

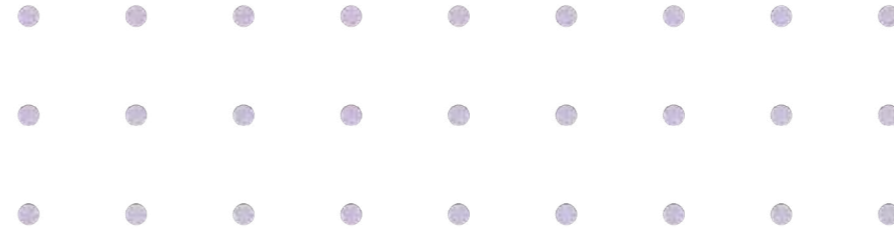
2026



Division of Industrial Design
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ISBNAPP26041410

Foreword



Head, Division of Industrial Design

Professor Cees de Bont

It is with immense joy and pride that I look upon the remarkable projects and developments of our graduating class. Four years ago, you walked through our doors a little hesitant, perhaps a bit shy, but brimming with anticipation. Today, you stand before us transformed—independent, deeply skilled, and exceptionally well-prepared to carve out your own paths in the professional world.

Your journeys have been rich and varied. Many of you have stacked your resumés with vital internship experiences, while others ventured beyond our borders to study or work internationally. Collectively, you have mastered the art of navigating complex projects—both as solitary visionaries and as collaborative team players—learning to harvest and process information with both productivity and creative flair.

Notably, your cohort has stood at the frontier of a technological shift. More than ever before, AI has become woven into the fabric of your design processes, from inception to execution. These AI collaborators are no longer just tools; they have emerged as teammates, offering both functional efficiency and unexpected emotional scaffolding. We are only at the absolute dawn of this evolution, one that will profoundly reshape how we operate as designers.

Redefining the Design Landscape

The professional landscape waiting for you is shifting dynamically. While many of our graduates continue to thrive in traditional commercial roles, an increasing number are boldly charting new territories. We see our alumni stepping into impactful roles within governmental organisations, or fiercely striking out on their own as design entrepreneurs.

What remains constant, however, is the undeniable caliber of our students at the Division of Industrial Design (DID). Your track record of excellence is staggering. For each of the past four consecutive years, a DID student has claimed the national James Dyson Award. Naturally, this sets a glittering precedent for this year's batch... but truly, no pressure.

You should take immense pride in carrying a degree from DID at the National University of Singapore (NUS). In the most recent QS World University Rankings, our Division surged from 30th to 19th in the world, securing our place as 3rd in all of Asia. This meteoric rise is a testament to the collective brilliance of our students, the dedication of our faculty, and the excellence of our programs and facilities. We are an institution in transformation, continuously recruiting top global scholars who further elevate our design expertise and international reputation.

Go Forth and Conquer

As we celebrate your achievements, there is a bittersweet tinge to this farewell. We will miss your energy, your curiosity, and your presence in our studios. Yet, we bid you goodbye with absolute confidence. You have been exemplary students, and you are entirely ready to conquer the world.

In an era saturated with rapid technological advancement, it is the designer—more than any other professional—who holds the power to ensure these tools are applied ethically, beautifully, and for the genuine benefit of individuals, communities, and society at large.

The future is yours to shape. I wish you the absolute best in all your upcoming endeavors.

Curriculum



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

Division of Industrial Design

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

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

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

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

Social & Service Transformation

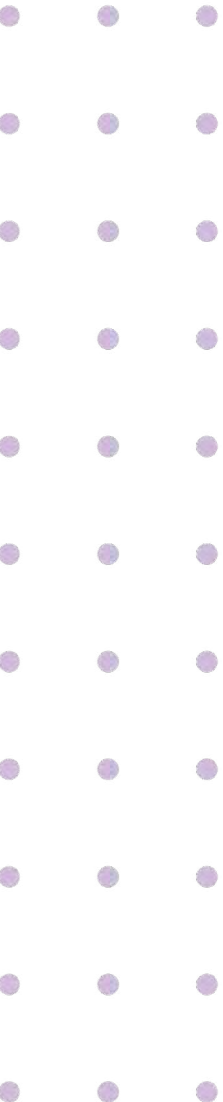
A human-centred approach to designing interactions that are usable, meaningful and enjoyable. It focuses on bettering lives in the ever-changing society.

Design Futures & Critical Inquiry

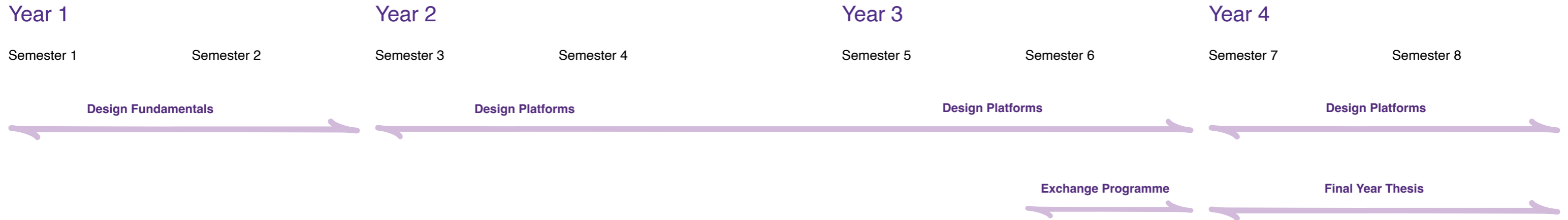
An imaginative projection into the future of products, technologies, interactions, and culture. It spans from critical analysis to disruptive innovation.

Product Innovation

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



BA Course Structure



Design Fundamentals

Semesters 1–2

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

Design Platforms

Semesters 3–7

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

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

Year 3

Semester 5

Semester 6

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

Akzonobel, ASUS, DBS Bank Ltd, Dell, Dupont, Eight Inc., Estée Lauder, Festo AG & Co. KG, GovTech, Groupe PSA, Guerlain (LVMH), Hewlett Packard, Housing Development Board of Singapore, IBM, ICI Dulux, International Flavors & Fragrances (IFF), Jurong Port, L'Oréal, Ministry of Education Singapore, Ministry of Manpower Singapore, Motorola, National University Hospital, Nirvana Memorial Garden, OCBC Bank, Origins, OSIM, Philips Design, Prime Ministers Office Singapore, PSA, RISIS, Rolls Royce, Samsung, Shiseido Group, SIMTech, Singapore Civil Defence Force, Sutar Membrane Technology, Supermama, 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 design. The final project ensures that students are sufficiently competent in research as an integral part of the design process. In this final year, students learn to form and evaluate value judgements on design decisions ensuring that design proposals meet rationalised and functional criterion as well as less tangible aesthetic qualities. Successful graduates will demonstrate innovation and competency in industrial design.

BA Course Curriculum

Year 1

Semester 1	Semester 2	Semester 3	Semester 4
Design Fundamentals	Design Fundamentals	Design Platforms	Design Platforms
Principles and Approaches to Design			
Visual Communication Principles and Practice	Human-Centred Design	Materials and Production	Project Management and Finance
Design Thinking	Behavioural Design	AI for Design (Artificial Intelligence)	Computing for Design (Digital Literacy)
Computer Aided Design and Prototyping	Design and Make	Quantitative Reasoning (Data Literacy)	GE Course

Year 2

Year 3

Semester 5	Semester 6	Semester 7	Semester 8
Design Platforms	Design Platforms	Design Platforms	Design Thesis Project (Specialisation)
		Design Entrepreneurship and Creative Leadership	
Discourse in Contemporary Design and Culture	Unrestricted Electives	Project Research (Specialisation)	Unrestricted Electives
Sustainable Systems for Liveable Cities (Singapore Studies)		Specialisation Elective	
GE Course	GE Course	Unrestricted Electives	

Year 4

With Specialisation
 Without Specialisation
 Specialisation Courses will be replaced by Unrestricted Electives

Design Fundamentals

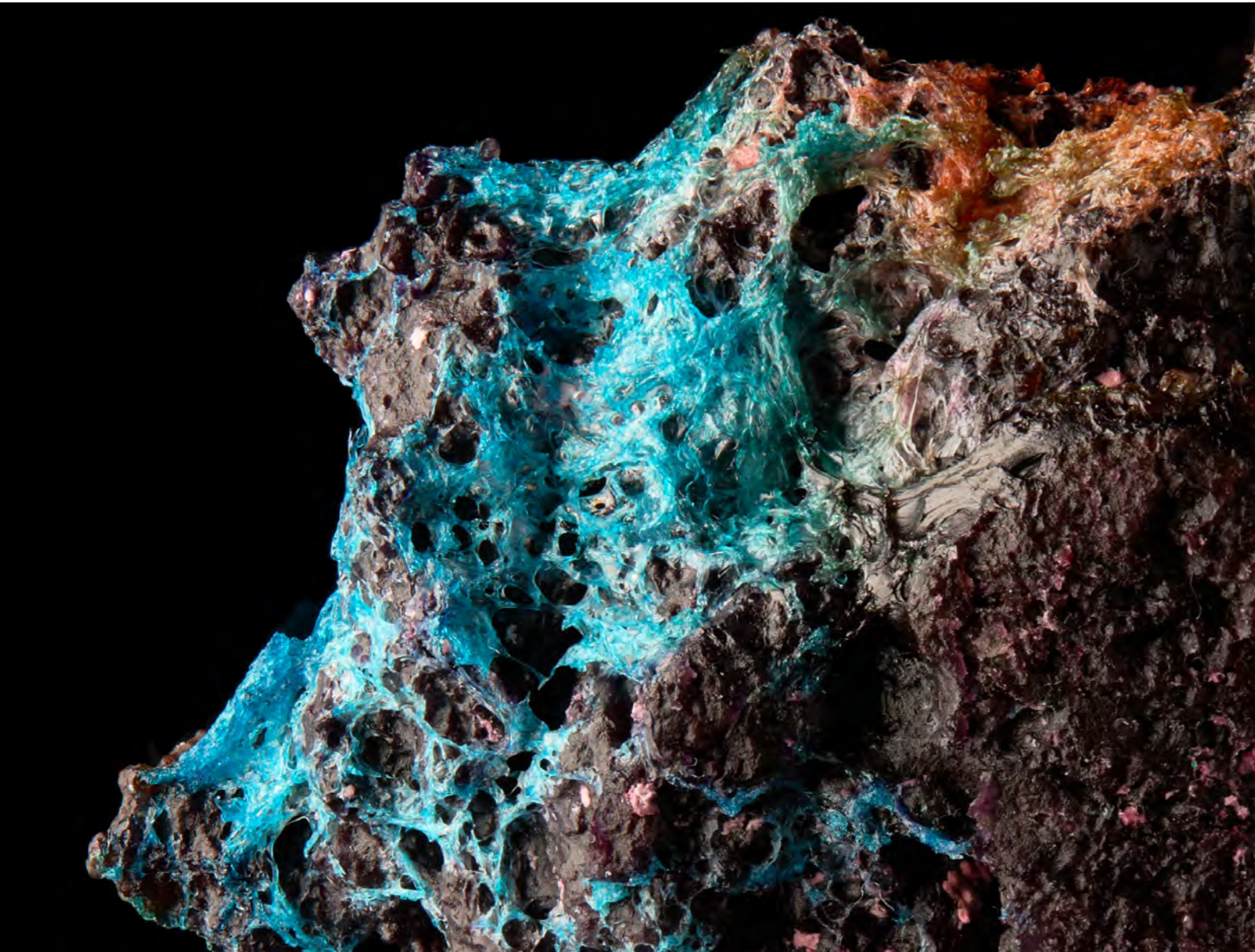
1. Fascinating Flour
2. Electronics as Materials
3. Drawing for Communication
4. Form Finding & Development
5. Position, Power & Practice
6. Design Unpack: Magazine rack



Fascinating Flour

Instructor
Hans Tan
Grace Tan

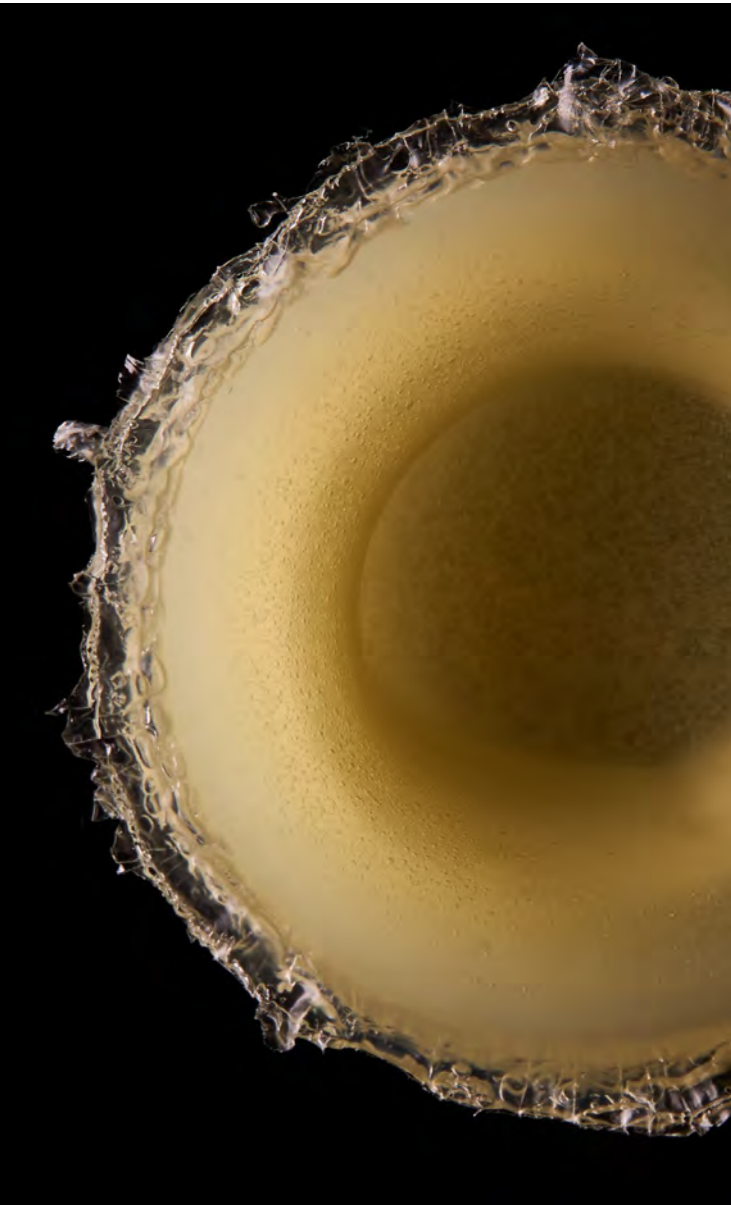
Each student is tasked with creating a fascinating piece of cooked flour, using flour as a key material and steam as the main fabrication method. Through a hands-on exploration process, students tap into the creative cognitive connection between their hands and brain, while developing a rigorous and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



Park Jeongseo



Charis Tho Ngee Xin



Loh Xin Yi

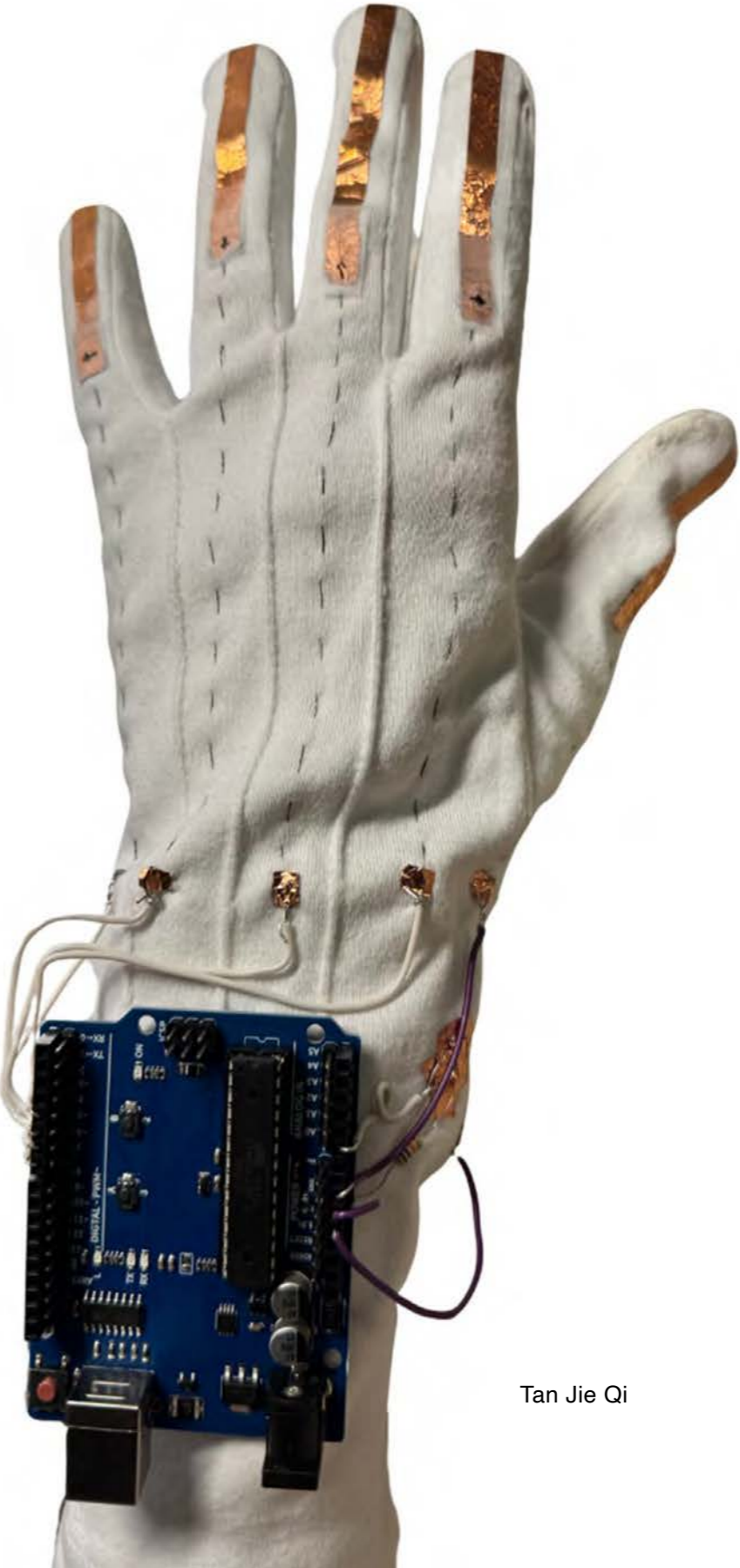
Electronics as Materials

Instructor
Yuta Nakayama

Over the course of six weeks, students explore 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'. Students will go through three iterations of developing their game controllers, with each stage focusing on functionality, affordance, and player experience. This course culminated in a game festival that offered a myriad of tangible experiences on top of one game.



Lim Kia Shin Chloe

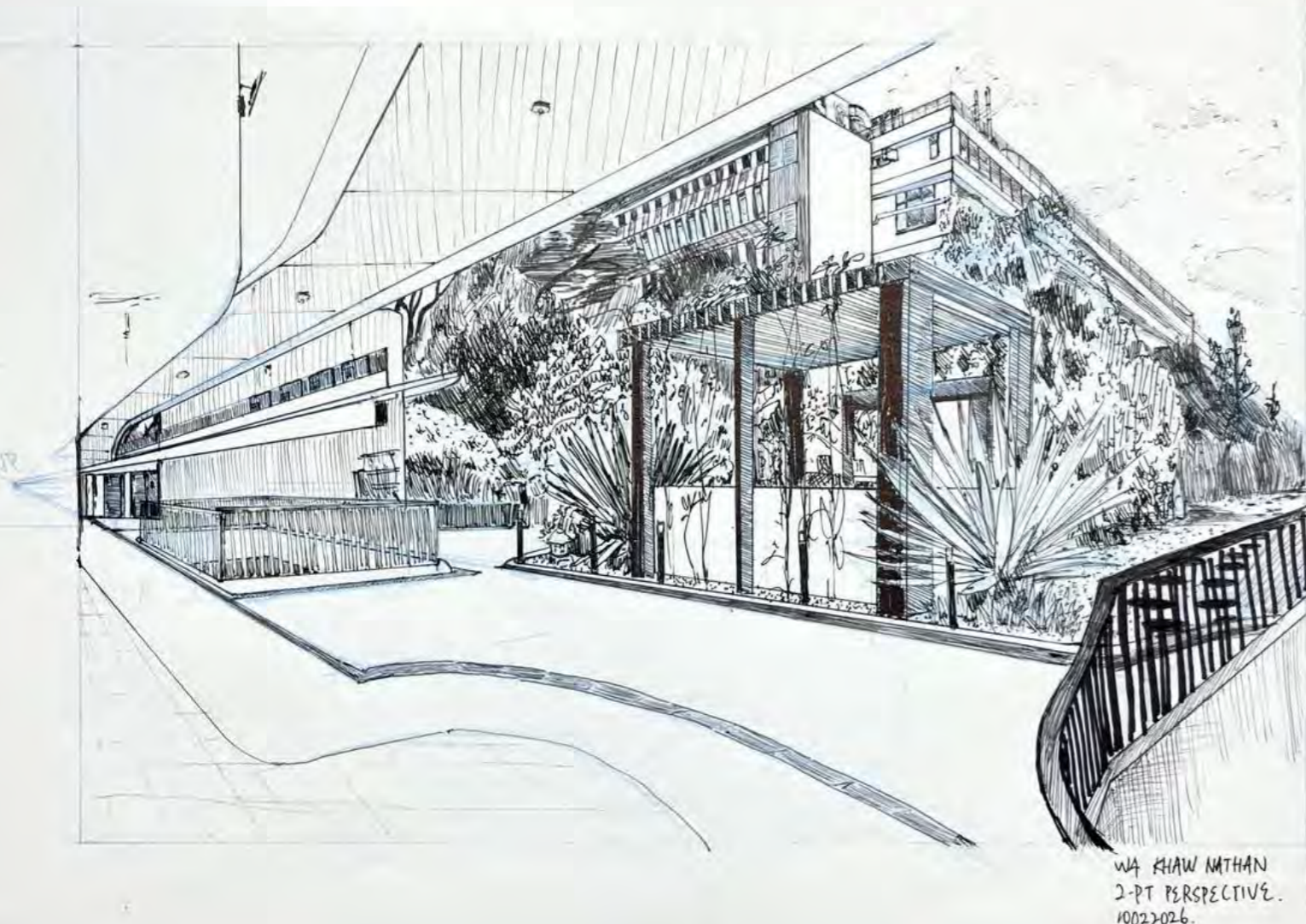


Tan Jie Qi

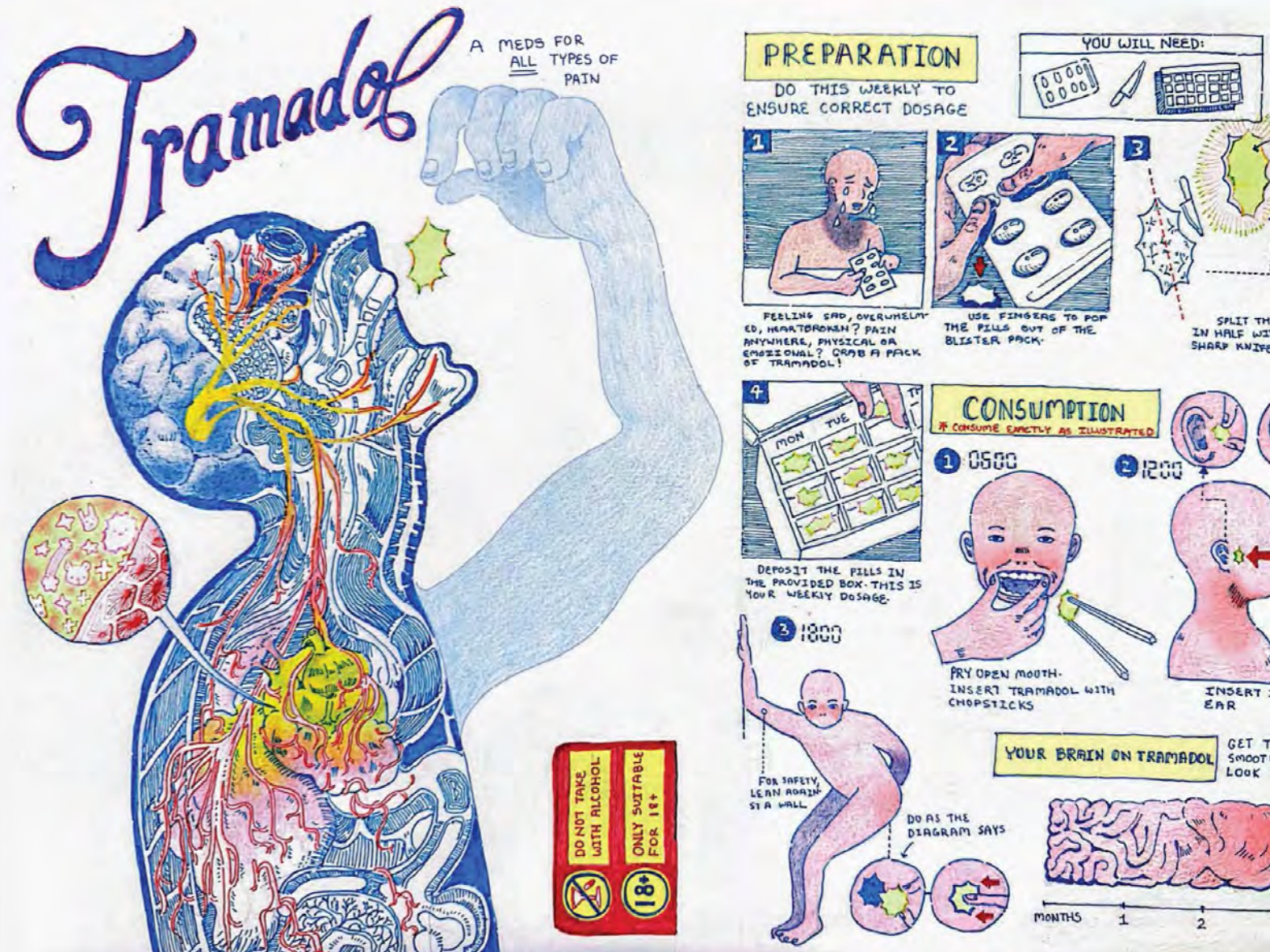
Drawing for Communication

Instructor
Vincent Leow

This course introduces drawing as a quick and effective means for students to communicate their ideas. Through exercises ranging from simple line work to hardcore perspective grids to creative storytelling, students gain the ability to translate what they see in the real world - and in their creative minds - onto a piece of paper.



A Matter of Perspective
Nathan Khaw

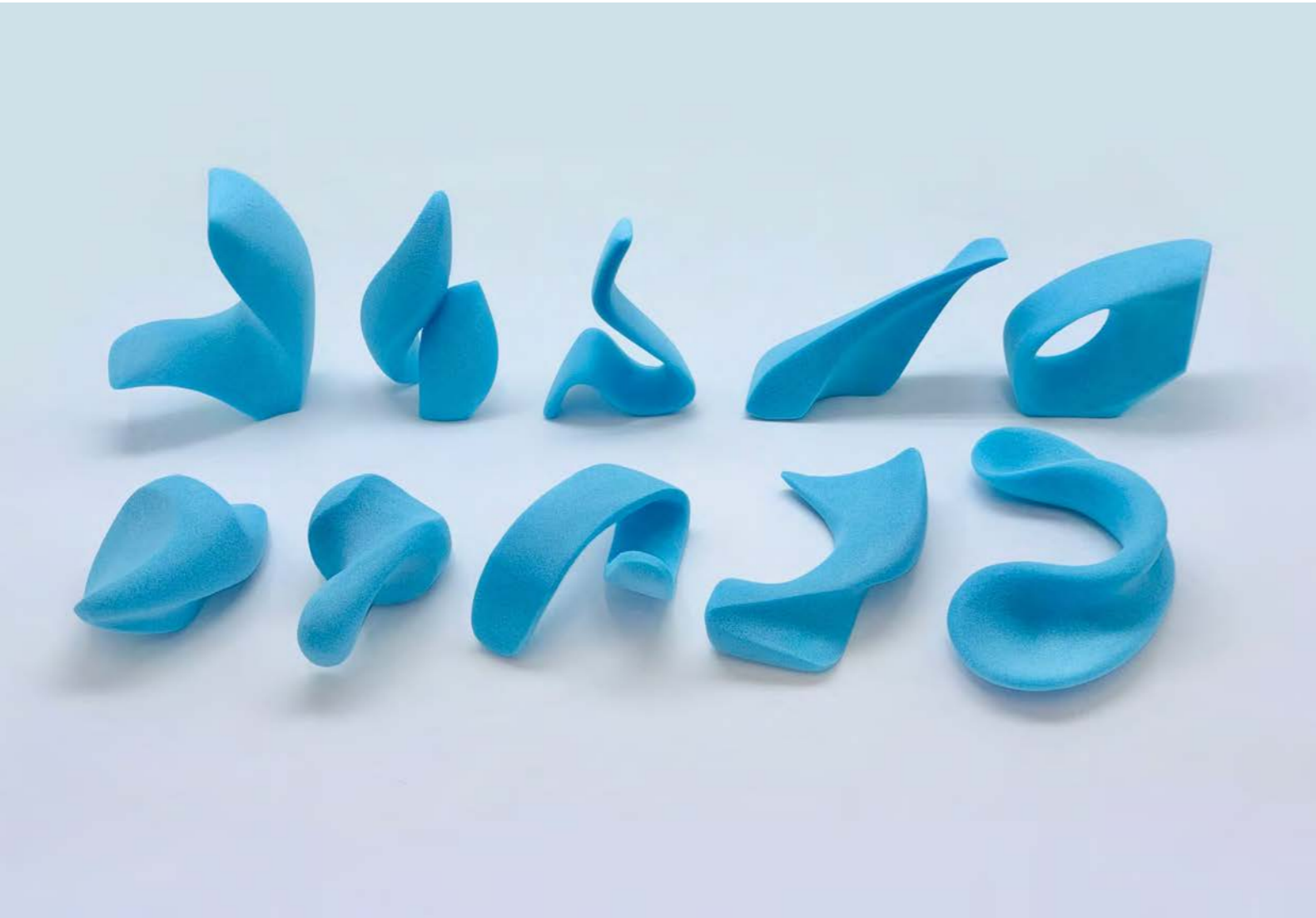


Take Your Meds!
Jonas Lee

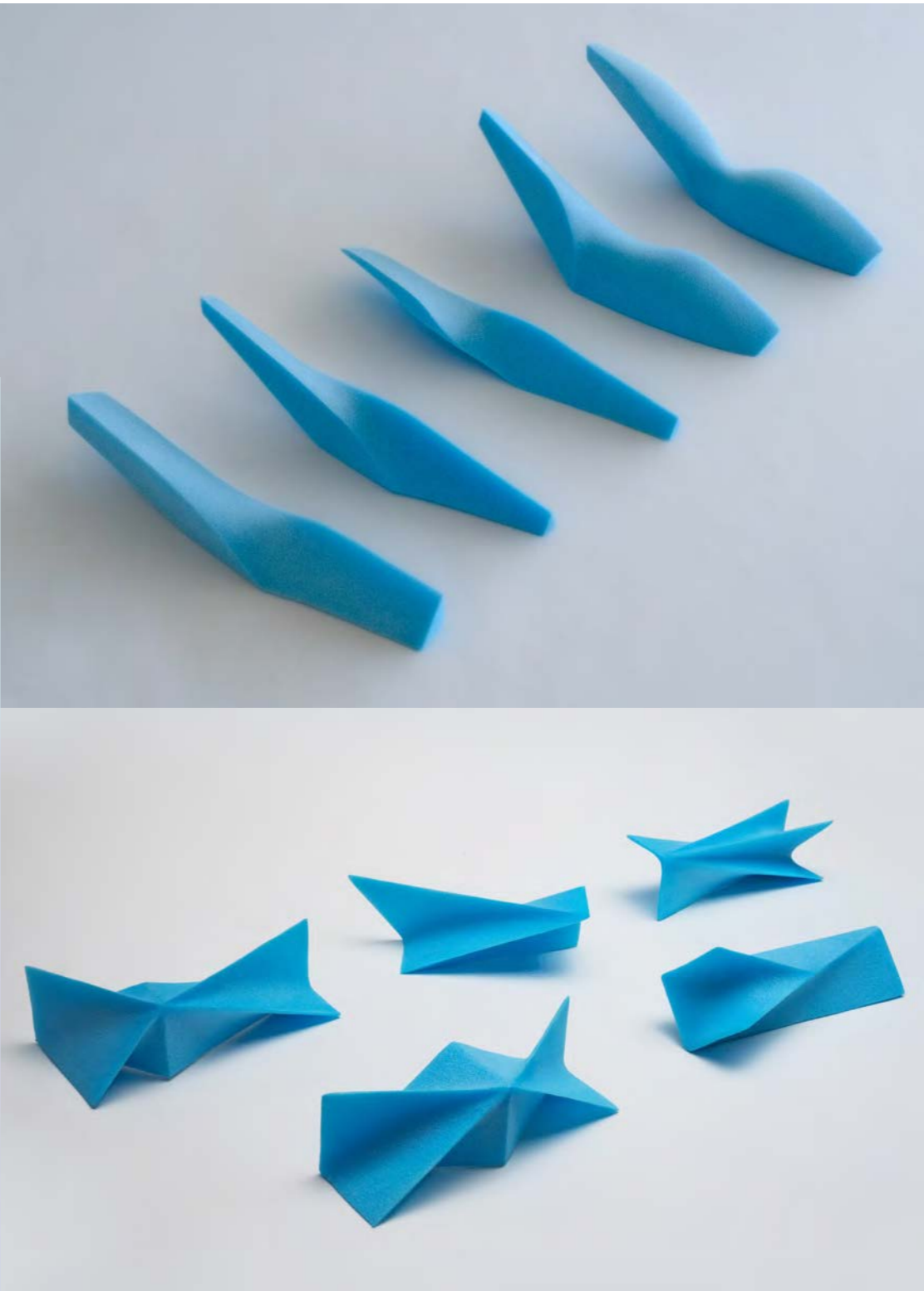
Form Finding & Development

Instructor
Patrick Chia
Adam Choo

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



Kiyora Santoso



Goh Kun Siang Justin

Li Chun Kit Joel Immanuel

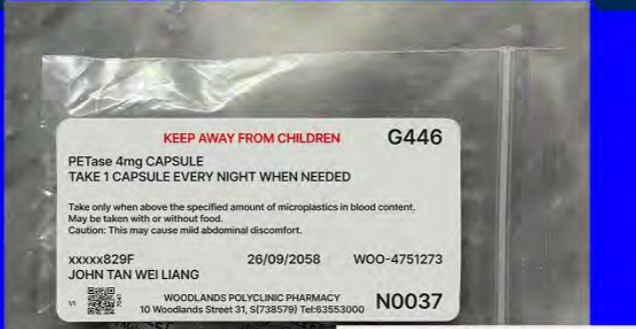
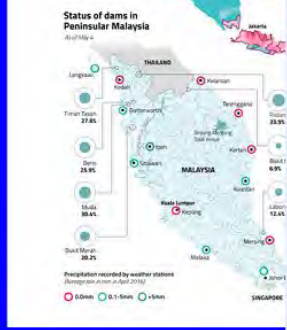
Position, Power & Practice

Instructor
Ryan Ho

Grounded in Southeast Asia and Singapore as highly designed contexts, this course reframes design practice not simply as 'problem-solving' or execution, but as critical opinion, power, speculation, relation, personal stance and story. Over six weeks, students learn to read systems, challenge defaults, change definitions, defend positions, and design with fangs: making work that is sharper, more accountable, more consequential, and more alive to the worlds it helps build.

SPECULATION

SIGNAL: ISSUE OF WATER SCARCITY IS INCREASING IN SOUTH EAST ASIA



Human Competency Exercise 2037

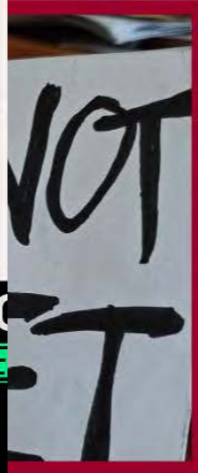
Option 3: Produce a collage that communicates your core values, identity, and emotional perspective

THE SIGNAL *When your own body becomes a metric.*

CAUSE **SOCIAL:** Rising concern around student stress, burnout, and mental health has increased demand for measurable wellbeing interventions.

EVIDENCE **TECHNOLOGICAL:** Wearables like the Oura Ring, Apple Watch and WHOOP Strap enable continuous, precise tracking of body data - normalising the idea that health can be quantified.

ASEAN MILITARY COOPERATION
WELCOME TO HELL ON EARTH
THE SIGNAL
MIGHT IS RIGHT



Design for Speculative Futures

Bhoomika Manot, Anvii Agarwal, Kiyora Santoso, S Soniyha Shang Yi, Jonas Lee, Ong Zhi Xing, Charmaine Chow, Rayna Yusof

Design is Personal

Sneha Radhey Shyam, Yuen Shan, Goh Kuh Siang Justin, Chua Rui Ling Evine, Nathan Khaw, Meshany Ravirandran, Nasha Aqeela, Jonas Lee

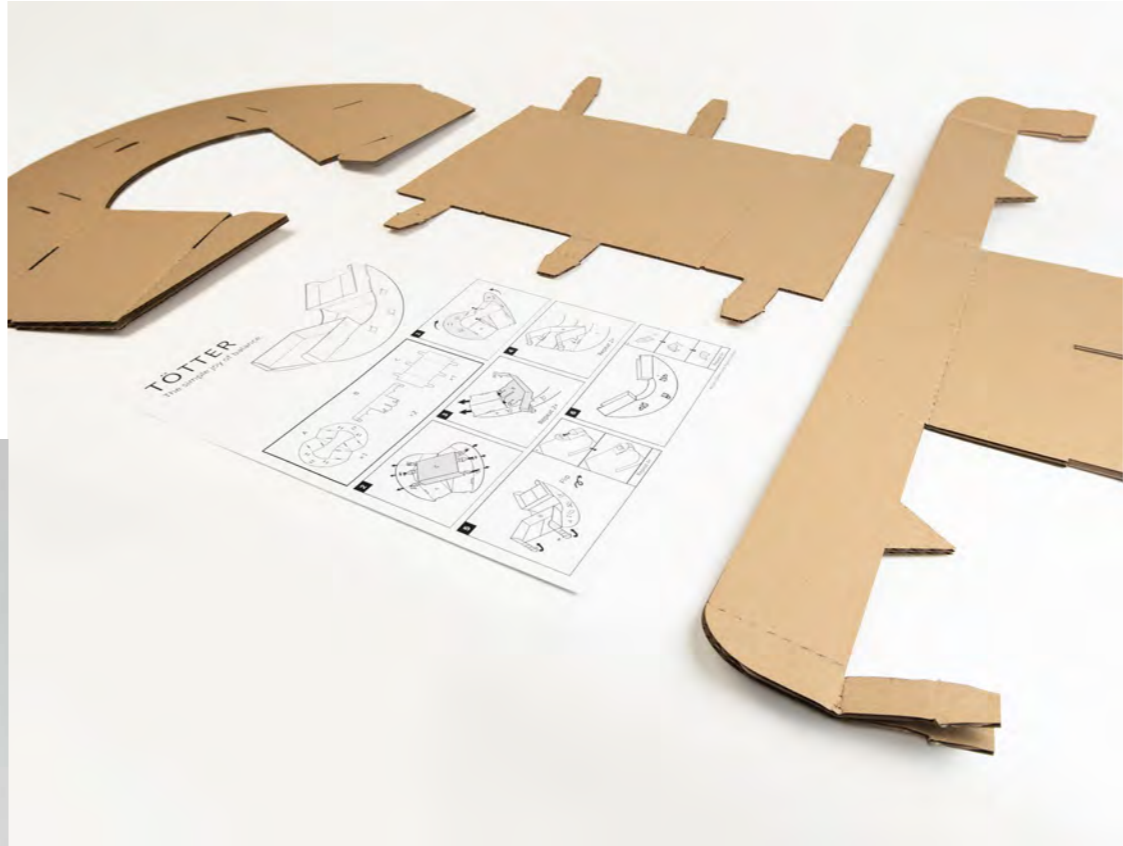
Design Unpack: Magazine rack

Instructor
Christian Boucharenc
Tan Sixiu

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



AMOEBA
Hannah Auber Xue Yi
Ines Gutierrez Tee



TÖTTER
Low Gideon
Kiyora Santoso

Design Courses

1. The Appreciation of Wood Craft
2. Typographic Form & Communication
3. Colours, Materials and Finishing
4. Branding & the Elements of Storytelling
5. Techniques in Interaction Design & User Experience
6. Digital Creation & Production
7. The Art of Imaginative Sketching
8. Digital Sketching and Painting
9. Social Design
10. Motion Design
11. Creative Computing
12. Spatial Computing: Design & Development
13. Human-Centred Design
14. Computing for Design



The Appreciation of Wood Craft

Instructor
Jason Ong

This course introduces students to various wood-working processes with the fabrication of a small solid wood object and furniture. The syllabus covers instructional demonstrations on the use of hand tools, power tools and workshop machines; as well as the finer points on understanding and appreciating the material properties of wood and good finishing. In addition, this course aims to cultivate a mindset towards good craftsmanship through care, patience and pride of work.



