer communicating with other customers to check if seats are taken
FRONTSTAGE ACTION	Google, Starbucks on map	Customer seeing long queue and he immediately waiting	Customer communicating with other customers to check if seats are taken
BACKSTAGE ACTION	Starbucks SSO team ensures location signages on Google	Store staff keeps tables clean immediately after arrival customers leave	Store staff manages chairs and table neatly during non peak period



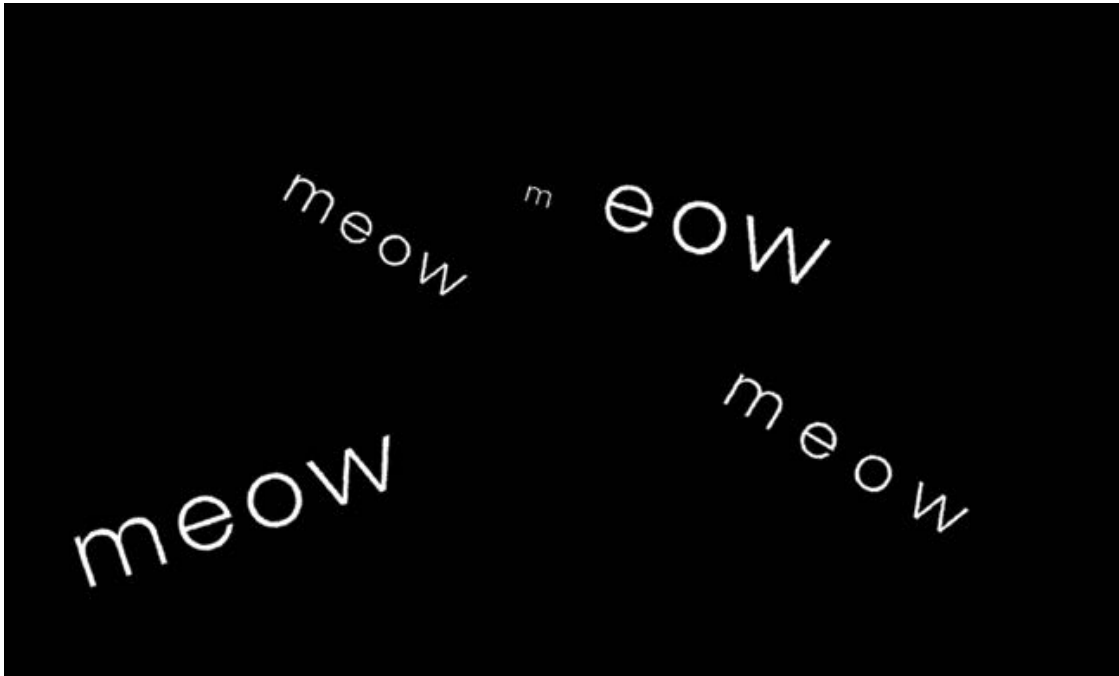
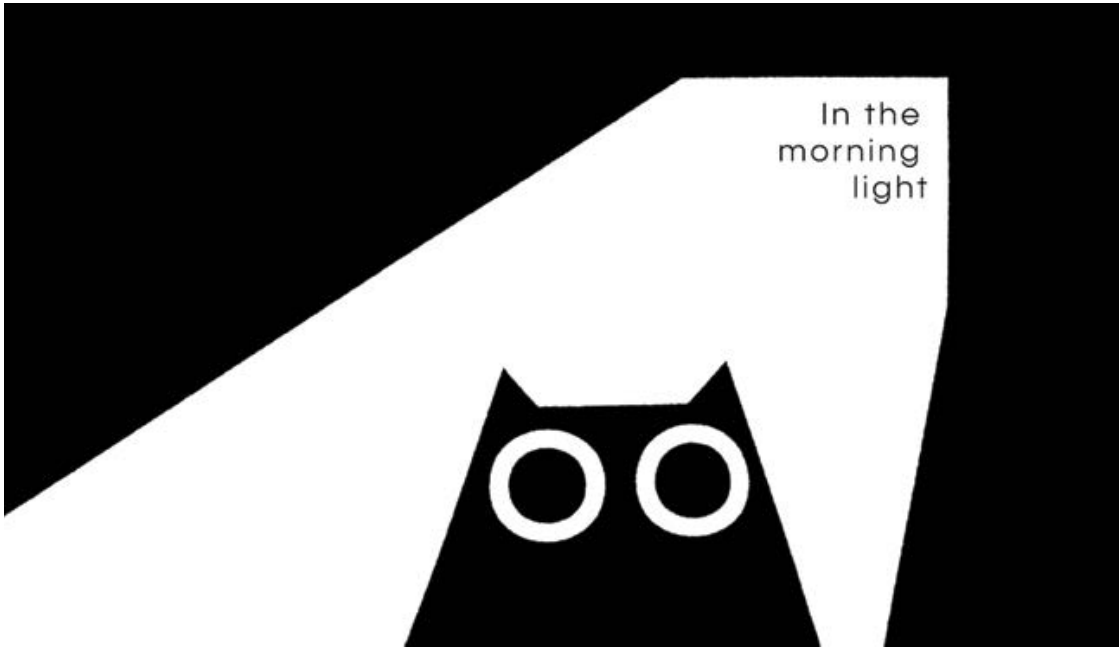
A*Bucks

Lee Kaien, Zane, Caitlin Goh, Chong Hoe Yeong, Aaron, Jan Abigail Ampo Juarez

Instructor
Matthew Duane Roop

Motion Design

This course introduces students to the theories and practice of time-based media and motion graphics communication. It will enable students to express ideas and messages through kinetics, time, and sequence using various techniques of graphic design and illustration integrated with motion aesthetics, animation principles, sound, and editing. Major topics include narrative and story development, dynamic graphic visualisation, motion aesthetics, audio editing, and typography.



Haiku
Isabelle Kirkwood



Fantastic Mr Fox
Kaena Sutanu



Instructor
Poh Yun Ru

Product Photography

This module offers an introduction to the essentials of product photography, covering key concepts such as lighting, composition, and post-processing. Through a hands-on assignment, students explore the life cycle of a flower—from bloom to wilt—using photography to capture its gradual transformation. The focus is on observing change over time, conveying narrative through visual storytelling, and applying photographic techniques to express mood, detail, and the passage of time through still images.



Fortune in Bloom
Eponine Tan



Graceful Defiance
Chan Jia Ying

Pin-drop Silence
Tee Jia Yu



Instructor
Jason Ong

The Appreciation of Wood Craft

This module introduces students to various wood-working processes through the fabrication of a small solid wood object and furniture. The syllabus covers instructional demonstrations on the use of hand tools, power tools and workshop machines; as well as the finer points on understanding and appreciating the material properties of wood and good finishing.



Goh Bing Jun



Koh Min Xiang

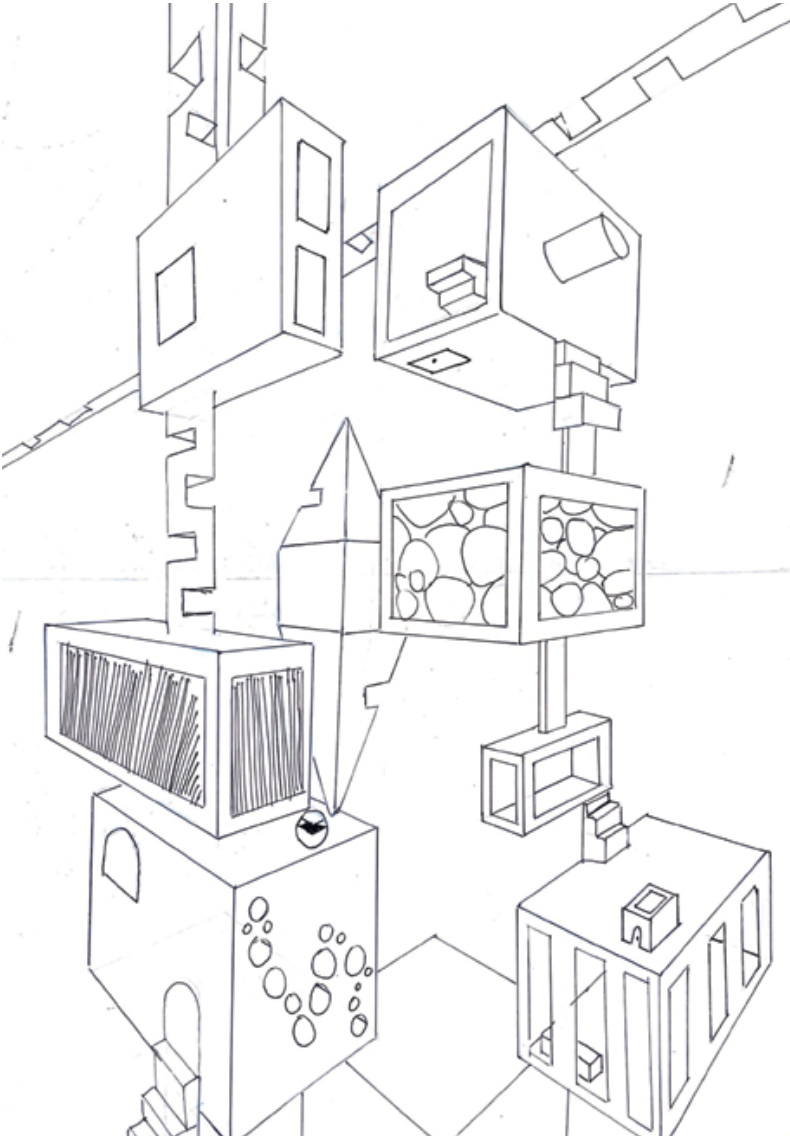


Eu Hui Sin

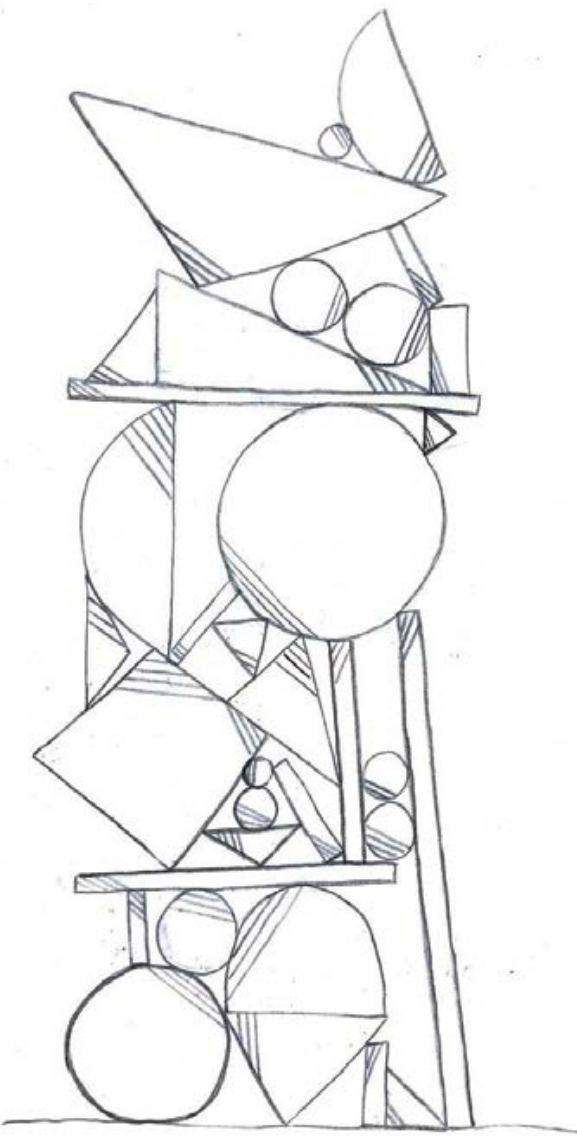
Instructor
Vincent Leow

The Art of Imaginative Sketching

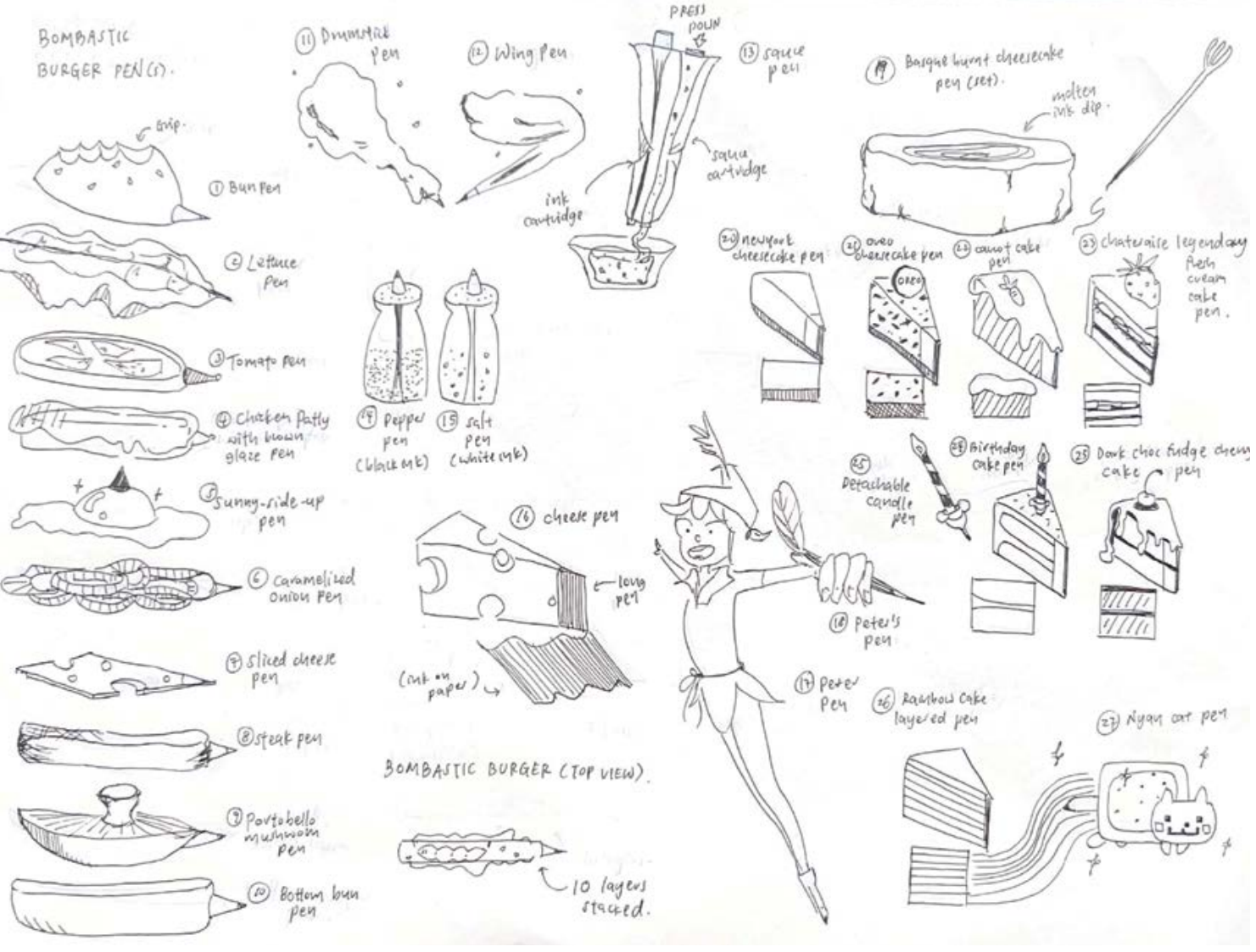
The course not only equips students with the basic skills to draw well, but also gives them the confidence to express themselves. The weekly exercises include creating strange combinations or making connections between seemingly unrelated things. They help unlock the creativity in students by opening their minds to possibilities.



3D Blocks
Pahaul Ahluwalia



Stone Totem
Cheryl Lim

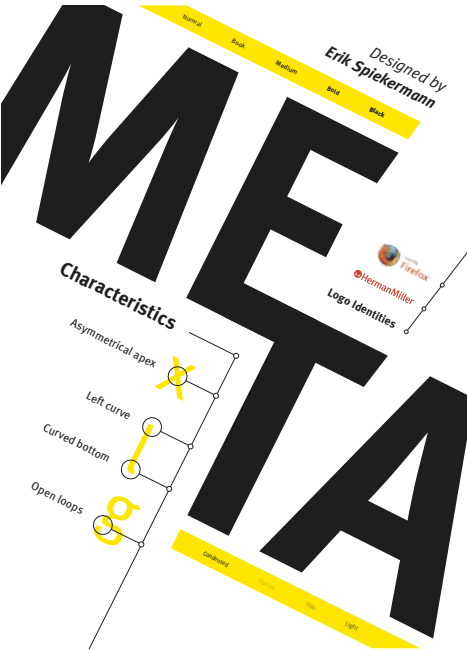


Plausible Pens
Chan Yi Xuan

Instructor
R. Brian Stone

Typographic Form and Communication

This course introduces students to the beauty of type and the history and principles that guide its use in visual communication. Through a sequence of five projects, each building in complexity, students explore letterform combinations, typographic semantics, visual hierarchy, and compositional narratives. By placing focus on the arrangement of type, students learn to communicate concepts in a clear, compelling, and visual manner.



Typographic History Poster
Kristy Tan



Brownfields to Greengrounds Flyer

Soon Wei Ya Jasmine (left), Ng Yixuan (right)

HDE

G | A | M | U | L | E

Thin

BRING

DICE

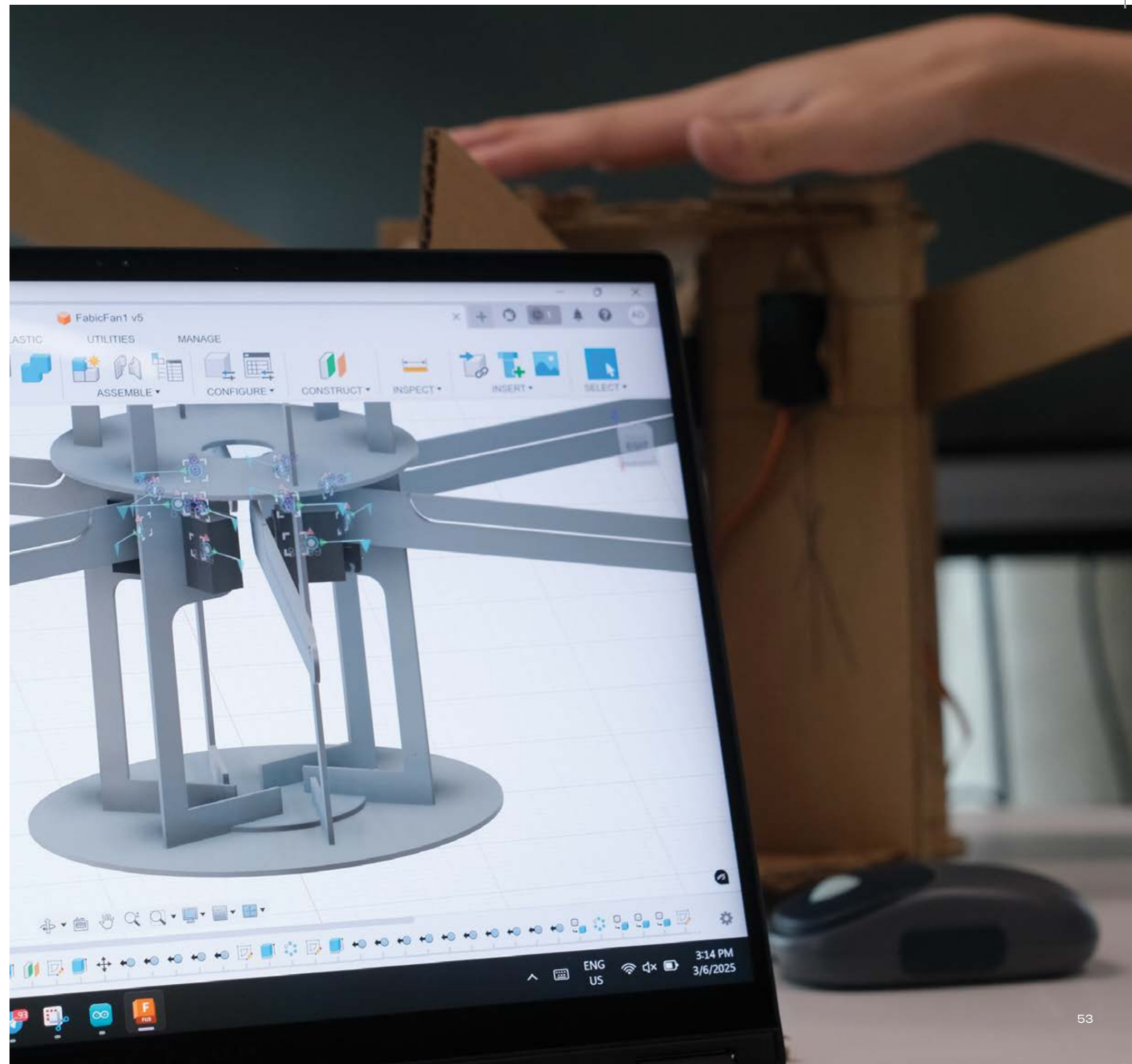
a:k

Semantic Word Play

Nur Neesha Shafeera Binte Selamatshahh (left), Yang Yixuan (centre), Soon Wei Ya Jasmine (right)

Design Platforms

From their second year, students can tailor their individual course of learning by selecting two concurrent studios from a variety of up to 15 different design projects offered every semester. Topics of each design studio are in line with the department's Thesis Specialisations, consisting of Product Innovation, Service and Social Transformation, and Design Futures and Critical Inquiry. The range of different topics under these three Thesis Specialisations reflect the pedagogies of the ever-expanding role of a designer in our current society.



Platform Leader
Grace Tan

An Alternative Biennale

Building upon the core messaging of Our SG Arts Plan (2023–2027) policy blueprint, this platform attempts to unpack, rethink and explore the possibility of an alternative biennale beyond the traditional art and design framework for more inclusivity. Taking cues from full fledge biennales, students work in groups of 3, each assuming a role—Biennale Director, Curator/Producer or Designer to organise a scaled-down alternative biennale tailored for a distinct user group.



In Wake of Rest

In a world that never stops, what does rest mean to us? In an era of hyper-connectivity and constant motion, In Wake of Rest is a biennale delves into the meaning of rest in our restless age, exploring aspects of rest and disruption at a personal, societal and city level.

Chloe Kor Sze Cheng
Cynthia Manivannan,
Cheong Bi Shuen Amber



Sojourners: Temporary Permanence

Sojourners: Temporary Permanence reimagines a biennale as a fiesta celebrating sojourner experiences in Singapore. Centred on three thematic chapters —Live Now, Hard Now, and Enjoy Now—it aims to empower and foster connection through art and shared activities, honouring their temporary yet impactful journeys.

Ang Sze Ern, Judith Chin Li Xiang, Oh Yu Ning, Denise



Platform Leaders
Christophe Gaubert,
Poh Yun Ru,
Tommy Cheong

Beyond the Blades

Some everyday objects, like fans, have blended so seamlessly into our domestic landscapes that they have become archetypes of the ordinary, overlooked by design. This platform aims to question their functionality, history, and techniques that have defined and frozen their shape. To better reinvent the fan, the students reconsidered their use and how they are built, thus opening new possibilities, identifying meaningful innovation, and proposing new potential archetypes.



Boreas

Boreas challenges the paradox of modern cooling, where our reliance on air conditioning heats the planet. By turning to the ancient wisdom of terracotta and evaporation cooling, Boreas provides a virtuous approach to cooling rooted in traditional practices, for a sustainable future.

Hor Jun Jie



Nayana

Derived from twisted forms in nature, Nayana—from the Sanskrit word for ‘guiding eye’—is a slow-spinning fan for yoga studios. Its helical blade creates a soft and gentle wind, posing a sense of visual presence through slow-spinning motion.

Magdelene Low Hui Wen



Leafa

Inspired by the slow, rhythmic sway of leaves, bringing gentle movement into still air, Leafa infuses the environment with the essence of nature. Moving with the quiet grace of an electromagnetic pendulum, this fan reminds us that in a world of speed, there is beauty and virtue in slowness.

Stephen Fan Wang

Platform Leader

Christian Boucharenc

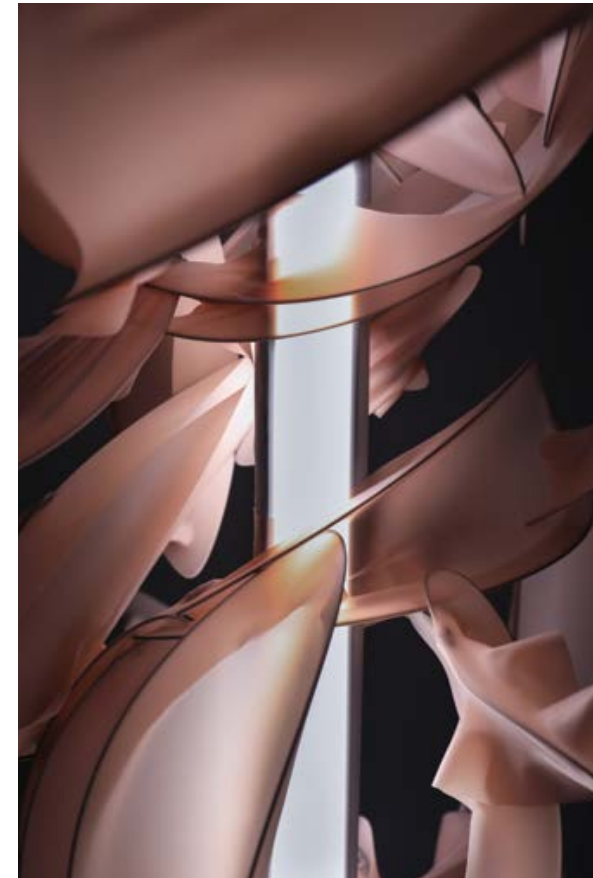
Boundless Standardisation

This platform aims to create a standard module that can be connected in various ways to form structural assemblies of three-dimensional compositions, including walls, partitions, and furniture. Students explore multiple languages of diverse natures across different cultures, at any scale. The design is considered complete when the original module becomes invisible within the final composition, allowing viewers to experience multiple interpretations and a continuously evolving emotional response.



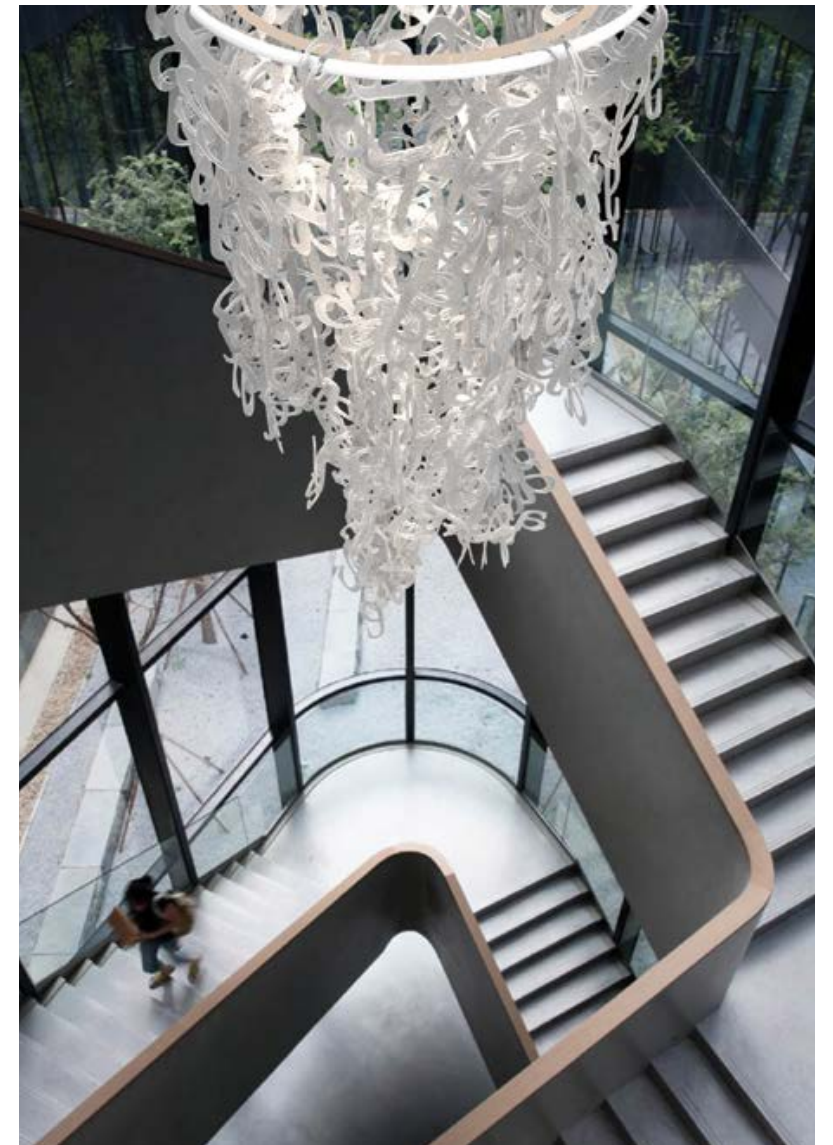
MODO MODO is a modular paper system for easy assembly, disassembly, and reconfiguration. Each unit folds into shape and connects effortlessly, enabling fluid transitions between structure and openness. Using lightweight materials and standard modules, MODO invites tactile interaction and personal configuration to create adaptable spatial experiences.

Chew Yan Xin, Lim Ke Er

**Clavé**

Clavé unfolds like a silent ballet. Each module echoes the collarbone's grace—where strength meets softness, where form is held by tension alone. Steel wires and latex stretch and yield like skin and bones. As the modules vanish in connection, what remains is a quiet dance: stillness into motion.

Lim Jialin Joni, Relyene Soh

**Affinity**

What if words were not constrained to paper but manifested to evoke emotion? Affinity intends to represent themes of 'complexity' and 'poetry' in typology with one standard module, multiplied. This is accomplished through low-cost acrylic modules, designed to present to users multiple possibilities of connections with other modules.

Garren Huang Kangxing, Basil Wee

Platform Leaders

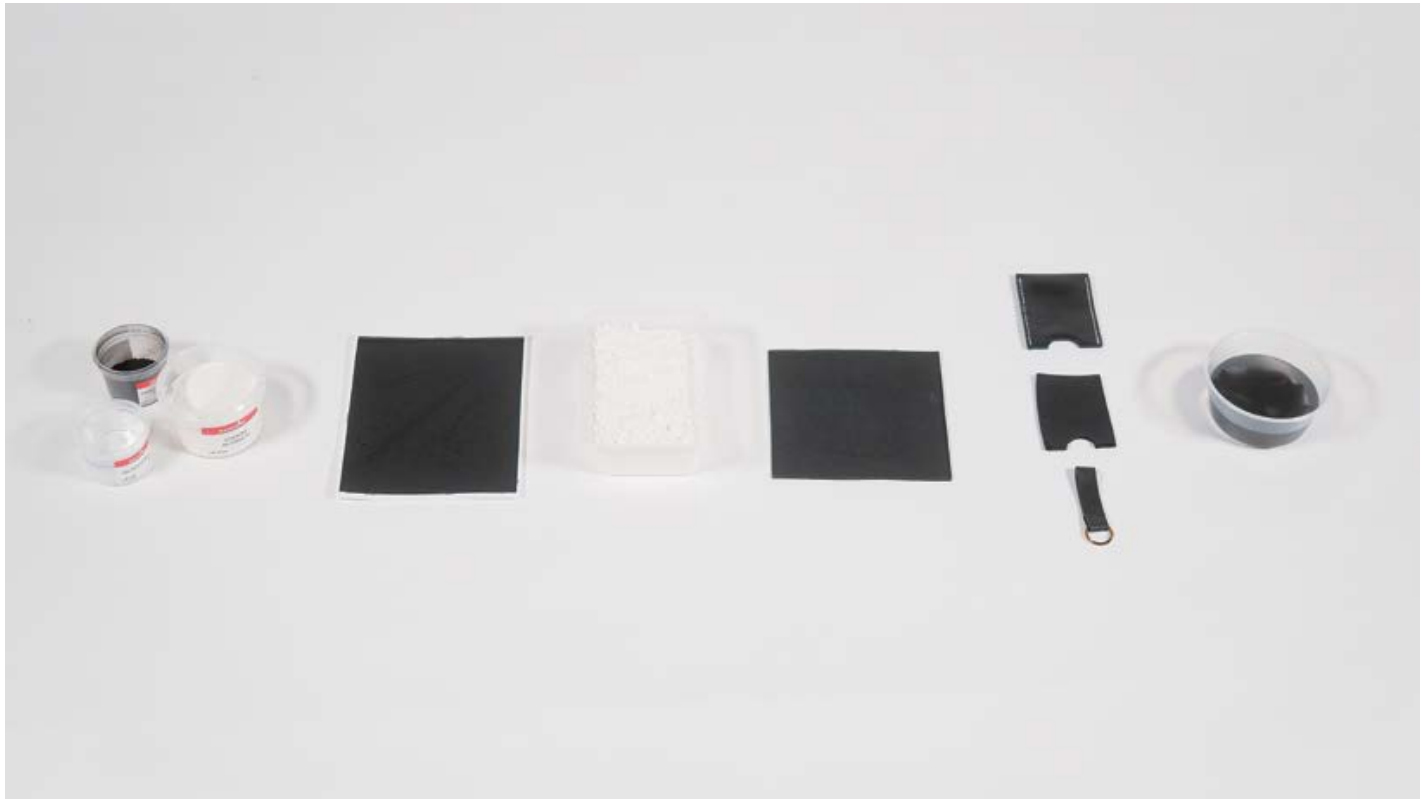
Yen Ching-Chiuan,
Sheryl Teng,
E Ian Siew

Collaborator

Crystal International
Group Limited

Bound to Bond

While textiles are often associated with fashion, style, and identity, they are also deeply technical—shaped by specialised materials and bonding technologies. Bonding methods determine how textiles balance aesthetics with performance. This platform challenges designers to study wearables and textile products through the lens of ‘bonding.’ Through various explorations, they investigate materials, tools, and processes to uncover new possibilities for textile applications.



