





National University
of Singapore



NUS
National University
of Singapore

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College of Design and Engineering

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HEAD OF DID
R. Brian Stone

A Year in Review

Welcome to the Division of Industrial Design’s Grad Book 24. This volume serves as a culmination of the learning outcomes and creativity that flourished within our programme. It showcases the results of our design courses, platforms, electives, theses, research endeavors, and value add activities. These examples are complemented alongside the many achievements of our undergraduate and post-graduate students, faculty, staff, and affiliated centers.

Looking Back Propels Us Forward

As we conclude another academic year, it’s natural to pause and reflect. Amidst the ever-evolving landscape of project complexity, environmental concerns, augmented reality, artificial intelligence, social media, and our constant digital companions, it’s crucial to reaffirm the enduring mission of the Division of Industrial Design: to conceive and realize products, services, experiences, and communication strategies that serve the greater good of humanity. We believe that design is fundamentally human-centered, and that human-to-human interaction is the cornerstone of all our student engagements, professional collaborations, and research endeavors.

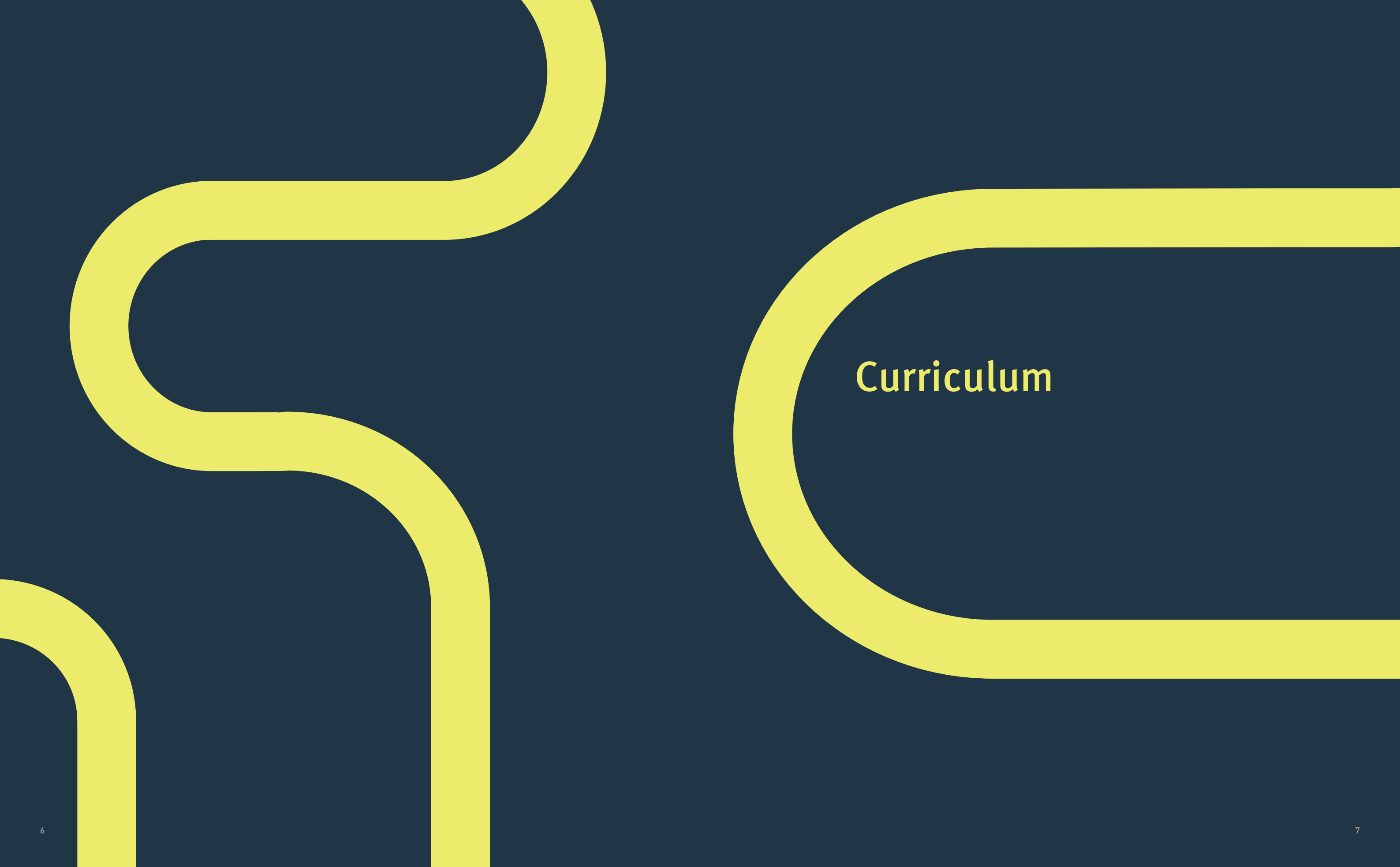
This year marks the 20th anniversary of the Division’s first graduating cohort. We celebrate the foundation they have laid and the role they have played in establishing our short but rich history. We wish to show our appreciation to the Class of 2004 and celebrate their four years of growth as students to professionals. And we’d be remised if we did not give special tribute to the inaugural staff and teaching faculty who paved the way for the Division.

The Division has proactively expanded its course offerings to keep pace with the dynamic nature of the design industry. Several new electives have been developed; a Minor in Visual Communication will now be formally offered, and a Minor in Product Innovation underway. The range of content in our platforms continues to expand to address contemporary and emerging topics. Our new curriculum will now feature three areas of specialisation: Social and Service Transformation, Product Innovation, and Design Futures and Critical Inquiry, all of which serve as an advancement to our traditional thesis. It is also my pleasure to share that the Division will be launching a new Master’s coursework programme in Integrated Design. Resulting in a MDes degree, this exciting new programme will bring a new element of community, knowledge, and professional engagement into the Division. Additionally, the Division has launched the Design for Agility programme to equip NUS staff with the skills to think creatively and adaptively about human reactions to policies and procedures, enabling them to navigate evolving challenges both within the university as well a fast-changing external environment.

In closing, a word to our graduates; you have reached an important milestone in your life – your honours degree in Industrial Design from the National University of Singapore. Your journey of learning has undoubtedly been filled with challenges, but as you look back, I am confident that you can see the significant growth you have achieved in your skills, creativity, ingenuity, and most importantly, your empathy.

I encourage you to use your talents to serve others. By approaching your work with this perspective, you will find a deep sense of personal and professional fulfillment. Use your abilities to confront the many challenges facing the world today and shape your desired future.

Congratulations to you and all that have supported your efforts over the past four years.



Curriculum

Our Background

The Division of Industrial Design (DID) is the first university-level department in Singapore to offer degree programmes in Industrial Design. The BA (Hons), MDes, MA and PhD (ID) are highly selective programmes, where students are taught a potent combination of design thinking and innovation methods, with a clever mix of artistic, humanistic, technological and business disciplines. Our graduates are enabled to take up highly valuable and versatile roles as creative designers, innovators, entrepreneurs, and leaders of change.

DID is where innovations are pushed to the next level. Our vision is to make life better through design; to equip students with interdisciplinary skills and thinking processes required to find unmet needs, as well as solve complex problems involved when creating viable new products, experiences, interfaces and environments. While based solidly on good functionality and form, our approach equips student designers to go beyond these basics of function and aesthetics, into the realm of extreme sensitivity towards human perception, behaviour, emotions, psychology, culture, and habits; so that the innovations from DID students are not just well-intended ideas to fix problems, but holistic solutions that people love to use, and businesses are eager to invest in.

Originally part of the Department of Architecture, our programme has built a stellar track record and gained independence in just 12 years. We are ranked 28th for the subject of art and design by QS World University Rankings by subject in 2021.

Social & Service Transformation

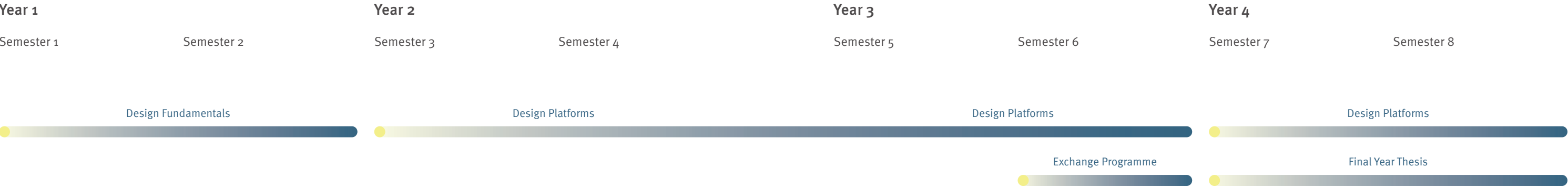
A human-centred approach to designing interactions that are usable, meaningful and enjoyable. It focuses on bettering lives in the ever-changing society.

Product Innovation

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

Design Futures & Critical Inquiry

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



Design Fundamentals

Semesters 1–2

In the first 2 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.

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 individual course of learning by selecting and participating in 2 concurrent design studios from a variety of design projects offered every semester—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 different topics reflects the ever-expanding role of an industrial designer. Students are not only able to receive exposure to different areas of industrial design, but also gain the opportunity to learn different approaches to designing, from studio leaders and industry collaborators.

In addition, the vertical format of the design platforms encourages the cross-learning of ideas, skills and methods while junior students work alongside and/or compete with senior students. Students in a lower year will take up the role of a junior designer, whilst senior students will have the opportunity to assume the role of a senior designer. This arrangement reflects the importance of group dynamics and teamwork in industry practice, where design teams often

Year 3

Semester 5

Semester 6

comprise of junior designers, senior designers and sometimes a creative director. From 2010 till 2021, we have accepted a wide variety of industry sponsored projects from the following industry partners:

Akzonobel, ASUS, DBS Bank Ltd, Bruichladdich, Dell, Dupont, Eight Inc., Estée Lauder, Eu Yan Sang, 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, Keppel Land, L'Oréal, Ministry of Education Singapore, Ministry of Manpower Singapore, Motorola, National University Hospital, Nestlé, 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, Tan Tock Seng Hospital, Toshiba, Tupperware, VISA, Woodlands Health Campus, World Kitchen, Xentiq, Yong Loo Lin School of Medicine.

Year 4

Semester 7

Semester 8

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 self-initiate a project according to their area of interest, preparing the graduates for a career in the design industry.

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.

B.A. Course Structure



Semester 1



Semester 2



Semester 3

Semester 4



Semester 5

Semester 6



Semester 7

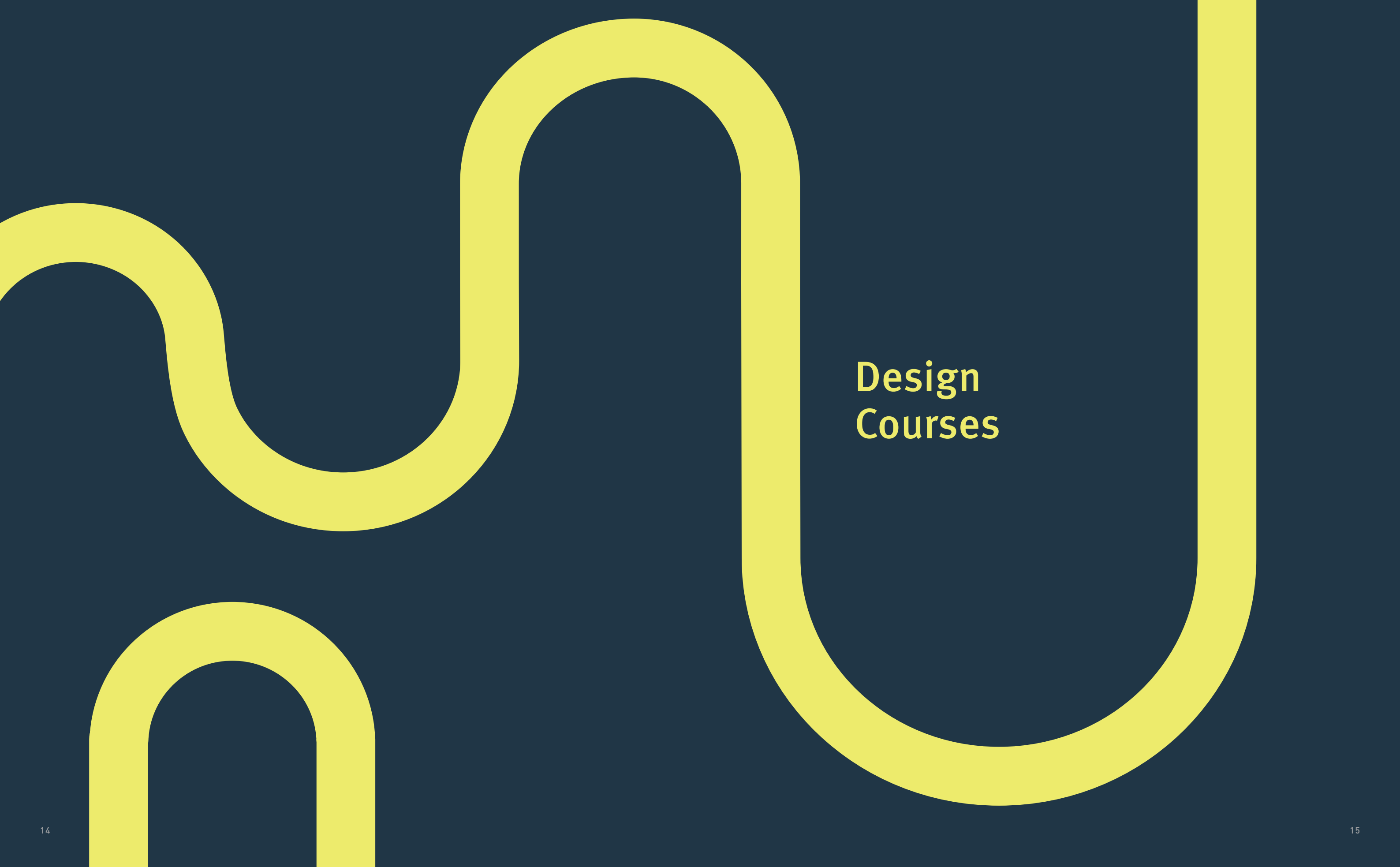
Semester 8

Design Fundamentals			
Principles and Approaches to Design	Design Fundamentals	Design Platforms	Design Platforms
Creating Narratives	Human-Centred Design	Materials and Production	Systems Thinking and Dynamics
Design Thinking	Design and Make (Maker Space)	AI for Design (Artificial Intelligence)	Computing for Design
Quantitative Reasoning	Fundamentals of Project Management	GE Course	GE Course
Introduction to Prototyping			

		Design Platforms	Design Thesis Project (Specialisation)
Design Platforms	Design Platforms	Design Entrepreneurship and Creative Leadership	
Discourse in Contemporary Design and Culture	Unrestricted Electives	Project Research (Specialisation)	
Liveable Cities (Sustainable Futures)		Specialisation Elective	
GE Course		Unrestricted Electives	
	GE Course		Unrestricted Electives

With Specialisation

W/O Specialisation
Specialisation Courses will be replaced by Unrestricted Electives



Design Courses

Colours, Materials & Finishing

Instructor
Celia Wong

While limited by criteria, colours, materials & finishing (CMF) exploration is also limitless, making choices subjective and difficult. Perceived values well articulated through strong associations in CMF can increase design effectiveness. New application can drive design innovation, challenging limits in technology. Through observing leading brands and trends, translating the leading design influences into relevant palette, exploring and specifying CMF, students learn to be more sensitive in justifying and making meaningful choices of CMF.



Visual Perception:
Neo-Brutalism & Nostalgic Renaissance

Across domains, we identify emerging aesthetic trends. Integrating them into products through CMF to accentuate key trend features—this breathes new life into designs that resonate with today’s styles.

Zoey Chan

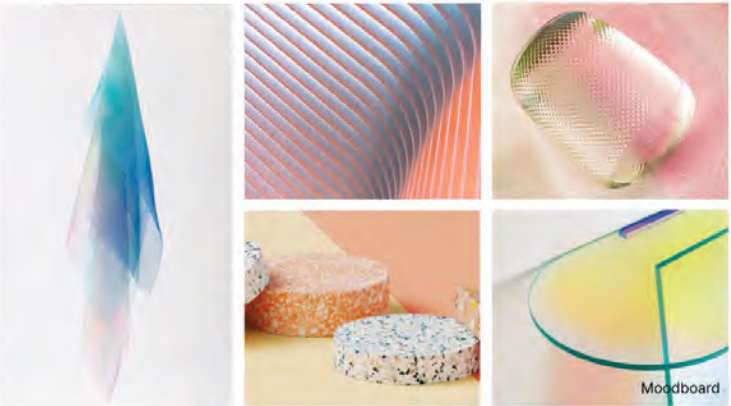
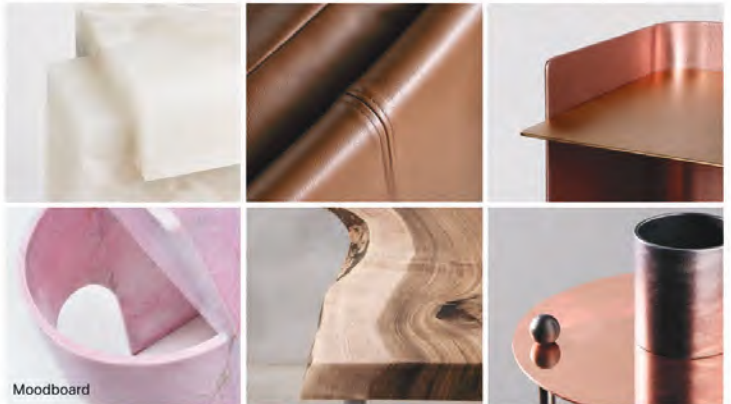
Brand Fit & Inspirational CMF:
Leica & Fujifilm

This project compares Leica and Fujifilm’s branding strategies, examining how their heritage and values are embodied in their products’ colours, materials, and finishes.

Givson Ong



Leica's Product Range

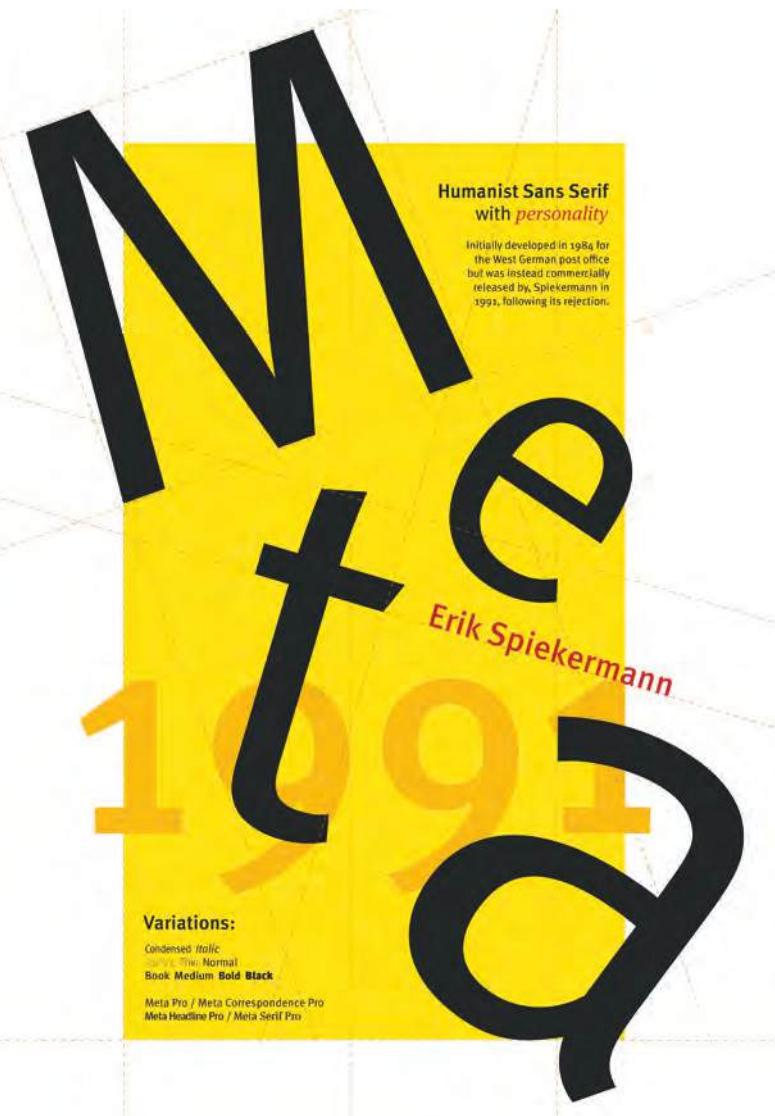


Typographic Form and Communication

Instructor
R. Brian Stone

Typographic Form and Communication introduced 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 explored letterform combinations, typographic semantics, visual hierarchy, and compositional narratives. By placing focus on the arrangement of type, students learned to communicate concepts in a clear, compelling, visual manner.



Gillian Ng



Ong Yong Qing



(From left to right)
Makita Hinako, Alessia Marchesan, Lim Pei Chin



(From left to right)
Ye Lin, Ong Yong Qing, Zeng Zhihan



Alessia Marchesan



Ong Yong Qing

The Art of Imaginative Sketching

Instructor
Vincent Leow

This module helps turn any sketch enthusiast into a creative drawing whiz. Through fun and mind-provoking exercises, it provides students with skills to express their ideas visually. Using just simple pen and paper, they will turn blank white pages into a potpurri of imaginative works.

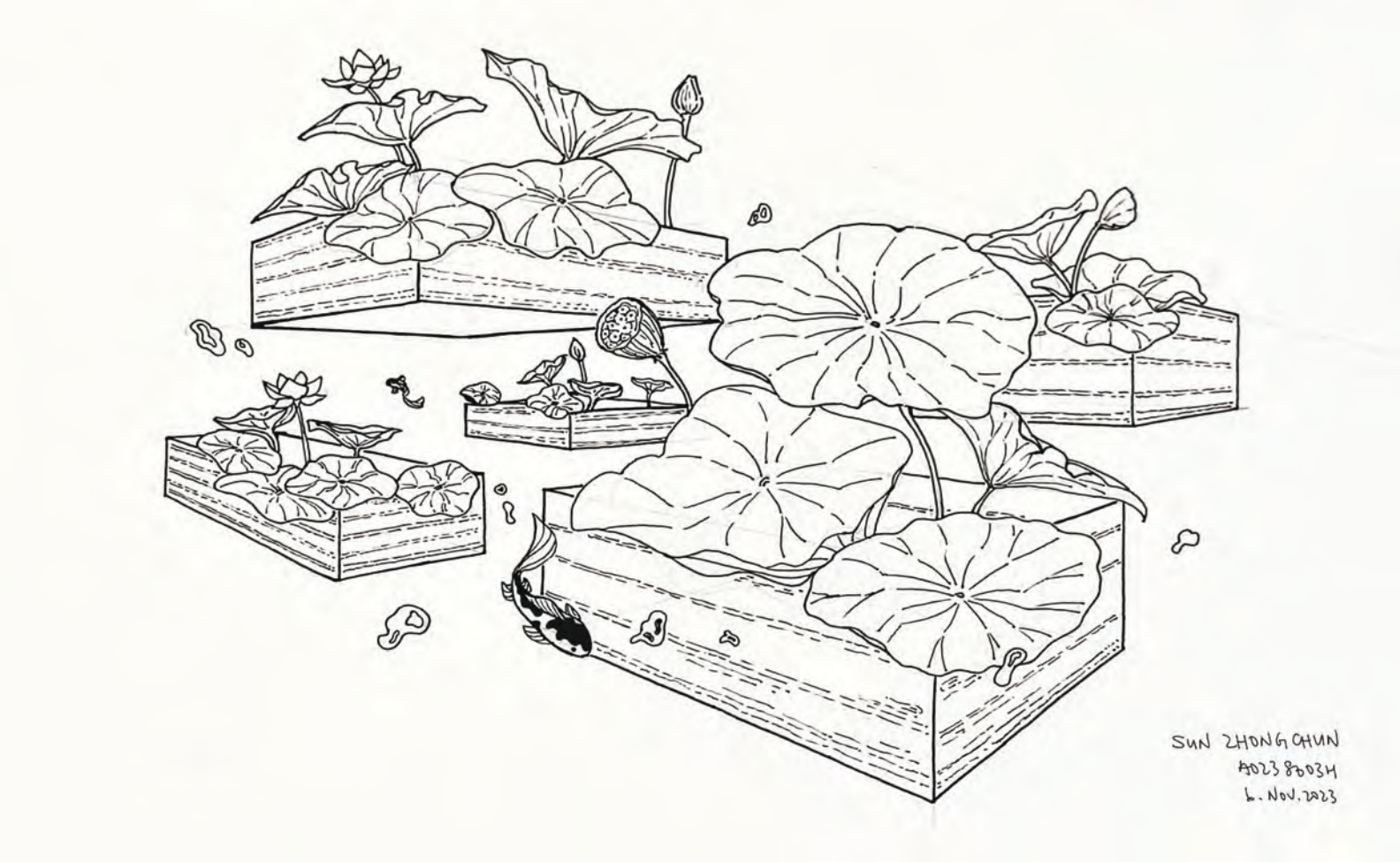


Stone totem
Lee Sunwoo



One-line drawing
Zhang Zihe

Stone totem
Debbie Wu Yuanyi



Two-point perspective
Sun Zhongchun

Product Photography

Instructor
Poh Yun Ru

In this module, students explore essential elements of professional product photography, including framing, shooting, lighting, setup, and post-processing.

Students were assigned to compose a series of images showcasing the Ji Jian Wu collection, aiming to convey the product’s essence through thoughtful storytelling, unique art direction, and a deep understanding of the brand’s personality, style, and character. This tested their technical skills and encouraged them to delve into the intricacies of visual communication, capturing the spirit of the Ji Jian Wu product.



 Kwan Jia Chen, Suzie



 Ong Jingheng, Travis



 Serene Tan Sher Yun

Branding & the Elements of Storytelling

Instructor
Ryan Euclid Chin Qingfeng

This module goes beyond visuals and into crafting narratives driving design. Students explore diverse brand perceptions, decoding their essence for varied audiences. This course spans two phases: Analyze brands, propose extensions or rebranding for wider customer appeal; Synthesis involves crafting brand statements and culminates into comprehensive brand books and mockups. Through these phases, students gain deep insights into brand strategy, amplifying their ability to strategically shape compelling brand identities.



DISCOVER

DISCOVER disrupts norms to redefine the ice cream experience for modern adventurers. We embody culinary rebellion, aiming to inspire the excitement of unexpected tastes. A unique platform solely dedicated to unconventional flavors, promising a one-of-a-kind exploration for daring taste enthusiasts.

Muhammad Haziq Bin Roslany



Dunkin Donuts Extension

Dunkin’ Donuts extends its iconic brand by introducing evening delights: ice cream treats. Embracing versatility, the ‘Double D’ shape forms both ice cream cones and, when inverted, coffee-dipped donuts. Catering beyond mornings, this expansion invites customers to savor Dunkin’ flavors at any hour, redefining sweet indulgence.

Sheryl Cheong

Fruit Up!

Fruit Up! is a vibrant initiative inspiring children to adopt healthier eating habits through fun packaging. By ingeniously redesigning fruit packaging with playful elements, Fruit Up! transforms the perception of fruits, making them nutritious and irresistible to young taste buds.

Eda Yasmin Binte Asni

Electronic Media and Production for Design

Instructor
Siti Norhana Mohammed So'od

Electronic Media and Production 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.



