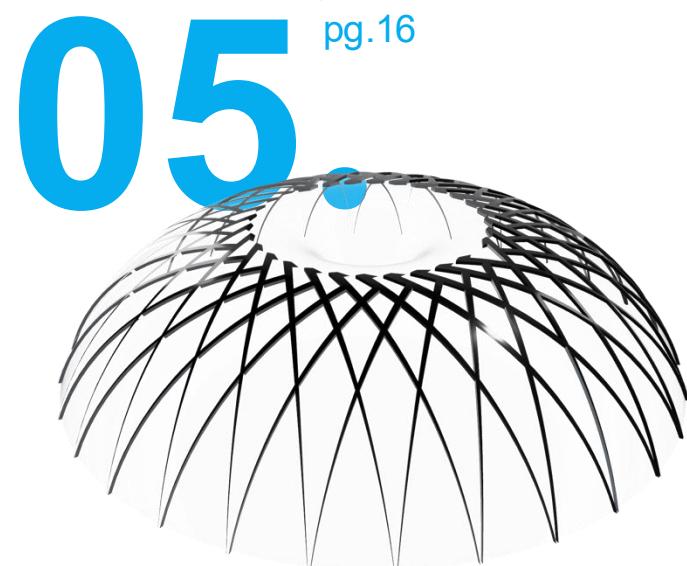
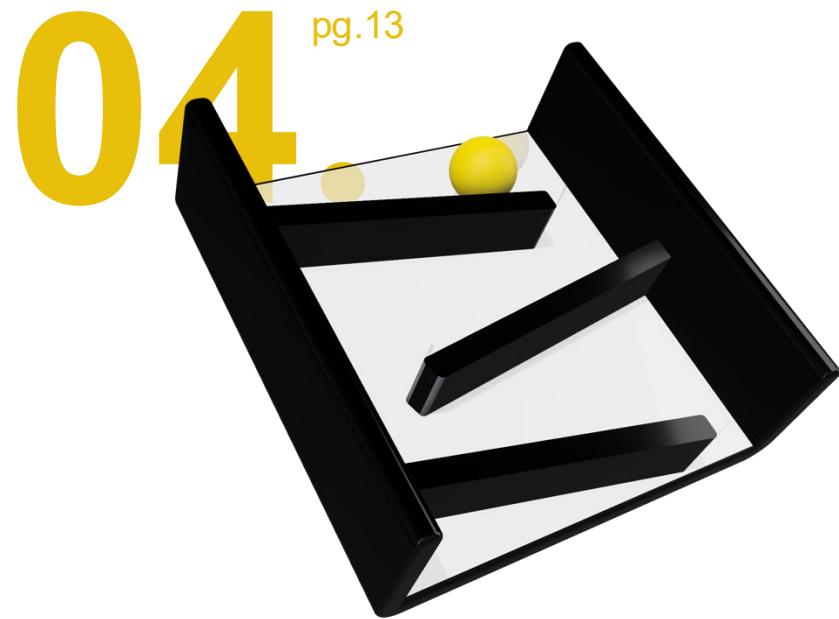
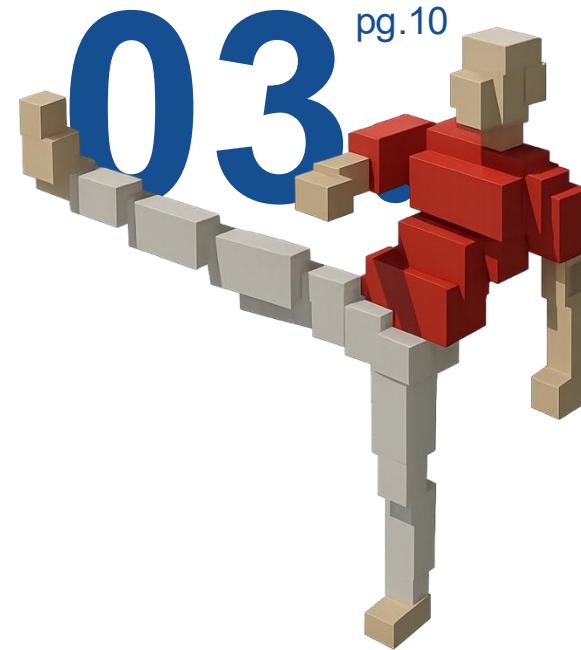