BamTex

BamTex is a bio-based leather alternative made from bamboo charcoal, sodium alginate, glycerine, and water. Before curing, layers of BamTex can be bonded using water to construct products, eliminating glue or stitching in fabrication. Upon curing in calcium chloride solution, it becomes water-resistant. Eventually, it can be cut apart and fully dissolved in water for disposal.

Kristy Tan, Xin Yi



P-Threads

This project investigates textile assembly by utilising 3D printing as a bonding technique. Instead of conventionally joining fabric pieces with stitches or adhesives, they are connected through precisely configured 3D-printed structures.

Sharon Lee, Goh Yu Yan



Babybond

By harnessing the electrostatic adhesion properties of polyvinyl chloride (PVC) sheets, BabyBond introduces a novel approach to infant wear, eliminating the need for conventional fasteners.

Farhan Hanis, Beatrice Lum

Platform Leaders

Yen Ching-Chiuan,
E Ian Siew

Collaborators

Yong Loo Lin School of Medicine,
NUS HealthX & Centre for
Healthcare Simulation

Design for Medicine

This interdisciplinary collaboration brought together students from Medicine and Design to co-develop innovative solutions for healthcare. Teams tackled real-world clinical challenges through human-centred design, resulting in tested, functional prototypes. The final body of work presents a range of impactful outcomes that fuse clinical insight with design thinking, with potential projects advancing to early-stage development for potential implementation.

**Fix-O**

Fix-O is a pressure-actuated visual feedback strip used in screw fixation in orthopaedic surgeries. It uses a simple yet precise contact-based feedback mechanism to prevent over-tightening while complementing torque-based feedback—angled flaps touch screwdriver shaft and screw head pops up to indicate the endpoint. The easy adoption and cost-effectiveness of Fix-O allows surgeons to achieve precision without complexity.

Ang Sze Ern, Beatrice Lum, Chen Zi Xin, John Thng, Jarrett Tan

Veni

Veni is a disposable compression device that prevents hematoma after venipuncture. Designed for fast-paced healthcare settings, it delivers consistent pressure without manual effort. Its ergonomic, adjustable form enhances patient comfort and minimises complications, streamlining aftercare and saving time for staff.

Reiko Yeong, Amber Cheong, Pranav
Shivaprakash Rao, Marcus Lee

**Tubi-O**

Tubi-O is a chest tube securement and management system with two parts: a Securement Device and an Anchor Device. Designed for simplicity and reliability, it prevents dislodgement through built-in redundancy and safe failure modes, ensuring secure placement and easy recovery in worst-case scenarios.

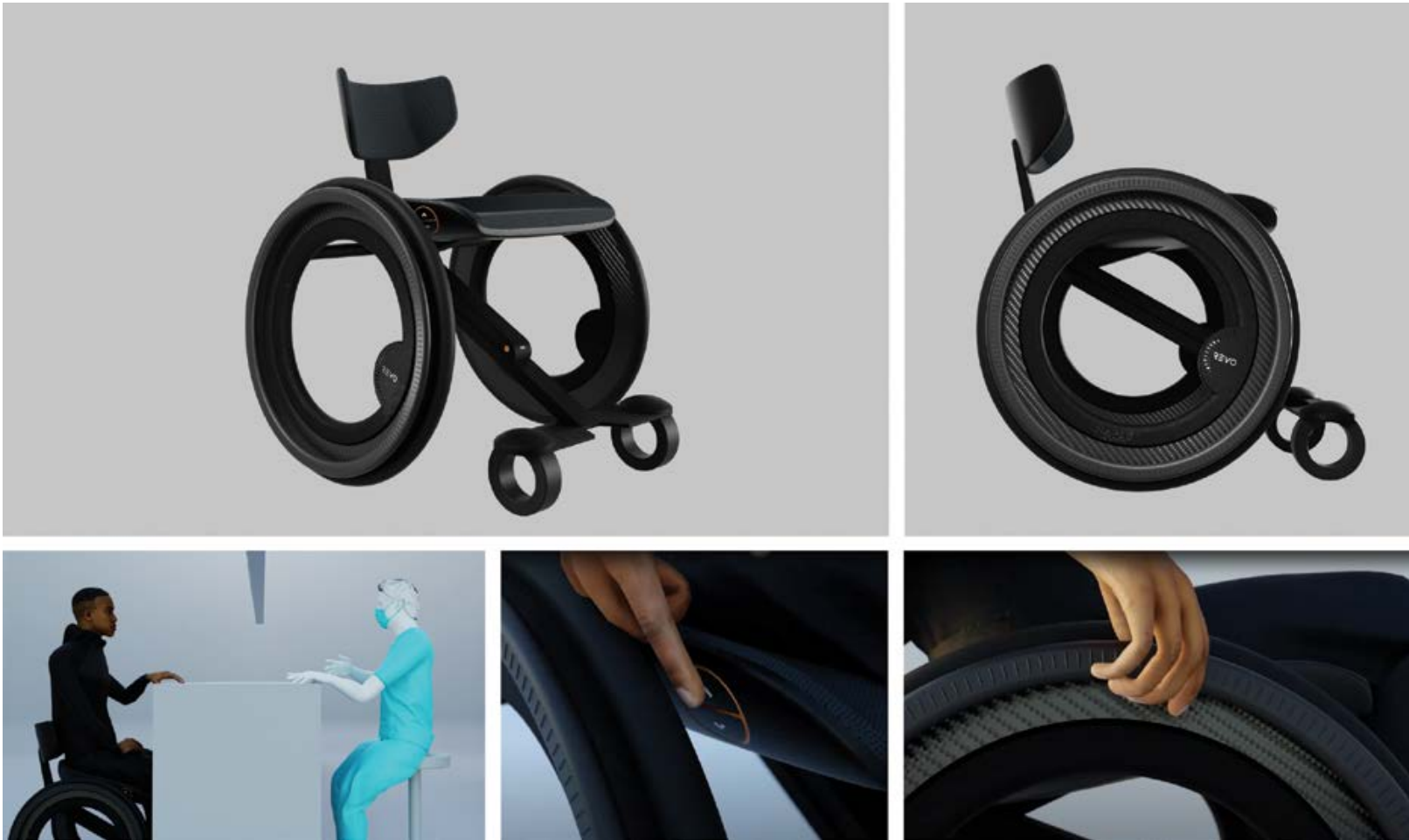
Lee Zhi Lin, Zhong Xing Wei, Beatrice Loh,
Lee Yi, Kong Kei-Lyn



Platform Leader
Song Kee Hong

Design To Reduce Dependence

The goal was to design a solution that empowers users to be more self-reliant in managing physical, mental, or life challenges, enhancing their freedom and dignity while reducing reliance on external help. Students began by identifying unmet needs or gaps in a specific market segment and develop a viable, user-centered concept to address them. The solutions aimed to create meaningful impact by enabling greater independence and improving quality of life for the intended users.



REVO: Redefining mobility for young adults

Losing mobility in your 20s to 40s shouldn't mean losing freedom. REVO's pedal-assist and lift features extends physical reach and enable eye-level interaction. Designed for confidence, not compromise, it combines cutting-edge tech with a bold, non-medical look—restoring control, dignity, and connection in everyday life.

Loh Yi Zhi, Ong Yong Qing, Zhong Xingwei



ComfortCook

ComfortCook is a kitchenware set specially designed for people with hand arthritis. It includes a pot, pan, and knife with ergonomic handles that support a natural wrist position. This makes gripping easier, reduces strain, and helps prevent discomfort.

Rachael Anne Lee Hui Ting,
Oh Yu Ning, Denise,
Pradhan Purunjai



Beacon+

Beacon+ is a lightweight, compact, solar-powered emergency radio designed for outdoor use. Its inflatable balloon lifts the antenna and acts as a visual signal, helping rescuers locate you quickly. Easy to carry on any trip, ideal for fast deployment.

Goh Bing Jun, Damian Lim Jia Yu, Lee Zhi Lin

Platform Leader
Hans Tan

Collaborator
Mount Elizabeth Hospital

Photo credit:
Mount Elizabeth Hospital

E for Elizabeth

Amid major renovations at Mount Elizabeth Hospital, 10 historically significant objects were rescued from disposal and given to students. Their mission was to explore the objects’ physical potential and transform them into new designs beyond healthcare. Students reimagined these items, integrating the rich narratives and emotional connections they carry, resulting in imaginative and meaningful creations that honour the objects’ history.



Phlebotomy Chair

This piece transforms the clinical phlebotomy chair into a warm embrace. Stripped to its frame, intricate weaving echoes phlebotomists’ precise work ‘needlework’. Using strips from the original upholstery, the weave softens the chair’s rigid appearance, offering comfort and reflecting compassionate care in design.

Madeline See,
Ang Sze Ern



Handrail

This coffee table is made from the hospital handrail that line the corridors. It subverts expectations by arranging the components differently, highlighting the structural essence of the extruded components. This piece preserves the handrails’ simplicity and resilience, offering a dependable and understated presence.

Aw Ker Wey,
Low Dong Xuan, Dannon



Tiles

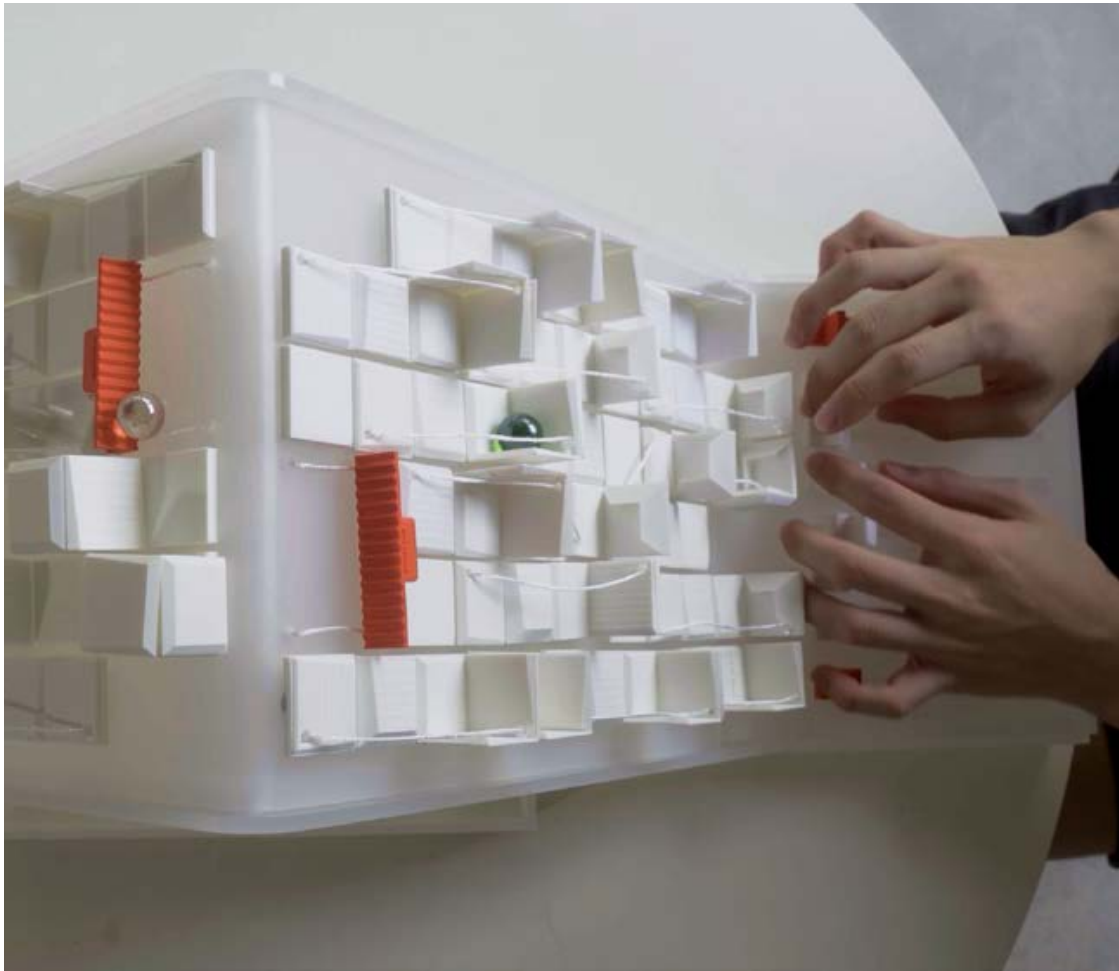
This project reimagines Mount Elizabeth Hospital’s 1970s facade tiles uncovered during renovation into a sound installation. Arranged as descending steps, each note-carrying tile creates a tune as a ball bearing rolls across, sounding out their forgotten beauty and history beyond mere wall coverings.

Joshua Tan Jianhao,
Relyene Soh

Platform Leader
Donn Koh

Everything is Playable

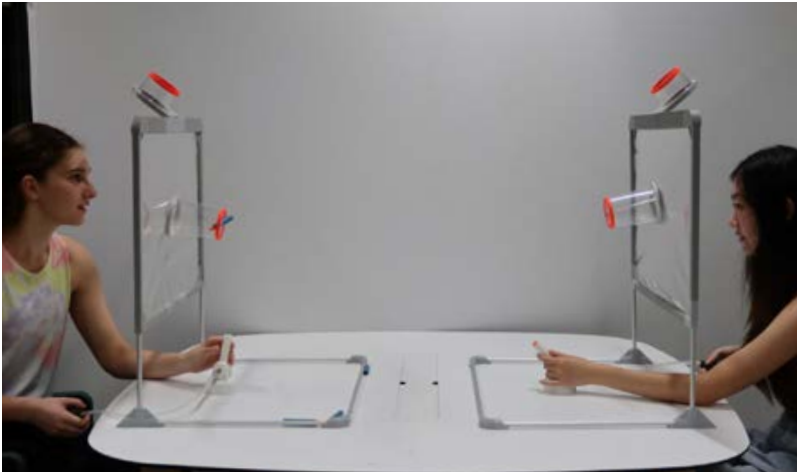
To explore AI's limitations, students used it extensively in 'play' design projects intentionally crafted to push beyond its capabilities. These projects emphasised physicality, complex game dynamics, layered cause-and-effect, and human-object interaction. The aim was to provoke thoughtful AI use in contexts where it still struggles, fostering a deeper understanding of both its current boundaries and future potential.



Cubic Rhythms

Cubic Rhythms reimagines normal marble-run game by devising a competitive two-player game where players bring their marble up the hill and over to enemy's territory. By leveraging on organic movements of string-actuated paper cube nets, we created a series of 3D-printed cube nets which can carry, transport and even perform gravity-defying stunts with marbles.

Basil Wee, Vina Setiawaty



HAVOK

Amplifying the thrill of being shot, HAVOK uses a popping shooter and cellophane barrier to intensify impact. Players rush to score direct hits or gamble on high-stakes headshots in this fast-paced, game theory-inspired showdown.

Leon Pereira, Zoey Chan Zheng Qi



Paper Pop

Explore different ways to launch a ball with PaperPop. Through tensioning and flicking the perforated paper toy, create techniques that are uniquely yours. Each motion offers playful experimentation, turning every launch into a personal and engaging experience.

Derica Kon, Jared Lim

Platform Leader
Christian Boucharenc

Family of Forms

This platform is designed to help students develop a conceptual understanding of the physical characteristics, control functions, and visual signals of products within the same family of forms and related functions. Additionally, it serves as an opportunity to enhance students’ sensitivity to formal language in their personal work. To achieve this goal, students conduct research on various artistic languages from different cultures that evoke a positive emotional response.



**Osoi,
A Quiet Ritual**

Inspired by the art of tea-making, Osoi embodies verticality, tension, and mass in a quiet, reflective ceremony. Each piece evokes intentional slowness, where vertical lines draw focus, gentle curves create subtle movement, and mass grounding each vessel. Osoi invites a pause, celebrating tea as an art of simplicity and presence in its sculptural grace.

Nor Nadia Diyana Binte Mohd Norzaidi



The Smoke Collection

A collection of alcohol glasses inspired by the playful, sensual, and unpredictable essence of smoke. The series features a champagne glass, a cocktail glass, and a whiskey glass, each designed to embody the dynamic and evocative qualities of this ephemeral phenomenon.

Damian Lim



**The Gentle
Rhythm**

Inspired by the organic beauty of seashells, this collection features a pot, creamer, and sugar bowl with generous base, flowing twists, and asymmetrical grace. Each piece harmonises naturally, blending function and sculpture. Echoing a shell’s embrace, they reflect comfort, rhythm, and the delicate balance found in nature’s forms.

Rachel Tan Qian Yi

Platform Leaders

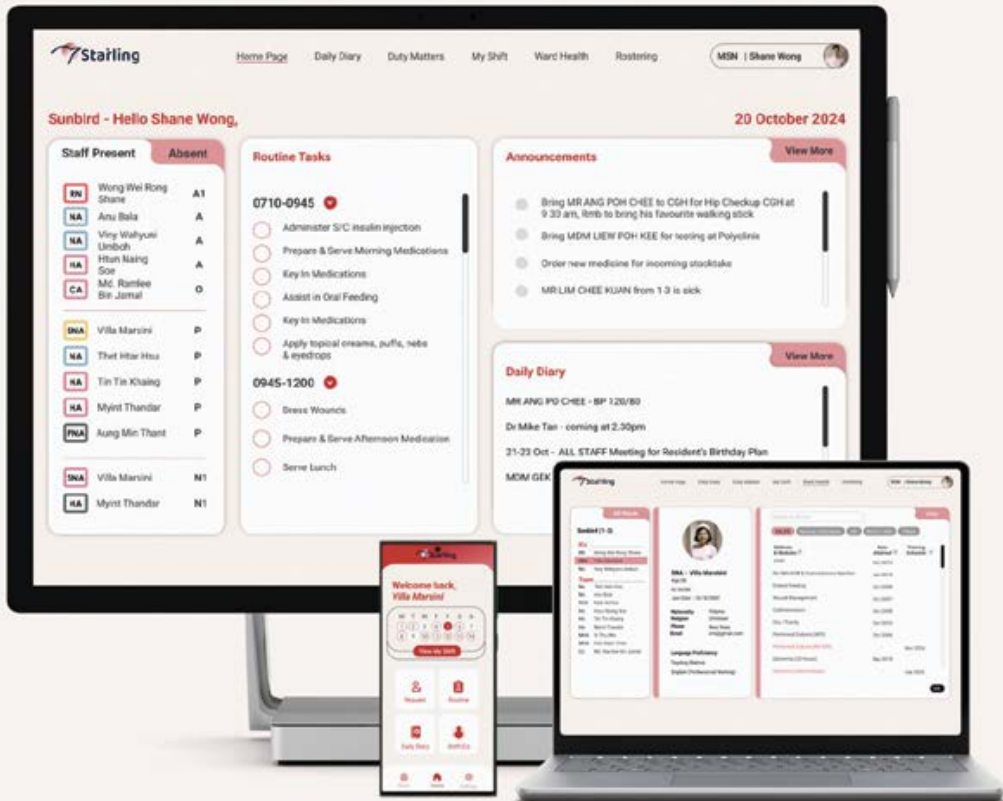
Jung-Joo Lee,
Ng Tse Pei,
Celeste Seah

Collaborator

Peacehaven Nursing Home

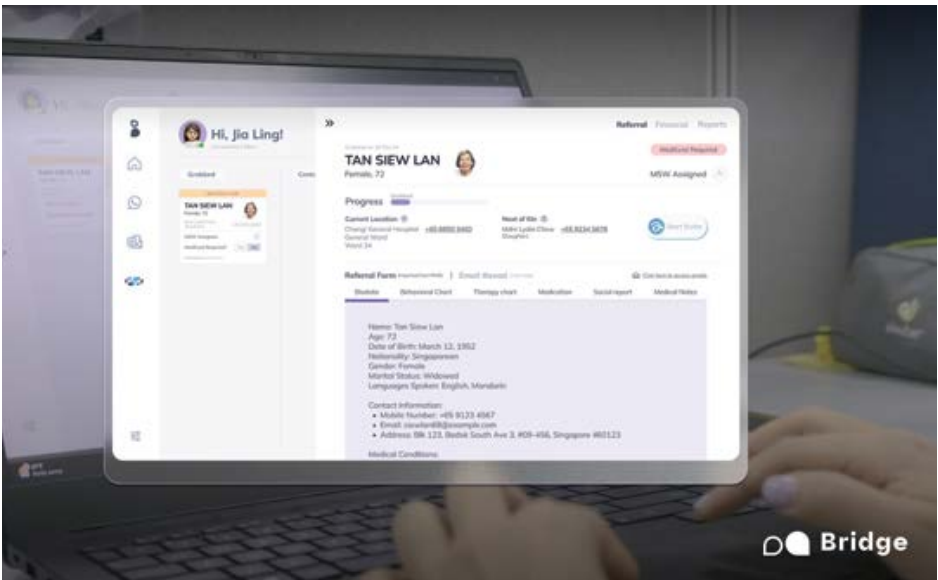
Futures of Aged Care Work

This platform explored how emerging technologies could be leveraged to design for the future of care work in a rapidly aging society. Through field research and close collaboration with care workers and domain experts, students identified opportunities to enhance care processes and improve experiences for both workers and residents. Their co-created solutions were designed to support the values of care workers and residents, and integrate seamlessly into existing care practices.



Starling Starling is a manpower management system created to simplify nurse rostering. Weekly admin work drops by 75%, freeing resources for patient care. By syncing nursing staff skills with deployment needs using business intelligence, Starling ensures optimised staffing, real-time visibility, and a more connected operational flow.

Alex Ong Li Hong, Velyn Chia Yu Shin, Ong Zhi Kai, Douglas,



Bridge

Bridge is a service design project that streamlines the pre-admission process to nursing homes. It automates administrative tasks, integrates data from IRMS and IngoT, and features a Kanban board for task tracking, AI-powered transcription, and communication tools like WhatsApp. These features give social workers more time to connect with residents.

Geraldine Tong, Tierra Ko, Liu Bing Jie



Medivue Medivue tackles high workloads and fragmented monitoring in nursing homes with remote photoplethysmography (rPPG) for non-contact vital sign monitoring via facial scanning, alongside body-worn cameras, ultra-wideband (UWB) sensors, and a mobile app. By automating documentation and integrating with medical records, it enables personalised, compassionate care.

Teo Swee Yin, Annabelle Phua Yue Tong, Cynthia Manivannan

Platform Leaders
Patrick Chia,
Alexandra Arguelles

Collaborators
iDP (under guidance of
Dr Yen Shih-Cheng,
Graham Zhu Hongjiao),
Bang & Olufsen

Iconic Audio with Bang & Olufsen

Bang & Olufsen is a luxury electronics company renowned for its high-end audio products, characterised by its premium sound quality, craftsmanship, and innovative features. In this platform, students worked alongside peers from the Innovation and Design Programme (iDP) to push the boundaries of technological exploration and its application in luxury audio markets. Students explored novel technology and contexts to conceptualise exciting Bang & Olufsen products.



Echo

Echo reimagines sound as a moving sculpture, bringing Bang & Olufsen's motorised innovation to life. Kinetic panels shift with the rhythm, transforming music into motion. More than a speaker, Echo becomes a living artwork, where sound, movement, and design blend seamlessly to create an immersive and emotionally resonant experience.

Tay Yun Jun, Ng Jing Wen



BeoRealm

BeoRealm is a meditation device featuring an automated Tibetan singing bowl that self-activates to produce resonant harmonics, paired with ambient soundscapes from an integrated speaker. Crafted with natural materials, it transforms homes into therapeutic spaces, offering practitioners precise, immersive sonic therapy for emotional wellness.

Yeong Reiko,
Zhong Xingwei



BeoBloom

The BeoBloom series offers Bang & Olufsen a unique entry into the luxury plant hobbyist market. Its immersive audio complements refined environments and fosters plant growth through music. Proposed products include elegant speaker trays, sticks, and a plant profile app feature to create custom plant-nurturing frequencies.

Hirari Haniuda,
Josie Chan Xin Tian

Platform Leader
Christian Boucharenc

Improving Everyday Life

This platform begins by identifying and analysing a problematic situation in our daily lives. Students enhance their observational skills and problem-definition abilities to develop a design solution aimed at improving the situation. This encourages a holistic and systematic examination of everyday experiences, prompting a reassessment of current habits and approaches to achieving tasks. It provides an opportunity to explore our evolving societal behaviours, mindsets, and lifestyle patterns.



Convey and Inform

Convey and Inform is a two-part display system designed for commuters in a rush, offering clear and accessible bus arrival updates. If a bus is missed, the screen instantly shows the next arrival, reducing uncertainty and helping commuters plan ahead. By making information intuitive, it transforms waiting time into a more controlled part of the commute.

Chew Yan Xin, Koh Min Xiang

Flux

Flux is not just any tray. Its behaviour 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. The design does not just function but elevates, turning the mundane into the meaningful.

Muhammad Haziq Bin Roslany,
Neo Ang Hian



Shizuku

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. Designed as a sculptural and functional element in the home, it celebrates rain through a conscious, sensorial ritual.

Seah Jun Hao Reynard,
Gracia Chua Wei

Platform Leader
Alistair Norris

Collaborator
Monetary Authority of Singapore (MAS)

Improving Online Insurance Literacy with MAS

Over 13 weeks, students worked with the Monetary Authority of Singapore to redesign CompareFirst, a national platform for comparing life insurance. The course combined research, interviews, and prototyping to better understand user needs and improve digital access to financial tools. Final outcomes included user-friendly interfaces, educational features, and service improvements that made the platform easier to use and more relevant for everyday Singaporeans.



Moneyverse

Moneyverse responds to the overwhelming nature of navigating insurance by offering personalised and easy-to-apply insurance resources. Through a progressive and dynamic information architecture, it provides a streamlined, tailored digital experience that guides users through insurance information in a way that feels manageable and relevant, enabling them to evaluate insurance coverage independently.

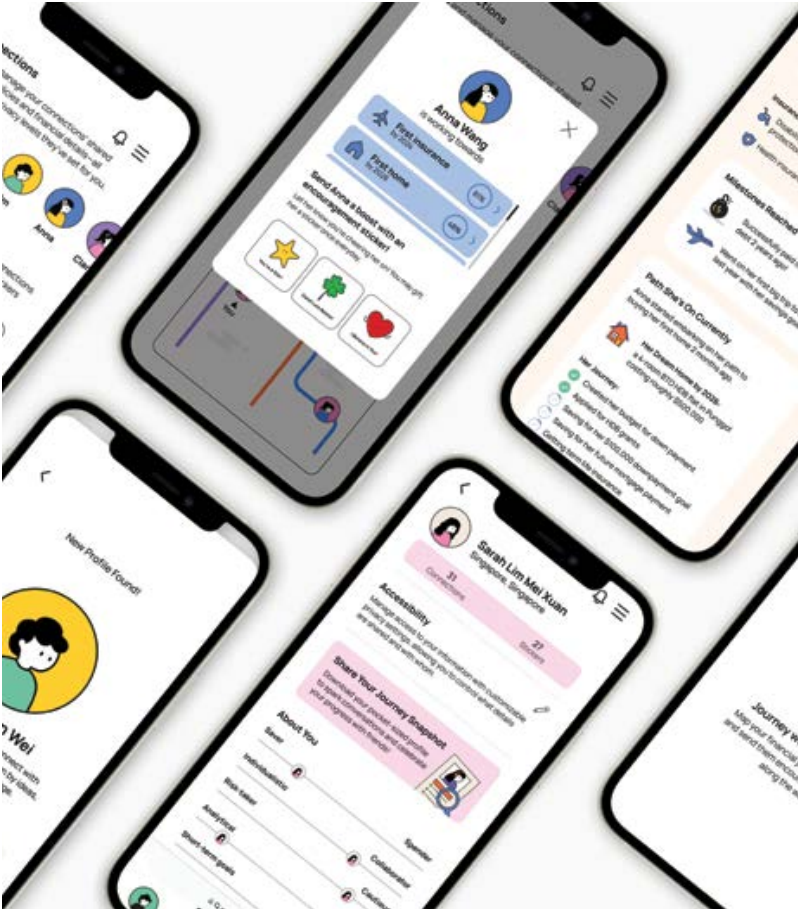
Patricia Setiawan, Shaheed Hassan, Travis Tan Guan Ri



ComparePATH

ComparePATH is a family-first MAS insurance planner for those juggling care across generations. Designed with caregivers in mind, it brings clarity by mapping each family member's insurance coverage via Singpass and SGFindex, surfacing gaps, and suggesting next steps. With guided questions and task tracking, the tool empowers you to understand your coverage, manage responsibilities, and confidently plan for your family's future— all in one place.

Lim Chong Yih, Marvin, Lin Wen Kang, Soon Wei Ya Jasmine



Pathwise

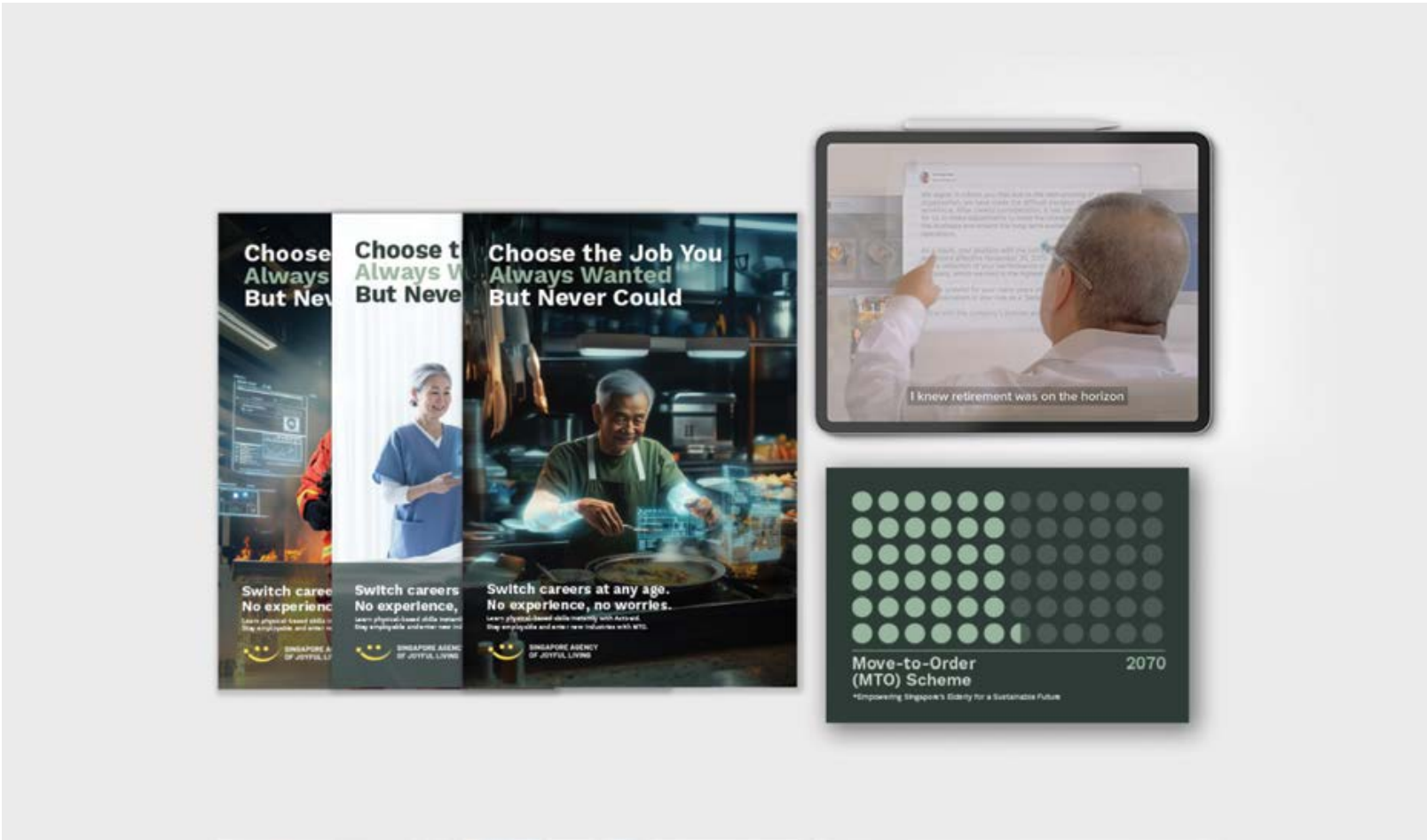
Young adults often feel overwhelmed by financial planning and lack the guidance to reach their goals. Pathwise simplifies this by breaking down financial milestones into manageable steps and offering personalised, data-driven insights. Its companion app, Pathwise Mobile, adds a collaborative layer where friends can track progress together, support each other, and celebrate wins. By fostering community, Pathwise makes financial planning more engaging, approachable, and rewarding.

Eponine Tan, Lim Pei Chin, Rachel Tan Qian Yi

Platform Leaders
Patrick Chia,
Alexandra Arguelles

Introduction to Speculative Design

Speculative design is a practice that focuses on imagining future possibilities. Based on evidence, designers develop fictional, but possible, futures through scenarios and artefacts. In this platform, students were introduced to speculative design frameworks and methodologies including signal scanning, forecasting, and worldbuilding. Students developed thought-provoking future scenarios alongside key design artifacts in the form of products, blueprints, or even policy campaigns.