 **Asset Creation 2D to 3D**
Lim Celine Soubine

 **Visual Puns & Homonyms**
Lumna Chitrakar

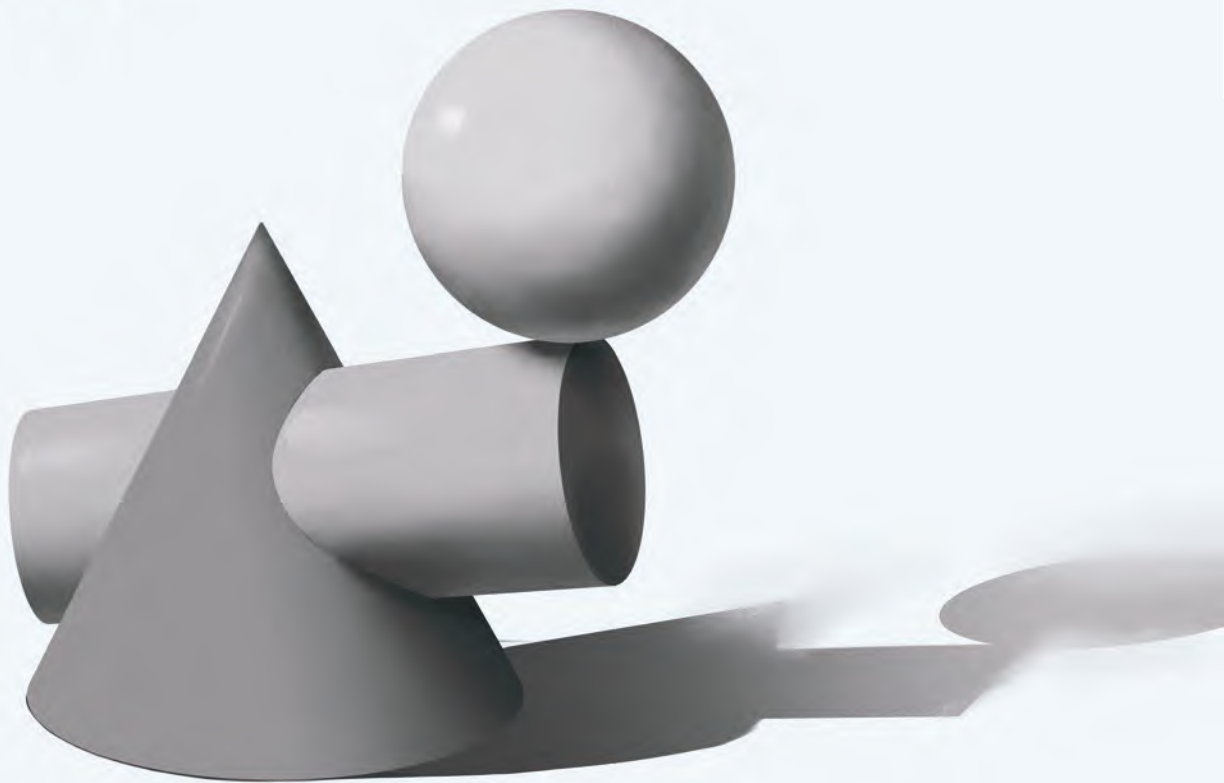
 **Public Service Announcement Campaign**
Gerrica Eponine Tan Fei

Digital Sketching and Painting

Instructor
Vincent Leow

The course is designed for those who want to learn how to use Photoshop to create visually captivating and original works. Through weekly practical projects, they are taught the fundamentals of digital painting and sketching so they can use the stylus and tablet effectively to come up with creative designs.

GEOFORMS



Geoform painting

Painting of simple geoforms to understand light and shadow.

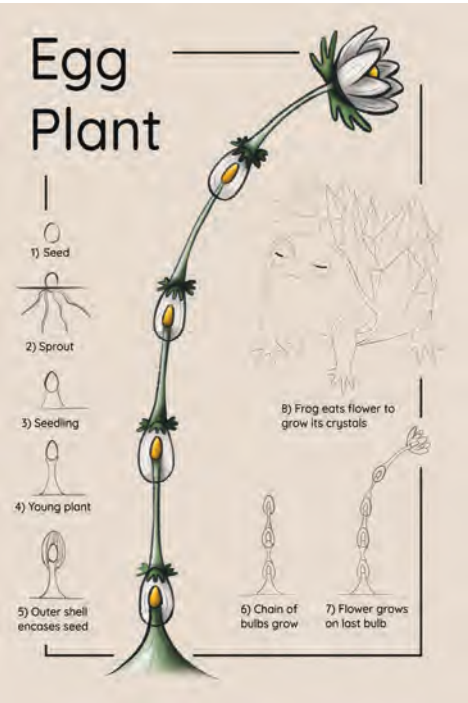
Chen Yueting



Swatch x You

Using of brushes to create interesting graphics for Swatch watches.

Jasmine Soon Wei Ya



Plant design

Creation of original plant design via silhouetting

Sarah Chan Hui Ying

The Appreciation of Wood Craft

Instructor
Jason Ong

This module introduces students to various wood-working processes through the fabrication of a small solid wood product 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.



 Gerrica Eponine Tan Fei



 Chew Tong Yun

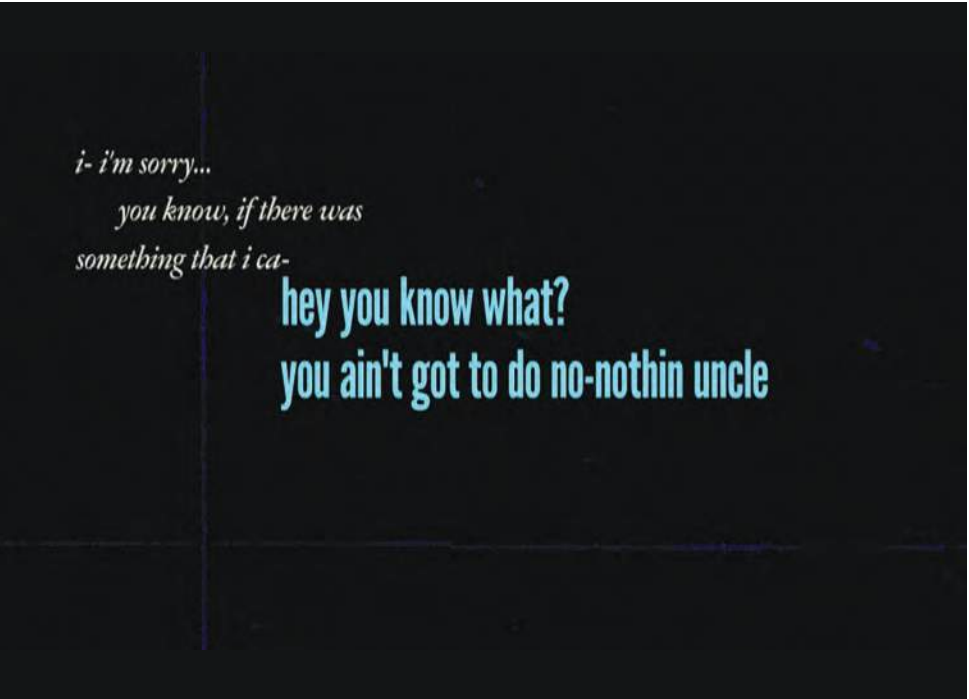
Motion Design

Instructors
R. Brian Stone, Siti Norhana Mohammed
So'od, Matthew Roop

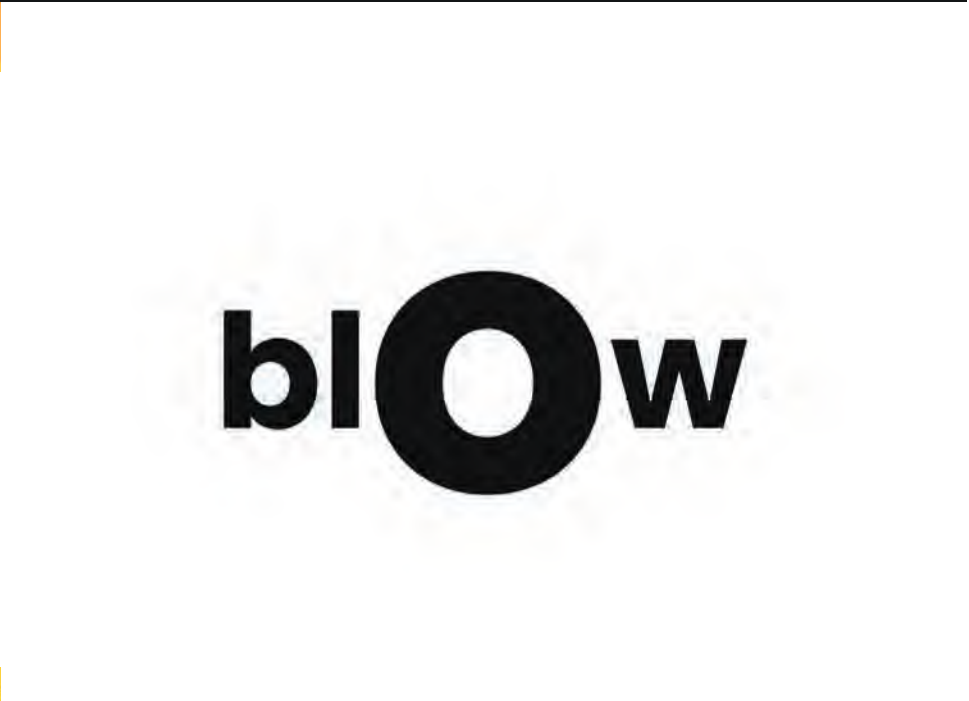
With the proliferation of screen-based media, communicating using motion is of growing relevance and importance. This module introduced students to the theories and practice of time-based media and motion-based communication. It enabled students to express ideas and messages through kinetics, time, sequence, and sound using various techniques of graphic design, illustration, and live video, integrated with motion aesthetics, animation principles, audio scoring, and editing.



 **Moving Poster**
Saracan Elvin



 **Visualising Audio**
Naurah Khairiah Binte Muhammad Dzaki



 **Homonyms**
Ding Yi

Human-Centred Design

Instructors
Song Kee Hong, Timothy Hoo

Human-centred design is a problem-solving approach that prioritizes users’ needs, preferences, and behaviours - understanding their perspectives and experiences, and actively involving them throughout most of the product or service design process.

The course aims to equip 1st-year students with these necessary skillsets to handle most industry-relevant studio projects from their 2nd year.

Beyond The Bean.

Championing the ethos of Foreword Coffee Roasters: a cafe embracing inclusivity by employing baristas with sensory and developmental disabilities, aims to redesign the space with consideration of elevating accessibility and breaking down the unseen barriers between staff and customers.

Hor Jun Jie, Ang Sze Ern, Derica Kon Yi Ru, Teo Myron, Wee Jie Basil

Primary Persona 1

Loyal Customer



Andrew, 26
PhD student in Engineering

User Behaviours

- Often brings his own cup
- Good relationship with staffs; staffs recognise him and remember his order
- Enjoys small talks with staffs

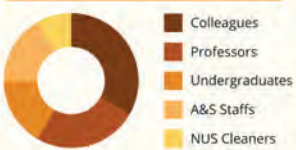
3-5 visits a week

Loves interaction with staffs

Fixed order preferences

Consistent source of revenue

Source of Interactions



Primary Persona 2

New Customer



Sarah, 21
Degree student in Engineering

User Behaviours

- Only patronises the store if she so happens to walk past or is in the area of Engineering
- Uses PayNow confidently for paying her purchases

Don't know what to order

Wants fast Grab-and-Go

No connection to Arise and Shine

Potential regular customer

Source of Interactions



Secondary Persona

Staff Member



Elaine, 37
Staff in Arise & Shine

User Behaviours

- Greets customers with a smile
- Initiates small talks with customers who would engage
- Tries and remember who ordered what drinks

Friendly and cheerful disposition

Heart of Arise and Shine

Remembers some regulars

Determines store manpower

Source of Interactions



Key Pain Points & Insights

Critical points – to be addressed and improved

Common



01 - Identity & Representation
Users often miss out on the Branding and ethos of the space

Student



03 - Difficulty in wayfinding
Users experience difficulties in locating the space, cafe's presence is not apparent

Barista



05 - Unconsidered workflow & Space
Current workspace is not well considered for PWDs



02 - Barriers in Communication
User and barista interaction is awkward and jarring



04 - Appropriation of Space
Users misappropriate the use of space, often clashing with one another

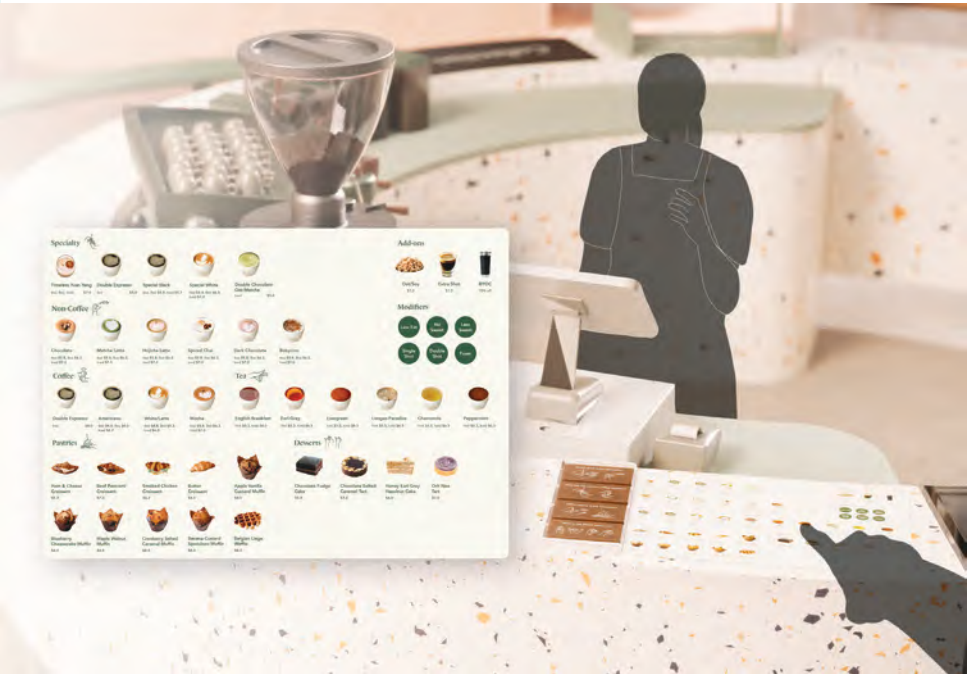


06 - Isolation of staff
Baristas feel isolated and segregated from the users and space.

Arise & Re-Shine

Driven by the hidden stories uncovered through site research, we prioritised meaningful interactions and efficiency in Arise and Shine’s redesign. By reintroducing a brand identity and redesigning the layout to enhance interaction points, we ensure every touchpoint radiates warmth and efficiency.

Tay Yun Jun, Liu Bing Jie, Ng Jing Wen, Imre Flora Fanni

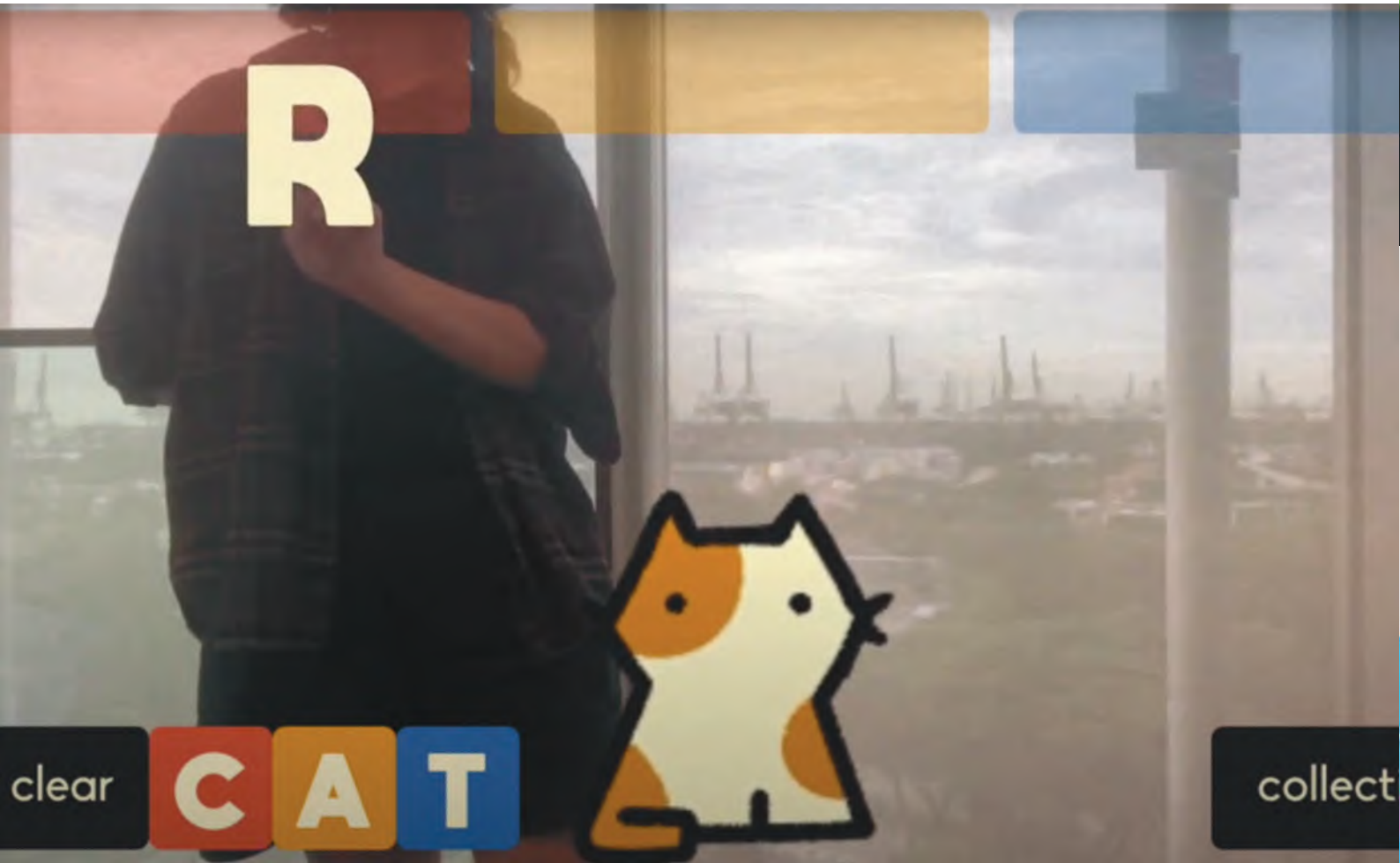


Computing for design

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

An introduction to the elements of computational thinking and their applications.

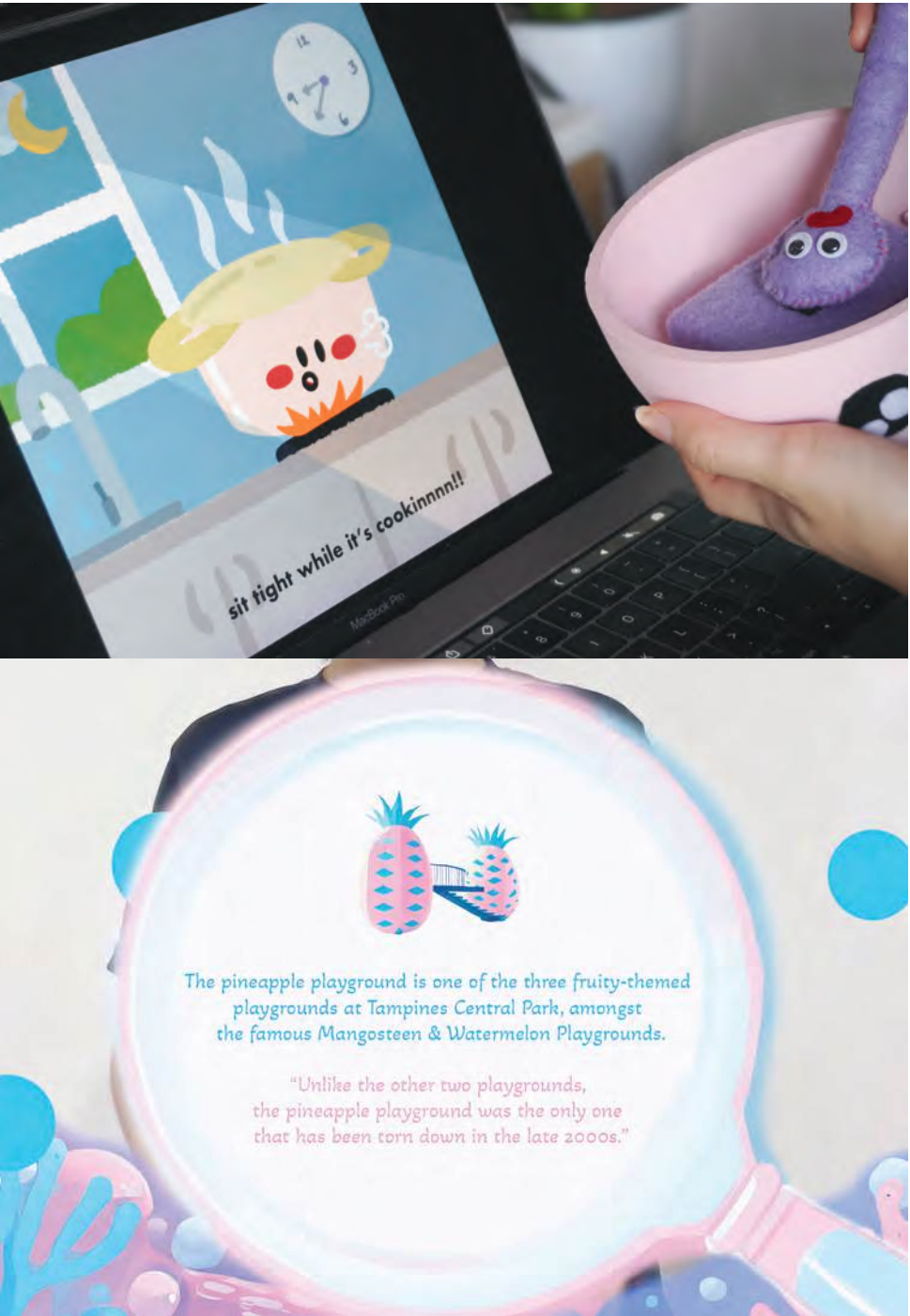
Students gain skills and knowledge in the use of computational logic and methods, such as basic programming, data acquisition, and human-computer interaction. They learn computational thinking to solve design problems and employ computational tools as an integral part of the design process.



Spellcasting

Spellcasting is an interactive p5.js project about summoning objects by forming and arranging the correct letters in Singapore Sign Language (SgSL) with one's hands to complete a collection of 32 different words. This game lets players learn how to spell any other words in SgSL, such as their names.

Esther-J Yoong



Cook!

Cook! is an interactive game consisting of multiple stages for players. With Boo being an abandoned bowl, the main objective is to get through several transformations till Boo evolves into a species of food. Using p5.js and micro:bit, players navigate each stage by tilting, shaking, and stirring till Boo evolves.

Nor Nadia Diyana

Pastel Memories

Inspired by the Nenas Estate display at Gillman Barracks, Pastel Memories is an underwater-themed interaction that explores Singapore's forgotten nostalgia with fun mix-and-match gameplay. It seeks to uncover and educate the significance of these collective memories through a literal "pastel lens".

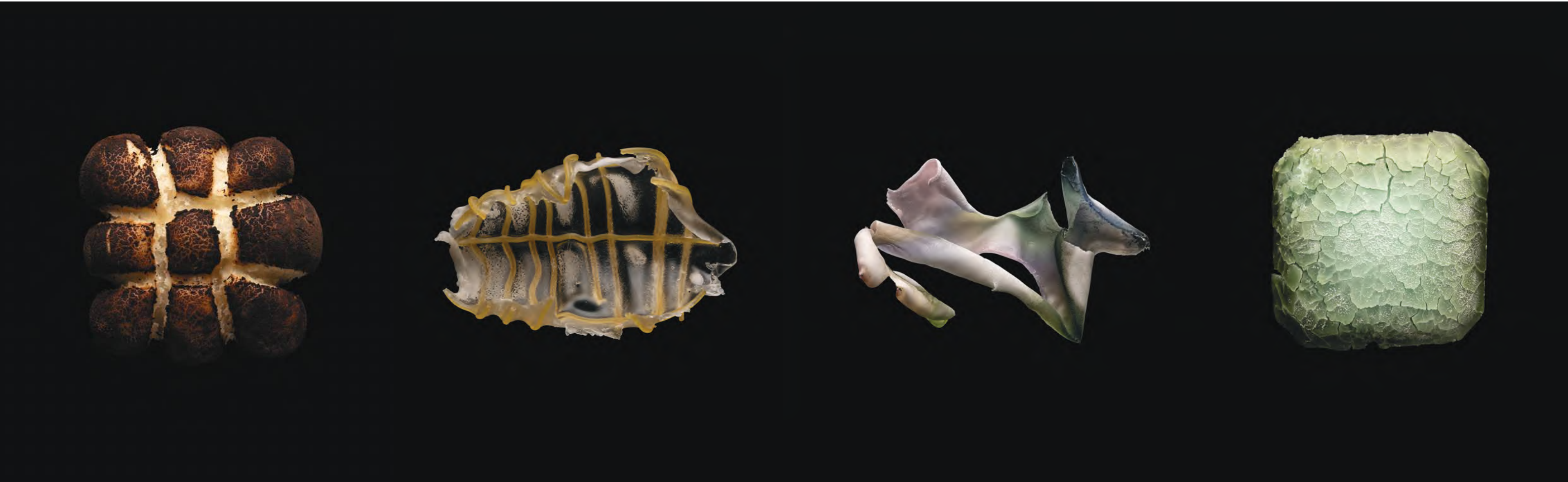
Liu Xinxin

Thinking through Making: Fascinating Flour

Instructors
Hans Tan, Grace Tan

Working with flour as key material and steam as fabrication method, each student is tasked to arrive at a fascinating piece of cooked flour.

Immersing themselves into a hands-on exploration process, they take risks and brave failures, harnessing the creative cognitive link between their hands and brain.



 Hor Jun Jie

 Clarice Chew

 Lee Zhi Lin

 Wee Kai Bin

Electronics as Materials

Instructors
Yuta Nakayama, Akbar Yunus, Clement Zheng

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 Manual Controller

The manual controller focuses on the action of doing manual labour. You use the provided hammer to hammer down the nails on the plank of wood to lead the snake to the direction you'd want to go. Sawing the wood to reset the game and the tighter you twist the screw on the faster the snake goes.

Judith Chin Li Xiang



The Dishwashing Controller

This Dishwashing Controller turns an everyday chore into a playful game. Players control the snake direction by moving the sponge across the plate. Turn on the tap to start the game, press the soap bottles to control speed and place sponge in holder to reset.