Nicole Kirk

Design Portfolio 2024 – 2025

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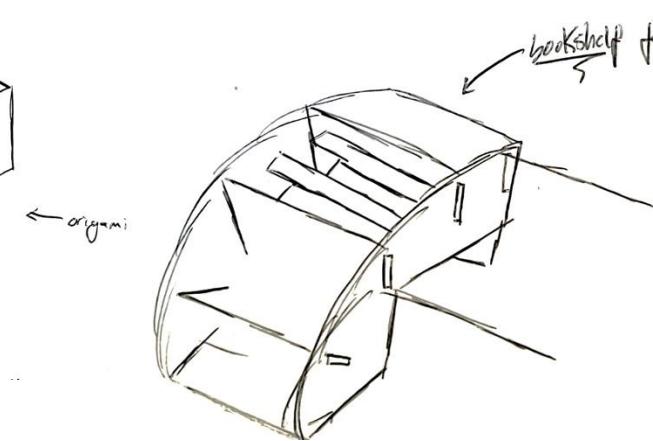
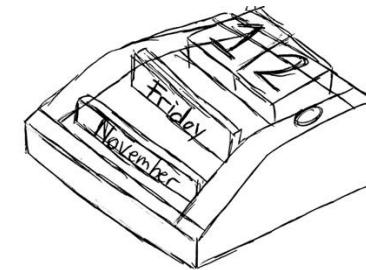
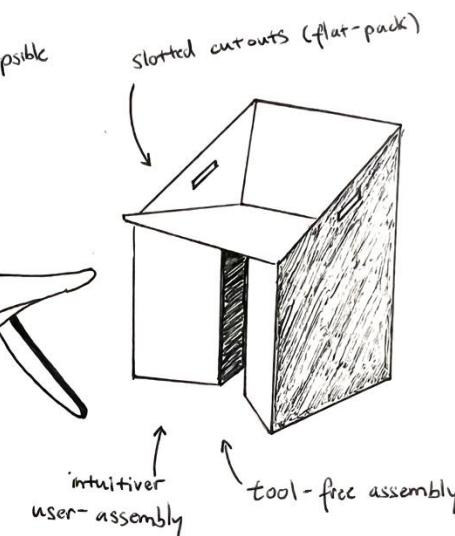
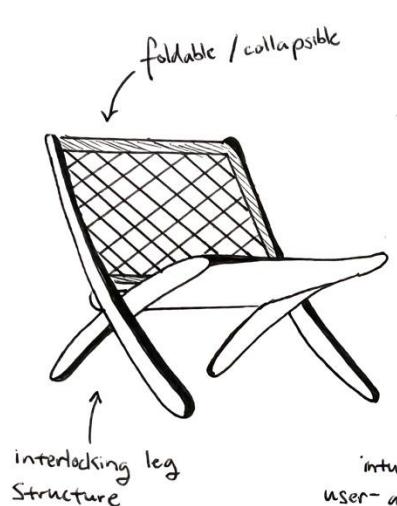
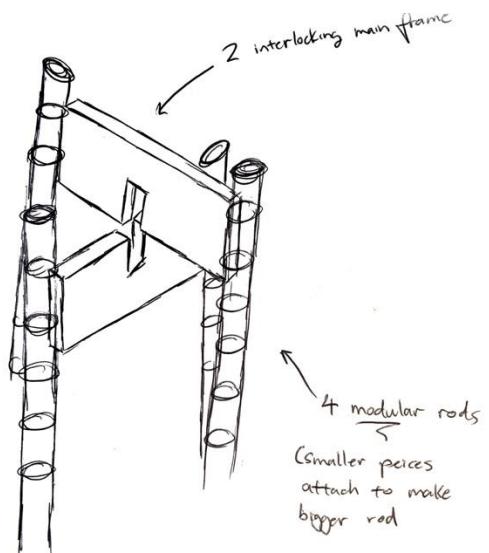
01. *SnapSeat*

Brief

Product must fit the theme of 'Office' and fit through a slot of 175*35mm (the average size of a UK/European domestic letterbox); the recipient must be able to assemble the artefact without any tools, glue or tape.