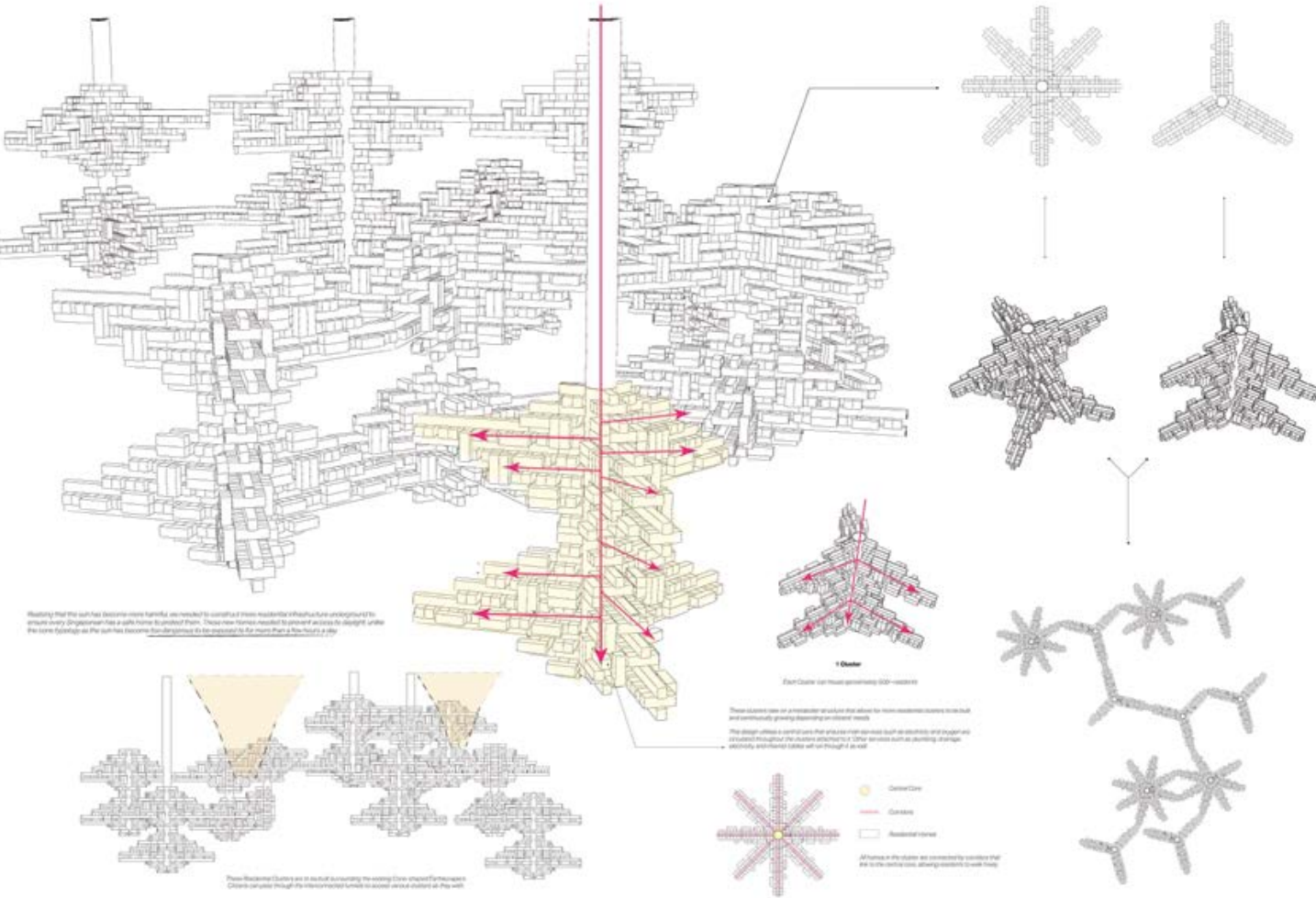
Activaid

This speculative project imagines a future Singapore facing a severe ageing crisis. It explores policy-driven solutions to include seniors in the workforce, challenging early retirement norms. This includes surveys, and interviews to provoke discussion on adapting to demographic shifts and balancing societal and economic needs.

Annabelle Phua Yue Tong, Wang Fan, Lim Jialin Joni

Sprawling Typology: Residential Cluster

Subterranean City Singapore 2100



Subterranean City Singapore 2100

By 2100, the Earth's surface is nearly uninhabitable. Singapore moves all of its infrastructure underground over the subsequent century, crafting vast subterranean habitats. These new environments restructure urban life—artificial skies, simulated weather—designed to preserve and maintain the social fabric once shaped by traditional above-ground living.

Esther-J Yoong, Magdelene Low Hui Wen, Garren Huang Kangxing

Platform Leader
Tiffany Loy

Making Links

Every point of connection between materials is an opportunity to design a link, an intersection, an interface, a transition. Zooming into the design of links and joints, designers create new systems for building and assembling. Without too many functional constraints, this platform allows free exploration beyond the tried-and-tested assembly methods.



Ens Collection

Ens Collection is a series of functional and aesthetic lamps constructed using a simple tension joint between metal and acrylic.

Adam Choo Wen Wu,
Travis Tan Guan Ri



Cloudbound

Cloudbound features two table lamps with a bold, dynamic link that invites playful interaction. A 3D-printed base supports a flexible wire mesh shade, bound with quilt trim, allowing users to reshape it—blending minimalism, functionality, and artistry into a captivating lighting experience.

Nicolette Wong Su-Ann,
Beatrice Lum



WIO

WIO is a series of three vessels—consisting of a table top, wall-mounted, and a wearable vessel—which empower its users to experience an expressive, and captivating lifestyle. Made out of their own unique interlinkable units, each vessel is constructed using steel wires that delicately hold glass spheres.

Wee Kai Bin,
Tan Ler Shan,
Chew Tong Yun



Platform Leader
Grace Tan

Novel Material

The Anthropocene age is here and now. Humankind as an agent of change, holds the key to rethink and reconfigure our relationship to the material world. This platform empowers the students to question, tinker, iterate, develop and chart their own material journey in this increasingly uncertain world. As designers, it is ever more pertinent that such novel materials are relational, ecological and circular—capable of fostering a sustainable and symbiotic human–nature relationship.



Re:Scale Re:Scale transforms discarded polystyrene foam into modular accessories. Deconstructed with solvents and reformed into flexible, self-adhesive sheets, the material layers like scales and moulds to the body. Users are free to shape, layer, and manipulate thickness, scale, and form as they build, resulting in forms that are uniquely theirs.

Beh Yi Ting Stephanie



Sedimenta Sedimenta reimagines textile waste as light. Inspired by sediment layers and driven by the effects of fast fashion, discarded fabrics react with sodium alginate and calcium chloride, forming translucent, warped shapes. Cured into sculptural forms, the modular lamp preserves memory in matter—illuminating the textiles we often discard or bury.

Farah Hafizah



Rooted Matter Hair when on our heads evokes a sense of comfort and beauty, but when detached it becomes disgusting. By transforming discarded hair into a material used in daily comfort, Rooted Matter invites us to rethink our relationship with human materials, challenging the boundaries between comfort and discomfort.

Lim Jialin Joni

Platform Leader
Grace Tan

People and things and the material world

This platform questions what design is in relation to our humanity and the world we live in. Students are guided through a progression of ideas or prompts along their journey of critical inquiry to arrive at a design discourse that is reflexive and authentic—Part 1: Design has become the world, Part 2: Materiality beyond material properties, Part 3: We make because we do not know, Part 4: Object with agency, Part 5: Towards a design discourse.



Solvent

Instant. A means to an end, where we often forget about the journey and are too fixated on the destination. Through the ritual of instant drink making, Solvent realigns our philosophy towards the instant, by drawing out its beauty and poetry in the instance.

Stefan Lim Yi Zhao



de(formed)

de(formed) challenges the notion that objects are ever truly 'finished,' transforming the mundane sponge into a medium of inquiry. By questioning its function, tactility, and materiality, this collection of holders reimagines the sponge as a vessel for everyday objects central to our daily rituals.

Madeline See



Shifting Lines

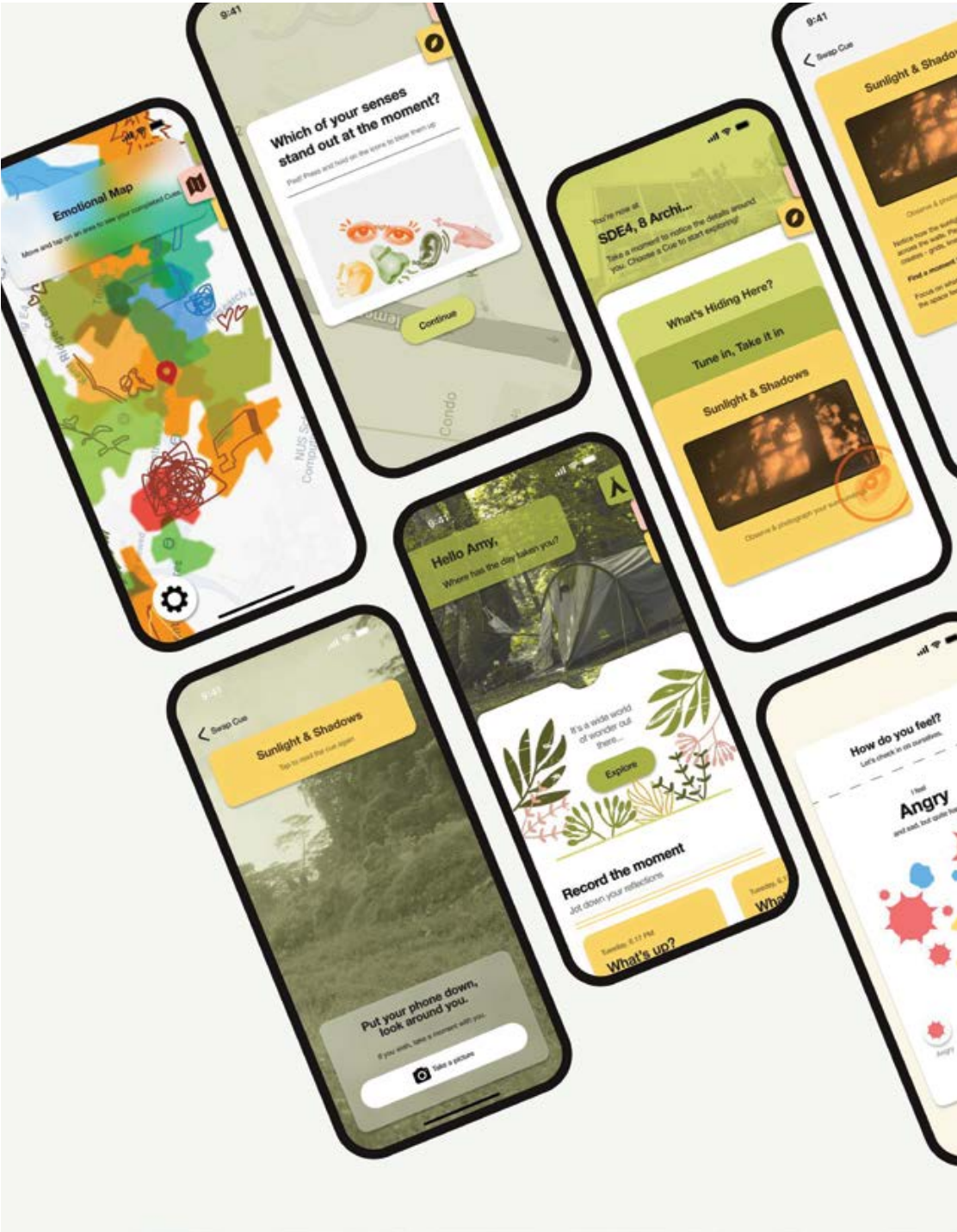
Shifting Lines is a dynamic drawing tool made from customisable coloured lead sheets. Users will shape their tool, but as it wears down, its strokes change. It embodies temporary control, giving users agency at first and then needing adaptation as the tool evolves. Control fades, but new possibilities emerge.

Beh Yi Ting Stephanie

Platform Leader
Janghee Cho

Reflective Design I

This course introduces an approach to interaction design, emphasising technology’s role in supporting reflective practices. Grounded in the double diamond framework, students critically examine youth mental health and wellbeing in Singapore, designing systems—like self-tracking tools or generative AI—that foster reflection. This year’s theme focuses on teen mental health amid rising social media use, encouraging students to explore how design can enable social transformation.



Sproute
Sproute is a digital sensory journal designed to help students reconnect with their surroundings through mindful, brief interactions. By turning everyday commutes and routines into moments of sensory exploration and self-reflection, Sproute transforms the mundane into meaningful experiences that support mental wellbeing and foster personal growth.

Jamie Koh Teng Suan,
Yeong Reiko,
Lin Wenkang

Cara
Cara is an interactive experience that addresses academic anxiety through guided reflection. Using Lazzaro’s Four Types of Fun, a language model prompts personal storytelling, it generates a pendant symbolising intrinsic motivation—helping students reconnect with joy, reframe success, and find meaning beyond stress and comparison.

Pendziviaterova Lea,
Velyn Chia Yu Shin,
Farah Hafizah



Loom
Loom is a productivity lamp for design students, combining the Pomodoro technique with ambient lighting to promote structured breaks and reflection. In Singapore’s high-pressure design education, Loom fosters self-awareness, balanced habits, and sustained creativity, helping students maintain well-being without sacrificing focus during intense studio work.

Lim Pei Chin, Tay Yun Jun

Platform Leader
Sixiu Tan

Reimagining Retail / Future of Brand stores

This course explores the evolving world of retail through the lens of design and branding. Students analyse shopping behaviours, brand identity, and global trends to shape next-generation retail experiences. Working on a real consumer brand store, they conduct brand analysis and develop concepts that blend digital, physical, and emotional touchpoints. This challenges students to reimagine the customer journey that reflect contemporary consumer needs and align with authentic brand values.



Birds of Paradise

Observing how long queues and purchasing decision uncertainty hinder the brand’s retail experience, we reimagined it as a journey of discovery. Through the implementation of an interactive gacha-style sampling, intuitive spatial flow, and digital flavour profiles, we intend to turn indecision into engagement and each scoop into a memorable encounter.

Garren Huang Kangxing, Tay Yun Jun

Patagonia

Known for its radical sustainability, Patagonia was pushed even further by fully embracing anti-consumerism, telling personal stories that endow second-hand products with emotional value, and using unorthodox sustainable materials. Together, these design outcomes seamlessly amplified Patagonia’s brand identity with bold new expressions.

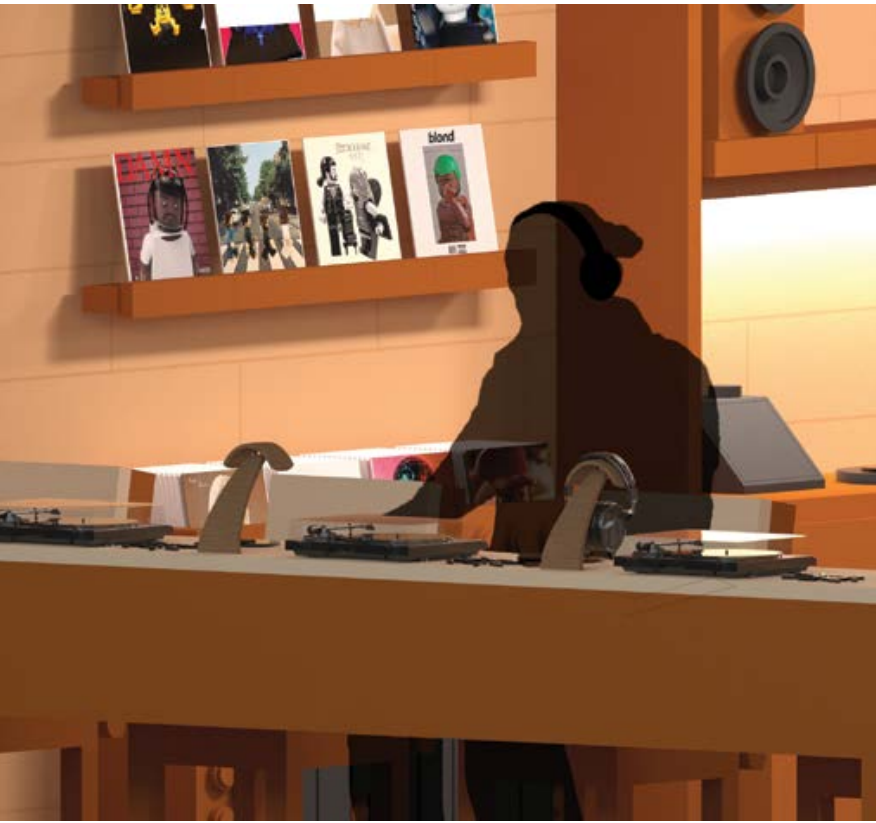
Wang Huixin, Travis Tan Guan Ri,
Pimentel Eleanor Bay



Lego

While LEGO stores are often designed with families and children in mind, Reimagining LEGO invites young adults to reconnect through ever-changing themed environments inspired by their interests, without needing to buy. It’s LEGO, made more personal, for creative adults rediscovering the joy of building and what it means to play.

Basil Wee Jie, Pearlyn Woo Pei Lin



Platform Leader
Lee Tze Ming

Science of Secondary: Research

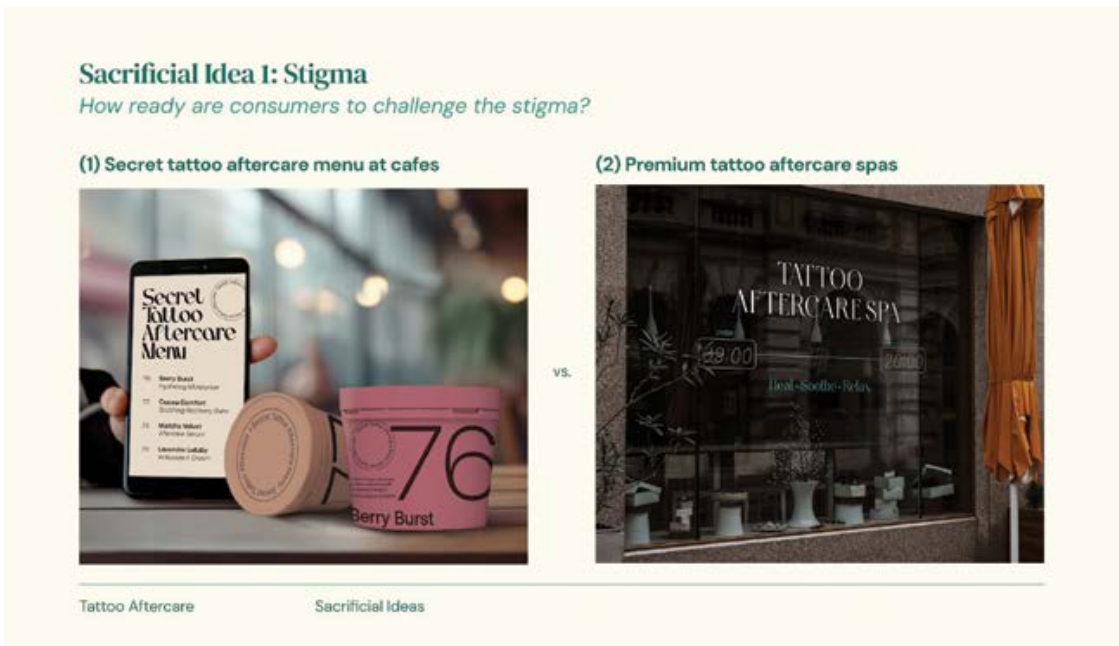
This platform is a deep dive into what makes good secondary research and how the approach can be structured to frame challenges, organise and synthesise data in a way that can drive design outcomes. Students develop a research report that identifies and qualifies near-future design opportunities, using the key insights to craft a compelling research narrative for design. A series of speculative product propositions, tied to the research narrative are proposed.



Korea Tattoo Aftercare

K-beauty's spirit of creative innovation aligns with the tattoo community's drive for self-expression beyond healing. With bold, customisable formulas, the sacrificial ideas empower individuals to highlight, conceal, or care for their ink on their own terms, turning aftercare into a personal statement.

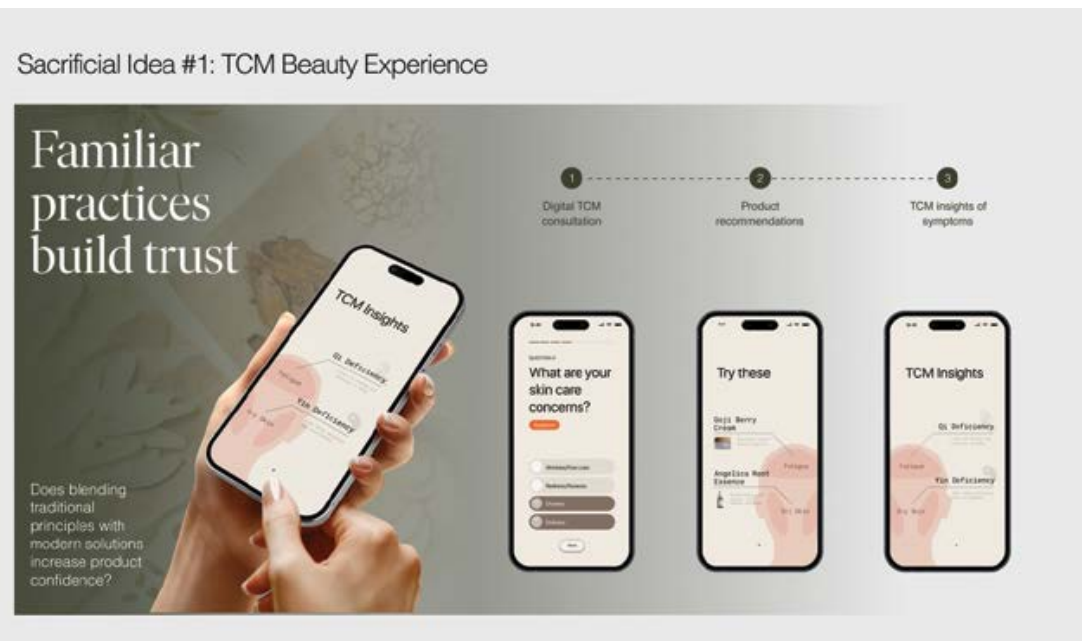
Nicolette Wong Su-Ann,
Ng Jing Wen,
Angeline Gomes



Designing for Menopause in Beauty Care

Menopause is like going through puberty again—but in your forties. With Southeast Asia's aging population, this research identifies insights for L'Oréal to launch a menopause-focused beauty product in 2026. Through three sacrificial concepts, we explore how to build trust with mature women and empower them to embrace ageing confidently.

Chan Shao Kaye,
Lau Rui Xuan,
Garren Huang Kangxing



The Luxury of Efficacy in Japanese Beauty Care

Japan's middle-aged women are redefining beauty—less about brand, more about what works. This research uncovers a shift toward sensory efficacy, where discomfort signals effectiveness. We propose two concept tools for L'Oréal: a gritty exfoliating gel and an acupuncture pen that revives belief through sensation.

Jamie Koh,
Vilmos Soh,
Chan Jia Ying



Platform Leader
Clement Zheng

Collaborator
Singapore Science Centre

Ste*mpunk

This platform explores the post-screen potential of mobile technology and its application in STEM (Science, Technology, Engineering, Mathematics) learning. Students investigate tangible interfaces built on top of mobile devices to design engaging educational experiences. Through prototyping and field testing, teams will create interactive systems that make STEM concepts accessible and fun beyond classrooms and science centers.



Drippl
Drippl is an interactive installation that turns the science of water’s movement into playful discovery. Through modular surfaces with hydrophilic and hydrophobic patterns, users explore how the cohesive and adhesive forces of water tension shape its’s form, direction, and speed, revealing the hidden wonders of everyday water behaviours.

Hor Jun Jie,
Clement Koh Yuen Jie



Blood Type Decoder
The Blood Type Decoder simplifies blood science through hands-on simulations of blood typing and inheritance. Combining physical setups with interactive digital tools, users explore antigen-antibody reactions and decode genotypes playfully. Designed for home learning and blood donation drives, it makes blood type education engaging, accessible, and memorable through tangible interaction.

Liu Xinxin, Lui Zhong Han (Bobby)



Bend&Blend
Bend&Blend is a hands-on play kit that lets users create invisible art using polarised light and birefringent plastics. Leveraging accessible materials like plastic adhesives and a digital screen, Bend&Blend transforms science into a creative yet educational experience—revealing hidden colours through interaction, experimentation, and a touch of optical magic.

Chloe Kor, Tiarra Ko



Platform Leader
Tiffany Loy

Telling Time

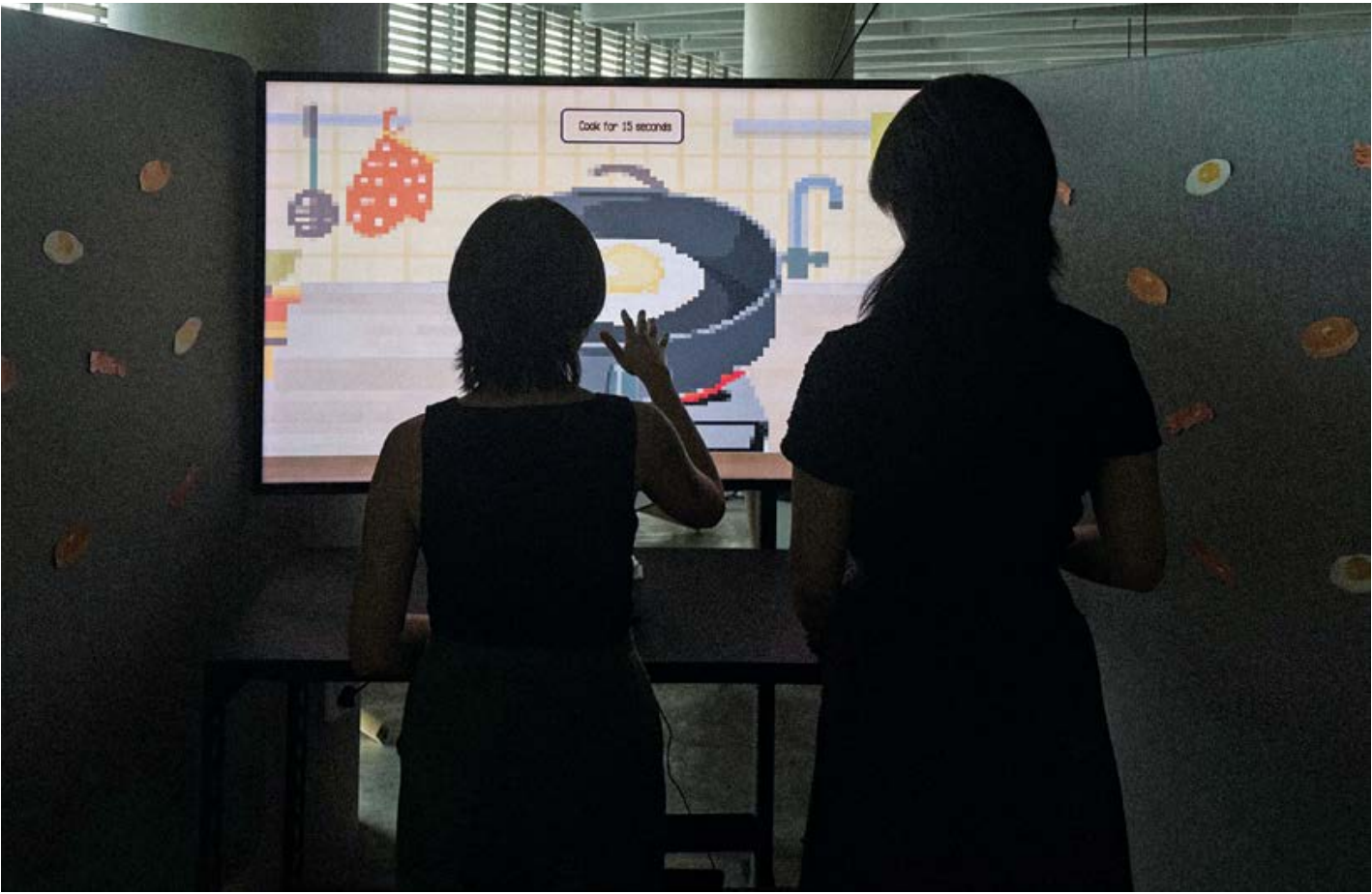
Time is universal and highly personal at once. It is quantified objectively, while experienced subjectively. As our culture and habits evolve, alternative notions of time—its measure, value, and functions emerge. Through documenting individual observations and group discussions, students draw refreshing insights from their research in the relationship between time and their selected subject matter or phenomenon, and propose concepts of time which disrupt conventional thinking.



Time Well Spent

Time Well Spent shows visitors how their everyday preferences quietly reveal their Value of Time. Visitors choose household items of varying time-saving potential and receive a receipt, showing their personal valuation of time. A live dashboard then displays the collective average, inviting reflection on their relationship with time and money.

Liu Bing Jie, Travis Tan Guan Ri



How well do we tell time?

How do we tell time when there are no clocks, relying only on our own perception? This exhibition explores our internal sense of time—how we estimate duration, feel its passage, and respond without external cues. Through a gamified experience, this space invites players to reflect on their relationship with time. Do we trust our internal timing, or do we feel more in control when time is measured for us?

Cheryl Ng, Pearlyn Woo Pei Lin

Platform Leaders
Christophe Gaubert,
Poh Yun Ru,
Tommy Cheong

The End of Nature

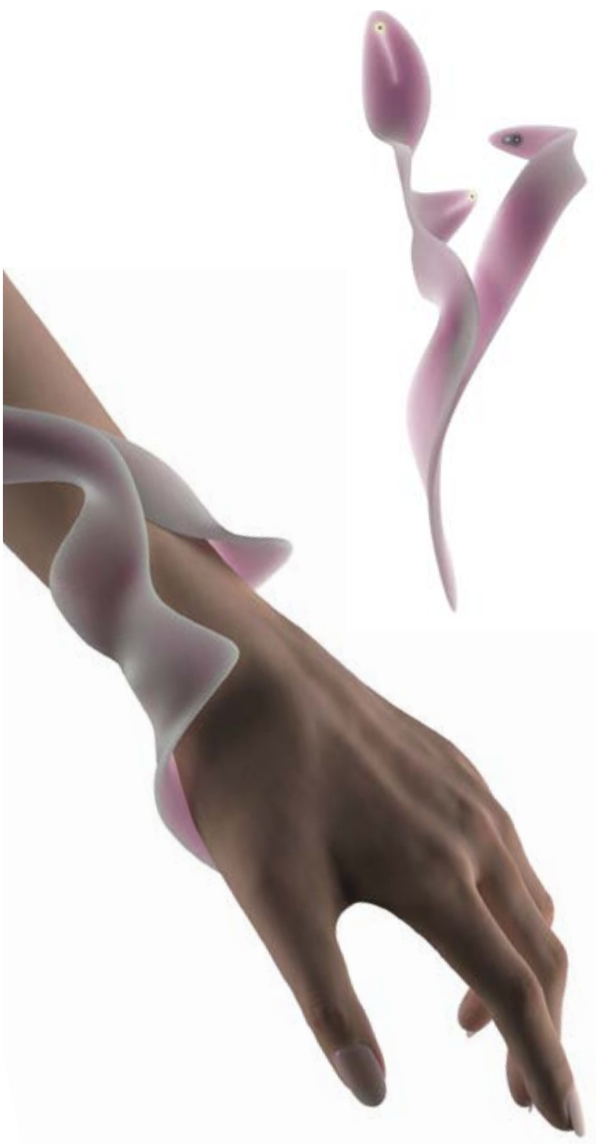
Growing up in urban environments, we often see nature as decoration or sometimes a nuisance, forgetting our role in the ecosystems, leaving us detached, unaware of our real impact, but anxious about Climate Change. This Design Fiction platform explores what might happen if some species were to go extinct, seeking out viable, critical, or discursive alternatives, and exploring the potential of Design to understand trajectories and address the environmental crisis to come.



Larvaceans

In 2200, the end of marine larvaceans forced humanity to evolve on a biomimetic synthetic organ. This necessary prosthesis reminds us of the cost of environmental negligence, as their extinction leaves our environment, and so our guts, unprotected from microplastic pollution.

Jayden Ting, Farah Hafizah



Lián

In 2075, the Lotus is lost to humanity's hyper-efficiency. As the line between work and reality blurs, people grow disconnected from themselves. Perpetuating the Buddhist philosophy embodied in the lotus, the Lián device integrates acupressure to ground individuals in a fast-paced world, helping them reconnect with the present.

Bryce Lim, Tee Jia Yu



BLYSS

If the Gut Microbiota goes extinct, we won't be able to ingest and digest food anymore. BLYSS redefines a future with the multisensorial facets of food, transforming intangible characteristics of nutrients into pleasurable bites through perfectly calculated textures generated according to one's needs.

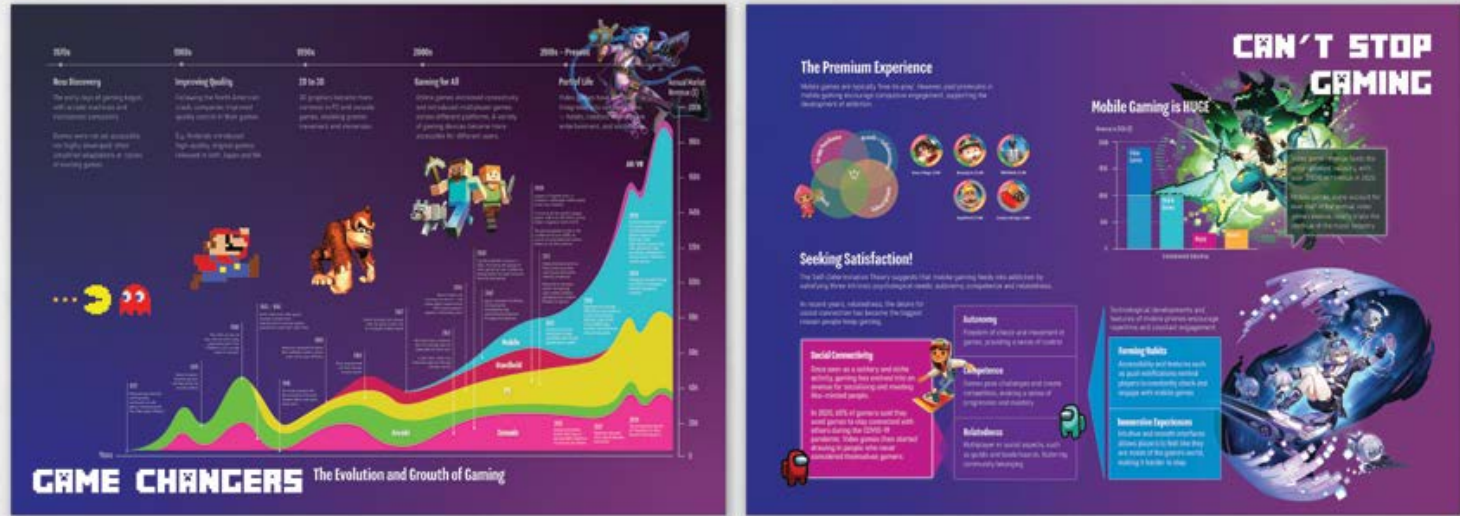
Isabelle Kirkwood, Chew Tong Yun



Platform Leader
R. Brian Stone

Informative Design and Storytelling

This platform focuses on the design and development of a series of visual narratives depicting sequence, cycles, or evolution. A pair of A1 panels are developed focusing on one of these themes. Panels may contrast or complement one another along a chosen theme. The aim is to provide students with an opportunity to learn and apply the important principles of information design, colour interactions, graphic translation, composition, and hierarchy, driving via secondary research.