Magdelene Low

Visual Literacy

Instructors
Ryan Euclid Chin Qingfeng, Dylan Chan Sze-Yen

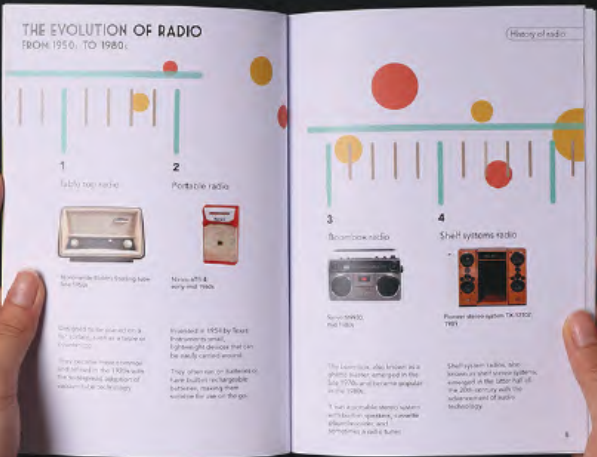
This fundamental course focused on honing one’s ability to interpret, negotiate and make meaning from information presented in the form of images. Through a series of exercises on design synthesis, gestalt theory, colour interaction, rhythm and balance, organisational systems, typography and communication hierarchy, students heightened their sense of visual literacy. Studies on a chosen field were then culminated into a booklet, describing learning outcomes and reflections.



Beh Yi Ting Stephanie



Ang Sze Ern

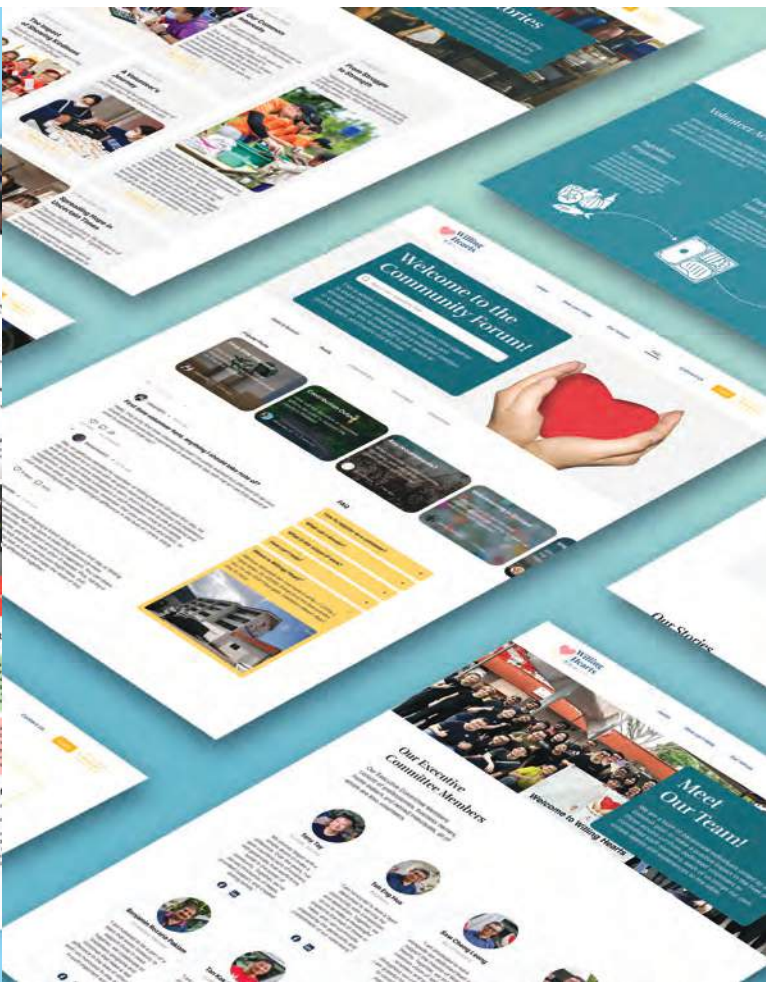


Relyene Soh

Iterative Interfaces

Students are challenged with using Usability Testing and UX Design to Research and Redesign a local charity organisation’s website over 6 weeks.

Instructors
Alistair Norris, Ryan Ho



Reimagining the RDA Experience

RDA’s site was redesigned with a streamlined navigation for trust and values alignment, boosting engagement for equine therapy beneficiaries and volunteers, fostering deeper connection.

Chloe Kor

Gamifying Volunteering

This project integrates gaming into volunteering by enhancing engagement and aiming to inspire volunteers for social good, fostering vibrant volunteer ecosystems globally.

Ng Jing Wen

A Willing Heart

Willing Hearts’ website redesign provides users with a sense of trust and credibility. We created an authentic experience for them to envision volunteering with us at Willing Hearts.

Pearlyn Woo Pei Lin

Breathing Life into Stories with Willing Hearts

Redesigned website employs research-based design for optimised information hierarchy. Integrates videos, stories, forum for fostering a supportive community.

Tay Yun Jun

Form Finding and Development

Instructor
Patrick Chia

This exercise aims to develop perceptual form modeling skill and the ability to visualize in 3D. Students learn to make value judgment 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.

V Vacuum

The forms in Vacuum invite the viewer to explore how an invisible suction force interacts with form. Each piece depicts the slow pull of material towards its core, with each iteration experimenting with displacement and shape to bring about new understandings of both force and form.

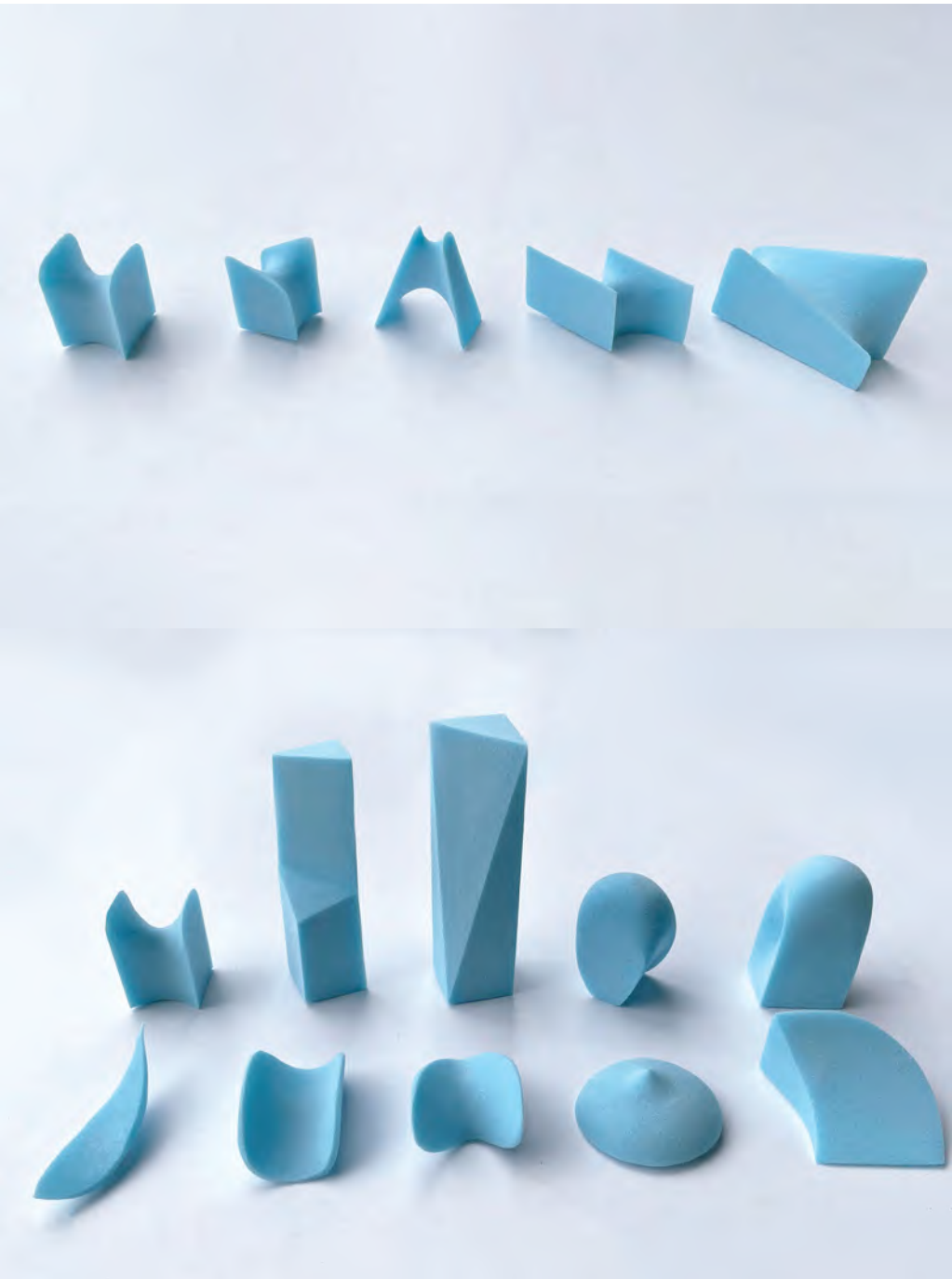
Jamie Koh Teng Suan



Gravitational Pull

Gravitational Pull is a series that mirrors a weighted ball gliding across a malleable surface to sink and pull at its surface. The final designs depict this movement through a variety of directional pulls and intensity of their force, creating a visual contrast of rigid forms and fluid motion.

Chloe Kor



SPS Analysis & Buttons Control

Instructors
Sixiu Tan, Tiffany Loy

The exercise aims to develop a conceptual understanding of the physical attributes, control functions, and visual signals of buttons found in product design. Each button should serve a designated function such as push, pull or shift. The final prototype should closely resemble a real product in form, ergonomics, color, and texture. This exercise aims to enhance students' comprehension of button design principles and their ability to create realistic prototypes.



Tree Bark

Tree Bark reflects the interaction between nature's natural processes and human curiosity. Mimicking the manner in which a tree bark breaks, peels, and feels under our touch, providing a tactile experience that links us to our innate wonder and awe of the masterfully formed creations around us.

Lim Jialin Joni



Planar Tensions

The set of buttons revolves around the concept of planar tensions. The mechanics and function of each button solely rely on the tension of the material, providing a unique interaction.

Tan Ler Shan



Exposed Mechanism

My buttons consists of abstract mechanisms that are exposed through a transparent frame which cues users to interact but are only able to do so from the buttons on the top.

Dannon Low

Design Platforms

From their second year, students can tailor their individual course of learning by selecting two concurrent studios from a variety of 11–14 different design projects offered every semester. Topics of each design studio are in line with the department's specialisations, consisting of Product Innovation, Service and Social Transformation, and Design Futures and Critical Inquiry. The range of different topics under these three specialisations reflect the pedagogies of the ever-expanding role of a designer in our current society.

Design for Sustainability for Healthcare

Platform Leaders
Jung-Joo Lee, Lucas Cheng

Collaborator
Tan Tock Seng Hospital,
The Centre for Healthcare Innovation

The platform collaborated with Tan Tock Seng Hospital to design solutions for a behavioral shift among hospital staff, promoting sustainable choices and fostering a culture of sustainability. Using Service Design and Behavioral Insights, the project involved stakeholders in co-creation processes to understand staff behaviors and organizational processes. Seven teams explored various areas, including in-patient wards, endoscopy, the hospital kitchen, the care and counselling department, and community health teams, developing feasible and impactful solutions.



Strategies for a Greener In-patient Ward

Utilising the 'Just Noticeable Difference' to reduce paper towel wastage and promoting sustainability through self-created mascots to enhance ownership. When implemented, these approaches minimise ward waste and increase recyclable collection rates.

Luke Goh, Bryce Lim, Damian Lim



Project Gaia

The kitchen plays a crucial role in patients' nutrition. With 14 distinct sections serving 2000 ward patients, unsustainable practices like reliance on paper visual cues for nurses and patients' leftovers produce significant collective waste. To address this, we propose implementing low-cost colored tags for patient boards and offering reduced rice portions.

Zhang Bo Ya, Grace, Shaheed Ibnu Mohamed Hassan,
Goh Bing Jun



Hand in Hand

Through easy implementation and adoption, Hand in Hand fosters sustainable lifecycles for healthcare equipment. Accessible donation and adoption avenues guide patients from education to taking action in combating waste. Our inventory system streamlines clinician workflows, supporting them in their decision making that benefits both their patients and the environment.

Gazal Mathur, Ong Tian Gui Givson, Lin Wenkang

Designanalysis

Platform Leader
Christophe Gaubert

Teaching Asisstants
Poh Yun Ru, Tommy Cheong,
Chan Khee Hwee

This platform was the opportunity for the students to elaborate and define their style as a designer, and to apply it to a collection of products. Based on a methodic analysis of the personal experiences, inspirations and imaginary, they first mapped their visual universe and did a first translation in the form of personal branding. By extracting the principals of a Design Language, they then developed a full range of products for the home environment, from flat, printed items to more complex objects.



Boundary-breaking wall decals

In the playroom, curated designs breathe life into a child’s wonder, each element igniting the magic of imagination in this enchanting space.

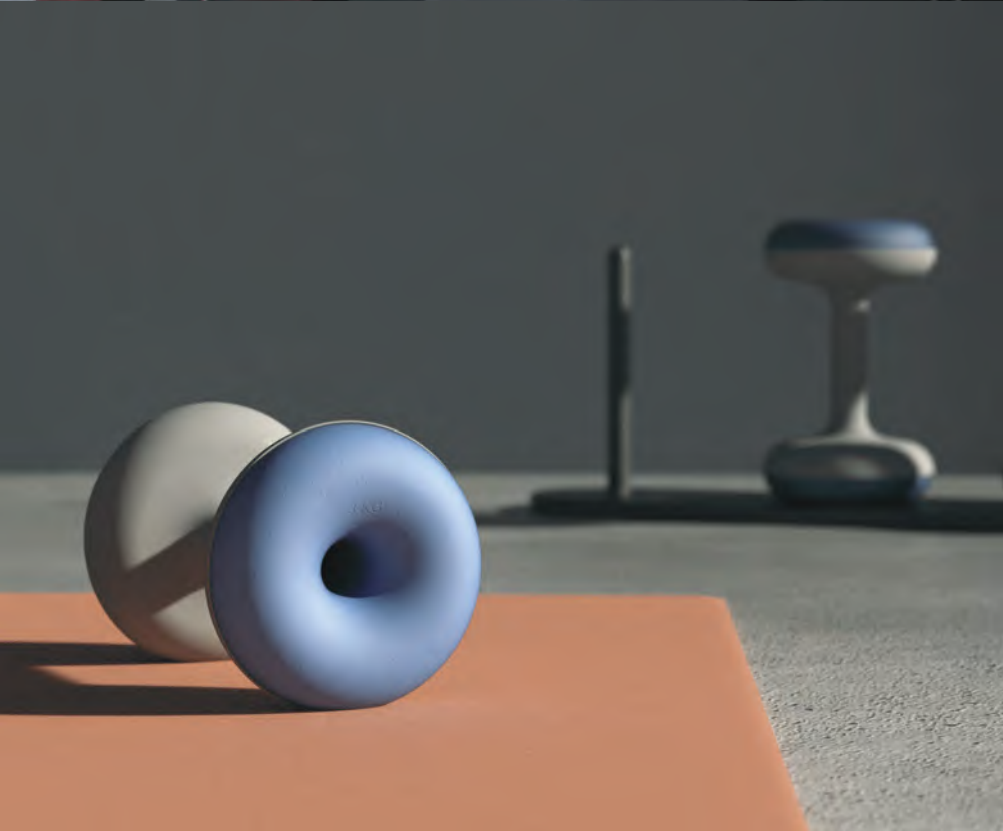
Jayden Ting Zhong Xuan



Lamp

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 mirror creates a door to a parallel world where people can escape to.

Kristy Tan Wei Qi



Set of Dumbbells

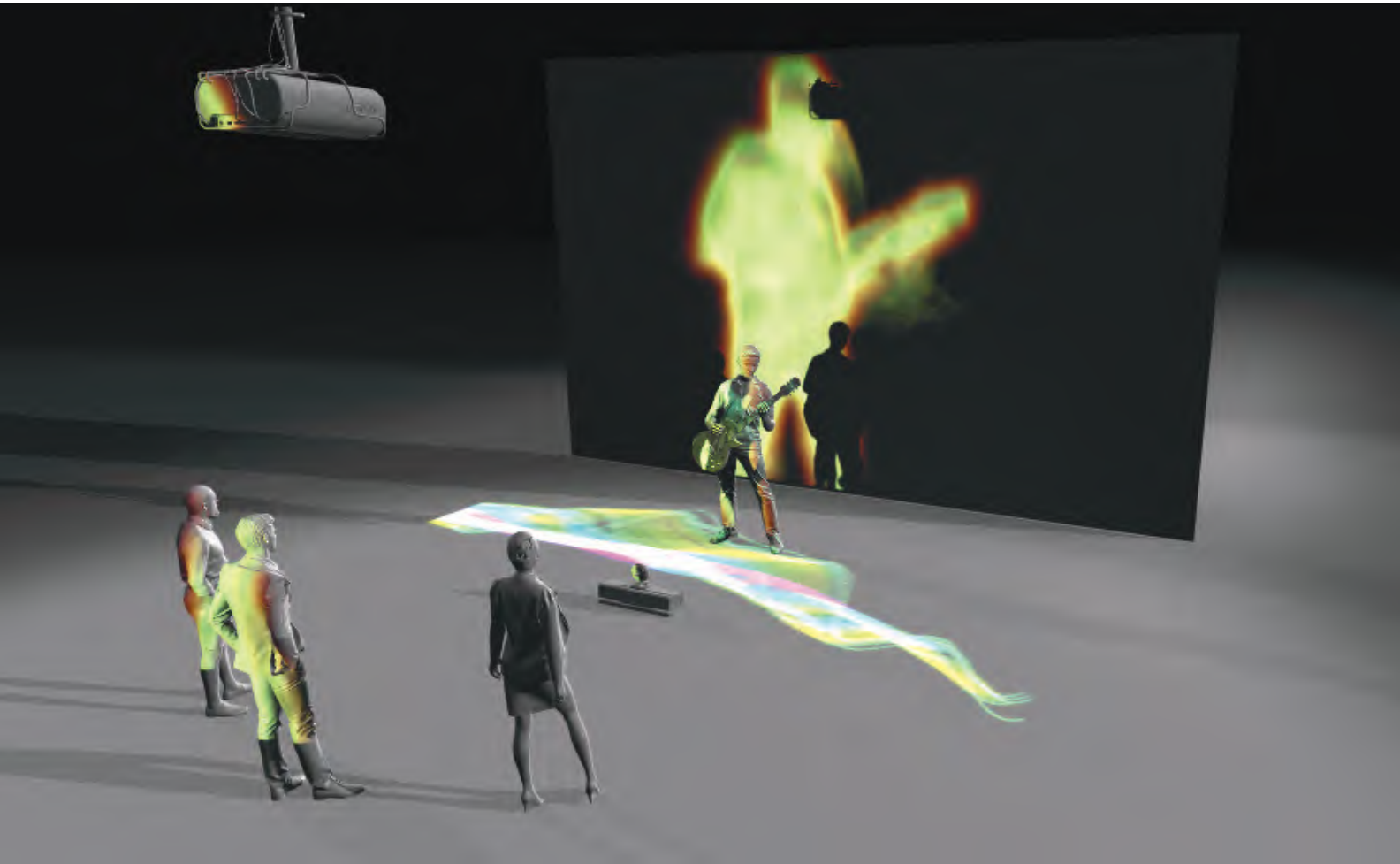
In the intimidating gym space, these dumbbells brings a sense of ease and gentleness through their aesthetic and spirit. They look the same but are actually different weight, giving beginners and advanced users the same look.

Joshua Lim Jiajun

Interaction with Performance Art

Platform Leader
Yen Ching-Chiuan

This platform enables students and performing artists to co-design, empowering creatives through innovative experiments and collaborations. It fosters engagement between artists and designers, aiming to build capabilities, drive innovation, and support changemakers in the arts, design, and technology sectors.



Insync

Insync is a live concert system that uses interactive visuals triggered by audience gestures like waving and clapping to enhance engagement and togetherness. The musician’s aura encourages interaction through visual feedback, while ground projections help the musician gauge audience engagement.

Wang Yu Wei, Leon Pereira



AriaLumina

AriaLumina combines music and tech to turn classical concerts into visual experiences. Sensors on musicians translate their performances into light displays, making it easier to grasp the intricacies of orchestral music. Developed with insights from musicians at Singapore Raffles Music College and Yong Siew Toh Conservatory of Music.

Srikesh Sundaresan,
Huang Kai Xing

BASK

Tapping into the spontaneous nature of the passer-by and interactive lights, BASK utilizes interactive projection technology to establish a two-way communication between the performer and the audience so as to revitalize the local busking scene.

Kent Timothy Limanza,
Lau Rui Xuan

Sketch to AI

Platform Leader
Donn Koh

Sketch to AI leads students to discover for themselves the potential of collaborating with AI for design without being obstructed by text prompting. They experiment with AI tools that are driven predominantly by image-to-image generations, and formulate their own workflow and accelerated design process that creates design concepts of value.



 Versa

Versa effortlessly transitions from a backpack to a clutch, serving not only as a convertible bag but also adapting to different occasions and styles. The design process of this concept embraces unconventional generations through AI, finding inspiration in a distinct output—a hole in the bag.

Rachael Anne Lee Hui Ting

 Airveil

Airveil is a revolutionary response to air pollution, transcending traditional masks. Elegantly designed with a mini compressor and filter for seamless breathing. It facilitates effortless communication and comfortable dining, offering a new paradigm in emergency readiness.

Wang Fan

 Threads of Time

Threads of Time seamlessly blends Singapore’s rich heritage with contemporary allure. This AI-crafted fashion collection reimagines cultural symbols, creating a celebration of evolving traditions. It also explores wearables that transcend time, cultures, and generations.

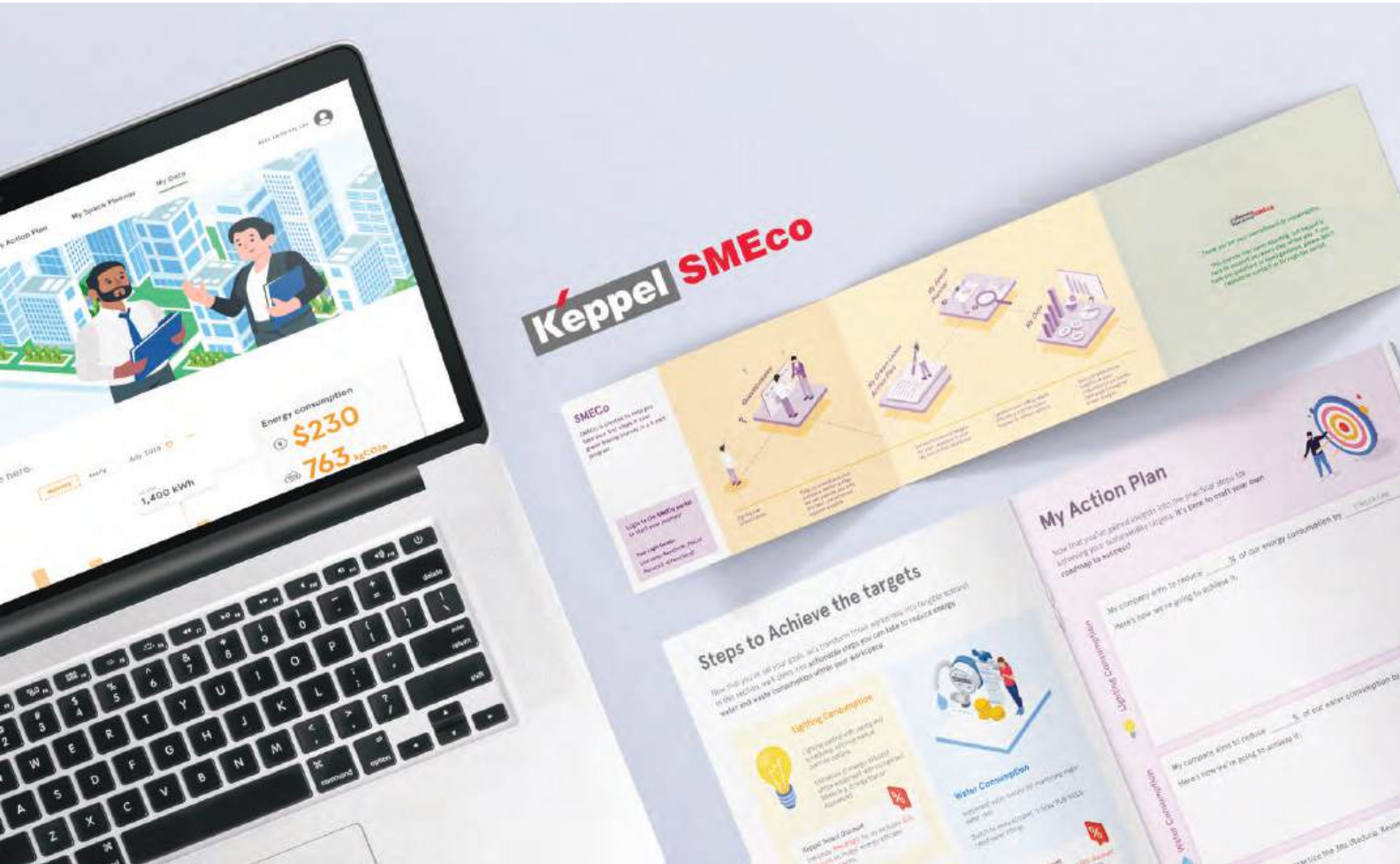
Nazurah Binte Mohd Rohayat

Sustainability Design for Service Experience Journeys (Keppel)

Platform Leader
Patrick Chia

Collaborator
Keppel

Students developed sustainability strategies for specific service experience journeys as identified in Keppel Land. They explored opportunities and develop human-centred design solutions along the service experience journeys. This is done with a focus on the environment in the ESG framework, while ensuring the need of the users and stakeholders we met. In the process, they prototyped and tested their solutions with stakeholders and developed methods to measure and quantify the impact of their proposed solution.



 SMEco

SME, forming a significant portion of Keppel’s tenants, struggle with the complexities of green leasing due to the lack of effective guidance and monitoring systems, which raises concerns about potential false claims. SMEco is a structured programme that simplifies and guides them, ensuring an easy onboarding process and fostering commitment to sustainability.

Merkayla Wong, Chan Shao Kaye, Siyuan Tong



 Kagenda

In today’s hybrid work environment, how can we boost productivity while maintaining our organizational culture? Kagenda, a smart meeting assistant, goes beyond siloed meetings, using them as the cornerstone of project progress. It plans agendas beforehand, facilitates discussions, and sends recaps afterwards.

Celeste Seah, Suzie Kwan, Clement Koh

Social in Retail

Platform Leader
Sixiu Tan

This platform challenges students to research social groups and shopping behaviors, aiming to enhance diversity and customer experience. In Part I, they'll study sociology aspects, conduct field observations, and analyze interactions. They will then design solutions for new social groups to foster meaningful interactions within limited physical spaces.

V Sense

Sense redefines lingerie shopping for couples, offering a safe haven with two unique spaces. The Boudoir ensures private browsing, creating comfort for intimate choices, while the Atelier invites lingerie discovery and exploration in a semi-private, engaging environment. Elevate romance and rekindle desires with Sense.

Tan Zhi Hui, Chan Mun, Dawn



A Chroma

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

Sheryl Yeo, Isabelle Brigitte Kirkwood

Discovering Directions

Platform Leader
Tze Lee

The goal of this platform is to encourage students to explore new possibilities in the often overlooked realm of event wayfinding. Typically ad hoc and temporary, there exists massive potential to create value and improve inclusivity in the navigation experience through human-centered design collaboration with a community partner.



Wayfinding Guidebook: EV Edition

Our solution to event wayfinding is a printed guidebook accompanied by an audio guide, which presents three distinct routes to the event venue. The guidebook adopts a first-person perspective, using text-free visuals like directional arrows and a mascot to facilitate a point-to-point navigation approach.