Concept Development



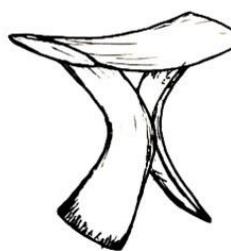
Highly functional with ergonomic



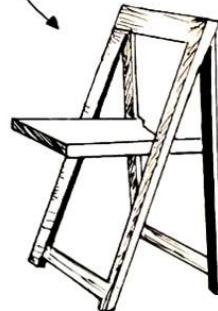
Footrest component, heavy on vertical support



Form efficient design with interlocking curves



'Transforming' chair



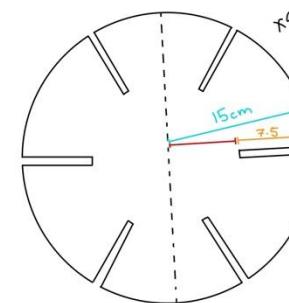
'Classic' office chair

Reduced backrest + slimmer profile

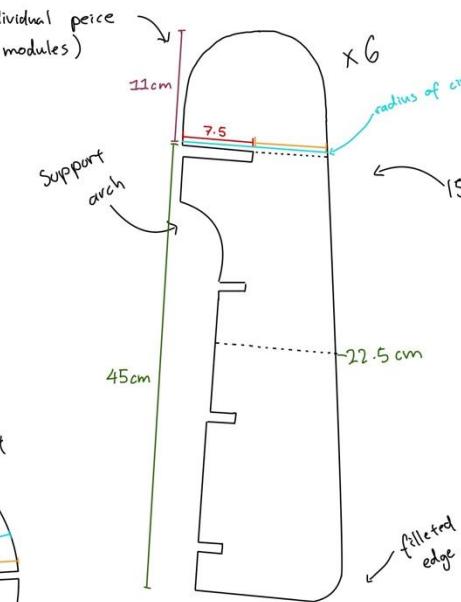
Stylish, minimal + supportive

lightweight, collapsible and highly portable

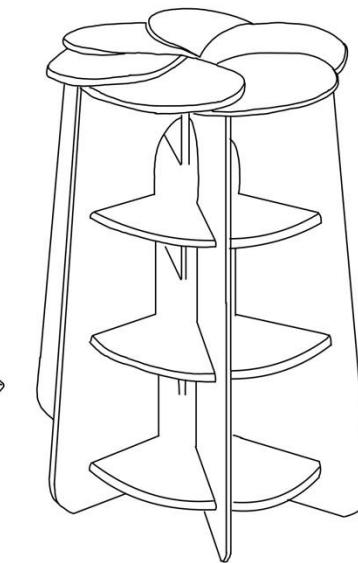
Add line not in out to maximise strength