The Evolution of Gaming

The Evolution of Gaming explores how gaming has changed over time. By visualising curated data through bold graphics and storytelling, the project highlights key developments, trends, and the psychology behind mobile game addiction. These panels challenge common misconceptions about gaming's impact on society.

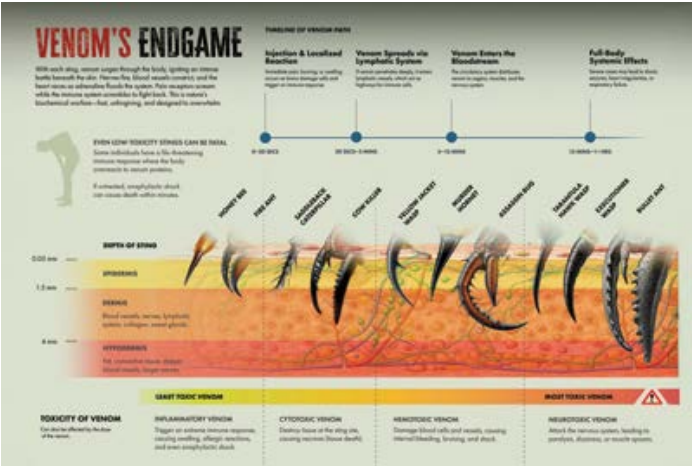
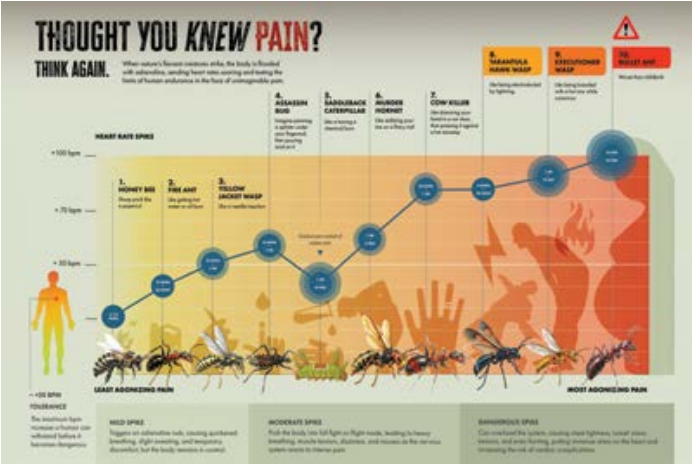
Chin Kaisyn



The Evolution of Domesticated Dogs

The posters explore the remarkable 15,000-year journey from multiple ancestors to today's diverse dog breeds. Through timelines and scientific insights, they reveal how selective breeding created specialised categories while developing unique traits that form deep human-dog bonds, explaining why dogs are truly 'lovesick' for us.

Ng Jing Wen



Venomous Insect Bites

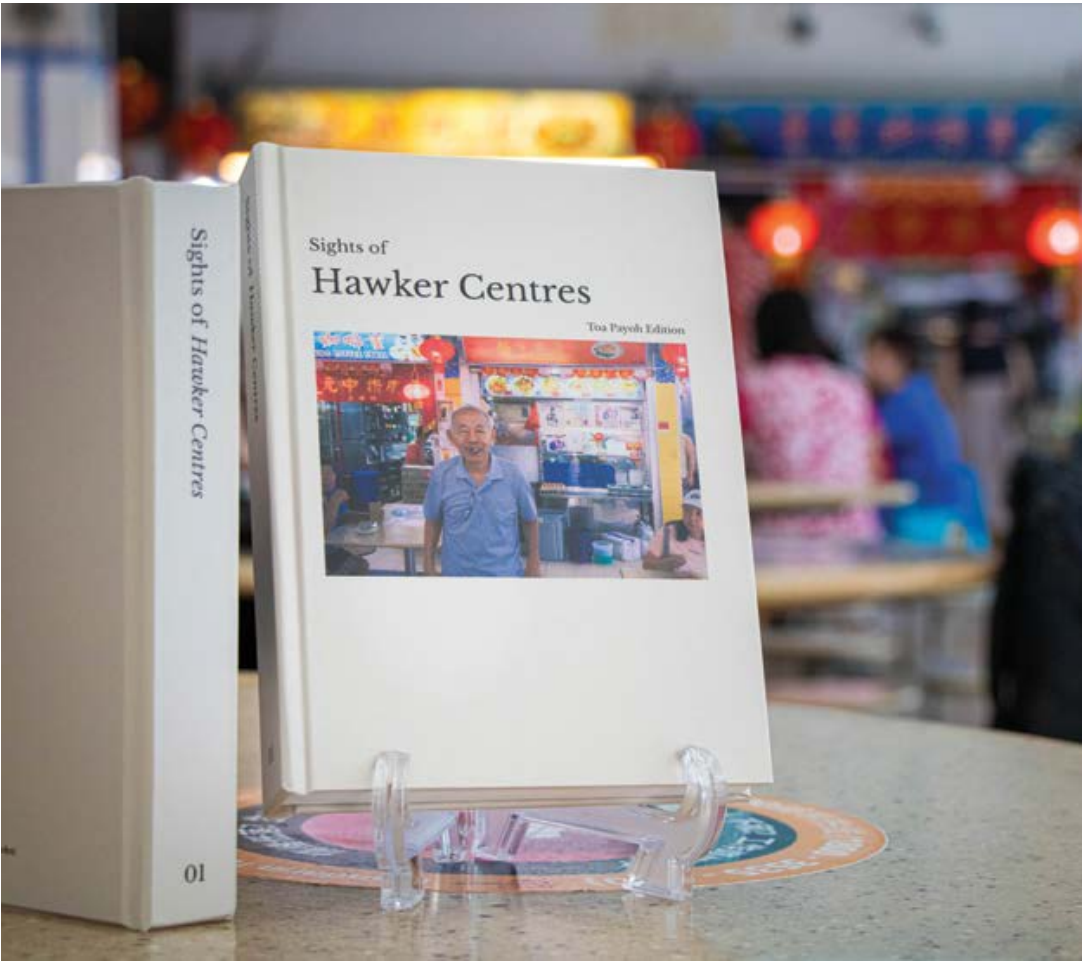
This project visualises the intensity of the world's most painful insect stings, blending scientific data with human emotion. Through a curated sequence, it transforms raw biology into a visceral narrative, taking viewers on a journey that brings to life the agony of being stung—making pain not just understood, but experienced.

Rachel Tan Qian Yi

Platform Leader
Qimmy Lim

Visualising the City

A simple way to understand is through observation. This course celebrates the ordinary and how attentive observation through one’s senses reveals deeper insights about urban life. In Visualising The City, students explore key techniques in information visualisation, learning to collect, organise, and present visual interpretations of various data forms.



Sights of Hawker Centres—Toa Payoh

Toa Payoh’s six hawker centres each have their own personality and functions, which shift throughout the day, matching the needs of residents. Documenting what each market is like over the course of a day in search of finally understanding what makes each of them so unique.

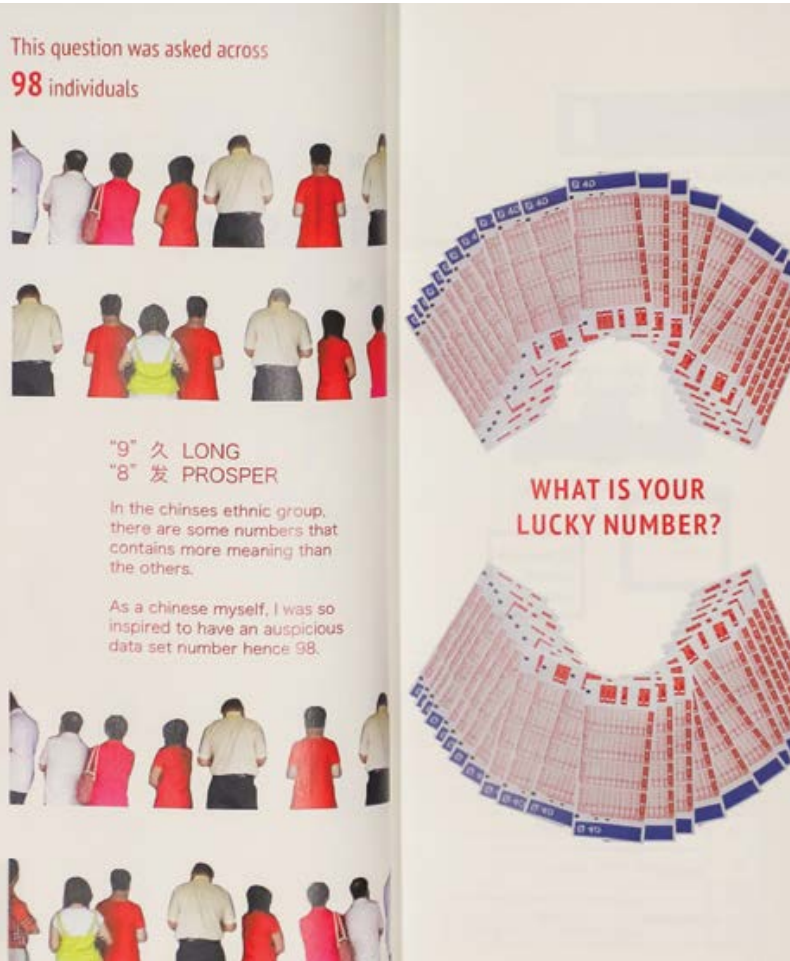
Liu Bing Jie



Got Number, Got Story

A collection that shows how 4D (Digit) lottery transcends mere gambling in Singapore’s strictly regulated environment. More than just a game, 4D has become a canvas for exploring concepts of luck, fortune, and personal significance. Through interviews and research, see how ordinary digits transform into vessels of hope, memory, and cultural meaning.

Relyene Soh



2025 Graduating Students

The Design Thesis provides students with the opportunity to demonstrate their individual design abilities through the execution of a Major Design Project. The Design Thesis ensures that the students are sufficiently competent in research which is an integral part of the design process.

At this final year level, students learn to form and evaluate value judgements on design decisions that ensure design proposals meet with rationalised and functional criterion as well as less tangible qualities of the aesthetic. Successful graduates will demonstrate competency in product/industrial design, healthcare design, interaction design, experience design, service design, speculative design, commercial design, social design, or experimental design.





Featured projects from
2023—Branding and Storytelling
2025—Thesis (Specialisation)

Angeline Rebecca Gomes

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?

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.

Specialisation
Product Innovation

Under the supervision of
Yen Ching-Chiuan



Docky

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.





Ashley Thong

Featured projects from

2023—Palliative Care:
Compassionate Creations

2023—Sketch To AI: A New
'Promptless' Creative Process

Ashley is a designer passionate about creating meaningful experiences through service design and UI/UX. Her work is driven by curiosity, empathy, and a desire to bridge creativity with functionality. She enjoys understanding people's needs, uncovering insights, and transforming them into intuitive solutions. 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

Bloom is a digital platform designed to help palliative care patients foster 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 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.

Gerrica Eponine Tan Fei, Tee Jia Yu



Ethereal

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.



Featured projects from
2022—Visualising the City
2025—Thesis (Specialisation)

Aw Ker Wey

Ker Wey investigates the tensions inherent to our everyday experiences. Her practice tends to lean into areas of ambiguity, probing at the essence of things, and offering spaces to contemplate how we document and experience the world. She often explores the interplay of intuition and perception, tugging at the relationship between first impressions and afterthoughts. She is curious about inklings, patterns, and how we make sense of things, seeking to peruse the emotional subtext of it all.



Sidetrack

Sidetrack documents and visualises traces of movement in the Rail Corridor. This zine looks into eight off-the-record access points along the Rail Corridor between landmarks Bukit Timah Railway Station and Jelita Shopping Centre, and offers new ways of looking at the limited information we have on them. It serves as an invitation to pore over the purpose of these paths, their ever-changing physical makeup and ambiguous origins.

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Hans Tan



Cameras for consideration
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.

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 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.





Featured projects from
2024—Bound to Bond
2025—Thesis (Specialisation)

Hannah Cha Ju Hyun

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 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.



AMARA

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 re-examine silicone, highlighting its potential for visual appeal and aesthetic quality.

Chloe Kor

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Christophe Gaubert



570261

570261 is a visual design exploration rooted in my lived experience at Block 261, the flat I've called home for 11 years. Through processes like deconstruction, weaving, and layering, I developed a visual language that embodies and reflects the overlap of public and private life in HDBs. Transformed into graphic and textile forms, the work explores how we can strive to see the inspirational potential and unexpected beauty in mundanity.



Chan Jia Ying

Featured projects from
2023—Design For Sustainability
in Healthcare
2025—Thesis (Specialisation)

Jia Ying is drawn to the subtleties of human experiences—how people navigate decisions and adapt in unseen ways. She uncovers overlooked behaviours while balancing diverse needs. Having worked in constraint-driven environments such as healthcare, she understands their complexities yet seeks to challenge limitations to drive meaningful change. With a background in visual arts, Jia Ying is attuned to quiet resilience—the ways people persist, adapt, and find agency in adversity.



Project Tong

Tong aims to tackle the challenge 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 mindset towards a more sustainable hospital.

Wina Nashita Rakana Adisetiya, Goh Yu Yan

Specialisation
Social & Service Transformation

Under the supervision of
Alistair Norris

Collaborator
Singapore General Hospital



Project Scolio-Sis: The Little Bloom Kit

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.



Chan Mun, Dawn

Featured projects from

2023—Social in Retail: Exploring sociological perspectives in retail

2023—Palliative Care: Compassionate Creations

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, behaviours, and emotions—ensuring that every interaction feels meaningful.



Sense

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.

Tan Zhi Hui



Bud

Bud is a two-part programme that nurtures a symbiotic relationship between patients and caregivers, ensuring comprehensive support for individuals navigating the complexities of 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.

Chew Tong Yun, Gracia Chua Wei



Chan Shao Kaye

Featured projects from

2023—Aviation Design:
Re-imagine the Business Class
Passenger Experience

2023—Ceramic Circuits

Shao Kaye believes that design is a powerful tool for solving real-world problems while enhancing human experiences. With a focus on design research and service design, she places great importance on understanding users' needs, behaviours and emotions to uncover insights that inform impactful designs. Driven by empathy, she strives to design solutions that resonate with people on a personal level and create experiences that leave a positive impact on users and the world around her.



Airis

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.

Aw Ker Wey, Joshua Lim



Inyo

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 that reminds 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.

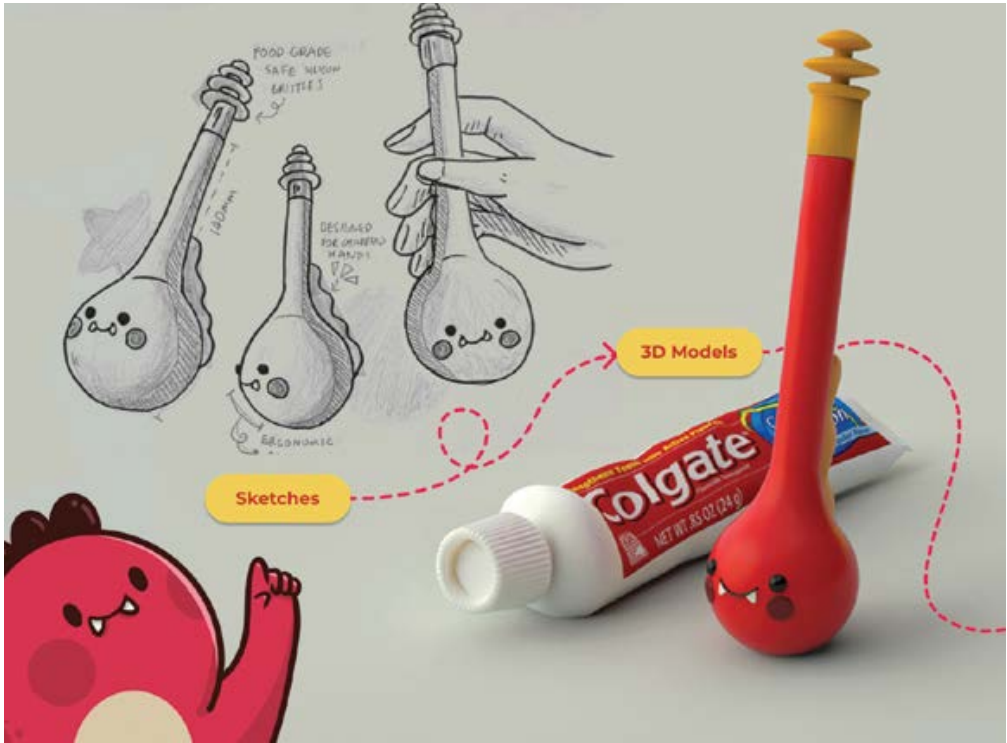
Wang Yixian, Chloe Chong Wen Jing



Featured projects from
2022—Design Oxymoron
2025—Thesis (Specialisation)

Zoey Chan Zheng Qi

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 colour, chaos, and fun, pushing back against the creeping weight of monotony.



TINO

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 habits—without the struggle.

Specialisation
Product Innovation

Under the supervision of
Donn Koh



nido

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. Paper tabs have nowhere to go. And accidental pricks happen more than they should.

Nido is a design 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.





Featured projects from
2024—Product Innovation+
2025—Thesis (Specialisation)

Eda Yasmin Asni

Eda is a designer who believes that small, thoughtful ideas can make a big difference. Through design, she has learned to notice what often goes unseen and to create with care. She’s especially drawn to projects that make everyday life a little easier and more meaningful. Outside of design, Eda spends a lot of time drawing fat cats, crocheting little things, and hanging out with loved ones. These personal routines remind her that design can be quiet and grounded.



Beam

Beam is a set of modular devices that assist people suffering from early to mid stage dementia in their bathroom routines. The 2 modules, the Sink Buddy and Shower Buddy, signal to the person with dementia which product to use for a specified duration. Through a smart home system, Caregivers can connect and customise the modules to different routines and receive notifications upon completion of daily activities.

Teo Myron, Tan Le En, Ashley

Specialisation
Product Innovation

Under the supervision of
Song Kee Hong



Turn

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 provide better, more consistent care.



Eu Hui Sin

Featured projects from
2023—Ceramic Circuits
2025—Thesis (Specialisation)

Hi, I'm Hui Sin! Design makes me more observant, curious, and attuned to the little things people overlook. I'm drawn to where functionality, meaning, and exploration meet, where objects and experiences tell stories and spark conversations. I use design to challenge norms, reimagine everyday objects, and bring people together in unexpected ways. More than solving problems, I see design as a way to ask questions, reflect on behaviour, and shape how we experience the world.



Stack

Stack is an interactive installation that turns stacking into a dynamic experience. Embedded with capacitive sensing, ceramic vessels respond to touch and arrangement, blurring the line between physical and digital. As users stack, tilt, and rotate, their actions influence projected visuals, making each interaction unique. Conductive circuits within the ceramics trigger varied outputs, transforming a simple act into a playful reflection on human behaviour, cause, and effect.

Cheryl Pang Xue Le, Jared Sim Zhi-Yi

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Janghee Cho



Mind Your Left

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, 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 behaviour, encouraging users to play, feel, and reflect.



Featured projects from

2023—Visualising New
Experience Through Product
Appreciation 2

2025—Thesis (Specialisation)

Gan Jie Lin

To Jie Lin, design is craft with purpose. Seeing herself first and foremost as a craftsman before a designer, she enjoys working with her hands and finds meaning in the making of things. She often brings an expressive and personal touch to her works, but always considers the practicality of the outcomes that she designs. In her perspective, good design is meant to live in people's hands, where her biggest satisfaction comes from when people interact with what she creates.



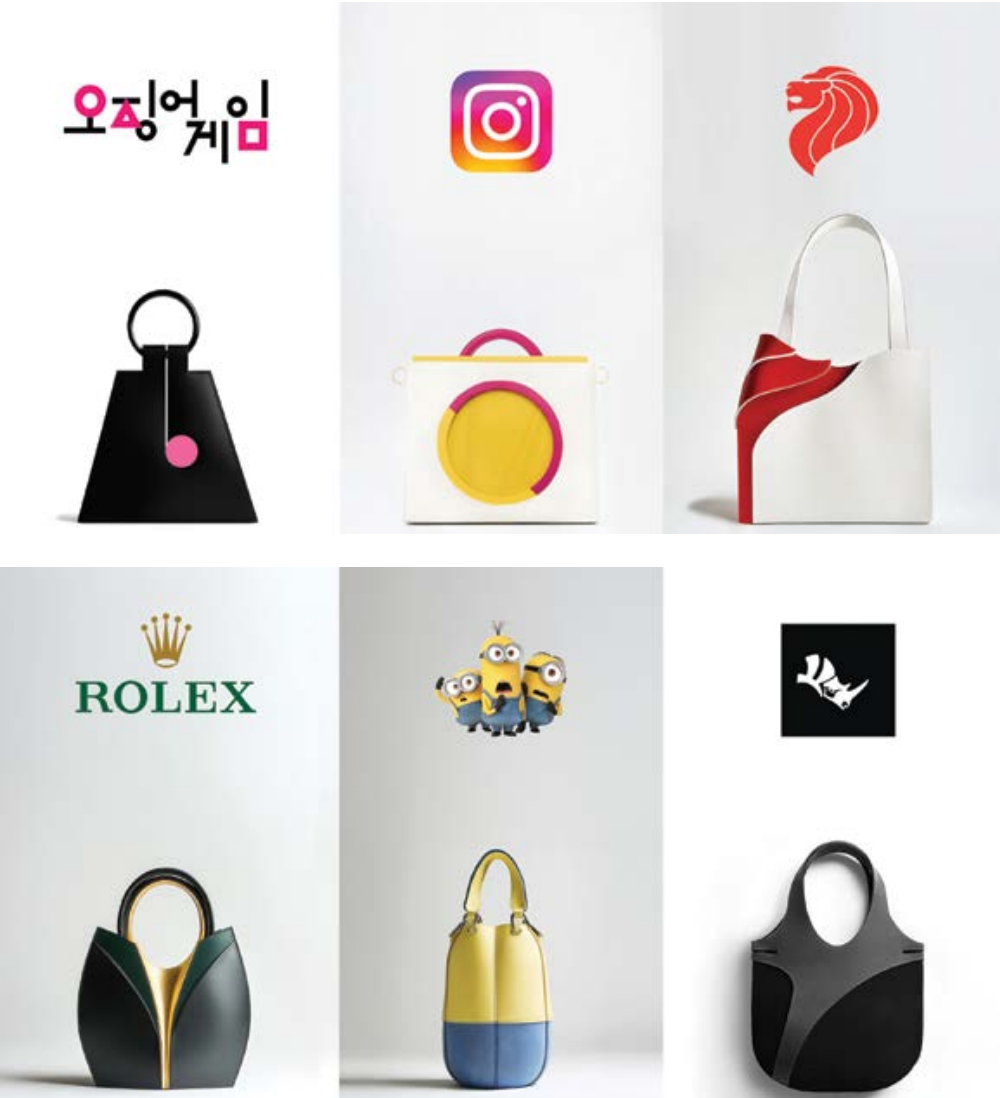
bless.ee

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.

Specialisation

Product Innovation

Under the supervision of
Donn Koh



Prompt to Carry

This project explores how designers can work with AI to create more intentional and meaningful outcomes. Using bags as the medium, 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 prompt decisions and visual evaluation. While the examples are leather bags, the method can apply across different design briefs.



Geraldine Tong

Featured projects from
2023—Palliative Care:
Compassionate Creations
2024—Future of Aged Care

Geraldine 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.



Open Up

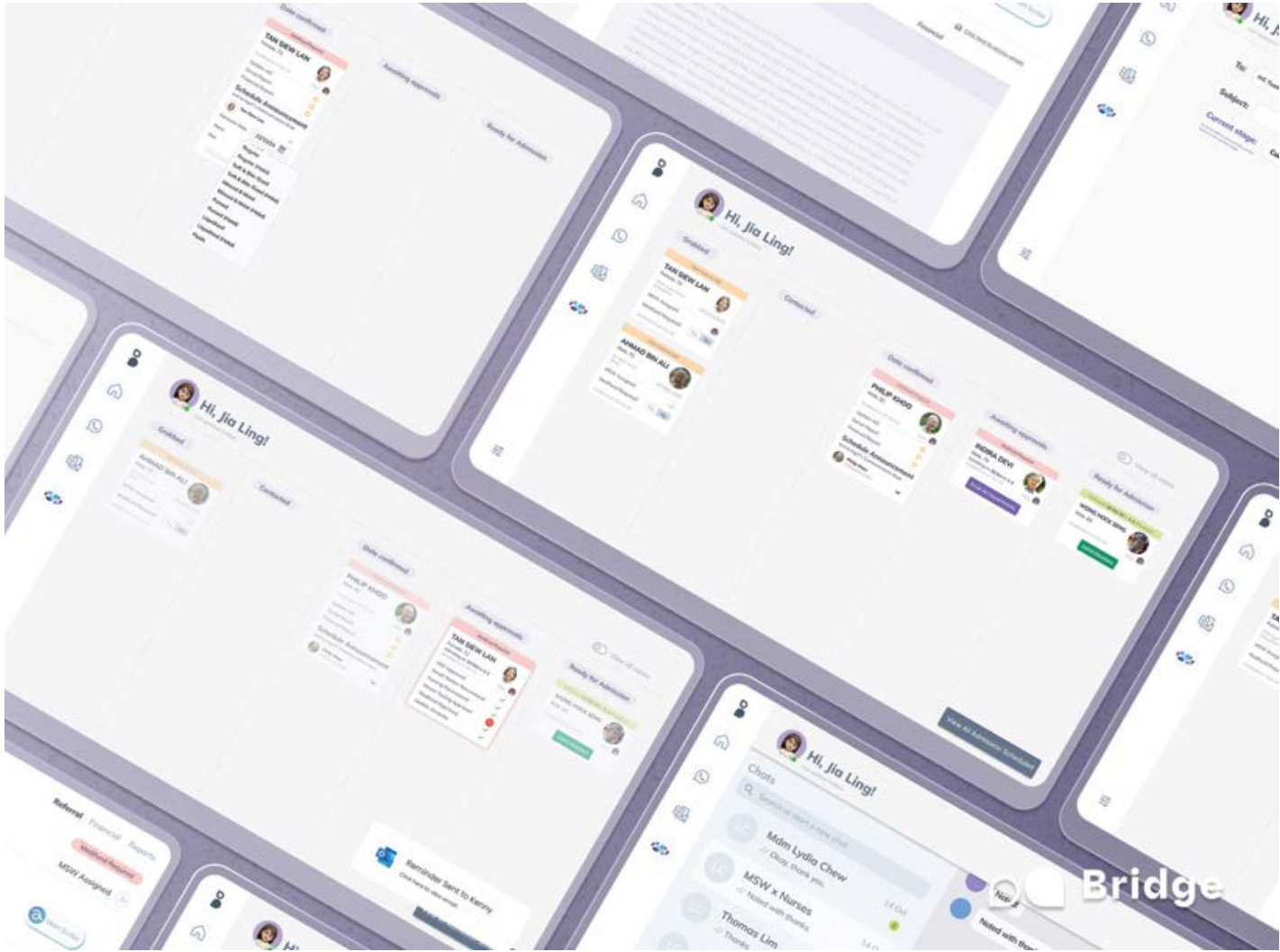
Open up focuses on helping patients with a limited prognosis of 6 months or less and their family members understand each other through a journal. It is used as an outlet to take control of their lives and remember good memories with their loved ones while also guiding their family through the process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

Wong Kai Yun Felicia, Khoo Li en Jolene

Bridge

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 with AI, Bridge frees social workers to focus on providing compassionate care and meaningful support to residents and their families.

Tiarra Ko, Liu Bing Jie





Eponine Tan

Featured projects from
2022—Experience Design:
Creating excitement 2
2024—Improving Online
Insurance Literacy with MAS

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.



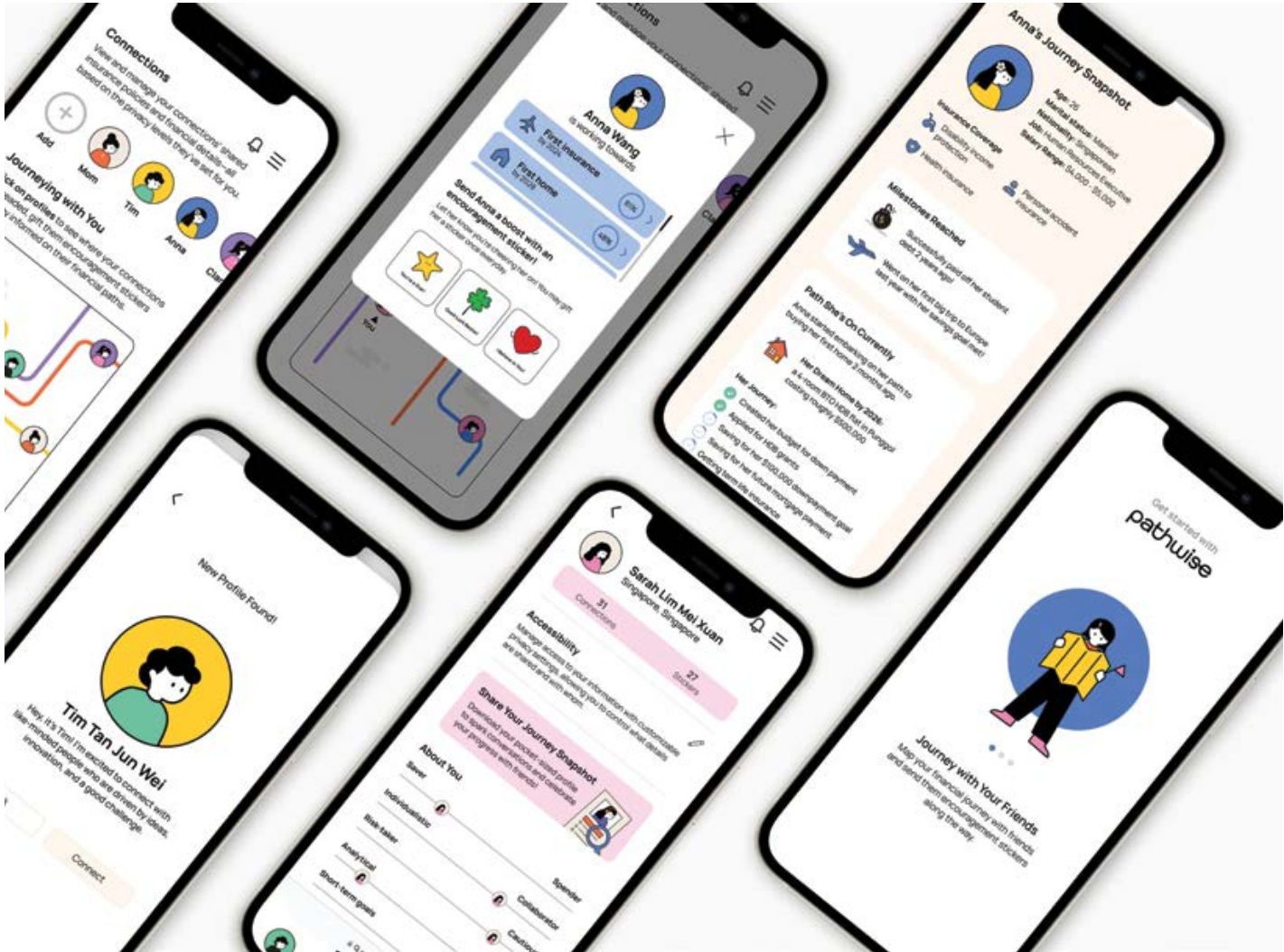
Drobo

Drobo is a modular drawing robot that aims to bring renewed excitement to drawing and pattern-making for children through engaging them in the 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.

Pathwise

Pathwise is an online platform that simplifies 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 together, and celebrate milestones. By fostering a sense of community, Pathwise keeps young adults motivated and engaged in their financial journeys, making financial planning more approachable and rewarding.

Lim Pei Chin, Rachel Tan Qian Yi





Featured projects from
2024—Product Design+
2025—Thesis (Specialisation)

Goh Bing Jun

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 is obvious.



Beacon+
Beacon+ is a compact emergency radio and solar-powered energy source designed for outdoor crisis situations. It prioritises enhanced visibility to aid first responders quickly locating and evacuating affected individuals.
Damian Lim Jia Yu, Lee Zhi Lin

Specialisation
Product Innovation

Under the supervision of
Song Kee Hong



CLOUD
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 distribute this airflow toward critical heat zones—such as the armpits, chest, and back—targeting areas most prone to sweating for a more comfortable outdoor experience.





Featured projects from
2023—Native Colours
2025—Thesis (Specialisation)

Huang Kai Xing

Kai Xing once stared at a remote control and wondered what happens within the objects he interacts with every day. That curiosity led him to take things apart, learning what goes into making a product. It shaped how he approaches design by looking beyond the obvious. A designer and tinkerer at heart, he's fascinated by the mechanics of everyday objects. For him, design is about uncovering new possibilities hidden in the familiar.



Metallora

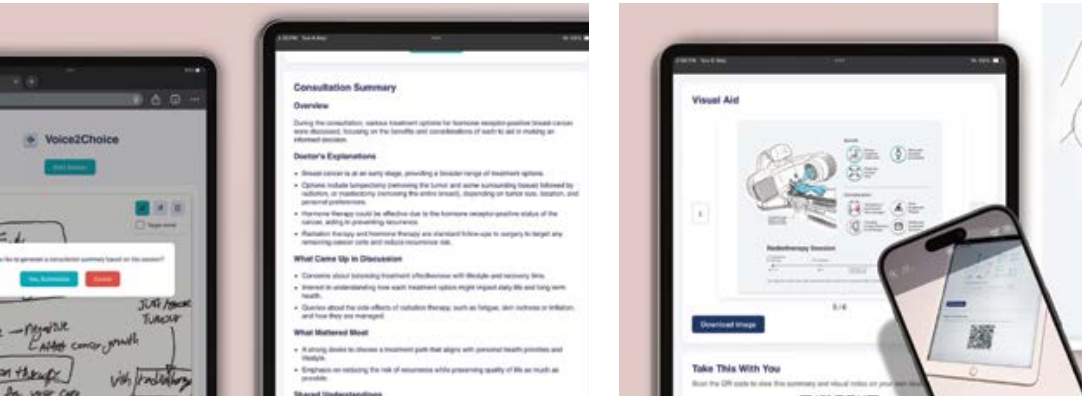
The dinnerware set displays a comforting touch of familiarity with porcelain and clay-like patterns, invoking an earthen style that resonates deeply with our innate biophilic connection to nature. It is made via the transformation of single sheets of copper into a self-forming tableware set and pushing the limits of copper's native colours through oxidation process.