Lim Zhi, Stacy, Lee Si Ying Sharon, Lim Pei Chin



Path X Wayfinding Guide

Path X is an audio wayfinding system for the visually impaired to travel independently. Wearable tokens communicate with Bluetooth beacons placed along a set route, informing users of the direction to travel in.

Sheryl Cheong, Sim Zhi-Yi, Jared , Qiru Lin

WayPoint

Individuals with cognitive disabilities process senses, language, reading, and memory differently. WayPoint is a visual-based, modular, and temporary event wayfinding system that aims to empower individuals with cognitive disabilities to navigate new locations more independently.

Serene Tan Sher Yun, Gerrica Eponine Tan Fei, Gracia Chua Wei

Ex Fabrica

Platform Leader
Yuta Nakayama

In this platform, we re-examine fabric from the perspective of fabrication technology and innovative materials. From incorporating smart technologies into fabrics to exploring how digital tools can reinvent traditional crafting techniques, we dive into a broad spectrum of possibilities that blend the old and new. Ultimately, the goal is to unveil the untapped potential of fabric as a medium for societal transformation and sustainability.



▲ Raincoat MEGA

Utilising the power of the origami ‘Miura fold’ to transform something large into something compact, MEGA is a concept raincoat that folds up easily into a compact size. The hood also serves as a drawstring bag for MEGA when it is folded, protecting the contents of your backpack from moisture.

Ng Keng Wei, Angeline Rebecca Gomes



▲ A Threading of Memory

Fleeting, transient and personal, memory is as easy to forget as it is made. To represent something so intangible, digital and physical transformations were explored, then systematically performed on a database of collected memories, so as to represent them in a way that still looks and feels human.

Aw Ker Wey, Koh Yi Ning, Priscilla

Ceramic Circuits

Platform Leader
Clement Zheng

Glazed ceramic is a versatile material and people use it every day. Rather than develop new electronic devices, what if we could use these everyday ceramic objects as computational interfaces? In this platform, students explored embedding interactive circuits into ceramic objects based on research developed by the Interactive Materials Lab. From these explorations, they conceptualized and built a range of applications for everyday ceramic interfaces.



RePiece

RePiece is a design service that transforms ceremonial tea sets into modern home devices. It repurposes ceramic sherds with haptics and functionality for smart home interfaces and conversation pieces. RePiece uses contemporary UI to shape button forms and layout, echoing the original teapot's design, blending tradition with innovation and reimagining utility.

Wong He Kai, Gan Jie Lin, Liu Xin Xin

TechTile

TechTile is a concept that redefines the way we interact with tiles. Through sandblasting and backlighting, unique shapes can be displayed on said tiles. Reframing our experience with the many tiled applications in our lives, we seek to discover new visual feedback associated with such interactions.

Adam Choo Wen Wu, Teo Tze Yang, Vina Setiawaty

Product Innovation+

Platform Leader
Song Kee Hong

Collaborator
HP

This collaboration studio with HP is working to make printing more relevant to underserved user segments and create new markets.

The studio serves as a platform for students to apply their design skills in a way that’s more relatable to the industry audience. This involves demonstrating tangible value to people and organizations and developing products within a cross-disciplinary ecosystem between physical and digital experiences.



 HP Horizon

Scoping on technoskeptics, our target audience are the tech-savvy type. Yet, they still crave human connection as advancing technology cannot recreate the same connection as face-to-face interaction. Therefore, our printer is designed to be less mechanical, more humanised.

Muhammad Haziq Bin Roslany, Shaheed Ibnu Mohamed Hassan, Koh Min Xiang, Marine Helen Flory



 Triage+

A handheld printer for disaster relief, streamlining patient triage. Featuring an integrated scanner for automatic vital sign detection, it reduces errors and enhances efficiency. The device prints a triage label with critical details, ensuring accurate information transfer.

Teo Swee Yin, Damian Lim, Daniel Loh, Elvin Saracan



 KIN

KIN is a photo printer that nudges us along in connecting with loved ones through the integration of video calls and printed keepsakes into one effortless routine.

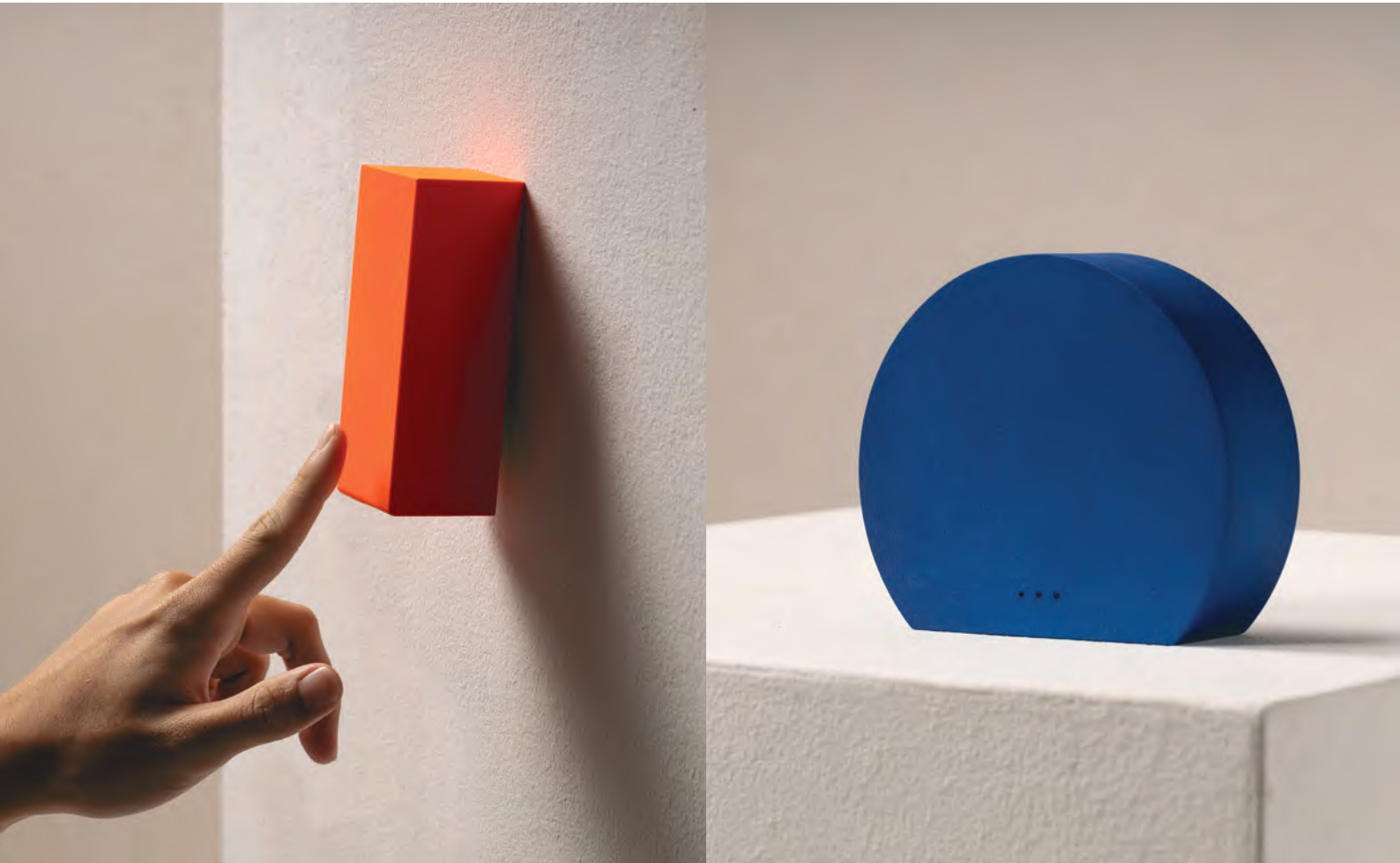
Short Film: <https://youtu.be/006vk06jXkE>

Seah Jun Hao Reynard, Goh Bing Jun, Lin Wenkang

B for Body

Platform Leader
Hans Tan

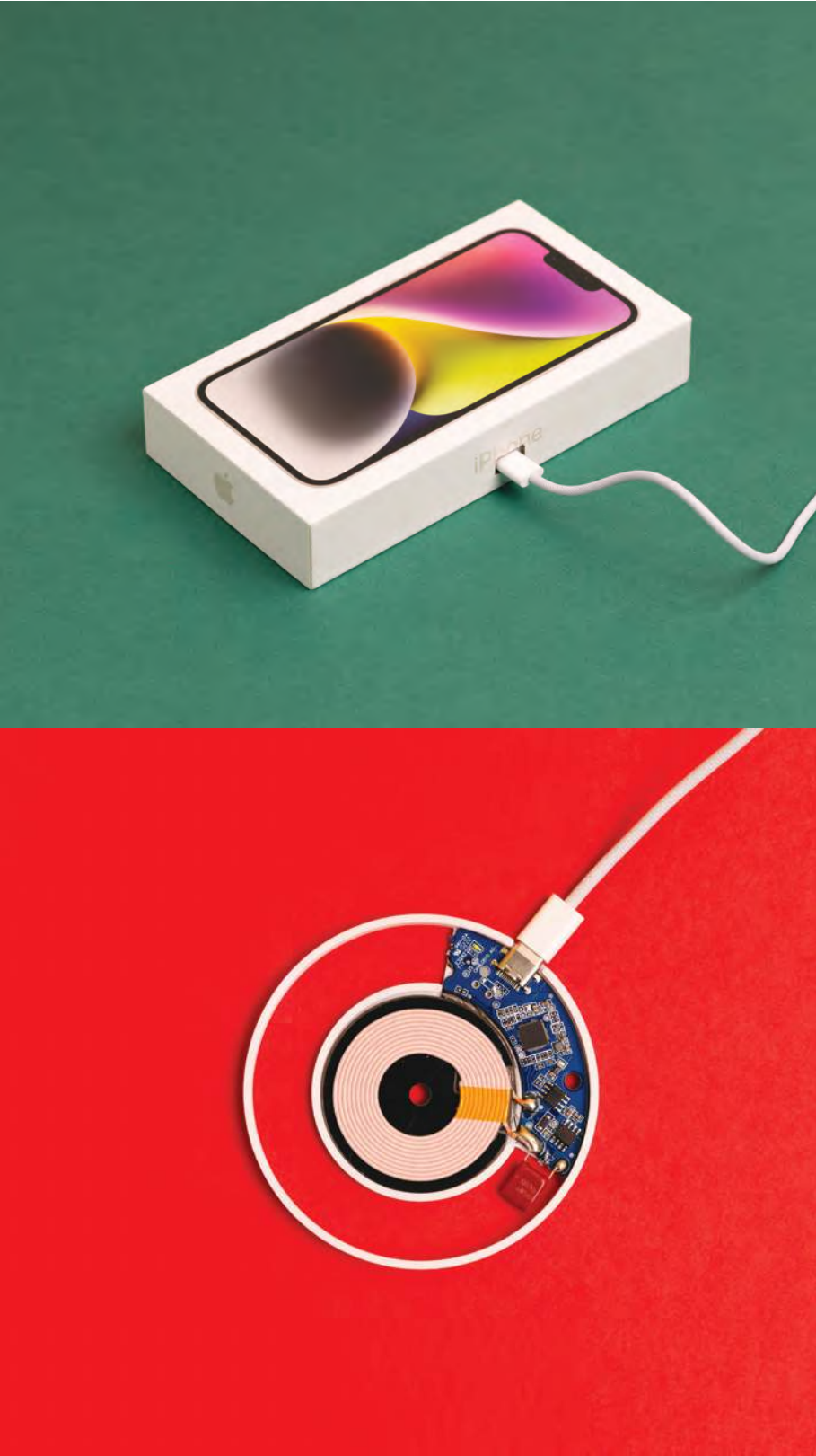
The body of the product is the interface between people and the designed object. It has been the muse of the designer since design became a profession. In this platform, students are tasked to dismantle simple products, reduce the inner components to its essence, and design a new BODY for it. Each new body is guided by a playful interpretation of the well-known design maxim Form Follow Function.



 Door Bell
Clement Koh

Function Renews Form, Wireless Phone Charger
Zoe Kwok Zi Yi

Form Exposes Components, Wireless Phone Charger
Ye Lin



Native Colours

Platform Leader
Tiffany Loy

Colour and material are inseparable. We identify materials by their colour and finish at first glance. Materials however, vary in colour, depending on their origins, and the processing treatments applied. This project centres on expanding a material’s natural colour palette. Students first explored ways to create a range of perceived colours with their material of choice. They then designed small objects with the aim of accentuating the colour and material properties discovered.



Nim Coffee Table

The Nim Coffee Table, demonstrates the mouldability and other properties of blended fabric. Using blue denim, light green and yellow cotton, it achieves two contrasting colours through varying degrees of blending. The fabric is saturated with starch and compressed in a 3D-printed mould, resulting in a seamless, single-piece construction that blends the two colours without any visible joints.

Bryce Lim, Madeline See



Spiruflora

A set of vases designed to prolong the life cycle of bouquet wraps. Inspired by the ecological impact of plastic pollution, our exploration guided us to discover Spirulina hues. Biodegradable and stackable, the vases degrade with the flowers, leaving no residual plastic waste behind.

Chan Jia Ying, Jenn Tew Jia En, Alessia Marchesan



Klov

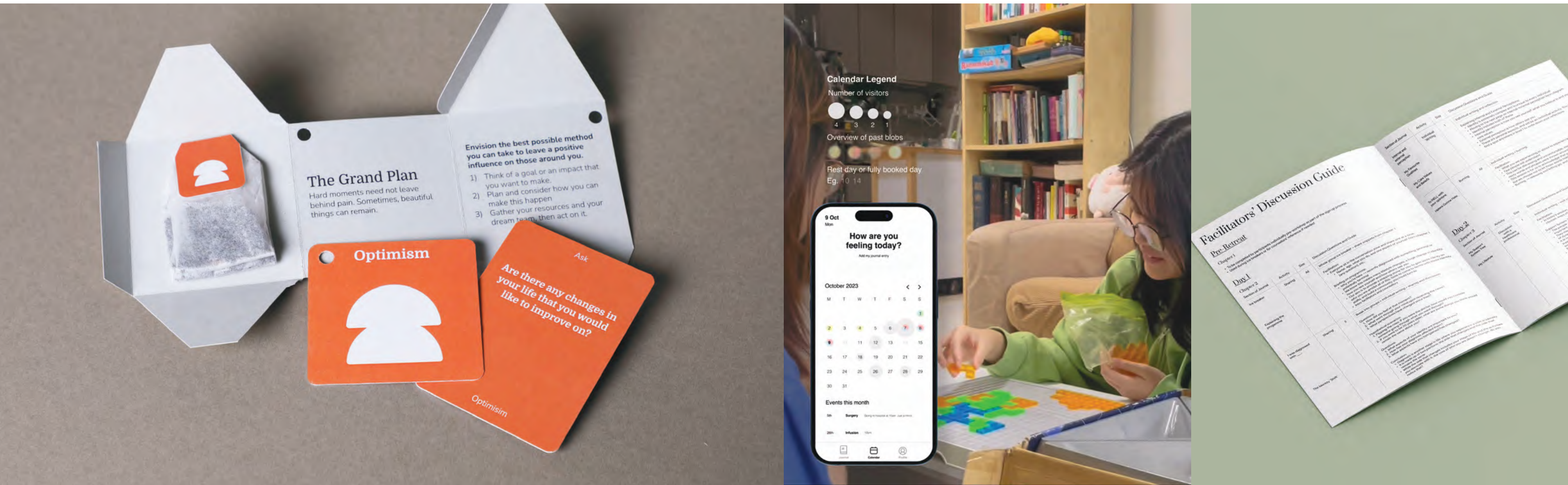
Klov is a pair of lamps that explores the depths of expanding foam, with the material in its purest state, manipulating its ridges and thickness to bring a delightful surprise. When illuminated, Klov unveils a concealed world of textures and a dynamic spectrum of colours.

Nor Nadia Diyana, Sophia Chin

Palliative Care: Compassionate Creations

Platform Leader
Alistair Norris

Delving into the diverse world of palliative care, Compassionate Creations transcend the age spectrum. Adopting the Lien Foundation’s human-centred approach, the platform is based upon varied patient experiences and practitioners’ insights. Empathetic research, hypothesising, and prototyping will challenge the students to develop well-thought-out solutions enhancing dignity and well-being in end-of-life care.



The Bud Program

Bud is a two-part program that gives support for individuals navigating palliative care. Conversation cards facilitate meaningful conversations for patients to articulate their comfort needs while caregivers receive weekly respite boxes to ease the challenges of finding effective coping mechanisms.

Chan Mun, Dawn, Chew Tong Yun, Gracia Chua



blobb.

Patients are hesitant to reach out to their loved ones due to the fear of burdening or coming across as too needy. Blobb. translates emotions from a patient’s journal to widgets on a loved one’s phone. Helping loved ones provide the right amount of support, not too much, not too little.

Teng Xin Yun, Patricia Tantrasari Setiawan, Ko Tiarra



Inward Bound

Inward Bound is a 2-day retreat for newly diagnosed terminally-ill patients. With a reflective journal, this retreat programme aims to help patients redefine their life purpose to cope with emotional fluctuations and navigate identity shifts.

Isabelle Kirkwood, Pearlyn Sing, Lumna Chitrakar

If I were____

Platform Leader
Sixiu Tan

Art and design, while distinct, share a historical interconnection. Here, designers engage in creative dialogue by embodying influential figures in art, design, or architecture. Embracing an artist’s philosophy, designers craft artifacts, products, or experience as a modern extension of the artist’s ideas. Both creative and reflective, the process involves a personalized blend of design and art principles, serving as a bridge between fields, enabling contemporary manifestations of timeless artistic ideas.



SFX!

SFX! is a visual subtitling software based on the philosophy of Roy Lichtenstein. By transforming the unobtrusive subtitle into a part of the viewing experience, SFX! creates dissonance between subject and medium in order to blend high and low art, challenging the norms of how we consume media.

Ashley Tan



Silent Screams

Silence is a vast void and screams are explicit expressions. Inspired by Murakami Takashi’s philosophy, subtle darkness is infused into his cheerful works. This project delves into the duality of the visible and the unseen, revealing the existence of issues beyond the surface of what we can see.

Velyn Chia Yu Shin

Direct to Design

Platform Leader
Donn Koh

This course challenged students to tackle the same projects as their peers in other courses, employing AI to investigate its optimal utility in the design process and how it modifies traditional design workflows by enhancing speed, vividness, and creativity. Students strove to create high-quality work that could compete with outputs from the other reference courses. This unusual ‘comparative’ approach facilitated a direct contrast, helping students identify and leverage strategic advantages of AI in design.



 PER/FUNCT

Conceptualised via Hypersketch, the PER/FUNCT collection de-sensualises makeup application by imbuing applicators with cues of medical, office and kitchen instruments. By reducing organic bodily motion and conspicuity during application, PER/FUNCT combats consumer objectification in beauty products.

Elizabeth Paulyn Gostelow



 Ple

Ple is designed to reimagine the beauty of watering through its dynamic movement, for those who view plants as mundane, with water as a central focus. By leveraging transparency to create the illusion of a planter’s absence and gentle curves that guide droplets, Ple evokes appreciation for the deliberate movement of water.

Nor Nadia Diyana



 Reai

Reai is designed to be a medium that magnifies a plant’s beauty. It is a self-watering planter that leverages water’s refractive properties to amplify the beauty of plants, while also emphasising the symbiotic relationship between water and plant life.

Tee Jia Yu

Fictitious Forms III

Platform Leader
Olivia Lee

In Fictitious Forms, students are tasked to invent an imaginary premise and design a collection of utilitarian objects uniquely suited to that world. By applying their industrial design skills in the creation of diegetic objects (fictional design artefacts), students demonstrate their ability to: reframe problems, interrogate context, extrapolate from research and communicate through sophisticated product storytelling. This platform combines the power of speculative design with radical empathy.



Rested Reality

In a world where sleep has been commodified, sleep can now be exchanged for money. SOMNMOS—a public sleep farm—efficiently collects sleep from professional sleepers. With a Pod, a Driverless Forklift, a Patch, and a Cartridge Dispenser, these products facilitate the supply and demand of sleep.

Sarah Chan



You Eat with Your Nose

In this world, the aroma of food is not just a prelude to a mouthwatering meal but the meal itself. This collection of fast food packaging is designed for burgers, fries and sauces, complemented by an olfactory “napkin” pack. At its core, the design embodies modularity and facilitates minimal interactions, infusing a playful spirit into the dining experience.

Madeline See



Wall Earth Theory

Imagine if the Earth was a flat, planet-sized wall? Could life thrive if movement was restricted to a single plane? Wall Objects, designed for Wall People’s limited movement and field of vision- such as Wall Cookware- make our ordinary activities just as ordinary on the Wall Earth.

Esther-J Yoong

A Primer in Contemporary Furniture Design

Platform Leader
Patrick Chia

What is a chair? Is it something to sit on? Or is it an invitation to sit? What's the difference between the two? Sometimes, it exists as highly pragmatic and industrial objects, at others, it sits between craft and art. Often, it reflects our aspiration at a given moment in response to economical, technological and societal emergences. In this platform the students attempt to design a chair that is relevant for our time while expressing something about themselves.



Floei

Meet Floei, an Acne Studios-inspired chair, made for trendsetters. Inspired by nature's beauty, the design elegantly captures the tranquility of moss and the graceful movement of water ripples. Floei is crafted with lustrous shantung polyester fabric and stitched to highlight the glistening radiance.

Koh Yi Ning Priscilla



.TWO

.TWO is a low chair blending a metal sheet body with steel tubular legs, inspired by the versatility of metal sheet and artisanal handcrafting. Celebrating minimalism, its form prioritizes comfort and ergonomics, featuring precise proportions and crafted bends.

Annabelle Phua



Talfo Chair

Made of bent stainless steel sheet metal, the Talfo Chair embodies a simplistic design philosophy. Combining sharp folds and gentle curves, the chair's aesthetic detailing also provides structural support, creating a unique but utilitarian form.

Adam Choo

P for Planter

Platform Leader
Hans Tan

Planter / plaan-tur / noun a container in which ornamental plants are grown. The rise of decorative indoor planting has been phenomenon since COVID. Yet, the progress of pots and planters design has largely remained stylistic, with the occasional technical novelty. In this platform, students negotiate with the historical, philosophical, biological, behavioural, and ideological relationship between people and (house) plants. They flip their insights into design propositions that reimagine a planter in the context of deforming presumptions and provoking new sensibilities.



A Planter is a Coordinate

Through the serendipitous process of discovering forgotten corners, one finds hidden life, with nature resiliently flourishing on man-made objects like bricks and tiles. This curated collection illustrates how nature itself becomes the artisan, sculpting the essence of a planter.

Damian Lim and Jenn Tew Jia En



A Planter Unearths

The roots of a plant are often overlooked, but possess their own hidden beauty beneath the soil. This series of planters seeks to offer a fresh perspective of different plant roots and encourage a deeper appreciation of what is usually hidden beneath the ground.

Clement Koh, Chloe Teo

The Nature of Things exhibition

Platform Leaders
Christophe Gaubert, Yuta Nakayama

Teaching Assistants
Poh Yun Ru, Tommy Cheong,
Chan Khee Hwee

The students were invited to design a temporary exhibition introducing how Design can weave dialogue with Nature and the Living, based on DID alumni projects and prototypes. This holistic platform proposes to develop a vision from the curated projects and to translate it into a global concept, delivering a message to the audience and then embodying it into an impactful space setup and visual identity. One of the propositions will be further developed with the Design Incubation Centre and then fabricated for an opening during the 2024 Singapore Design Week.

Living Room

Living Room explores the relationship between Nature and the intentional design of human intervention. It questions the notion of coexistence and blurs the lines of precedence. Who does this living space belong to? What does it mean to cohabit with Nature?

Leon Pereira, Jocelyn Tan



Nature's Clockwork

Nature's Clockwork is an exhibition that reflects Nature's continuity. The Life Cycle and humans' interconnection with Nature have no start or end. Walking all around the « ring » allows to catch the different points of view the designers share through their visionary projects.

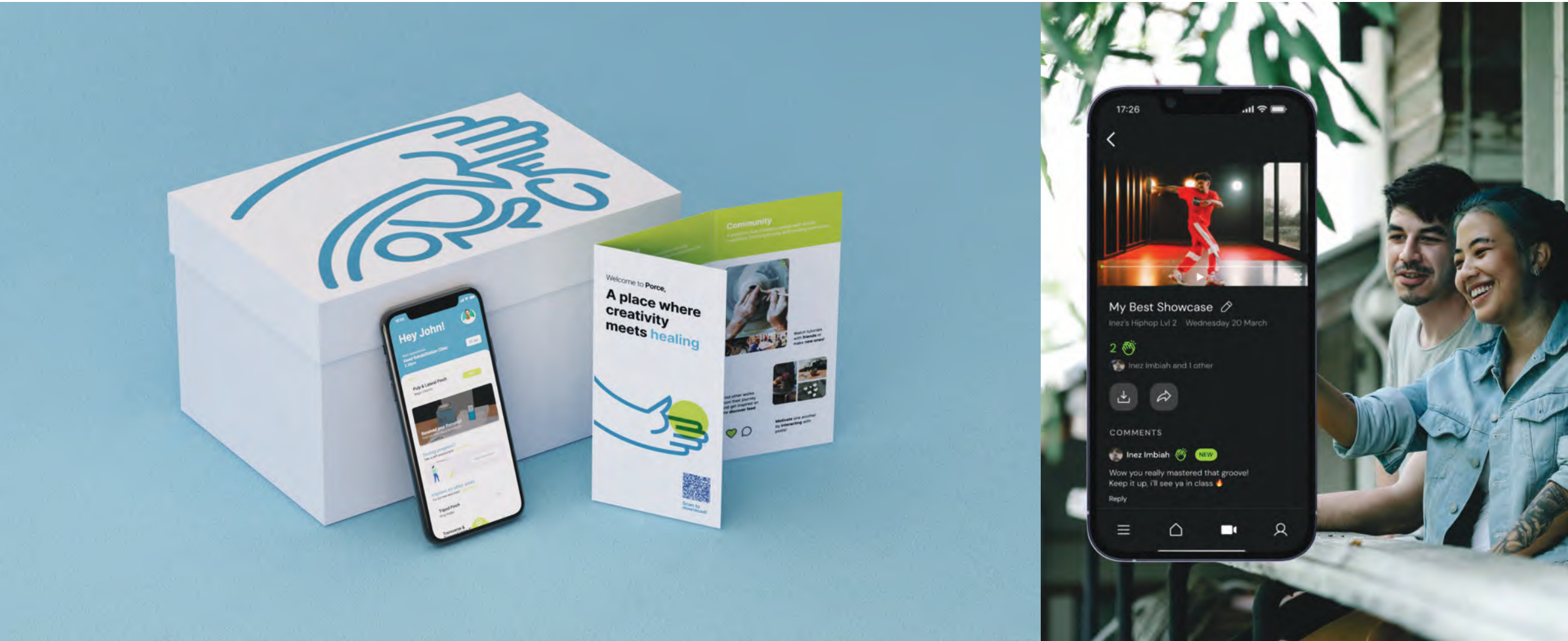
Jasmine Soon, Lim Pei Chin



Visualising New Experiences through Product Appreciation

Platform Leader
Sixiu Tan

The course cultivates students' sensitivity towards consumer products and user relationships, employing a systematic approach from theory to practice. Students are tasked to craft unique user journeys and touchpoints for retail, branding, or digital platforms. Through lectures and collaborative exercises, they analyze products, conduct user profiling, and innovate new experiences. Students emerge equipped to design original user journeys and product alterations that offer fresh perspectives while resonating with evolving consumer preferences.