Maple Bowl
Yip Jia Xin Connie



Nyatoh Stool
Tee Jia Yu

Typographic Form & 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.


Karin Fong Kyle Cooper Dan Boyarski

MODE 2027: SINGAPORE
17-19 June 2027

College of Design and Engineering
National University of Singapore
8 Architecture Drive
Singapore 117389

Hosted by the Department of Design
Sponsored by DesignSingapore Council

The Motion Design Summit, or MODE, is the premier design education conference focused on motion design and related fields. It serves as a vital meeting place for design educators and researchers, with the goal of enhancing motion design education.



MODE Summit Promotion
Teng Yan Zhen

slice

Semantic Word Play
Tan Le En Ashley

wind

Semantic Word Play
Whang Zhi Yun

Colours, Materials & Finishing

Instructor
Celia Wong

Beyond form and function lies Colour, Material, and Finish (CMF). Every surface tells a story through the colours we choose, materials we touch, and the finishes we feel. By moving beyond subjective preference and toward meaningful, trend-driven associations, CMF becomes a powerful engine for design innovation. This module is designed to increase your design sensitivity, providing design tools to translate design trends into tangible, specified palettes that resonate with users.

TRENDS



1. Body Cover

- #CCCCCC Aluminium
- Anodized

2. Frame lever

- #0f0f0f Stainless Steel
- Gloss

3. Lens Cap

- #0f0f0f Stainless Steel
- Gloss

Trends & CMF | Chromatic Play
Oh Yu Ning, Denise

<p>SCULPTED WALNUT #5C3C22</p> <p>Captures the warmth and craftsmanship of natural wood. Reflects Pent's focus on grounding materials and tactile quality.</p>	<p>CHAMPAGNE GOLD #DBBC9B</p> <p>Represents refined luxury with a soft metallic glow. Balances strength and subtlety through tone and finish.</p>	<p>BRASS CAVIAR #A48255</p> <p>Adds richness and depth to the palette. Reflects Pent's approach to timeless, understated sophistication.</p>	<p>POISED IVORY #EEE9E0</p> <p>A soft neutral that adds lightness and elegance, capturing refinement in its simplest form.</p>		
<p>OBSIDIAN NOIR #1D1D1D</p> <p>Grounds the palette with contrast and control. Captures the brand's minimal, confident aesthetic.</p>	<p>PLATINUM VEIL #E0E0E0</p> <p>Represents balance and precision. A clean, brushed silver tone that highlights the harmony between craft and performance.</p>	<p>PENT CMF EXTENSION LUXE CALMING ELEGANCE</p> <p>This extension continues Pent's story of timeless craftsmanship and luxury.</p> <p>The lighter Ivory palette introduces a sense of purity and calm, softening the visual weight of the existing collection while maintaining its refined feel. It brings warmth and serenity to the brand's precise detailing, creating an experience that feels both elevated and grounded.</p>			
<p>SOLID WOOD</p>	<p>STAINLESS STEEL</p>	<p>GENUINE LEATHER</p>	<p>ALABASTER</p>		
<p>SATIN OILED</p>	<p>LASER ENGRAVED</p>	<p>RADIAL BRUSHED</p>	<p>PVD-X COATING</p>	<p>PEBBLED</p>	<p>LIGHTLY POLISHED</p> <p>A gentle finish that can be applied across Pent's existing materials, enhancing texture without altering their integrity. The light polishing adds subtle depth and smoothness, creating a tactile experience that feels composed, and evoke a sense of calm confidence when held or used.</p>

Inspirational Palette for Peloton
Chuang Kaitlyn Julia

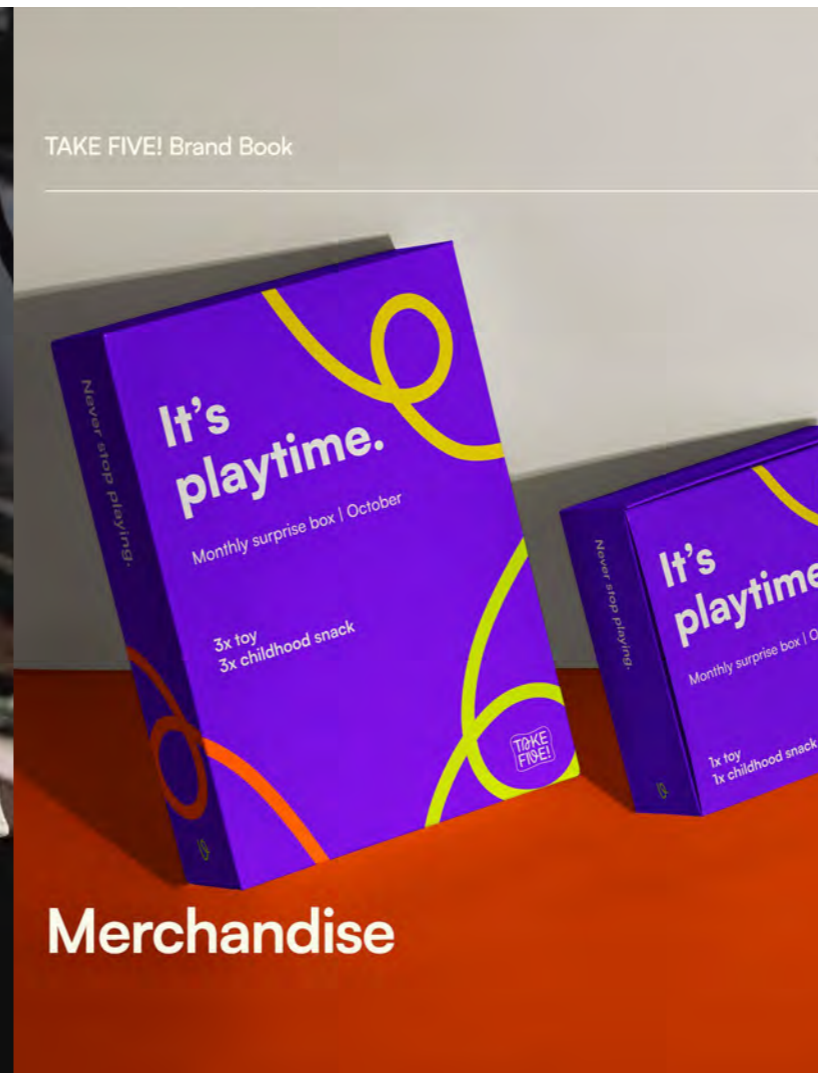
Branding & the Elements of Storytelling

Instructor
Dylan Chan Sze-Yen

This course introduces students to perceiving and creating brand languages in corporate or personal branding. The objective is to storytelling using effective brand communication through consistency and purposefulness. It emphasises the impact of a brand's design language and how audiences perceive and experience through this language. Students apply fundamental visual design principles to brand building using professional graphic design tools, while also examining other ephemeral aspects of branding which includes sensorial design.

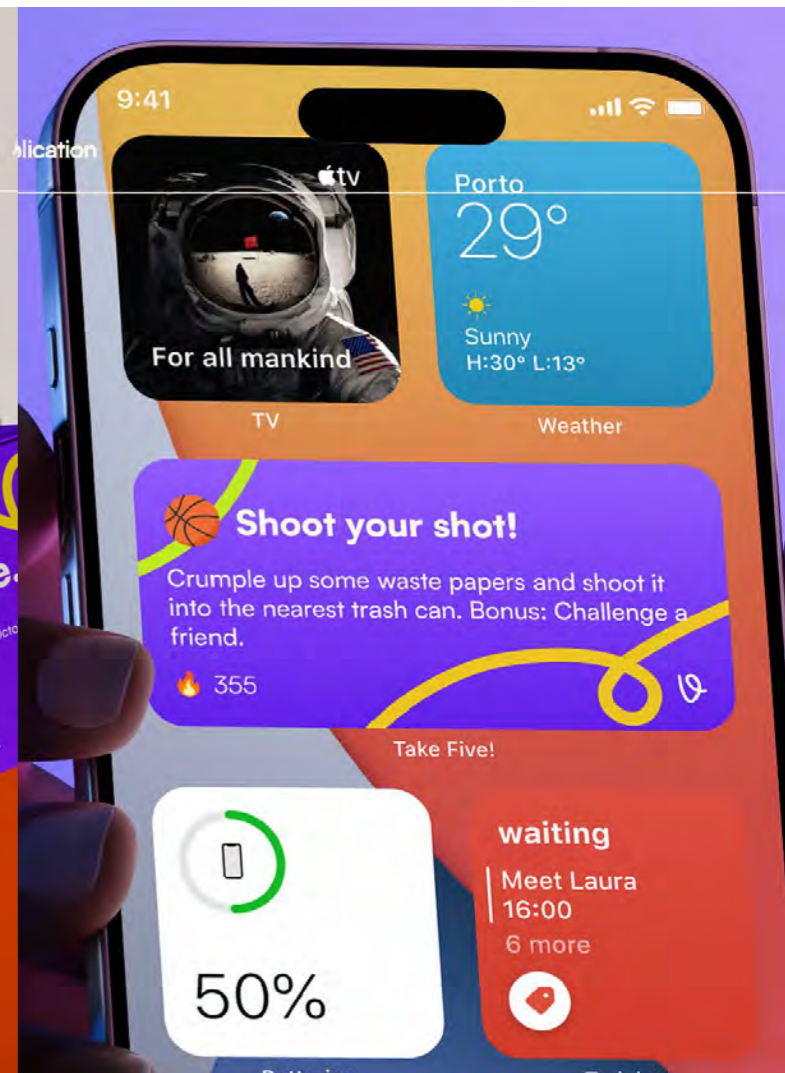


Veggie&Me
Regina Chua Jia Xin



Merchandise

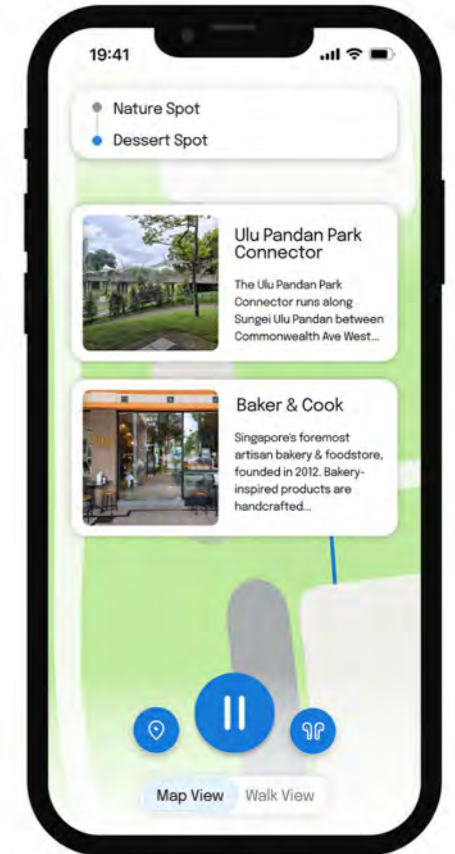
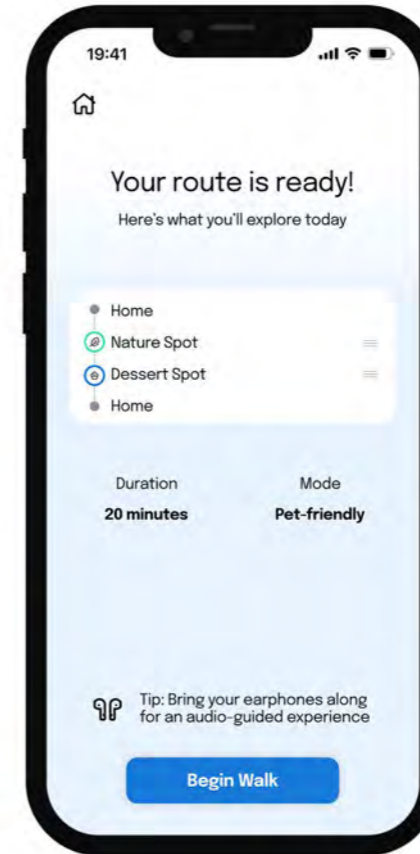
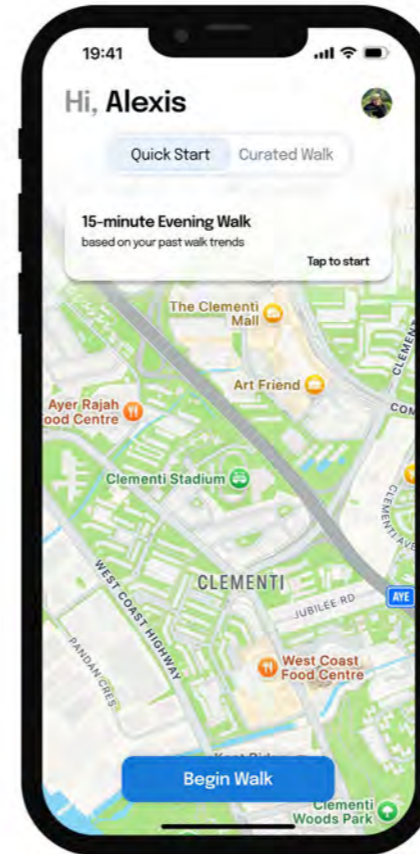
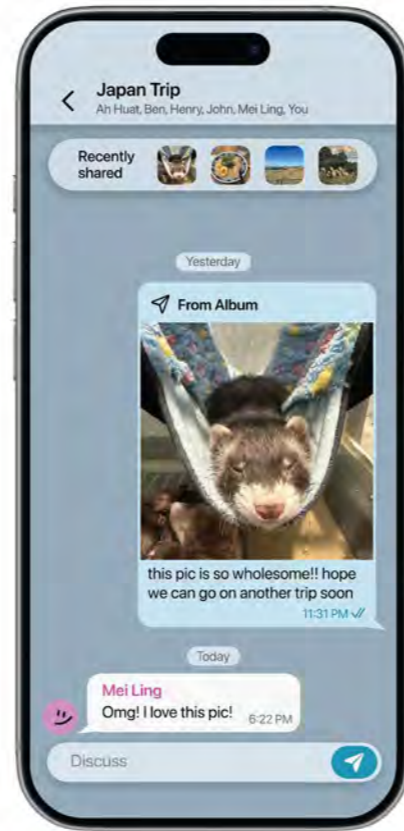
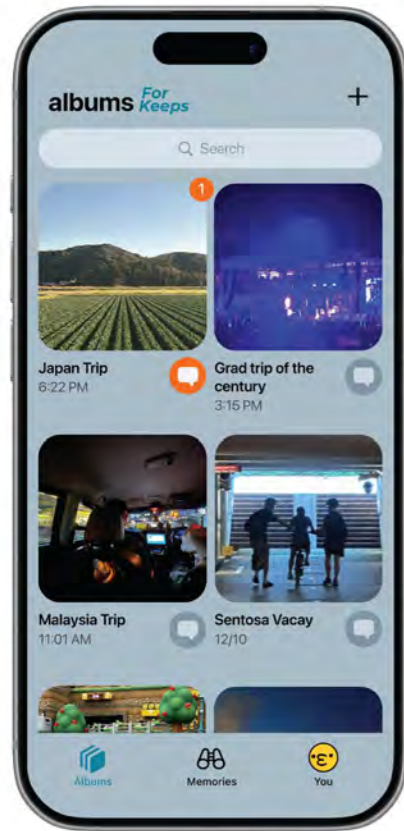
Take Five!
Bernard Lee Jia Yoong



Techniques in Interaction Design & User Experience

Techniques in Interaction Design and User Experience provides an overview of User Interface (UI) and User Experience (UX) design concepts and methodologies. Students are grounded in the principles of human-computer interaction, user research, and design thinking as applied to mobile, desktop, and emerging tangible user interfaces, resulting in the design and development of a user-centred prototype.

Instructor
 R Brian Stone
 Dylan Chan Sze-Yen



Chew Yong Jie Yorick

Tee Jia Yu

Digital Creation & Production

Instructor

Dylan Chan Sze-Yen

Digital Creation and Production introduces creative and authoring techniques for designing communication through 2D and 3D graphics across digital platforms used in professional practice. Students learn efficient workflows, how to choose appropriate tools for specific visual outputs, and how to develop and apply images effectively. The course emphasises integrating professional software to support layout, image editing, colour, drawing, and 2D and 3D graphics production.



Wonderland Tea Party
Velyn Chia Yu Shin



Photoshop Hybrids
Glenda Teo Jia Rui

Digital Sketching & Painting

Instructor
Vincent Leow

The course is designed for those who want to learn how to use Photoshop to create original artwork. Through hands-on practice and weekly projects, students are taught fundamental painting and sketching skills so they can wield the stylus and tablet with ease and confidence to turn their ideas into digital wonders.



Monsters
Rachel Pang Si Hui

swatch[®] 

x

SINGAPORE 2038
OLYMPICS



Swatch x me
Rubina Aw Hui Lin

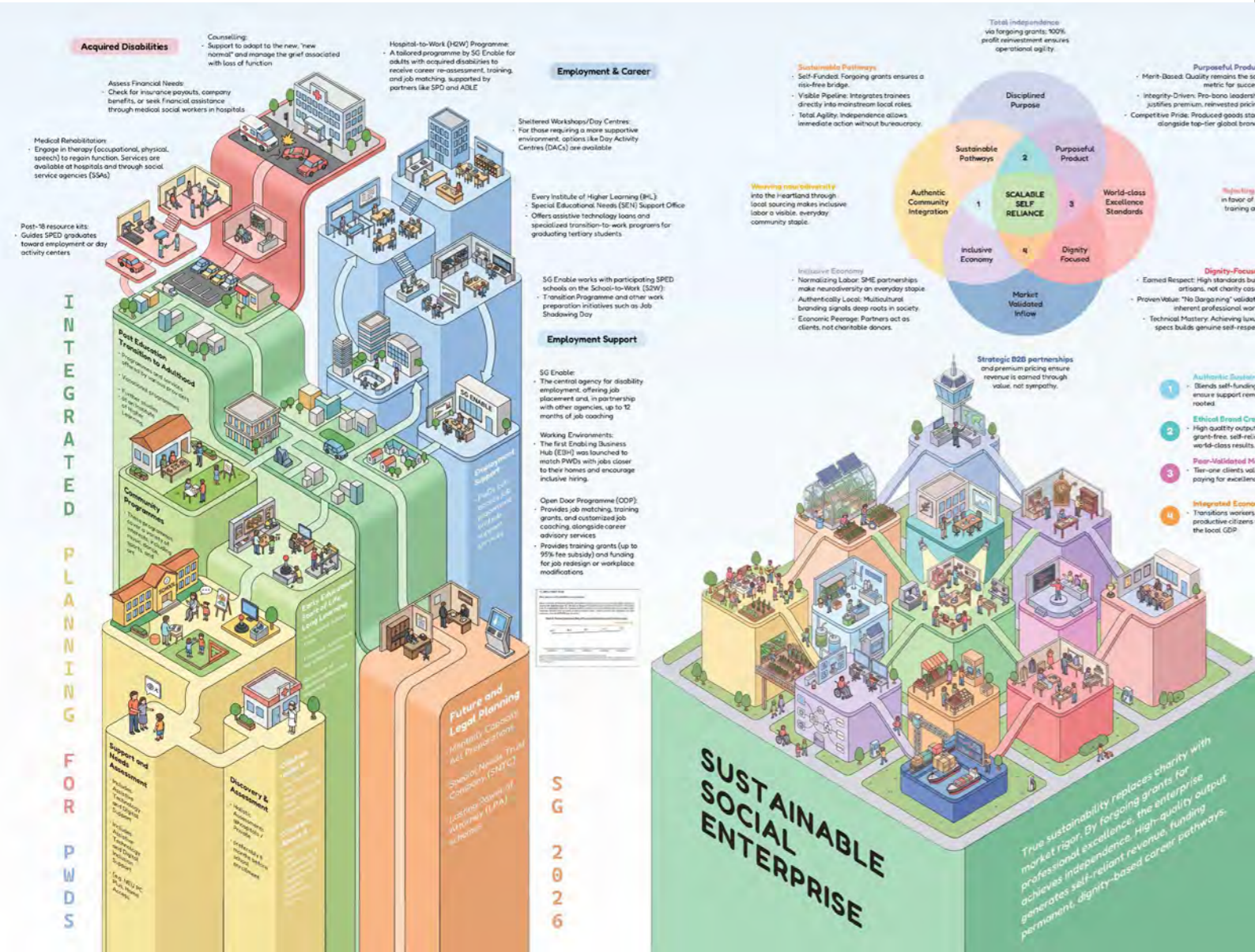
Social Design

Instructor
Fauzi Azman

This course introduces students to social design approaches that address societal challenges through empathy, inclusivity, and sustainability. Key frameworks include co-creation, systems thinking, participatory design, and design for social utility, which guide the development of effective, community-driven solutions. Students will actively engage in community engagement, prototyping, and cross-cultural communication through practical projects and real-world case studies.



Isolated Elderly
Jie Min Ooi



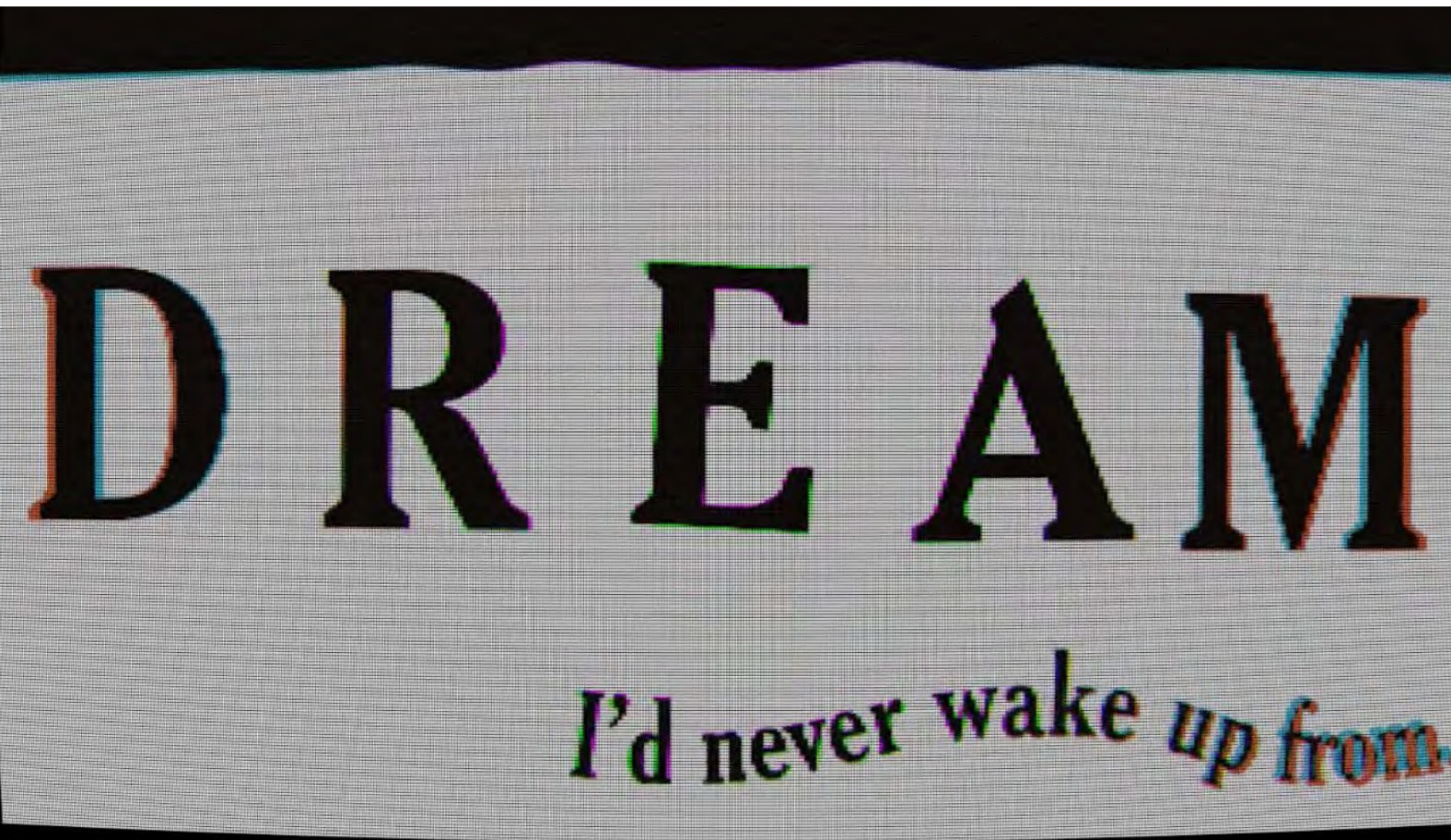
Integrated Equity: Bridging the Empathy Gap
Alex Ong

Motion Design

Instructor

Siti Norhana Binte Mohamed So'od

With the proliferation of screen-based media, communicating using motion is of growing relevance and importance. This course 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.



Kinetic Text Dialogue
Ong Ray Tzer Thaddeus



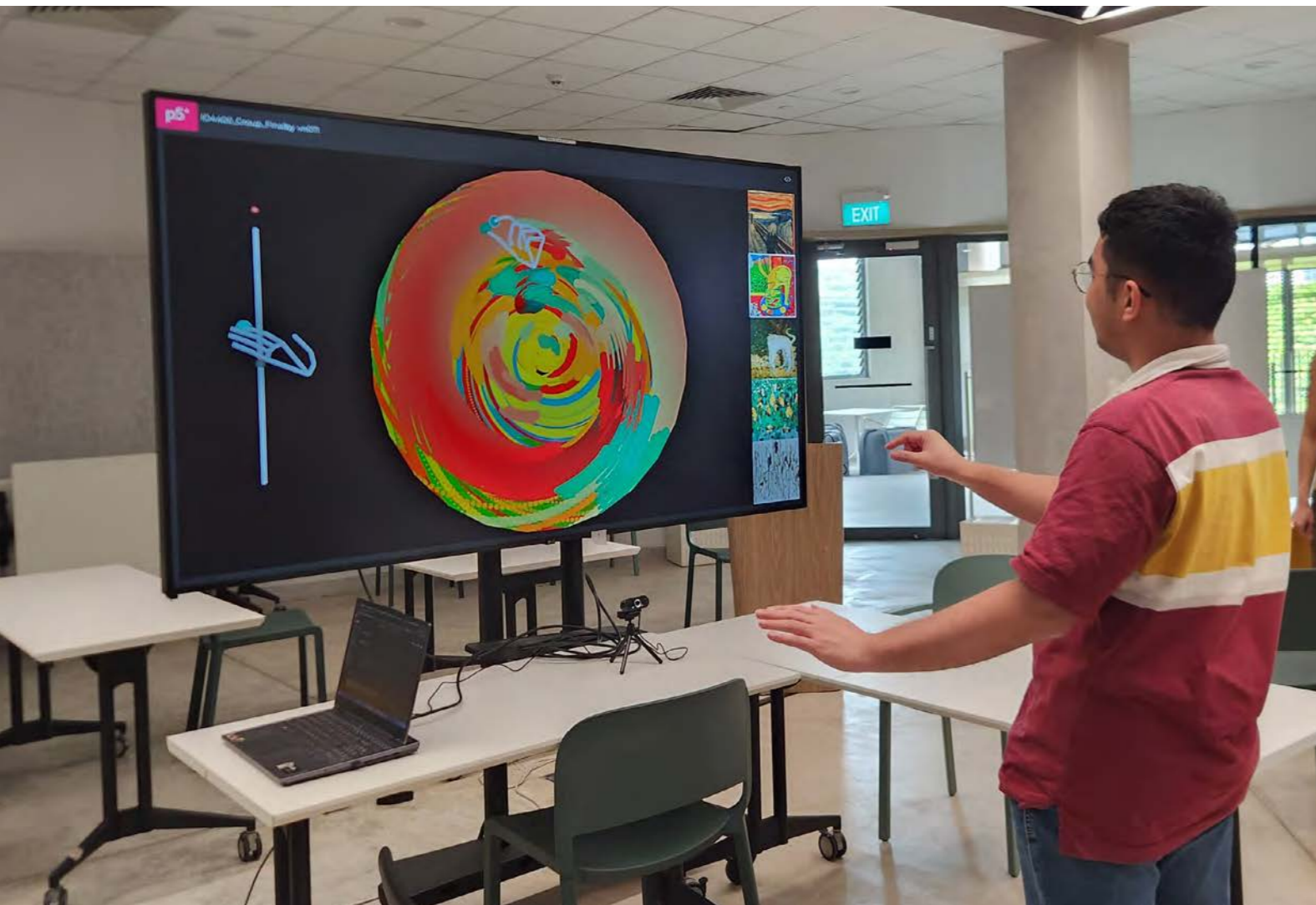
Moving Poster
Lavinia Geovanni Tanujaya

Creative Computing

Instructor

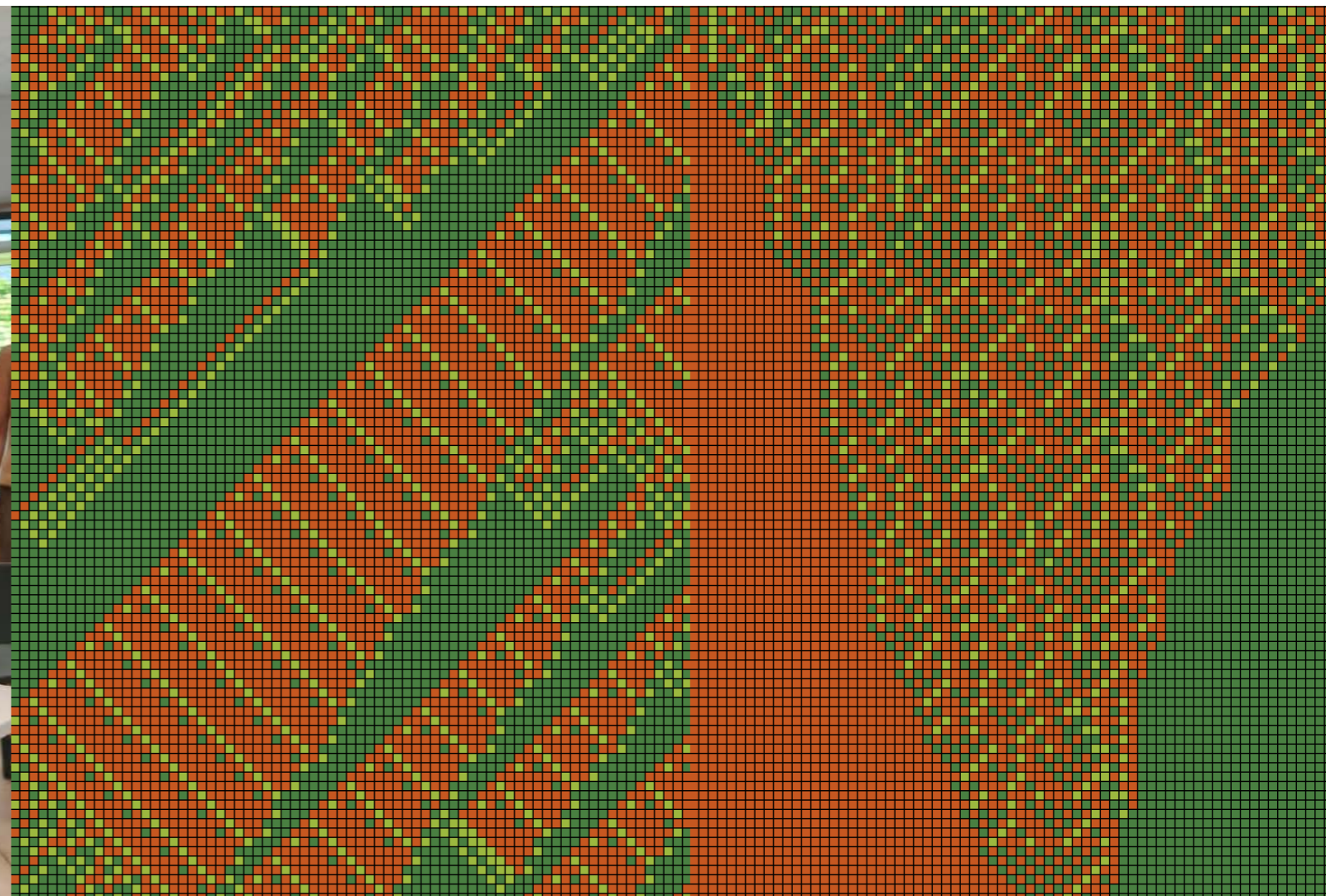
Clement Zheng

Creative Computing introduces students to the use of programming as a medium for creative expression and design inquiry. Through the development of generative and interactive visuals, the course examines how computational methods shape creative practices in areas such as game design, interactive installations, and communication design. Students learn to implement classic generative algorithms and explore how procedural and interactive systems can produce emergent complex forms and behaviors.



(ink painting)

Leon Pereira, Vina Setiawaty, Tong Siyuan, Khoo Li En Jolene



Elementary Cellular Automata

Anagha Ramesh

Spatial Computing: Design & Development

Instructor
Gabriel Elijah Lipkowitz

Clinicians at NUH provided valuable feedback on the students' Apple Vision Pro prototypes, enabling them to ensure their spatial computing designs aligned with healthcare stakeholders' needs.



Spatial Activities of Daily Living
Cai Tianxiang



CR*PASS
Stephen Fan Wang

Human-Centred Design

Instructor
Song Kee Hong
Timothy Hoo

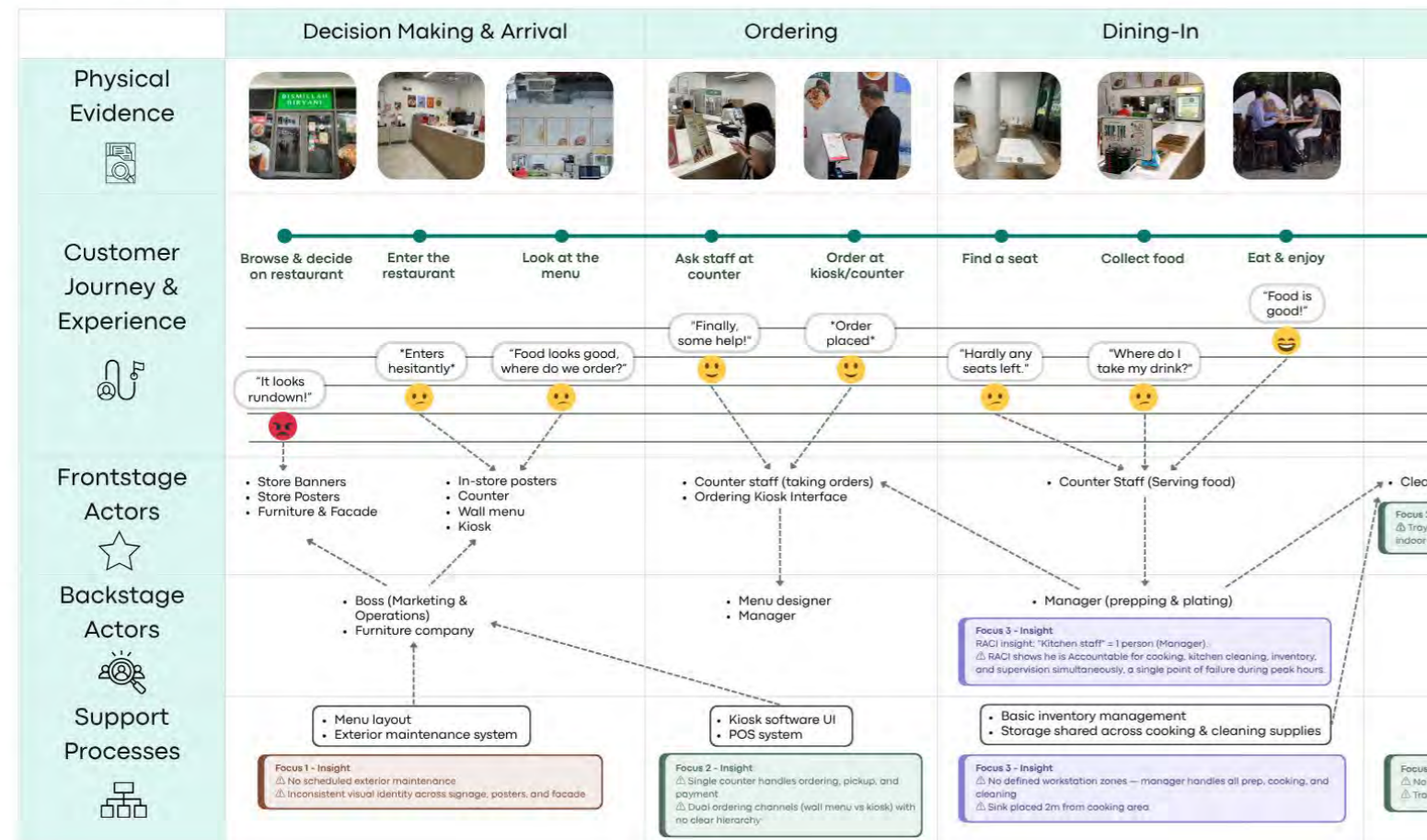
This course introduces the principles, methods, and applications of Human-Centred Design (HCD), emphasising empathy, creativity, and iterative problem-solving to address complex challenges. Students will learn to develop innovative solutions through deep understanding of user needs and perspectives. Through hands-on practice and case studies, they will build competencies in empathic research, ideation, and refining solutions through user feedback, gaining foundational knowledge of applying HCD across interdisciplinary contexts to solve real-world problems.