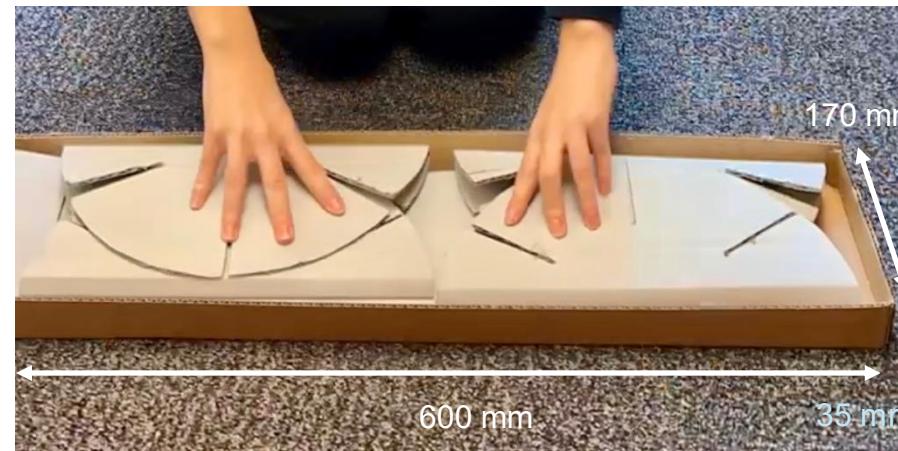
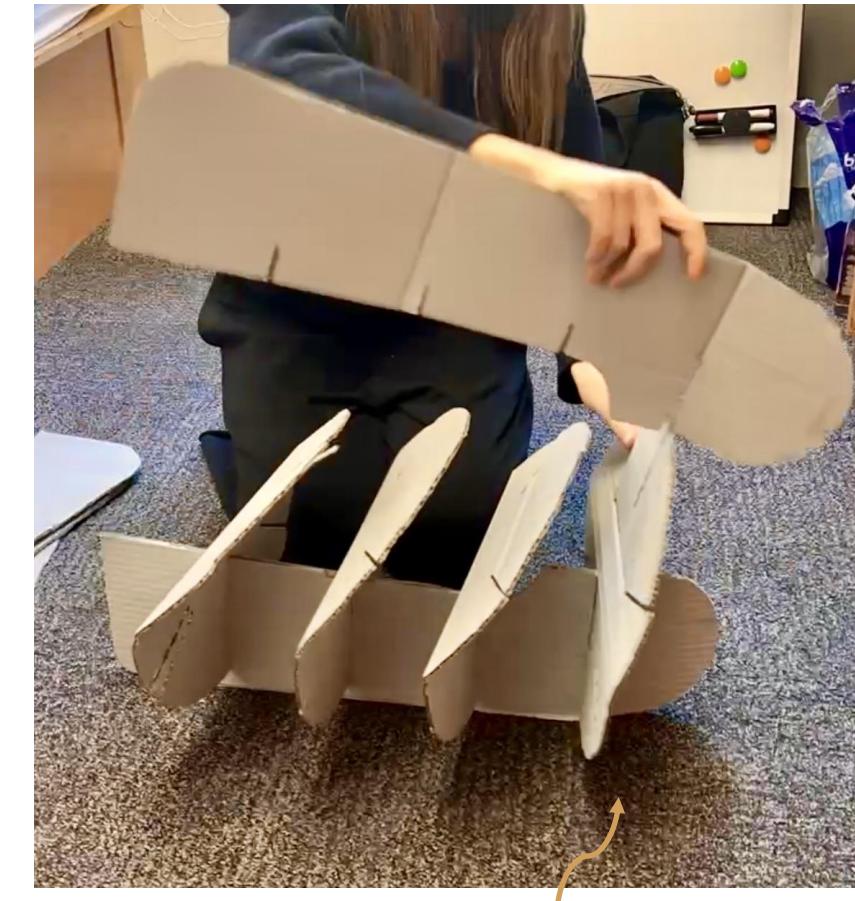
= fold lines
(Don't fold against the natural fold lines)



Sand for smooth edge?
What colour would look best? Can I spray paint



Modelling



No tools, just hands to fit slits against slits

Target audience: temporary pop-up office spaces, children's study stool.

Letter box dimensions - fold circular parts in half and lay legs flat

Flat packed - an incredibly large volume to fit in a shipping crate.