▲ Porce: Reshaping Hand Therapy with Clay

Porce is an enhancement to hand therapy for those with limited hand mobility, enabling users to perform their exercises conveniently at home. It includes an application and a Porce Kit, providing personalized guidance throughout the hand therapy process, from the initial doctor's visit till discharge.

Nor Nadia Diyana Binte Mohd Norzaidi, Shaheed Ibnu Mohamed Hassan

▲ GROOVE UP

GROOVE UP is a Hip Hop dance class experience for committed dancers. Dancers can customize the dance studio's lighting and backdrop, exclusively access tips from dance instructors and receive applause on their dance videos.

Tiarra Ko

▲ KAFFE

KAFFE elevates coffee appreciation by enhancing social connections, engaging the senses with tactile feedback, and enriching the learning experience, offering a more fulfilling coffee-making journey.

Annabelle Phua, Damian Lim

Technology and Futures of Work: Design as a critical enquiry for inclusive, accessible, & adaptable work

Platform Leader
Janghee Cho

This platform examines interplay between technology and futures of work through the lens of design. By drawing theory and methods from the field of Human-Computer Interaction (HCI), this course offers students an opportunity to understand how research can be conducted through design. It focuses on generating novel knowledge centered on understanding people and envisioning potential futures where work could be more inclusive, accessible, and adaptable.



Residential Independence for Domestic Employees

Through in-depth primary research, we found that the work environment of Migrant Domestic Workers (MDWs) is shaped by the precarity of their community in Singapore. We imagined a future with public housing for MDWs, with each artefact exploring the relationship between Singaporeans and migrant workers, as well as our conceptions of work-life balance.

Lin Wenkang, Vina Setiawaty

Each sweep, honouring your space

\$99
DUTY SWEEP

Do you want to cultivate your sense of personal duty towards your environment? With every bristle curated with care, your sweeping now becomes a task of comfort and reflects pride in your work and space.

Cultivating mindfulness and responsibility

Each wear, nurturing your wellbeing

\$99
ZEN HANDS

Do you need an opportunity for self-care? Gloves aren't just for protection anymore. Made with self-molding material, Zen Hands is designed to nurture your wellbeing with every cleaning task you do.

Designed as a symbol of self-care

The Invaluable Cleaner

In the year 2100, what if cleaning was not just a chore, but a symbolic ritual that preserves humane values? The Invaluable Cleaner is a speculative design, introducing a transformative experience where every cleaning action is infused with intention and meaning.

Wong Kai Yun Felicia, Khoo Li En Jolene

Virtual & Reality

Platform Leaders
Yenn Ching-Chiuan,
Siew E Ian, Chen Yang

What happens when a virtual object comes to life? Today, the interaction between virtual and real environments is increasingly realistic. When digital and analog creators collaborate, they seamlessly integrate virtual and physical objects, enhanced by augmented beauty. On this platform, we captivate audiences by tapping into their emotions through Extended Reality (XR) storytelling. This approach merges virtual and physical artifacts, allowing real-time interaction. The focus is on creating immersive and engaging experiences, not just on the technology.



 FireFly-Virtual Fireworks Experience

FireFly blends traditional fireworks with modernity, fostering joy and hope through body movement and gestures. This cross-reality experience merges virtual fireworks with reality, enabling users to immerse themselves in themed displays and interact through touch and movement, celebrating and connecting dynamically.

Tong Siyuan, Wan Fan, Stephen



 Seen or Unseen

Our project merges virtual immersion with tangible reality for a unique multiplayer experience, fostering collaboration and showcasing diverse perspectives. Using rearview projection and acrylic, players perceive different views, encouraging effective communication. Its 3D capability challenges virtual-physical boundaries, prompting reflection on perception and existence.

Chloe Chong Wen Jing, Tan Dian Chong Dylan

Materials: An Exercise in 3 Parts

Platform Leader
Grace Tan

This platform investigates the conceptual & relational aspects of materials. For PART 1 – MATERIAL & IDENTITY: THE BRICK, students were tasked to deconstruct, dematerialize, and deform the ubiquitous brick to design and make their own brick system. In PART 2 – MATERIAL & FORMAL LANGUAGE, students explored the structural properties and affordance of cable ties or cords with the aim to develop relevant design methodologies. In Part 3 – MATERIAL & METAMORPHISM, students worked on a material of their choice to explore its transformability aspects.



FaBrick / Spyne / Chaos

FaBrick transforms humble paper bags into Flexagonal structures, reinforced by plastic and tape, showcasing both rigidity and collapsibility. Spyne crafts ornamental spines from nylon cable ties, governed by principles of balance and space for visual allure. Chaos embraces destruction, pleating duct tape to reveal textures, integrating metal and reinforced thumbtacks to showcase varying transformations.

Farhan Bin Hanis



Exploring Transformative Design with Plic, Ova, Vio, and Otherwrlds

“Sustainable Whimsy” explores transformative design with three projects: PLIC repurposes polyethylene bags into vibrant bricks, fostering playful arrangements. OVA & VIO, crafted from cable ties, offer sculptural versatility. OTHERWRLDS transforms fruit wrappers into ethereal structures. Together, they showcase design’s capacity to evoke emotions, inspire imagination, and challenge perceptions, inviting viewers to find beauty in everyday materials.

Koh Yi Ning Priscilla

Product Innovation+

Platform Leader
Song Kee Hong

The platform involves the thoughtful consideration of user journeys to speculate & develop solutions - through understanding and empathizing with the users' needs. Starting from the broader context of contributing positively to sustainability, healthcare or independent aging, user journeys were used as foundational elements to map users' experiences and aspirations, as well as to gain insights in anticipating and addressing the evolving needs and challenges users may encounter.



My First Pill

Introducing My First Pill, a parent-child toolkit designed to shape the first experience of swallowing pills. Unlike existing swallowing aids that fail to address underlying issues driving children's aversion to oral medication, our approach tackles this mental fear head on.

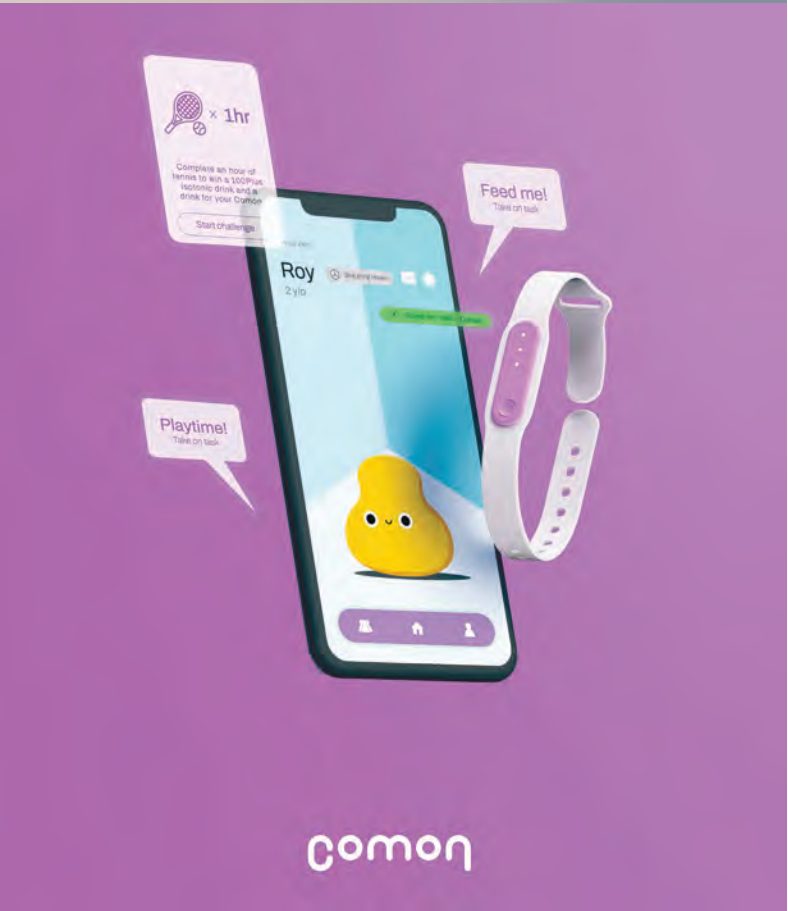
Lim Pei Chin, Leon Pereira, Madeline See



Lightcase

The Lightcase is a modular luggage that lightens the load of transit for seniors, who may be deterred by physical decline from travelling freely. Its sections can easily be detached from a clear cabin-sized shell, reducing its weight and strain on the muscles when stowed into planes' overhead bins.

Sarah Chan, Esther-J Yoong, Sim Zhi-Yi Jared



Comon

"Comon" is a digital companion for your office that fosters a social approach to fitness. This app brings users together to collectively care for a digi-pet with simple activities that progressively boost activeness, transforming sedentary office lifestyles into an engaging and active experience.

Clement Koh Yuen Jie, Nicolette Wong Su-Ann, Vilmos Soh Zhi Han



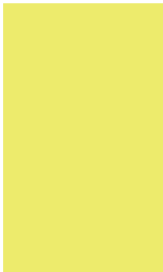
Global Education

Exchange Programme

To broaden the students' exposure, two-thirds of each cohort goes for a semester-long overseas exchange programme during their 3rd Year (Semester 6). Students are exposed to different cultures, environments, and design processes at partner design schools.



Georgia Institute of Technology (USA)
Travis Ong, Valerie Ng



Politecnico di Milano (Italy)
Kalinda Chen



**École Nationale Supérieure de
Création Industrielle (France)**
Stacy Lim

National Cheng Kung University (Taiwan)
Kwang Yu Hang, Serene Tan



**Delft University of Technology
(Netherlands)**
Tan Cun Jia, MerKayla Wong, Canice Ng



Visiting Students

NUS welcomes exchange students during both semesters; they participate in both design platforms as well as electives. These are the students who joined us during AY23/24.



University of Alberta (Canada)
Saracan Elvin (Right)

PHILIPPINES
Ateneo de Manila University
Cu Caitlyn Mae

NETHERLANDS
Eindhoven University of Technology
Klauwer Maarten Martinus Maria,
Schunck Remy

United States of America
Georgia Institute of Technology
Asani Alynah Rahim, Mathur Gazal,
Lin Qiru, Ji Lei

University of California, Los Angeles
Jen Wen-Chi

JAPAN
Keio University
Makita Hinako

CANADA
University of Alberta
Saracan Elvin

SWEDEN
Linköping University
Widlund Hedman Erik Birk Maximilan

TAIWAN, CHINA
National Cheng Kung University
Su Tzu-Wei

CHINA
Shandong Jiaotong University
Ding Yi

Zhejiang University
Zeng Zhihan

FRANCE
Strate School of Design
Penicaud Lorraine Pauline Caroline
Flory Marine Helene
Nicolas Erwann Itokiana
Lim Celine Soubine

AUSTRALIA
The University of Melbourne
Chao Jinwen



Keio University (Japan)
Hinako Makita (Left)

National Cheng Kung University (Taiwan)
Su Tze-Wei (Right)



Politecnico di Milano (Italy)
Ucheddu Ilenia Grazia (Right)

2024 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 would 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.

Chan Wing

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Wing’s love for design is driven by an innate curiosity for the world and the people in it. She believes in simplicity, humour, and the growth mindset. She is also dedicated to continuous learning, embracing new challenges, and pushing the boundaries of creativity. Outside of her work, she enjoys reading, swimming, and drawing.



Tweakkit

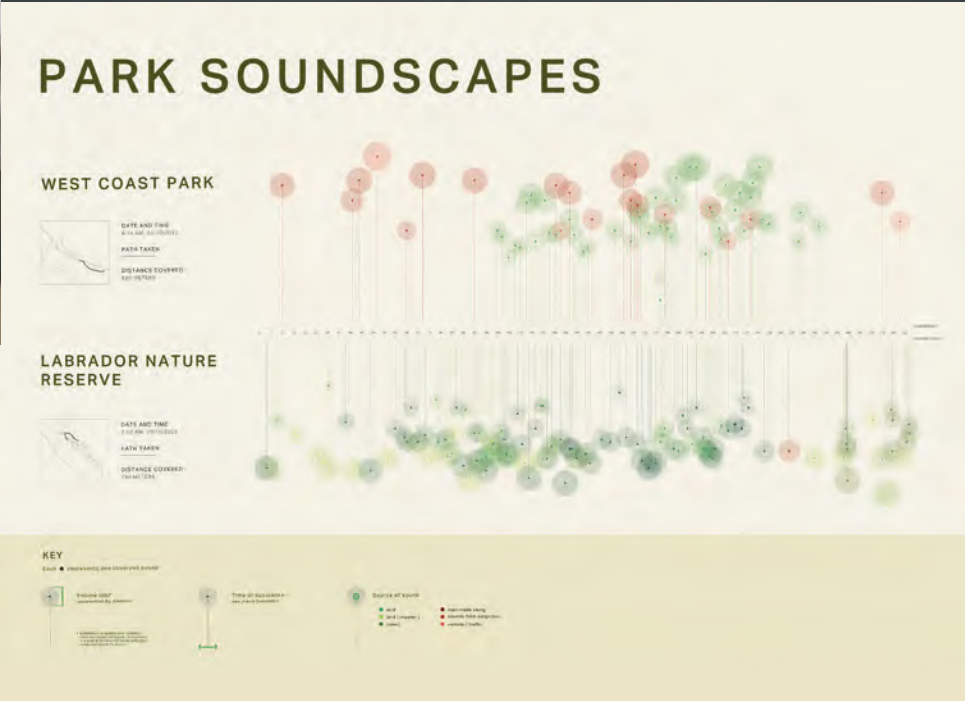
Tweakkit is a no-sew kit used to modify clothes in a quick and easy way, as a way to bring back a personalised touch in our world of fast fashion. It is inspired by online hacks, and is intended as a fun way to experiment with fashion.

Under the supervision of Grace Tan



Herbaway

In line with the slow movement, Herbaway is a series of plant pots that reflect on our relationship with plants and life. Made from glass offcuts and wine bottles, Herbaway showcases the resilience of life. It does not take much to thrive, a home can be made from what others discard as ‘trash’.



Park Soundscapes

Explore Singapore’s evolving soundscape: Urbanization alters the natural symphony of the landscape, transforming tranquil spaces into a chorus of man-made sounds. Contrasting Labrador Nature Reserve with West Coast Park, the infographic poster unveils the surprising divergence in their unique soundscapes.



Kalinda Chen Yuxuan
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Kalinda is a soft-spoken adventurer with a curiosity for the unconventional. Inspired by nature, she transforms its feminine and expressive forms into her creations, characterized by flowing curves and organic shapes that captivate with generosity and allure, inviting viewers to ponder their intricacies.



Flora Obscura

Flora Obscura is a dark ceramic chamber, housing the nocturnal moonflower. The slight imbalance between the warmer inner temperature and the cooler external air circulates air through the bottom air vents and the top opening, distributing the moonflower's natural Linalool throughout the room.

Designed with Cindy Evangeline

The Making

The Making pays homage to the Bruichladdich brand's community ties through a captivating 3D projection mapping experience. The store's design structures emphasise the design language of the Bruichladdich distillery, with each element creating a seamless flow that guides visitors through a captivating narrative.

In collaboration with Bruichladdich

Designed with Teo Swee Yin



Celia

Celia is a tabletop air filter that uses the living mycelium of oyster mushrooms to naturally cleanse the air of pollutants, fostering a unique human-fungi interaction. It aims to deepen our understanding of our symbiotic relationship with nature, integrating the overlooked world of fungi into our lives and sparking an authentic reconnection with the natural world.

Under the supervision of Christophe Gaubert



Karin Chew Shi Yun

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linkedin.com/in/karinchewsy

Determined to approach design and everyday life with empathy, Karin enjoys unravelling the nuances of human behaviour, to design delightful human experiences that resonate with her users. With an interest in service and experience design, she strives to spark a positive impact through her creations, however big or subtle.



Family Time Kit

Designed for migrant workers separated from their families, the kit prompts a unique representation of family presence. By capturing familiar routines via a blank clock and setup guide, it reinforces connection with loved ones and transforms their dorm room into a home away from home.

Designed with Aye Phyu Thant Cherryl

Re-envisioning the Raffles City PUDO point

This project aims to redesign the Raffles City PUDO for 2040, where AVs are fully integrated into our transport ecosystem. With berth segmentation and integrated technologies, our design proposes intuitive systems to optimise traffic flow and crowd management, ensuring a continuous flow of movement.

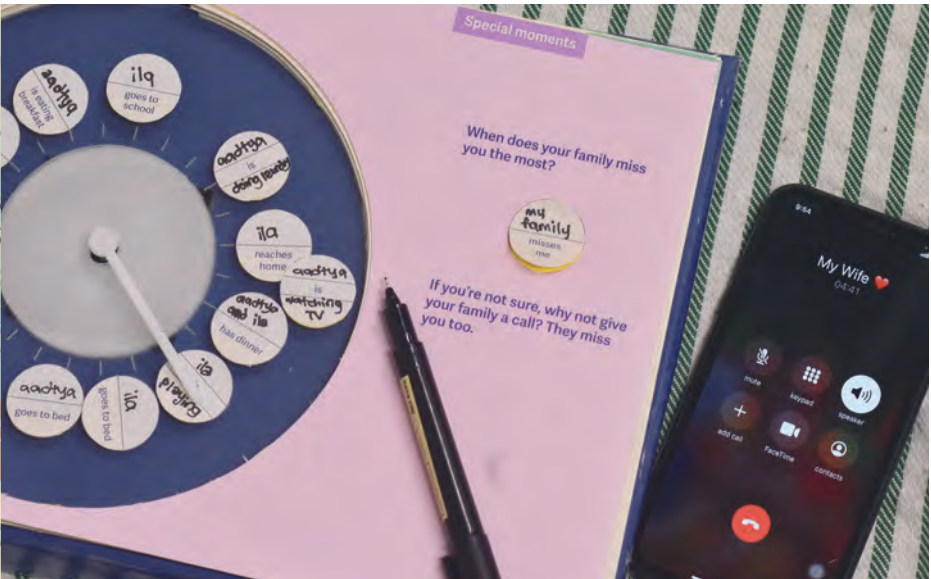
Designed with Annabelle Chan Pei En



de-Brief

de-Brief is a website that serves as a one-stop resource base of information, services and links to the community for caregivers of loved ones with suspected dementia. It aims to make learning about dementia less daunting, empowering caregivers with the knowledge and confidence to seek help early.

Under the supervision of Alistair Norris





Ken Bradley C. Fronda

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linkedin.com/in/ken-bradley-fronda-958b1a199



The designer’s mindset unlocks many doors to opportunity; and the key is communication. My education as a designer finds its best use in the in-betweens; between product and experience, form and function, people and people. Being a designer means making sense of chaos, and making chaos out of sense.

I HATE AI - WORST GROUPMATE EVER

In this project, I agonise over using Generative AI as a groupmate, realising that GenAI needs to be HR’ed in order to utilise its full potential. GenAI in this project was used as inspiration for parametric design for my thesis; two birds, one stone, one horrible groupmate.



Crossing Lines

Crossing Lines explores 3D printing as craft, focusing on embracing imperfections and irregularly regular patterns created by varying plastic properties, printer instructions, and gravity. It challenges traditional views on perfection, emphasising the beauty in crafted anomalies and collaboration between human intent and machine execution.

Under the supervision of Grace Tan



Lucide

Lucide aims to capture the visual properties of water - its transparency, reflectivity, refractivity, and absorptive capacity - by varying how the 3D-printing slicer software translates digital forms into analogue instructions.





Jonathan Low Kai Yi

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behance.net/jonathanlow5

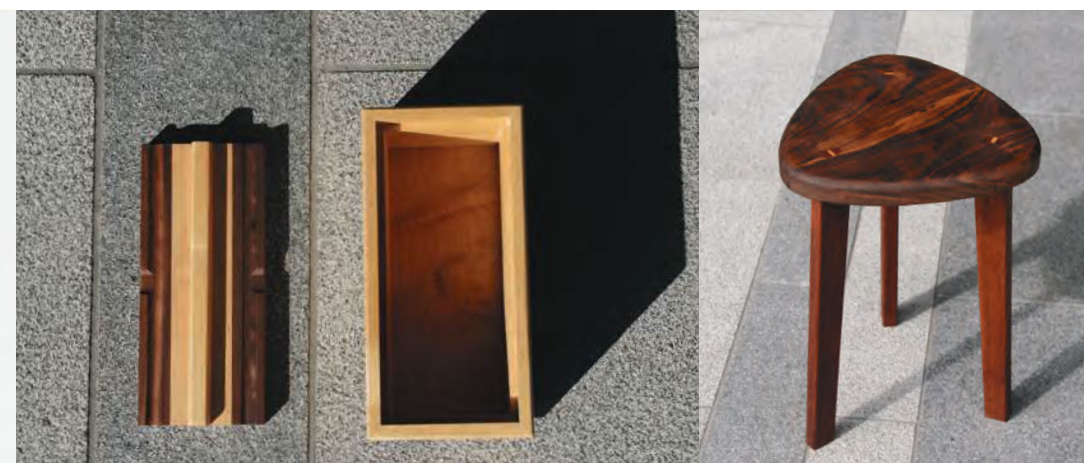
2024 GRADUATING STUDENTS

Kai Yi is an introspective designer with a broad range of passions. He is particularly interested in understanding how humans interact with products and spaces. He is also keen on exploring how design can be utilised for social good, focusing on its restorative power in human relationships. Believing everyone has the potential to be creative, he hopes to empower others to have the capacity to dream.



V Serendipity

Serendipity embodies the essence of traditional woodworking craftsmanship. The stool and handcrafted box showcase the seamless integration of both manual and power tools, highlighting the artistry and precision involved in creating these pieces.



A In Your Shoes

In Your Shoes is a tabletop game that seeks to provide a safe space between parents and children to spark conversations. By guessing each other's responses to situational cards across three levels—behavior, aspirations, values—it bridges generational gaps and deepens mutual understanding, transforming family dynamics through play.

Under the supervision of Patrick Chia

< The Montfort Treehouse

Our project aims to increase upstream outreach to parents for early intervention. It is designed to be spatially inviting, such that it fosters family connections, challenges social service perceptions, and enhances outreach effectiveness.

In collaboration with Marine Parade Family Service Centre by MontfortCare

Designed with Donaven Tan
Wei Xiang





Kent Timothy Limanza

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linkedin.com/in/kent-timothy

Kent is a multidisciplinary designer driven by a passion for crafting distinctive experiences. His strength lies at the intersection of design and technology, where he wields technology as both a material and a tool. Kent endeavors to infuse the playfulness and imagination of fiction into the real world, be it through a product, service, or an experience. He aspires to leave a lasting impact, no matter how small.



Munch-cade

Munch-cade is an educational cooking game adapted for a tiny, arcade-style controller. Players must complete multi-stage challenges to produce the best dish possible for their alien customers. The challenges are time-based to encourage multi-tasking and improve the child’s fine motor skills.

Designed with Goh Jia Hui



BrewTrack

BrewTrack combines a physical sensor and digital interface to elevate coffee brewing. It tracks pour speed and angle, displaying data on a user-friendly webpage for in-depth analysis. Designed for both beginners and coffee enthusiasts, it enhances techniques and fosters community interaction, perfecting every pour.

Under the supervision of Hans Tan



BASK

BASK transforms busking for young artists, addressing low engagement. Using technology like cameras, sensors, and projection mapping, it creates dynamic, two-way communication guided by performer cues. Understanding herd mentality, it captivates with moving lights, enriching the local busking scene.

Designed with Lau Rui Xuan





Kwang Yu Hang

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Yu Hang's expertise lies in the realm of speculative design, his works having the goal of sparking dialogues and bringing the user into a new reality. Through his designs, viewers are invited on a journey of exploration and contemplation, fostering new perspectives on overlooked aspects.



Corol

Corol is a manifesto of the desirability of the coral torn from reefs, whose admired beauty is nothing but the skeleton of a dead animal. The jewelry collection appears dull and rough but when immersed in water, it reveals its vibrant colors, as if returning to its natural habitat.

Designed with Huang Anqi

Onsight

Onsight is a camera that acts as an extension of the body, with its purpose to capture unimaginable panoramic images. Inspired by climbing gears, the camera helps sport climbers capture moments as they go beyond their limits, forming a new perception of the world through these images.



The Coral Line

In order to foster respect for the coasts in Singapore, we first have to begin from a place of curiosity. The Coral Line drafts a window into the ocean, extending the coral nursery to the surface and bringing the imagination of a beautiful thriving underwater garden to Singaporeans.

Under the supervision of Christophe Gaubert



Lee De Wei

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A designer with a unique identity, De Wei believes that a designer's fundamental purpose is to solve problems, whilst an artist's goal is to find purpose in things. In view of these two approaches, she believes balancing the practicality of design and the meaningfulness of art can yield deeper work that satisfies on many levels.



V Cementics

Cementics is a series of receptacles that uses piping to challenge the conventional industrial image of cement. The layered soft and organic forms are contrasted by the solid nature of the material, creating a unique dichotomy which sheds new light on this often taken-for-granted material.

Designed with Ng Keng Wei



A Designing a Gender Neutral Toilet

This project seeks to design gender-neutral toilets by promoting tolerance and reducing segregation between users. It sheds light on the complexities faced by people with non-normative genders and sexualities, while also questioning our current assumptions about basic needs.

Under the supervision of Christophe Gaubert



V KIMI

Tangibilising music by transforming musical elements into forms, KIMI lets everyday people play, learn and construct their own music, without prior musical knowledge. Users can mix and match different blocks consisting of notes, tones and special effects and enjoy their own unique composition.

Designed with Aileen Ooi, Zoey Chan, Bryan Goh, Steve Triharto





Leong Jo Yie

joyieleong@gmail.com

Jo Yie has a deep interest in the intersection of materiality and speculative design. With a keen eye for blending tangible elements with imaginative concepts, Jo Yie pushes the boundaries of creativity and innovation. Beyond conventional design practices, Jo Yie is also intrigued by the world of coding, leveraging its power to bring her ideas to life in unexpected ways.



 knit-morph

knit-morph is an exploration of knitted fabrics at the intersection between the self and the all-encompassing other. This project explores how knit can augment connections between self and objects, spaces, and individuals through analysing physicality, spatial inhabitation, and haptic sensations.

Under the supervision of Tiffany Loy



 Redesigning Deaf Employment

This project uses design to help PWDs seamlessly integrate as Don Don Donki employees. We focused on redesigning employment of the deaf through designing systems of support to facilitate communication with hearing employees and customers through spatial redesign and technology.

Designed with Lim Si Yi

 Kinesis

Kinesis digitalises donation boxes by implementing a device and interface that seamlessly interacts through short-range communication technology. It tangibilises the unseen aspects of the experience through the use of lighted animations, ultimately connecting donors to the beneficiaries they seek to impact.

Designed with David Ng, Ivan Tan

Liew Tse Chuan Joseph

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Fascinated by technology, Joseph is deeply interested in the mysteries behind mechanisms and electronics. This has led him to endeavour into the realms of product usability research and human-computer interaction design. He enjoys crafting experiences that are functional and delightful, through the imaginative use of technology.



Zero Headphones

A budget-friendly in-flight headphone designed with quick disassembly and sustainability in mind. Its design simplifies bulk sanitization and a low-waste life cycle of Usage > Disassembly > Sanitization > Reassembly. Zero's OEM distribution model that enables easy adoption by any interested parties.