Nami
Lu Qi Jolyn, Canlas Danica
Paige Aleta, Khaw Nathan,
Lee Jia Jean

Service Design Blueprint: Bismillah Biryani

First-time customer view: current state



Bismillah Briyani
Goh Kun Siang Justin, Kiyora Santoso, Lim Kia Shin Chloe, Loh Xin Yi

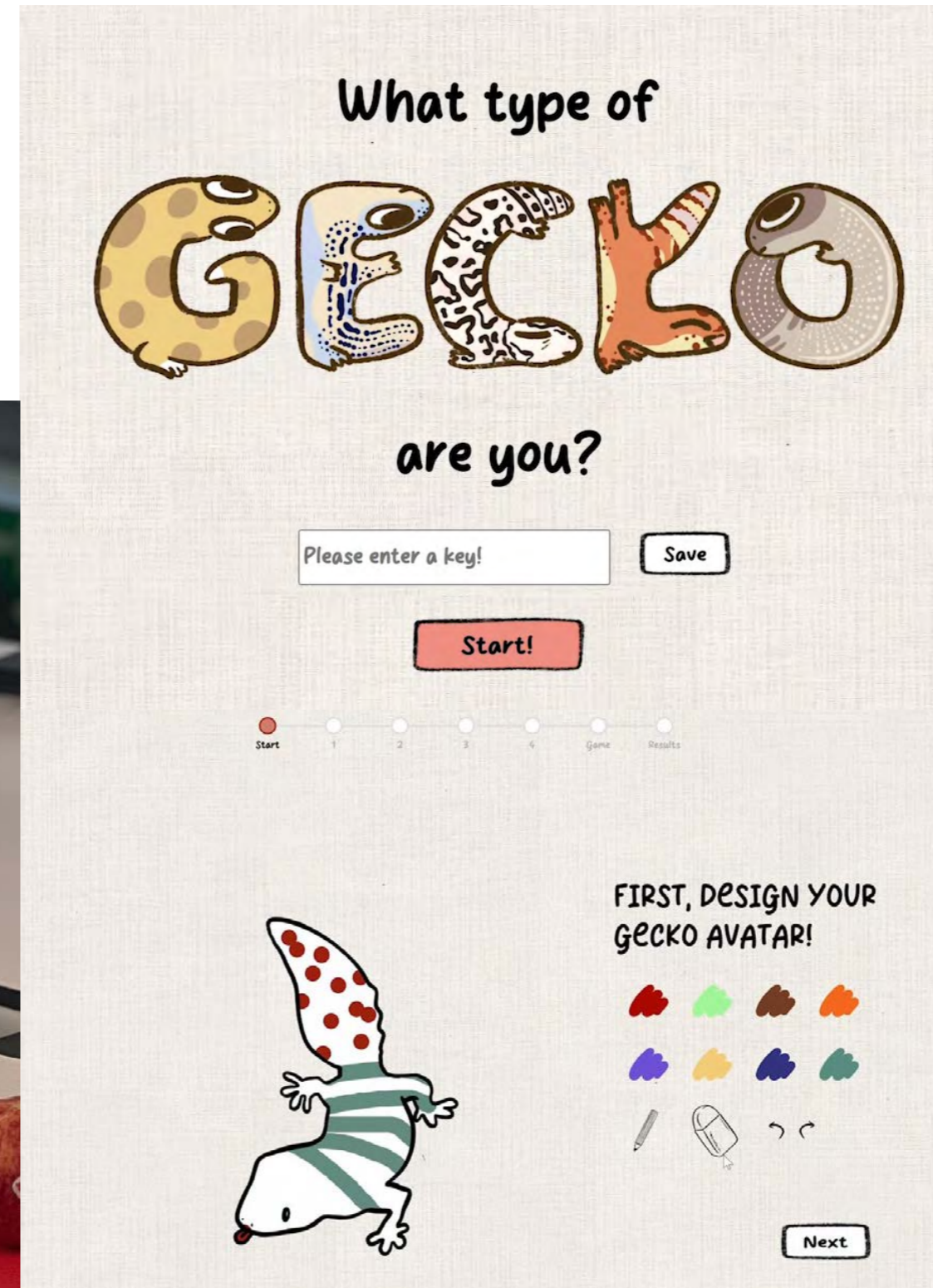
Computing for Design

Instructor
Yuta Nayakama

This course introduces the elements of computational thinking and its application in Design. Students will acquire skills and knowledge in the use of computational logic and methods such as basic programming, data acquisition, and network architecture. Students learn to apply computational thinking to solve design problems and to use computational tools as part of their design process. Hands-on exercises and projects provide the opportunity for students to explore and apply various concepts of computing into real-world design problems.



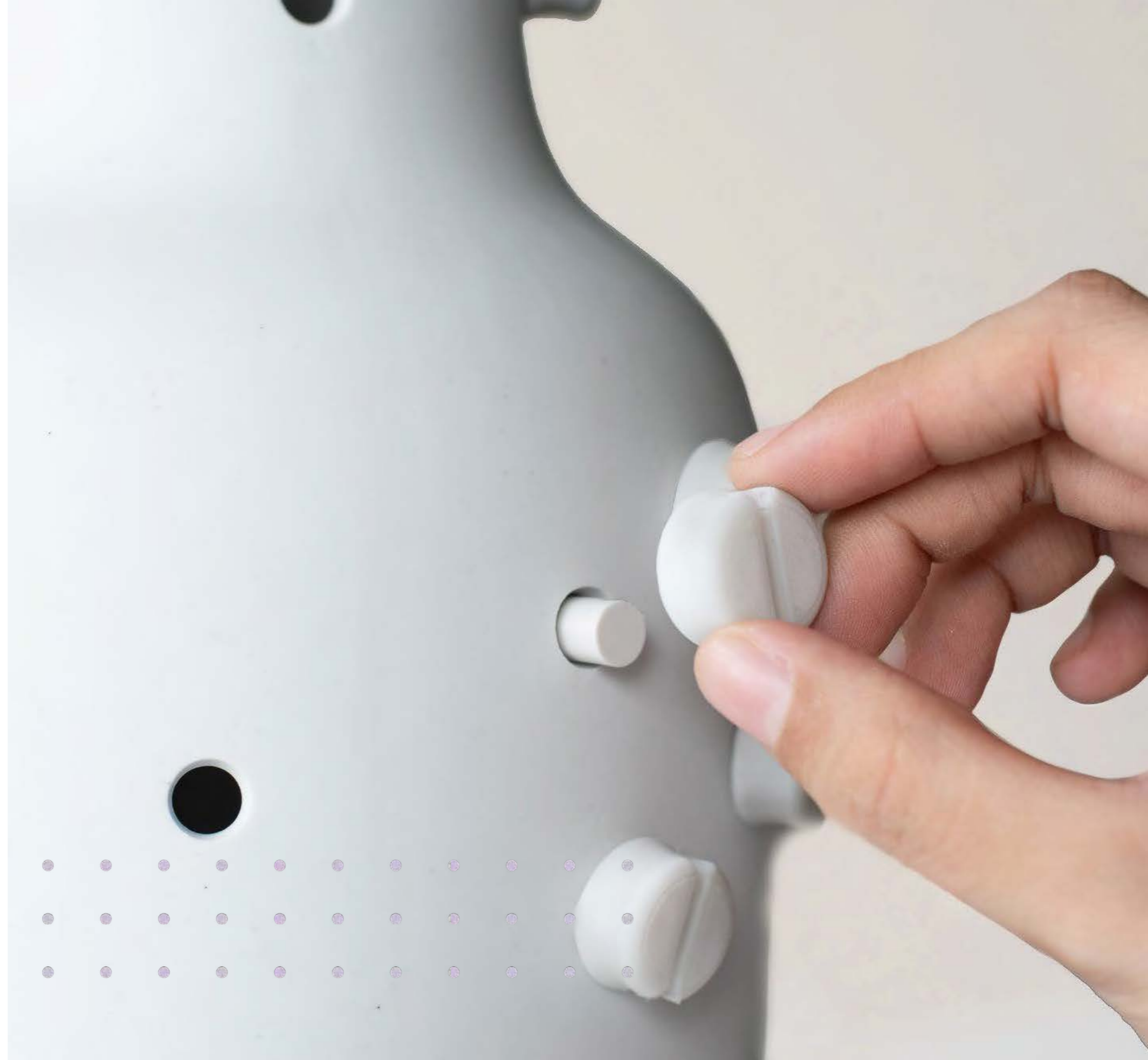
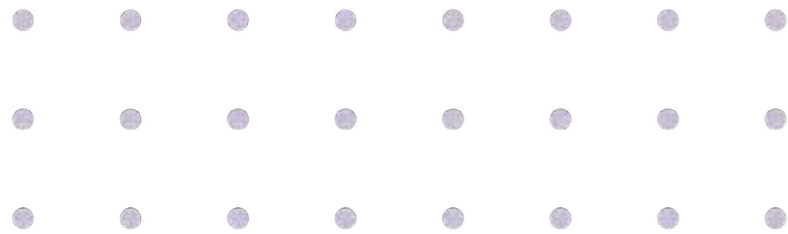
Feed Your Best Friend: DUCKY
Lee Kaien, Zane



What type of GECKO are you?
Leong Zi Shuen

Design Platforms

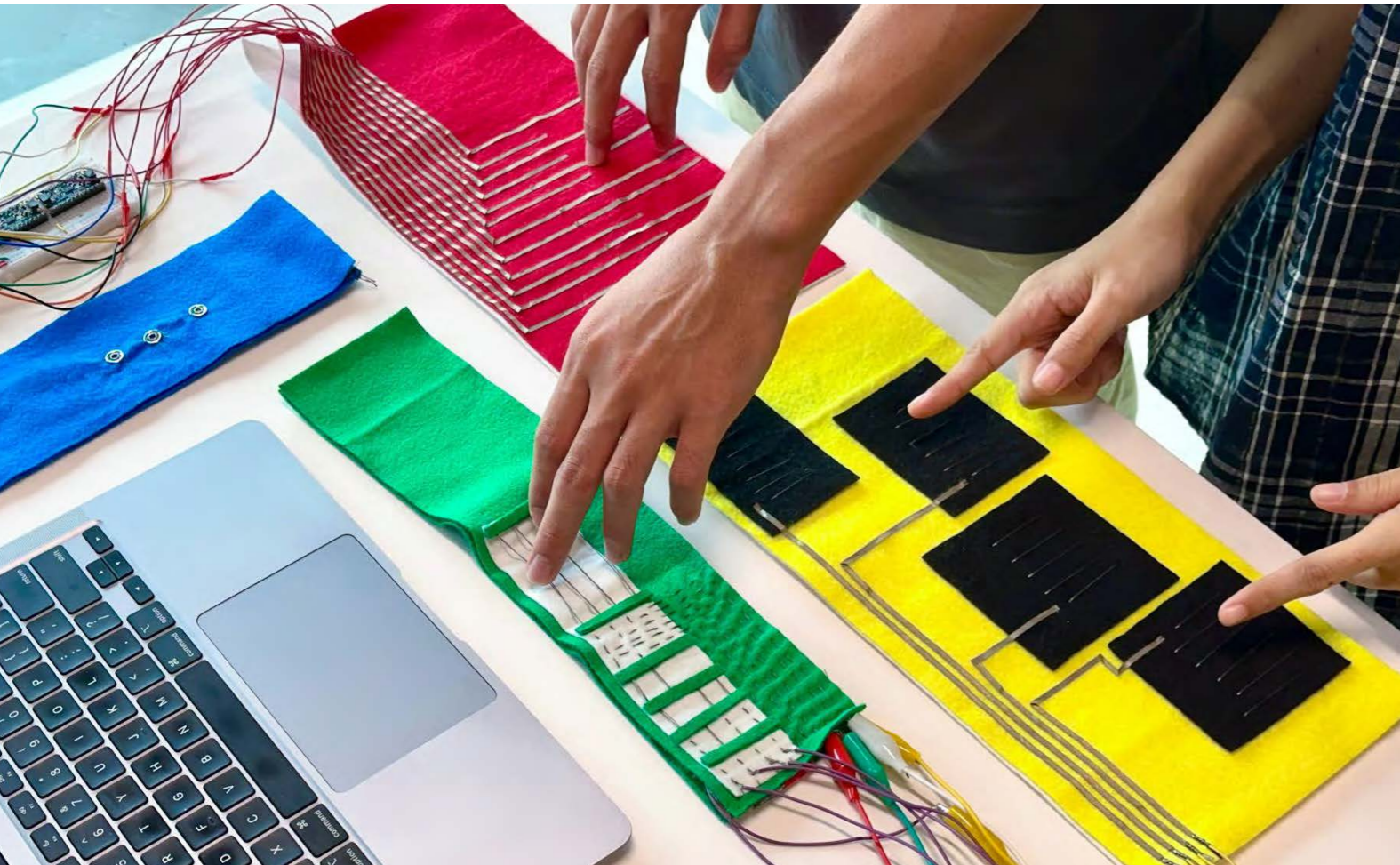
From their second year, students tailor their individual course of learning by selecting two concurrent studios from a variety of up to 15 different design projects offered every semester. Topics of each design studio are in line with the department's Thesis Specialisations, consisting of Product Innovation,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



Soft Devices

Platform Leader
Irmandy Wicaksono

Soft Devices explores the future of surfaces and materials through textile-based sensing, actuation, and fabrication. Students reimagine everyday fabrics as dynamic, responsive interfaces bridging the physical and digital, the personal and spatial. The final project integrates sensing and actuation into a complete interactive feedback system, building interaction design skills through prototyping, hardware development, and fabrication methods.



Pebble Fort
Bobby Lui
Kim Seidl
Ryka Nouvin

Pebble Fort is a children’s playspace that reimagines fort-building through soft, interactive technology. It invites children to explore, build, and connect in a tactile landscape where forts come alive through touch. Calming light and ambient sound simulate an immersive environment, enhancing the sensory discoveries each pebble provides. Pneumatic structures provide a ‘living’ landscape for imaginative play to thrive. The pebbles can be gathered, climbed over or crawled into to form soft landscapes. Together, they form a gentle, interactive environment that nurtures both creativity and emotional calm through play and discovery.

Jam Factory
Garren Huang
Kangxing
Tan Yie Xuan

Soft Tech, Hard Beats. Jam Factory redefines what it means to make music on the go. Blending soft, flexible materials with textile sensors to create a portable instrument anyone can play. Each fold transforms into a new instrument, from piano to drums to strings; letting users jam solo or connect with others. Built for one-man bands, collaborators, and communities, Jam Factory makes music-making accessible, tactile, and endlessly fun!

Prototype to Product

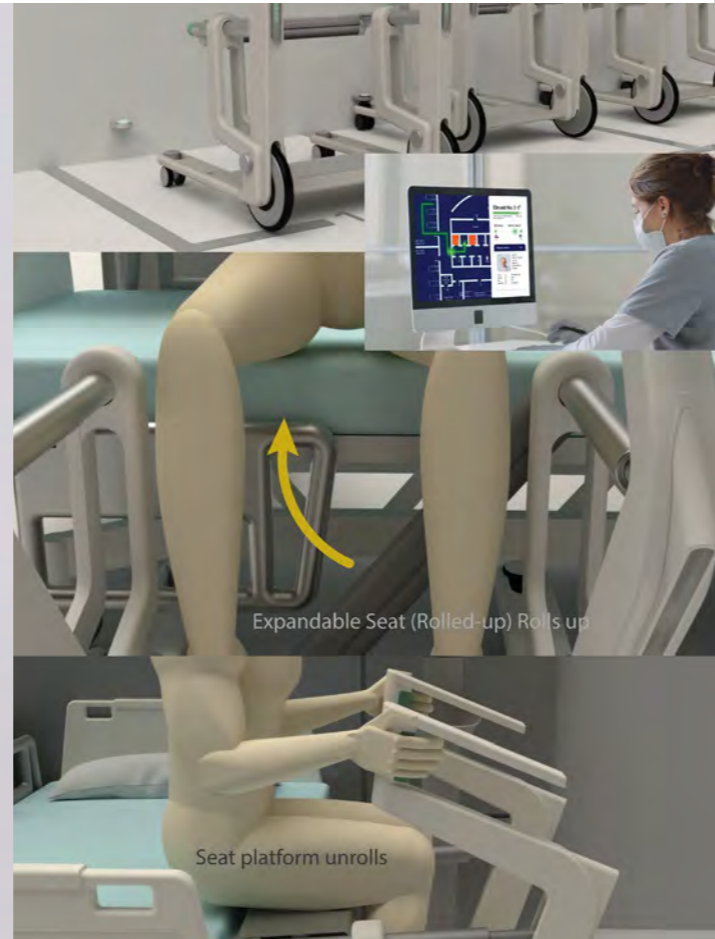
Platform Leader

Song Kee Hong

Collaborator

Department of Biomedical Engineering & Engineering Design and Innovation Centre

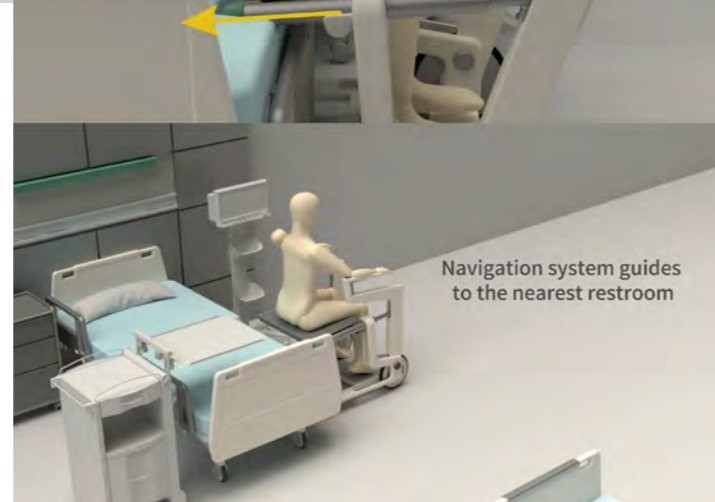
The studio challenged students to reimagine engineering prototypes as viable commercial products. They deconstructed product architectures, mapped authentic user experiences, and identified commercial opportunities. Through iterative refinement of both usability and form, teams successfully bridged the gap between technical feasibility and real-world desirability - demonstrating how thoughtful design elevates engineering innovation.



Elevaid 2

Lu Enze
Qi Ling Zhi
Tan Yu Xuan

Elevaid 2 transforms hospital transfers or toilet visits into a safer, gentler experience. Its extendable rolling seat slides beneath the patient, shifting weight with minimal lifting or pulling. Autonomous capability reduces caregiver resources and physical strain while providing patients with mobility 24/7 within the hospital.



ARC

Foo Shih Han
Benjamin Lim Yan Kai
Dannon Low Dong Xuan
Teo Zhan Rui

ARC empowers wheelchair users to move confidently through real-world conditions. Designed beyond clinical norms, it addresses rain, uneven terrain, and tight spaces - everyday barriers often overlooked. ARC closes the gap between conventional mobility aids and outdoor life, restoring freedom and reliability in motion.

Starting with Colour

Platform Leader

Tiffany Loy

Colour is a major visual cue. We make subconscious judgements and responses to colour and material. Completely abstract, colour is often difficult to grasp; however, effective employment of colour brings emotive value and character to an object or space. With colour and material exploration as a starting point, students developed collections of small furniture and everyday objects, fabricated and finished in high fidelity.



#010101
 Beatrice Lum
 Loh Bo Ee
 Chloe Kor

By filtering light in layers with cellophane and resin, #010101 explores the nuances of black by unpacking the colours within. Through three angular furniture pieces, the collection reframes black not as absence, but as a dimensional convergence of colour, light, and material depth.

Hues of Copper
 Kong Chia Shuen
 Gladys Chua En Qi
 Jay Teo

Hues of Copper explores colour emerging through copper's natural reactions rather than applied pigment. Using acids, bleach, vinegar, and salt, it reveals a spectrum from deep orange to turquoise green. Patina, resin, and light express time as colour, celebrating corrosion, unpredictability, imperfection, and transformation across three evolving pieces.

Coded Life

Platform Leader
Clement Zheng

This studio investigates the everyday barcode and QR code as a tangible design material. Moving beyond simple data ‘payloads’, we explore 2D codes across four dimensions: language, object, interaction, and system. By probing their materiality and the physical ‘handshake’ between humans and computers, students redefine our interaction with these markers. Platform outcomes include novel services and interactive paradigms, blending computational logic with critical, creative making to bridge our physical and digital worlds.



ColDecode
Jan Abigail Juarez
Stephanie Beh

ColDecode is a portable escape room built on a foldable poster, where QR codes and barcodes act as locks, keys, and clues. It distills escape rooms into teamwork and problem-solving, rebuilding them through the logic of machine-readable codes as players move between paper and screen, turning scanning into a shared language of play.



Node
Myron Teo
Khairul Ramli

QR codes are typically generated after attaching content, but what if you flipped that process? Node turns ordinary moments and ordinary places into touchpoints between the physical and digital. A simple Post-it anchors digital content to its setting: scan once to assign a link, image, or text, and every scan thereafter returns to it.

Expressing Light

Platform Leader

Priscilla Lui

Step into light as a medium for imagination and discovery. This project invites an inquiry into light design through speculative scenarios, rituals, and task-based explorations. Iterative processes—sketches, provisional models, material tests, and prototypes—serve as a critical and experimental methodology. Through this, students transform their visions into coherent forms, resolved through thoughtful consideration of context, materiality, aesthetics, function, and feasible manufacturing methods.



Komorebi

Liu Bing Jie
Yap Shu Min

Komorebi recreates the soft dappled light of a forest canopy for interior spaces, bringing a sense of zen to environments where nature is often otherwise unreachable. Constructed solely from walnut plywood and Sazanami paper, this pendant light celebrates the beautiful irony of using tree-derived materials to replicate the komorebi effect.



Axis

Leong Zi Shuen
Tay Yun Jun

Axis is designed for quiet, personal spaces within the home. Exploring the relationship between user and light through motion, reflection, and control, the floor and table lamp invites interaction through adjustable reflectors. Users can direct, diffuse, or soften light through simple gestures—transforming illumination into an intuitive act of expression.

Space-Place-Trace

Platform Leader

Timothy Hoo

Collaborator

Lee Kuan Yew School of Public Policy

Space-Place-Trace examines the reciprocal relationship between people and the spaces they inhabit, exploring how environments shape identity, culture, and everyday experience. Using the heritage NUS Bukit Timah Campus as a living site, students collaborate with LKYSPP stakeholders to investigate spatial meaning across institutional and public communities. Through research-driven inquiry, they propose tangible and intangible design interventions addressing spatial use, service systems, and the school's evolving identity.



THE IN(FORMAL) SPACES FRAMEWORK

Adam Choo Wen Wu
Magdelene Low Hui Wen
Rae-Ann Lee

THE IN(FORMAL) SPACES FRAMEWORK and Toolkit is a design intervention focused on 'Accessibility through Informality', emerging from our observations of LKYSPP public policy events. Informal nuances made these spaces feel more inviting, revealing an opportunity to encourage planners to intentionally incorporate this sense of informality into their planning process and make their events more accessible.



(RE)PLACE

Liu Xinxin
Tay Yun Jun
Jan Abigail Juarez

(RE)PLACE reimagines the Bukit Timah Campus (BTC) as a living circuit connecting people, place, and history. Through tactile tracing, visual overlays, and interactive storytelling, overlooked spaces become interactive nodes that invite movement, reflection, and dialogue while bridging BTC's layered past with contemporary communal life.



Charting the Future of Singapore Banking

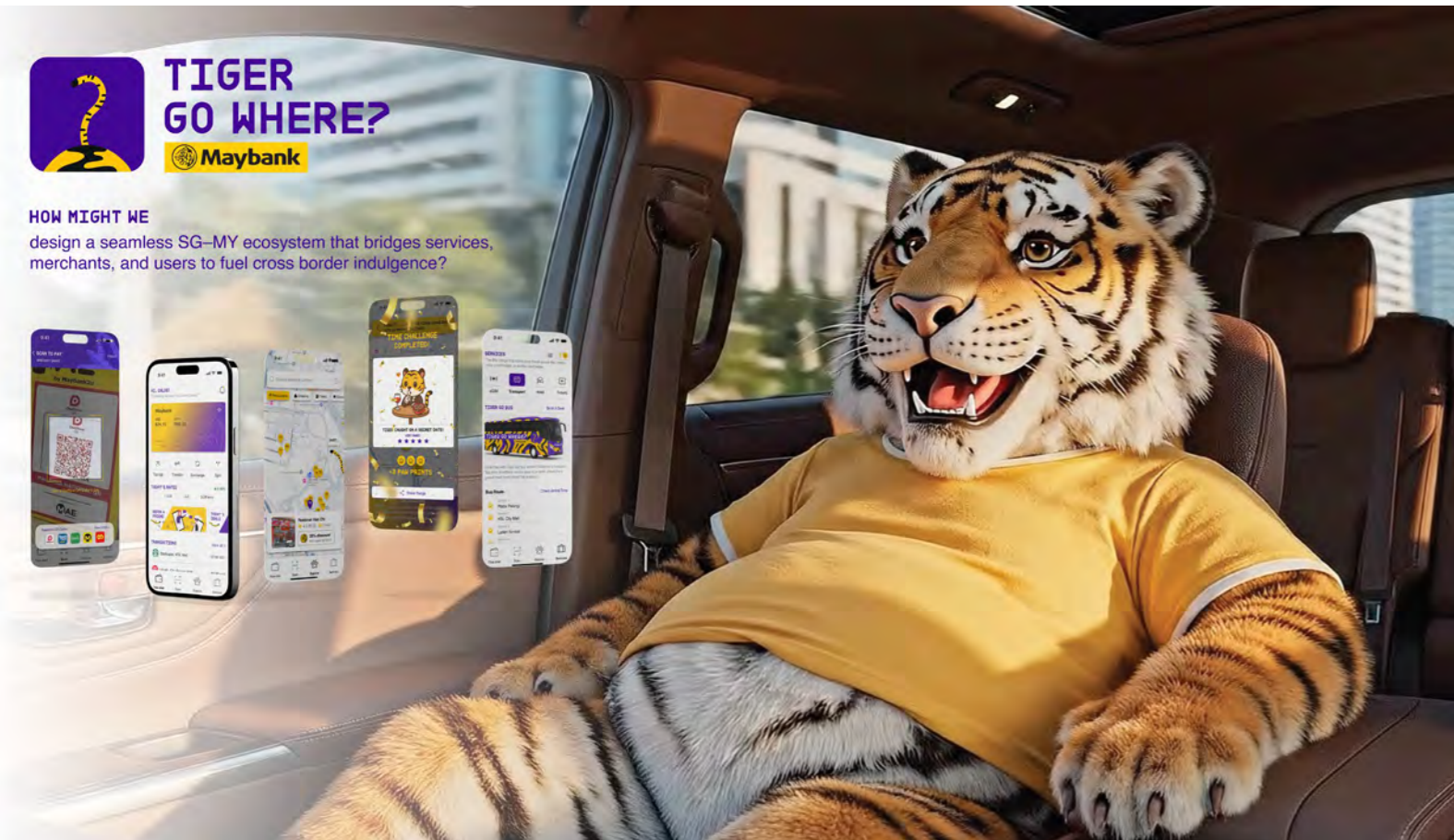
Platform Leader
Benjamin Xue

Collaborator
Maybank Singapore Ltd

This collaboration with Maybank challenged students to inhabit three critical professional roles: business analyst, product owner, and UX designer. Moving beyond the classroom, the cohort learned that effective design emerges from the rigour of market analysis and the resilience to iterate. The work presented here demonstrates a sophisticated understanding that financial services and design are not about decoration, but about aligning deep user insights with business objectives. It is a testament to their professional readiness.

Maybank Pay+
Derica Kon Yi Ru
Jay Teo
Tan Qian Hui

Maybank Pay+ is an intelligent digital wallet that unifies all your cards into one seamless experience. Powered by NFC, it works with store POS systems to recommend the most rewarding card for each purchase—making every payment smarter, effortless, and more satisfying for users.



Tiger Go Where
Hor Jun Jie
Lim Pei Chin
Leong Zi Shuen

Tiger Go Where is a cross-border banking and payments platform for Singapore's weekend warriors, seamlessly connecting them to Malaysian services. Designed around Singaporean spending behaviors, it delivers a suite of contextually fit services that reduces friction and transforms cross-border payments into seamless indulgence across the border!



Spatial Computing

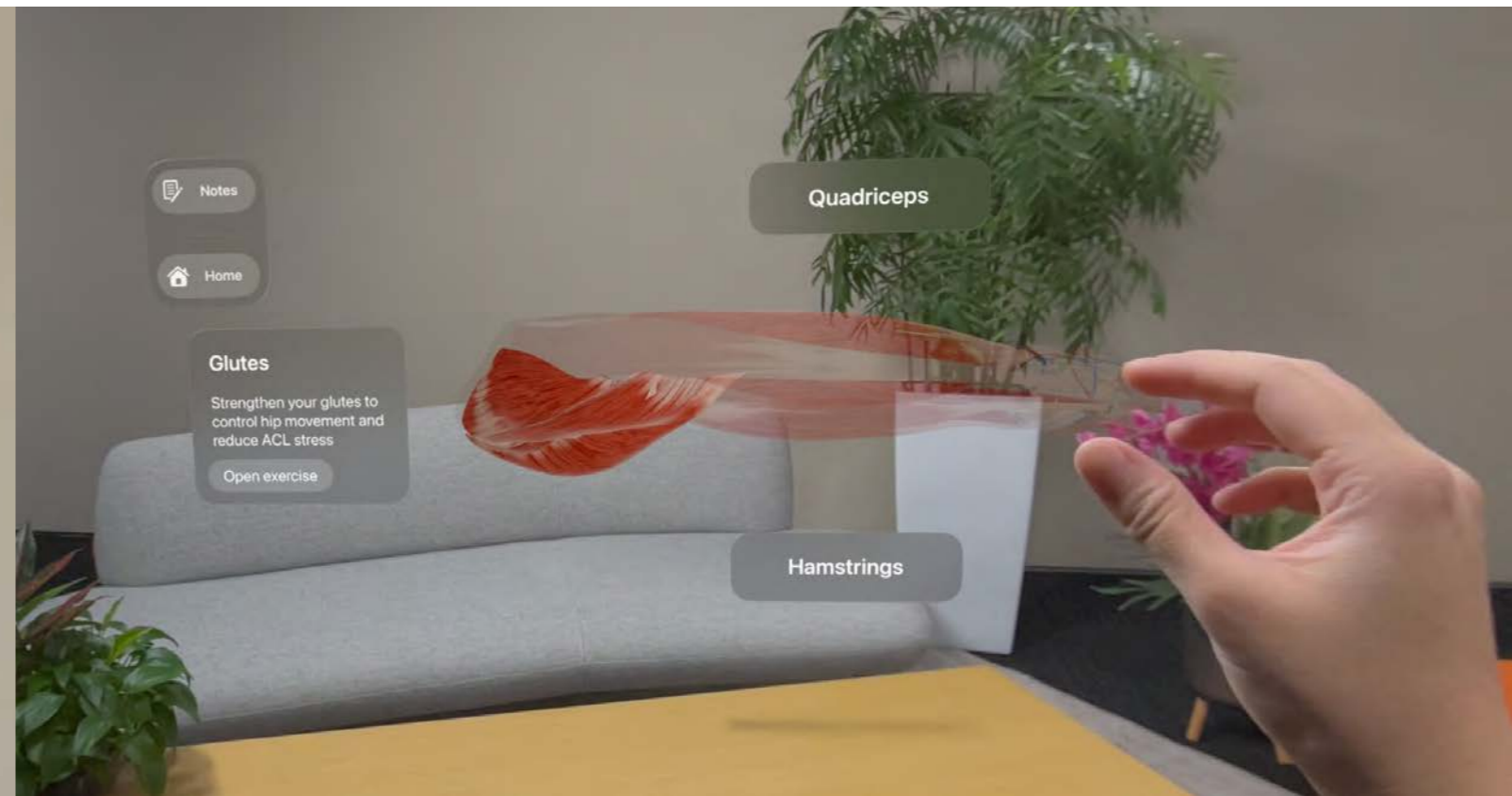
Platform Leader
Gabriel Lipkowitz

Emerging spatial computing platforms offer an entirely new way of experiencing digital content in a user's three-dimensional space. Such applications often draw heavily upon equally new models from artificial intelligence to enable such interactions that blend the digital and physical worlds. Through hands-on projects, this course will give students both the technical and creative skills required to enter a burgeoning technology sector. Students will be prepared to take on roles across augmented reality (AR), virtual reality (VR), mixed reality (MR), and spatial computing platforms, including but not limited to Apple Vision Pro.



Simon
Alex Ong Li Hong
Ang Sze Ern
Danikh Aqib Bin Mohd Nizam
Ryka Nouvin Binte Mohamed Azhar

Simon is an immersive on-call simulator for junior doctors, recreating real-time hospital scenarios. It targets cognitive decision-making under pressure, addressing steep learning curves, overload, and inconsistent supervision. Through interactive simulations, it enables safe, repeatable practice, building confidence, reducing cognitive strain, and easing transition into real on-call duties.



MediView
Wong Himari
Chen Zixin
Vina Setiawaty

MediView is a visionOS educational app that empowers and educates patients with ACL tears to learn more about their injury, prehabilitation and their next steps during their waiting time so they can feel more prepared and assured for their doctor's consultation.

Design for Medicine

Platform Leader
Yen Ching-Chiuan

Collaborator
NUS Centre for Healthcare Simulation
CUTE Centre
AM.NUS

This multidisciplinary studio sits at the intersection of medicine and design, addressing real world needs in patient care and medical training. Over one semester, students leveraged clinical insights and co-designed with clinicians from various hospitals to iteratively refine ideas into prototypes tested with experts and users. All seven projects were presented at the annual Design for Medicine MedTech Showcase, with selected projects progressing towards implementation and competitive grant applications.



Stomo - Stoma Simulation Training
Loh Wan Sing
Nicolette Wong

STOMO is a training toolkit that bridges the gap between classroom learning and real-world stoma care. The wearable model and role-play cards allow nursing students to practice on peers, experience realistic conditions, and build empathy. By simulating technical and emotional realities of care, STOMO helps students gain confidence and experience.



Resuscitative Hysterotomy Trainer
Zhong Xingwei
Lin Wenkang
Tan Kee Hern

Our Resuscitative Hysterotomy trainer provides a rare chance to practise a life saving procedure. It avoids the high cost and staff time needed for other training models and offers a hands-on experience that can be reset in under five minutes with minimal waste.

Enhancing Everyday Experience

Platform Leader
Christian Boucharenc

Enhancing Everyday Experience begins by identifying and analysing a problematic situation in daily life. In this course, students sharpen their observation skills and learn to define problems precisely, in order to propose design solutions that improve the experience. The exercise invites them to question routine habits and explore new ways of accomplishing tasks. It also offers a lens to study evolving social behaviours, mindsets, and lifestyle patterns in our environment.



Feel Young Band
Damian Lim
Josie Chan Xin Tian
Carina Yak

Our project builds on the band's existing identity to highlight the flair they bring to Chinatown, uniting people from diverse backgrounds. By strengthening recognition and presence, we foster belonging among elderly band members while creating engaging experiences that invite wider audience participation and stronger community connection.



Rebuilding (Re)tuals
Shaheed Ibnu Mohamed Hassan
Rachel Tan Qian Yi
Lee Kaien Zane

Grocery shopping was once a vibrant ritual of stories, bargaining, and community at wet markets. Supermarkets replaced this with silent, transactional efficiency. Project Rebuilding (Re)tuals introduces FairPrice Commune, infusing supermarkets with wet market communal micro-moments, transforming everyday shopping into vibrant, social experiences that foster belonging, notice, and meaningful connection.

The Shape of AI

Platform Leader

Christophe Gaubert

This platform explores how Design can reframe Artificial Intelligence beyond untangible softwares and dystopian myths by giving it concrete form and intelligible usage. Through speculative products, the students imagined possible AI futures that foster meaningful interaction, ethical use, and new practices. The aim is to embody AI technologies to humanise and democratise them through tangible objects, grounded scenarios, and singular identities.



Glowie

Hannah Ang Zi Yi
Qi Lingzhi
Loh Boh Ee

Glowie is a gentle companion that learns a child's body rhythm and turns invisible data into visible comfort. By translating complex health information into glowing colour cues, it helps families know well-being at a glance, bridging awareness, empathy, and care.

em | me

Velyn Chia Yu Shin
Tan Ler Shan
Darren Yeo Sheng En

em | me is a series of speculative AI-driven devices that translate emotions into touch. Worn on the wrist, ear, and spine, each device traces deepening intimacy, transforming physiological and audio data into haptic sensations that bridge presence, empathy, and human connection.



J for Joint

Platform Leader
Hans Tan

This platform uses the joint as a tool for conceptual inquiry. It explores how meaning shifts when two elements—objects, systems, or ideas—are connected. What narratives are created, disrupted, or transformed at the point of connection? Can a joint carry emotional or symbolic weight beyond function? The outcome is a poetic object in which the core narrative emerges from joining two seemingly unrelated things.



Lifeless Service
Tee Jia Yu
Sorfina Roslan

Lifeless Service examines how automation reshapes human gesture. A traditional bamboo folding fan—once moved by hand in acts of comfort and servitude—is reanimated by a robotic arm. The pairing contrasts craft and warmth with plastic precision, mimicking an obedient rhythm without intention or empathy. It asks what is lost when machines inherit intimate acts of service.



Breathless Standards
Ruth Yong Jing Jing
Toh Yan Joan

Breathless Standards examines the tension between beauty and pressure, revealing how perfection ideals bind the body. A corset woven from measuring tapes mirrors disciplined routines, making visible forces that sculpt, constrain, and seduce. It traces the invisible links behind contemporary standards, where media, fashion, and self-image intertwine into expectations that are alluring yet suffocating.