Oh Yu Ning Denise, Caitlyn Mae Cu

Specialisation
Product Innovation

Under the supervision of
Yen Ching-Chiuan

Collaborator
National University Hospital



Voice2Choice

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 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.



Featured projects from
2023—Branding and Storytelling
2025—Thesis (Specialisation)

Isabelle Kirkwood

Isabelle seeks to create experiences that resonate while offering a fresh lens through which to view the world. Blending her roles as a service designer and visual artist, she applies in-depth user research, behavioral analysis and a visual approach to uncover the narratives that shape meaningful experiences. Outside of design, Isabelle finds comfort in quiet observation through sketching the everyday in her sketchbook, or cycling through new terrain to stay curious.



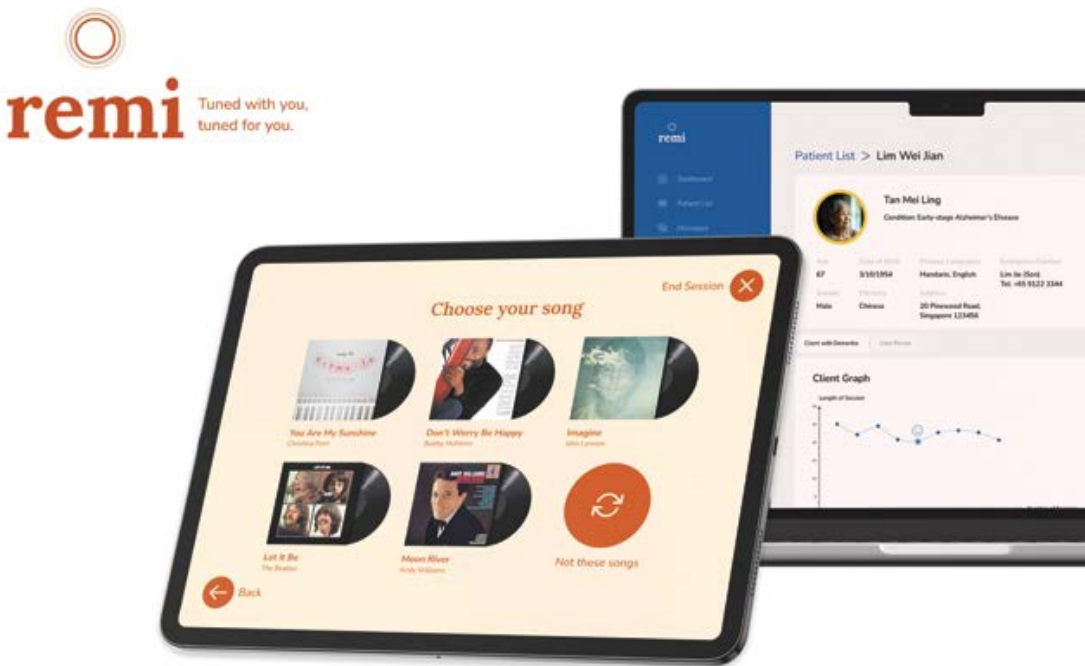
Nebula

A local indie label, Nebula 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.

Specialisation
Social & Service Transformation

Under the supervision of
Alistair Norris

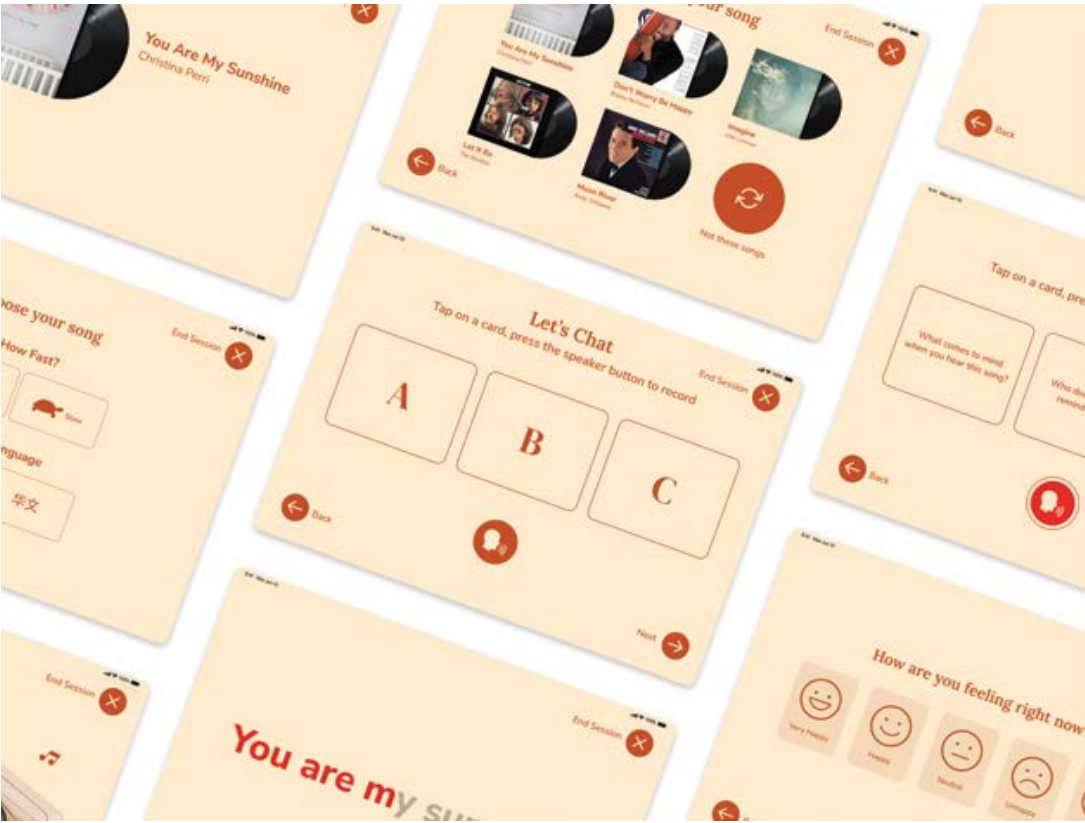
Collaborator
Renci Hospital



Remi

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.



Meet the Designers
(1/3)

Photo credit:
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Bryce Lim,
Jayden Ting,
Teo Tze Yang



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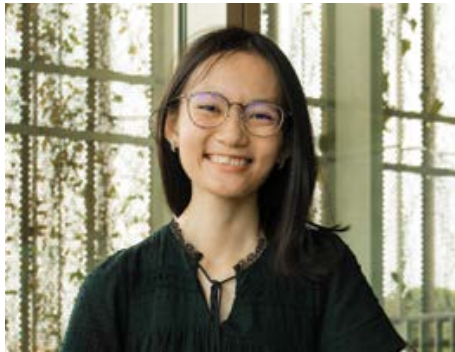
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Featured projects from
2023—Momentum
2025—Thesis (Specialisation)

Jared Lim

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.

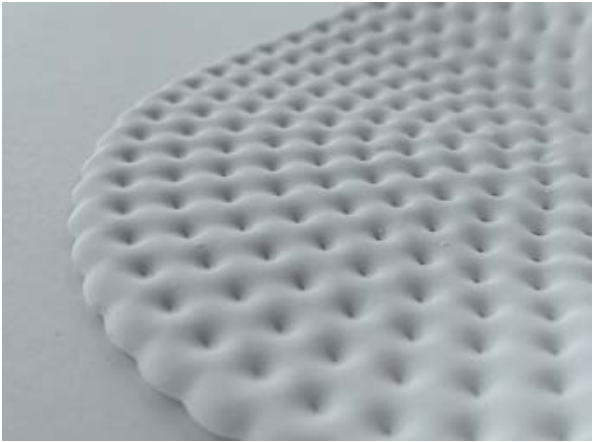
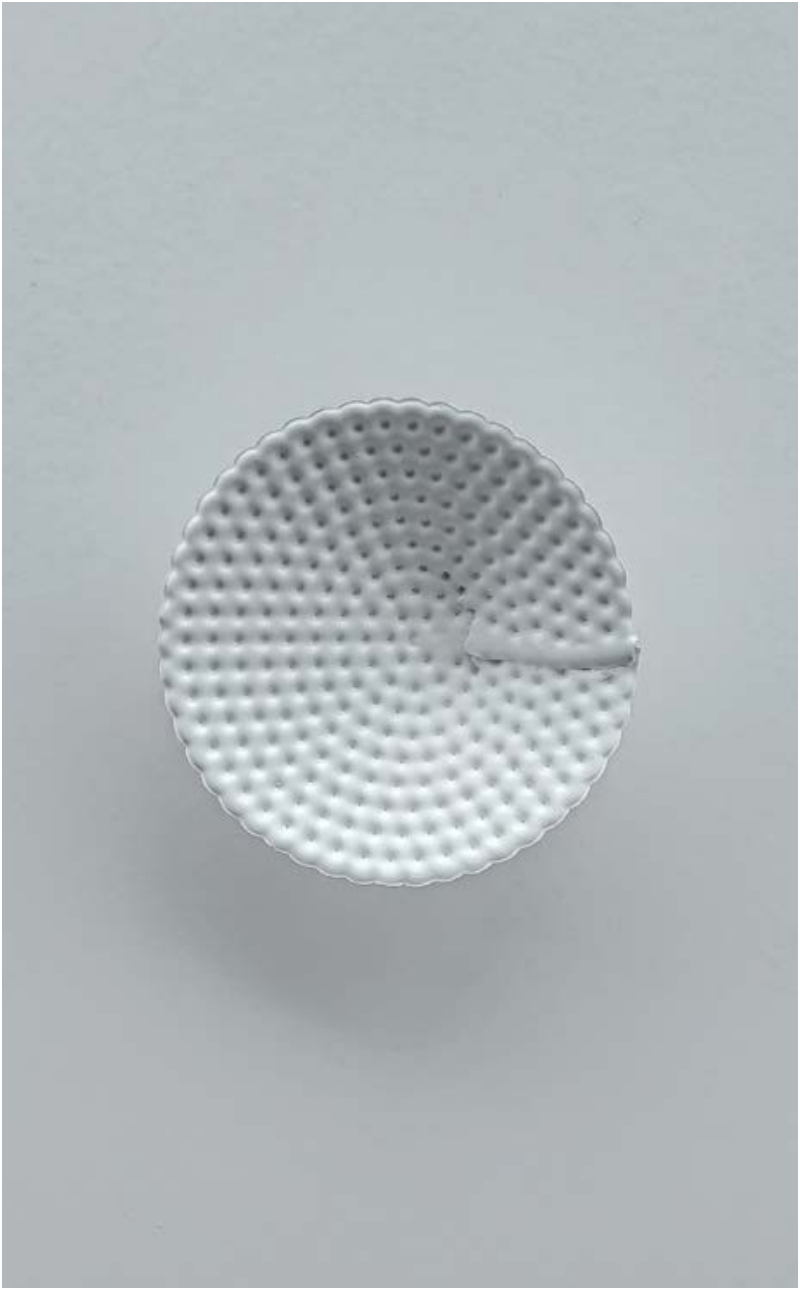


OneTwo

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.

Specialisation
Product Innovation

Under the supervision of
Clement Zheng



Patternome

Patternome is a collection of porcelain artefacts formed symbiotically between material, process, and the maker. 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

Featured projects from
2023—Sustainability Design Framework
2025—Thesis (Specialisation)

Jerome grew up asking ‘why’ and rarely stopped at the first answer. Curiosity was his starting point, but quickly became a habit of peeling back layers, searching for the roots behind ideas, objects, and systems. This instinct to look beyond the obvious shaped his journey as a designer, evolving into a systems-based approach to problem-solving. By recognising patterns, Jerome connects the dots to build solutions that are rooted, resilient, and relevant.



The Keppelland Playbook: A Guide to Sustainable Placemaking
The ‘Keppelland Playbook’ is a streamlined guide to placemaking, featuring case studies, prompts, and ready-to-use solutions. Suitable for all experience levels, its tabbed layout mirrors the flexible, non-linear nature of placemaking for easy use. The playbook refreshes Keppel’s approach, making it clearer, more engaging, and impactful.

Caitlyn Mae Cu, Tan Le En Ashley

Specialisation
Social & Service Transformation

Under the supervision of
Alistair Norris

Collaborators
Unlocking ADHD
Institute of Mental Health
CGC
SPARK

Parent First, ADHD Later

While ADHD interventions often focus on the diagnosed in this case then teens, the emotional load on parents is quietly overwhelming. In Singapore’s high-pressure context, parents face rising guilt, stress, and isolation as structured support drops off during adolescence. This project reframes ADHD not just as a clinical condition but as a family experience.

The guide focuses on everyday emotional flashpoints: school refusal, screen battles, late-night spirals and more. These form the backbone of the book’s structure, replacing unrelatable clinical chapters with situation-based flowcharts, emotional check-in tools, and more.





Featured projects from
2022—Shape Of Sound
2025—Thesis (Specialisation)

Joshua Lim

A thinker at heart, Joshua is obsessed with rationalising the meaning and purpose behind everything. His personal fascination with abstract and philosophical ideas is married with a pragmatic and logical approach to work. This culminates in a curiosity and drive to turn visionary concepts of the future into reality. He believes that by introducing new and often intimidating ideas, designers play a crucial role as the bridge between innovation and familiarity, to connect foreign and exciting concepts.



OIO

OIO is a hybrid digital instrument and music player that leverages on music layers separately encoded in physical discs with digital reference tags, enabling 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.

Suzie Kwan Jia Chen, Cherryl Aye Phyu Thant

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Christophe Gaubert



Bindle

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

This shift is accompanied by a dematerialisation of the patina—the embodiment of meaning that connects us to the luggage—now preserved in an app that will never leave us, inviting a new kind of ownership rooted not in the objects we keep, but in the experiences they give us.



Featured projects from
2022—Play_
2025—Thesis (Specialisation)

Joshua Tan

Playful, fun and engaging, these are the things that intrigue Joshua when it comes to design. From playing with buildable toy blocks and board games as a kid, it developed into a hobby and passion in designing his own things of play. This passion also carries over to his designs, making places or products to be played with, to be appreciated, to be engaged with. He finds joy in bringing others joy and thus strives for excellence in his work, paying attention to the tiny details that make up the whole.



Sandbox

Redesigning west coast park playground, Sandbox reimagines what if play was customisable. 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. The Sandbox is a space offering kids the opportunity to build their own playground, to make their own fun.

Patricia Setiawan, Hannah Cha Ju Hyun

Specialisation
Product Innovation

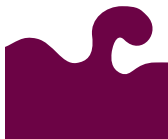
Under the supervision of
Clement Zheng



Lumnicryl

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, different types of lights such as diffused bedside lights, bright lamps or decorative spotlights, can be created.



Koh Min Xiang

Featured projects from
2024—Improving Everyday Life
2025—Thesis (Specialisation)

Min Xiang is a reflective and intentional thinker who seeks meaning in both life and design. He approaches the world with a quiet curiosity, valuing the slow, deliberate process of discovery. His design philosophy is rooted in hands-on experience, where making and reflecting are intertwined. He finds beauty in the small, often overlooked moments—capturing them through journaling and thoughtful observation. This meditative connection between hand and mind shapes his creative practice.



Convey and Inform

Convey and Inform is a two-part display system designed for commuters in a rush, offering clear and accessible bus arrival updates. If a bus is missed, the screen instantly shows the next arrival, reducing uncertainty and helping commuters plan ahead. By making information intuitive, it transforms waiting time into a more controlled part of the commute.

Chew Yan Xin

Specialisation
Product Innovation

Under the supervision of
Christian Boucharenc

Collaborator
Sparkle Care @ Yew Tee



AroundSG

AroundSG is a memory-based activity designed to support cognitive health in senior citizens by introducing them to meaningful places in 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 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.



Featured projects from
2023—Designalysis
2025—Thesis (Specialisation)

Kristy Tan Wei Qi

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 of design, she enjoys exploring the beauty industry and tinkering with custom mechanical keyboards.

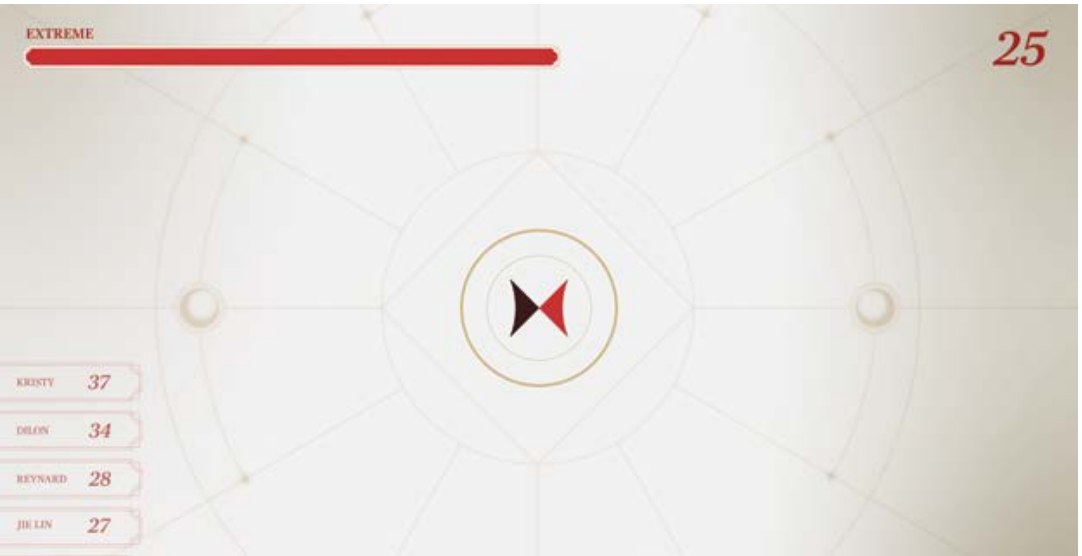


The Atlas Collection

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.

Specialisation
Product Innovation

Under the supervision of
Donn Koh



Lightspeed

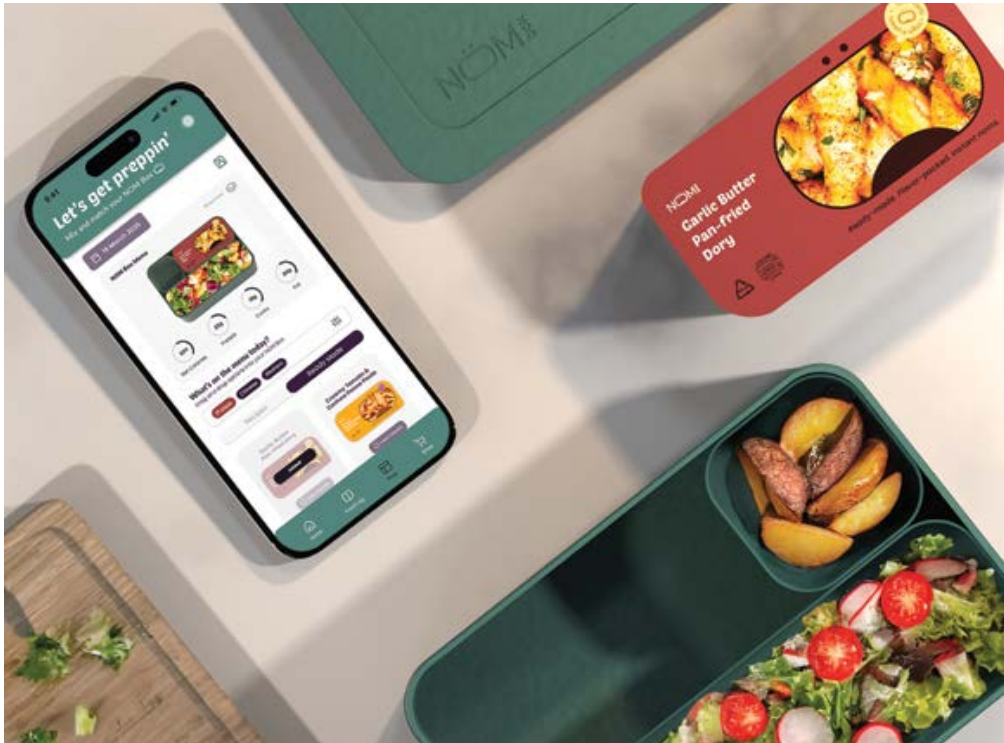
In today’s games, what you see on screen often feels magical, but the way we interact with it hasn’t changed much. Characters leap, cast spells, and unleash power, while players press the same familiar buttons. Lightspeed challenges that disconnect. It’s a reaction-based game paired with a custom-built, string-controlled controller. The controller responds to finger-driven gestures, letting players cast patterns through tension and instinct, without even holding the device. This project explores how interaction design can go beyond input and become a physical, expressive part of the experience itself.



Kwan Jia Chen Suzie

Featured projects from
2023—Visualising New Experience Through Product Appreciation 2
2024—Improving Online Insurance Literacy with MAS

Suzie focuses on service design, UI/UX, and research, with a strong emphasis on understanding user behaviour, 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.



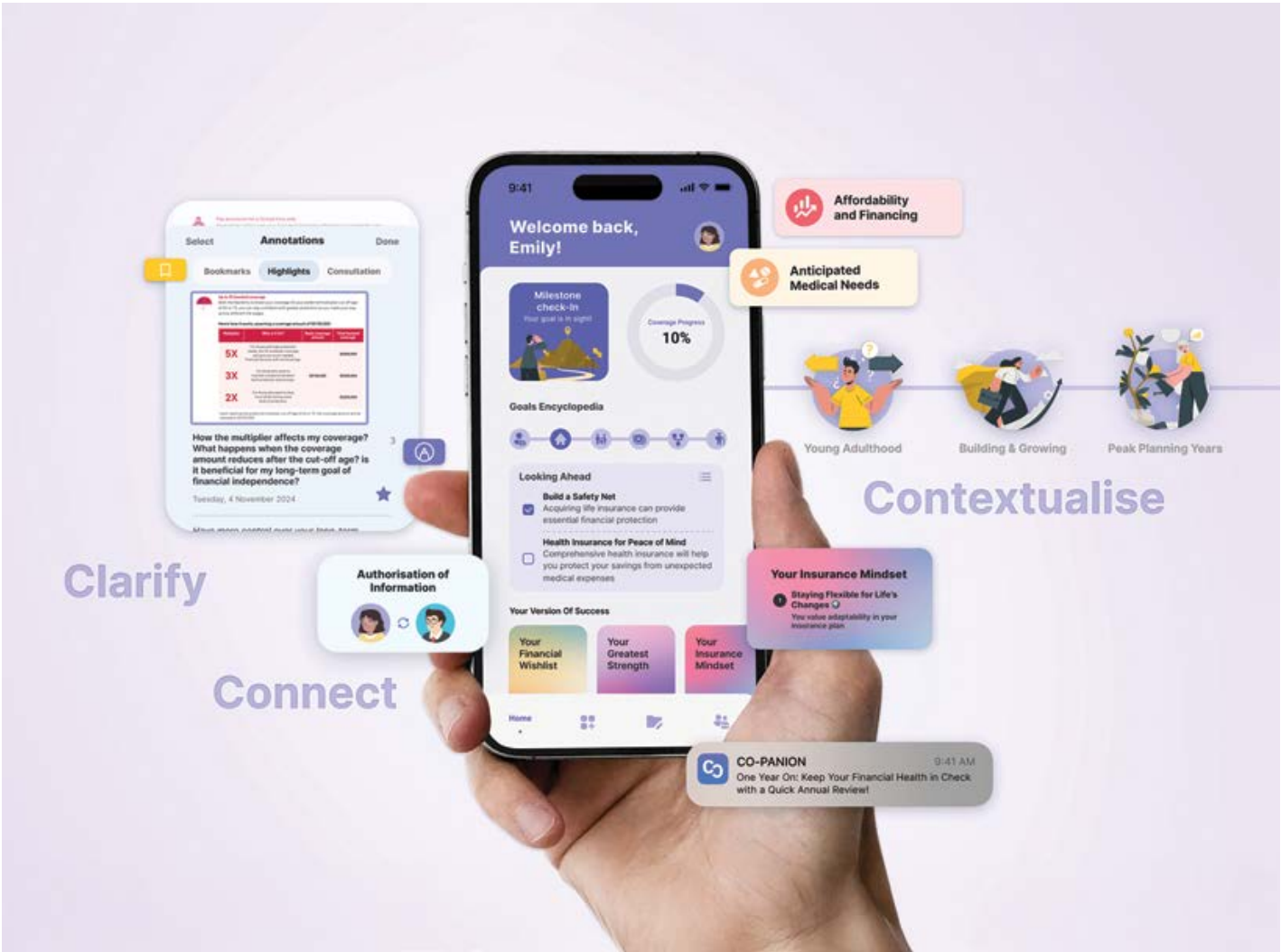
NOM

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.

CO-PANION

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 life stage.

Janina Claris Santiago Alvarez, Hor Jun Jie





Featured projects from
2023—If I were ____
2025—Thesis (Specialisation)

Lau Rui Xuan

Rui Xuan prototypes with what can be observed, turning thoughts into objects for purposeful conversations through design. Her craft lies in creating new realities out of our existing one, giving them a platform to be seen, heard, and felt. She seeks to connect with people through familiarity, using design as a medium to reframe and possibly relive the everyday. She believes that there is no final, best, or correct answer in design; a designer is meant to learn, think, and create... forever.



WATERWHERE

Exploring two objects that exists 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 way the user wants, expanding the lifespan of both objects beyond its original function.

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Hans Tan

eavesolutions

What's left for us to find on our own?

VIS—10M, AUD—24HR, and SPC—10KM reimagines music discovery in a world shaped by personalisation and algorithmic recommendations. Each product invites its user to discover songs by exploring the physical world, through imagery, auditory and spatial perception.





Featured projects from

2022—Death is just part of the Journey of Dying 3

2023—Visualising New Experience Through Product Appreciation

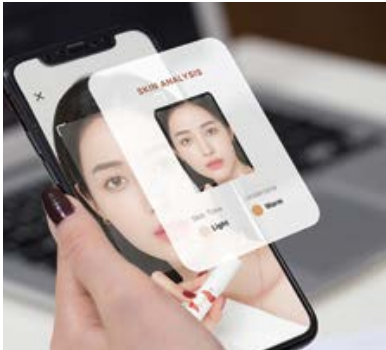
Lee Si Ying Sharon

Sharon is a UI/UX designer passionate about crafting user-centric experiences. She specialises 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. Sharon believes that a good design is more than a solution; it's a perpetual interaction between users, systems, and their environment.



pre-sent.

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.



sienna.

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.



Featured projects from
2023—Native Colours
2025—Thesis (Specialisation)

Bryce Lim

Bryce explores the 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. As a result, each design more than just functional; it is considered for its presence, gesture, and character.



Nim Coffee Table

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.

Madeline See

Specialisation
Product Innovation

Under the supervision of
Patrick Chia



Squishy Vase Collection

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 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 that introduces a new material experience.





Featured projects from
2023—Product Design+
2024—Product Design+

Loh Yi Zhi, Daniel

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



TRIAGE+

In response to today's unpredictable security challenges, TRIAGE+ is an innovative handheld printer that automates casualty categorisation during mass casualty events. This device transforms the triage process by guiding first responders through key questions and visual identification. It integrates with hospitals using barcode scanning for efficient data retrieval and transmits location data. By reducing errors and expediting decision-making, TRIAGE+ improves efficiency and precision in high-stress situations. Awarded the Red Dot Award: Design Concept 2024.

Teo Swee Yin, Damian Lim Jia Yu

REVO

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.

Ong Yong Qing,
Zhong Xingwei





Featured projects from
2023—ExFabrica
2025—Thesis (Specialisation)

Low Zhi Yang, Dilon

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.



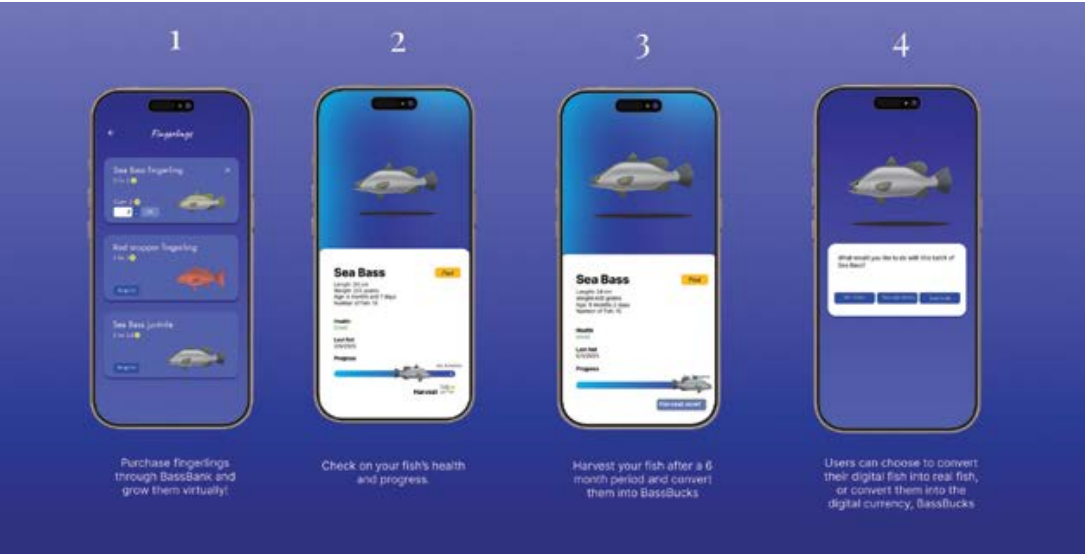
Unravel

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 in knitwear gives users a multitude of opportunities to incorporate play and creativity into their fashion, enabling endless knitwear possibilities whilst combating fast fashion.

Jo Yie Leong

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Janghee Cho



Imagining fish as a digital asset

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. Through this approach, it challenges conventional models of consumption and invites users to rethink their role in ocean conservation.



Featured projects from
2023—Play_
2023—Palliative Care:
Compassionate Creations

Lumna Chitrakar

Lumna is a designer who believes that simplicity is the ultimate sophistication—a philosophy that deeply influences her approach to design. For her, simplicity means stripping away the unnecessary, allowing the core essence of a concept to emerge in its most refined form. It’s about creating elegant solutions that are functional and visually compelling, without overwhelming the senses. With a background in visual effects and motion graphics, Lumna brings a fresh, unique perspective to her work.



Airplay

AirPlay is a modular, pop-up playground that brings play to youth through inflatable spherical modules housing three interactive structures—Floater, Bouncer, and Breather. 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. AirPlay turns air into a playful, immersive medium anywhere.

Ng Keng Wei, Lau Rui Xuan



Inward Bound

Inward Bound is a guided retreat programme 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.

Isabelle Kirkwood, Pearlyn Sing



Featured projects from
2023—Momentum
2024—Improving Everyday life

Haziq Roslany

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.



Wave

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. An experience where mechanics fade, leaving only the afterglow of stillness.



Flux

Flux isn't just a tray. It's behaviour 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; what remains is the quiet poetry of utility.

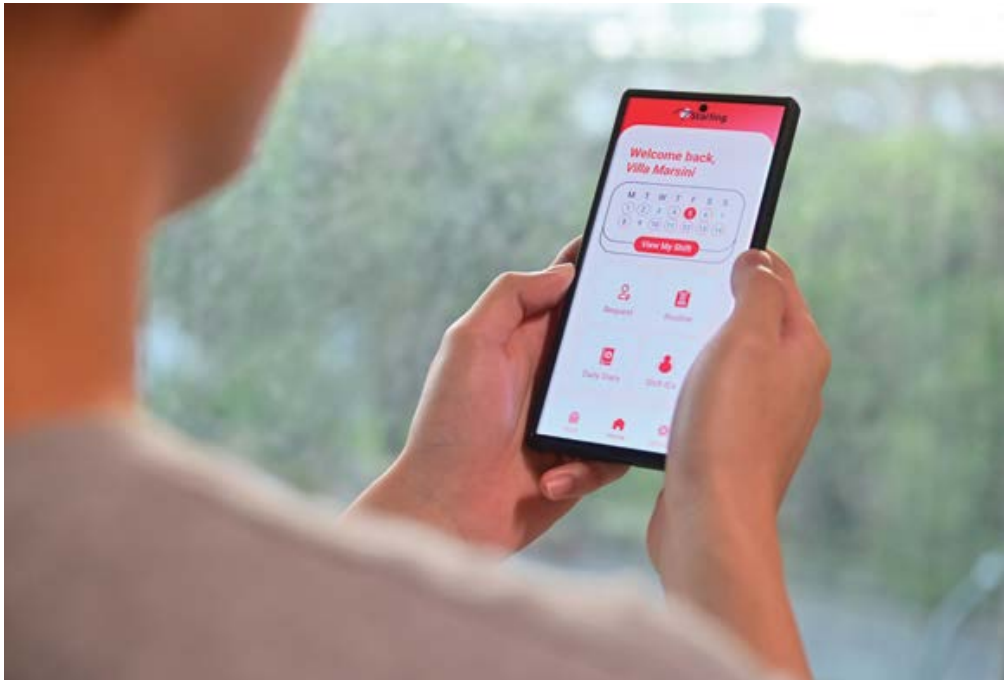
Neo Ang Hian



Featured projects from
2024—Future of Aged Care
2025—Thesis (Specialisation)

Ong Zhi Kai, Douglas

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 are naturalistic and often reflects a real world perspective.



Starling

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

Alex Ong Li Hong, Velyn Chia Yu Shin

Specialisation
Product Innovation

Under the supervision of
Song Kee Hong

Collaborator
Singapore General Hospital



Precicast

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 sterilisable.

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.