Designed with Claudia Goh, Goh Bing Jun

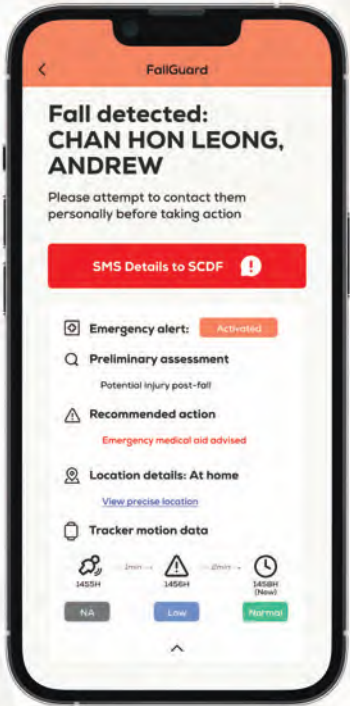
Haptic House

An exploration into mimicking destructive haptics like popping bubble wrap and tearing perforated packaging. Haptic elements are cut and assembled from a polyester sheet to build inexpensive, flat-packed modules. These transplant the novelty of one-time haptic interactions into new contexts.

Designed with Alexandra Arguelles, Shanel Han



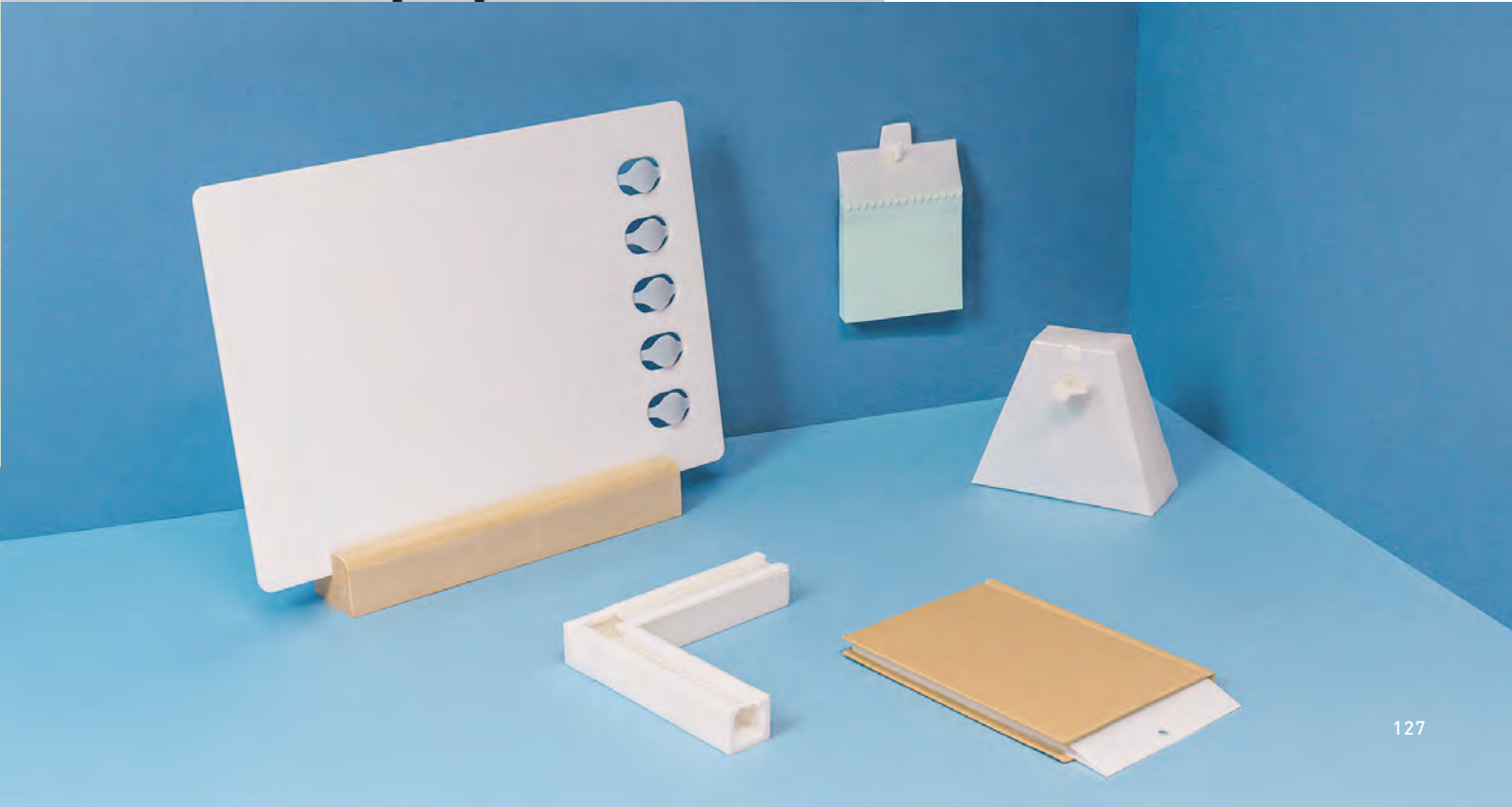
FallGuard



FallGuard

A fall detection and alert system for seniors in Singapore, who are both more susceptible to, and suffer greater damage from falls.

Under the supervision of Yen Ching-Chuan



Lim Zhi, Stacy

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Influenced by the curiosities embedded in the mundane, Stacy is drawn towards exploring the whimsical possibilities in design. Transforming her works into vessels for expression, each design is not merely an aesthetic endeavour, but a conscious effort to challenge, provoke, and offer a glimpse into a world where “what-ifs” take center stage.



lacquAR

lacquAR presents sets of press-on nails that bring tangibility to their accompanied unique digital counterparts. This convergence seeks to dissolve the barriers separating the individual from their virtual realm, creating a deeper connection through the canvas of nail art and augmented reality.

FLOWD

Crafted from plywood, Flowd emerges as a symphony of geometries, forming an illusion of a folded strip of plywood and playing with the intricacies of light and shadow. Its slender profile creates an illusion of visual lightness, relying on the strength of plywood for the table’s structural integrity.

Épinière

Épinière is a collection of three wearable self soothing accessories. The pieces are reminiscent of skeletal forms, using a system of interlocking rounded links. The accessories’ forms are unassuming, helping to conceal their purpose of alleviating stress, known only to wearers.

Under the supervision of Olivia Lee



Luke Goh

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linkedin.com/in/lukegoh98

Luke is an industrial designer distinguished by his curiosity and passion for innovation. With a keen eye for detail and a strong belief in intuitive affordance, he strives to enhance the human experience through thoughtful product design. His approach seamlessly blends the physical and digital worlds, reflecting a deep commitment to improving everyday life through design.



Mammosense

Mammosense has been developed as part of a redesigned mammogram procedure to improve patient comfort during breast cancer screenings. It is a lidar-based innovation that objectively reduces breast compression force, addressing the pain that deters many from this vital screening.

Under the supervision of Yen Ching-Chiuan



Typodont+

Typodont+ is the world’s first training simulator capable of detecting teeth root contact while accurately replicating the experience of inserting an orthodontic mini screw. It is designed to benefit students and doctors by providing a training platform to practice instead of training on patients.

Designed with Chantel Loh,
Hugo Bourguignon



nudge

‘nudge’ is a new kind of fire alarm system that uses odor to disrupt and nudge people out of a space facilitating faster evacuations during a fire emergency, improving occupant survival rates. The formulated odour is safe to smell, dissipating quickly when left standing in ventilated spaces.

Merkayla Wong

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merkayla-wong.webflow.io

Merkayla is a passionate designer driven by an unwavering dedication to crafting seamless user experiences in both digital and physical realms. She seeks to strike a balance between creativity and functionality in her designs, enriching the lives of users. With a commitment to excellence, Merkayla aims to spark meaningful change and sincere engagement in the design world.



buddi

buddi transforms parents' phones into a kid-friendly communication platform, tackling cyberbullying by highlighting how exchanges could affect the recipient; It displays emotions tangibly through a digital avatar and flags potential bullies online so that tweens are more mindful of their interactions.

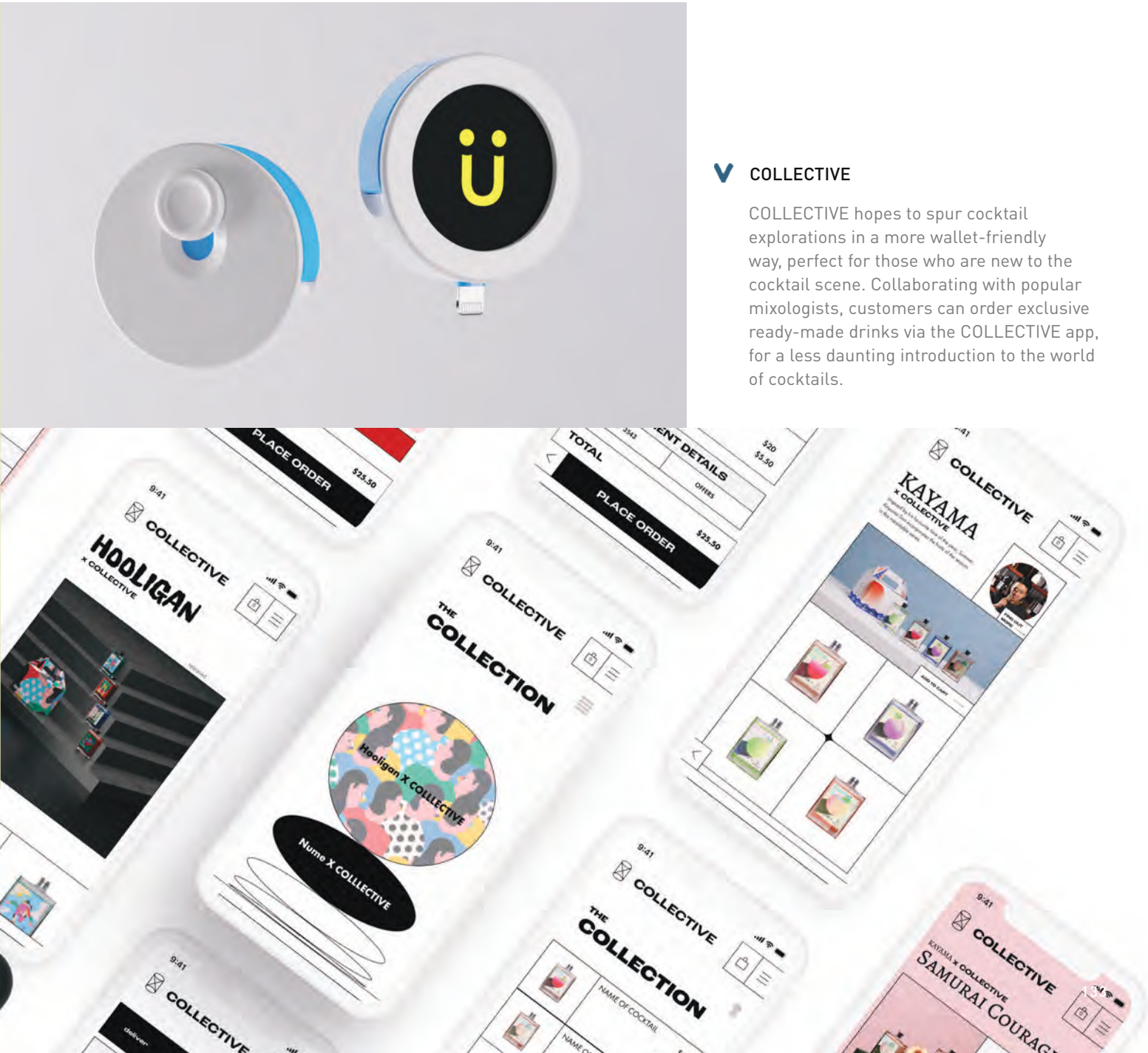
COLLECTIVE

COLLECTIVE hopes to spur cocktail explorations in a more wallet-friendly way, perfect for those who are new to the cocktail scene. Collaborating with popular mixologists, customers can order exclusive ready-made drinks via the COLLECTIVE app, for a less daunting introduction to the world of cocktails.

hydroForm

Harnessing moisture for 3D transformation, the hydroForm Raincoat integrates moisture into the design, using it as a medium to imbue life into inert surfaces. Revealing textures when wet, its hem extends outwards in the rain, offering extra coverage, redefining moisture from inconvenience into delight.

Under the supervision of Yen Ching-Chiuan





Nazurah Binte
Mohd Rohayat

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Nazurah Rohayat blends AI, design, and cultural elements in her works. With a strong background in Graphic Communication, she excels in leading engaging workshops and pushing the boundaries of design possibilities



Thread of Time

Thread of Time uses Artificial Intelligence with Singapore’s legacy to craft fashion that echoes nostalgic symbols. This innovative collection uses AI to meld heritage and modernity, creating wearable art that connects past to present and narrates a story of cultural pride and evolution across generations.



ID3NT1T1E5

ID3NT1T1E5 is a digital movement that champions authentic existence online through personalized orbs. These orbs symbolize users’ stories, achievements, and essence, revolutionizing digital identity perception and projection. It marks a new era in digital self-expression and authenticity.



Tapestree

Tapestree merges AI with traditional design to create contemporary fabric patterns that reflect Singapore’s multicultural heritage, unifying diverse cultural elements into a vibrant, cohesive motif that celebrates the nation’s rich diversity.

Under the supervision of Olivia Lee



Nicole Tan Mu En

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Nicole is a versatile designer who is passionate about driving meaningful change. She finds joy in blending fun, creativity and problem-solving through design, facilitated by a genuine empathy for the user. She is interested in product and service design, believing firmly in the power of thoughtful design to touch lives and make a positive difference.



V A message for you...

Designed to allow sentiment to be appreciated by people of all financial backgrounds, this keepsake lets the giver record a personalized voice message for an object they intend to pass down, allowing the receiver to retain the sentiment from their loved ones, even in the absence of the physical object.



^ BoJio!

BoJio! is a social wellness app for drivers, designed to enhance post-screening outcomes by fostering habit-building through community engagement. It seamlessly integrates into drivers' daily lives, promoting ongoing health management by facilitating organisation and participation in supportive, health-conscious community events.

Under the supervision of Alistair Norris



V Redesigning Funan Mall PUDO for 2025

The project aims to prepare Funan Mall's PUDO for the early adoption of AV in 2025. Catered to transient tourists, our design uses zoning and signalling for safety and regulating road users, while creating a novel experience with Chopebot, a roving robot that caters to human and AV needs.

Designed with Chong Zi En, Ethan Leong Weiming, Shirshajit Sen Gupta





Ng Keng Wei

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2024 GRADUATING STUDENTS

Keng Wei enjoys creating tangible objects that are a pleasure to own. He adopts a rigorous, detail-oriented approach when form-finding to come up with objects that are a delight to the eye. Accentuating the natural characteristics of the materials in his designs is also especially important to him.



whirble

Based on the spinning movement of a button whirligig, the whirble is a hand-powered toy that produces bubbles, providing fun for real kids, as well as the kid within all of us.



Percolated

The Percolated tile collection, textured by water. Each tile captures a unique blistered effect that arises from the interaction between paint and water. This collection turns what is typically a symptom of moisture damage into a decorative element, and leverages the role of nature in form-finding.

Under the supervision of Hans Tan



A Chess Set from Terminal 2

This luxury chess set is made from a combination of stone tiles and wooden panel fins which were once a part of the Changi Airport Terminal 2. With the iconic Changi Airport Control Tower acting as the king, the rest of the chess pieces in this set were created by abstracting various forms of the Control Tower.

Designed with Mohamed Rizwan
S/O Sahabudeen





Canice Ng

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2024 GRADUATING STUDENTS

Canice's design journey is deeply rooted in her passion for understanding people's experiences. She enjoys finding inspiration from her environment and believes in empathizing and connecting with others. The design hobby she had as a child became a dream she decided to pursue. Today, she leverages her creativity to develop designs that not only solve problems but also leave a lasting impact.



Aly

To reduce the stigma surrounding aging and the use of walking aids, this hybrid trolley-walker was designed with the elderly in mind, while making it appealing to everyone. The aim is to normalize its use across different age groups, thereby encouraging the adoption of mobility support.

Under the supervision of Christophe Gaubert



Unpack

A toolkit for parents to tackle the complex emotions of bereaved children.



Twee Twee

A tribute to the diversity of birds found in Singapore. Twee Twee's iconic form, together with the specific sounds and colours, helps individuals identify the local bird species around our garden city.

Designed with Li Si Yi



Ong Jingheng, Travis

ojhtravis@gmail.com

Passionate about human-centred design and research, Travis crafts solutions rooted in personal narratives. By prioritising and establishing a deep personal connection with each design challenge, he is better equipped to be more innovative and authentic, creating design solutions that are personalised and more importantly, human.



MyMarkit!

MyMarkit! is an excursion kit for families to explore wet markets together. It's designed to help them have organic conversations and connections with the people, produce, and objects of our wet markets. It contains recipe, ingredient, and game cards, as well as a map and zine featuring vendors' stories and a market directory.

Under the supervision of Alistair Norris



Candlebar

Candlebar is a fun, interactive, and delicious twist on traditional scented candles. Designed in the familiar form of a chocolate bar: simply break off squares and combine fragrances to create your own unique blend of scents. By introducing a flexible melt tray that removes the need for an open flame, enjoying scents becomes not only portable, but a safe, clean, and personalised experience.

Designed with Mabel Khaw Shi Qi, John Tay Jo Han



Leapfrog!

Leapfrog! is a DIY arcade kit functioning as both a diorama display and a mobile puzzle game. By leveraging on paper ArUco markers, DIY paper crafts can transform into game controllers that can be pushed, pinched and turned: piloting 2D pixel game characters when paired with a mobile phone.

Designed with Stacy Lim, Allen Ding



Ria Arinah Bte
Muhamad Redza

riaarinahh@gmail.com

Ria, a vibrant and empathetic designer, enjoys exploring diverse methods to craft enriching community experiences. Her adventurous spirit propels both her creative endeavors and personal growth, spearheading initiatives with authenticity and determination. Rooted in her values and aspirations, she inspires through her unique perspective, fostering impactful connections.



Anti-Crown

The 'Anti-Crown' is a contradiction. It serves as a symbol of solidarity in defiance of a self-proclaimed king whilst challenging the perception of its main material: cement. This material was pushed to become thin, light & precious. Through this process, the material became the mould.

Designed with Teh Wen Jan, Mathieu Petot



myHyj

myHyj is dedicated to support and empower Muslim women as they navigate their hijab journey. Together with myHyjrah, personal and introspective reflection, and myHyj.co, which fosters a sense of community, we empower Muslim women to confidently explore and embrace their identity through their hijab.

Under the supervision of Grace Tan



Reimagining HDB Void Deck with AI

How might I reimagine HDB Void Deck spaces with AI? Given AI's creativity, how might we integrate it's innovative potential while engaging with inputs from residents? This project investigates methods for collaborative design with residents and AI for communal spaces.



Seah Kwee Suan Celeste

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Celeste is a designer who designs with research and finds joy in immersing herself in diverse contexts. She distills complex user problems and their latent emotions to create thoughtful solutions across various mediums. Interested in the intersections between tech and people, she brings an inquisitive attitude and a sharp eye for visual communication to every project.



Rememo

For people with dementia, reminiscence therapy with personal or archive photos is either too specific or general. Rememo bridges this gap by using AI images, created through a card-based storytelling activity, giving the senior autonomy over the session while improving efficiency for care staff.

Under the supervision of Yen Ching-Chiuan



Kagenda

In today's hybrid working environment, how can we boost productivity while staying connected to our organisation's culture? Kagenda is a smart meeting assistant that goes beyond meetings in silos, instead using meetings as the base unit of progress in projects. It plans meeting agendas beforehand, facilitates discussions and also sends out recaps and notes afterwards.

Designed with Suzie Kwan Jia Chen,
Clement Koh Yuen Jie



Cobblers' Square

Street cobblers are often overlooked, yet have the unique power of bridging people from all walks of life right at their mobile workshops. Using the context of Chinatown, a reimagined purchase journey and modified cobbler's tools afford new interactions, encouraging the community to gather and bond.



Serene Tan Sher Yun

serenetannn@gmail.com

With a passion for design and user research, Serene harbours a profound interest in deciphering the intricacies of human interaction and behaviour, and translating this understanding into intriguing designs. Inspired by imagery and interactions that capture nostalgia, her designs captivate visually, helping users engage deeply with the nuanced tapestry of the human experience.



Kix.

Kix. is a configurable shoe care and display system designed for sneakerheads to elevate a collection's look in an interior space, while aiding the collector in a detailed step-by-step process of shoe maintenance.



Ment2

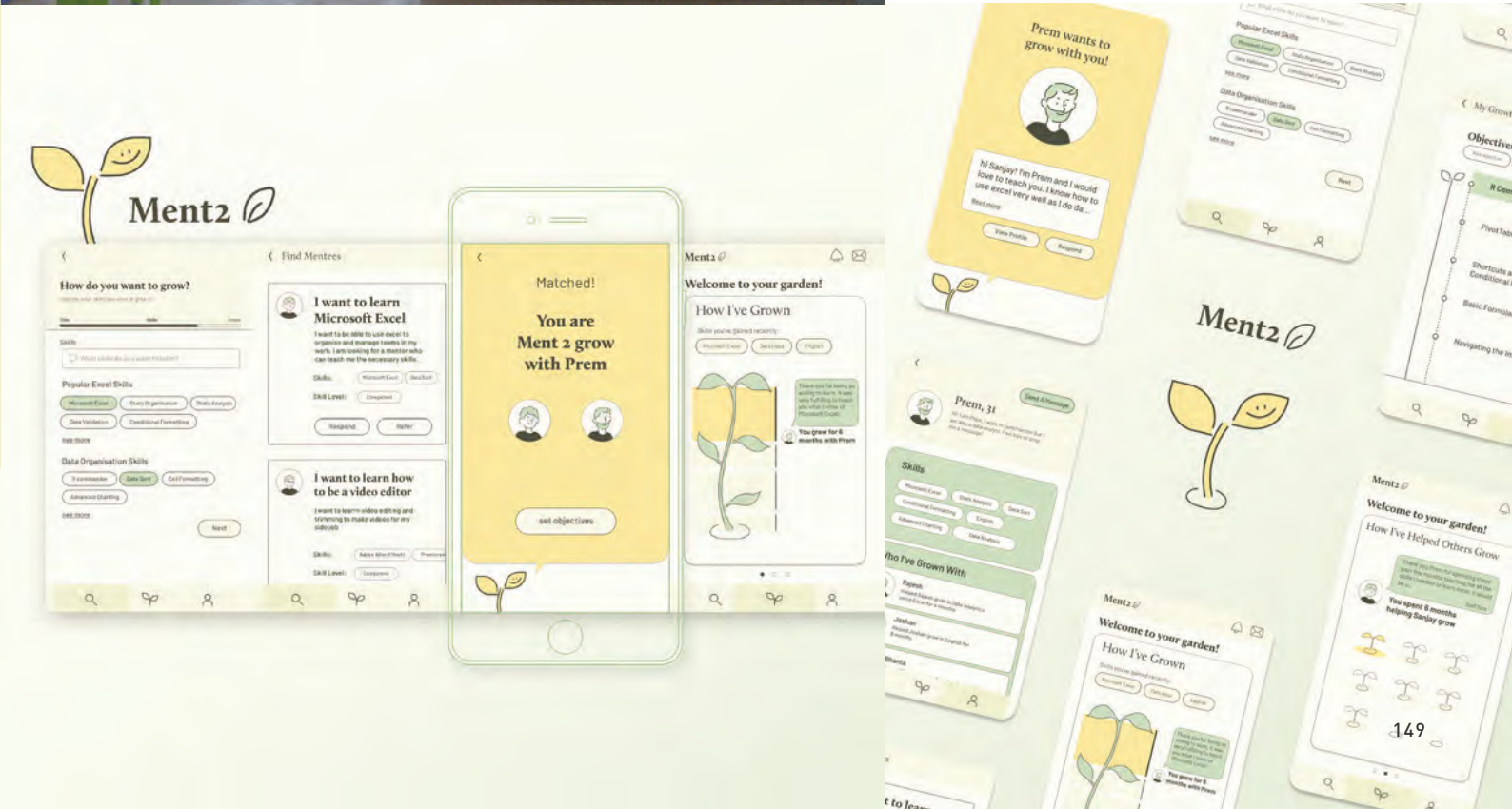
Ment2 is a growth-oriented platform that encourages mentor-mentee bonds within a dorm. Through facilitating migrant workers' growth journeys from start to finish, Ment2 cultivates a culture of mutual learning, and an environment where ambitions and skills flourish.

Designed with Alexandra Corrine Santiago Arguelles

Kampung Spaces

Kampung Spaces is a community-centered design research process that intends to capture public sentiment and idea generation around the future of corridors to influence and guide the next generation of HDB dwellers and creators.

Under the supervision of Alistair Norris





Sheryl Yeo

shxxyl@gmail.com

2024 GRADUATING STUDENTS

Driven by empathy, Sheryl understands the profound impact that both product and spatial design can have on shaping human experiences. Whether she's designing tangible products or crafting immersive environments, her commitment lies in creating designs that truly connect with users on a meaningful and deeper level.



AnatoBite

AnatoBite innovates pet dental care with an anatomically designed toy that enhances oral hygiene by promoting healthy chewing habits. It targets key areas prone to dental issues for effective plaque removal, fostering a proactive approach to prevent severe dental problems among animals.

Under the supervision of Yen Ching-Chiuan



Simpact

Simpact aims to create an education and training model for the study of impacted canine teeth, to make the learning curve less steep for junior/novice dentists, and to get them competent at basic diagnosis and decision-making faster.

Designed with Nicole Tan Mu En, Ananya Mane



Chroma

Chroma revolutionises nail care by breaking free from traditional femininity, offering a welcoming and inclusive atmosphere. It transforms the nail care experience into one that is not just comfortable and engaging, but inclusive for everyone.

Designed with Isabelle Brigitte Kirkwood



Srikes Sundaresan

keshdzn@gmail.com
evotions.cc

2024 GRADUATING STUDENTS

A creative tinkerer with the superpower to turn gadgets into jigsaw puzzles. He aspires to build tools and experiences to understand and evoke emotions.



V AriaLumina

Developed with input from Singapore Raffles Music College and Yong Siew Toh Conservatory of Music musicians, the work fuses music & tech to turn classical concerts into visual experiences. Sensors on musicians form light displays, showcasing the intricacies of orchestral music.

Designed with Huang Kai Xing

V Cardboard and Dungeons

An engaging multiplayer adventure that sparks the imagination of children through visual and auditory cues. Players join a local game lobby, and insert their phones into custom DIY swords, transforming them into interactive game controllers.

Designed with Aileen Ooi, Mars Madison Lovelace



A vflow

A three-step digital toolkit co-developed with feedback from event managers. Using computer vision to track visitors and generate heatmaps from event footage, vflow aids event planners in capturing and archiving key event and visitor insights.

Under the supervision of Tiffany Loy





Syafiq Bin Rahim

syafiq.bin.rahim@gmail.com

2024 GRADUATING STUDENTS

Syafiq is a versatile multidisciplinary designer with extensive experience in service, product, and industrial design. With a passion for solving everyday problems through innovative solutions, Syafiq thrives on meticulously creating prototypes and bringing ideas to fruition.



Katalyst

Katalyst, a green leasing initiative by Keppel, acts as an eco-compliance tool. It includes a Tenant Portal and Interactive Guidebook, fostering a collaborative green leasing journey. This innovative approach, incorporating behavioral design tools, allows Keppel to ensure compliance without rigid enforcement.