Drawing ≠ Drawing

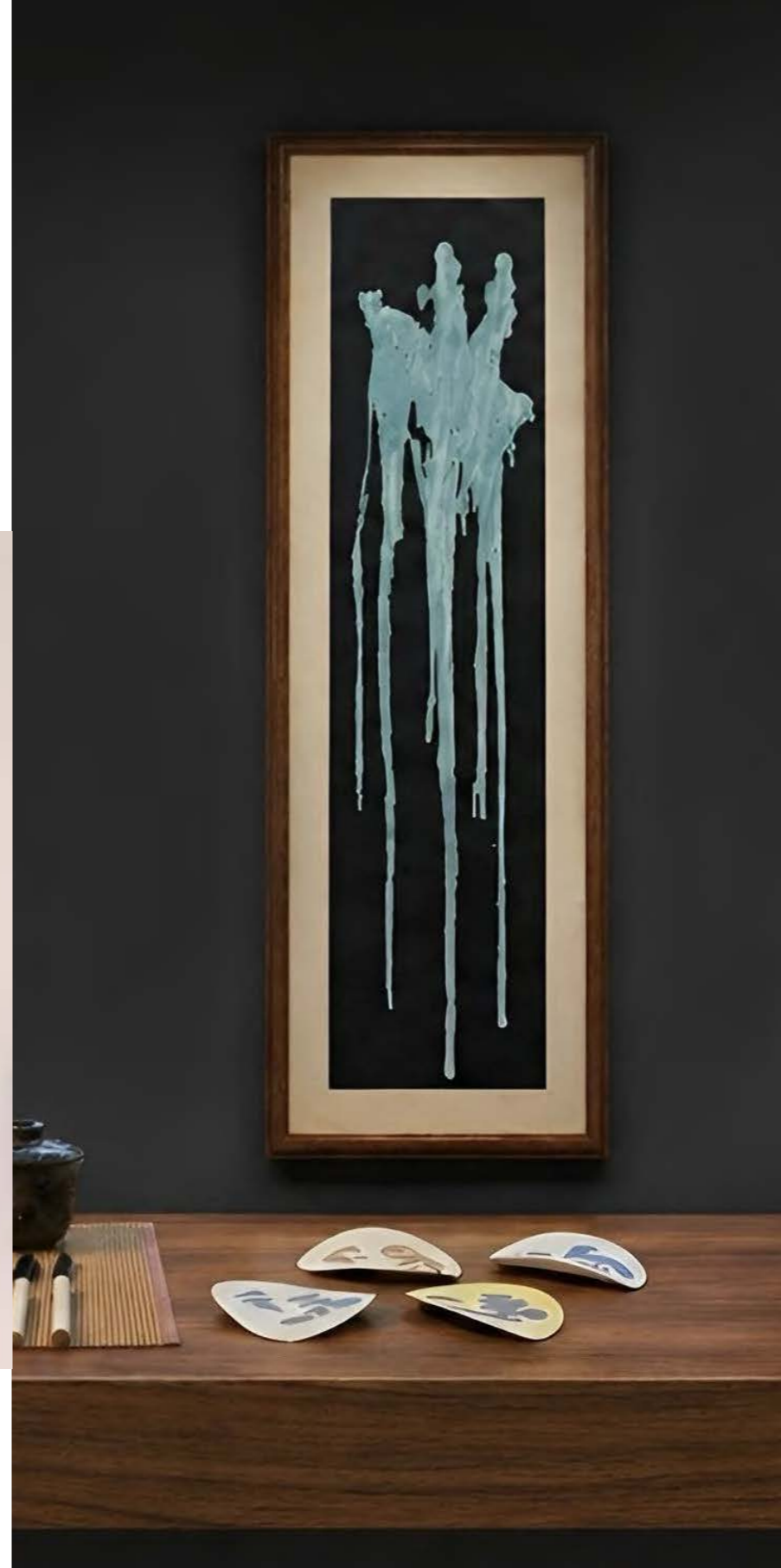
Platform Leader
Grace Tan

Drawing ≠ Drawing is an inquiry-based platform that examines drawing as process, hinge and product. Through drawing activities, students explore drawing not as static image, but as a way of making, knowing, thinking and intervening. The symbol ≠ becomes a critical device that unsettles sameness and generates difference. Students develop independent inquiries across disciplines, considering materiality, agency and history to rethink design beyond conventional methods and outcomes.



Text ≠ Typography
Chloe Kor Sze Cheng

Text ≠ Typography examines the relationship between content and form, questioning the norm of typography as a transparent vessel for text. Through a series of material investigations, the project repositions typography as something that can be felt and held, redefining the reading experience.



Text ≠ Permanent
Zhang Shiqing

Text is not permanent. Neither is clay. Both mutate, disperse and merge, shaped by time. Through clay, Chinese characters - 山 (mountain), 木 (wood), 水 (water), 笑哭 (laugh-cry) reveal their origins and contemporary meanings. This is evidence of text's continuous mutation frozen in time.

Cohesive Set of Forms

Platform Leader

Christian Gilles Boucharenc

This discovery exercise aims to develop a conceptual understanding of the physical attributes, control functions, and visual cues of products belonging to the same formal family and related functions. It first encourages students to refine their sensitivity to their personal formal language. To do so, they explore diverse artistic and natural references, including architecture, sculpture, painting, drawing, cartoons, manga, typography, plants, landscapes, and animals, identifying those that generate a positive emotional response.



MERSE
Jay Teo

MERSE translates the sensation of submersion into form. Each object holds a distinct presence, yet together they form a softened landscape of lightness, warmth, grounding, and flow.



ENSO (円相)
Kong Chia Shuen

ENSO (円相) explores fullness as a form of quiet elegance, inspired by the soft presence of chubby cats. Through abstraction, their rounded weight and composure are translated into a family of dining objects—bowl, mug, and dish—defined by hand-shaped curves, soft asymmetry, and a sense of balance, intimacy, and indulgence.

Corporate

Platform Leader
Christophe Gaubert

This Design Platform offers an in-depth exploration of the interrelated dimensions that constitute the complexity of a brand, from defining a distinctive DNA, to translating it into a coherent and recognisable graphic identity, and extending it into the design of products that embody its underlying philosophy. It aims to articulate the relationship between the subjective and objective facets of branding, enabling to generate meaningful impact and achieve recognition within the market.

Souvenir House 妆奁宫
Tan Qian Hui
Yap Shu Min

Souvenir House 妆奁宫 reimagines ancient Chinese beauty rituals through modern, poetic objects. Rooted in Tang-dynasty heritage, the brand transforms petals, pigments, and craftsmanship into intimate ceremonies that empower women with quiet strength, elegance, and cultural depth.



Charm to Table
Lissel Wong Li Sze
Connie Yip Jia Xin

In a multicultural country like Singapore, food is a universal language that brings people together. Charm to Table is a system of contemporary porcelain tableware that celebrates these interwoven cultures. Subtle yet expressive geometries, drawn from distinct traditional patterns, interact through stacking, revealing a shared rhythm and identity.

Find Your Form

Platform Leader
Donn Koh

What is your philosophy of product form? Students examine their beliefs about beauty, expression, and the role of form in design, questioning when form justifies materiality and what makes something meaningful. Alongside these reflections, students learn to skilfully direct AI as a creative partner — using it to explore new formal territories and express their own design vision through product form.



OBO - Seamless Softness
Terra Lee



Neue - Geometric Anatomy
Foo Shih Han

Place & Matter

Platform Leader

Grace Tan

This studio investigates how place and matter co-produce one another. Drawing on Richard Swinburne’s abstract space, Yi-Fu Tuan’s situated place, and Mark Miodownik’s material behaviour, it asks how place activates material responses that shape technique, form, and meaning. Design is approached as the organisation of place–matter relations. Through site-specific exploration and material testing, students develop projects that emerge from place, demonstrating how environmental conditions and material constraints inform design outcomes.



A Simple Time

Alastair Tan Yi Long

In our pursuit of immortalising the new and pristine, material degradation is viewed negatively. Yet, it is the biography of its existence. A Simple Time reframes decay as a narrative between material, human presence, and time, featuring three corrosive clock hands that record the passing of time through rust.



Concrete Cocreate

Lu Enze

Challenging the idea of curated urban greenery, this project questions whether concrete can become habitable for nature. Through porous and programmable structures, it imagines architecture as an inviting threshold rather than a fixed separator, acting like a soft boundary for our buildings and our nature.

Fiberpunk

Platform Leader

Irmandy Wicaksono

Fiberpunk is a prototyping-led platform exploring piezoelectric materials as both functional and expressive elements in interactive systems. Students learn how piezoelectric fibers and films generate signals from mechanical deformation, and how to process these using circuits and microcontrollers. The course emphasises integrating these materials into textiles through embroidery, sewing, weaving, knitting, and braiding, producing artifacts ranging from objects and wearables to larger spatial structures.



Catex-tiles

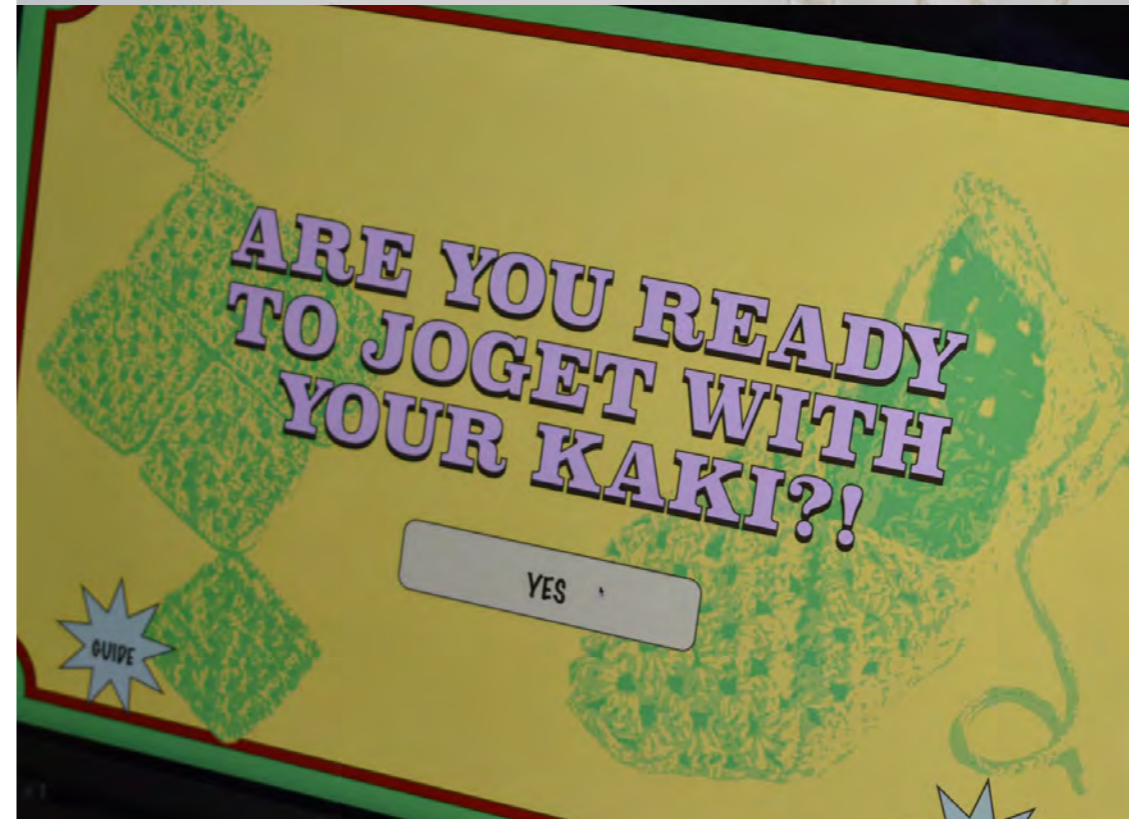
Lu Enze
Wong Himari
Yining Cheng

Catex-tiles explores a new language for modular cat play, rethinking how interactive systems for pets can be assembled, adapted, and lived with in the home. The project brings together tiled structures, textile surfaces, and embedded piezoelectric fibres to create playful modules such as climbing towers, scratching poles, rotating elements, wire-based chasing features, and a smart feeder. Designed for flexibility, the system allows users to compose and reconfigure the modules freely, shaping a play environment that responds to both spatial needs and feline behaviour.



Joget Joget Kaki!

Sorfina Roslan
Ryka Nouvin



Joget Joget Kaki (JJK) is a shoe inspired by rhythm games, but reimagined as a wearable experience instead of a fixed dance platform. Rather than stepping on a pad, users wear shoes embedded with piezo sensors, allowing them to interact with the system through natural foot movements in any environment. Each shoe contains four piezo sensors that detect pressure from different stepping positions, effectively mimicking directional inputs found in traditional rhythm games. These inputs are transmitted to a digital system that provides real-time feedback through visuals, creating a rhythm-based gameplay experience.

A Primer in Contemporary Furniture Design

Platform Leader
Patrick Chia
Priscilla Lui

What is a chair? Sometimes, chair designs exist 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. By studying historical and contemporary approaches, and examining context and technology, students develop a chair with a distinct design that is meaningful, relevant, and grounded in its time and purpose.



Datum
Toh Yan Joan

A folding chair that explores the relationship between structure and movement through a controlled pivotal system. Built entirely from wood, Datum refines an existing folding mechanism into a precise geometric form, achieving a clean, flat-folding profile while maintaining ergonomic comfort and a cohesive, material-driven expression.



Monarch
Yak Ron

Monarch defines the relationship between form and perception through the act of sitting. Its continuous, unified structure guides the body into a composed and intentional posture. Stripped of excess and driven by geometry, it achieves a precise balance of strength and lightness, establishing a refined presence within any space.

Spatialising Emotion in Retail

Platform Leader

Sixiu Tan

This platform shifts focus from the ocular-centric to the visceral, using tools like Plutchik's Wheel, Kansei and the Circumplex Model of Affect to design for precise emotional responses. Students develop a Sensory Codex—an evolution of the material board—integrating haptics, acoustics, and scent to craft multi-sensorial brand experiences. By leaning into human sensitivity, we transform commercial environments into emotive, unforgettable spatial narratives.



The OP-1 field experience

Seidl Kim
Ryka Nouvin
Kim Jueun

The OP-1 field experience is designed to inspire uninhibited exploration, where sound is discovered rather than taught. Found objects become instruments, arcade stations translate play into composition, and communal zones invite exchange. Each moment is open-ended, tactile, and intuitive, to encourage curiosity and expression through a journey of making freely.



Ray-Ban Rebel Retail

Alex Ong
Marvin Lim

Ray-Ban Rebel Retail reimagines eyewear retail as a sensorial, identity-driven experience inspired by the Ray-Ban Aviator's rebellious spirit. Moving beyond passive browsing, it embeds risk, choice, and movement into the journey, prompting users to confront uncertainty and express themselves. It transforms rebellion from a visual trait into a felt, lived experience.

Taking Measures

Platform Leader
Tiffany Loy

The act of measuring leads to value judgement and decisions on our actions. While some measurements are formalised and objective, others are relative and personal. In this project, students select a subject of measurement to research, critique and finally propose a refreshing perspective that disrupts conventional thinking.



Spectrum Scramble
Zhang Shiqing

You're challenged to place 12 people on a gender triangle: masculine, feminine, androgynous, or neither, using biology, appearance, or feelings. However, every rule you choose leaves someone unplaceable. Two players with clashing beliefs struggle through the game in a video. You watch, cringe and wonder: can gender ever be measured?



The Irrational Shelf
Lam Jia Xuan

This project reframes how food value is measured beyond nutrition. Through metrics such as satiety, labour cost, and emotional value, it reveals how so-called 'irrational' food choices made in relative poverty are, in fact, logical decisions shaped by constraints, instability, and the everyday lived realities of dignity and survival.

N for Nine objects in Nine weeks (by Nine designers)

Platform Leader
Hans Tan

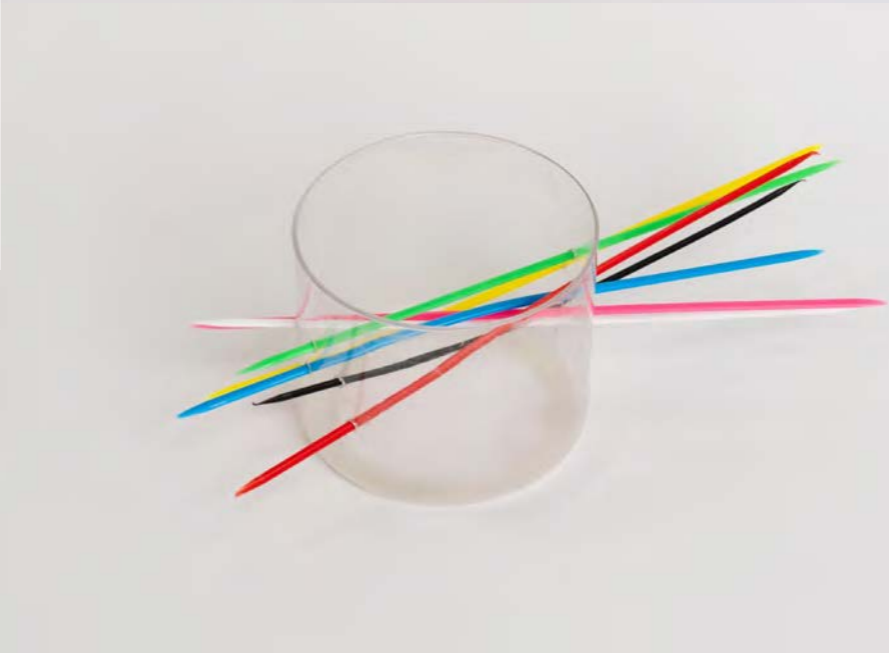
The design brief consisted of three lines:
Choose a simple object.
Each week, make a new version of the object.
At the end of 9 weeks, you will have 9 versions of the object.

The ambiguity of having no predefined objectives led students to confront first principles: Why do I design? What matters to me? Design becomes the medium through which the student finds the designer within.



Tape Measure
Foo Shih Han

Even a tape measure, a tool designed solely for measuring, can offer an opportunity for expression and materiality. When we slow down to notice textures and subtleties, materials shift from passive surfaces to active parts of the experience, allowing these objects to feel less disposable and more like extensions of ourselves.



Kitchen Sieve
Loh Bo Ee

This nine-week project explores my design approach through iterative prototyping. Moving between simplicity and playfulness revealed my instinct for creating intuitive, functional objects that rethink everyday experiences. Each version reflects a stage of growth, culminating in a final design embodying my core beliefs.

2026 Graduating Students



SEE HOW
WE DID IT



ADAM Choo Wen Wu

I think my view of myself as a designer has been changing a lot recently. It really depends on the project I'm doing or the role I'm supposed to fill. If anything, design to me is the ability to be flexible and adaptable based on our understanding of the problem, and the ability to communicate ideas to a wide range of audiences.

acww01@gmail.com

<http://linkedin.com/in/adamchooww>



Featured Projects

2025—Making Links

2025—Space-Place-Trace



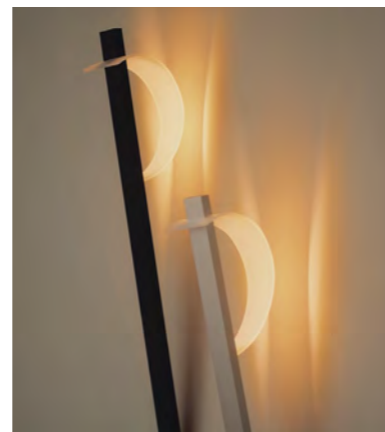
ENS Series

ENS Series is a collection of lamps constructed using a simple tension joint that combines the rigidity of aluminium and flexibility of acrylic. Focused on material purity, the forms keep a simple geometry, offering a soft ambient glow and a quiet presence within a space.

With Travis Tan

Product Design

Material Exploration



The In(formal) Spaces Framework

The In(formal) Spaces Framework and Toolkit is a design intervention focused on 'Accessibility through Informality'. We devised a system that encourages planners to design unique event spaces which incorporates a sense of informality, which in turn makes events more accessible.

With Magdelene Low, Rae-Ann Lee

Service Design



Ang Zi Yi *HANNAH*

I explore how design can make everyday moments a little more joyful and connected. As a multidisciplinary designer, I work across product, interaction, and storytelling, translating ideas into experiences that feel thoughtful, approachable, and human. I'm drawn to projects that balance curiosity with care, logic with play, and structure with delight, creating experiences that invite people to notice, feel, and engage.

<http://behance.net/hannahang>

<http://linkedin.com/in/hannah-ang/>

Featured Projects

- 2025—Shape of AI
- 2024—Improving Everyday Life



Glowie

Glowie is a bedside companion that softly transforms a child's health data into calming light. By learning daily rhythms and reflecting subtle changes through gentle glows, it encourages body awareness without fear. Glowie helps parents respond with empathy, turning complex information into quiet reassurance and shared understanding.

With Qi Ling Zhi, Loh Bo Ee

Artificial Intelligence

Product Design



BrightBridge

BrightBridge is a pair of lamps designed to strengthen intergenerational relationships through simple, genuine moments of connection woven into daily life. When one is activated, the other lights up and opens an instant audio link. Through light and sound, distance softens into meaningful, familiar presence over time.

With Laura Nascimento

User Research

Product Design



ANNABELLE Phua Yue Tong

I am a product and experience designer focused on solving meaningful problems. I like asking why to uncover root issues, aligning shared goals, and finding balance between user needs and constraints. Through design, I craft thoughtful experiences, from content writing to illustration and animation, always aiming to bring a sense of clarity and delight.

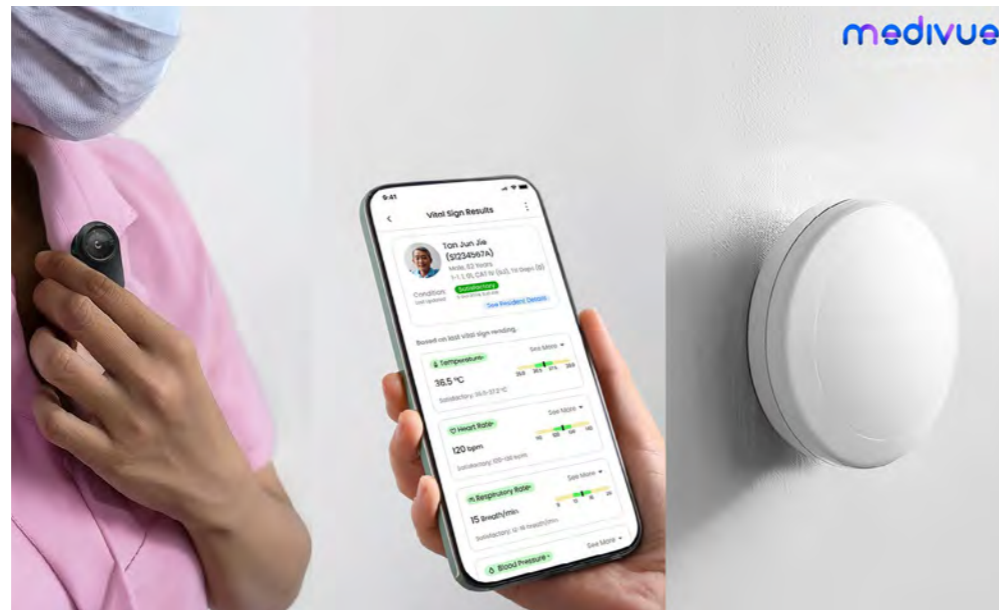
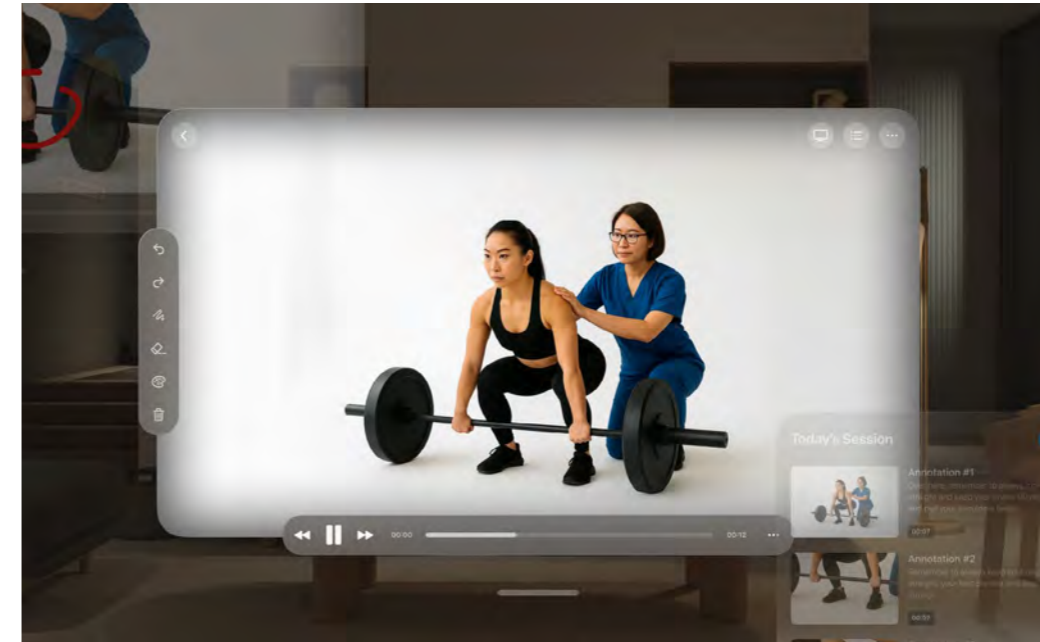
annabellephua.com

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Featured Projects

2025–Spatial Computing

2024–Futures of Aged Care



Medivue

Medivue is a healthcare design project addressing workflow challenges in aged care. By understanding behaviours and shared intentions, we simplified complex processes into a practical system. Through co-design and AI integration, we reduced daily task time by 79% and increased staff confidence, enabling more compassionate care.

With Teo Swee Yin, Cynthia Manivannan

UI/UX Design

User Research

Service Design



OptiVision

What if athletes and coaches could see and feel every movement in review with precision? OptiVision captures spatial video, to replay sessions in immersive 3D. Feedback becomes tangible, helping users refine technique and retain insights more effectively.

With Louie Ang, Claire Ng

Spatial Computing

Creative Technology



Chew *TONG* YUN

I'm a designer who leads with questions. My process starts by reframing the problem, uncovering what's really being asked before deciding how to answer it. I thrive in environments that move between analytical rigour and open-ended exploration, and I do my best work when the challenge is hard enough to require both. What drives me is turning complexity into something clear, considered, and worth making.

ruezystudio.framer.website/ [linkedin.com/in/ruezy-chew/](https://www.linkedin.com/in/ruezy-chew/)

Featured Projects

2026–Thesis

2025–J for Joints



Shifted Gaze

Shifted Gaze reframes ordinary perceptions: static vases become engaging, cluttered cables become ornamental, and poetics reinterprets itself through every coil, loop and turn. When brought together, two unseeming items co-create a paradox that negotiates the relationship between beauty and usefulness, sparking curiosity in rethinking how objects join and narrate.

With Tan Yie Xuan, Fern

Product Design

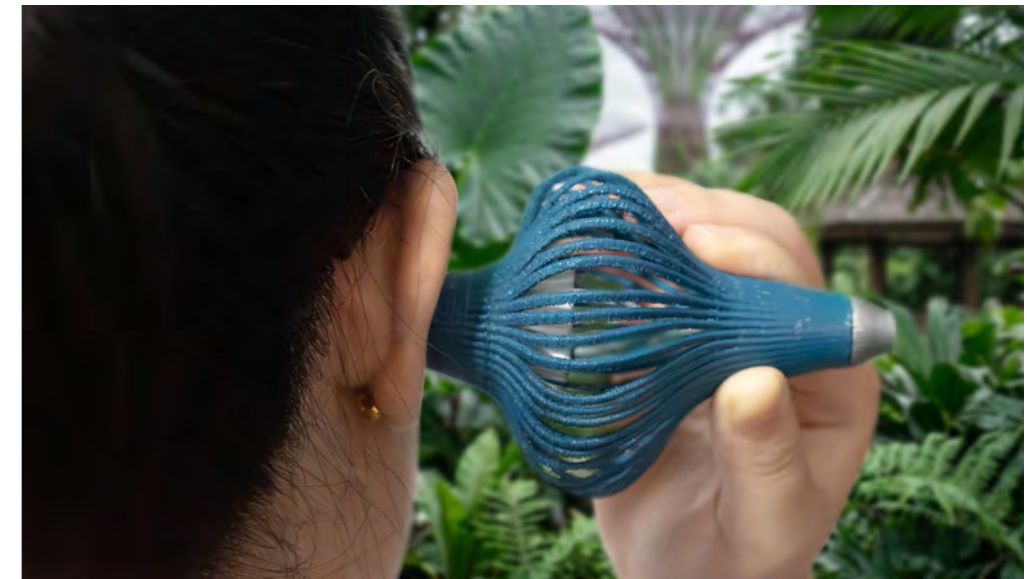
Speculative Design

Specialisation

Design Futures & Critical Inquiry

Supervised By

Christophe Gaubert



Sono

The quality of our autobiographical memories is not about how it materialises; it is what we make sense of within ourselves. By shifting from captured visuals to in-the-moment listening, Sono defamiliarises us from how we expect information-collection technology to be involved and utilised within the process of memory making.

Product Design

Speculative Design

Human Computer Interaction



CHLOE Chong Wen Jing

I am passionate about product and service design, especially when it comes to user research and understanding people on a deeper level. I find the most satisfaction in creating solutions that genuinely alleviate pain points while elevating overall experience. Designing is a journey, and it grows as I collaborate with others and learn more about myself. I'm driven by moments when I help people uncover needs they didn't even realise they had.

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Featured Projects

- 2024–Improving Online Insurance Literacy with MAS
- 2023–Ceramic Circuits



Inyo

Inyo is a pair of connected diffusers that uses scent to bring loved ones closer. When one person releases a fragrance, the other device mirrors the action, creating a shared sensory moment. Using a moisture sensor and heated ceramic plate, Inyo diffuses scent effortlessly, making connection subtle, ambient, and present across any distance.

With Wang Yixian, Chan Shao Kaye

Product Design

Experience Design

Speculative Design

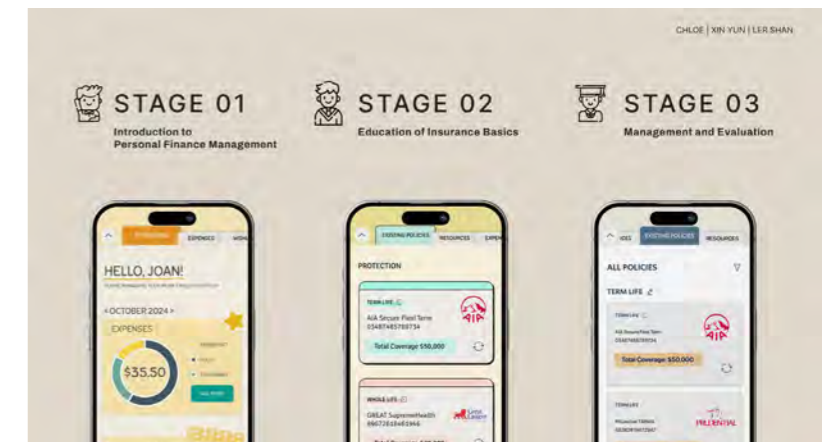


Legacies

Legacies is a milestone-based financial literacy app developed in collaboration with the Monetary Authority of Singapore (MAS). It supports a gradual learning journey between parent and child, challenging the notion that insurance education starts only at adulthood. By growing with the child over time, the app fosters early financial responsibility and empowers informed decision-making when financial ownership is eventually passed on. With Teng Xin Yun, Tan Ler Shan

UI/UX Design

User Research



CLEMENT Koh Yuen Jie

A curious UX designer driven by discovery, ingenuity and moments of intrigue. My work spans both physical and digital mediums, where I craft unique experiences that feel intuitive yet unexpected. I am motivated by change, and I design with the intent to create work that adapts, resonates, and endures.

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Featured Projects

2024–P for Planter

2023–B for Body



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.

With Teo Jun Ning Chloe

Product Design

Speculative Design



Doorbell

A doorbell casing designed as a caricature of my design language—an exploration of emotion-led design. Bold geometry and neon colour create an intentionally unnatural object that invites curiosity and intrigue, transforming a simple press into a moment of delight.

Product Design

Discursive Design

Material Exploration

DAMIAN Lim Jia Yu

As the resident 'Did you know?' guy, I turn human insights into clever results. By bridging Industrial Design with a curiosity for human behavior, I dive into the details to ensure every form is as iconic as it is functional. My goal? Making sure the cleverest solution is the one that feels most natural in your hand.

Dames19@gmail.com

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Featured Projects

2024–Product Innovation+
2024–P for Planter



Beacon+

Beacon+ is a compact survival device using Active-Locate technology to bridge the gap between victims and rescuers. Its integrated inflatable beacon features a 360° high-intensity strobe, pinpointing individuals through smoke or dense foliage. By enabling active signaling, Beacon+ drastically reduces evacuation times during the critical 'Golden Hour' of a crisis.

With Goh Bing Jun, Lee Zhi Lin

Product Design



A Planter is for the Obsessed

Is it care, or is it surveillance? A Planter for the Obsessed explores the extreme frontiers of interspecies communication. This planter facilitates direct cellular 'check-ins', inviting users to whisper affirmations to their flora. It questions the lengths we go to to ensure a plant's happiness and our own.

With Jenn Tew Jia En

Product Design

Speculative Design

Creative Technology



ELIZABETH Paulyn Gostelow

I am a versatile designer with professional expertise in fields including spatial design, visual marketing and UI/UX. I am particularly passionate about creating spaces that push the envelope of expectations by imbuing them with novel tensions. Whether they be national record-breaking physical exhibitions or experimental concepts in the spirit of discursiveness, I am drawn to environments that provoke.

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Featured Projects

2024–The End of Nature
 2023–Social in Retail:
 Exploring sociological
 perspectives in retail



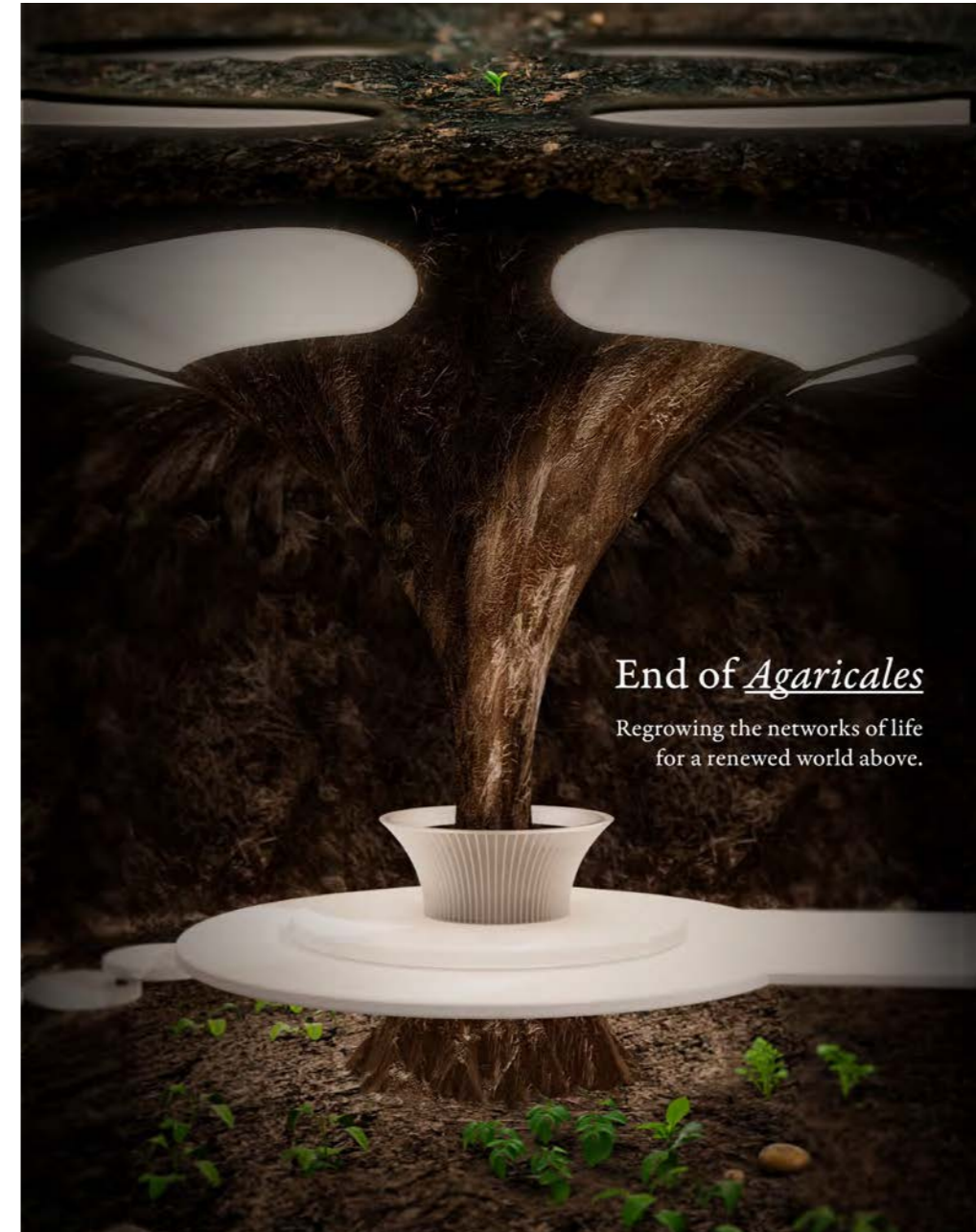
Sugar Less

A healthy candy store that accommodates families with health concerns and non-sweet teeth by enabling customisation of their sweets via sugar substitutes. Consisting of Rube Goldberg vending machines, a DIY station for image candy and a coating station for candied fruits and nuts, Sugar Less offers a candy for everyone.

With Joshua Tan Jianhao

User Research

Experience Design



Mycorrhizium

In 2224, humanity adapted to life underground due to the devastating impacts of Agaricales' extinction in 2050. The Mycorrhizium, a sacred space for nurturing mycorrhizae, regrows the networks to sustain life underground and renew the world above.

With Lim Jialin Joni

Discursive Design

Experience Design



Esther-J Yoong, EJ

Minoring in sociology alongside industrial design. Specialised in 2D illustration, 3D animation, pixel art and character design. Fascinated by toys, memorabilia, mascots, public transit and placemaking. Interested in the embodied meaning of designed objects for society at large. Powered by manga, sports spectation, handicrafts, desserts and long walks. Thanks for stopping by.

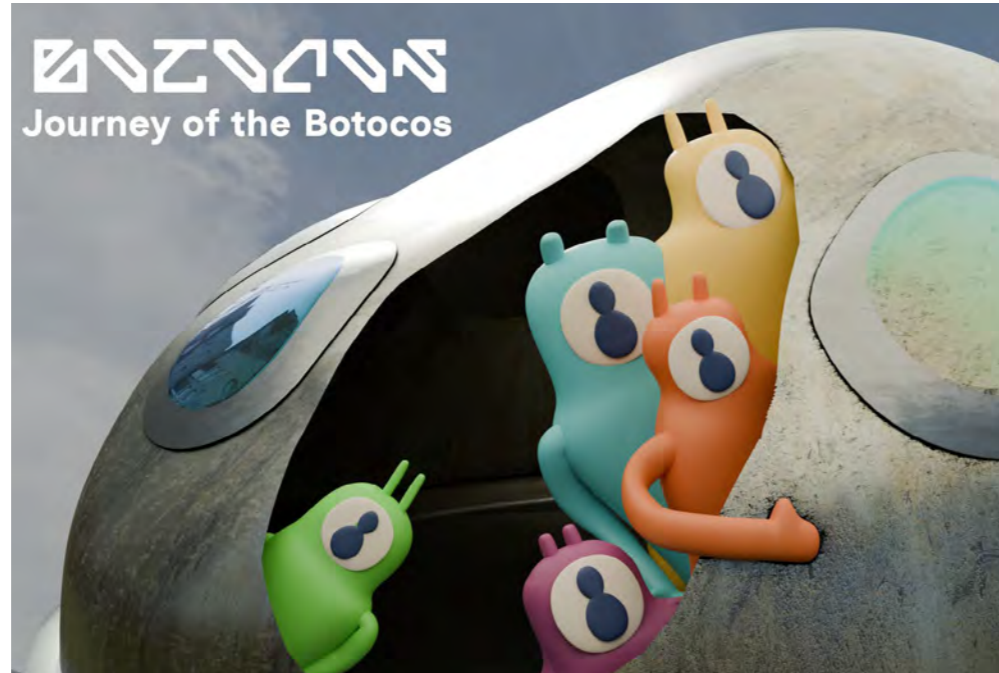
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sites.google.com/view/solloquillo/home

Featured Projects

2025–Space-Place-Trace

2024–Fictitious Forms



Journey of the Botocos

Journey of the Botocos is a guerilla campaign to attract student attention to Bukit Timah Campus in NUS. Unique artefacts convey a surreal, humorous fictional 'alien invasion' of the recently vacated buildings- both acknowledging and playing on students' feelings of alienation towards a place perceived as stiff and lifeless.