Featured projects from
2022—Death is just part of
the Journey of Dying 3
2023—Social in Retail

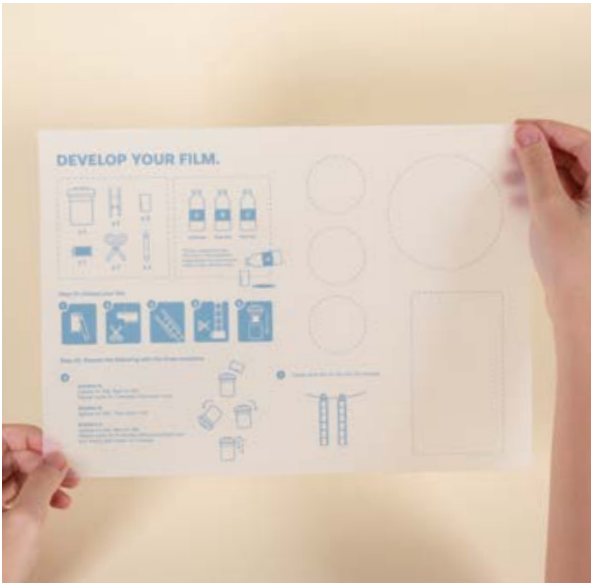
Pang Xue Le Cheryl

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



We All End in Death

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 humour 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.



The Analogue Photobooth

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.

Jocelyn Tan Xin Yee, Nicolas Erwann Itokiana



Featured projects from
2022—Branding and the
Elements of Storytelling
2022—Play_

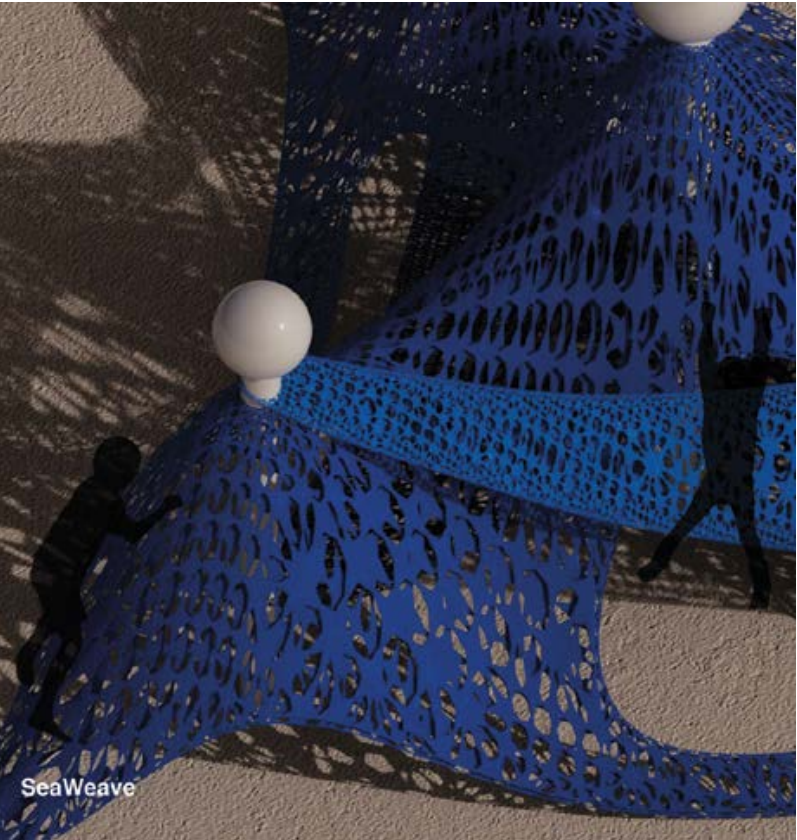
Patricia Setiawan

Understanding people's stories, perspectives, and their interaction 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.



SIA Beyond

Singapore Airlines is known for their hospitality and top-quality service. But what if SIA extended beyond air travel, bringing its excellent customer experience to new Industries? With a redesigned logo that captures Singapore's identity as a lion city while retaining the iconic elements of the original, SIA ventures into cruise lines, fine dining, and luxury spas, where hospitality and exceptional customer service remain at the heart of the experience.



The Sandbox

The Sandbox is a playground designed to encourage imaginative and customisable play for every child. Utilising the park's large space, it features 3 play areas: BlockYard, SandScape, and SeaWeave. While each area offers a unique experience, the shared essence of imaginative play creates a seamless yet personalised adventure for children experience in their own way. Each area offers its own version of customisability, blocks that allow for stacking and building, structures built for sand interactive play, and net formations that invites exploration and discovery.

Joshua Tan Jianhao, Hannah Cha Ju Hyun

Meet the Designers
(2/3)

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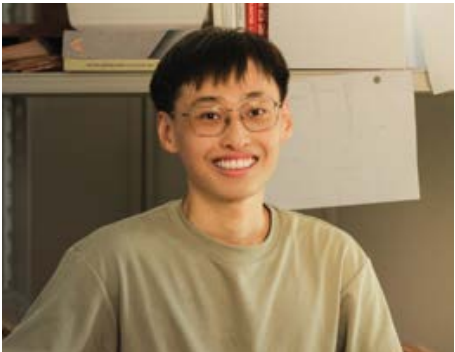
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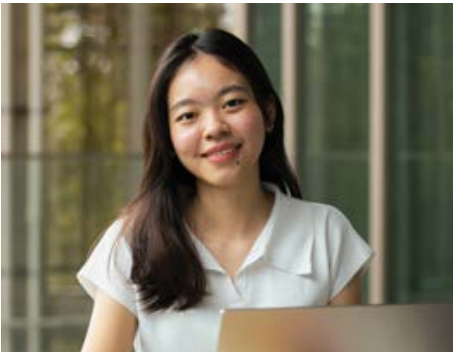
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Featured projects from

2023—Momentum

2024—Product Experience Design

Rachael Anne Lee

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.



Kami

Kami is a kirigami-inspired hand fan that transforms dynamically with motion. As the user fans themselves, swaying Kami back and forth, the momentum 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 customisation, making it an ideal canvas for brands.

ComfortCook

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, 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.

Oh Yu Ning, Denise, Pradhan Purunjai





Featured projects from
2024—Improving Everyday Life
2025—Thesis (Specialisation)

Seah Jun Hao Reynard

Reynard believes that design should be intuitive and emotive. He starts from understanding ideas, driven by the need to uncover the meaning behind a design—why it exists, what it communicates, and what emotions it evokes within people. Yet, he appreciates ideas that draw from beneath the common perception and attempts to read between the lines to uncover hidden meanings within ambiguity, letting intuition lead him to simple, honest yet unexpected outcomes.



Shizuku

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.

Gracia Chua Wei

Specialisation
Product Innovation

Under the supervision of
Clement Zheng



Noda

Inspired by the turgidity of plants, Noda is a reinterpretation of the ball and socket joint 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.





Sheryl Cheong

Featured projects from
2022—Make Some Noise
2023—Branding and the
Elements of Storytelling

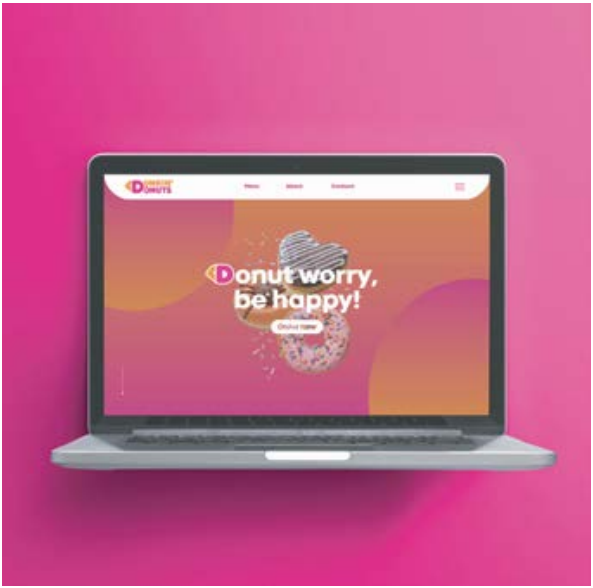
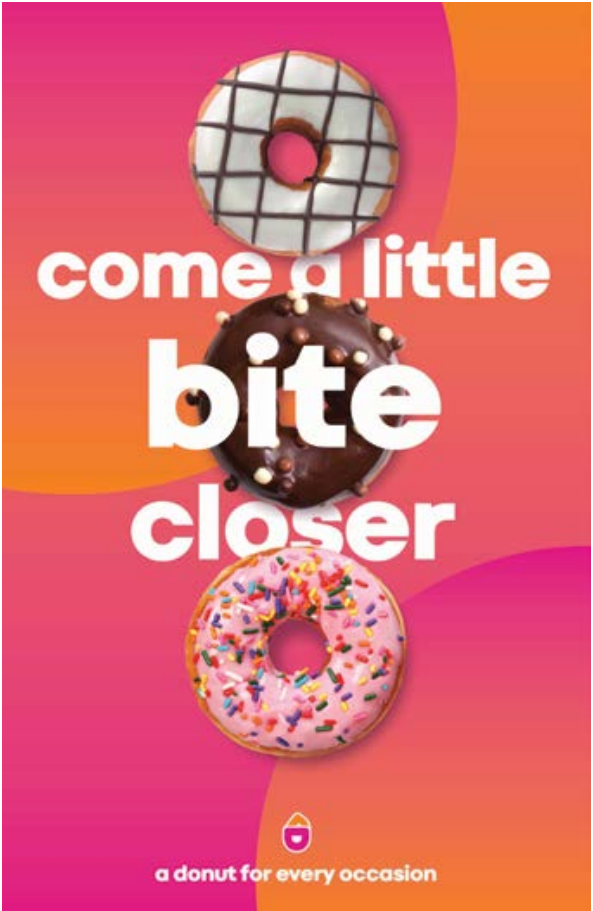
Sheryl embraces creativity through hands-on exploration, finding excitement in crafting, building, and experimenting with new techniques. Her work is driven by curiosity, constantly evolving as she discovers and refines new skills. She engages deeply with materials, learning from them and allowing their unique qualities to influence her designs. She balances creativity with practicality, ensuring that each project is both expressive and functional.



Muji to Go

The Keepsake Headphones were designed to extend the lifespan of single-use in-flight headphones, reducing waste and promoting sustainability. It features a novel and unique compacting mechanism that encourages passengers to take them along on their journey, rather than discarding them after a single use. By seamlessly integrating convenience with longevity, the design transforms a typically disposable item into a travel companion.

Grace Tan, Jan Teh



Dunkin' All Day

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 emphasising the *Dunkin'* in Dunkin' Donuts. This playful rebrand reimagines the concept and enhances brand engagement while catering to a broader, all-day audience.



Featured project from
2023—Visualising New
Experiences Through Product
Appreciation 2

Soon Wei Ya Jasmine

Jasmine designs simple interfaces with a passion for better design. By focusing on how people navigate decisions, she delves into understanding user & 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.



Medmo

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.

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

Appointments

Upcoming this week

Mon	Tue	Wed	Thu	Fri	Sat	Sun

Mount Elizabeth Hospital

Doctor Ling Wed 18

Pick up prescription from Pharmacy Tue 16

Cardura

28 29 30 1 2 3 4

Adjust Daily BP Medicine

Learn More



Featured projects from
2023—Native Colours
2025—Thesis (Specialisation)

Sophia Chin

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.



Klov

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. Klov interplays with expanding foam's unpredictable nature to create colour.

Nor Nadia Diyana Binte Mohd Norzaidi

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Hans Tan



Incinerated Ware

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. Each glaze demonstrates the potential of ash as a colourant, yielding finishes that range from raw to refined. 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.





Featured projects from
2023—ExcerFun: Ambient Sensing for Exercise through Triboelectric Nanogenerator
2024—The Appreciation of Wood Craft

Tan Dian Chong Dylan

Dylan is a hands-on creator who thrives when his ideas come to life through making it with his own two hands. With a deep appreciation for wood; its organic grain, rugged knots, and natural imperfections, first ignited his passion for materials and form. To him, these ‘flaws’ should be celebrated, revealing the quiet beauty hidden in everyday nature. He believes the most memorable designs emerge when technology feels as warm and intentional as handcrafted objects.



FIGHTeng

This handle incorporates a Triboelectric Nanogenerator (TENG) to measure electron transfer between materials. Discovering that shaking thermoplastic beads produced repeatable, distinct electrical wave patterns that varied with movement, specific gestures are programmed to trigger in-game actions for a multiplayer combat game. Players can customise their handles with modular weapons, adapting to different fighting styles.

Zho Qinrui



Forest Form

The chair is specially made with relation to the ocean in mind. The seat 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 contrast of colour that sparkle when the sunlight hits it. A chair that showcases Dylan’s journey as a craftsman.



Wesley Tan

Featured projects from
2022—Product Design+
2022—Product Experience Design

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. His passion lies in crafting products that leave a lasting impression and bring meaningful value to people.



ForeShore

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.

Valeska Tan, Sarah Chan



GunPlus

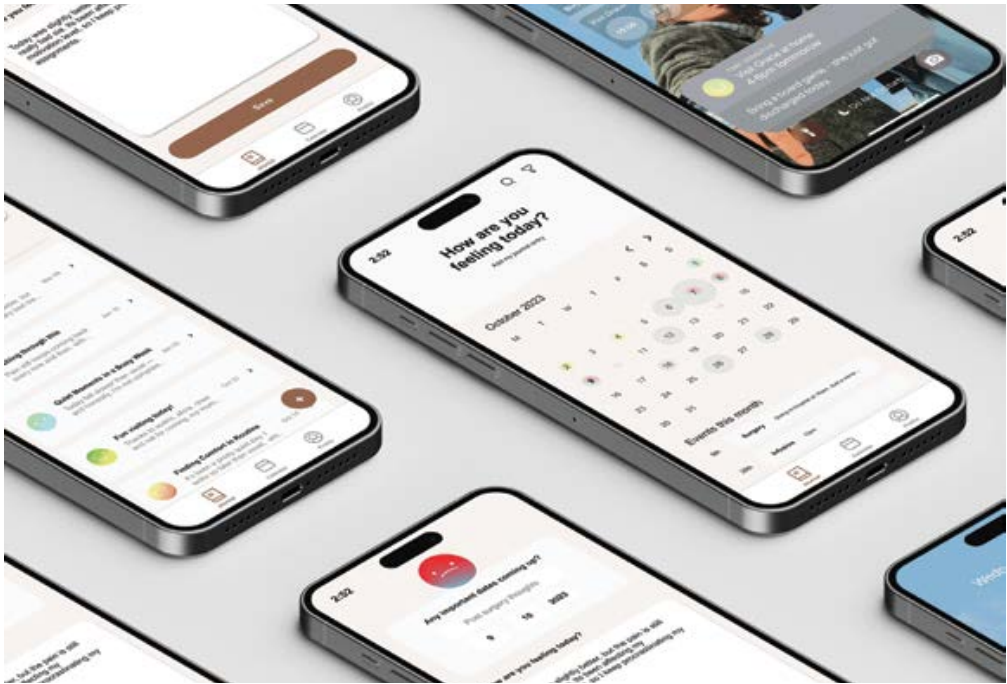
My research has primarily centered around improving both the pre-purchase and post-purchase stages of the Gunpla journey. To this end, I have conceptualised a physical workstation designed to enhance the user's building experience. Complementing this workstation is an augmented reality (AR) app that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



Teng Xin Yun

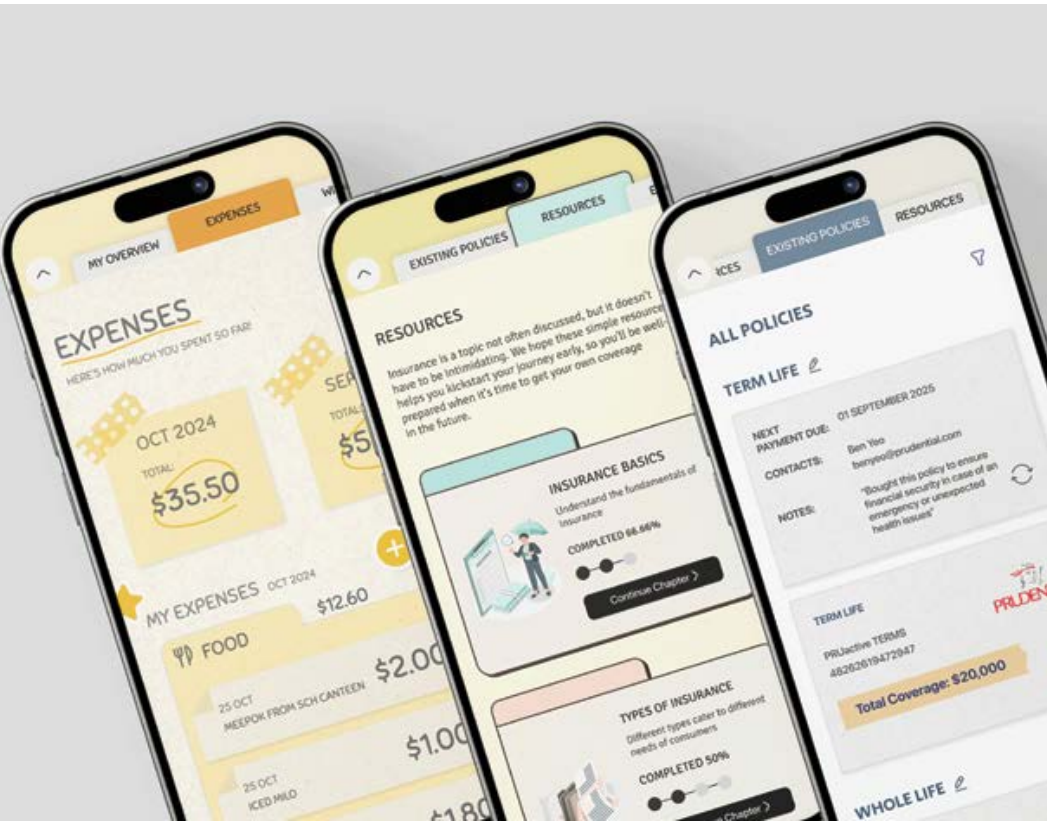
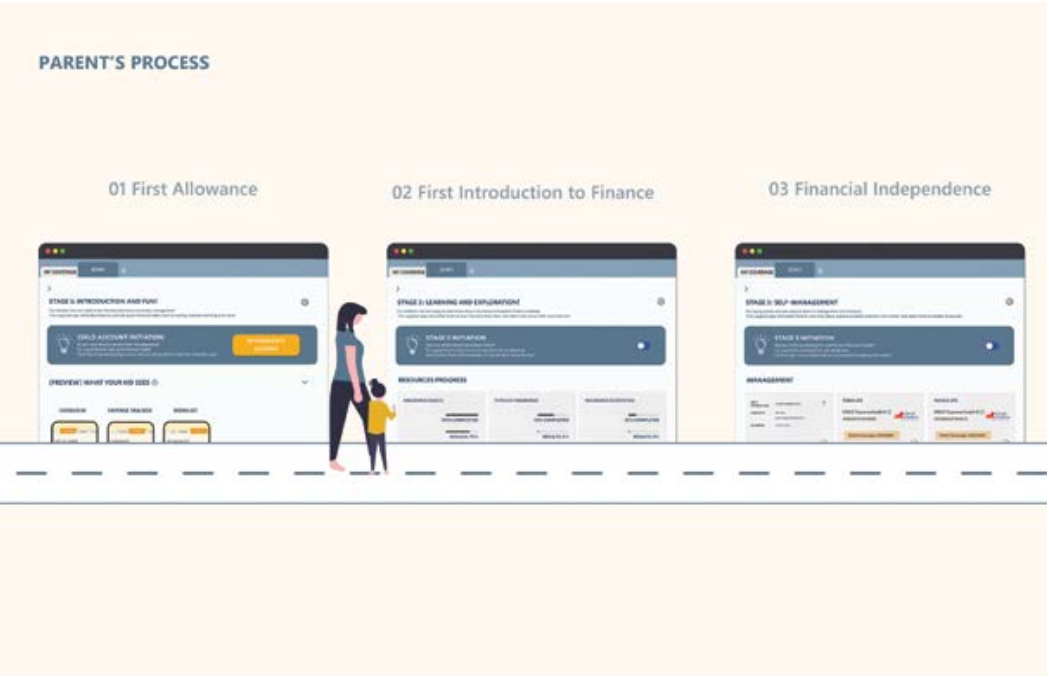
Featured projects from
2023—Palliative Care:
Compassionate Creations
2024—Improving Online
Insurance Literacy with MAS

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.



blobb.
Patients in palliative care often experience loneliness, whether in the hospital or at home. They typically document their emotions privately and isolate themselves, further deepening their sense of loneliness. Blobb. bridges this gap by translating a patient’s journaled emotions into colours, 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.

Patricia Setiawan, Tiarra Ko



Legacies
Reflecting on our experiences, we recognised 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.

Tan Ler Shan,
Chloe Chong Wen Jing



Featured projects from
2023—Product Design+
2024—Futures of Aged Care

Teo Swee Yin

Swee Yin is a designer with a diverse background, trained in industrial 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.



TRIAGE+

In response to today’s unpredictable security challenges, TRIAGE+ is an innovative handheld printer that automates casualty categorisation during mass casualty events. This device transforms the triage process by guiding first responders through key questions and visual identification. It integrates with hospitals using barcode scanning for efficient data retrieval and transmits location data. By reducing errors and expediting decision-making, TRIAGE+ improves efficiency and precision in high-stress situations. Awarded the Red Dot Award: Design Concept 2024.

Loh Yi Zhi, Daniel, Damian Lim Jia Yu

Medivue

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 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.

Annabelle Phua Yue Tong, Cynthia Manivannan





Teo Tze Yang

Featured projects from
2024—Deliberate Design for Resourceful Waste Sorting
2025—Thesis (Specialisation)

Tze Yang enjoys conversing with people from all walks of life, honing a strong sense of empathy across his extensive interactions. Specialising in service design, he believes that this empathy, accompanied by some practicality, goes a long way in creating sustainable and effective solutions. It is his fervent wish to continue making meaningful connections, to continue to apply his craft, and to continue learning from others.



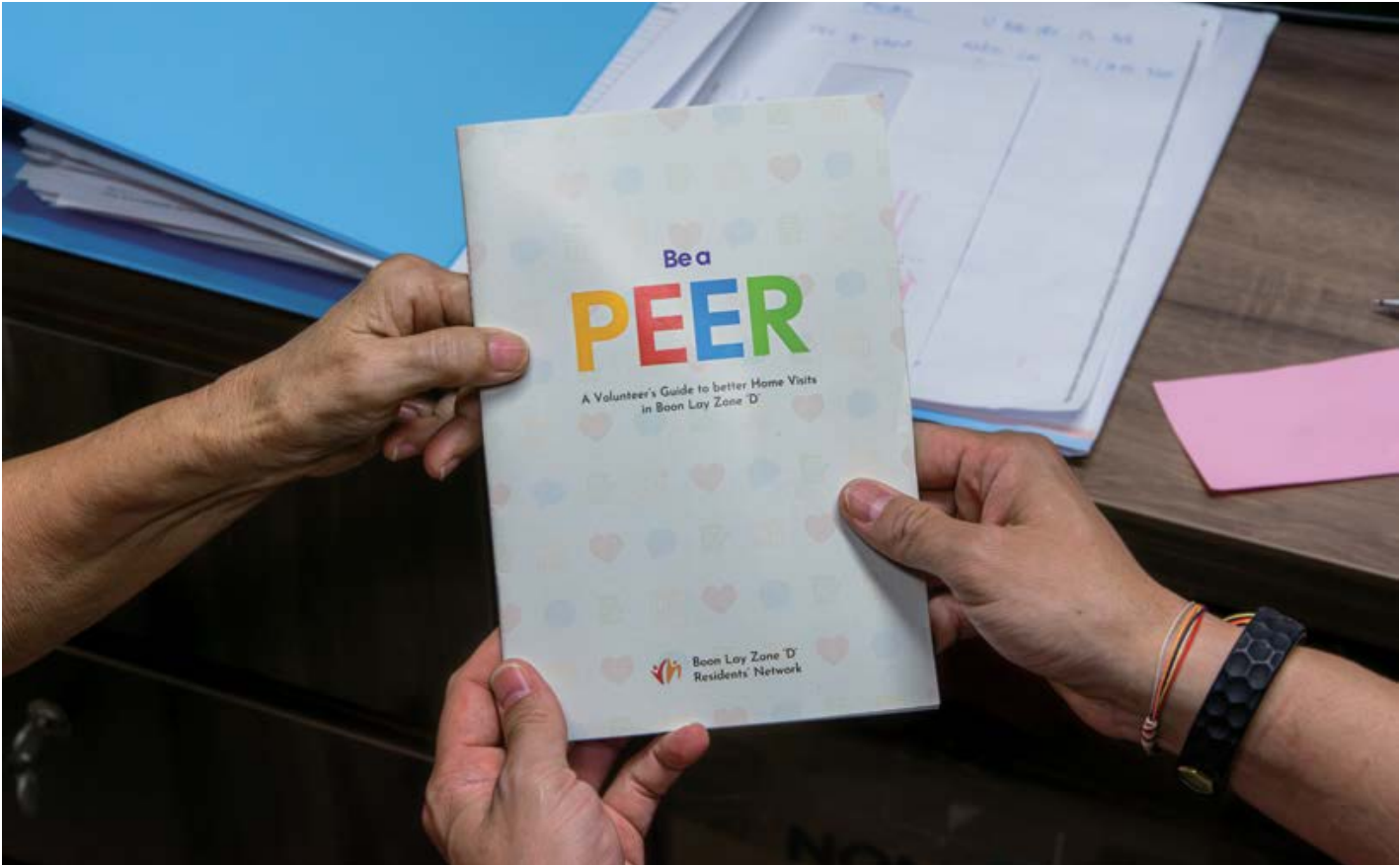
Rinse and Repeat

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. Through introducing better rinsing habits and communal waste disposal methods, testing over the course of 2 weeks showed tangible results, further validating this approach.

Judith Chin Li Xiang

Specialisation
Social & Service Transformation

Under the supervision of
Patrick Chia



PEER

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, Empathise, 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 dignity, and become a steady presence in a resident's journey toward a better living environment.



Featured projects from
2023—Momentum
2025—Thesis (Specialisation)

Jayden Ting

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
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.

Specialisation
Design Futures & Critical Inquiry

Under the supervision of
Christophe Gaubert



LIVE
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 both the sculpted lighting of cinematic scenes and the functional design of studio equipment, LIVE brings a new level of expressiveness to the household, where light doesn't just serve a purpose, it tells a story.





Featured projects from
2023—ExFabrica
2025—Thesis (Specialisation)

Wang Yixian

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. She creates work that honours both their natural qualities and her artistic vision.



雲 yún
雲 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 customisable. With 雲 yún, we weave light with textile and illuminate the ambience to your space.

Gan Jie Lin

Specialisation
Product Innovation

Under the supervision of
Patrick Chia

eavesolutions
A collection of accessory vases made from fiberglass.

The Half embodies the idea of the shell. Using a flat surface to create volume, the design highlights the silhouette of the form. It applies Innovative techniques which disrupt our preconceptions of the 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

Featured projects from
2024—Product Experience Design
2025—Thesis (Specialisation)

Yu Wei is driven by a fascination with how people interact, with products and systems. He is drawn to the subtle ways interaction can 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 grounds his approach to design—not just as an exercise in form or function, but to be empathetic and create lasting impact in people’s lives.



Navisense

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 and easing caregiver burden.

Tay Yun Jun, Yash Deshmukh

Specialisation
Product Innovation

Under the supervision of
Yen Ching-Chiuan

Collaborators
National University Hospital
KK Hospital



ThoraCue

ThoraCue is a paediatric thoracostomy training manikin designed to enhance realism, provide actionable feedback, and lower training costs. Through a combination of multisensorial design and procedural cues, it helps trainees better internalise the procedure, while its affordability makes it more accessible to healthcare institutions.





Featured projects from
2023—Ceramic Circuits
2025—Thesis (Specialisation)

Wong He Kai

He Kai is a designer who loves complexity, imaginary problems and new spaces. This currently intersects nicely with design about technology and interaction, where 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.



RePiece

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.

Gan Jie Lin, Liu Xin Xin

Specialisation
Product Innovation

Under the supervision of
Yen Ching-Chiuan
Clement Zheng



Project Your Touch

Currently, VR haptic explorations focus on aligning physical surfaces to virtual surfaces, often resorting to complex mechanical solutions and tracking. Project Your Touch is an exploration of alternative control interactions that reverses the process for digital sculpting applications: By tracking objects of known topologies and scale, PYT projects physical surfaces into VR, allowing users to manipulate fine resolution surfaces by carving the physical proxy, using gestures adapted from traditional craft.



Featured projects from
2024—A Primer in
Contemporary Furniture Design
2025—Thesis (Specialisation)

Ye Lin

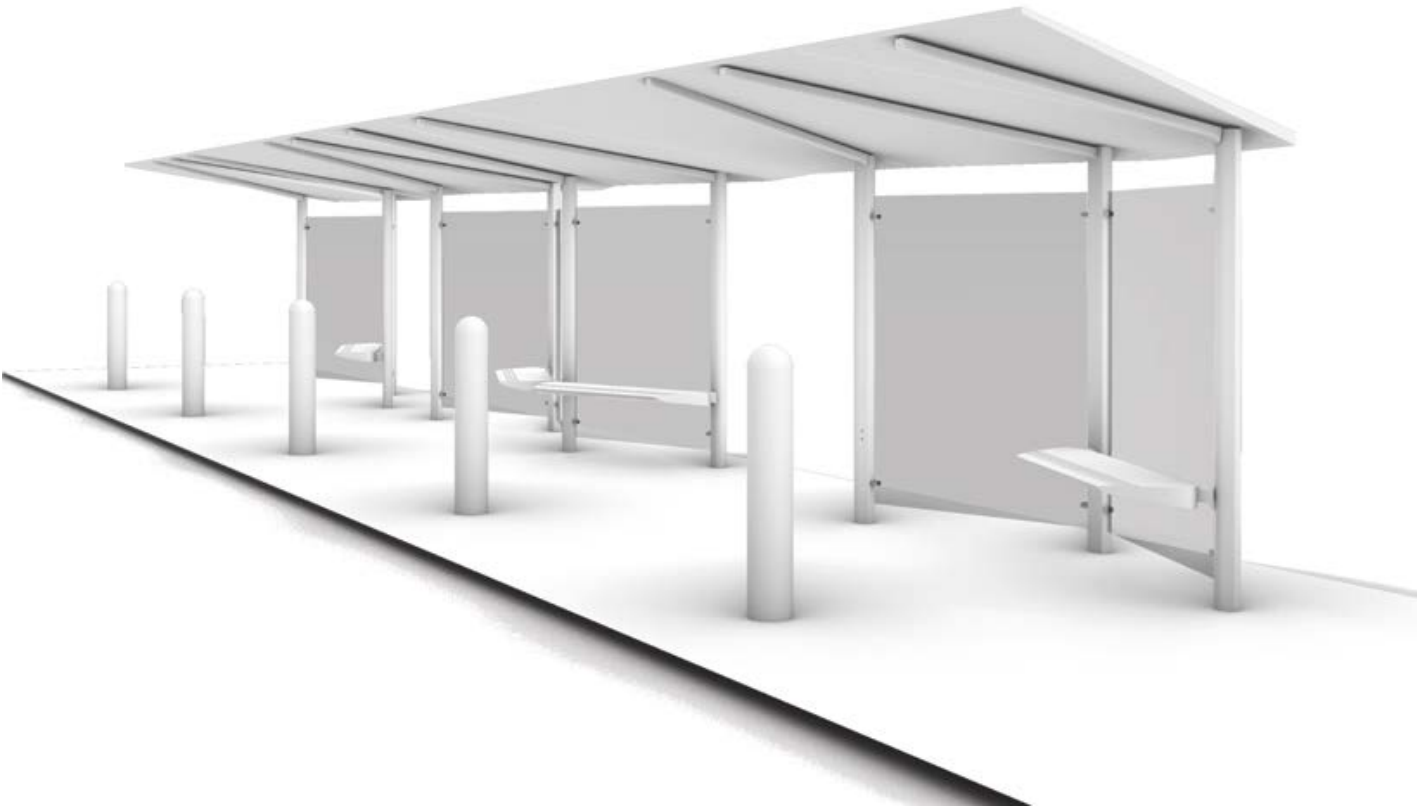
Ye Lin is passionate about infusing creativity into our everyday life. To her, design is a constant, subconscious process that everyone engages in, whether we're cooking a meal, selecting the perfect gift, or even picking out a piece of furniture for our home. It's in everything we do, and she strives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



Tab
Tab is a dining chair inspired by the shape and action of peeling a can tab open. Crafted from a single sheet of stainless steel for a seamless form, find solace in a fast-paced world with the steadfast support of Tab, your trusted ally for keeping essentials close during meals. With its lifted hook for belongings, Tab offers unwavering support and relieves the burdens we carry by your side.