Designed with Douglas Ong, Adam Choo

Envisioning the Future of Work

The future of engineering work undergoes deconstruction, embracing smart technology. Redesigned spaces feature portable furniture and a productivity app, enhancing efficiency and staff collaboration for a progressive work landscape.

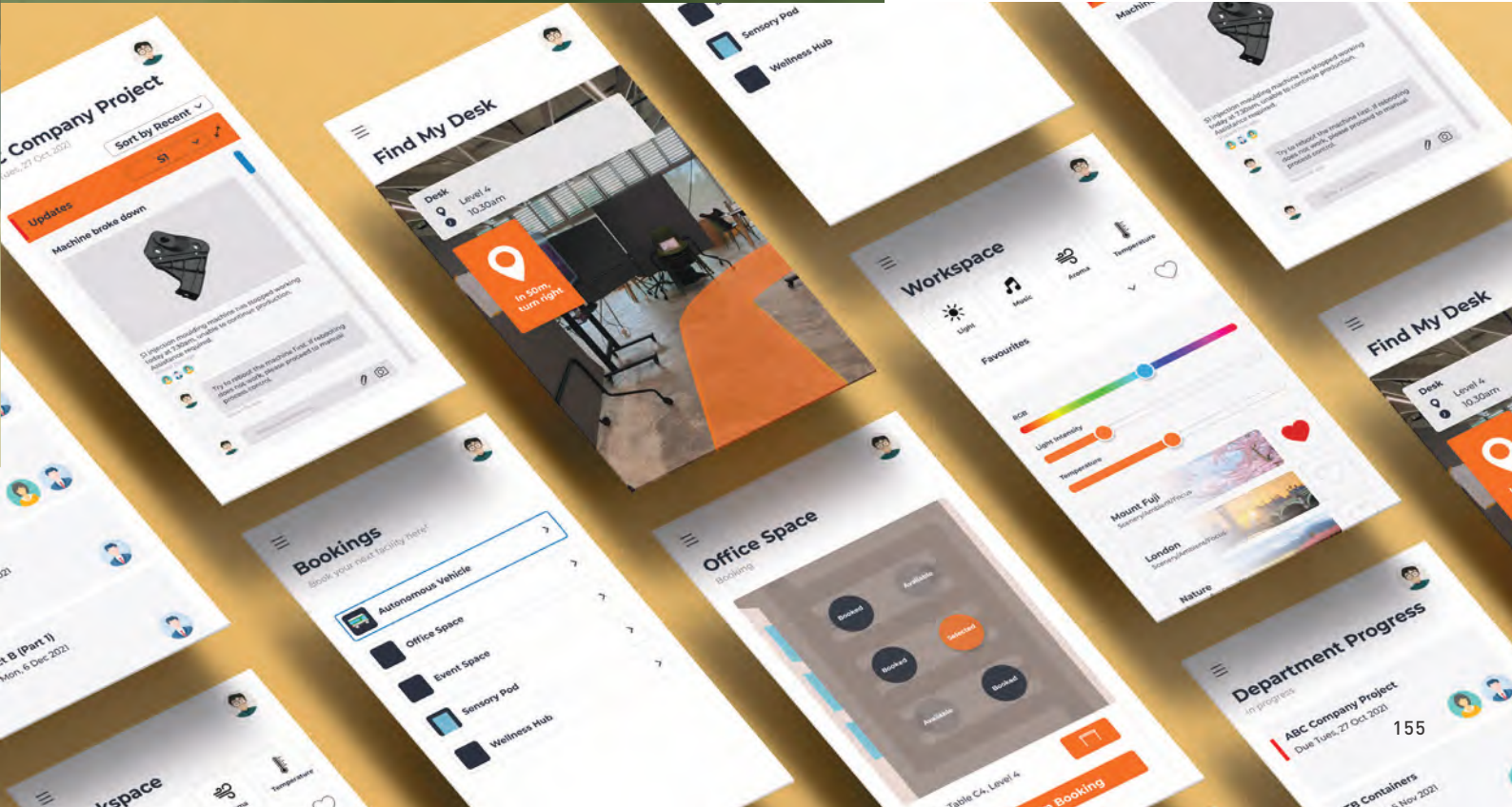
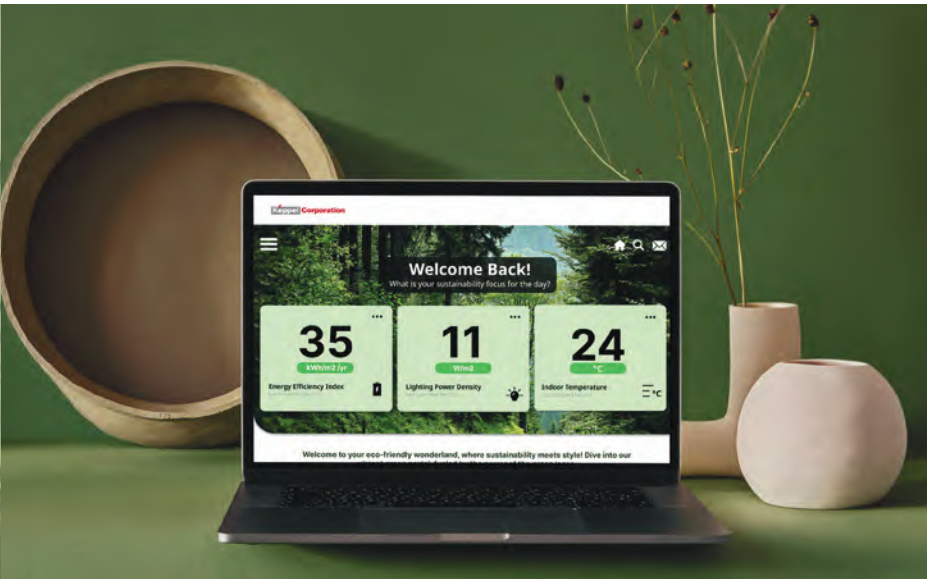
Designed with Tan Shieh Chih, Chan Si Jie, Beth Eng



Projek Ginjal

The project aims to educate the Malay community in Singapore about kidney health. It takes place at neighbourhood mosques, offering informative displays and distributing urine test kits. Attendees can use these kits onsite or at home to assess their kidney function, promoting awareness and proactive health management within the community.

Under the supervision of Patrick Chia



Tan Cun Jia

cunjiatan@gmail.com

With a penchant for exploration and critical thinking, Cun Jia is a designer who seeks to challenge the assumptions embedded in everyday life by providing alternative perspectives through her works. Her design practice encompasses critical, graphic, and product design, with each facet reflecting her imaginative yet analytical approach to design.



Standard Singlish

How should Singlish be perceived in our society today? Is it a bastardised form of English or a unique language that deserves greater respect? Standard Singlish challenges viewers to rethink Singlish's status by introducing a new Singlish typographical system together with a set of educational materials that reimagine a future where Singlish is formalised.

Under the supervision of Olivia Lee



The Great Inferno

Centred around the Bukit Ho Swee Fire, the largest conflagration in Singaporean history, the double-panel infographic utilises data visualisation techniques and graphic design principles to convey the sequence of events that led to the fire and its aftermath in an accessible and compelling manner.

Parachute

A stool constructed using flexible plywood and elastic ropes. When the user sits on the chair, the arched seat curves downwards, much akin to a landing parachute.





Tan Zhi Hui

zhihuitanzht@gmail.com

Zhi Hui is a dedicated designer with a passion for infusing joy into retail experiences. She excels in crafting unique customer journeys that align seamlessly with brand values. Specialising in retail design, visual merchandising, and visual design, she infuses creativity and enthusiasm to elevate brand experiences, ensuring lasting impressions.



V Sense

Sense redefines lingerie shopping for couples, offering a safe haven with two unique spaces. The Boudoir ensures private browsing, creating comfort for intimate choices, while the Atelier invites lingerie discovery and exploration in a semi-private, engaging environment. Elevate romance and rekindle desires with Sense.

Designed with Chan Mun, Dawn

V The Evolution of Tang Aesthetics

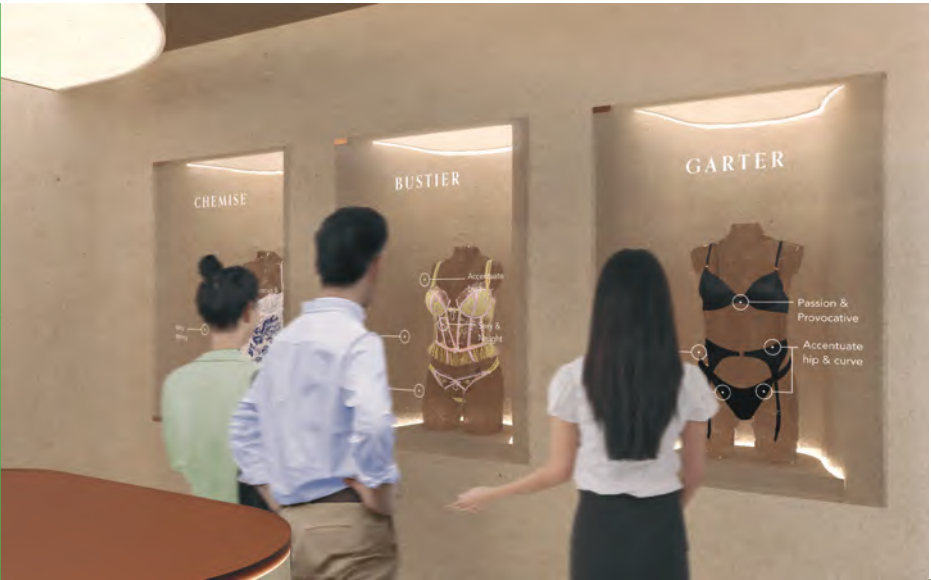
In this project, the main narrative traces Tang aesthetics’ evolution and causes, while the secondary narrative focuses on Tang Dynasty makeup. The aim is to harmonize both narratives in infographics, creating a macro-micro view—one for overview, the other for detail.



^ HerMuse

HerMuse transforms lipstick gifting by fostering interpersonal interaction, shifting from an individual journey to a shared beauty experience. It further bridges the gap in AMUSE’s physical retail by providing a seamless, personalised customer journey.

Under the supervision of Tiffany Loy



Valerie Ng

valngtine@gmail.com

As an industrial designer who thrives on sarcasm and adventure, Valerie brings a refreshing wit to her graphic, product, and experience design specialties. She injects each project with her unique brand of humor, seamlessly merging irony and creativity in her works, reflecting her vibrant personality, innovative spirit and passion for pushing boundaries.



First Aid Kit for a world with no thumbs

The first aid kit for a world with no thumbs reimagines what using tools that require precision would be like if people only had four non-opposing fingers. Diegetics and fictional world building help to identify lifestyles and problems that people in this world would face and thus, products that would naturally arise from their need.

Designed with Rain Tay Xin Yu, John Marie Tan Hui Zhong

Rise

What if ink, instead of smudging when in contact with water, could come to life and lift off the page? Designed with this dysfunction in mind, Rise features the most optimised geometry and experience for floating ink. Children can now float their drawn creations with ease, unlocking endless possibilities for fun and magical moments.

Designed with Rain Tay Xin Yu



True Cost of Fashion

This exhibition is a roadshow-style educational initiative designed to illuminate the hidden environmental and social impacts of the fashion industry. Targeting secondary school to junior college students, the exhibition offers an interactive journey through the lifecycle of fashion products, emphasising the severe consequences of fast fashion.

Under the supervision of Tiffany Loy



Tanya Verma

tanya.verma.nus@gmail.com
tanya.zyrosite.com

Tanya is a versatile industrial designer with a passion for transforming ideas into tangible experiences. With a diverse skill set spanning across UI/UX design, experience design, interaction design, and product design, she thrives on crafting innovative solutions that merge functionality with aesthetics, showcasing her creative prowess.



Kéva

The Kéva cup streamlines child feeding – a one-handed, hassle-free process. Its user-friendly design includes clear measurements, a comfortable grip, and a soft tip for easy medicine intake.

Designed with Ashlyn Wong

Pulink.

A flexing shelving system comprising of links that allow it to move freely to accommodate different needs. The linking design is stackable, allowing for an optimal of 5 shelves to work perfectly.



Exploring Anxiety

A short storytelling game, where you navigate the challenges of a friendship that drifted apart through the lens of a person with anxiety. It is a self-reflective, with parts that make you ponder, relate to your own life, with the goal of encouraging those who may be reluctant to go seek help, whether it's from people around them or a professional.

Under the supervision of Alistair Norris





Wina Nashita
Rakana Adisetya

wnshta.social@gmail.com
wnshta.webflow.io
linkedin.com/in/wnshta



Wina is a dynamic and resourceful designer, who pushes material boundaries with innovation. Her designs reflect practicality, simplicity and thoughtfulness, all underpinned by a desire to leave a meaningful and positive impact. Her design philosophy emphasises the journey and creative process, valuing them just as much as the final outcomes.

TONG

TONG aims to tackle the challenge of promoting sustainability within hospital wards without disrupting existing workflows. By addressing stakeholder relationships and complexities within the healthcare system, we aim to instil long-term behavioural mindset towards a more sustainable hospital.

Designed with Chan Jia Ying, Goh Yu Yan



Re:Food

Would you eat sus food? #FoodForThought. Re:Food seeks to revolutionise our approach to nourishment by questioning the concept of food and waste by exploring alternative uses for excess resources. We aim to redefine food, reevaluate how we treat our resources and reframe the way we nourish ourselves.

Under the supervision of Grace Tan



Stone of Today

From stone to STONE - we came up with a system that provides an opportunity to repurpose stone wastes in the form of dust & debris, into new building materials that encapsulates sustainability & technology, to create the stone of today.

Designed with Rachel Tan Yu Jie





Yang Junwei

junweiyang27@gmail.com

2024 GRADUATING STUDENTS

Junwei hopes to introduce play into everyday experiences and aims to shape creative interactions. His pursuit of knowledge extends beyond the surface, delving deep into relevant subjects to enrich his designs. With a human-centered approach, he weaves newfound understanding seamlessly into his creations, fostering meaningful connections and elevating the human experience.



Stick It Spaces

Stick It Spaces is a concept that encourages kids to share their decoration ideas with their parents. It allows users to design their spaces with personalised worksheets and furniture stickers.

Designed with Felicia Wong



GrainGlow

Today's skincare options prioritize instant results. GrainGlow advocates for mindfulness by embracing a process-based approach. Utilize traditional remedies at home, heal with your own hands, and embrace a slower pace with GrainGlow's mask-making, fostering mindfulness in your skincare journey.

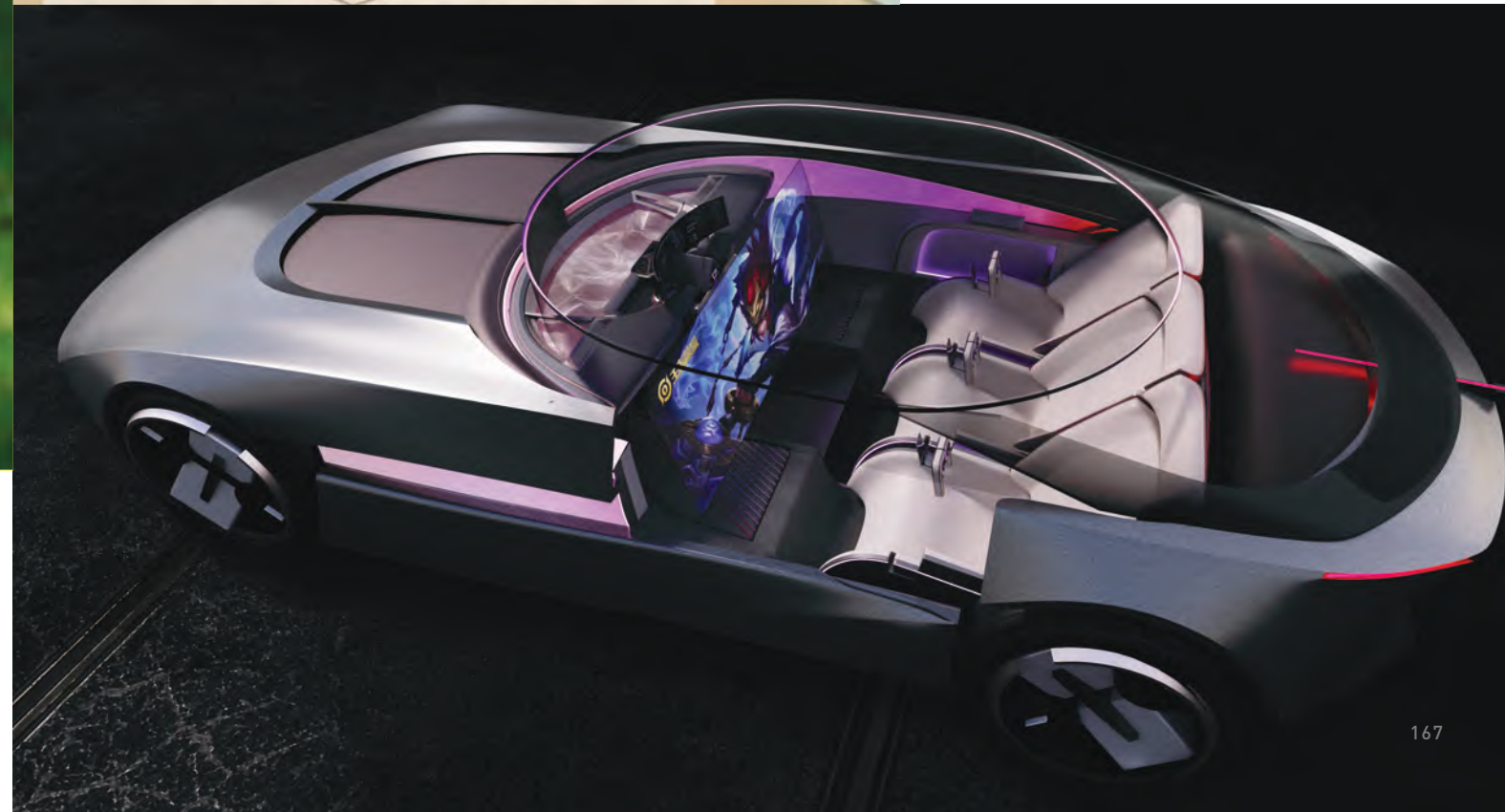
Under the supervision of Hans Tan



Future Gaming Car

This concept takes place in 2030, a time when social gaming is a common lifestyle among young adults, mainly targeting the Chinese market. Cars have integrated a particular OS with the most popular gaming companies to provide the best quality of luxury and life to gamers.

Designed with Xiqiao Wang,
Martin Polge Théo





Grace Zhang

zhsunboya@gmail.com

2024 GRADUATING STUDENTS

Grace is a down-to-earth designer who finds beauty in life's simple designs. Her empathetic approach forms genuine connections with her projects, adding a touch of personal warmth. Motivated by a desire for lasting impact, Grace's designs blend creativity and purpose. In the realm of design, her touch is distinctive, sincere, and quietly impactful.



CHICHI

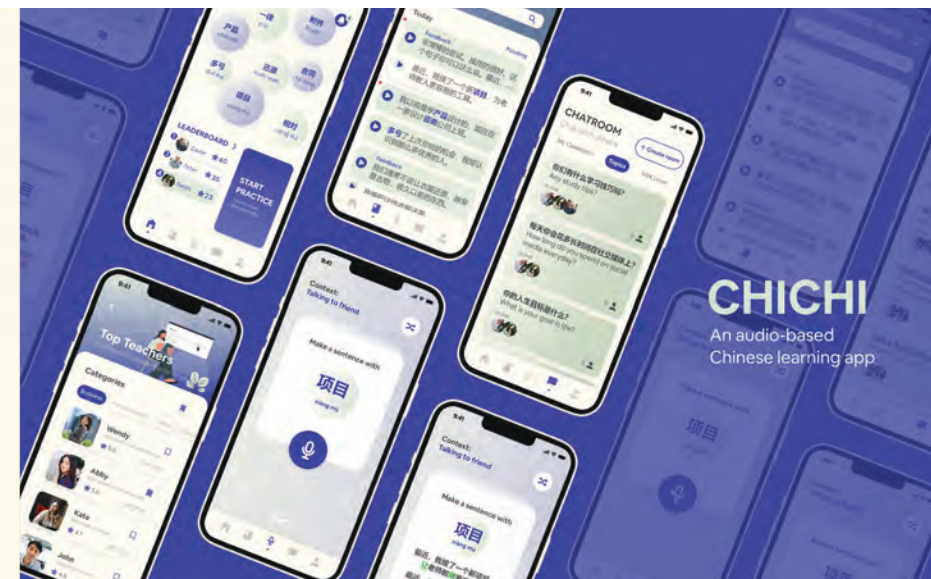
CHICHI is an audio-based app that provides tailored bite-sized verbal practices for Singaporeans to improve their conversational Chinese outside of school. The transcribed consolidation feature helps to track progress and encourage continuous engagement.



Don't Be Salty Lah

"Don't Be Salty Lah!" supports NUS school food vendors in confidently transitioning to lower-sodium dishes, aiming to reduce students' daily sodium intake. The initiative provides a self-assuring system that addresses vendors' concerns, facilitating a secure and smooth switch to healthier options.

Under the supervision of Patrick Chia



Bruichladdich Pop-up Store

The pop-up concept uses a simple yet engaging design inspired by the brand's distillery to reveal the essence of whisky and the brand story. It prioritises visibility, cost-efficiency, and seamless implementability for an immersive experience.

In collaboration with Bruichladdich

Designed with Rachael Anne Lee Hui Ting





Chan Hui Ying Sarah

111.sarah.chan@gmail.com
linkedin.com/in/sarcha

Rooted in the industrial design approach, Sarah sees design as a bridge that connects people with a shared vision. Designing for progress sparks the most joy for her, be it solving a problem with a product’s user experience or finding novel ways for storytelling to bring concepts to life.



Rested Reality

In a world where sleep has been commodified, sleep can now be exchanged for money. SOMNMOS—a public sleep farm—efficiently collects sleep from professional sleepers. With a Pod, a Driverless Forklift, a Patch, and a Cartridge Dispenser, these products facilitate the supply and demand of sleep.



Rebound

Rebound is a hand-powered kitchen tool that uses inertia to pulverize food. Through rolling gestures, the mixer ball collides with food and polycarbonate walls to grind food into particles. After pulverizing, a magnetic slider helps the user to attach or release the mixer ball mess-free.



ThermoPoint

ThermoPoint reimagines how orthodontists simulate the movement of teeth with braces. With polycaprolactone gums that turn transparent when heated, one can study how teeth movement affects the roots. Using metal ceramic heaters and proper channelling improves the simulation’s accuracy and ease of use.

Designed with Siew E Ian, MerKayla Wong

Team Members

R. Brian Stone

Director

Valeska Tan

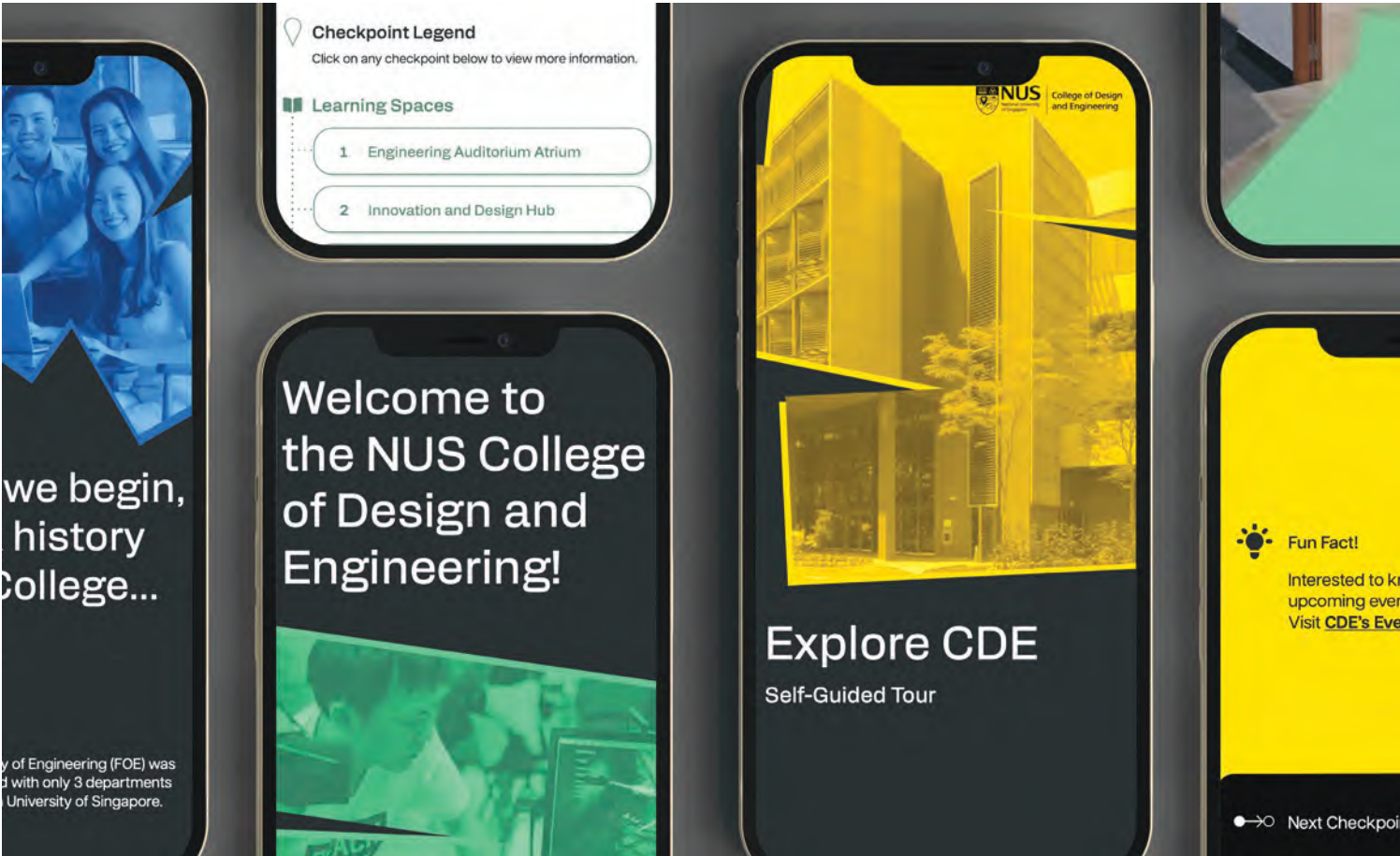
Design Lead

Cherryl Aye Phyu Thant

Designer, Researcher

Communication Design Hub

The Communication Design Hub operates as a collaborative resource for the university and professional communities. The Design Hub functions as a creative centre with the goal of designing communication solutions for the NUS community. An extension of the Division of Industrial Design (DID), The Design Hub employs design students to develop a range of communication solutions in order to support research, outreach initiatives, student centred activities, as well as communication.



CDE Self-Guided Tour Wayfinding

The College of Design and Engineering (CDE) is rolling out self-guided tours for small groups of visitors. The Hub designed the wayfinding system within this booklet and packaged information about each checkpoint into a mobile-ready booklet to navigate your way around campus. Explore CDE through this 90-minute walk and learn fun facts about each facility!



Sustainable Tropical Data Centre Testbed Launch

The Hub's student designers worked on refreshing the Sustainable Tropical Data Centre Testbed (STDCT) identity for their upcoming launch.