With Myron Teo, Jernyse Ong

Discursive Design



Wall Earth Theory

Wall Earth Theory is a speculative project where Earth takes the form of a flat, planet-sized wall and people can only move on one plane like magnets on a fridge. Ordinary activities like cooking are radically different on the Wall Earth, but are made possible thanks to specially designed objects.

Speculative Design



Goh YU YAN

I discover design through interrogating the relationships between humans, materials, and the cultural and systemic frameworks that shape them. I am drawn to the complexity embedded in our interactions with the material world, with a particular inclination towards textile materials and digital fabrication systems.

yuyangohh@gmail.com

tinyurl.com/yyworks



Featured Projects

2025—Drawing ≠ Drawing

2024—Bound to Bond



Transformative Wool Textiles

This project explores encoding transformative forms into knitted textiles. By combining wool yarn with a stable material within the knit structure, textures and forms emerge through aggressive washing (also known as fulling). By compiling morphed effects collected through material-driven exploration, a design space for transformative textile forms is defined.

Material Exploration



P-Threads

This work explores bonding textiles with 3D-printed structures, replacing conventional stitching and adhesives. The functional and decorative aspects of this textile bonding approach are illustrated with 3 wearables that contain different 3D-print bonding structures. Each 3D-print structure is designed to align to the function and properties of each textile type.
With Sharon Lee Si Ying

Product Design

Material Exploration



GRACIA Chua Wei

I'm a multi-disciplinary designer who is drawn to projects that make people feel something, not just look twice. My work sits somewhere between strategy and sentiment, where branding, space, visuals, and storytelling come together to shape experiences that are both thoughtful and impactful. Driven by a desire to solve real-world problems in meaningful ways, I believe good design should do more than function well: it should connect, communicate, and linger.

graciakeziah@gmail.com [linkedin.com/in/graciakeziahchua/](https://www.linkedin.com/in/graciakeziahchua/)

Featured Projects

2024–Visualising the City

2024–Improving Everyday Life



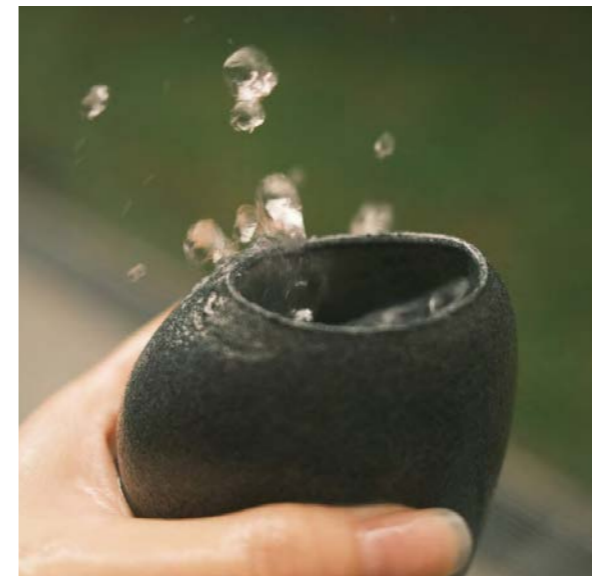
Home: The Threads That Binds Us

Home is more than just a word; its meaning shifts through the seasons and weighs differently on every heart. In this collection of 30 short letters, we delve into the essence of home through the eyes of fellow Singaporeans and the stories of how home ties us all back together.

User Research

Service Design

Experience Design



Shizuku

Shizuku, meaning 'a drop of water' in Japanese, is a ritualistic diffuser that captures the beauty of rain. Each raw material selected interacts with water differently, enhancing the natural beauty of rain and releasing subtle variations of earthy aromas as droplets gather and flow. As water touches natural materials, geosmin is released, capturing a scent that connects us to nature.

These organic textures create distinct fragrances, transforming each rainfall into a sensory ritual and connecting us deeply to nature's elements. Shizuku invites reflection, reminding us that rain in its raw, unrefined beauty, is something worth celebrating.

With Seah Jun Hao Reynard

Material Exploration

Product Design



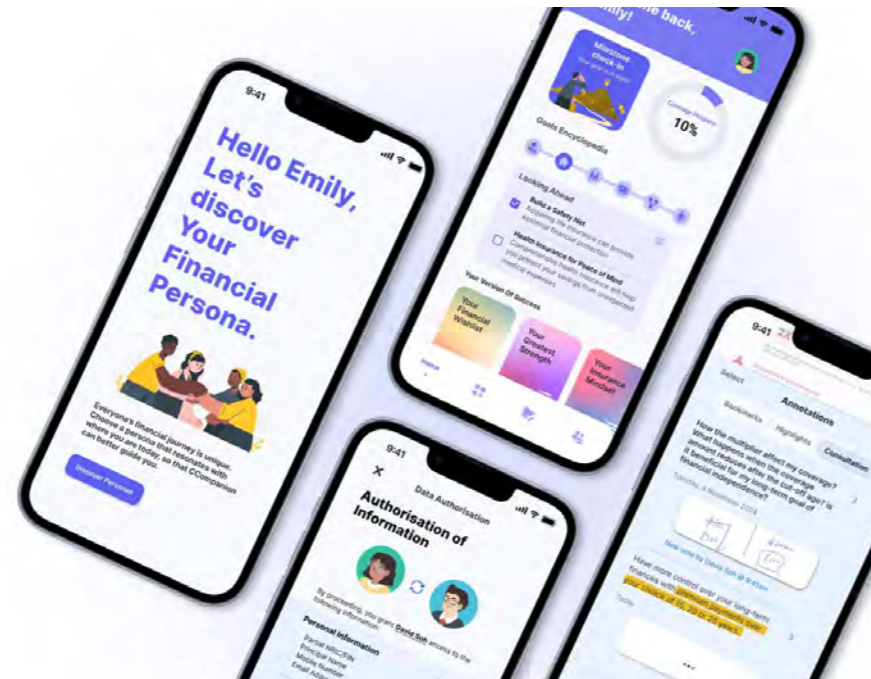
JANINA Claris Santiago Alvarez

I design with heart and connect with purpose. As a multidisciplinary designer driven by curiosity and care, I explore across mediums to transform complexity into meaningful, human-centred experiences. Blending research, storytelling, and experimentation, I approach each project with intention, crafting work that not only solves problems but resonates emotionally and invites new ways of seeing and thinking.

janina.cs.alvarez@gmail.com [linkedin.com/in/janina-alvarez/](https://www.linkedin.com/in/janina-alvarez/)

Featured Projects

- 2025–Spatial Computing
- 2024–Improving Online Insurance Literacy



CO-PANION

CO-PANION is a transformative digital platform crafted to empower young professionals to approach insurance with confidence and ease. Tackling barriers like complexity, low prioritisation, and skepticism toward financial advisors, CO-PANION reimagines insurance planning as a seamless, personalised, and collaborative experience.

With Kwan Jia Chen Suzie, Hor Jun Jie

UI/UX Design

User Research



Nurture

Nurture is a spatial learning platform redefining maternal education through immersive, flexible experiences. Developed with NUH Maternity Ward, it delivers interactive videos, 3D simulations, and on-demand modules on Apple Vision Pro. By combining trusted healthcare guidance with self-paced digital learning, it empowers mothers to feel confident and prepared for parenthood.

With Yeong Reiko

Spatial Computing

Creative Technology



JOCelyn Tan Xin Yee

I design for both utility and meaning.

[instagram.com/jocelynnty/](https://www.instagram.com/jocelynnty/) [linkedin.com/in/jocelynnty/](https://www.linkedin.com/in/jocelynnty/)

Featured Projects

- 2026–Thesis
- 2025–E for Elizabeth



Present

Assembled from secondhand parts, Present plays on the dual meanings of ‘being present’ and gifting ‘a present’. It captures the tactile experience vinyl offers, while symbolising children as gifts to their parents. Along with a curation of records from Uncle Poon’s personal collection, a passionate vinyl enthusiast, father, and grandfather, he refers to his records as his ‘寶貝’ (bǎo bèi), meaning ‘precious’ or ‘baby’ in Chinese.

With Wan Irdina

Product Design

Specialisation

Design Futures & Critical Inquiry

Supervised By

Hans Tan



Unobjectifying Objects

Unobjectifying Objects reconsiders everyday objects beyond their utility, revealing the emotional meanings embedded within them through three acts: nullify, preserve, and renew. By permanently stripping objects of their original utility, preserving the memories they hold, and reconfiguring them into new forms, the project challenges how objective design doesn’t have to end at usability.

Product Design

Critical Inquiry



Khoo Li En *JOLENE*

Hi, I am a designer who often questions how and why the world exists the way it does. I love exploring the space between ideas and reality, where observation and experimentation shape my creative process. I thrive on uncovering insights and transforming them into human-centered solutions. My work is driven by curiosity, empathy, and a desire to turn ideas into experiences that feel intentional, thoughtful, and alive.

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Featured Projects

2024—People and things and the material world

2023—Palliative care: Compassionate creations

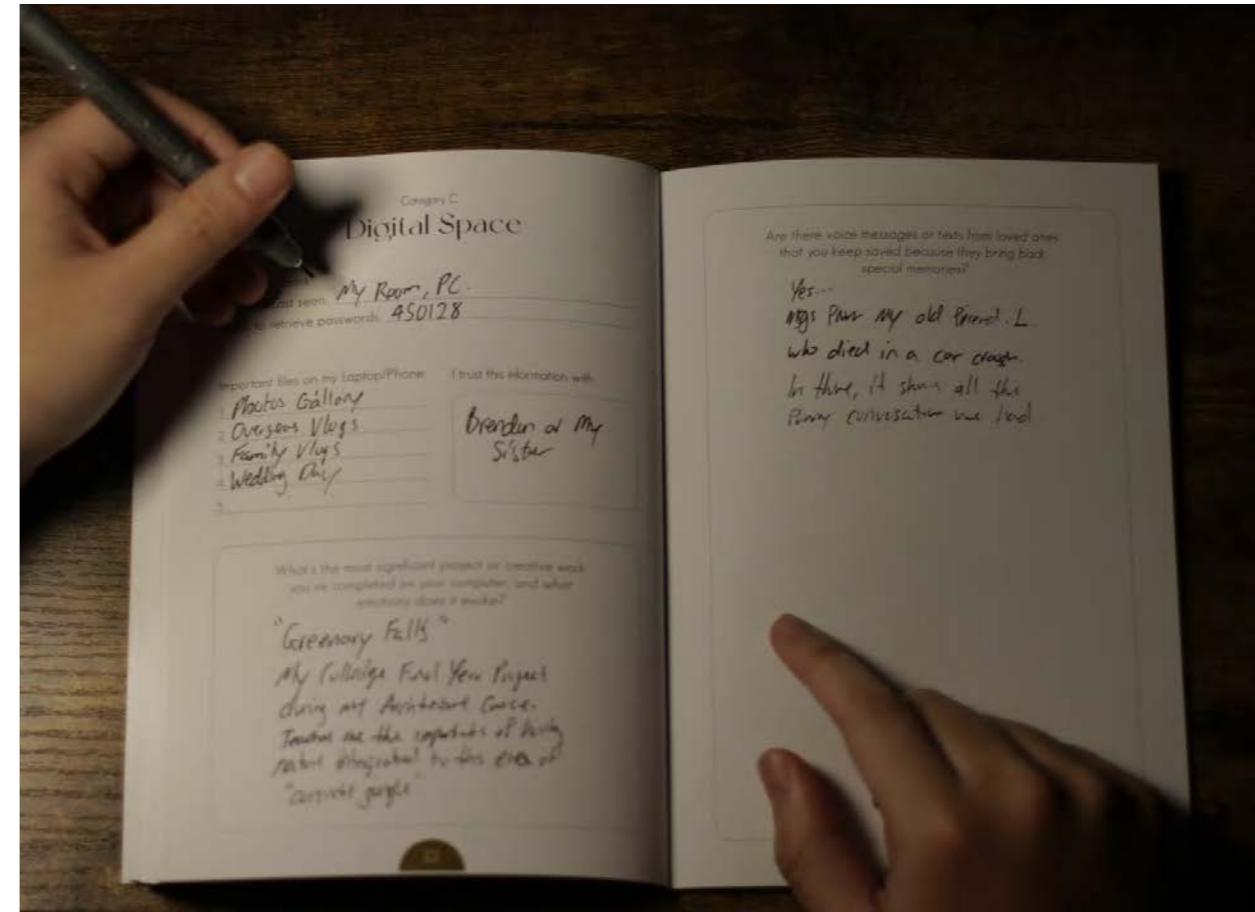


Cut & Loop

Cut & Loop explores the potential of transforming flat surfaces into three-dimensional forms through the technique of cutting and looping. Then reimagining these looped strips as a woven surface inspired the design of an outdoor portable seat showcasing a transformative process—utilising recycled webbing to create a functional and sustainable product.

Material Exploration

Product Design



Open Up

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

With Geraldine Tong, Felicia Wong

UI/UX Design

User Research

Experience Design



Ko TIARRA

I'm Tiarra and I like to listen to people. Studying Industrial Design has shown me that good design starts with listening intently to the humans involved. And so, the value I bring is a human-centered and evidence based approach, as well as a keen interest in written communication. I'm usually writing scripts, scrutinising copy or reading. I have experience in app projects and public service, but am open to explore!

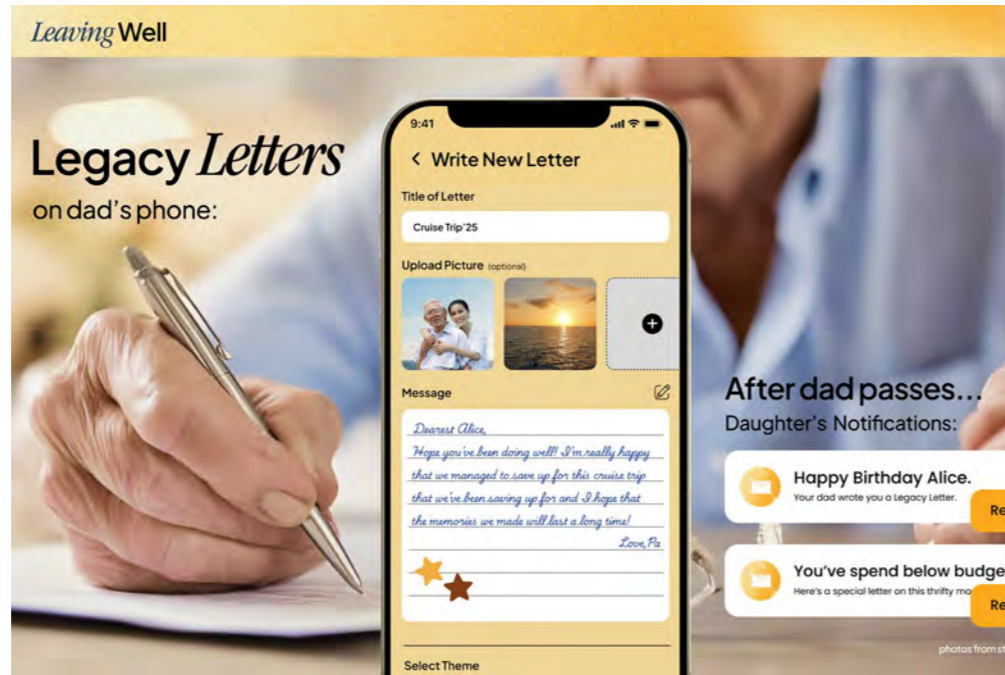
tiarrako777@gmail.com

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Featured Projects

2025—Charting the Future of Singapore Banking

2025—ST*MPUNK



NEST

NEST is an intergenerational savings account designed for retirees to balance living well today and leaving well for future generations. Three key features drive this: the Generational Multiplier, Legacy Letters, and the NEST Egg. Together, they support meaningful inheritance, strengthen family connection, and grow financial security across generations.

With Liu Bing Jie, Afiah Bte Nazarudin

UI/UX Design

User Research



Bend & Blend

Bend & Blend is an explorative art kit for anyone to create invisible art. Reveal beautiful colors by layering transparent stickers and viewing them through polarised glasses against an LCD screen. This kit teaches the science of polarised light and birefringent plastics through tangible interactions.

With Chloe Kor

Interactive Design

Learning Design



Koh Yi Ning, *PRISCILLA*

As a material-driven designer, I create organic, evolving forms by engaging in deep sensory dialogues with my medium. I don't impose, I listen. Moulding and warping until the material reveals its story. My practice thrives on iterative disruption, cutting paths quickly to pursue purposeful, stimulating innovation. Rooted in user habits and playful curiosity, my work transforms raw experimentation into functional wonder, reshaping how we perceive and interact with the world.

priscillakoh.com/

[linkedin.com/in/priscillakohh/](https://www.linkedin.com/in/priscillakohh/)

Featured Projects

2026–Thesis

2024–Family of Forms



Symys

Symys is a contemporary reinterpretation of the traditional matcha ritual, inspired by the elegant form of Cosmarium algae. Crafted from frosted glass and chrome-finished stainless steel, it reflects the delicate beauty of the algae's mirrored halves. Designed to foster mindful preparation and connection, each piece complements the other, encouraging balance and quiet contemplation. Symys invites us to elevate our matcha ritual and reconnect with nature's artistry.

Product Design

Material Exploration

Experience Design

Specialisation

Product Innovation

Supervised By

Hans Tan



Chapters

Chapters reimagines how we grow plants in a home by eliminating the 'friction of care'. By replacing traditional repotting with a modular, expanding inner mesh and introducing self-regulating irrigation, it flattens the stressful spikes of plant parenthood. This allows plants to grow in the same environment without interruptions, enabling us to experience growing through chapters with Chapters.

Product Design

Experience Design



LEEN Amro Ishaq Abu-Khadra

I'm a designer interested in the quiet relationship between people, culture, and the things they make and use. Shaped by life in Jordan and Singapore, my practice sits at the intersection of design ethnography and applied anthropology, where observation, listening, and synthesis become tools for uncovering what people truly need. I'm especially drawn to work that turns everyday behaviors and social nuance into thoughtful, human-centered outcomes.

leenabukhadra.com

linkedin.com/in/leenabukhadra

Featured Projects

- 2026–Thesis
- 2025–Introduction to Speculative Design



PerfectMatch

PerfectMatch is a speculative design exploration of how future matchmaking systems may mediate relationships. Through designed artefacts and fictional interactions, it questions how love becomes measured, performed, and optimised, inviting audiences to reflect on the social and ethical consequences of outsourcing compatibility to technological systems.

With Jocelyn Tan Xin Yee, Lee Zhi Lin

UI/UX Design

Speculative Design

Creative Technology

Specialisation

Social & Service Transformation

Supervised By

Janghee Cho

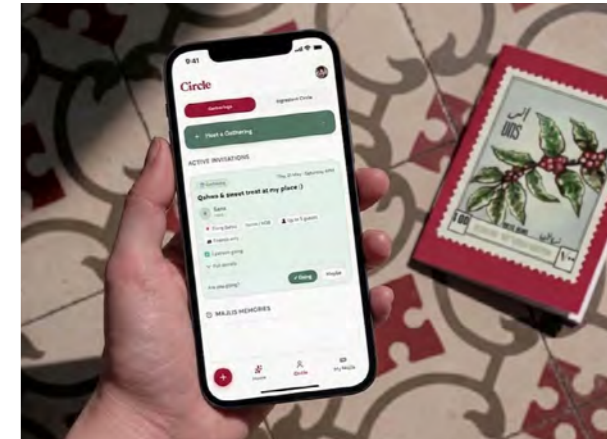
Qahwa in Migration

Qahwa in Migration is a design ethnography-led physical-digital framework that helps SWANA migrants in Singapore sustain Qahwa ritual through adaptation. Combining a reflective zine and the Qahwa Majlis web app, it makes hidden adjustments visible, reframes authenticity beyond rigid replication, and rebuilds hosting confidence, belonging, and community through gathering and exchange.

UI/UX Design

User Research

Service Design





LEON Pereira

I make things that delight me, and through this approach, I hope that they are delightful to others.

www.neverinprogress.com/ linkedin.com/in/leon-pereira/

Featured Projects

- 2026—Thesis
- 2025—Design for Medicine



Resonaid

Resonaid, a low barrier bone conduction hearing test tool, enables simple, reliable community screening. Every feature is built for ease; turn it on, select a frequency, and test. Its intuitive interface and automatic output make hearing screening quick and accessible. Each feature was validated through testing with doctors and patients.

With Beatrice Lum, Lu Enze

MedTech Design

Product Design

Specialisation

Product Innovation

Supervised By

Donn Koh



Blackbird

A device that listens to the world through a camera and turns what it sees into sound, in real time. Leaves, light, movement, all become music. The environment composes. Blackbird plays. For any place you deserve to feel connected to something larger than the room.

Product Design

Creative Technology



Lim PEI CHIN

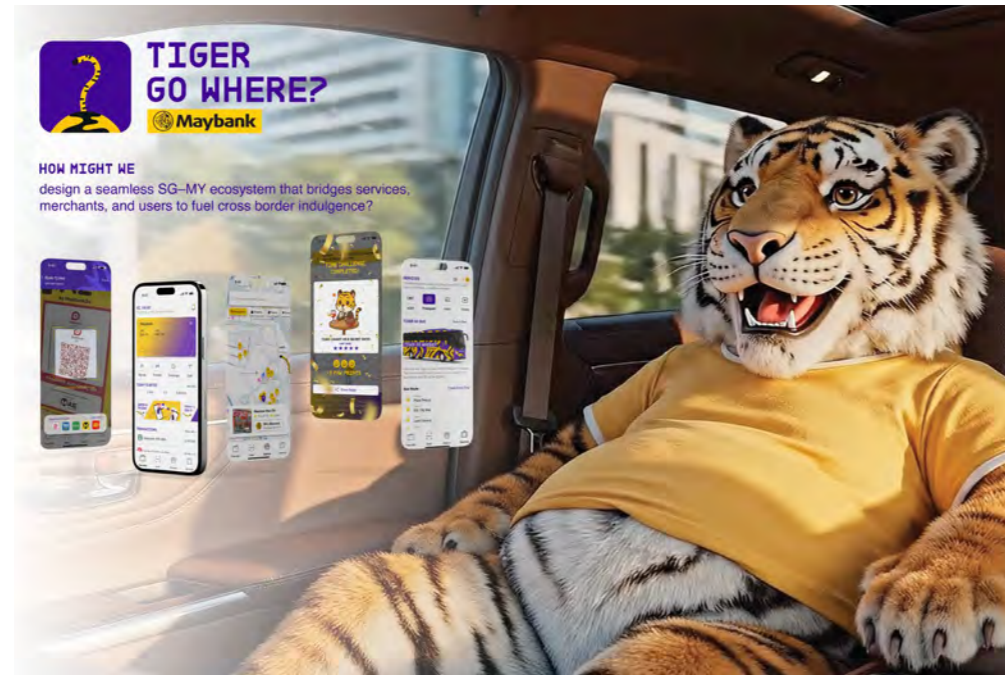
I'm Pei Chin, a multidisciplinary designer working across UI/UX, branding, and AI products. A storyteller at heart, I turn 'what ifs' into 'why nots,' shaping ideas into thoughtful experiences that matter. I'm especially drawn to the tech and finance space, where complex systems need clarity, empathy, and a little bit of human touch with design magic. I grow with the flow, by staying adaptable, bold, and curious.

www.limpeichin.com

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Featured Projects

- 2025—Charting the Future of Singapore Banking
- 2024—Improving Online Insurance Literacy



Tiger Go Where?

Tiger Go Where? is a cross-border banking and payments platform for Singapore's weekend warriors, seamlessly connecting them to Malaysian services. Built on real spending insights and travel patterns, it curates relevant services to make every trip across the Causeway smoother, smarter, and more rewarding.

With Hor Jun Jie, Leong Zi Shuen

UI/UX Design

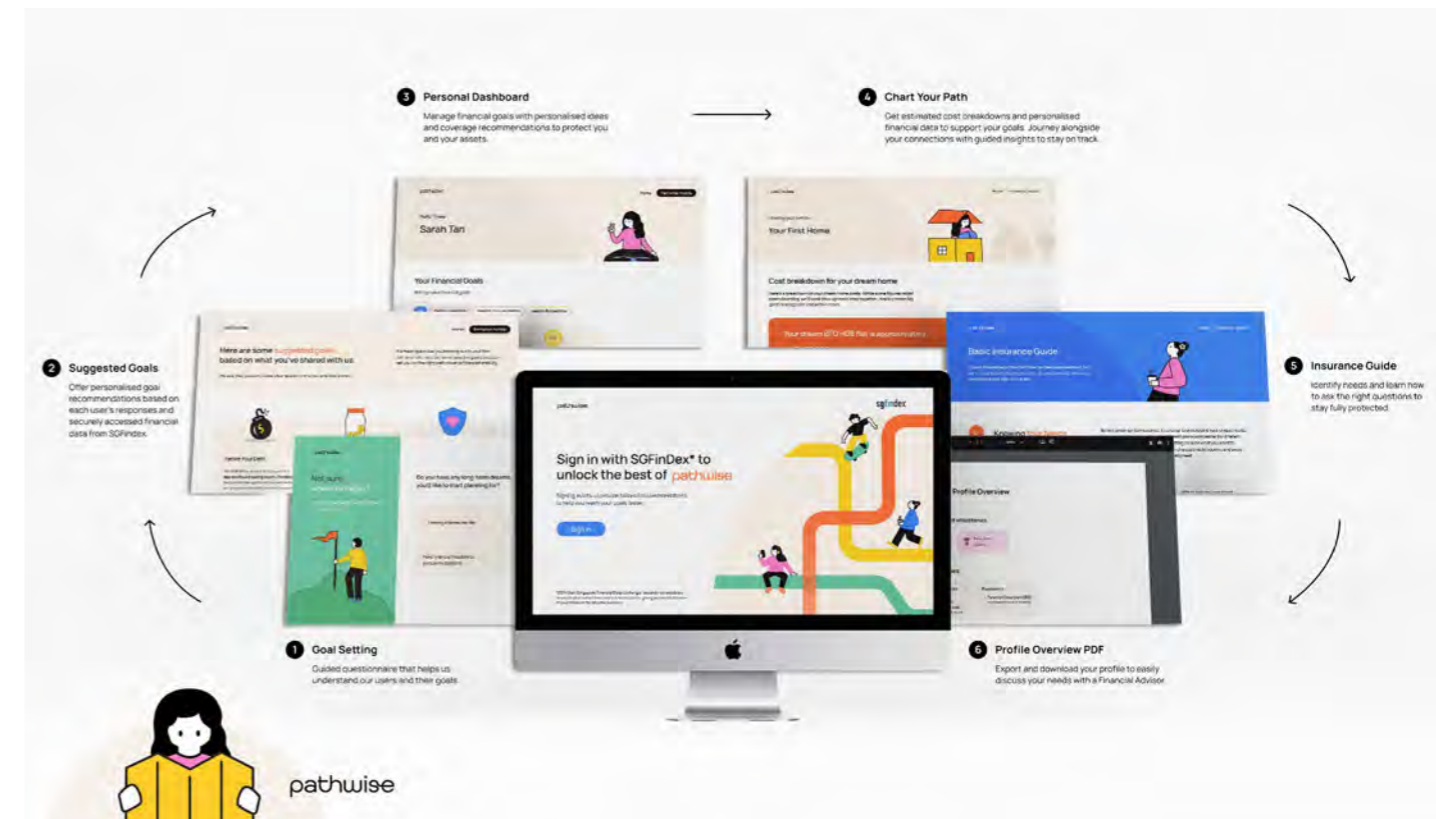
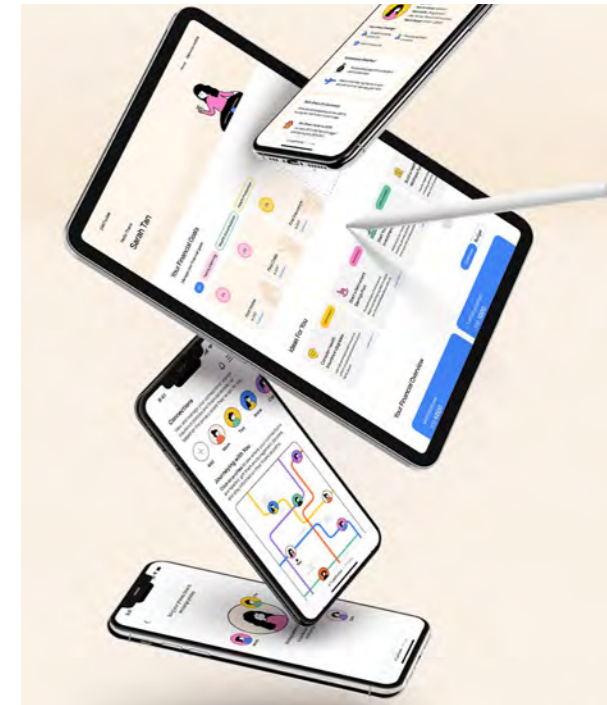
User Research

Pathwise

Pathwise is an online platform that guides young adults toward achieving their first financial milestones. Users set goals, like buying insurance, planning trips, or purchasing a home. They will then receive clear, step-by-step guidance. Designed for beginners, it simplifies complex finances into actionable tasks. With Gerrica Eponine Tan Fei, Rachel Tan Qian Yi

UI/UX Design

User Research





Lim XIN YI

I'm Xin Yi, a designer interested in materials, craft, and the relationship between process and form. My work explores how materials can be transformed through experimentation and making, often combining historical techniques with contemporary design approaches. I'm especially drawn to tactile experiences, material honesty, and creating objects that reveal the natural qualities and behaviour of the material itself.

www.behance.net/xnyi-l

[linkedin.com/in/limxinyi013](https://www.linkedin.com/in/limxinyi013)

Featured Projects

2026–Thesis

2021–The Appreciation of Wood Craft



Leather Stool

Created for The Appreciation of Wood Craft, this stool explores the dialogue between wood and leather through tension and restraint. Crafted from angšana and cherry wood, the frame supports a suspended leather seat that naturally conforms to the body. The piece highlights the warmth, tactility, and structural honesty of both materials through a simple yet intentional construction.

Material Exploration

Product Design

Specialisation

Product Innovation

Supervised By

Patrick Chia



Co-Bou Collection

Co-Bou Collection revisits cuir bouilli, a historical leather-hardening technique, to explore leather as a structural material. Through controlled applications of heat and water, the project investigates how leather can transform from a soft surface into rigid, self-supporting forms, proposing an alternative understanding of leather beyond its conventional decorative and surface-oriented use.

Material Exploration

Furniture Design





Lin WENKANG

I'm Wenkang, and I'm working to combine design practice with anthropological inquiry, focusing on sites of social and organisational change. I think that designers are well positioned to navigate that complexity. By bringing anchoring systems thinking in embodied perspectives, we can translate abstract data into tangible opportunities.

linwenkang.cargo.site/ linkedin.com/in/wenkang-lin-6036832a6

Featured Projects

- 2026–Thesis
- 2024–Improving Online Insurance Literacy

ComparePATH

Towards transparent digital infrastructure, providing information is only the first step. Helping users to make sense of it is just as important. Designed in collaboration with MAS, ComparePATH guides Singapore's Sandwich generation in reviewing their family's insurance. Through a bite-sized self-assessment, caregivers are given progressive, digestible advice on insurance decisions.

With Marvin Lim, Jasmine Soon

UI/UX Design Design Research

Specialisation

Social & Service Transformation

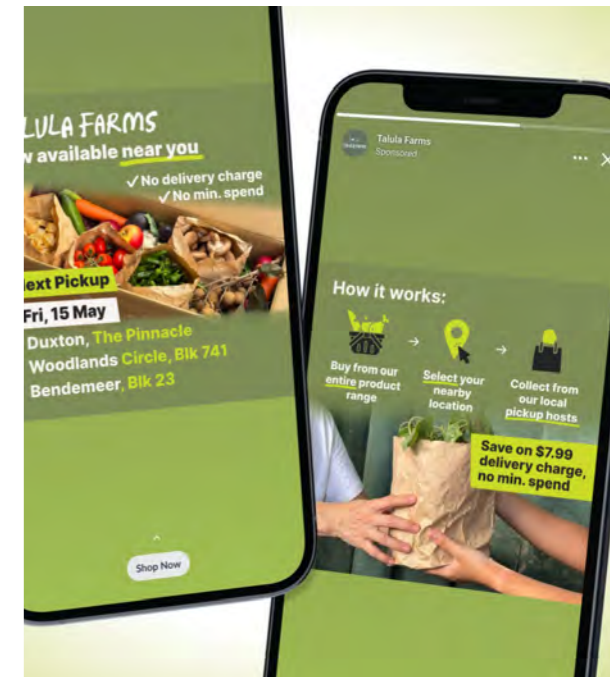
Supervised By

Patrick Chia
Song Kee Hong

Community Buying for Sustainable Agriculture

As the climate crisis worsens, the move towards sustainable farming will need to start at consumer demand. Working with Talula Farms, I implemented a distribution channel for community group-buys, helping sustainable regional farms reach Singaporean households. The service interface spanned a standardised hosting framework, targeted marketing, and simplified ordering journeys.

Service Design Experience Design





Liu XINXIN

I am Xinxin, a service and experience designer drawn to the relationships between people, systems, and everyday life. Driven by curiosity, I explore why we think and act the way we do, and how design can create meaningful shifts. With training in service design and Cultural Studies, I approach design work as both problem-solving and reflective practice, shaping thoughtful, human-centred processes that are built to grow and evolve.

lioralixinxin.com/

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Featured Projects

2026–Thesis

2025–SPACE-PLACE-TRACE



(RE)PLACE

(RE)PLACE reimagines NUS's Bukit Timah Campus as a living heritage circuit, connecting people, place, and history through immersive experiences. Developed in collaboration with the Lee Kuan Yew School of Public Policy, it transforms everyday pathways into meaningful encounters, activating underutilised spaces, deepening engagement, and strengthening campus identity and vibrancy.

With Tay Yun Jun, Jan Abigail Ampo Juarez

User Research

Service Design

Experience Design

Specialisation

Social & Service Transformation

Supervised By

Song Kee Hong



PENDING

PENDING reframes early-stage hoarding not as clutter, but as delayed decision-making. Combining a companion app with identity-driven 'Space Decision Profiles' and a physical toolkit, the project supports healthier decision-making habits through personalised behavioural nudges. By shifting intervention from reactive clean-ups to preventive support, PENDING encourages sustainable relationships with our spaces.

UI/UX Design

User Research

Service Design



MADELINE See

I am a curious observer of how people engage with the world around them. Driven by a fascination towards broader social and cultural narratives embedded in behaviours, objects and rituals, I use design both as a lens of inquiry and medium to open up imaginative ways of seeing the everyday. This approach inspires me to explore new materials and processes in search of unexpected possibilities, grounding my practice in experimentation and play.

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Featured Projects

2026–Thesis

2024–E for Elizabeth



(held)

(held) transforms the clinical phlebotomy chair into a gentle embrace. Stripped down to its bare frame, its rigid silhouette is softened through intricate weaving where each leather strip from the chair's original upholstery flows seamlessly into a protective cocoon. The act of weaving echoes the phlebotomists' own 'needlework' and the delicate balance of precision and compassion they bring to their work. In doing so, this piece becomes a material expression of their deeply tender and often unseen humanity.

With Ang Sze Ern

Material Exploration

Product Design

Specialisation

Design Futures & Critical Inquiry

Supervised By

Hans Tan



A Service Set for One

A Service Set for One examines the act of eating alone in an age where the mobile device has become a natural fixture at the table, structuring the meal into an act of divided attention. In giving the device a dedicated place, the plate stages a tension between historical rituals of dining and behaviours reshaping the meal today. Extending into the tools that once mediated eating, the cutlery collapses gestures of consumption and screen interaction into a new choreography of use. Together, they question what we are really consuming at the table.

Product Design

Speculative Design



Ng YIXUAN

Hello! I'm Yixuan, and I'm doing my best. Other than that, I'm a designer who notices small things in a very big world. I'm interested in how subtle shifts can alter perception and change how something feels. I hope to create work that is considered, a little unexpected, and rooted in how people experience the everyday.

yixuann7@gmail.com

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Featured Projects

2025–J for Joint

2024–The Nature of Things



Gräs Chair

The Gräs Chair is a living object that redefines sitting through care. Its grass seat requires ongoing maintenance, shifting use into ritual. The joint between frame and soil forms a tactile interface between user and nature, introducing a slower, more intentional relationship with everyday furniture in urban environments.

With Muhammad Khairul Bin Ramli

Product Design

Speculative Design



The Secret Garden

Gardens are constructed and manipulated by humans, sitting on a fine line between stewardship and exploitation. Our secret garden explores our hidden and personal relationships with nature, and how our influence can harmonise or disrupt natural order. The Nature of Things is an immersive exhibition integrating visual identity, spatial design, editorial content, and digital strategy from concept to implementation.

With Jolene Khoo Li En, Ashley Tan Le En

Exhibition Design

Experience Design



NICOLETTE Wong Su-Ann

Hello! I'm Nicolette, a designer curious about how things shape our everyday experiences. I'm drawn to designs that are simple but intentional, and I care about understanding users to create works that are thoughtful, meaningful, and quietly impactful in everyday life.

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Featured Projects

2026–Thesis

2025–Design for Medicine



STOMO

STOMO is a training toolkit that bridges the gap between classroom learning and real-world stoma care. The wearable model and role-play cards allow nursing students to practice on peers, experience realistic conditions, and build empathy. By simulating technical and emotional realities of care, STOMO helps students gain confidence and independence.

With Loh Wan Sing, Wee Kai Bin

User Research

Product Design

Medical Design

Specialisation

Product Innovation

Supervised By

Christophe Gaubert



mömigo

Designed around the realities of feeding on the go, mömigo is a reusable food-grade silicone bag that allows parents to freeze, warm and feed breastmilk in one continuous flow, reducing transfers, washing and mental load. Ultimately, this project rethinks the unseen effort behind something often assumed to be natural.

User Research

Product Design

Experience Design





Nor *NADIA* Diyana

Hi I'm Nadia! I'm a passionate designer with a keen eye for detail and a deep love for creating meaningful work. What excites me most is design's ability to connect with people and shape everyday experiences. Naturally curious, I explore through making, balancing playfulness with intention, while constantly questioning my ideas to reflect, refine, grow, and stay open to new perspectives.

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Featured Projects

2024—Family of Forms

2023—Native Colours



Osoi

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

Product Design



Klov

Klov is a lamp that explores the depths of expanding foam, capturing the material in its purest state and manipulating both its ridges and thickness to bring a delightful surprise. When illuminated, Klov unveils a concealed world of textures and a dynamic spectrum of colours, delivering a captivating visual experience. The palette encompasses shades ranging from salmon pink to magenta that emerge under blue light, owing to the unique characteristics of expanding foam.

With Sophia Chin

Product Design

Material Exploration



Oh Yu Ning, DENISE

I am a designer rooted in product design and now focused on user experience through empathy. I design for how people feel, think, and navigate everyday moments within broader social contexts. My practice centres on observing behaviours, synthesising insights, and critically examining underlying systems. Through iterative exploration, I translate complexity into meaningful frameworks—shaping design propositions that challenge assumptions, communicate new perspectives, and foster clarity, comfort, and connection.

