1. Please upload a picture of a good chair you designed.



2. Please describe the chair you have just submitted.

trois is a contemporary take on the classic bistro chair. As communities in ever-growing metropolises face challenges around limited space, Trois sheds light on this problem while proposing a solution via its minimized footprint. The three-legged design cuts down on the space the chair occupies —not just during use, but also in transport, storage, and material required for production.

Designed for the contract furniture sector (primarily coffee shops), Trois seeks to find a balance between efficiency, practicality, and comfort. Additionally, the backrest and seating area are designed for easy disassembly, simplifying repairs and refinishing.

3. When and in what context was this chair design developed (e.g., in an educational setting, for a specific client, as a private project)?

trois is the result of a semester project at the University of the Arts Berlin (UdK Berlin) under supervision of professor It was a collaborative project together with the sustainable german furniture company Overarching goal of the project was to design a furniture piece out of solid wood and with a minimal footprint (In this case "Footprint" refers to a calculation process developed by Zeitraum which determines how sustainable a furniture piece is).

4. Please describe your design process.

I would say I am still trying to figure out what my design process looks like.

Regarding trois, there were several limitations given by the university and Zeitraum. It was clear that the chair had to be made out of solid wood, designed for the contract furniture sector, and focus on sustainability.

Starting from those limitations, I began by thinking about my personal environment: how coffee shops, bars, and restaurants have to cater to a multitude of different people, and how scarce space pose challenges. I also looked at at how people sit on chairs, what made chairs like the

Thonet Nr. 14 successful, as well as seating concepts which aren't that common in contemporary chair design for the research phase.

After establishing additional properties my chair could/should have, I built a rough prototype to test proportions, comfort, and reception among fellow students.

The next step was refining the design using CAD software and thinking about the construction and production.

It should be noted that the version of trois presented at the end of the semester remains, in my eyes, far from a finished chair. It is a prototype midway through the design process, with many areas still needing improvement. So I'd say it is difficult to describe the complete design process since it would still need to go on.

5. Why do you think this chair design is good?

I wouldn't per se say it is a well-designed chair. After all, it was designed during only one semester and within an academic context. I am still trying to figure out what design means for me and where I want to position myself. I would say the chair does good in questioning some design norms. Its proportions feel a bit off, and through that, it can surprise its user or/and make them more aware of the chair and their interaction with it.

The chair's design is good in the way it can start a discussion (or a thought) on societal and social problems but it doesn't solve them. For example, it doesn't solve the underlying problem of why space might be scarce, but instead only tries to propose a solution for how to deal with it.

6. Was a full-scale prototype of this chair developed? Yes

7. Was the chair manufactured? No

8. If you have had the opportunity to use this chair prototype, please share your experience, including when and how often you have sat on it.

As stated, the prototype looks somewhat proportionally off. When sitting on it, I don't really feel like I'm missing out on seating area or making a huge compromise compared to other chairs. The seating angle is a bit too upright, and the seating area itself is too flat. When leaning forward at a sideways angle, you can provoke the chair to start tipping over. It feels strange to not have two front chair legs blocking your legs.

I've sat on it a few times this summer and just now again. It's way more stable than I remember it being, which is weird since I should know how stable the prototype is.

9. If you have had the opportunity to use the manufactured chair, please share your experience, including when and how often you have sat on it.

10. If you use chairs, please upload a picture of the chair(s) you USUALLY use.





11. If you use chairs, please describe the chair(s) you USUSALLY use.

At home, I mostly sit on a Wilde + Spieth SE68 SU (Design by Egon Eiermann) chair.

Sometimes described as the Eames of Germany, Eiermann's designs incorporate similar materials to those used in Eames furniture. It is a – nowadays typical – bent plywood and steel frame construction.

Since it is the stackable version of the SE68, it isn't as nicely dynamic as the original design, but it still has an understated elegance with its black bent plywood. The chair isn't uncomfortable, but it's not particularly comfortable either.

12. Have you always used this/these chair(s)?

No: Before buying those chairs I borrowed other ones from my boss. They were also designed by Eiermann (W+S SE18) and even less comfortable. But still interesting because they were quite elegant for folding chairs.

13. If you use chairs, please upload a picture of the chair(s) you LIKE.

14. If you use chairs, please describe the chair(s) you LIKE.

I find it a bit difficult to describe chairs I like since I would say there are also different chairs for different tasks/occassions.

I really like the Eames LCW for its looks and as a minimal lounge chair.

I like the Humanscale Freedom for it's philosophy and construction as an office chair.

I like the Zieta Plopp stool for its creative use of metal.

(I don't necessarily use them but had the opportunity to try them on different occasions.

15. Have you always LIKED this/these chair(s)?

Yes: I mean those are just examples which spontaniously came to my mind. I would say they aren't that excentric and generally viewed as "nice" chairs by lots of people. They all make use of a materials or a construction which is/was different and novel compared to other chairs.

16. If you use chairs, please upload a picture of the chair(s) you DISLIKE.



17. If you use chairs, please describe the chair(s) you DISLIKE.

The wooden chair is the standard chair you find in US American dorm rooms. Besides just looking bulky and being unnecessarily heavy, it has this weird construction (as a safety measure) so the user – theoretically – can't tip over backwards whilst sitting on it. This sounds like a somewhat useful feature but it also creates this sensation of falling when rocking on it.

The second chair is just one of those awful office chairs made out of PU leather and plastic. It doesn't look great, it uses cheap materials (which do not last and are bad for the environment) and it claims to be ergonomic which I highly doubt.

18. Have you always DISLIKED this/these chair(s)?

Yes: I think both of them try to be more than they actually are. I find it a bit sad that a chair found in almost every US dorm room is this poorly designed and cumbersome to use.

The office chair seems marketed toward people who can't or don't want to spend much on furniture. But instead of working creatively with the small budget, the designers opted for an "expensive" and "sophisticated" look which, in my opinion, is nothing more than a lie to customers.

19. What is a bad chair design?

this is almost impossible to answer. the monobloc is a bad chair since it is mostly produced with low quality plastics and ends up in landfills but at the same time it is a super lower cost seating solution which is globally and through (almost) all social classes in use.

I would say a bad chair is a chair which isn't aware of the environment it is going to be used in.

- 20. Is there anything you would like to change about the chair design you submitted? Yes
- 21. If you like, please upload an updated version of the chair design you submitted at the beginning of this survey.
- 22. If you like, please describe the design changes you would like to make to the chair design you submitted at the beginning of this survey.

I think I already wrote a bit about what I would change.

From an asthetic view I would like the chair to be a bit more dynamic and light. the seating area is too flat and too thick. the front leg too upright and the backrest backleg connection is too cumbersome. Comfort-vise the seating angle needs to be adjusted.

Furthermore I would like to see the chair in real life use so I could better understand what works and what not.

23. What is your role in the design industry?

Other: Design Student

24. What is your current position in the design field?

Design

25. Do you have a formal design education?

26. Gender

Male

27. Age

25

28. Is there anything else you think is important for me to know about you in the context of this survey?

29. Is there anything else you would like to say?

Sometimes I wished there was a "back" button on this survey so I could correct/refine previous answers.

I mainly just wrote down what came to mind immediately after reading the question, so the answers may not be as refined as they could be.