Specialisation
Product Innovation

Under the supervision of
Christian Boucharenc



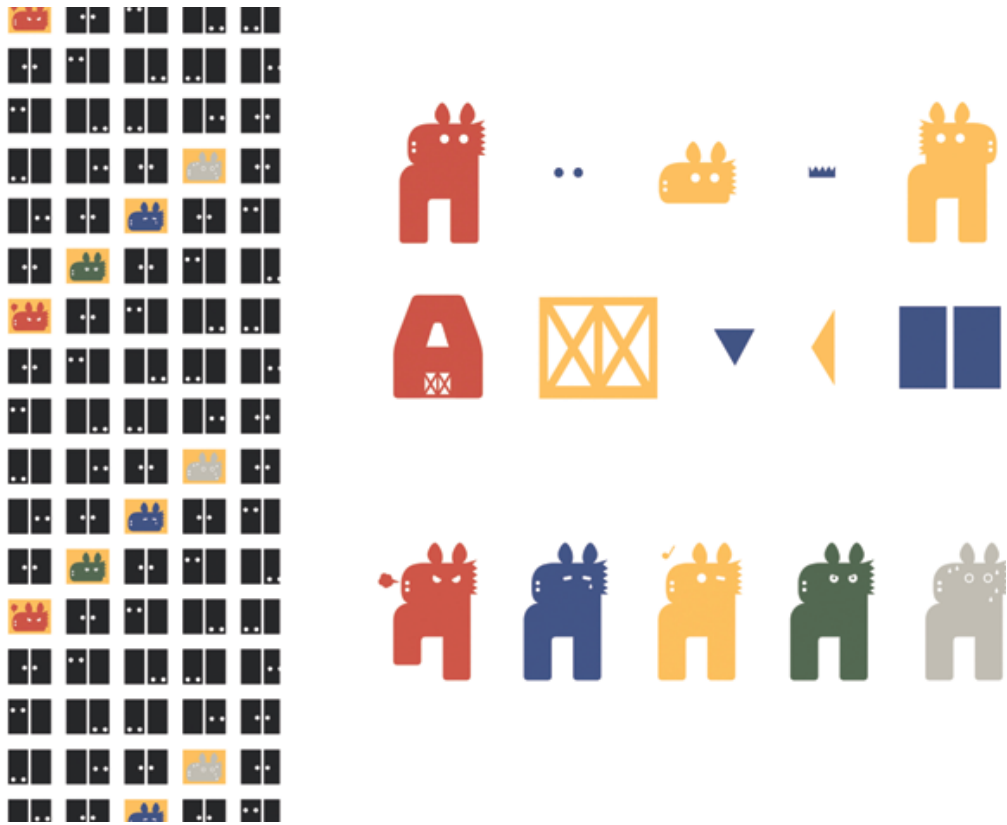
Modular bus stops for Singapore's neighborhoods and commuters
This thesis project explores how a modular bus stop system could assist in identification of the areas surrounding bus stops and suit the needs of different commuter types in Singapore. It is capable of being rearranged and configured depending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



Zoe Kwok

Featured projects from
2023—Branding and the
Elements of Storytelling
2025—Thesis (Specialisation)

Zoe thrives on connecting unexpected ideas to create new stories—they even solve problems by accident at times. With a love for graphic design and design research, Zoe dives headfirst into rabbit holes, uncovering insights that shape her work. Her process is research-heavy, followed by rough prototyping until an idea sticks. Writing and sketching blur together in her workflow, along with bouncing ideas off people to refine them further.



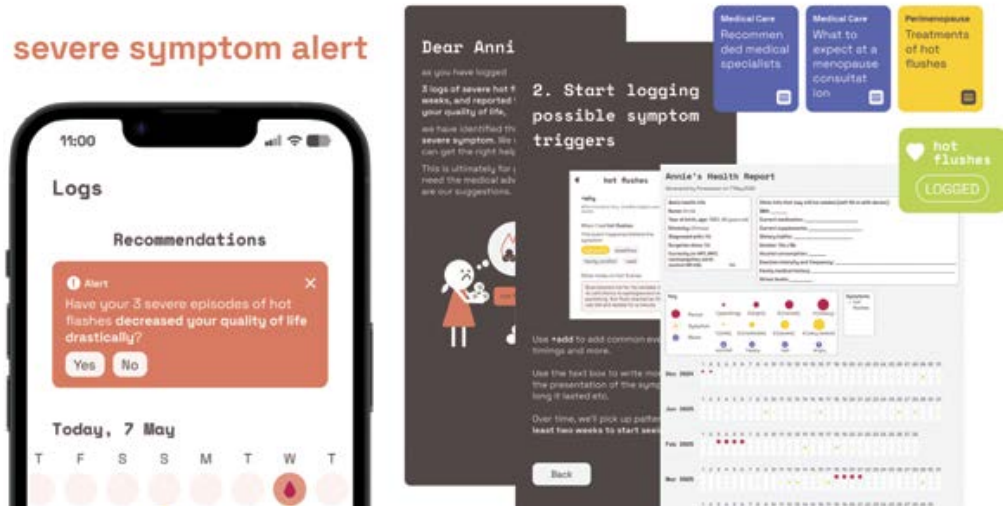
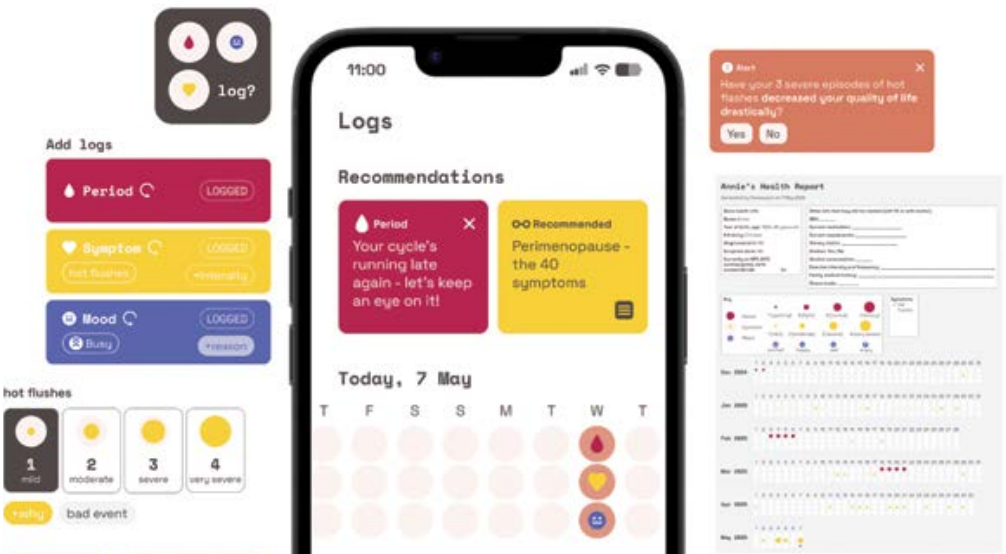
Stable Horses

Stable Horses is a branding project for the concept of a café for teenagers to emotionally regulate. The café 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.

Specialisation
Social & Service Transformation

Under the supervision of
Alistair Norris

Collaborator
Surety



Foreseason

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. Unlike existing period trackers or menopause apps, Foreseason offers simple, modular logging of periods, moods, and symptoms to track body patterns. The app guides women toward timely medical and lifestyle solutions while providing reports for menopause experts to develop treatment plans.

Meet the Designers
(3/3)

Photo credit:
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Post Graduate Coursework

Master's of Design in Integrated Design

The Master's of Design in Integrated Design (MDes) is a launchpad for future design leaders. In today's complex, interconnected world, the focused 1-year programme empowers students to deepen their practice, think strategically, collaborate across disciplines, and drive meaningful change. Blending industry-focused studio projects with seminar-style learning, the MDes programme integrates areas like Service, Experience, Interaction, and Transformative Design. This dynamic approach equips students with the mindset and skills to drive innovation and create meaningful impact across business, public, and social sectors.



MDes Course Structure

- Practice
- In collaboration with industry partners
- Theory
- Critical frameworks, methodologies & thinking
- Electives
- Rich selection of relevant topics

Semester 1	Semester 2
8 Units Integrated Design Studio 1	8 Units Integrated Design Studio 2
4 Units Design Research Methods	4 Units Design Strategies & Leadership
4 Units Emerging Topics in Design	4 Units Collaborative Design
4 Units Unrestricted Elective (UE)	4 Units Unrestricted Elective (UE)

We believe that shaping designers and creative leaders requires a multifaceted approach, combining practice-based studio projects with theory-rich seminars, fostering cross-disciplinary collaboration with industry experts, and grounding it all in critical thinking and rigorous design methodologies.

Practice — Integrated Design Studios



The Integrated Design Studio offers a unique hands-on learning platform where students select from 2–3 real-world design briefs developed in collaboration with industry partners. Working in small, interdisciplinary teams, students are mentored by faculty and experts from partner organisations. Each semester brings new perspectives through fresh briefs spanning healthcare, hospitality, sustainability, technology, and more.

The following pages present an overview of this academic year’s industry-based design briefs, along with selected student projects developed in response.

Collaborators

Travel and tourism experts,
including Changi Airport,
Discova, and Samsonite

Future of Travel

How will travel evolve over the next 20 years? In collaboration with travel and tourism experts, students envisioned what travel could look like in 2044, reimagining experiences, preferences, and behaviours in response to emerging technologies, societal shifts, and global challenges.

Guest Lecture

Esther Wong

Service Design Lead
at Changi Airport Group

7 Re-frames with Changi

Esther Wong shared how design at Changi Airport serves as a skill, a mindset, and a bridge to business goals. She offered students a behind-the-scenes look at how one of the world's leading airports creates user-centric experiences and continually evolves to stay ahead.



Beyond

As space travel shifts from fiction to reality, dining becomes a key site of sensory, emotional, and social engagement. This project reimagines space dining for high-net-worth passengers with curated zero-gravity meals and AI-driven customisation, exploring new paradigms of Human-Food Interaction beyond Earth.

Pengyu Zhu (Aaron), Ryan Chin Qingfeng



Future Visitor Experiences at Mandai Wildlife Reserve

How might we craft meaningful and unique experiences for the diverse visitors of Mandai Wildlife Reserve? As one of Singapore's iconic nature destinations, Mandai wants visitors to connect deeply with animals and nature across its five parks. In this studio, students explored innovative ways to enhance these connections and enrich the visitor experience.

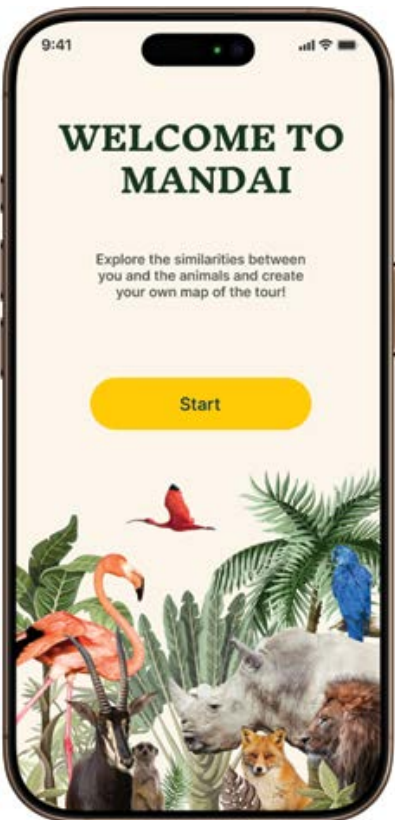
Guest Lecture

Suyin Lee

Managing Director
at Discova

Emerging Trends In Travel Experiences

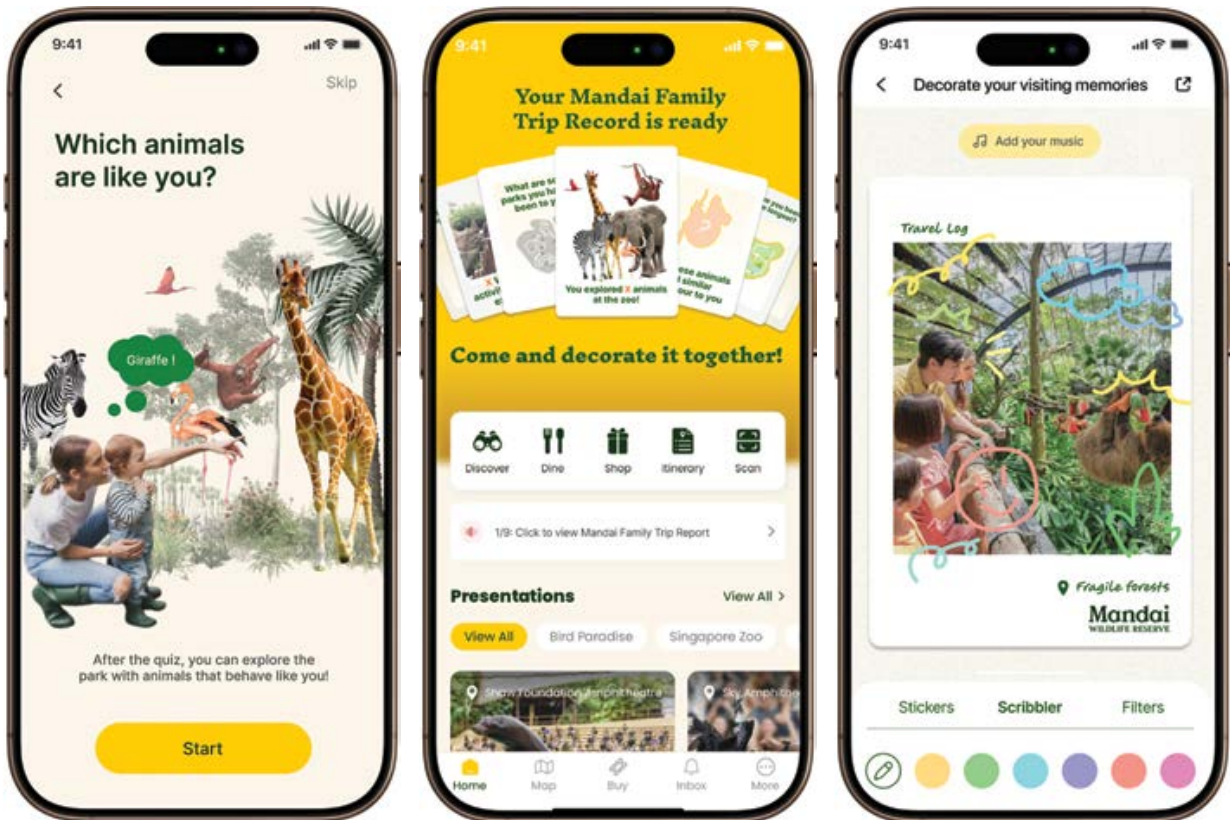
Suyin Lee brought the future of travel and tourism to life in her guest lecture, sharing valuable insights on emerging industry trends and key traveller archetypes. Together with her, the students explored real-world operational challenges and how to deliver great experiences across the complex travel and tourism supply chain.



Enhanced Decision-Making Experience for Children and Parents

Planning a visit to Mandai's wildlife parks can be overwhelming. This project turns it into a playful, engaging experience through a gamified app add-on. Kids and parents collaborate to customize their visit, build excitement before arrival, and form deeper connections with animals during their stay. Afterward, they receive a personalised digital memento, making memories throughout.

Wang Han, Zhang Ruoyao, Lu Yijun



Collaborators
National University
Hospital (NUH),
Schaeffler

Future Maternity Ward Experience at NUH

How might we make maternity care more human-centric while integrating cutting-edge technology? In this studio, students collaborated with NUH's maternity ward and Schaeffler to reimagine the maternity journey, blending advanced medical technology with human-centered services to better support mothers and healthcare staff.

Workshop
Professor Carolina Gill &
Associate Professor Kelly
Umstead

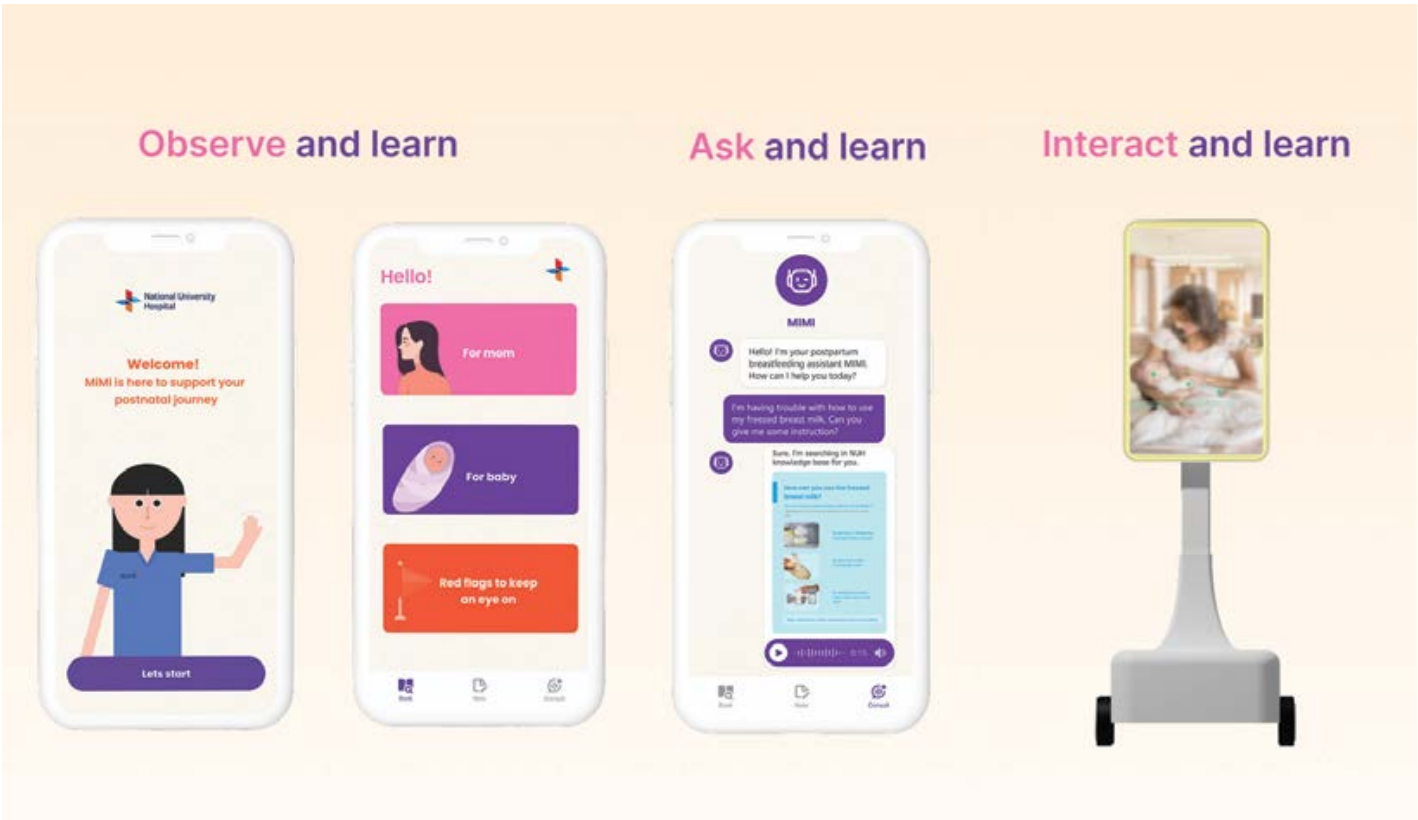
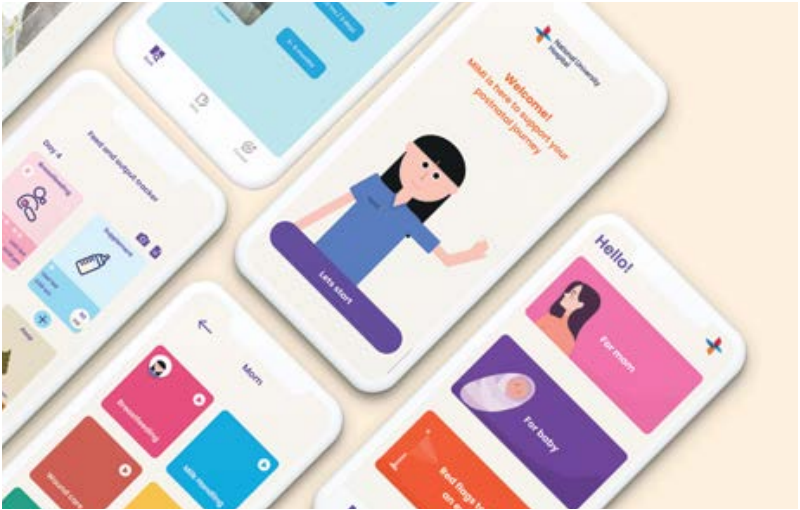
College of Design,
North Carolina State University

Qualitative Research Analysis in Healthcare
Professors Carolina Gill and Kelly Umstead led an engaging workshop on qualitative research analysis in healthcare. The session provided the students with a comprehensive framework and real-life examples for conducting qualitative design research in healthcare, covering observational research methods, data analysis strategies, and translating findings into actionable design solutions.



MIMI – Your Personalised Postpartum Care Companion
MIMI is an interactive patient education ecosystem designed to support mothers and their partners during the postpartum journey. Like an experienced mom by their side, MIMI empowers families through a digital booklet, a responsive chat interface, and a bedside mirror, offering timely guidance, reassurance, and hands-on breastfeeding practice.

Anagha Ramesh, Liu Haoyue, Su Ruoying



Collaborators
Greengrounds, The Young

Brownfields to Greengrounds – Sustainable Food System in Singapore

How might we redefine food production, consumption, and value to shift Singapore towards a more sustainable food ecosystem? In collaboration with Dutch experts Greengrounds and The Young, students explored branding, experience design, and community engagement strategies to reshape how food is perceived and consumed, driving a shift in consumer behaviour.

Workshop
Susan Evans

Scholar at The Hong Kong Polytechnic University

Co-designing for innovative systems design in a circular economy

This workshop focused on co-designing innovative systems in a circular economy to improve the well-being of both people and the environment. MDes students, along with undergrads and PhDs, joined this interactive session. Students gained hands-on experience with co-design methods and systems design tools, exploring real-world interventions and success metrics for holistic transformation.



WorthCycle: Turning Waste into Worth in a Circular Future

WorthCycle is a community-driven design initiative in Singapore that reimagines food waste as a valuable resource. Through pop-up exhibitions and a hawker center farming challenge, it aims to raise awareness of circular thinking, engage the local community, and empower them to take action and co-create a sustainable, regenerative urban food ecosystem.

Yao Yiming, Zhang Xingyang



Theory and Methods



In focused theory-based seminars, students build a solid foundation in design strategy, leadership, and research methods, engaging with critical frameworks and emerging topics to tackle real-world challenges.

Design Research Methods

Instructors

Clement Zheng, Jung-Joo Lee

To solve the wicked problems of contemporary societies, designers must navigate complex situations through immersive exploration of people, systems, and environments. Design Research Methods introduces students to a range of methodologies and epistemology to help them select, adapt, and create appropriate outcomes based on project needs.

Guest Lecture

Naroth Murali

Senior UX
Researcher
at Meta

Design Research in Industry: Key Facts and Insights



Emerging Topics in Design

Instructors

Karin Aue, Janghee Cho

As our world becomes increasingly complex, so do the problems designers face. The role of design is shifting, and new mindsets, philosophies, and approaches are crucial to expanding contemporary design practice and responding to the current polycrisis. In this course, students explore emerging topics relevant to design practice, such as Systems Thinking, Value-sensitive Design, Futures Thinking, or Design Justice.

Design Strategies & Leadership

Instructor

R. Brian Stone

Contemporary organisations recognise design strategy and leadership as a key driver of tactical thinking and competitive advantage. Together, they enable the creation of effective products, services, and communication aligned with user needs and business goals. Design Strategies & Leadership builds a foundation for applying these principles in diverse business contexts through contextual understanding, divergent thinking, and interdisciplinary collaboration.

Instructor
Jung-Joo Lee

Collaborative Design

Co-creative practices engaging users and stakeholders are vital today. Collaborative design values all participants as creative contributors, with co-design tools enabling collaboration across diverse backgrounds. In this course, students explore collaborative design principles and techniques, while examining design's role in service systems, circular economy, and socio-organisational transformation.

Guest Lecture

Se Young Kim

Experience Strategy Officer
at LN Robotics, South Korea

Former Senior Experience Lead
at Philips Experience Design,
The Netherlands & APAC

Transforming healthcare through design

With over a decade of experience in healthcare design, SeYoung shared key insights on how a human-centric approach drives transformation. A seasoned leader in strategic design, she excels at balancing strategy and execution across healthcare touchpoints, with global experience in Europe, the US, and Asia, collaborating with diverse stakeholders.

Bow Yiyang Wu

Lecturer at The University of
Sydney School of Architecture,
Design and Planning

**Collaboration in Service Design:
Convivial Tools and Enabling Participation**

This guest lecture presents service design as a convivial tool for fostering participation, autonomy, and community engagement. It reframes service design beyond the business-oriented lens, positioning it as a social practice that prioritises relationships, collaboration, and care over mere transactions.



Unrestricted Electives (UE)



The academic experience is enhanced and personalised through a wide range of elective courses, allowing students to tailor their learning to their interests.



Design for Healthy Living

Instructor
Cees de Bont

Design for Healthy Living is about the psychological underpinnings of behaviour change directed to making improvements to people's physical and mental health. This includes: motivational theories, persuasion, decision making (including theory on consumer behaviour as well as on biases), positive psychology (flourishing), ecological psychology (affordances), mindfulness, and gamification.

Interdisciplinary Ways of Knowing

Instructor
Janghee Cho

This course examines the principles of research design and diverse methods for designing social technologies. It explores epistemological orientations, ranging from positivism to constructivism and interpretivism, as well as critical perspectives. With a focus on Human-Computer Interaction (HCI), it covers core research methods vital for technology design. Through discussions and readings, students gain an understanding of the interdisciplinary nature of HCI and design research.

Sustainable Innovation: Design & Transformation Strategies

Instructor
Karin Aue

This course dives into the principles of sustainable innovation, focusing on circular economy and design-led strategies for business and transformation. Through hands-on activities, students envision sustainable product-service systems, apply life cycle thinking, and critically reflect on the mindset shifts needed to drive meaningful, sustainable transformations.

Design Research Immersion Programme

Instructors
R. Brian Stone, Christophe Gaubert, Jung-Joo Lee

The Design Research Immersion Programme offers students hands-on experience in academic research under faculty guidance. Students apply design concepts to real-world challenges, develop research questions, use appropriate methods, analyse data, and collaborate with academic and industry partners to produce a well-documented research report.

Independent Study for Graduate Design Research

Instructor
DID Faculty

Independent Study for Graduate Design Research allows students to explore a self-defined topic in depth, guided by a faculty supervisor. Through tailored readings, assignments, and regular check-ins, students engage in self-directed research that pushes the boundaries of design theory and practice.

Graduate
Certificates

Alternative Pathway to a
Master’s in Design

- Develop critical thinking and analyse complex challenges through research methodologies
- Identify design opportunities and incorporating key trends, technologies, and innovative methodologies into impactful practice

Design Discovery &
Emerging Topics

An 8–unit course programme, offered
exclusively in the August semester

Semester 1

8 Units

Integrated Design
Studio 1

4 Units

Design Research
Methods

4 Units

Emerging Topics
in Design

4 Units

Unrestricted
Elective (UE)

Semester 2

8 Units

Integrated Design
Studio 2

4 Units

Design Strategies
& Leadership

4 Units

Collaborative
Design

4 Units

Unrestricted
Elective (UE)

- Set in a project-based, hands-on environment that simulates professional practice
- Tackle real-world challenges presented by industry partners and drive impactful change across industries and sectors

Integrated Design

A 16–unit course programme, offered
across the August and January semesters

Semester 1

8 Units

Integrated Design
Studio 1

4 Units

Design Research
Methods

4 Units

Emerging Topics
in Design

4 Units

Unrestricted
Elective (UE)

Semester 2

8 Units

Integrated Design
Studio 2

4 Units

Design Strategies
& Leadership

4 Units

Collaborative
Design

4 Units

Unrestricted
Elective (UE)

Graduate
Certificates

Alternative Pathway to a
Master’s in Design

→ Learn to tackle business
problems, strategise, and
integrate design practices for
effective solutions in real-world
contexts, emphasising service
learning

→ Apply Design Strategy and
Design Leadership using Design
Thinking and interdisciplinary
collaboration

Design Leadership

An 8–unit course programme, offered
exclusively in the January semester

Semester 1

8 Units

Integrated Design
Studio 1

4 Units

Design Research
Methods

4 Units

Emerging Topics
in Design

4 Units

Unrestricted
Elective (UE)

Semester 2

8 Units

Integrated Design
Studio 2

4 Units

Design Strategies
& Leadership

4 Units

Collaborative
Design

4 Units

Unrestricted
Elective (UE)

Alumni
Testimonial

“A key takeaway was how
strategic design and design
leadership can competitively
differentiate companies and
drive success.”



Jehru Ethan Harris

“During the course, we explored valuable frameworks, tools,
and theories for approaching various design challenges. A key
takeaway was how strategic design and design leadership can
competitively differentiate companies and drive success.

Exploring design–driven strategy and co–design with expert
instructors and a diverse set of peers deepened my understanding
of design, making this course impactful for anyone who is looking to
grow in their design journey.”



As the academic year ends, our MDes cohort marked the moment with a lighthearted graduation photoshoot, a well-earned pause after months of hard work, late nights, and teamwork. Here's to the journey so far, and to the exciting chapters still to come.



Celebrating the first graduating class of our Master's of Design in Integrated Design

What our alumni say



Zhu Pengyu (Aaron),
MDes graduate AY 24/25

“Hi, I’m Aaron. I’m thrilled to be part of the MDes programme, which has been instrumental in helping me shape my future direction in the fields of HCI and design research.

Through this journey, I’ve not only strengthened my professional skills but also significantly enhanced my storytelling and narrative abilities—skills that I believe will serve me well in many areas of life and work.

I’m especially grateful to Prof. Janghee, Prof. JJ, and Karin for their generous support and guidance throughout the programme. Their mentorship has allowed me to explore and grow in the areas I’m most passionate about. :)”



Yao Yiming,
MDes graduate AY 24/25

“Before joining the MDes programme, I had no background in Service Design—I was a complete beginner. But thanks to the guidance of our incredible professors, I’ve grown more confident and passionate in this field. I never imagined I could adapt so smoothly to a new design discipline, and it’s all because of the strong mentorship I received.

I’m especially grateful to our programme leader, Karin—my ‘design mom’—whose leadership gave me direction and encouragement. Prof. Jung-Joo Lee, my ‘academic mom,’ provided a clear and structured approach to service design that truly grounded my learning. I also owe much to Prof. Janghee Choo, my ‘academic brother,’ who supported me in developing research depth and critical thinking. And I cannot forget my ‘life dad,’ Prof. R. Brian Stone, whose real-world design wisdom has been invaluable—lessons that no book or paper could offer.

This programme also helped me grow in collaborative environments, whether as a facilitator or a team member. I’m deeply thankful to have met this teaching family, who’ve not only guided my academic journey but also opened up new possibilities for my future career.”

Post Graduate Research

The MA (ID) and PhD (ID) are full-time, research-based graduate programmes intended to advance scholarship in design. Postgraduate research at NUS DID spans a broad range of topics, contributing to the diversity and plurality of design inquiry at the intersections of multiple disciplines and cultures. Students pursue independent research projects under the close supervision of domain experts and benefit from a supportive peer-to-peer learning environment. They are also exposed to world-class research through international research collaborations, visiting scholar talks, conference participation, research workshops, and overseas research visits.

For more information: cde.nus.edu.sg/did/postgraduate

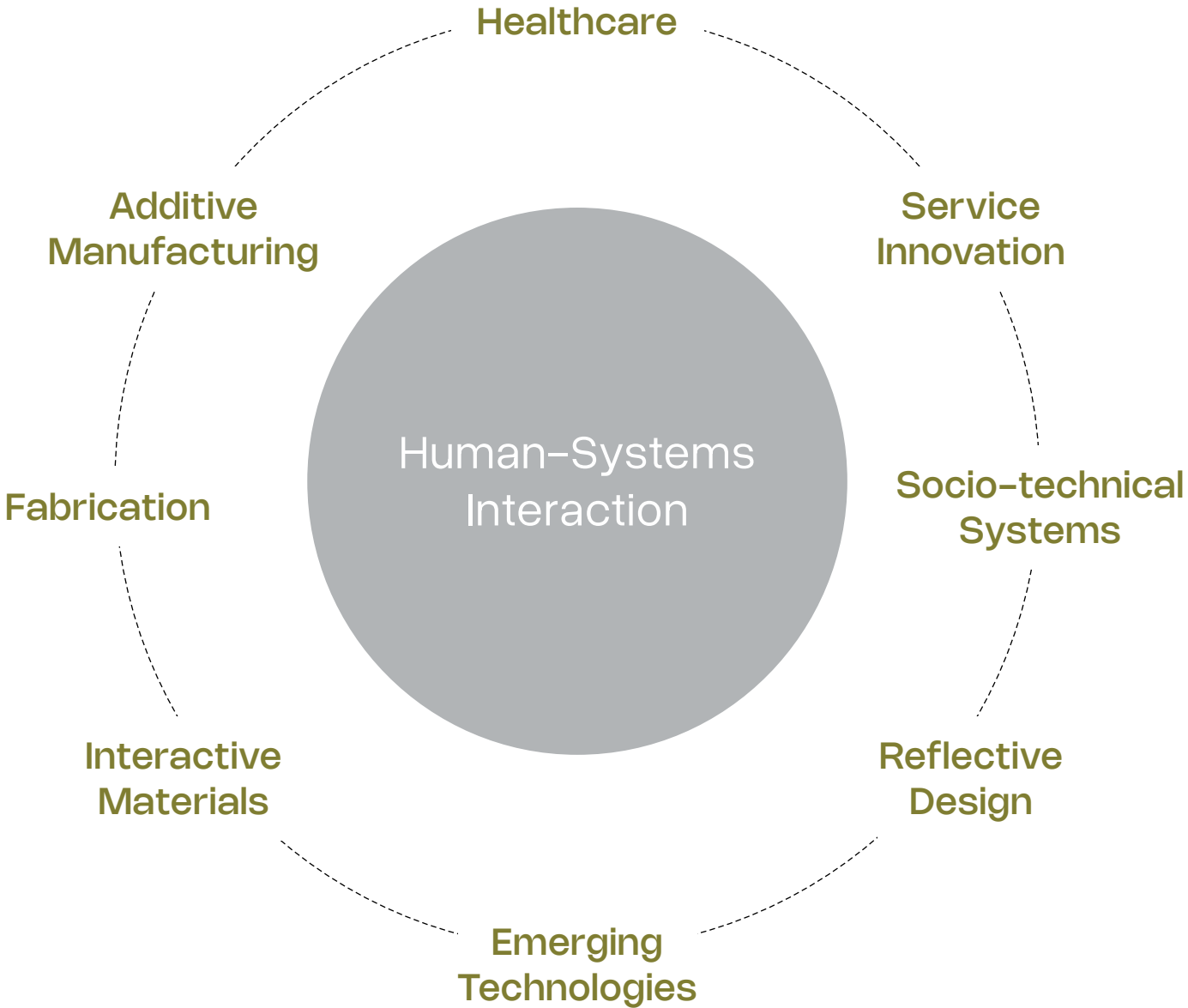


Research Areas

Our postgraduate research programme celebrates the diversity and plurality of design research, encompassing a wide spectrum of areas—from healthcare, digital fabrication, human–computer interaction, and emerging technologies (including AI, AR/VR, wearables, and robotics) to reflective design, service design, social innovation, and critical design. What unites these varied research topics is a shared focus on human–systems interaction, where the emphasis extends beyond individual users to broader considerations of humanity. The term ‘systems’ here includes technologies, services, policies, economic infrastructures, and more.