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Featured Projects

2025—Visualising the City

2024—An Alternative Biennale



In this Place, I feel

Across Singapore, every street, every corner holds a story—of childhood laughter, lifelong friendships, and quiet moments of reflection. These places shape us, anchoring our emotions to the physical world, whether in the warmth of a familiar home or somewhere new to us. In this project, we explore the psychological stories behind where people choose to spend their last location at and why so. Do they seek comfort in the familiar, or embrace the unknown for one last adventure?

UI/UX Design

User Research

Service Design



Sojourners: Temporary Permanence

Sojourners: Temporary Permanence reframes the biennale as an experiential platform that translates transient lives into shared cultural narratives. Through distributed sites and thematic chapters, it connects sojourners and the public, transforming in-between states into spaces for dialogue, participation, cultural exchange, and collective meaning-making across time.

With Judith Chin Li Xiang, Ang Sze Ern

UI/UX Design

User Research

Service Design



Ong Tian Gui **GIVSON**

I use design to make sense of complex, real-world challenges and turn fragmented insights into actionable systems. Working across design, technology, and public health, I bring stakeholders together to frame problems, structure collaboration, and translate research into tools and interventions that can be tested in context. I am especially interested in how design can create meaningful impact across healthcare, community care, and emerging technology systems.

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Featured Projects

2026–Thesis

2025–Future Products & Systems with Bang & Olufsen



Levitas Gaming Headphones

Levitas is a premium gaming headset concept developed with Bang & Olufsen, introducing a neck-supported headphone archetype for professional gamers. By shifting weight and components from the head to a neckband, it reduces fatigue, clamping pressure, and heat buildup while enabling active cooling, integrated communication, and acoustic performance during extended play.

With Cheng Yi

Design Engineering

Industrial Design

Mechanical Engineering

Specialisation

Social & Service Transformation

Supervised By

Jung-Joo Lee

Eugene Ee

Chan Tong Leong



FieldNote for AWWA School

FieldNote is a cross-platform documentation tool co-designed with AWWA School teachers to reduce the invisible workload of recording and evaluating student progress during Inclusive Journeys, community travel-training sessions for students with special needs. It consolidates observations, photos, evaluations, and AI-assisted report drafting into one workflow while preserving teacher judgement and progress visibility.

With Ho Ee Hsuen, Chew Wei Lynn Clara

UI/UX Design

Design Research

Service Design



Ong YONG QING

I am an Industrial Design Engineer with a minor in Computing. I specialise in bridging the gap between physical electronics, prototyping, and purposeful design. Recognised globally in 2025, I received the prestigious iF Design Award for REVO, a next-generation mobility concept, and the esteemed DIA Bronze Award for 'Light Brain', a medical wearable developed with neurotech unicorn BrainCo. I thrive on transforming complex challenges into elegant, human-centered innovations.

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Featured Projects

2025—信息产品设计
2024—Product Experience Design



REVO: The revolutionary wheelchair that empowers

REVO redefines independence for wheelchair users, replacing medical aesthetics with a sleek, sporty design. Featuring advanced pedal-assist technology and a pneumatic lift system for eye-level interactions, it restores dignity and social integration. REVO blends cutting-edge assistive tech with purposeful innovation to transform mobility into a lived experience of freedom. With Loh Yi Zhi, Daniel, Zhong Xingwei

MedTech Design

Design Engineering

Product Design



Light Brain —Migraine Intervention Device

Developed in collaboration with Hangzhou neurotech unicorn BrainCo, Light Brain is a medical wearable that uses Remote Electrical Neuromodulation (REN) for migraine relief. I led the industrial design, transforming complex medical hardware into a discreet, ergonomic consumer product that reduces patient stigmatization. With Vilmos Soh Zhi Han, Yang Yixuan, 高煜暄, 钱恺行, 孟丽文
Associated with Zhejiang University

MedTech Design

Design Engineering

Product Design



SHAHEED Hassan

I'm dedicated to creating meaningful phygital impact by bridging physical and digital touchpoints. Rooted in Industrial Design and seven years of design academia, I architect holistic systems by first 'physicalising' user experiences, deconstructing journeys through tactile, behavioural, and systemic lenses before translating those insights into intuitive and accessible digital solutions that are human-centered and data driven.

behance.net/shaheedhassan linkedin.com/in/shaheed-hassan-781b77157/

Featured Projects

2025—Improving Online

Insurance Literacy

2024—Enhancing Everyday

Experience



Moneyverse

Moneyverse is an integrated platform that simplifies insurance with personalised, easy-to-apply educational resources. Its dynamic design highlights relevant information, reducing overwhelm and enabling independent coverage evaluation. It features Cofi, a friendly conversational guide for young adults, it explains jargon, identifies gaps, and uses quizzes and nudges to build confidence in managing finances.

With Travis Tan Guan Ri, Patricia Tantrasari Setiawan

UI/UX Design

User Research

Service Design



Rebuilding (Re)tuals: Fairprice Commune

Once, grocery shopping was a vibrant ritual—chatting with fishmongers, bargaining with sellers, and connecting with neighbors at wet markets. Supermarkets brought silent efficiency, turning it transactional. Project Rebuilding (Re)tuals revives this spirit through FairPrice Commune: bringing the DNA of wet markets into today's supermarkets and restoring the spirit of these spaces to be social and vibrant by weaving everyday communal micro-moments into our neighborhood shopping experience.

With Rachel Tan Qian Yi, Lee Kaien Zane

Spatial Design

User Research

Service Design



Sim Zhi-Yi, *JARED*

Hi, I'm Jared, and I like making sense of messy problems through design. To me, the best solution is rarely the most elegant or all-encompassing one; it is the one that makes the most sense in the real world, despite its compromises. I enjoy working end to end, from research to prototyping to execution, with a hands-on, slightly obsessive focus on usability, clarity, intuition, and thoughtful visual communication for users.

behance.net/jaredsim1

linkedin.com/in/sim-jared/

Featured Projects

2025–Internship

2024–Futures of Aged Care



Steam-ID

Designed during my internship at Versuni as a UX Research Intern, Steam ID is a mobile-first web application that consolidates fragmented support resources into a single, intuitive interface. By integrating interactive 3D models, animated tutorials, and UX design principles, it enhances product maintenance through a more accessible and engaging digital support experience.

UI/UX Design

User Research



PeaceConnect

Designed in collaboration with Peacehaven Jade Circle, PeaceConnect is a digital platform that enhances communication between families and loved ones in daycare. By integrating real-time updates, AI-assisted tagging, and activity tracking, it creates a more transparent, engaging, and efficient care experience for both Next of Kin and staff.

With Huang Kai Xing, Wang Hui Xin

Service Design

User Research

Experience Design



Sing PEARLYN

Hey there, I'm Pearlyn! Guided by curiosity and grounded in research, I'm drawn to how design uncovers what often goes unnoticed in everyday life, especially the deeper issues that shape how people and communities live, work, and connect. While there may never be a single right answer, I believe good design should always be intentional, create real value, and leave a lasting impact on the lives it touches! :)

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Featured Projects

- 2026–Thesis
- 2024–Palliative Care: Compassionate Creations



Inward Bound

Inward Bound is a 2-day retreat to help newly diagnosed terminally ill patients redefine their life purpose, cope with emotional fluctuations, and navigate identity shifts. Set in a calming environment, it pairs a reflection journal with a guided programme led by recovered patients and health counsellors, while fostering a lasting peer community beyond the retreat.

With Lumna Chitrakar, Isabelle Brigitte Kirkwood

User Research

Service Design

Experience Design

Specialisation

Social & Service Transformation

Supervised By

Janghee Cho



HomeGround

Facilitating better onboarding for first-time employers and first-time migrant domestic workers, HomeGround structures conversations through prompt cards across ten key topics, staged across the first month of work. With a shared review system, it equips employers to lead, gives domestic workers space to voice their needs, and fosters open communication from the very start.

User Research

Service Design



Tan Le En, *ASHLEY*

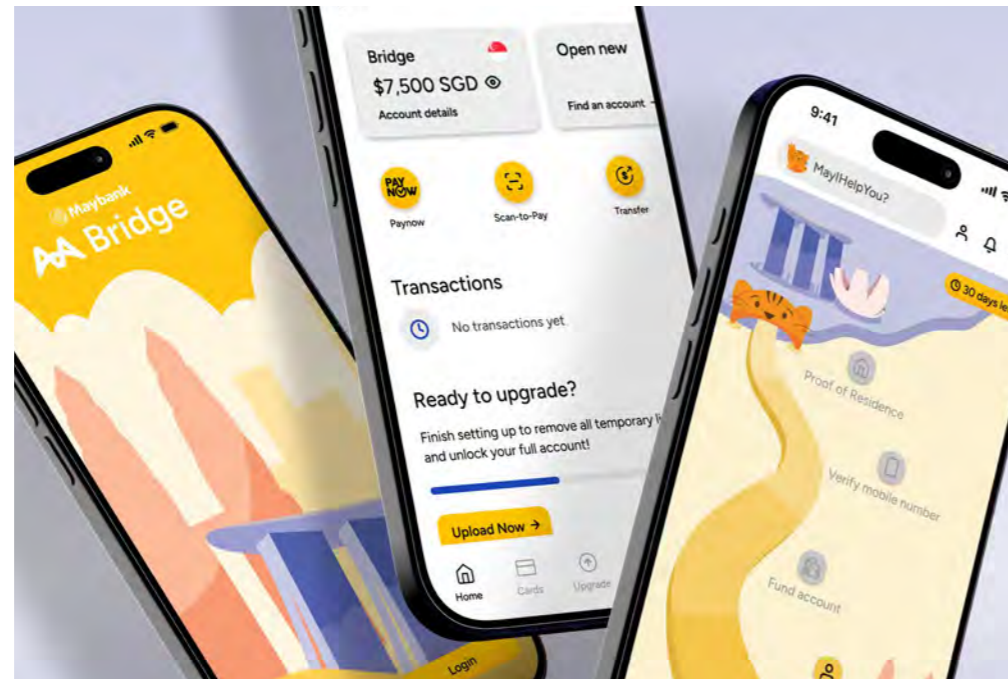
Hello, I'm Ashley! Design to me tends to be somewhere between understanding perspectives, problem solving, and making something that resonates. Between digital products, user research, and visual communication, I strive for my work to be curious, discursive, and always a little bit fun ;-)

ashleytle.cargo.site/

linkedin.com/in/ashley-tan-52369a226

Featured Projects

- 2026–Thesis
- 2025–Charting the future of Singapore Banking



Bridge

Bridge is a provisionary account designed to increase accessibility to Singapore's digital financial systems during the intermediary period of financial limbo faced by relocating Malaysians. It supports their payment and banking needs during their relocation, familiarises them with Singapore's financial systems, and seamlessly upgrades to a full account once the staggered Know-Your-Customer process are completed.

With Yong Anna, Travis Tan Guan Ri

UI/UX Design

User Research

Service Design

Specialisation

Social & Service Transformation

Supervised By

Song Kee Hong

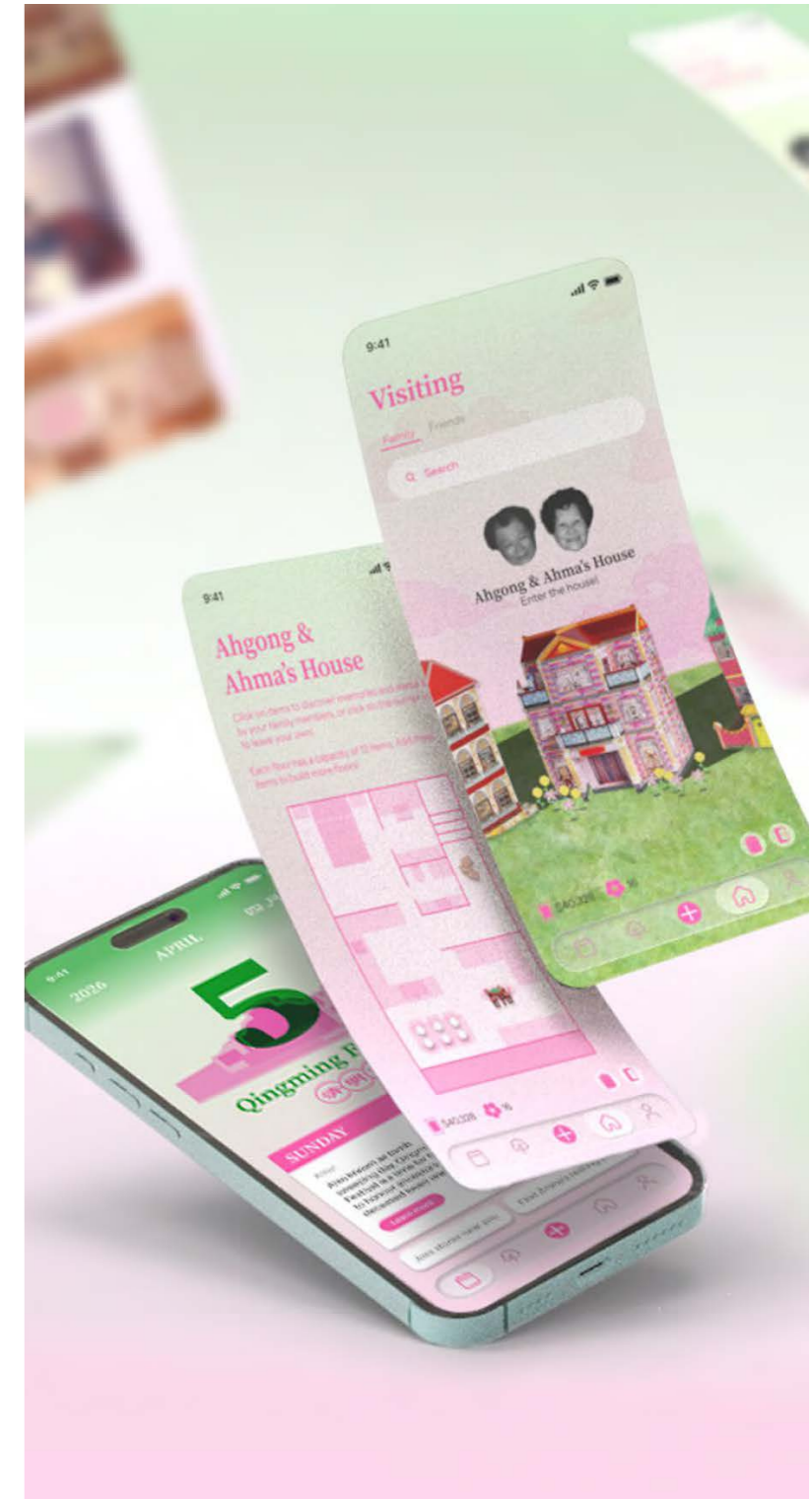
Kindling

Kindling is a community platform that promotes the preservation of and engagement with family heritage. Inspired by the traditional Chinese ritual of joss paper burning, users curate memorabilia from their everyday lives and turn them into digital joss offerings – each embodying a family memory, secret recipe, or a piece of family history.

UI/UX Design

User Research

Experience Design





Tee JIA YU

Hi, I'm Jia Yu! I'm interested in creating purposeful and human-centred design experiences that balance function with moments of reflection, curiosity, and delight. To me, this can exist in many forms and scales — from solving real problems, enhancing an experience, or simply inviting people to pause and see something differently.

tee-jiayu.cargo.site/

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Featured Projects

2026—Thesis

2024—Direct to Design (& P for Planter)



A Planter Magnifies

How can a planter draw attention to the plant's inherent beauty? Leveraging on water's refractive properties, this planter challenges the role of a conventional planter to reveal a plant's intricacies. The planter simultaneously acts as a water reserve for watering the plant, highlighting the symbiotic relationship between plant and planter.

Product Design

Speculative Design

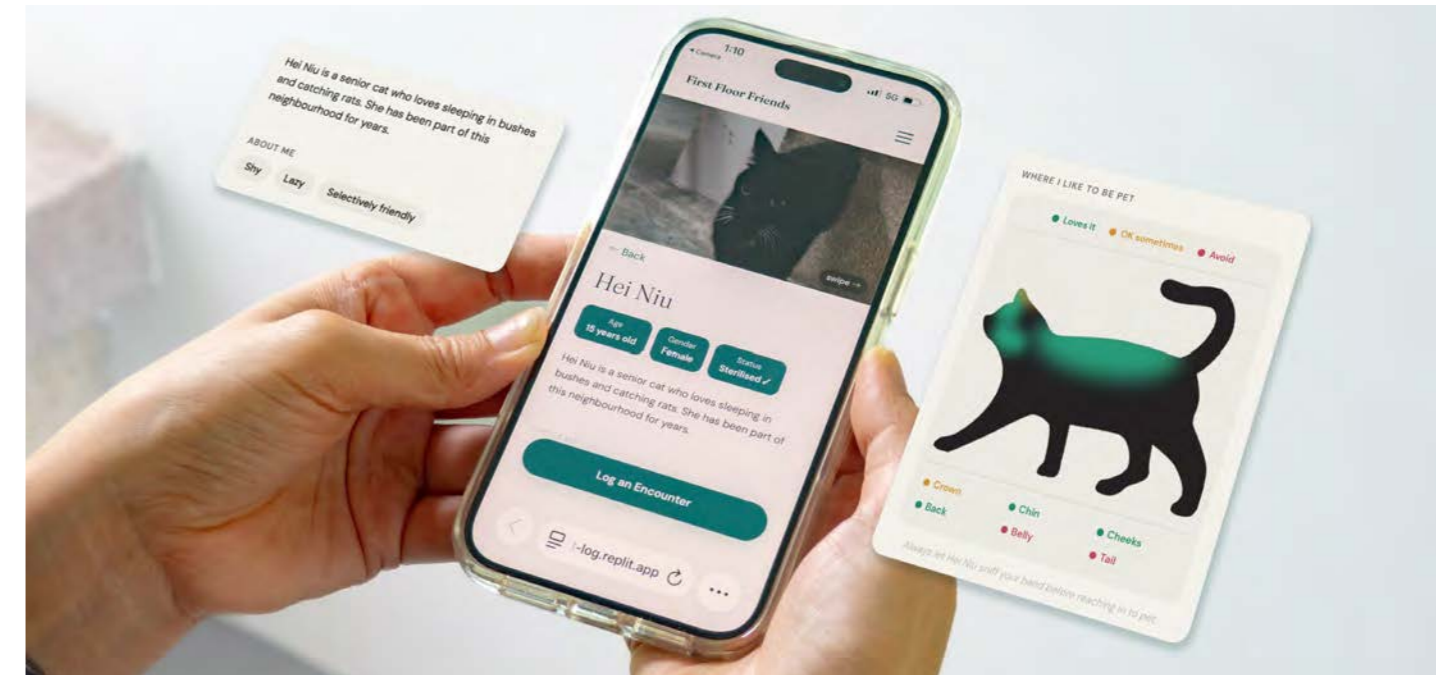
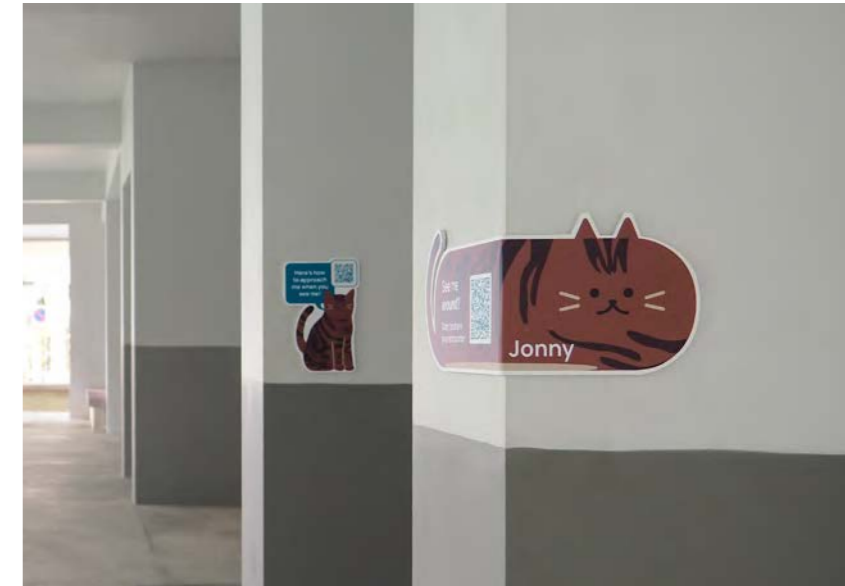
Specialisation

Social & Service Transformation

Supervised By

Patrick Chia

Janghee Cho



First Floor Friends

First Floor Friends is a phygital neighbourhood system that mediates community cat encounters. Through spatial analysis of movement patterns and cat territories, physical touchpoints are situated where encounters typically occur, and introduces digital points of information entry within these spaces about the evolving presence and personalities of these cats.

UI/UX Design

User Research

Service Design



Teo Jun Ning, CHLOE

Hi, I'm Chloe, and I love designing meaningful experiences, whether physical and digital. To me, design is for people. It is born out of personal stories, empathy and a burden to make life just a little better. Beyond functionality or aesthetics, good design inspires, empowers and challenges, creating space for reflection and transforming possibility into impact.

chloeteojn.wixsite.com/portfolio

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Featured Projects

2026–Thesis

2025–Space-Place-Trace



Back To Campus

Back to Campus is a heritage engagement framework for the NUS Bukit Timah Campus (BTC). An anonymous mailer attracts visitors to BTC, where they embark on an interactive trail to learn and reflect on BTC's history. The framework serves as a testbed to break the public's current perception of BTC.

With Wee Jie Basil, Yip Jia Xin Connie

Service Design

Experience Design

Specialisation

Social & Service Transformation

Supervised By

Patrick Chia

Janghee Cho



Common Ground

Common Ground is a teaching kit for mainstream primary school teachers to foster empathy towards Students with Diverse Needs. It embeds empathy learning into everyday lessons through approaches like playful learning, empathetic roleplay, and guided discussions, complementing existing classroom practices and building inclusive learning environments without adding to teachers' workloads.

User Research

Service Design



JENN Tew Jia En

I often begin my design process with a 'what if,' using it to challenge what exists or to imagine what could be. My practice is experimental in nature, approaching design as a mode of inquiry, exploring design beyond consumption. As a learner at heart, my creative works span across physical and digital mediums, where I seek to explore contemporary human experiences and their intersections with wider social and emotional narratives.

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Featured Projects

2026—Thesis

2024—Bound to Bond



ANEMONI

What if fabric could 'pop up' through 3D printing? This project explores textile transformation through experimentation with printing molten filament to thermally bond with textile fibres. By printing onto pre-stretched fabric, three-dimensional structures emerge as the surface relaxes and the printed forms rise upon release. A series of accessories is produced with minimal post-processing, revealing forms that exist between structure and softness.

With Sophia Chin

Material Exploration

Product Design

Specialisation

Design Futures & Critical Inquiry

Supervised By

Hans Tan

Experimental Text

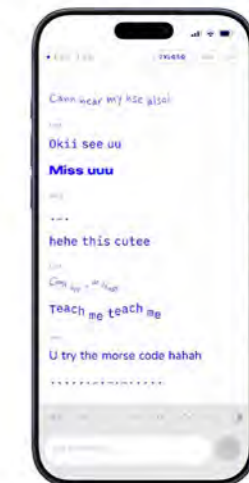
What if text could carry emotional nuances like the prosodic features of spoken speech? Experimental Text is an experiment that explores typography as a form of digital body language, where words stretch, distort, or move. Through public experimentation, the project investigates how digital text could expand its expressive capacity and uncover subtle social meanings.

Speculative Design

Creative Technology



EXP
TXT!





Tong SIYUAN

I am Tong Siyuan, a designer working across industrial design, interactive media, and emerging technologies. My work explores how digital systems, physical space, and human perception shape new forms of experience. Through spatial computing, computational processes, and speculative narratives, I create works that blur the boundaries between the virtual and physical, the rational and poetic.

siyuan.framer.website

linkedin.com/in/siyuan-tong/

Featured Projects

2025–Spatial Computing

2024–When Virtual

Meets Reality



Firefly

This project reimagines fireworks as an embodied interactive experience. Users shape virtual fireworks through body movement, transforming celebration into physical expression. Projected onto translucent materials, the work explores sustainable alternatives to traditional fireworks while blurring the boundaries between digital and physical space.

UI/UX Design

Creative Technology

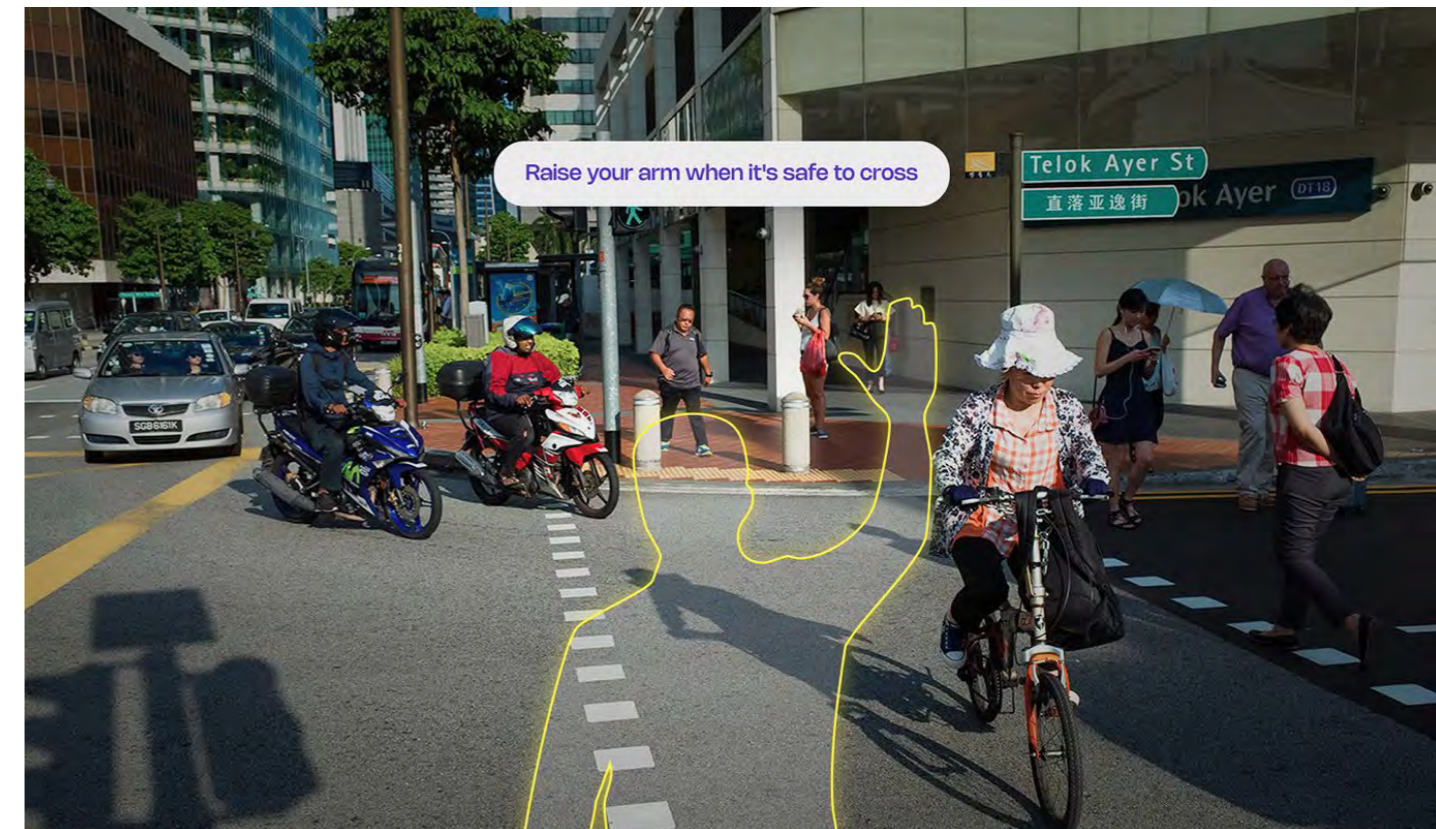
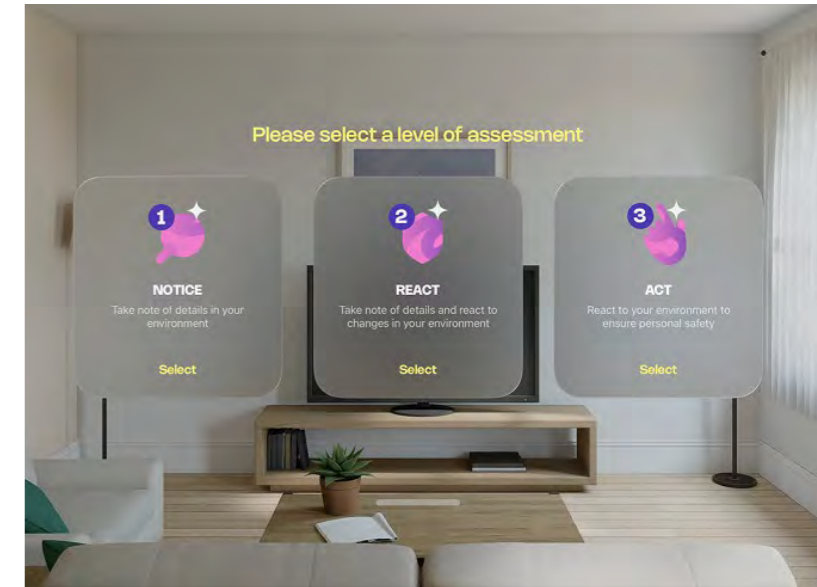
REDI

REDI is an immersive stroke readiness assessment tool designed for Apple Vision Pro. By placing patients inside realistic 3D environments, REDI evaluates spatial perception and attention in real-world contexts. It helps doctors better assess rehabilitation progress while supporting patients in rebuilding confidence and readiness for independent daily life.

With Bobby Lui Zhong Han, Seidi Kim Li Ting, Elizabeth Paulyn Gostelow

Spatial Computing

Creative Technology





VELYN Chia Yu Shin

Hello! I am Velyn, a visual and experience designer who values designing with people, not for them. Through observation, conversation, and iteration, I take time to understand their perspectives, stepping beyond my own to see through their lens. I explore how visual systems and form shape meaningful encounters, often looking beyond surface impressions to create experiences that feel considered, human, and quietly memorable.

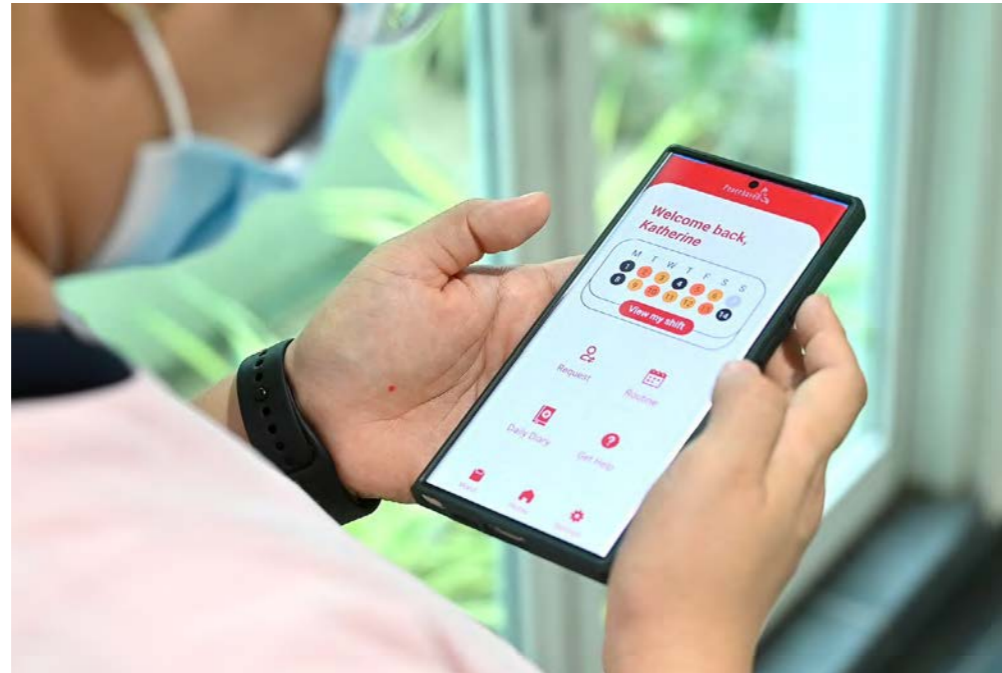
byvelyn.cargo.site/

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Featured Projects

2024—Future of Aged Care

2023—If I Were...



Starling

Starling is an all-in-one platform supporting care staff in coordinating daily work. Through shadowing and conversations with nurses at Peacehaven, I observed how fragmented systems led to delays and miscommunication. In response, Starling centralises information and workflows, improving visibility, reducing information lag, and enabling more efficient coordination.

With Ong Zhi Kai Douglas, Alex Ong Li Hong

Service Design

User Research

UI/UX Design



Silent Screams

The 'If I Were...' platform is a graphic exploration reinterpreting Takashi Murakami's philosophy through my own lens. Inspired by his vibrant yet tension-filled work, the project examines duality beneath surface impressions. Through controlled compositions, colour, and symbolic form, the series navigates contrasts, inviting viewers to look beyond what is seen and reflect on layered narratives.

Product Design

Graphic Design

VILMOS Soh Zhi Han



Hi there! I'm Vilmos, an industrial designer specialising in UX, concept development, and product design, with experience in UI. Curious and detail-oriented, I create thoughtful, user-centred solutions that balance creativity and usability. I turn complex challenges into clear, engaging experiences that connect people with the world around them.

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Featured Projects
 2025—Shape of AI
 2024—P for Planter



A Planter Teases the Plant

Awakened by a hovering hand, these planters cradle and tease the Marimo moss within into a motion of mesmerising display. The varying currents ensure the Marimo balls' shape and health, while causing them to levitate and twirl into a graceful waltz. This project explores the delicate relationship between nature, motion, and interaction, and pushes the definition of what a planter really is and needs to be. This project was proudly featured at Singapore Design Week 2024, celebrating innovative explorations at the intersection of nature, movement, and interaction.

Product Design



Olber: Every When, Every Where

Olber is a conceptual AI-driven platform that reveals the hidden histories of places through AR holographic overlays. By turning a time dial, users explore different eras, navigate spaces, and uncover personalized narratives, fostering deeper, more meaningful connections between people and the physical environments they inhabit.

With Ng Jing Wen, Liang Li Yee

Artificial Intelligence

Product Design

Speculative Design





VINA Setiawaty

Hi, I'm Vina! I believe design bridges people and technology. Driven by human-centered values and a deep curiosity for emerging technologies, I aim to reimagine our everyday interactions with technology into meaningful experiences. I love building working prototypes and putting them in people's hands, grounding my work in the real, tangible and often surprising ways users actually interact.

vina-portfolio-website.vercel.app/

linkedin.com/in/vina-setiawaty

Featured Projects

2026—Thesis

2024—Everything is Playable



Cubic Rhythms

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

With Wee Jie Basil

Product Design

Interactive Design

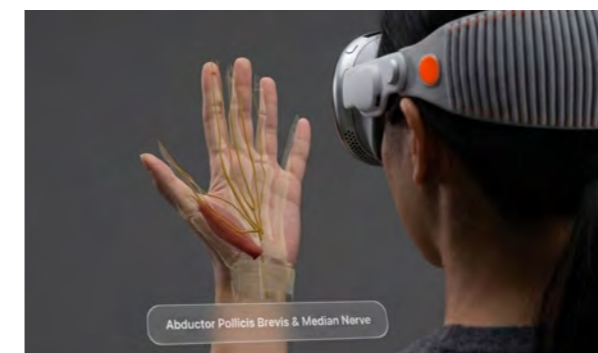
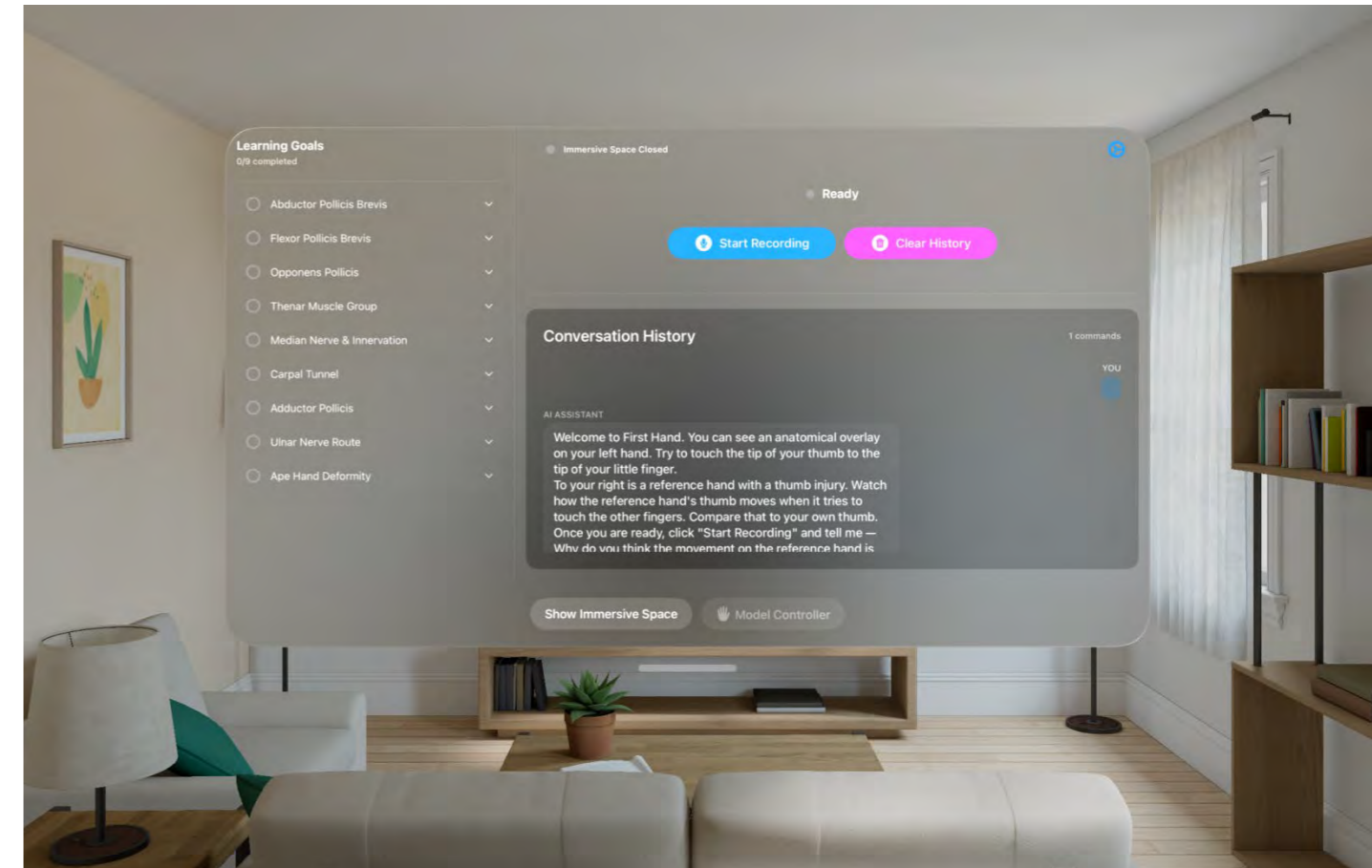
Experience Design

Specialisation

Product Innovation

Supervised By

Gabriel Lipkowitz



First Hand

First Hand is an embodied anatomy learning application in spatial computing. Anatomical structures are overlaid onto the learner's own hand, and a reference hand presenting ape hand deformity provides the clinical context. Through conversing with an LLM-powered tutor, learners are guided to reason through the causal chain from nerve injury to visible deformity.