The new identifier represents this effort through a contemporary and sleek mark with a clean visual vocabulary to be used across a wide range of collaterals. Our designers took on the task of designing these exhibition materials, promotional video and doing event photography.



Scientific Research Animations

The College of Design and Engineering recognises the scholarly achievements of research teams and would like to help them promote the reach of their publications for a wider audience. With complex content and jargon used, it may be hard to explain the nature of the research to new audiences.

The Hub has done a series of research animations to formulate explainer videos disseminated for social media use. These videos were able to increase readership rate for the respective papers.



Capturing the immense potential of microscopic DNA for data storage



Explainer: Harnessing loss and noise to build better sensors



Waste plastics on roads: Building a circular economy



< CDE Open House 2024 Wayfinding Signage

For easier navigation at the drop-off points for the tours, the Hub designed a pair of exhibition wayfinding signages to guide visitors to the SDE3 and EA. Taking inspiration from the iconic building façades of each building, the patterns on the signage serve as clear directional markers.



▲ SSI Beings Website

The Hub designed the Smarts System Institute's project site that showcases their research through a fun and interactive lens. The landing page has an isometric, illustrated style which encourages viewers to explore the 4 categories — Work, Learn, Live and Play. With many exciting and futuristic ideas, we wanted to express how these projects are ushering in the future of technology. Each of the categories have an 'old' and 'new' vision — hovering over a platform will swap the old illustration with the new one, allowing for more engaging interaction.

Team Members

Christophe Gaubert
Director

Nakayama Yuta
Senior Design Engineer

Poh Yun Ru
Designer

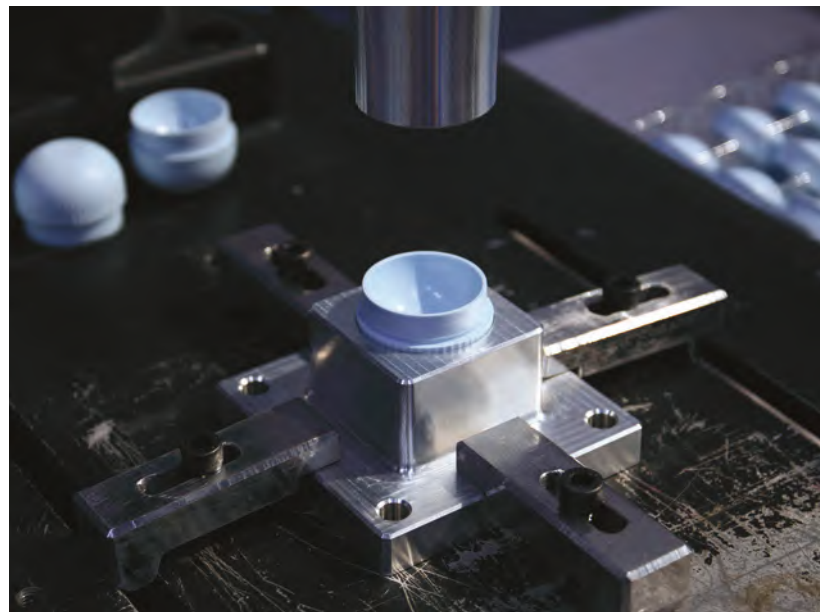
Tommy Cheong
Designer

Chan Khee Hwee
Graphic Designer

Yeo Wan Jun
Business Development Manager

Design Incubation Centre

The Design Incubation Centre (DIC) takes part in the emergence of a new generation of Singapore Designers by helping the NUS design talents to develop and achieve their ideas through the incubation of their projects, until production and commercialisation. By also developing research and probe projects, DIC contributes to identifying the new industrial, social and cultural territories where Design will tend and take action in the coming decades. Thus, DIC has the mission to feed, inspire, support, reveal and promote the students and young designers from the Division of Industrial Design by actively participating in its pedagogy.



< Rollo

Rollo, further developed at the Design Incubation Centre, is now available after pre-orders began fulfilling in April 2024. It has received positive feedback for its effectiveness and user-friendly design.

Designed by Koh Bei Ning



^ CALIPSO

CALIPSO (Computer Assisted Live Imaging for Predictive Screening of Organoids) is an innovative advancement in microscopy leveraging deep learning techniques to enhance and simplify the process of studying and quantifying the morphology of organoids in real-time 3D. The design approach developed by DIC helps to streamline tasks, establish a clear visual hierarchy of functions, and enhance manipulations.

In collaboration with NUS MechanoBiology Institute (MBI)



Sampan >

The Sampan benches for One Holland V are cut from a slatted block of Tembusu wood, their oiled surface recalls the decks of the first boats that docked on the shores of Singapore. Arranged in the form of a swarm, both organised and chaotic, they adapt to the nature of the place, depending on the environment and its needs.

Designed by Christophe Gaubert, Poh Yun Ru, Cynthia Chan, Tan Wei Jing



NRU >

NRU is a design research on the typology of funerary urns. In a wish to bring darkness to the bright, it offers to literally reverse the urn. The contained ashes are thus found outside, becoming the visible surface of the object. NRU was selected for the EMERGE @ FIND 2023 exhibition.

Designed by Christophe Gaubert, Poh Yun Ru, Cynthia Chan, Tan Wei Jing



> The Nature of Things at Bangkok Design Week 2024

The exhibition brings forth a conversation with Nature in the context of Livable Scape by the students and graduates from the Division of Industrial Design. It aims to bring awareness about our relationship with nature by presenting innovative approaches to sustainability and livability in urban environments through Design.

In collaboration with Greydient Lab

Team Members

Lee Jung-Joo
Director, Principal Investigator

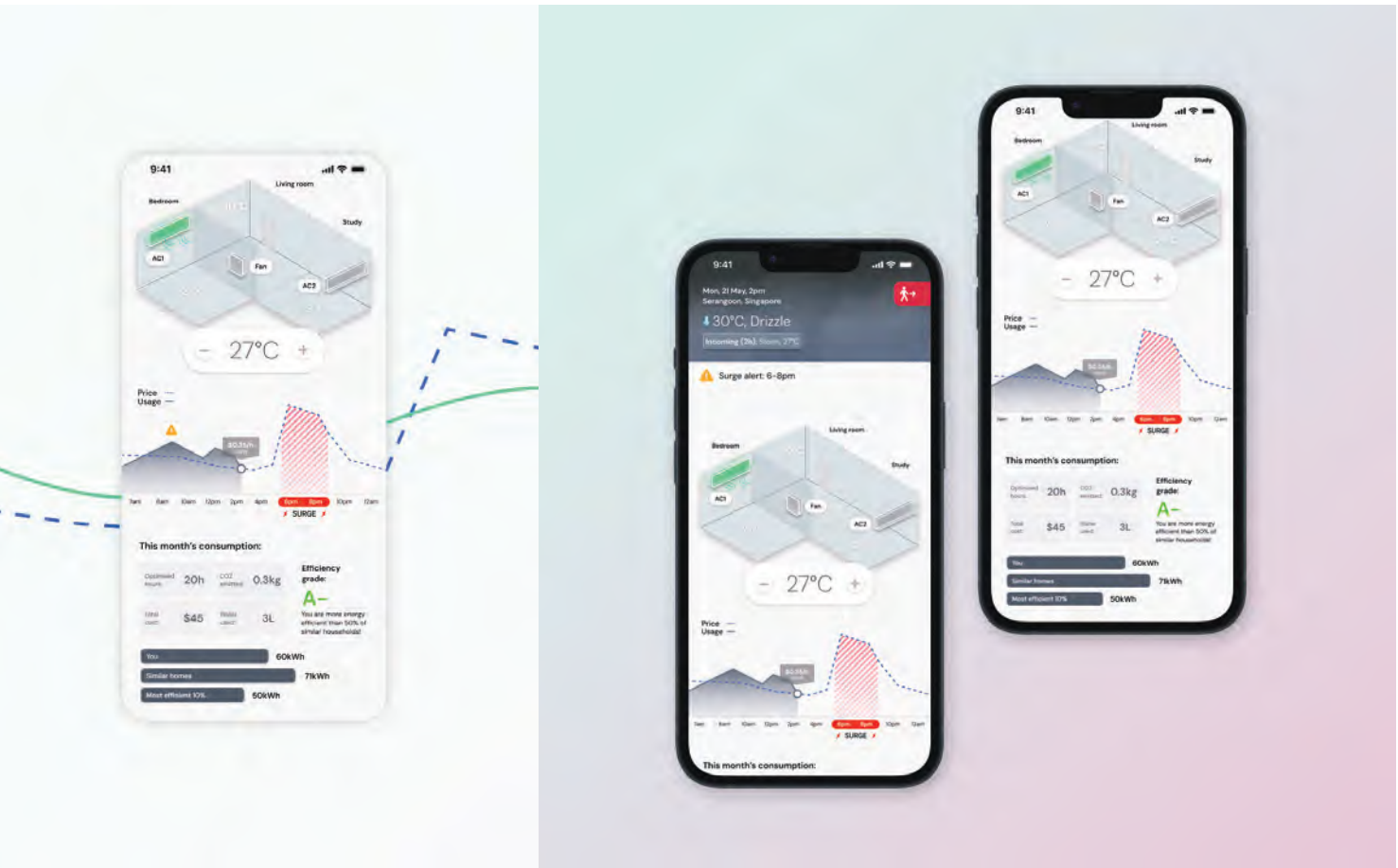
Kate Sangwon Lee
Service Designer

Chew Jiaying
Education Designer

Lucas Cheng
Service Designer

Service Design Lab

Service Design Lab Singapore (SDL) runs collaborative design and research projects with government agencies, companies and social organisations to achieve human-centred service innovation. SDL also develops educational programs for academia and industries, and populates new knowledge through publications, workshops, and online platforms.



Democratised Digital Twins: New human-building interaction for personal wellbeing and sustainable behaviours

The Service Design Lab embarked on a project that focused on developing human-building interaction systems that invite building residents to make informed decisions toward sustainability and comfort. The project employs multiple methods to understand various needs from residents and takeholders to co-create future solutions together, including co-creation workshops, prototype building and testing, living lab and so on. Recently, the project has evolved to design for a new service system for the Open Electricity Market, and work on occupant-centred environmental control systems.

In collaboration with Building Robotics Laboratory (NUS Dept of the Built Environment), the Royal College of Art, Ngee Ann Polytechnic

Designed by Jung-Joo Lee, Kate Sangwon Lee, Lucas Cheng

Team Members

Clement Zheng
Principal Investigator

Yong Zhen Zhou
Researcher

Bo Han
Ph.D. Student Researcher

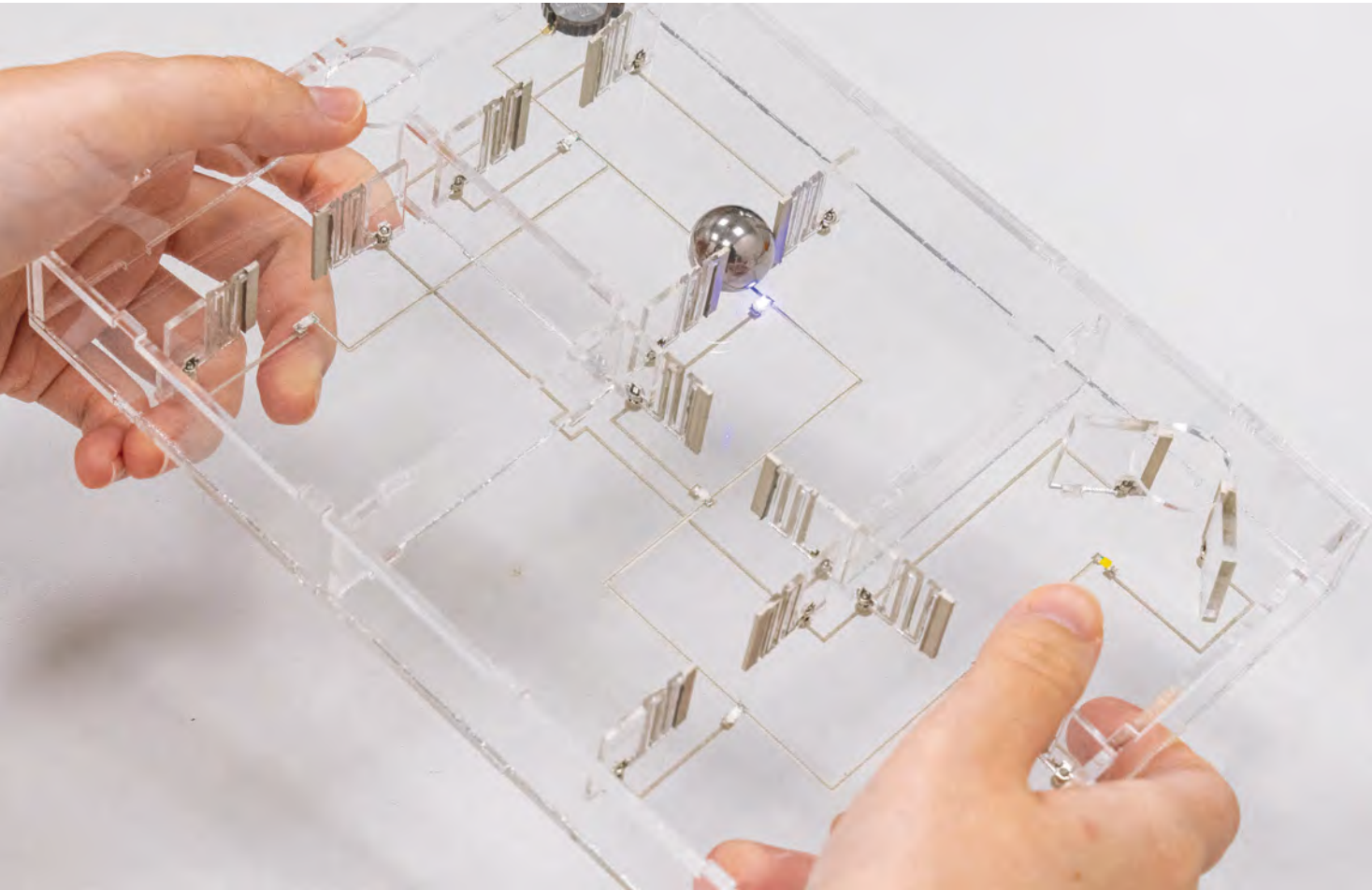
Xin Liu
Ph.D. Candidate Researcher

Ye Qian
Ph.D. Student Researcher

Yuqi Huang
Masters Student Researcher

Interactive Materials Lab

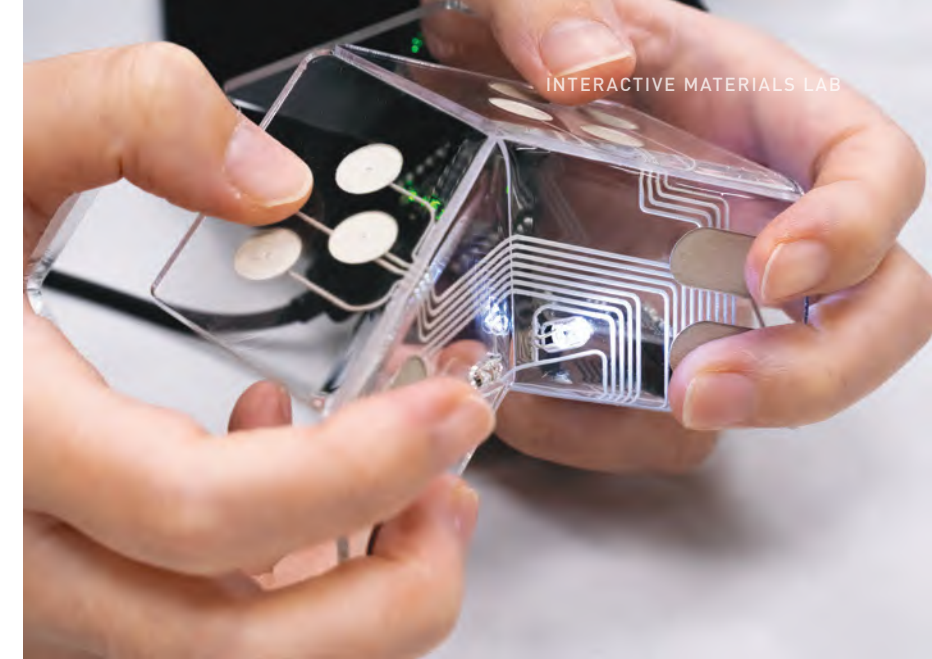
The Interactive Materials Lab researches material systems for interaction and experience design. The lab operates in the space between materials and artifacts, specialising in building interactive systems by leveraging everyday materials and fabrication processes. These investigations often yield new approaches and tools for constructing tangible interfaces.



E-Acrylic

Acrylic is valued for its visual and structural properties and is used widely in industrial design. We propose E-acrylic, an electronic composite that incorporates electronic circuits with acrylic sheets. Our approach to making this composite is centered on acrylic-making practices that industrial designers are familiar with. We developed the fabrication approach that includes leveraging laser cutting to embed circuits into acrylic sheets, as well as different ways to shape e-acrylic into 3D objects. We then built a variety of interactive products with e-acrylic to further probe its potential for tangible interaction design and physical computing. We also reflected on these applications and surfaced a design space of tangible interactive artifacts possible with this composite.

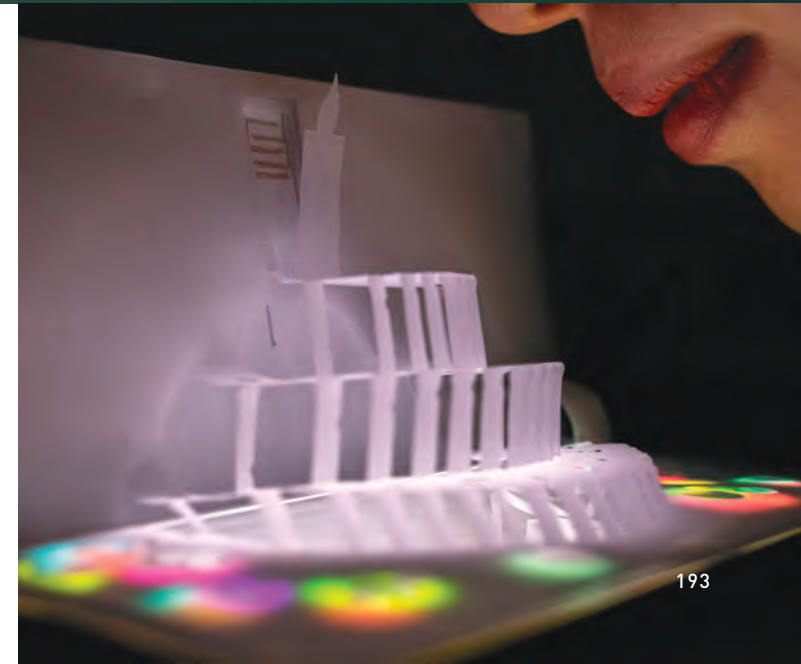
This project has been accepted and will be showcased at the 2024 CHI Conference on Human Factors in Computing Systems [CHI '24].



V PaperTouch

PaperTouch explores the intersection of paper and touchscreen technology for designing tangible interfaces. It presents an approach to design paper-based mechanisms that translate a variety of physical interactions to touch events on a capacitive touchscreen. By exploring paper's materiality, we create engaging applications, including musical instruments, playful toys and educational dioramas. This project aims to demonstrate how paper and touchscreen can synergistically offer a hybrid materiality, enriching the design and construction of tangible interfaces.

This project has been accepted and will be showcased at the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24).



A BARC

BARC is a multiplayer arcade shooter game where players must scan barcodes in both the virtual and physical world to complete different objectives. Players take on the role of a warehouse employee equipped with a magical barcode scanner. Besides stocking delivery drones, they will need to wield the scanner to repair broken equipment and defeat hostile enemies. Game tasks are delivered to the player via a receipt printer in the real world, and players must manage the onslaught of virtual agents and torrent of physical receipts to complete their shift. The game repurposes the familiar supermarket barcode scanner as a point-and-shoot controller. To succeed, players will need to consider the world through the lens of the scanner and position it effectively to scan the myriad of targets the game presents to them across both digital and physical space.

This project was exhibited at Alt.CTRL.GDC24 in the Game Developers' Conference 2024 (GDC24) in San Francisco.

Achievements

Student Achievements



Auxobrace
James Dyson Award 2023 – National Winner
Siew E Ian

OneTwo
Japan Institute of Design Promotion
Special Award 2023
Jared Lim

BARC
Shortlisted and showcased at Alt.Ctrl.GDC 2024
Yong Zhen Zhou, assisted by Joshua Tan



Alumni Rising Star Award 2023
Gracia Fei

Outstanding Young Alumni Award 2023
Dr. Xue Lishan Agnes and Sim Hao Jie





**The Pastille Collection
and The Buttercup Collection**

Exhibited at SaloneSatellite,
Salone Del Mobile, Milan Design Week

Emeline Ong



**Reppard & Dorothy Stone
Communication Merit Award**

Celeste Seah

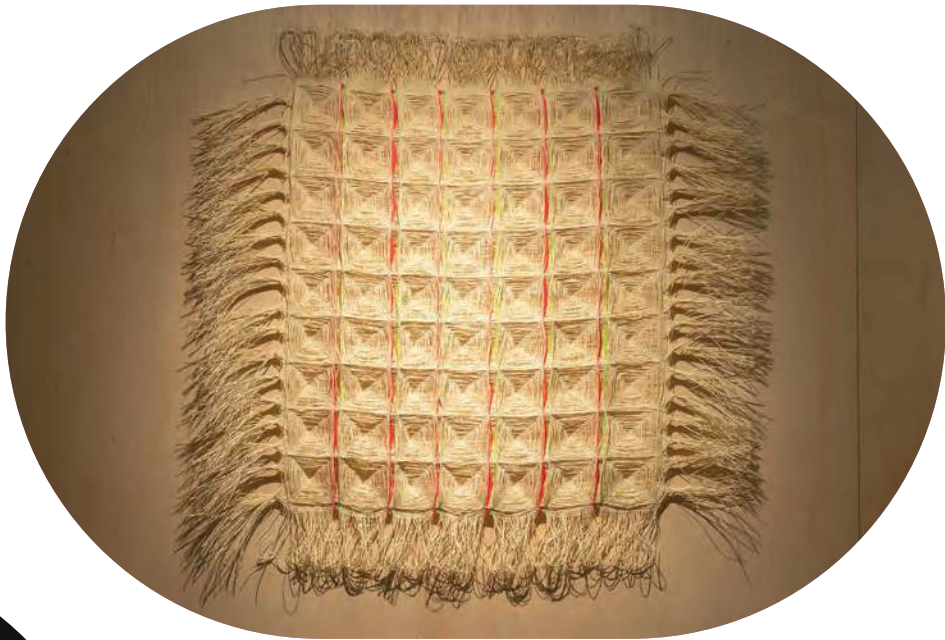
What is your favourite coffee?

MODE Fest
Finalist (Informative & Persuasive Category)
Kristy Tan Wei Qi

Operation Paws

Service Design Awards 2023
(Honourable Mention)
Valeska Tan Ying Lin





Depth Exploration, Ghim Moh Pendant and NRU – Exhibited at EMERGE @ FIND, Singapore Design Week
Depth Exploration by Tiffany Loy
Ghim Moh Pendant by Hans Tan
NRU by Design Incubation Centre



Dean’s Chair ➤
Hans Tan

College Teaching Excellence Award AY 22/23 ▼
Patrick Chia and Song Kee Hong





R for Repair – President's Design Award 2023, Design of the Year

Led by Hans Tan

The exhibition featured projects from DID students, namely, Ng Luo Wei, Mervyn Chen, Michelle Loh, Xavier Teo, Lew Jinjie, Darryl Leong, Zephania Lim, Xiao Jieying, Cynthia Chan, Tan Kah Kiat, Sen Fong Ling, Shaina Kang, Tan Zijie, Jonjoe Fong, Shawn Ng, Ye Jiajie, Sheryl Ang, Celeste Loh



Reciproco and Mosaic Membrane – Exhibited at Future Impact 2, Milan Design Week

Reciproco by Clement Zheng, collaborated with Genevieve Ang

Mosaic Membrane by Tiffany Loy

Coral Rescue

WIRED Creative Hack Award 2023 – Grand Prix

Tomomi Sayuda (Visiting fellow from University of Tokyo)





Staff Index

FULL-TIME
FACULTY

- R. Brian Stone**
Head of Division, Interim,
Associate Professor
- Patrick Chia**
Deputy Head (Academic Affairs),
Interim, Associate Professor
- Song Kee Hong**
Deputy Head (Admin & Finance),
Assistant Dean, Master’s Programmes,
Lifelong Education, Associate Professor
- Lee Jung-Joo, Ph.D**
Deputy Head (Research),
Associate Professor
- Christophe Gaubert**
Associate Professor,
Director, DIC
- Christian Boucharenc, Ph.D.**
Associate Professor
- Hans Tan**
Dean’s Chair,
Associate Professor
- Yen Ching-Chiuan, Ph.D.**
Dean’s Chair,
Associate Professor
- Clement Zheng, Ph.D**
Assistant Professor
- Cho Janghee, Ph.D**
Assistant Professor
- Donn Koh**
Senior Lecturer
- Colin Thiam**
Specialist Associate
- Tan Yi Xiang**
Specialist Associate
- Teh Wen Jan**
Design Engineer

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- Ash Y.S. Yeo**
- Celia Wong**
- Desiree Lim**
- Dylan Chan Sze-Yen**
- Jason Ong**
- Kwok Wai Chiau**
- Matthew Roop**
- Timothy Hoo**
- Vincent Leow**

ADJUNCT
FACULTY

- Alistair Norris**
- Benjamin Xue**
- Grace Tan**
- Lee Tze Ming**
- Olivia Lee**
- Sixiu Tan**
- Tiffany Loy**

DESIGN
THINKING

- En Qi Angela Tay**
Instructor
- Chong Ren Pian**
Instructor
- Karyn Lim**
Instructor
- Lian Hai Guang**
Instructor
- Abdul Rashid**
Teaching Assistant
- Chen Cheng**
Teaching Assistant

CREATING
NARRATIVES

- Chia Xin Ying**
Teaching Assistant
- Matthew Soon**
Teaching Assistant
- Namita Kashyap**
Teaching Assistant
- Nathaniel Aaron Tan**
Teaching Assistant
- Tan Huai Bin, Gregory**
Teaching Assistant
- Ryan Euclid Chin Qingfeng**
Teaching Assistant
- Siti Norhana Mohammed So’od**
Teaching Assistant

- Fauzi Azman**
Teaching Assistant

- Kaz Jumari**
Teaching Assistant

- Jessica Liu**
Teaching Assistant

- Tang Yujie**
Teaching Assistant

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STAFF

- Winnie Chin**
Assistant Senior Manager
- Nur Nadirah Binte Haron**
Manager
- Stella Gao**
Assistant Manager
- Rachel Chee**
Senior Executive
- Danny Lim**
Assistant Senior Manager

COMMUNICATION
DESIGN HUB

- Valeska Tan**
Design Lead
- Cherryl Aye Phyu Thant**
Designer

DESIGN
INCUBATION
CENTRE

- Nakayama Yuta**
Senior Design Engineer
- Poh Yun Ru**
Designer
- Tommy Cheong**
Designer
- Chan Khee Hwee**
Graphic Designer
- Yeo Wan Jun**
Business Development Manager

SERVICE
DESIGN LAB

- Kate Sangwon Lee, Ph.D.**
Research Fellow
- Chew Jia Ying**
Education Designer

INTERACTIVE
MATERIALS LAB

- Yong Zhen Zhou**
Researcher