A second common thread across our research is the use of constructive design research or research–through–design methodologies. Drawing on our distinctive design expertise, we create artifacts and systems as a means to generate new knowledge. As a result, our research outputs go beyond traditional academic publications to include creative and impactful outcomes such as novel materials, patents, commercial applications, artistic works, exhibitions, and policy implementations.

Constructive Design Research

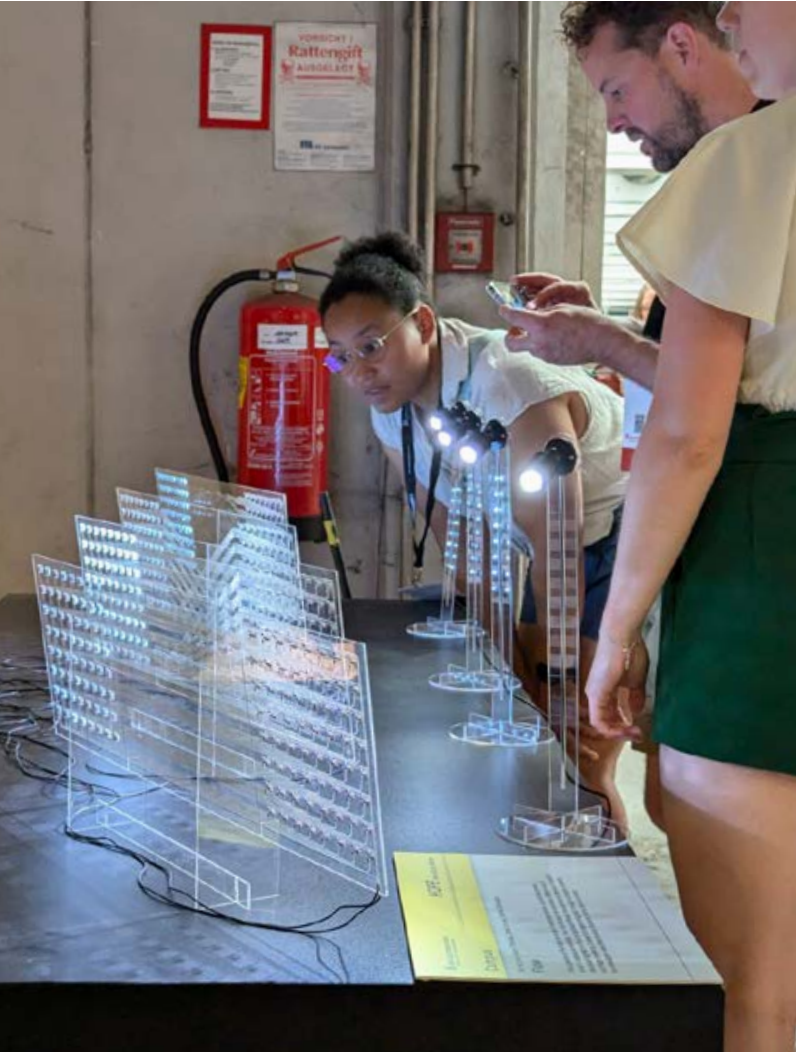


PhD Students
Han Bo,
Qian Ye,
E Ian Siew,
Sheryl Teng

Ars Electronica 2024

The team from Interactive Materials Lab, led by Assistant Professor Clement Zheng, showcased five new projects at Ars Electronica. Held from 4 – 8 September 2024 at PostCity in Linz, Austria, Ars Electronica is the world's largest and most renowned media arts festival, attracting over 112,000 visitors this year.

Titled Material Materials, their exhibition explored the latent potential of familiar, everyday objects in shaping the future of interactive artefacts. The showcase aimed to challenge conventional relationships between users, designers, and objects, inviting visitors to reimagine these interactions through a new lens.



PhD Students

Yang Chen,
Han Bo,
Qian Ye,
E Ian Siew,
Sheryl Teng
Xin Liu

ACM Computer–Human Interaction (CHI) Conference 2025

Our postgraduate students made a strong showing at CHI 2025, the world's premier conference for Human–Computer Interaction, held in Yokohama, Japan.

Our team contributed across full papers, workshops, late-breaking studies, and the alt.chi track, which highlights unconventional and forward-thinking ideas. Notably, three out of five full paper submissions received Honourable Mention Awards, placing them among the top 5% of accepted papers.

The showcased projects spanned a diverse range of topics—from immersive triage training and programmable ceramic textures to screen-time interventions for healthier eating and interactive materials inspired by traditional papermaking.



Yang Chen

1 **Bridging Simulation and Reality: Augmented Virtuality for Mass Casualty Triage Training**

Honourable Mention

Yang Chen, Katherine Fennedy, Jiayi Zhang and Yong Jie Sim, with Associate Professor Yen Ching–Chiuan and Assistant Professor Clement Zheng

2 **Slip Casting for Textured Ceramic Interfaces—Reimagined traditional ceramic techniques to produce programmable textures for tangible interaction**

Honourable Mention

Han Bo, Jared Lim, Kianne Lim, Adam Choo, Genevieve Ang, with Associate Professor Yen Ching–Chiuan and Assistant Professor Clement Zheng

3 **ViFeed: Promoting Slow Eating and Food Awareness through Strategic Video Manipulation during Screen-Based Dining—Designed a subtle video system that promotes slow eating and food awareness during screen-based meals**

Honourable Mention

Yang Chen, Felicia Fang–Yi Tan, Zhuoyu Wang, Xing Liu (Hangzhou Holographic Intelligence Institute), Jiayi Zhang, Yun Huang, with Shengdong Zhao (former Associate Professor in Computer Science Department, now Professor at City University of Hong Kong) and Associate Professor Yen Ching–Chiuan

4 **Crafting Interactive Paper Composites through Ancient Papermaking Techniques—Exploration of ancient Chinese papermaking for crafting computational composites for tangible interactions**

Qian Ye, Sheryl Teng, E Ian Siew, with Associate Professor Yen Ching–Chiuan and Assistant Professor Clement Zheng

5 **Designing Physical Interactions with Triboelectric Material Sensing—Exploration of triboelectric material sensing, that addresses challenges when designing physical interactions**

Xin Liu, with ECE Associate Professor Chengkuo Lee, Associate Professor Yen Ching–Chiuan and Assistant Professor Clement Zheng



Han Bo



Qian Ye

PhD Students

Alvin Chia,
Erik Chua,
Yang Chen,
Debbie Ng

PhD Defences AY2024/25

We are proud to celebrate four PhD students who have successfully defended their dissertations in the academic year 2024/25. Their work makes valuable contributions to the international design research landscape, in the areas of design leadership, public sector design, service design, and human-computer interaction.



- 1 Unveiling the Roles of Silent Designers in a Bank's Journey of Design Adoption**
Alvin Chua
Advisor: Associate Professor Jung-Joo Lee
- 2 A Study On The Roles Of Design Facilitators: Unpacking Their Connection To Organisational Design Maturity And Design Education In Singapore**
Erik Chua
Advisor: Associate Professor Jung-Joo Lee
- 3 Towards Designing Eating Behaviour Intervention for Rapid Eating Regulation**
Yang Chen
Advisor: Associate Professor Yen Ching-Chiuan
- 4 Identifying Public Sector Design Leadership Dimensions**
Debbie Ng
Advisor: Associate Professor Jung-Joo Lee



Communication Design Hub

The Communication Design Hub is a creative centre with the goal of designing communication solutions for the NUS community. An extension of the Division of Industrial Design, The Design Hub employs design students to develop a range of communication solutions to support research, outreach initiatives, student-centred activities, and communication. We engage in projects related to information design, graphic design, interface and interaction design, motion graphics, videography, scientific posters, exhibits, and experiential design.

Find out more at communicationdesignhub.com



Team Members

Director:

R. Brian Stone

Design Lead:

Tan Cun Jia

Valeska Tan

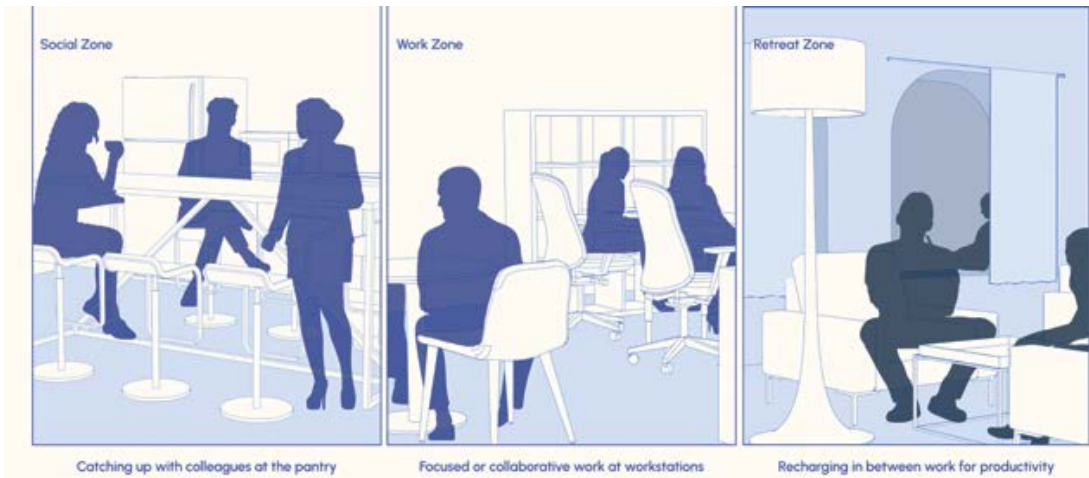
Cherryl Aye Phyu Thant

Graphic Designer:

Chan Khee Hwee

Reimagining the Spaces of Allkin

The Hub designed a set of new spatial guidelines for Allkin Singapore (formerly known as AMKFSC Community Services) to shape the future of its physical spaces. Comprising a strategy guide, onboarding playbook and a signage manual, the guidelines offer a catalogue of spatial typologies that can be applied according to users' needs and functions, while supporting Allkin's refreshed brand identity and positioning after its organisation-wide rebranding.



Catching up with colleagues at the pantry

Focused or collaborative work at workstations

Recharging in between work for productivity

Whether you are energised to collaborate, seeking a conducive space for focused work, or simply needing a moment to recharge, the workspace is committed to uplifting the Allkin staff and volunteers. Workspaces can also be adjusted to suit various team sizes and working dynamics.

CDE Open House

For the 2025 edition of NUS Open House, the Hub continued to design print and exhibition collateral for the College of Design and Engineering (CDE). This included updates to the programme booths, event booklet, and presentation materials. Additionally, the Hub created new microsites for CDE's Open House and admissions information.



Interactive Materials Lab

The Interactive Materials Lab is housed within the Division of Industrial Design, where we conduct research in material systems to support interaction and experience design. Our practice blends designerly exploration and technical experiments with rigorous making. Students collaborate with our research staff to investigate the space between materials and artefacts; and specialise in building interactive systems by leveraging everyday materials and fabrication processes. This often yields new approaches and tools for constructing tangible interfaces.

Find out more at interactivematerials.info



Team Members

Principal Investigator:
Clement Zheng, PhD

Researchers:
Yong Zhen Zhou,
Celeste Seah,
Kianne Lim

PhD Researchers:
Han Bo,
Qian Ye,
E Ian Siew,
Sheryl Teng

Undergraduate Researchers:
Jared Lim,
Adam Choo,
Hannah Ang,
Goh Yu Yan

Resist Slip Casting

In this research, we explored slip-casting—a well-established technique in ceramics, widely used to produce identical forms efficiently and at scale. We sought to rethink this industrial process by considering the tools and materials at play. The result is Resist Slip-Casting—a new approach that ‘hacks’ the conventional slip-casting method to generate textured ceramic surfaces through controlled material resistance. Resist Slip-Casting works by applying water-resistant stickers to the surface of a plaster mold. These stickers selectively inhibit water absorption, altering the local deposition of clay during the casting process. As a result, textures emerge on the ceramic surface, shaped by the pattern and placement of the resistive materials.

This research was presented at CHI 2025 and received an honorable mention award at the conference. The authors are Han Bo, Jared Lim, Kianne Lim, Adam Choo, Yen Ching-Chiuan, Genevieve Ang, and Clement Zheng.



Crafting Interactive Paper

Papermaking is an ancient yet evolving craft, with changes in techniques and materials giving paper contemporary qualities that keep it relevant for everyday use. This adaptability makes papermaking an ideal process for crafting computational composites for tangible interactions. In this project, we proposed new ways of integrating different functional physical materials into paper’s structure through traditional papermaking. With this, we demonstrate how paper as an ancient composite can be used for interactive and tangible interfaces.

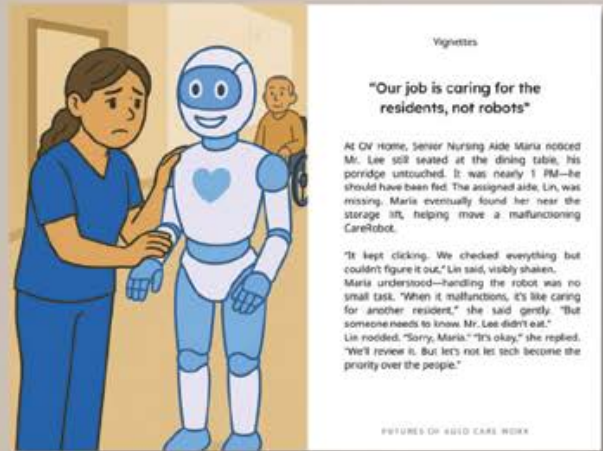
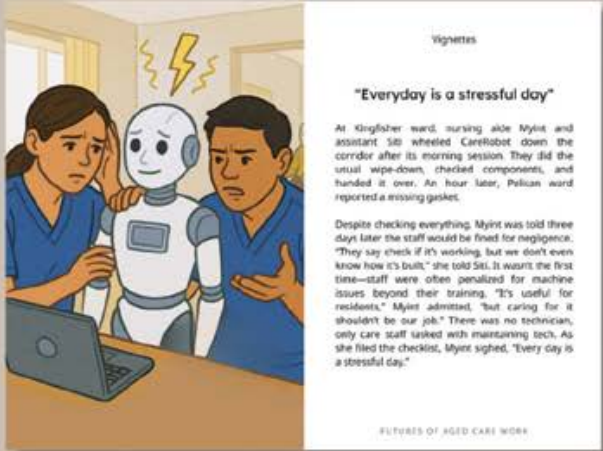
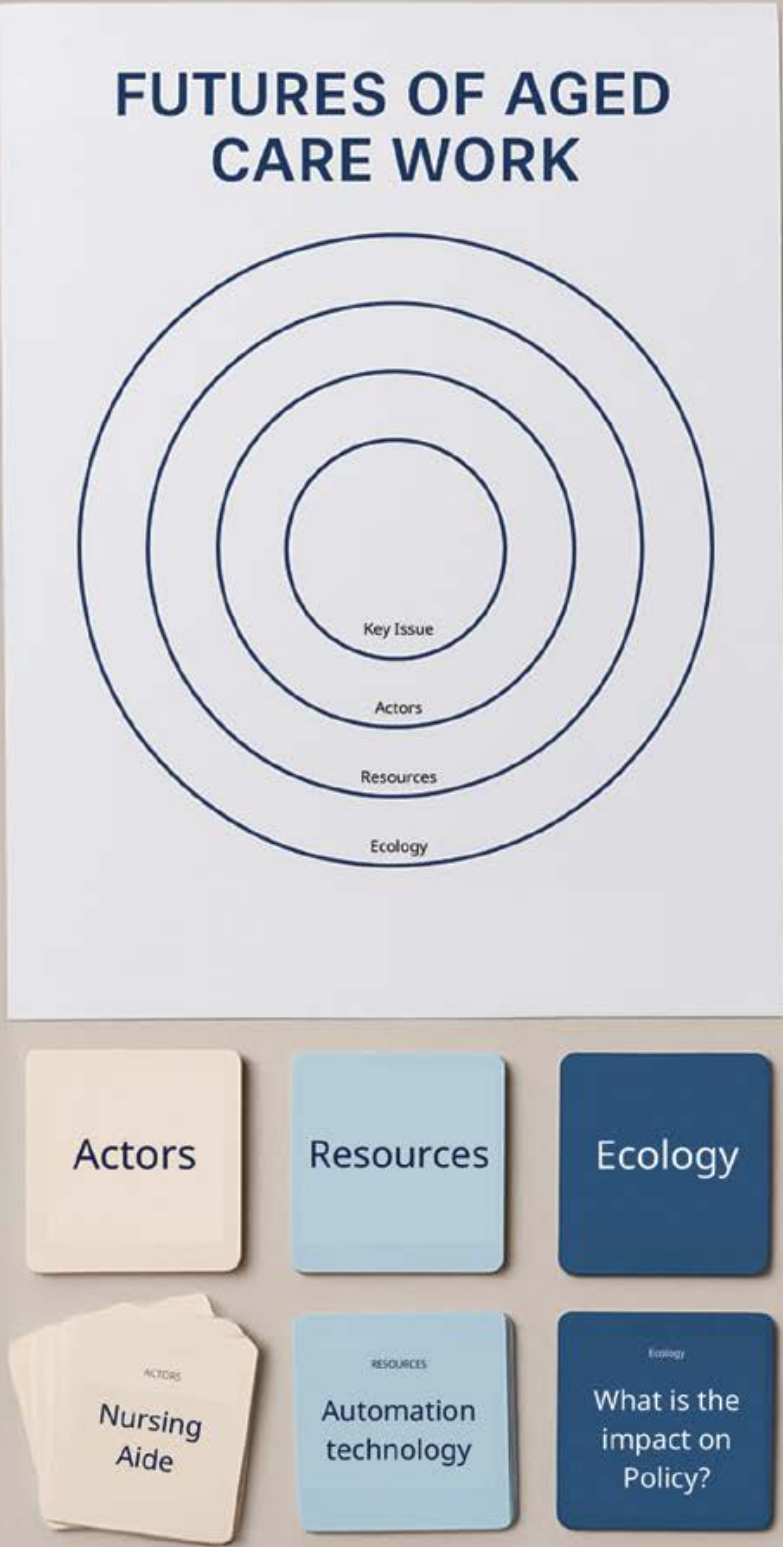
This research was presented at CHI 2025. The authors are Qian Ye, Sheryl Teng, Siew E Ian, Yen Ching-Chiuan, Clement Zheng, with assistance from Hannah Ang and Ho Cheng Ze.



Service Design Lab

The Service Design Lab's goal is human-centred service innovation. We work on collaborative design projects with government agencies and private companies. We develop educational programmes for academia and industries, and disseminate our knowledge through publications, workshops, and online media. We regard Service Design as more than an activity to design intangible services, but a holistic approach to develop innovative solutions at a systems level, using various tools and trans-disciplinary methods.

Find out more at servicedesignlab.net



Team Members

Principal Investigator:

Jung-Joo Lee, PhD

Researchers:

Tse Pei Ng

Celeste Seah

PhD Researchers:

Daniel Campos Muñiz,

Debbie Ng,

Alvin Chia,

Erik Chua

MA Researcher:

Isabel Tan

Undergraduate Researchers:

Teo Swee Yin,

Yiming Yao,

Givson Ong

Futures of Aged Care Work

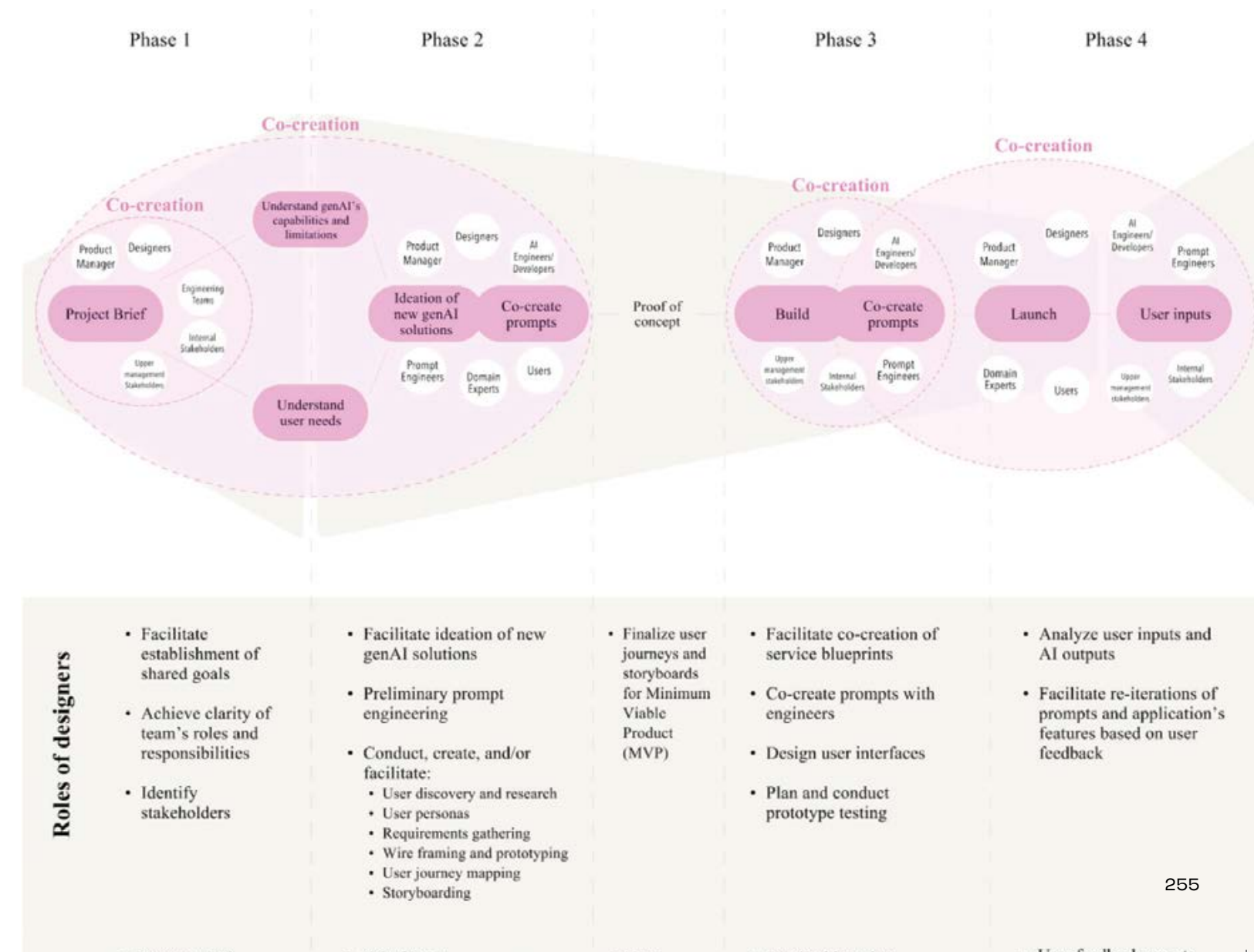
In collaboration with the University of Sydney under the International SDG Collaboration Programme 2024, this project explores how emerging technologies impact aged care workers' wellbeing and working conditions, applying sociotechnical and ethical perspectives to surface cultural and value assumptions embedded in the design of care technologies.

Through co-design with stakeholders across care, technology, and policy sectors, we identify key issues and develop future scenarios towards more sustainable and equitable visions of tech-assisted aged care. The project seeks to reorient innovation priorities toward care workers, addressing the global care crisis marked by worker shortages and precarious labour and advancing the SDGs of decent work and gender equality.



Service design for a co-creation model for genAI development

This project, led by MA student Isabel Tan—a Principal UX Designer at AI Singapore—examines the evolving role of designers within multidisciplinary teams developing generative AI (genAI) applications. Using an autoethnographic approach and systemic literature review, the study identifies key challenges designers face and highlights how service design can add value, particularly through its focus on value co-creation and service blueprinting. The project proposes a new co-creation model for genAI development, emphasizing the emerging role of designers in collaborating closely with prompt engineers.



Achievements



- 1

Debut at Singapore’s 2024 National Day celebration, worn by Minister Josephine Teo and Minister Rahayu

Represented Singapore as volunteers’ bandanas at the eMpowering Youths Across ASEAN Programme

Tapestree

Nazurah Binte Mohd Rohayat (Class of 2024), Akbar Yunus (Class of 2015)
- 2

James Dyson Award 2024: Singapore National Winner

Mammosense

Luke Goh (Class of 2024)
- 3

Winner of Red Dot 2024: Next Gen Award

TRIAGE+

Loh Yi Zhi (Class of 2025), Teo Swee Yin (Class of 2025), Damian Lim (Class of 2026), with guidance from Associate Professor Song Kee Hong
- 4

CDE Alumni Rising Star Award 2024

Ho Pui Yng (Class of 2019)
- 5

2024 Japan Institute of Design Promotion Special Award Winner

Aly

Canice Ng Yin Yin (Class of 2024), Supervisor Associate Professor Christophe Gaubert

- 1


- 2


- 3


- 4


- 5



Staff



1 Winner of Red Dot 2024: Best of the best

CALIPSO

Design Incubation Centre (DIC), Associate Professor Christophe Gaubert, Director of DIC, and Poh Yun Ru, Designer at DIC, Project Lead of CALIPSO, in collaboration with NUS Mechanobiology Institute (MBI) & CNRS@Create

2 CHI INNOVATE 2024: Sustainability in Healthcare

The Sustainable Hospital Playbook Publication

Centre for Healthcare Innovation (CHI), Service Design Lab

3 The Architect's Chair Competition 2024

Inkie Chair—Awarded Honourable Mention
Aloop—Shortlisted

Inkie Chair by Alexandra Corrine Santiago Arguelles (Class of 2023), Aloop by Tommy Cheong (DIC, Class of 2020), Associate Professor Christophe Gaubert and Willie Tay (DIC)

4 Seminars in Orthodontics Research Publication

Does 3D simulation impact clinical reasoning for orthodontic treatment planning of impacted maxillary canines?

AM.NUS: Yen Ching-Chuan, Co-Director of AM.NUS and Associate Professor, Division of Industrial Design, Chen Yun Hsuan (Miffy), PhD Visiting Student, Chong Zi En (Class of 2023), Research Engineer

5 Building and Environment Journal Research Publication

Democratising digital twins for smarter building management

Associate Professor Jung-Joo Lee (Division of Industrial Design), Assistant Professor Ghahramani (Department of Built Environment)

6 College Teaching Excellence Award (AY23/24)

Senior Lecturer Donn Koh, Associate Professor R. Brian Stone, Associate Professor Yen Ching-Chuan

7 alt.chi & Late Breaking Work Publications & Workshop at Computer-Human Interaction (CHI) Conference 2025

Human Factors in Computing Systems

Assistant Professor Janghee Cho



1 Singapore Design Week 2024:
People of Design Showcase Series

a. Heal: Repair+

Associate Professor Hans Tan (Curator), Koh Bei Ning (Class of 2022, Curatorial Assistant), Sheryl Teng (Class of 2019)—Valentine's T-shirt, Edmund Zhang (Class of 2017)—Dory's Chair, Kevin Chiam (Class of 2017)—Izz's Iron

b. Make: Me(n)tal

Samuel Woo (Class of 2018)—Brass Bloks, Edmund Zhang (Class of 2017)—Palette Patina, Kevin Chiam (Class of 2017)—Time Teller; Bow Vessel; and Aluminum's Self Portrait, Anthony Yu (Class of 2017)—Thirteen, Sim Hao Jie (Class of 2016)—The Metallic Cube

c. Plant

Led by Associate Professor Hans Tan and Senior Lecturer Donn Koh and Sheryl Teng (Class of 2019)

Class of 2026:
Damian Lim & Jenn Tew Jia En, Tee Jia Yu, Ong Yong Qing & Vilmos Soh, Chloe Teo & Clement Koh, Liu Xinxin & Nicolette Wong, Sing Pearlyn, Yang Yixuan & Vina Setiawaty

d. Commute

Adjunct Lecturer Alistair Norris (Founder of brief.), Wong Eng Geng (Class of 2023), Clarissa Edeline Yu (Class of 2023), Madeline See (Class of 2026), Tee Jia Yu (Class of 2026)

e. Design

Assistant Professor Clement Zheng, Interactive Materials Lab, Sheryl Teng (Class of 2019), Yong Zhen Zhou (Class of 2022) Siew E Ian (Class of 2023)

Senior Lecturer Donn Koh, Caitlin Foo (Class of 2018), Letitia Lim (Class of 2017), Winnie Lim (Class of 2021), Winston Chai (Class of 2015), Zoey Chan (Class of 2025)

Hu Fang from Atelier Fang, with participants of A++ Recipe Workshop, Sheryl Teng (Class of 2019), Emeline Ong (Class of 2023), Koh Bei Ning (Class of 2022), Ria Arinah (Class of 2024), Annusia Balan (Class of 2012)

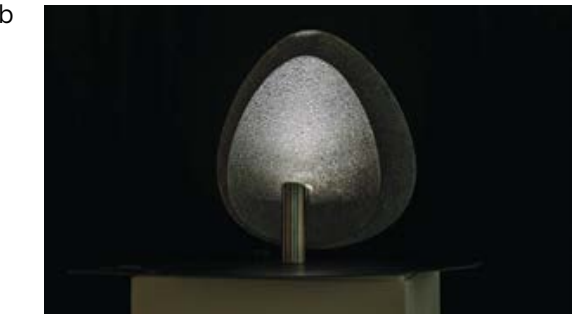


Photo credit to the respective owners.

Exhibitions



2 EMERGE@FIND 2024

Adjunct Senior Lecturer Tiffany Loy (Class of 2010)—Depth Exploration 04, Siew E Ian (Class of 2023)—(Air)ssembly Stool, Emeline Ong (Class of 2023)—The Pastille Collection, Lin Qiuxia (Class of 2019)—Ji Jian Wu Colection, Cynthia Chan (Class of 2021)—Tied Stool, Karyn Lim (Class of 2015)—So Plast!c Vessels, Cindy Evangeline (Class of 2024)—Candlestick Holder

3 The Nature of Things

A collaboration between DID, Lee Kong Chian Natural History Museum and Greydient Lab

Jocelyn Tan & Leon Pereira (both Class of 2026)—The Nature of Things Exhibition Design, Kalinda Chen (Class of 2024)—Celia, Li Si Yi (Class of 2022)—Innatralis, Huang Anqi (Class of 2022) & Kwang Yu Hang (Class of 2024)—Corol, Kianne Lim (Class of 2022) & Celine Chan (Class of 2023)—Harena, Lin Qiuxia (Class of 2019)—Ji Jian Wu Collection, Cindy Evangeline & Kalinda Chen (both Class of 2024)—Flora Obscura, Chua Jia Hui (Class of 2022) & Ms Annabelle Chan (Class of 2023)—Dead or Alive, Li Si Yi (Class of 2022) & Canice Ng (Class of 2024)—Twee Twee, Siti Sarah (Class of 2022) & Sim Lee Ting (Class of 2023)—Kanopi, Rizwan Sahabudeen (Class of 2023) & Kent Limanza (Class of 2024)—Tsikato, Tan Wei Jing (Class of 2021)—In Praise of Flowers, Cynthia Chan (Class of 2021)—Furmidable Pelts, Cynthia Chan (Class of 2021) & Associate Professor Christophe Gaubert—Furmidable Seats, Shawn Ng (Class of 2020), Poh Yun Ru (Class of 2018) & Associate Professor Christophe Gaubert—Black Mirror

4 Nothing But Singapore Photo Exhibition

Associate Professor Christophe Gaubert



5 Milan Design Week 2025:
Future Impact 3—Design Nation

Virtuoso Visionaries

Siew E Ian (Class of 2023)—Auxobrace; and (Air)ssembly, Wong Eng Geng (Class of 2023)—Refuse, Kalinda Chen (Class of 2024)—Celia, Nazurah Binte Mohd Rohayat (Class of 2024)—Tapestree, Tan Cun Jia (Class of 2024)—Standard Singlish, Co-curator Hunn Wai (Class of 2005)

6 Milan Design Week 2025:
‘SaloneSatellite’ and ‘Enhance—Back to Materials’

Twinkle and Pastille Collection

Emeline Ong (Class of 2023)

7 Bound to Bond

Collaboration with Crystal International Group Limited

Beatrice Lum (Class of 2027) & Farhan Hanis (Class of 2026)—Babybond, Chloe Kor (Class of 2027) & Hannah Cha Ju Hyun (Class of 2025)—Silicone as Bonding, Wee Kai Bin (Class of 2027) & Dylan Tan (Class of 2025)—Gridplay, Cheryl Ng (Class of 2027) & Sheryl Cheong (Class of 2025)—Swaipy, Xin Yi (Class of 2026) & Kristy Tan (Class of 2025)—Bamtex, Jenn. Tew (Class of 2026) & Sophia Chin (Class of 2025)—Anemoni, Goh Yu Yan (Class of 2026) & Sharon Lee (Class of 2025)—P-threads, Siew E Ian (PhD Student)—Auxobrace; and Pneullaboration, Sheryl Teng (PhD Student)—LOOFT; and L-OUO-P

Staff Index



Full-time Faculty

Cees de Bont
Head of Division & Professor

Patrick Chia
Deputy Head (Academic) & Associate Professor

R. Brian Stone
Deputy Head (Outreach & Communication) & Associate Professor

Lee Jung-Joo, PhD
Deputy Head (Research) & Associate Professor

Song Kee Hong
Deputy Head (Admin & Finance) & Associate Professor

Hans Tan
Deputy Head (Student Life), Dean's Chair & Associate Professor

Yen Ching-Chiuan, PhD
Dean's Chair & Associate Professor

Christian Boucharenc, PhD
Associate Professor

Part-time Faculty

Dylan Chan

Lim Qi Xuan, Qimmy

Matthew Duane Roop

Ryan Ho

Timothy Hoo

Victoria Koo

Vincent Leow

Jason Ong

Celia Wong

Akbar Yunus

Adjunct Faculty

Christophe Gaubert
Associate Professor

Clement Zheng, PhD
Assistant Professor

Cho Janghee, PhD
Assistant Professor

Gabriel Elijah Lipkowitz, PhD
Assistant Professor

Irmandy Wicaksono, PhD
Assistant Professor

Justin Moon, PhD
Assistant Professor

Donn Koh
Senior Lecturer

Karin Aue
Senior Lecturer

Sheryl Teng
Graduate Tutor

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