Product Design

Interactive Design

Experience Design

Wang Fan, STEPHEN



I am Stephen, an industrial designer driven by curiosity about how people interact with objects, spaces, and systems. By observing everyday behaviours, I uncover opportunities where thoughtful design can make life clearer and more meaningful. My work focuses on transforming insights into purposeful solutions that balance functionality, simplicity, and human experience.

wfan3.1415926@gmail.com [linkedin.com/in/stephen-fan-wang/](https://www.linkedin.com/in/stephen-fan-wang/)

Featured Projects

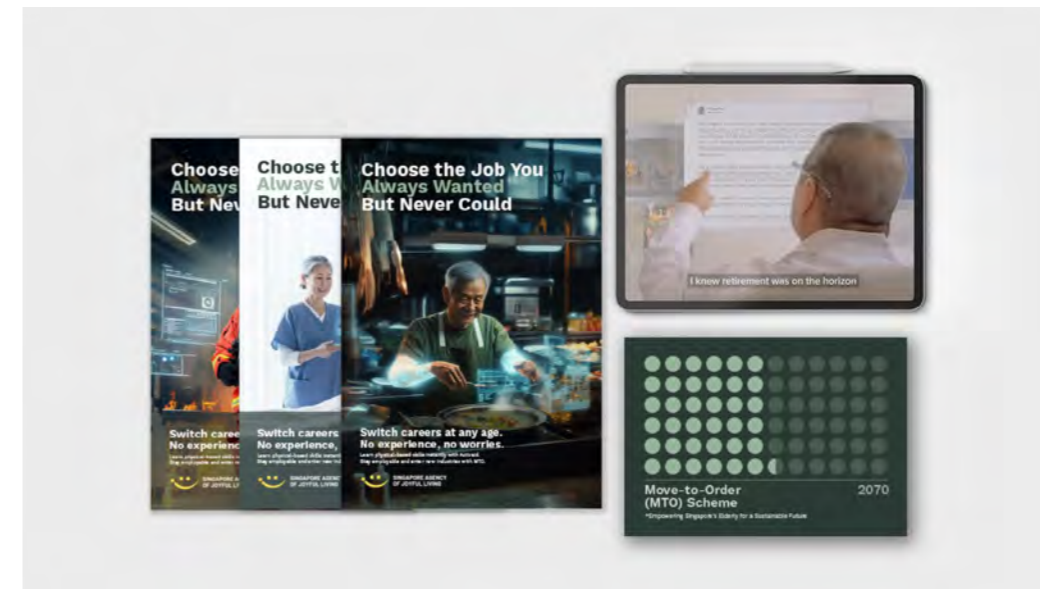
- 2025–Beyond the Blades: Questioning the Fan Archetype
- 2024–Introduction to Speculative Design



Leafa

Leafa is a nature-inspired fan that reimagines air circulation as a gentle, living presence. Inspired by the swaying motion of leaves, it introduces pendulum-like movement to create calm, rhythmic airflow. Using lightweight, semi-transparent materials, the design transforms ventilation into a quiet, expressive interaction with air.

Product Design



Future Policies with the Move-To-Order (MTO) Scheme

This speculative design project imagines a future Singapore responding to an ageing population and shrinking workforce. Through the Move-To-Order (MTO) scheme, the project explores policy-driven strategies that empower seniors to remain active contributors to society while balancing national economic and social needs.

With Annabelle Phua Yue Tong, Lim Jialin Joni

Speculative Design

Wong Kai Yun *FELICIA*

I am Felicia, and I approach design as a way of seeking to understand people's behaviours, needs, and everyday interactions. My work focuses on shaping human-centred experiences that connect, serve, and spark curiosity. Grounded in observations from nature and daily life, I am drawn to subtle, often overlooked moments. I prioritise designing with users, creating space for active engagement rather than passive use.



Featured Projects

- 2024—Visualising the City
- 2023—Palliative care: Compassionate creations



Open Up

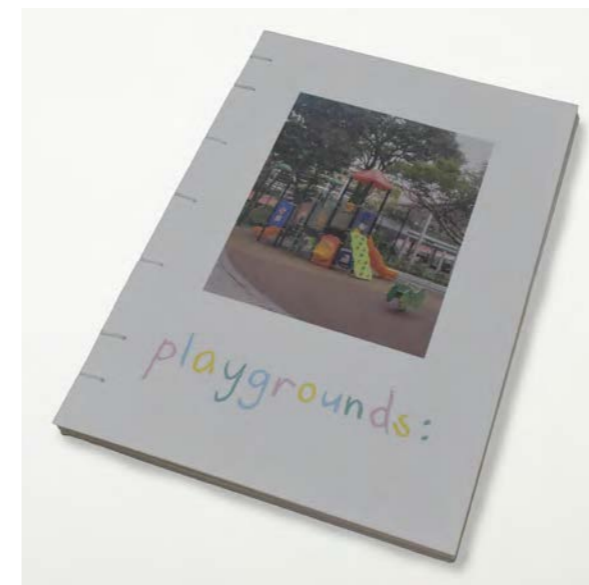
Open Up guides palliative care patients and their families during end-of-life care. Through reflective prompts and a structured sorting system, it transforms the process of clearing possessions into manageable, meaningful acts. By encouraging open conversations, it helps families navigate grief, shifting their experience from overwhelming loss to one of positive remembrance.

With Geraldine Tong, Jolene Khoo

UI/UX Design

User Research

Experience Design



Playgrounds: Where imagination fades?

This book is a collection of 33 stories from children around Singapore, each their unique response to these questions. Through their experiences, we see how social dynamics influence and shape their imagination as they grow up in the playground. The evolving nature of play in these community spaces is revealed.

User Research

Experience Design



Yang YIXUAN

I'm a designer dedicated to crafting narratives and building the underlying systems that bring them to life. I approach design through graphic communication, focusing on how visual storytelling can transform complex ideas into intuitive, human experiences. I thrive on connecting with people and learning from their diverse perspectives, and believe that thoughtful design turns abstract structures into felt experiences, shaping every interaction into something clear, personal, and resonant.

yixuany.sg@gmail.com

[linkedin.com/in/yang-yixuan/](https://www.linkedin.com/in/yang-yixuan/)

Featured Projects

2025—Enhancing Everyday Experience

2024—Visualising the City



Folomi

Folomi transforms the everyday commute into a roadmap for independence. Through a gamified MRT board game and interactive travel booklets, children build foundational navigation skills at home before applying them in the real world. By blending play with practice, Folomi empowers kids to navigate with confidence, curiosity, and joy.

With Marvin Lim, Terra Lee

Service Design

User Research

Product Design



Take A Break,

Originally conceived as 'Benchmarks' to rate seating, it evolved into a photobook examining how rest takes shape across Singapore. Captured primarily in the bustling Central Business District, this project documents people improvising momentary havens through four key activities: digital engagement, eating, socialising, and doing nothing.

User Research

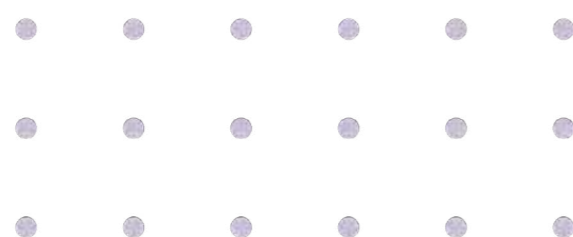
Experience Design

Postgraduate Coursework

Our Master of Design in Integrated Design programme provides a strategic, interdisciplinary platform to explore design's changing role across businesses, organisations, and society. It equips you with essential skills to address complex challenges and foster innovation through a blend of theory and practical experience.

By integrating areas like Service, Experience, Interaction, and Transformative Design, our programme prepares design professionals to lead meaningful change across industries, social sectors, and governments.

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



Course Structure

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

Practice

In Collaboration with industry partners

Theory

Critical frameworks methodologies & thinking

Electives

Rich selection of relevant topics

Semester 1

8 Units

Integrated Design Studio 1

Close integration across practice & theory courses

4 Units

Design Research Methods

4 Units

Emerging Topics in Design

4 Units

Unrestricted Elective (UE)

Semester 2

8 Units

Integrated Design Studio 2

4 Units

Design Strategies & Leadership

4 Units

Collaborative Design

4 Units

Unrestricted Elective (UE)

Practice - Integrated Design Studios



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

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

Next-Gen Accessibility: Future-Ready Travel for Senior Travelers at Changi Airport

Industry Partner
Changi Airport Group

Supervisor
Sixiu Tan

How might we make travel more accessible for senior travellers at Changi Airport?

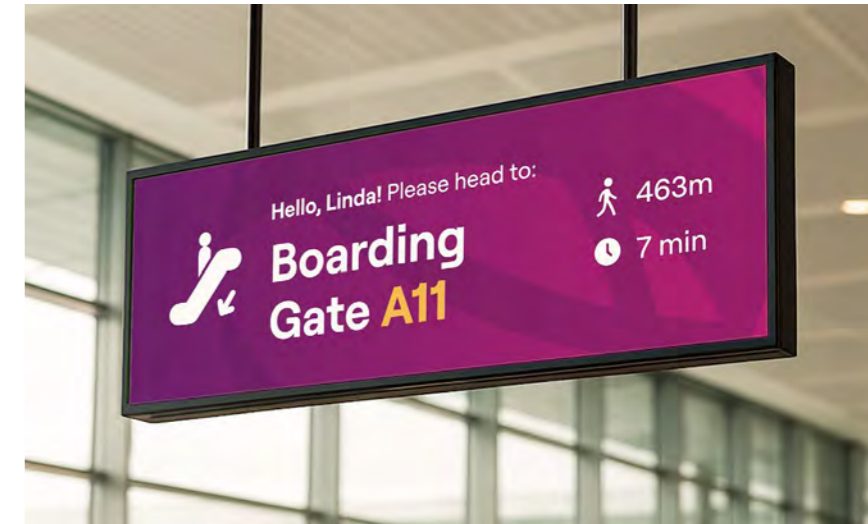
Leisure Lane
Vanessa Ban
Chelsea Wee
Emma Huang

Changi Leisure Lane bridges the gap between walking and wheelchair use for seniors, offering a dignified, hybrid travel experience. A personalised digital interface guides journeys by mobility level, while 'design as friction' encourages slower, more mindful travel. Corridors become heritage-inspired rest stops with local snacks, games, and performances. The concept reduces anxiety, supports independence, boosts retail engagement, and showcases Singapore's culture through immersive, comfortable transit experiences.



Changi VisionGate
Caitlyn Cu
Janani Ganeshkumar
Johnston Kor

Changi VisionGate reimagines transit by turning shared spaces into personalised journeys for senior travellers. Designed for simplicity, it reduces confusion and anxiety, enabling independent exploration while transforming waiting time into meaningful, comfortable, and engaging airport experiences.



Changi STRIPE
Dendy Gunawan
Rahul Gupta
Arav Malik

Travel anxiety for older travellers begins long before the gate – at home, check-in, security, and with every unfamiliar step. Support at Changi often starts only when asked; many never do. Changi STRIPE changes this with a passive NFC wristband - no charging, no data stored. It enables boarding, flags medical needs, guides navigation, and shares updates with caregivers, creating a connected, anticipatory system of care throughout the journey.

Making Second-Hand First Choice

Industry Partner

Carousell

Supervisor

Karin Aue
John Chan (Chemistry)

How might we make second-hand the first choice?

A Service Design Intervention for Singapore's Migrant Workers

Hi! IRR NGO is giving away free items to migrant workers, check on our Carousell page.

3:11 Search Carousell

Calling for parents and kids! Learn more!

Holiday workshop Biogirl MJ
@justkeepthinkingsg 29 Nov 2025
Learn about the forest ecosystem and the circular economy.
List a toy with your kid for a spot!

Likes Home essentials NGO donations Electronics Bag

Top picks Nearby Free Items Certified

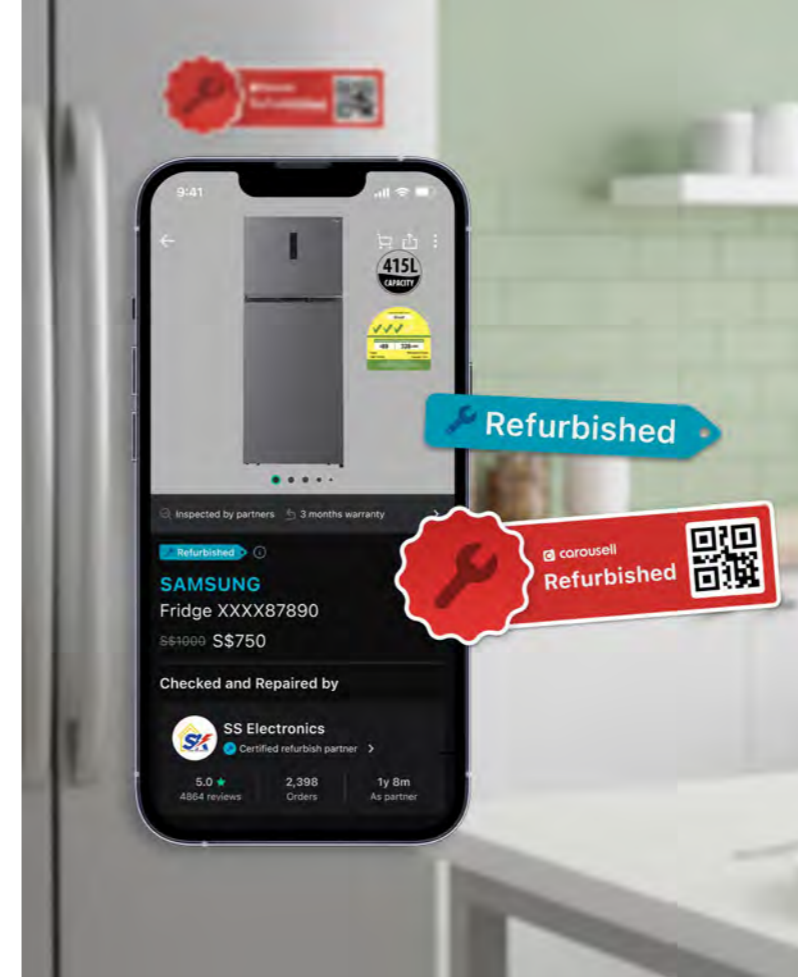
Wanted Buyer Protection

Acer Laptop IRR NGO Wanted - 40 Free pickup or drop-off Donate Item

Acer Laptop Swift X 14 \$5,999 Brand new Free Delivery curbcruvs

4 weeks ago

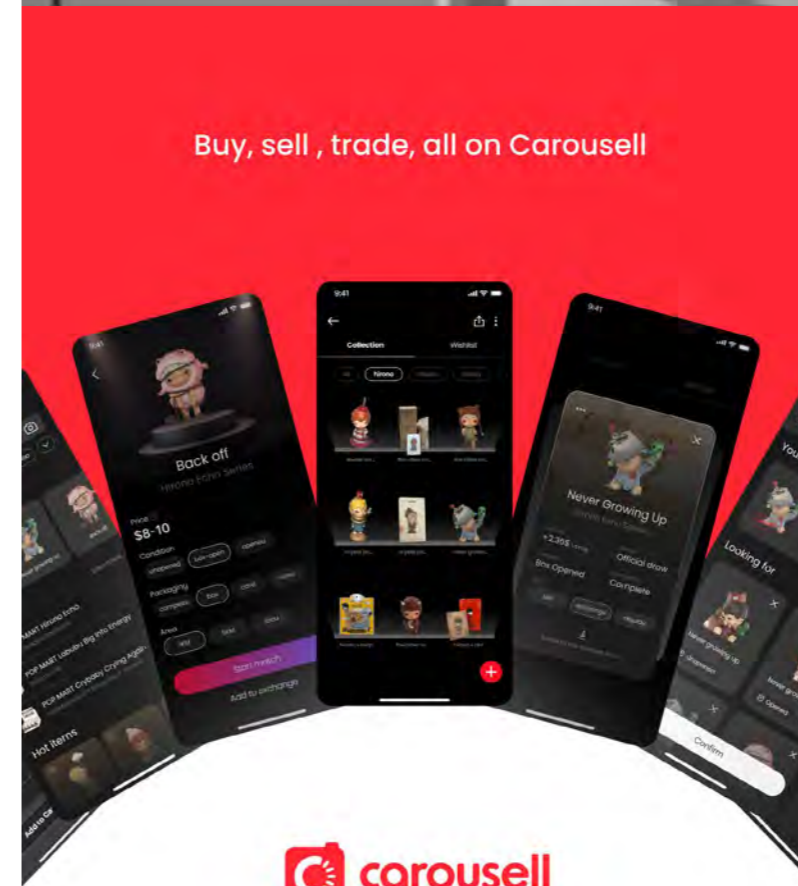
- Systemically designed for scalable, sustainable adoption
- Behaviourally anchored to drive everyday choices
- Trust-led collaboration unlocking community access



Carousell ReReach

Febri Nurhidayat
Lakshitha Poovannan
Liu Yixin

Carousell Certified Refurbished Appliances transforms end-of-use appliances into trusted, warrantied second-hand products. The system connects sellers, refurbishers, and buyers, extending lifespans, reducing e-waste, and making second-hand appliances a reliable first choice.



Collectibles Designer Toys

Momo Zhang
Zheng Zhidan

Designer toys are a fast-growing market on Carousell, but collectors face disorganised collections, unclear pricing, and mixed trading intent. Carousell Smart Trade addresses this with three features: a Digital Shelf for managing collections with live price tracking, a Smart Matching Hub for balanced blind box swaps, and clear trading signals to reduce friction. Together, they create a trusted ecosystem that boosts engagement, transactions, and makes second-hand the first choice for collectors.

Design for the Unspoken

How might we open conversations about death?

Industry Partner
Ang Chin Moh Foundation

Supervisor
Christophe Gaubert
Chew Jia Ying

Supervisor
Celia Wong

Good Buy
Wang Shurui
Liu Mengdi
Wang Zinuo

In Singapore, families often avoid conversations about death, not from inability but uncertainty about how to begin. GOODBUY reframes this through a familiar supermarket experience, where visitors move from everyday items to funeral products. This gradual exposure encourages natural dialogue. Each visitor leaves with a personalised 'wish list' receipt, gently expressing end-of-life preferences and making difficult conversations more approachable, tangible, and shareable with loved ones.

Award: First Student Prize
sponsored by Ang Chin Moh Foundation

Sponsored Student Prizes
The Ang Chin Moh Foundation sponsored Student Prizes for projects responding to its brief on opening conversations about death.



The Last Piece
Lakshitha Poovannan
Rayhan Hilmi Hazim Warganegara
Chelsea Wee Ci En

Sharing food is a universal language of connection, especially in times of grief and loss. While 81% of Singaporeans say they are open to discussing death, only 12% have documented their wishes. The Last Piece is a cookie designed to spark that conversation. Each contains a 'missing piece' that invites sharing and reflection, supported by a QR code for end-of-life planning. Packaged as a gift, it frames preparation as an act of care and love.

Award: Second Student Prize sponsored by Ang Chin Moh Foundation

Design for the Unspoken

How might we open conversations about death?

Industry Partner
Ang Chin Moh Foundation

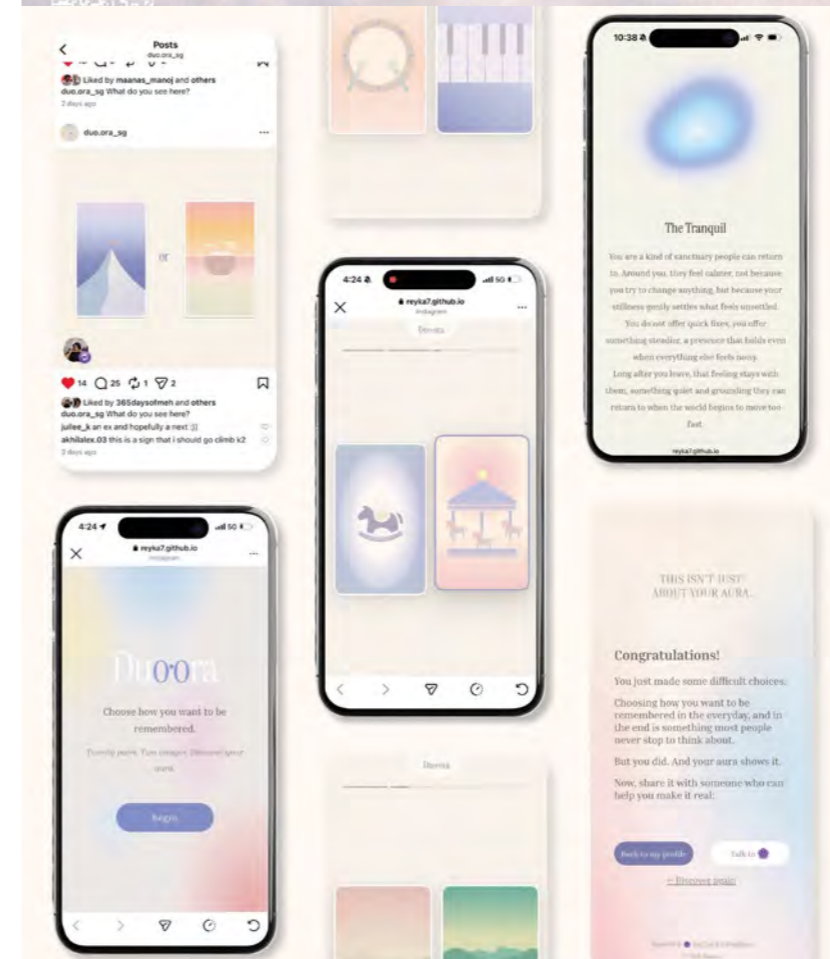
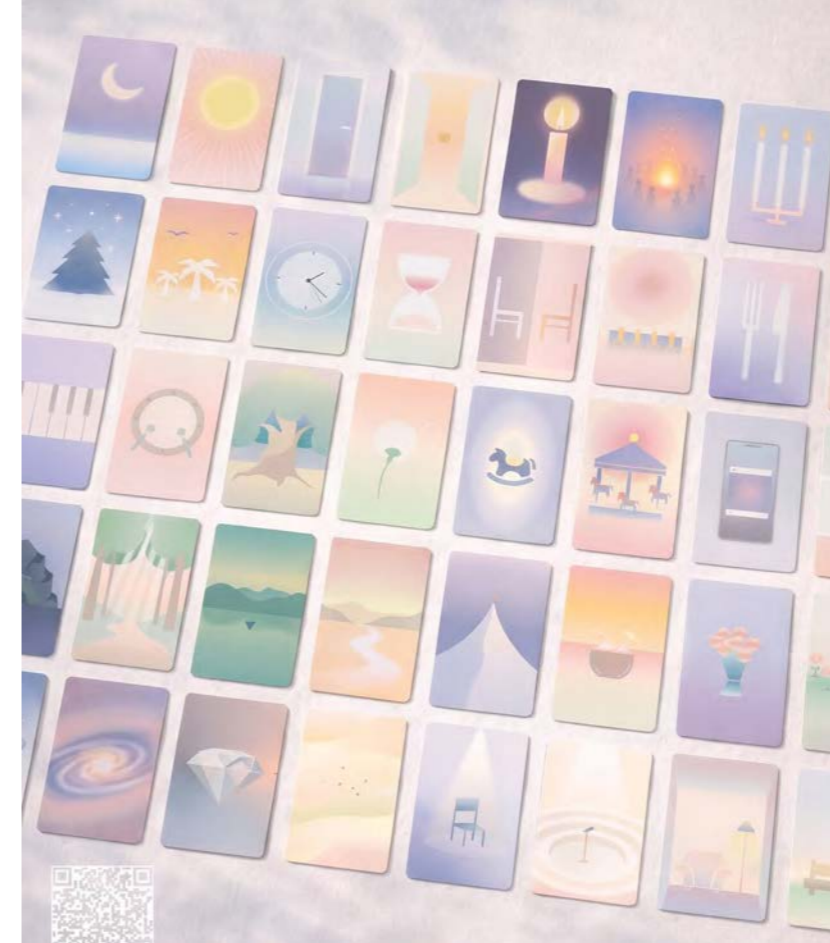
Supervisor
Christophe Gaubert
Chew Jia Ying

Supported by
Celia Wong

DAY-1
Qu Xinzhu
Gong Zheng
Guo Kaiyuan

In Singapore's multicultural context, conversations about death and pre-planning remain limited due to cultural taboos. To address this, the team designed a progressive system combining a 365-day countdown calendar with an online platform. Through humor and gradual tasks, it reshapes perceptions of time and mortality. The platform extends reflection into interaction and resources, transforming an avoided topic into an accessible experience that encourages awareness, consideration, and action.

Award: Third Student Prize
sponsored by Ang Chin Moh Foundation



Duo-ora
Liu Yixin
Rekha Mathew
Wang Wanying

Difficult to express how we want to be remembered, Duo-ora uses symbol-based choices to capture instinct without words. Users select between visual pairs, generating a personalised aura portrait shaped by their decisions. Each choice maps to deeper preferences, revealed only at the end to preserve authenticity. Spanning digital and physical touchpoints, it turns avoided conversations into natural ones, offering insights that enable more meaningful, emotionally resonant end-of-life planning.

Caring for Guests and the Planet — Bridging Sustainability & Operational Excellence for Hyatt Hotels

How might we drive lasting sustainable behaviour change among guests and colleagues while preserving the operational excellence and premium guest experience synonymous with Hyatt?

Industry Partner
Hyatt Hotels and Resorts
Asia Pacific

Supervisor
Karin Aue
Justin Moon

Integrated Design Excellence Award
The Integrated Design Excellence Award aims to recognise each individual in the best-performing group demonstrating excellence and outstanding achievement in ID5001 Integrated Design Studio 1 and ID5002 Integrated Design Studio 2.



Grow with Hyatt
Caitlyn Cu
Janani Ganeshkumar
Johnston Kor

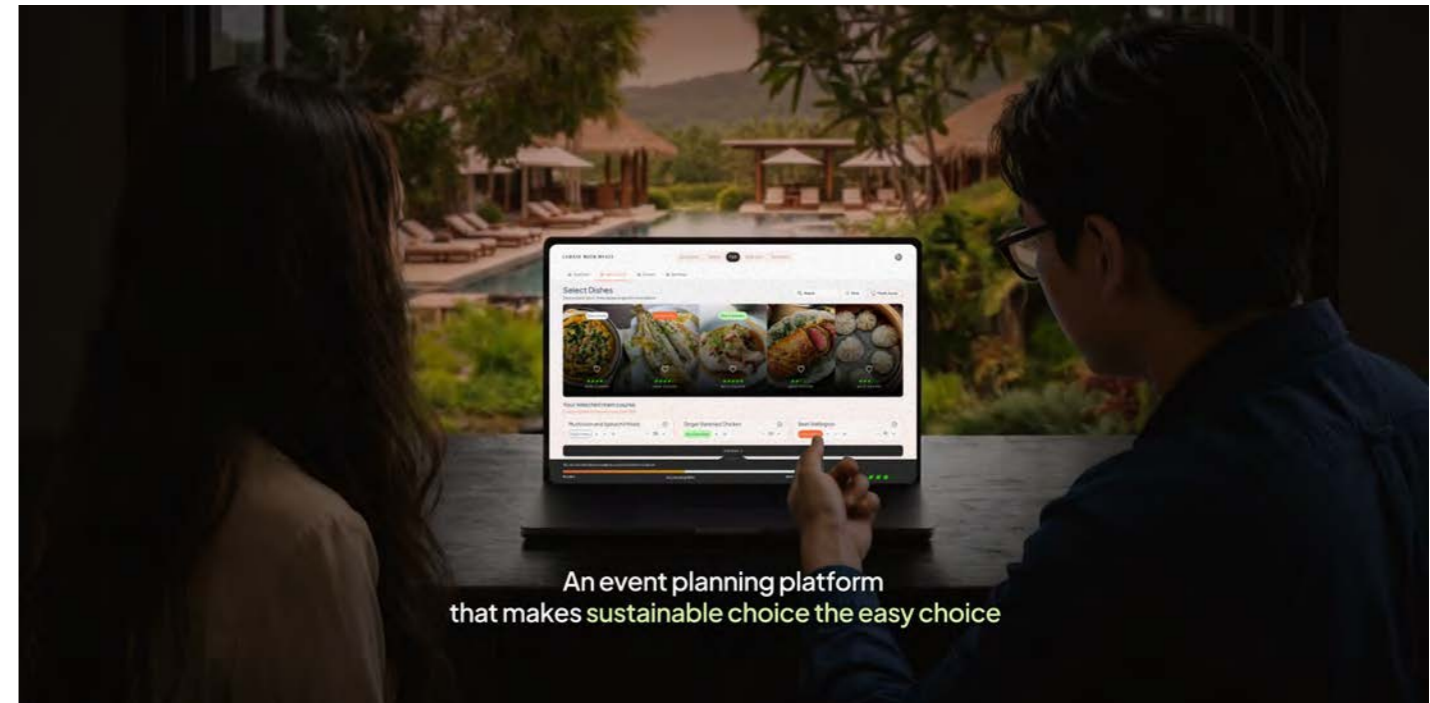
In luxury travel, guests often value sustainability but rarely act on it during their stay due to limited visibility and engagement. Many of the existing initiatives at Grand Hyatt Singapore remain fragmented and unseen. Grow with Hyatt addresses this through an integrated ecosystem of pre-arrival curation, in-room dynamic dashboards, and post-stay summaries. It transforms sustainability into a visible guest journey, offering personalised choices, real-time impact feedback, and reflection tools, embedding meaningful, scalable sustainability into luxury hospitality experiences.

Awarded Integrated Design Excellence Award



Reimagining the MICE Buffet for the Reduction of Plate Waste
Vanessa Ban
Kaixin Yang
Emma Huang

Food waste remains a critical global issue, especially in buffet cultures where abundance signals hospitality. This project tackles this paradox through three subtle interventions that encourage mindful consumption. These invisible strategies transform sustainability into an elegant experience, fostering a waste-less mindset through intentional, mindful dining.



An event planning platform that makes sustainable choice the easy choice

Curate with Hyatt
Bhavika Malik
Febri Nurhidayat
Rahul Gupta

Curate with Hyatt is a planning ecosystem for corporate MICE events at Grand Hyatt Singapore that embeds sustainability into pre-event decision-making. It addresses the lack of guidance for clients and the perceived commercial risks for sales teams. The system offers guided flows, visual menus, backend F&B sustainability support, live benchmarking, and pre-event impact reports. Integrating all stakeholders reduces friction and makes sustainable events a default, actionable, and credible planning outcome.

Theory & Methods

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

Design Strategies & Leadership

Instructor

R Brian Stone

Design Research Methods

Instructors

Clement Zheng
Jung-Joo Lee

Guest Lectures

Nation by Design by Nature: Relational Urbanism and More-than-Human Futures

By Marcus Foth

Professor, Urban Informatics in the School of Design and a Chief Investigator in the QUT Digital Media Research Centre (DMRC), Faculty of Creative Industries, Education, and Social Justice, Queensland University of Technology, Brisbane, Australia.

Discussing Future Funerals Starting from a Design Fiction Film

By Daisuke Uriu

Associate Professor at the College of Design Engineering, Shibaura Institute of Technology in Tokyo, Japan.

Emerging Topics in Design

Instructors

Karin Aue
Janghee Cho

Guest Lectures

Designing for Everyone: Lessons from the BBC and Facebook

By Julie Schiller

Award-winning UX and Product Strategist

Futures Thinking in Practice

By Maya Madhusoodan

Founder, Common Oddities



Collaborative Design

Instructor

Karin Aue

Guest Lectures

The Punggol Digital District Mural

By Aditi Neti

Creative Technologist, Design Factory, Singapore Institute of Technology, Australia and Jefferey T.K. Valino Koh

Associate Professor, Singapore Institute of Technology

Inclusive, participatory design, empowering communities to shape their built environments through socially just methods

By Larry Yeung

Participate in Design

Adjunct Assistant Professor in CDE Department of Architecture

Three Stages of AI Maturity, Three Models of Teamwork

By Lilian Shieh

Head of Design Practice, Gov Tech Singapore

The Good, The Bad, and the Beautifully Ugly Realities of Co-Design

By Tamsin Greulich-Smith

Director, Design Practice, & Founding Director, School of X

Workshops



Leading through Collaboration: A Design Masterclass

By Andre Rubin

Founder of Audacity Academy



Games for Change NUS Game Jam

By Vince Siu

Founder and CEO of Press Start Academy, Founding Curator of Games for Change Hong Kong

Electives

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

Design for Healthy Living

Instructors
Cees de Bont

Interdisciplinary Ways of Knowing

Instructors
Janghee Cho

Guest Lecture

Designing for 'We': Expanding Collective Capability through Society-Centred AI
By Dr Kenny Choo
Assistant Professor (SUTD)

Creative Computing

Instructors
Clement Zheng

Advanced Interaction Design

Instructors
R Brian Stone

Sustainable Innovation: Design & Transformation Strategies

Instructors
Karin Aue

Fieldtrips
Vivogreen and Ecoworks

Design Research Immersion Programme

Instructors
DID Faculty



Spatial Computing: Design and Development

Instructors
Gabriel Lipkowitz

Cybernetic Systems: Bodies and Environments

Instructors
Irmandy Wicaksono

Independent Study for Graduate Design Research

Instructors
DID Faculty

Integrated Design Internship

Graduate Certificates

Graduate Certificate in Design Discovery & Emerging Topics

Develop critical thinking and analyse complex challenges through research methodologies.

Identifying design opportunities and incorporating key trends, technologies, and innovative methodologies into impactful practice.

Graduate Certificate in Integrated Design

Set in a project-based, hands-on environment that simulates professional practice.

Tackle real-world challenges presented by industry partners and drive impactful change across industries and sectors.

Graduate Certificate in Design Leadership

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

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



Alumni Testimonial

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

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

Jehru Ethan Harris



Celebrating the second graduating class of our Master of Design in Integrated Design



As the academic year comes to a close, we celebrate not just the end of a chapter but the journey that brought us here. The MDes cohort has navigated months of creative exploration, challenges, and breakthroughs – growing both individually and together along the way. What began as a shared ambition has become a community shaped by collaboration, resilience, and curiosity. Graduation marks a milestone, but also a beginning. As we step forward, we carry with us the ideas, friendships, and experiences that will continue to inspire what comes next. Here's to new paths, bold thinking, and the future we're ready to design.

What our alumni say

MDes Graduate AY25/26



Janani Ganeshkumar

The past year recalibrated my understanding of design, shifting it from a form-making practice to one grounded in structured inquiry, systems thinking, and strategic intent. Engagement with leading research labs, alongside a cohort culture that welcomed contentious dialogue around emerging questions, kept me constantly curious and critically challenged. Equally formative was working on varied client projects within multidisciplinary teams. My team brought together a graphic, interior, and product designer across countries and generations. Our diverse perspectives sharpened our synthesis, with debate driving a shared pursuit of clarity while navigating wicked problems. In this environment, I articulated my positioning as a designer and defined the impact I hope to make across both academic and professional contexts. The faculty, in particular, offered a vantage point to engage with complex emerging problems, for which I remain deeply grateful.



Febri Nurhidayat

The MDes programme has really shaped how I think about design and the kind of work I hope to pursue. Through projects with Hyatt and Carousell, I learned to look beyond end users and strategically design with the wider ecosystem in mind, including business feasibility, emerging technology, and the many stakeholders involved. The programme also showed me that thoughtful, in-depth design interventions matter just as much as how we communicate them to different audiences. That ability to navigate both complexity and communication is something I will carry forward in my career, and it has deepened my interest in the intersection of business, tech, and design. I'm especially grateful to Karin for her guidance, resourcefulness, and generosity in supporting us through both academic and personal developments along the way.



Ban Hui Min Vanessa

The MDes has shown me that my professional practice only forms a small part of what design can be. This journey challenged me to look beyond familiar methods and trust a creative process that prioritises research, exploring, and making. I'm thankful for my course mates and their diverse creative backgrounds, which have been a definitive part of the MDes experience and have helped me build newfound confidence working across disciplines. I would also like to extend my thanks to the faculty: Karin, Sixiu, and Clement, for their invaluable support and guidance throughout this programme. Their mentorship has been instrumental in helping me navigate the challenges of the course.

Postgraduate Showcase 2026

The Division of Industrial Design marked a significant milestone with its inaugural Postgraduate Showcase 2026, held at The Lodge, TechnoEdge. Bringing together students, faculty, industry partners, and guests, including Guest of Honour Deputy Dean (Education) Dr Martin Buist, the event celebrated the breadth and depth of postgraduate design education and research at NUS.



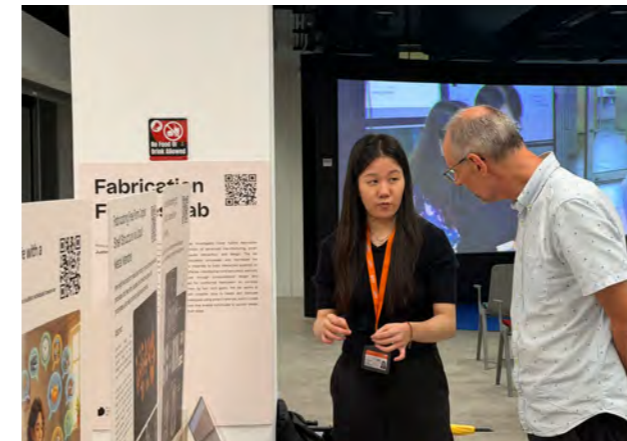
More than an exhibition, the showcase reflected the evolving role of design today. In his opening remarks, Associate Professor R Brian Stone observed that design has moved beyond the creation of objects to become a discipline grounded in strategy, research, and systems thinking. Head of Department, Dr Cees de Bont, reinforced this, positioning the showcase as a statement of NUS design's identity, one that integrates artistic and humanistic perspectives with scientific and technological expertise to address pressing societal challenges, including ageing, human-centred AI, and sustainable design.

The MDes programme, introduced just two years ago, featured prominently in the exhibition. Programme Lead Karin Aue reflected on its success, from an inaugural cohort of 15 students to over 500 applicants for the upcoming intake, underscoring the increasing demand for designers and their critical capacities in navigating complexity.



Complementing this, the MA and PhD programmes, introduced by Associate Professor and Deputy Head (Research) Dr Yen Ching-Chuan, demonstrated research spanning human-systems interaction, healthcare, reflective design, emerging technologies, and more, organised around three clusters: Inclusive Care and Systemic Wellbeing; Human-Centred AI and Interactive Experience; and Computational Design and Fabrication Ecology.

Showcased projects addressed diverse and pressing challenges and close collaboration with partners from industry: encouraging second-hand consumption with Carousell, improving travel experiences for senior passengers at Changi Airport, promoting sustainable behaviours with Hyatt, and fostering conversations around death and dying with the Ang Chin Moh Foundation. The evening also recognised outstanding student achievement through the Ang Chin Moh Foundation Student Prize and the Integrated Design Excellence Award.



As guests engaged with the exhibits and their creators, the showcase affirmed DID's vision: design as an integrative, forward-looking discipline that not only generates knowledge but shapes more inclusive, thoughtful, and resilient futures.



Postgraduate Research

Our postgraduate research programme is a full-time, research-based academic environment that advances scholarship in design through independent inquiry, close supervision, and interdisciplinary collaboration. Drawing on the diverse expertise of our research labs and centres, students engage with pressing questions spanning technology, health, society, and the built environment, while contributing to new knowledge through rigorous, constructive design research.

The programme supports a vibrant research culture in which students work alongside faculty, researchers, and collaborators to develop impactful projects that extend beyond academic publication into prototypes, systems, services, and translational outcomes.

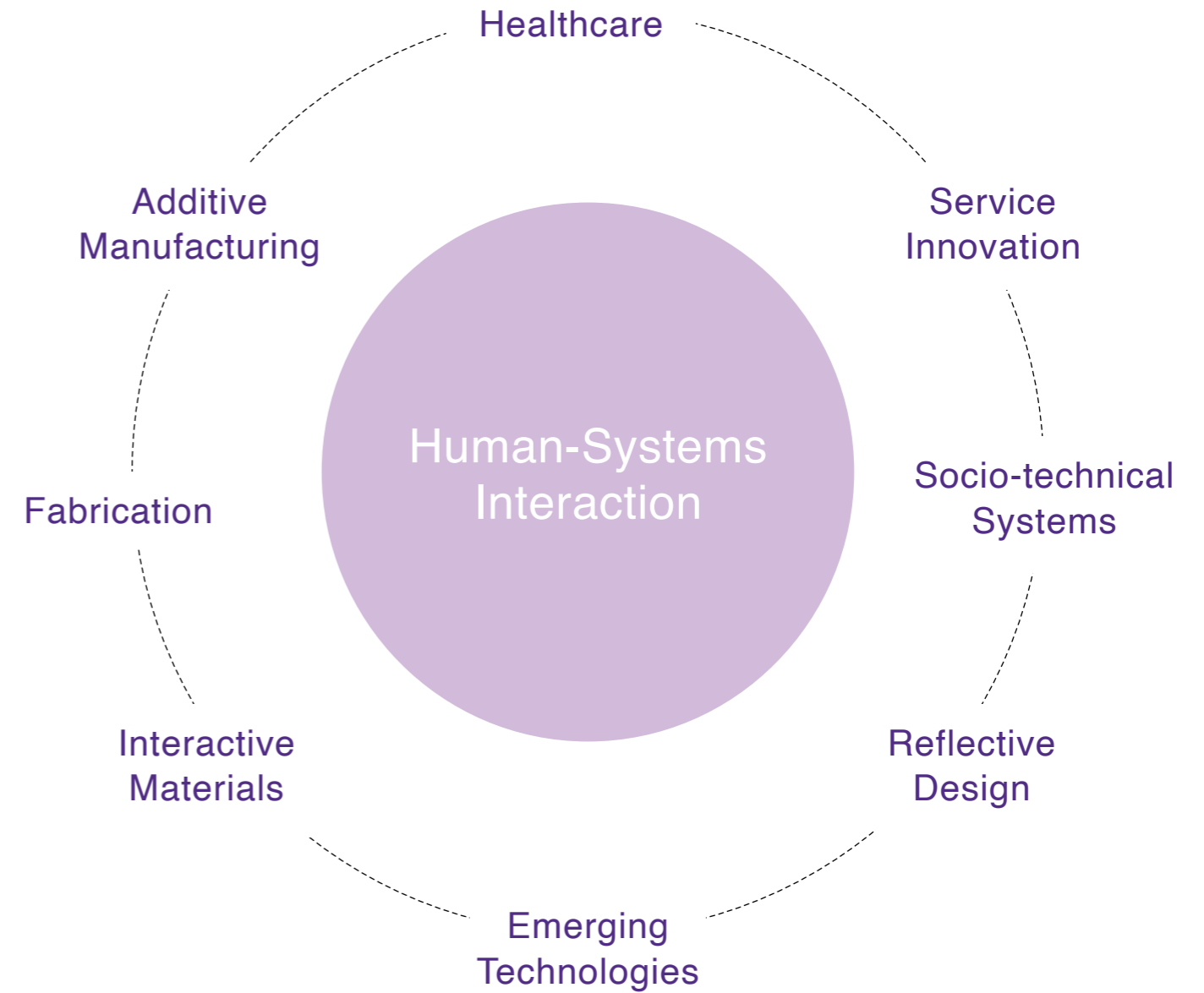
For more information: cde.nus.edu.sg/did/postgraduate



Research Areas

Our postgraduate research programme celebrates the diversity and plurality of design research, encompassing a wide range of areas including ageing and wellbeing, human-computer interaction, interactive design, immersive and 3D design, digital fabrication, soft technologies, and inclusive design. What connects these varied research topics is a shared interest in how people interact with technologies, materials, systems, and environments, situated within broader social, cultural, and ethical contexts. A common thread across many of these areas is the use of constructive design research and research-through-design methodologies, in which artefacts, prototypes, and systems are developed to produce new knowledge and impactful outcomes.

Constructive Design Research



PhD Defense AY25/26

We're proud to celebrate one PhD student who have successfully defended his dissertation in the academic year 2025/26. His work makes valuable contributions to the international design research landscape in the area of interactive materials.

Crafting Interactive Artifacts Through Masking

Han Bo

Advisor: Assistant Professor Clement Zheng

PhD Students / Researchers

Daniel Campos-Muñiz

Yiming Yao

Tse Pei Ng

Celeste Seah

Givson Ong

Qian Ye

E Ian Siew

Jiayi Zhang

Xinchiang Liu

Sheryl Teng

Mijin Choi

Design Research Society (DRS) Conference 2026

From compliance adoption to co-design: An exploratory study of older adults' engagement with technology (Poster)

Estherine Goh, Professor Cees de Bont

Design for care-full inclusion: Foregrounding the voices of vulnerable communities through vignettes in co-design (Poster)

Daniel Campos-Muñiz, Yiming Yao, Tse Pei Ng, Celeste Seah, Givson Ong, with Assistant Professor Janghee Cho, Adjunct Associate Professor Jung-Joo Lee

Conferences

The teams from Aging with Dignity Lab and Service Design Lab have contributed to global conversations in design, ageing, care, and technology through presentations at leading international conferences in 2026.

Their research explored themes ranging from sustainable urbanism and ageing societies to digital literacy, wellbeing, technology adoption among older adults, and inclusive co-design practices that foreground the voices of vulnerable communities. We strive to continue our ongoing commitment to research that bridges design, care, technology, and social impact on an international stage.

PhD Students / Researchers

Sravanti Peri

Estherine Goh

Huang Ruonan

Danyun Liu

The 12th Asian Conference on Aging & Gerontology (Agen 2026)

Integrating Aging into Sustainable Urbanism: A Critical Mapping of Regulatory Landscapes from Global to National Contexts in Singapore and India

Sravanti Peri

Cumulus Athens 2026: Roots | Routes in Design

Digital Literacy and Well-being among Young-Old Adults in Urban China: Pathway Mechanisms (Poster)

Huang Ruonan, Danyun Liu, Sravanti Peri, Estherine Goh, with Professor Cees de Bont

ACM Conference on Designing Interactive Systems (DIS) Conference 2026

The Division of Industrial Design will host the upcoming ACM Designing Interactive Systems Conference 2026 at NUS University Town from 13 to 17 June. With much of our faculty in part of the organising committee, including General Chairs Associate Professor Dr Ching Chiuan Yen and Adjunct Associate Professor Dr Jung-Joo Lee, alongside collaborators from partner departments and universities, ACM DIS 2026 invites researchers, designers, students and educators from around the world to gather in Singapore under this year's theme of 'Beyond Interaction'.

Pulpform: A Hybrid Approach to Structuring Paper-like Composites (Paper)

Qian Ye, Chixin Zhang, E Ian Siew, with Associate Professor Ching Chiuan Yen, Assistant Professor Clement Zheng

The 3D Printer as a Sewing Machine: Untaming Fabrication Narratives for Material Exploration (Pictorial and Exhibition/Demo)

Sheryl Teng, with Assistant Professor Clement Zheng

PeraNETS: Peranakan-Inspired Architectural Tiles as Modular Interfaces (Exhibition/Demo)

Mijin Choi, Jiayi Zhang, Xinchang Liu, Assistant Professor Irmandy Wicaksono

PhD Students / Researchers

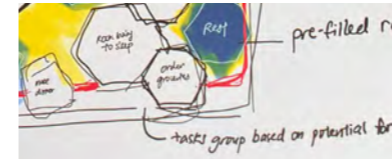
Daniel Campos-Muñiz
 Mijin Choi
 Tse Pei Ng
 Celeste Seah
 Ker Wey Aw
 Aaron Pengyu Zhu

ACM Computer-Human Interaction (CHI) Conference 2026

Our faculty and researchers of Service Design Lab, Interactive Materials Lab and Soft Technologies Lab at the Division of Industrial Design presented their work in this year's CHI Conference 2026, which took place from 13–17 April at Creant el demà junts, Barcelona.

Their contributions extended to advancing fabrication research, engaging the CHI community through workshops and dialogue, and presenting new perspectives on human-AI creativity.

Together, these contributions placed our researchers and the Division on a global stage, sharing insights from meaningful collaborations while helping to shape the future of Human-Computer Interaction.



Daniel Campos-Muñiz

'It's Messy... But I Feel Balanced': Unpacking Flexible Workers' Rhythm-Making Practices Using an Asset-Based Approach (Paper)

Tse Pei Ng, Daniel Campos-Muñiz, Ker Wey Aw, with Adjunct Associate Professor Jung-Joo Lee, Assistant Professor Janghee Cho, Yiyang He

Rememo: A Research-through-Design Inquiry Towards an AI-in-the-loop Therapist's Tool for Dementia Reminiscence (Paper)

Celeste Seah, with Adjunct Associate Professor Jung-Joo Lee, Associate Professor Ching-Chiuan Yen, Assistant Professor Clement Zheng, with Yoke Chuan Lee



Aaron Pengyu Zhu

Toward Pluralizing Reflection in HCI Through Daoism (Paper)

Aaron Pengyu Zhu, with Assistant Professor Janghee Cho, Kristina Mah

Constructing Everyday Well-Being: Insights from God-Saeng (God生) for Personal Informatics (Paper)

Assistant Professor Janghee Cho, with Inhwa Song, Kwangyoung Lee, Amon Rapp, Hwajung Hong

From Papers to the Real World: Making Fabrication Research Matter (Workshop)

Assistant Professor Clement Zheng, with Hyunyoung Kim, Daniel Ashbrook, Andrea Bianchi, Jack Forman, DPV Joseph Jayakody, Sara Nabil, HyunJoo Oh, Thomas Pietrzak, Thijs Roumen, Valkyrie Savage, Lining Yao

Meet ACM Transactions on Computer-Human Interaction: Submitting, Getting Accepted, and Being Involved (Meet-up)

Assistant Professor Irmandy Wicaksono, with Kasper Hornbaek, Tiffany D. Do, Sanchari Das, Christopher Frauenberger

Dasdaq: Reimagining Dreams as Creative Assets in Human-AI Systems (Poster)

Mijin Choi, with Jeongmin Hongi



Celeste Seah



Research Labs



Fabrication Futures Lab

Principal Investigator

Justin Moon, Director

PhD Researchers

Kang Huzhaorui

UG Researchers

Vina Setiawaty

Zitong Li

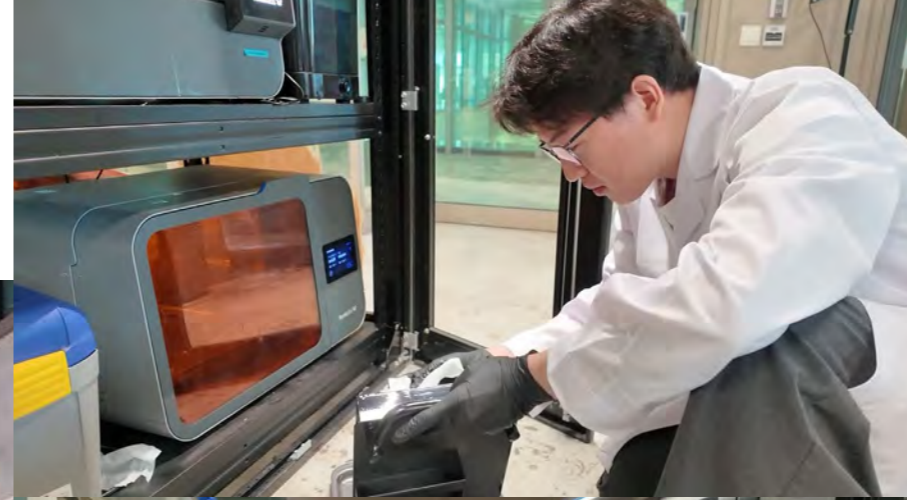
Aarav Baori

Anjana Viduranga

At Fabrication Futures Lab, our research focuses on the design and development of novel hybrid fabrication methods that will shape the future of how we create artifacts. We work in the intersection of advanced manufacturing, smart materials, human-computer interaction, and design.

Our research is dedicated to empowering individuals by democratising access to digital fabrication technology with functional materials.

Find out more at fabricationfutureslab.com



Our research is driven by two goals:

1. Empower designers with creative tools to independently ideate and fabricate responsive, dynamic prototypes using computational tools and smart materials.
2. Creating intuitive design tools that enable individuals with a non-design background to quickly ideate, iterate, and prototype their ideas.

Our work has been published in leading human-computer interaction and manufacturing venues, including ACM conference on Human Factors in Computing Systems (CHI), ACM Symposium on User Interface Software and Technology (UIST), and Additive Manufacturing. It has also been exhibited at Ars Electronica (Linz, Austria), Tate Britain, and the Barbican Centre (London, UK).

Interactive 3D Design Lab

Principal Investigator

Gabriel Lipkowitz, PhD

Researchers

Derrick Hsu
 Andreas Garcia
 Tianle Ren
 Daniel Li

PhD Researchers

Charles Cai
 Douglas Ong
 Carey Lai

UG Researchers

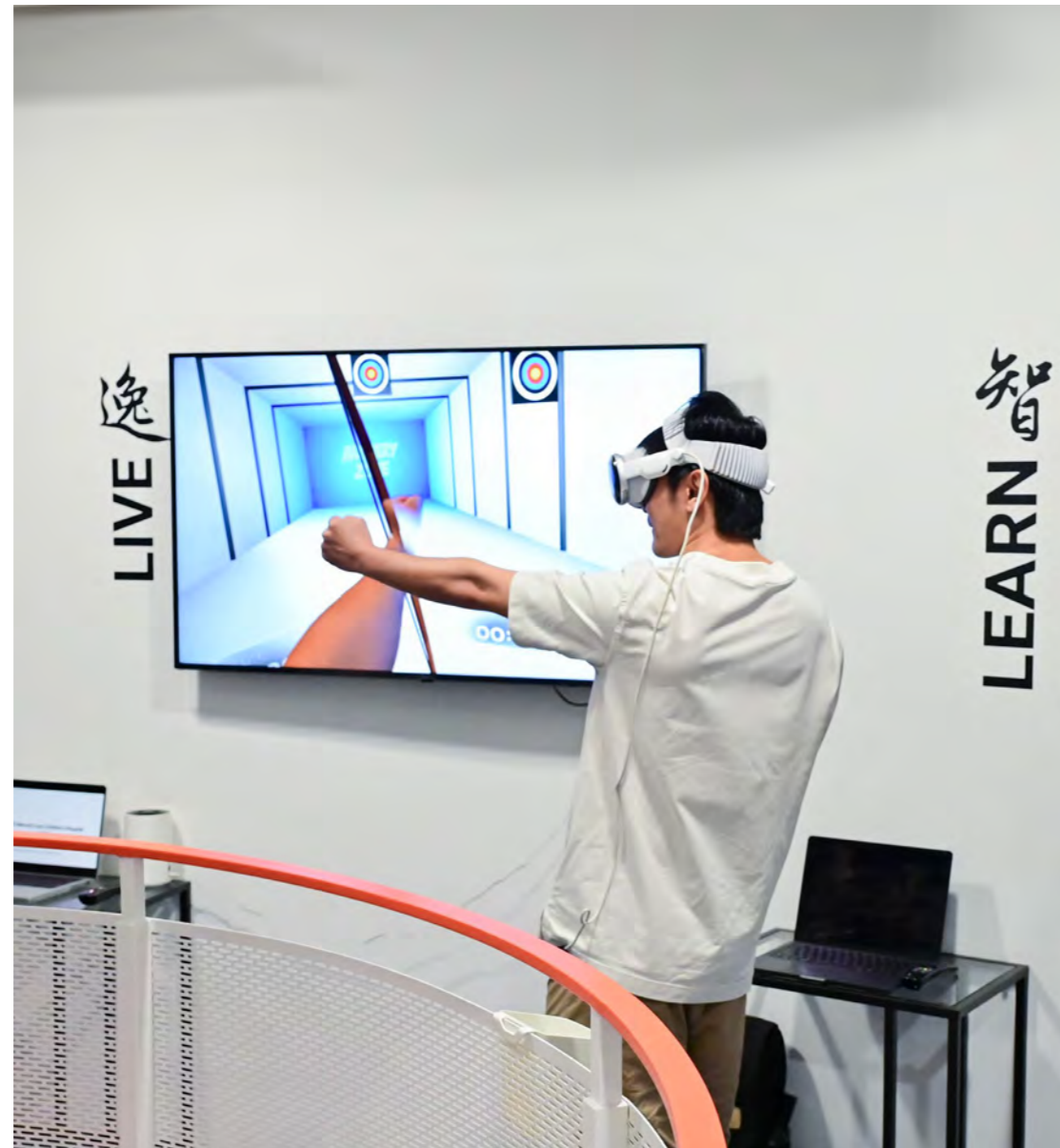
Bryan Kuok
 Vina Setiawaty

Adolescent Obesity Treatment with KKH Hospital

Assessing ImmersiFit, an application focused on helping adolescents with their obesity treatment. It addresses motivational and scheduling limitations of conventional clinical exercise programmes and leverages spatial computing to deliver interactive, adaptive training with personalised feedback.

The Interactive 3D Design Lab at NUS seeks to connect powerful personal technologies in the areas of spatial computing, wearable computing, and edge AI with meaningful applications for human health and well-being. The lab is based within the Division of Industrial Design and the NUS Smart Systems Institute.

Find out more at i3d.design



Stroke rehabilitation with NUH Rehabilitation

This study evaluates the potential of spatial computing to improve post-stroke diagnostic tests, especially for spatial neglect. It addresses the limitations of current manual and imprecise methods by assessing the effectiveness of post-stroke assessments conducted using sensor data from the Apple Vision Pro.



Joyful Experiences in Design and Interaction (JEDI) Lab

Principal Investigator
Janghee Cho, PhD

Researchers
Tse Pei Ng
Aaron Pengyu Zhu

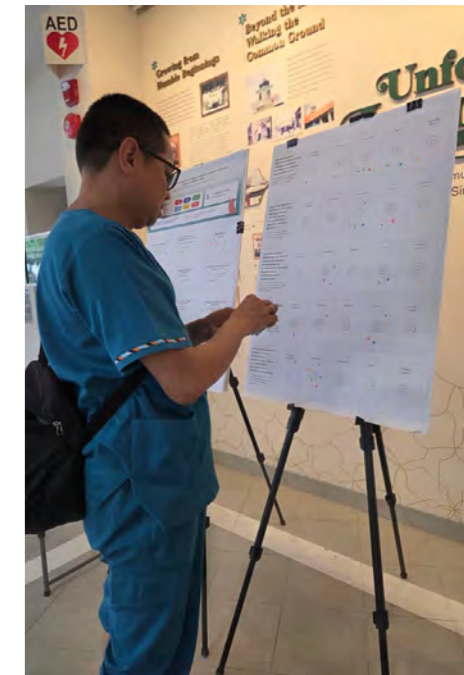
MA Researchers
Syafiq Rahim

PhD Researchers
Daniel Campos-Muñiz

JEDI Lab is an interdisciplinary research group in the Division of Industrial Design at the National University of Singapore, working at the intersection of human-computer interaction, social computing, and design research.

At the JEDI Lab, we study how technologies mediate everyday life and how design can open up more reflective, caring, and joyful ways of living. Drawing on sociotechnical, critical, and speculative perspectives, we deeply explore people and phenomena, challenge established paradigms, and create new possibilities for technology and social innovation.

Find out more at joyfuldesignlab.com



Futures of Care: Migrant Care Work and Care Infrastructures

This research examines the role of migrant care workers in sustaining care systems in developed societies under growing care pressure. In countries like Singapore, ageing populations and social changes increase reliance on migrant labour, yet these workers are often excluded from discussions about the future of care. Using a co-design approach aligned with Sustainable Development Goal 8, the research works with migrant care workers to explore alternative futures and inform more sustainable, just care systems.

Health Empowerment with Malay/Muslim communities

This research engages the Singapore Malay-Muslim community to understand how kidney health awareness is shaped by culture, faith, and trust. Working with mosque committees, community organisations, and congregants, the project uses a participatory exhibition to create spaces for dialogue about Chronic Kidney Disease. Rather than delivering information directly, the engagement foregrounds listening and reflection, allowing community members to express what feels appropriate within religious settings, offering insights for health initiatives.

Soft Technologies Lab

Principal Investigator
Irmandy Wicaksono, PhD

Researchers
Jiayi Zhang

MA Researchers
Liu Xinchang

PhD Researchers
Hsin Huei Chen
Yingen Zhu
Mijin Choi

The Soft Technologies Lab adopts a transdisciplinary approach to designing and developing intelligent textiles and soft systems across scales, shaping future objects, wearables, and environments.

Our work spans areas such as health and well-being, human-computer interaction, interactive arts, architecture, and beyond. We explore new materials, fabrication techniques, hardware systems, and computational methods that enable soft technologies to function as adaptive skins and systems, creating seamless feedback between human, environment, and ecology.

Find out more at softtechnologies.info



FerroZuit
In collaboration with MIT Media Lab and European Space Agency

A wearable prototype designed to support astronauts in microgravity by improving stability, comfort, and spatial orientation. Crafted from woven ferromagnetic thread, the textile interacts with programmable electro-permanent magnets abased system allows the body to gently attach, rest, or stabilise during tasks without rigid restraints, reimagining spatial anchoring as a subtle and adaptive experience for long-duration space missions.



NETs
A miniaturised, flexible sensing node designed for reconfigurable distributed systems in wearables and interactive surfaces. Each node integrates multimodal sensing, local processing, and network communication within a stretchable form factor, enabling dense deployment on deformable substrates. Through modular interconnects and a self-aware network layer, NETs supports plug-and-play operation, automated node discovery, and robustness to deformation, enabling scalable integration across applications ranging from smart garments to large-area interactive and architectural environments.

Aging with Dignity Lab

Principal Investigator

Cees de Bont, PhD

Researchers

Liu Dan Yun
Swarada Chavan

PhD Researchers

Sravanti Peri
Estherine Goh
Huang Ruo Nan

Aging with Dignity is an interdisciplinary initiative led by Prof. Cornelis Joachim Petrus Maria De Bont, co-designing inclusive interventions for the Young-old (55–74). Our research focuses on enhancing digital literacy and technology adoption, supporting retirement transitions and promoting well-being, and designing integrated ecosystems and services for dignified aging.

By bridging design, policy, and community perspectives, the initiative fosters resilience, participation, and meaningful engagement, contributing to healthier and more dignified aging experiences in Singapore's rapidly growing senior population.



The Aging with Dignity Lab aims at ensuring the wellbeing of an aging population by improving products, services, systems, environments and policies. Through such improvements, the aging population will be empowered to make informed decisions about their own lives. This relates, among other things, to their physical and mental health and personal finance. The underlying principle is that by supporting the Young-old (55–74) in their transition from work to retirement, this cohort of aging people will be better prepared (competent), more autonomous and with stronger social connections (relatedness) than those who are not supported. We apply the insights from Self Determination theory.



In the Aging with Dignity Lab, we conducted studies on topics, such as: design interventions in Singapore, lived experience with technologies, digital literacy and wellbeing, and the impact of market environments on the behaviours of an aging population.

We aim to conduct further studies on the retirement process, physical health and frailty, and on the management of personal finances with the assistance of trusted (digital) partners.

Interactive Materials Lab

Principal Investigator

Clement Zheng, PhD

Researchers

Yong Zhen Zhou
Celeste Seah

PhD Researchers

Han Bo
Ye Qian
Sheryl Teng
E Ian Siew
Anagha Ramesh

The Interactive Materials Lab explores materials and making processes to enhance human-system interactions. Our team transforms everyday objects and traditional crafts into interactive artifacts and systems through computational design and fabrication alongside rigorous hands-on experimentation.

We aim to broaden material possibilities, fostering creative, inclusive, and sustainable engagement with technology by expanding physical computing beyond traditional electronics.

Find out more at interactivematerials.info



Adolescent Obesity Treatment with KKH Hospital

Co-organised with Alexandra Primary School led by Mr Melvin Chin

Hocus Pocus is a workshop series designed by the lab for Alexandra Primary School. In this workshop, parent-child duos explored and made interactive dioramas that imagine superpowers that they would like to have. Participants learnt how to combine design and computational thinking, and through this brought their ideas to life. The learnings and outcomes of the workshop series were subsequently shared with Singaporean educators at the Design Education Summit 2025.



Resist Slip-Casting

In this research, we attempted to rethink the process of slip-casting—a well-established technique in ceramics widely used to produce identical forms efficiently. The result was Resist Slip-Casting—a new approach that ‘hacks’ the conventional slip-casting method to generate textured ceramic surfaces by controlling the deposition of clay. This project was accepted and showcased at the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25) and EMERGE 2025 during Singapore Design Week.

Communication Design Hub

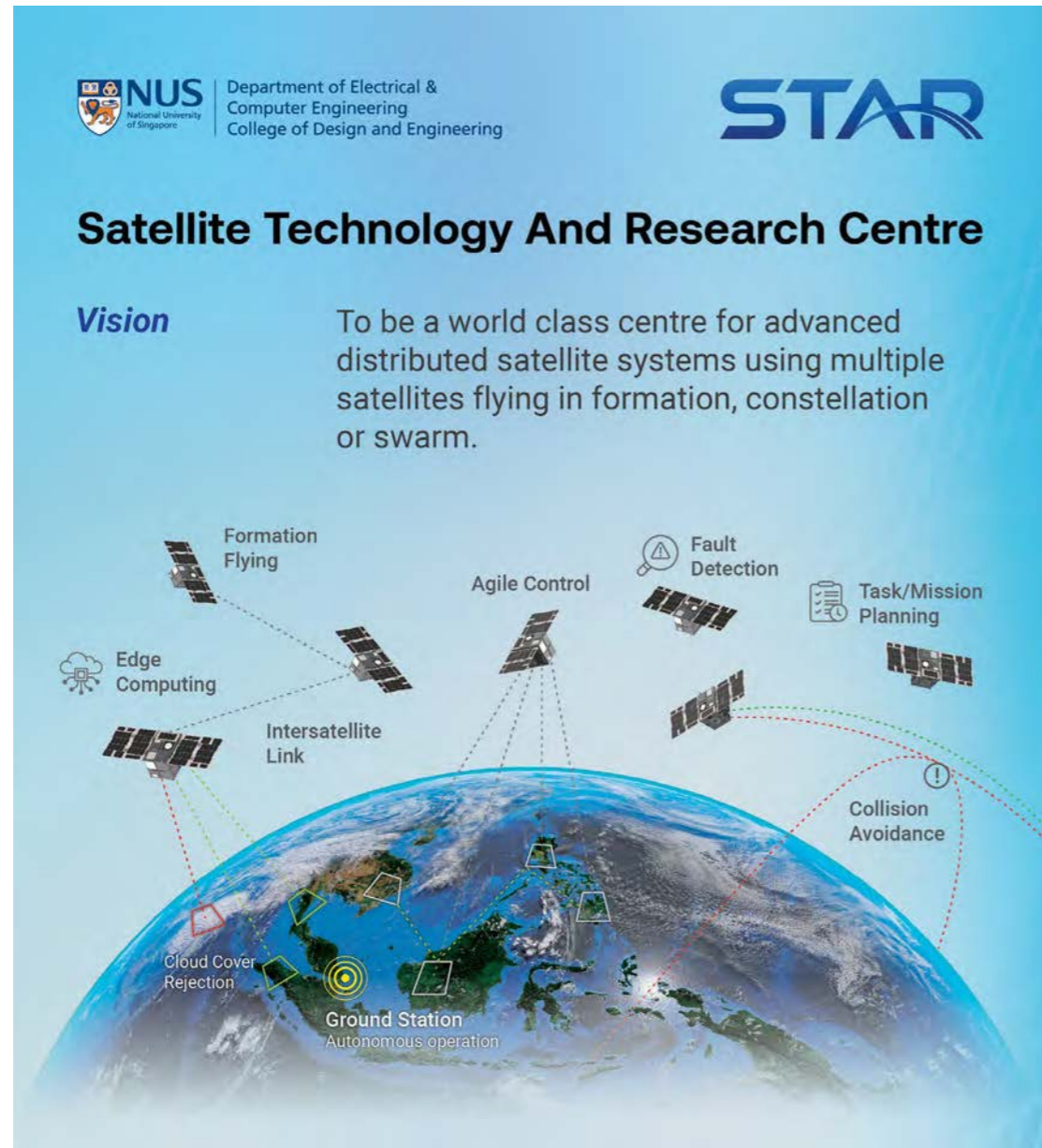
Principal Investigator

R Brian Stone

Design Lead

Farah Hafizah

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



STAR (Satellite Technology and Research Centre)

Developed the STAR identity system, visual language, and exhibit banner system.

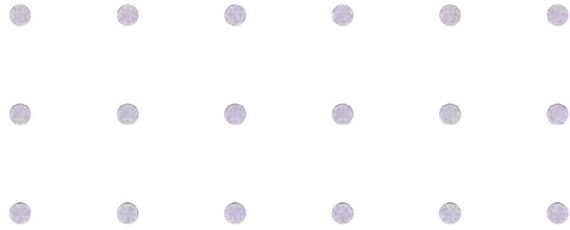


Postgraduate Showcase 2026

Developed a series of posters promoting the inaugural DID Postgraduate Showcase, which featured projects from the Division of Industrial Design's advanced degree coursework and research programmes. The exhibition highlighted the dynamic blend of innovative design practice, fused with artistic, humanistic, and technological expertise.



Achievements



Students

**1 James Dyson Award 2025:
Singapore National Winner**

Nido—National Winner
Noda—National Runner-up

Nido—Zoey Chan (Class of 2025),
Noda—Reynard Seah (Class of 2025)



2 iF Design Student Awards 2025

Mammosense, REVO

Mammosense—Luke Goh (Class of 2024),
REVO—Loh Yi Zhi (Class of 2025), Ong Yong Qing
(Class of 2026), Zhong Xingwei (Class of 2027)



**3 A Visual Communication Award to commemorate
Dr Reppard and Dorothy Stone**

2025—Leon Pereira (Class of 2026)
2026—Ng Jing Wen (Class of 2027)



**4 CDE Innovation & Research Award 2026
—Merit Award**

ResonAid

Leon Pereira (Class of 2026), Beatrice Lum (Class of
2027), Enze Lu (Class of 2028)



Staff



1 Ambassador of Design Anthology 2025

One of three global finalists

Associate Professor Christophe Gaubert

2 MIT Tech Review's Innovators Under 35

Materials Science Category

Assistant Professor Irmandy Wicaksono

3 World's First Spatial Computing University Hackathon using Apple Vision Pro

Assistant Professor Dr Gabriel Lipkowitz, Co-Tutor Jia Chen Yee, Interactive 3D Design Lab Student Mentors: Arnav Goel (School of Computing), Maahir Garg (School of Computing), Danikh Nizam (Class of 2027), Liang Li Yee (Class of 2027), Tiffany Tay (Department of Architecture), Pavithra S. (Computer Engineering), Andreas Garcia (Exchange Student)

4 World Design Cities Conference 2025

Keynote Speaker

Adjunct Associate Professor Lee Jung-Joo

5 The Lodge Opening, CDE Open Day 2026

Part of the programming committee for the opening of The Lodge, a new student community space at Level 2 of Techno Edge with DID alumni projects features.

Associate Professor Christophe Gaubert, Associate Professor R Brian Stone, Siti Norhana Binte Mohamed So'od, Farah Hafizah (Class of 2027), Jared Lim (Class of 2025), Zoey Chan (Class of 2025), Sophia Chin (Class of 2025)



6 \$500,000 funding by CATOS

'Rethinking Online Safety: Empowering Teens and Communities Through Sociotechnical Design' secured a funding by the Centre for Advanced Technologies in Online Safety (CATOS)

Assistant Professor Cho Janghee, Assistant Professor Clement Zheng



7 CDE Teaching Excellence Awards Y24/25

DTK Instructors—Abdul Rashid Bin Adnan, Angela Tay, Nathaniel Tan



8 DID ranked Top 20 in QS World University Rankings

Art & Design category—19th in the World, 3rd in Asia



Post Grad/Alumni



1 SCDF Innovation Challenge 2025—3rd Place

CPR Heroes

Anagha Ramesh (MDes in Integrated Design), Ye Qian (PhD, Industrial Design), supervised by Assistant Professor Clement Zheng

2 Core77 Design Awards 2025—Speculative Category

Standard Singlish

Tan Cun Jia (Class of 2024)

3 President's Design Award 2025

Designer of the Year—Product & Industrial Design
Design of the Year—Service Design: Silver Pride Lion Troupe

Designer of the Year—Gabriel Tan (Class of 2007)
Design of the Year—Next of Kin Creatives members
Sim Hao Jie (Class of 2016), Edmund Zhang (Class of 2017), Sheryl Ang (Class of 2020), Nathaniel Ng (Class of 2022), Haziq Roslany (Class of 2025)

4 Istana Open House 2025

Tapestree

Nazurah Rohayat (Class of 2024), Akbar Yunus (Class of 2015)

5 ACM UbiComp / International Semantic Web Conference 2025—Best Design (Functional Category)

FerroZuit

Assistant Professor Irmandy Wicaksono, Soft Technologies Lab researchers: Chen Hsin-Huei, Choi Mijin, Zhu Yingen, Georgia Zhang, Liu Xinchang

6 20th Anniversary Dinner

DID 2005 Cohort

Associate Professor Yen Ching-Chiuan, Associate Professor Hans Tan, Winston Chai, John Chan, Chen Xiang Xian, Sharon Goh, Wendy Koh, Lee Tze Ming, Janice Loh, Dianne Loh, Joe Tan, Cedric Tay, Toh Yanming, Hunn Wai, Wilyanti Yapit, Agnes Xua, Yap Hock Heng, Yong Jieyu



Exhibitions



1 Cradle to Memories: Objects Rebirthed from 45 Years of Mount Elizabeth Hospital

Associate Professor Hans Tan, Miranda Fang, Aw Ker Wey, Joshua Tan, Wang Yixian, Ashley Thong, Ye Lin, Gan Jie Lin, Dannon Low, Madeline See, Ang Sze Ern, Jocelyn Tan, Pearlyn Sing, Relyene Soh, Priscilla Koh, Bobby Lui, Chen Zi Xin, Magdelene Low, Wan Irdina, Stephen Wang, Alisha Hidayat



2 Interactive Materials Lab @ ArtScience Museum, BYOX, Singapore Design Week 2025

BARC, Scan to Play

Assistant Professor Clement Zheng, Interactive Materials Lab



3 Envision @ Singapore Science Park

Part of Reinvention, a key event of Singapore Design Week 2025

Projects supervised by Associate Professors R Brian Stone and Christophe Gaubert, Assistant Professor Clement Zheng



4 DID's Inaugural Postgraduate Showcase 2026

Master of Design in Integrated Design (MDes), Master's of Arts (Industrial Design), Aging with Dignity Lab, Interactive Materials Lab, Joyful Experiences in Design & Interaction (JEDI) Lab, Soft Technologies Lab, Interactive 3D Design Lab, Fabrication Futures Lab, Service Design Lab, NUS Creating Unique Technology for Everyone (CUTE) Center, NUS Centre for Additive Manufacturing (AM.NUS)



5 Milan Design Week 2026

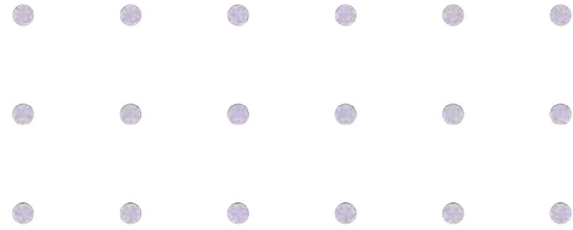
Prototype Island—Exhibit curation
Nido, Noda, Rememo, Scan to Play
Salone del Mobile—Soft Stone Sofa for Classicon
SaloneSatellite—Foggy Collection, Squishy Vase Collection

Prototype Island Lead curator—Hunn Wai (Class of 2005), Assistant Curator—E.Ian Siew (Class of 2023), Nido—Zoey Chan (Class of 2025), Noda—Reynard Seah (Class of 2025), Rememo—Celeste Seah (Class of 2024), Scan to Play—Yong Zhen Zhou (Class of 2022) and Assistant Professor Clement Zheng



Soft Stone Sofa for Classicon—Gabriel Tan (Class of 2007), Foggy Collection—Wang Yixian (Class of 2025), Squishy Vase Collection—Bryce Lim (Class of 2025)

Staff Index



Full-Time Faculty	Cees De Bont, PhD Head of Division & Professor	Christophe Gaubert Associate Professor	Design Thinking	Angela Tay	Administrative Staff	Rachel Chee Senior Executive, HOD secretary
	Patrick Chia Deputy Head (Academic) & Associate Professor	Donn Koh Associate Professor		Abdul Rashid Bin Adnan		Nashita Yee Senior Executive
	R Brian Stone Deputy Head (Outreach & Communication) & Associate Professor	Clement Zheng, PhD Assistant Professor		Chong Ren Pian		Winnie Chin Undergraduate Coordinator
	Song Kee Hong Deputy Head (Admin & Finance) & Associate Professor	Cho Janghee, PhD Assistant Professor		Chen Cheng		Nur Nadirah Binte Haron Postgraduate Coordinator
	Hans Tan Deputy Head (Student Life), Dean's Chair & Associate Professor	Gabriel Lipkowitz, PhD Assistant Professor		Gregory Tan		Danny Lim Design Thinking Coordinator
	Yen Ching-Chiuan, PhD Deputy Head (Research), Dean's Chair & Associate Professor	Irmandy Wicaksono, PhD Assistant Professor		Karyn Lim		Stella Gao Creating Narratives Coordinator
	Christian Boucharenc, PhD Associate Professor	Justin Moon, PhD Assistant Professor		Matthew Soon		Colin Thiam Specialist Associate
Part-Time Faculty	Celia Wong Dylan Chan Ryan Ho Timothy Hoo Victoria Koo Vincent Leow Jason Ong Justin Zhuang Kwok Wai Chiau Priscilla Lui	Adjunct Faculty	Creating Narratives	Angela Tay	Muhammad Fauzi Bin Azman Siti Norhana Binte Mohamed So'od Nur Hafizah Binte Jumari Jessica Liu Weijia	Tan Yi Xiang Specialist Associate
				Abdul Rashid Bin Adnan		Yuta Nakayama Senior Design Engineer
				Chong Ren Pian		
				Chen Cheng		
				Gregory Tan		
				Karyn Lim		
				Matthew Soon		
Teaching Assistant	Chew Jia Ying, PhD					
Graduate Tutor	Sheryl Teng					