Chair Assembly Tutorial



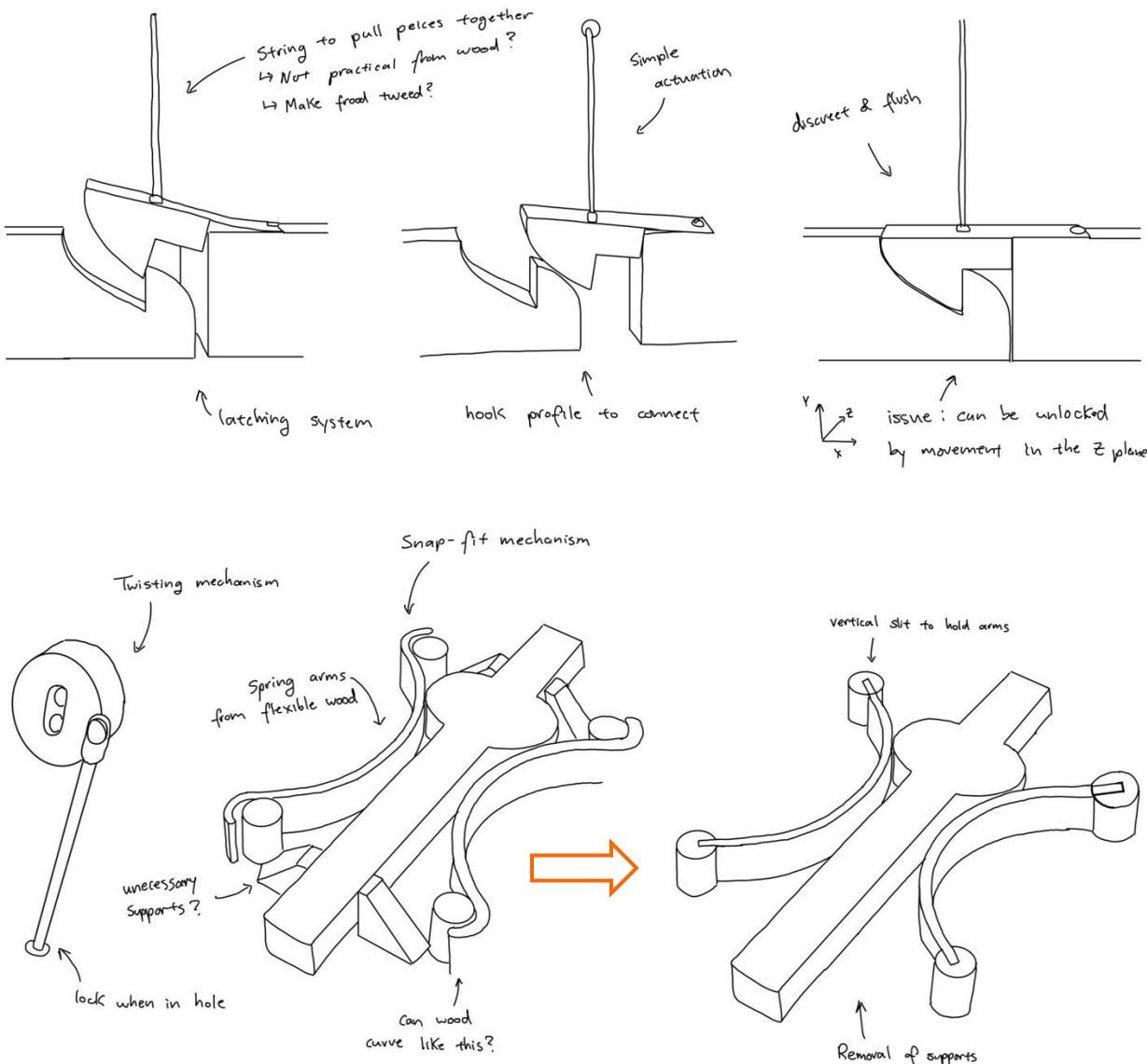
02. *DICE*

Brief

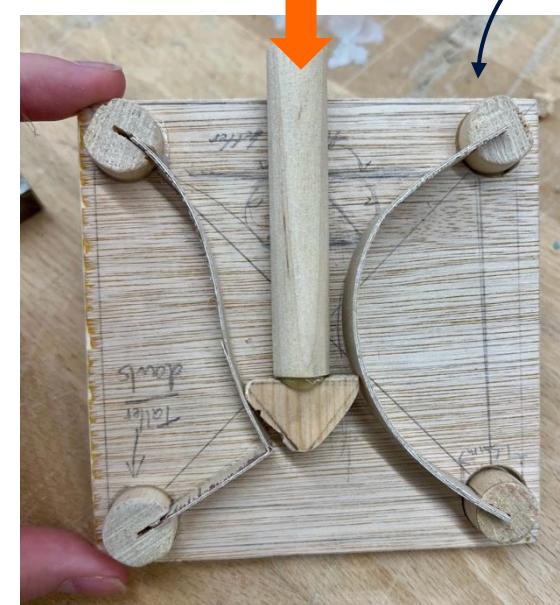
Design an engaging object which uses an interlocking mechanism (system designed to physically engage with one another in a way that prevents unintended movement or separation unless a specific action is taken to unlock or disengage them), which only utilises wood.



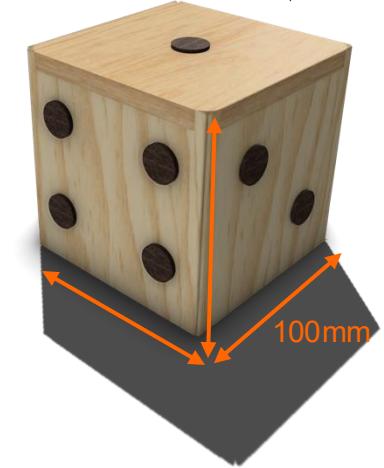
Interlocking Development



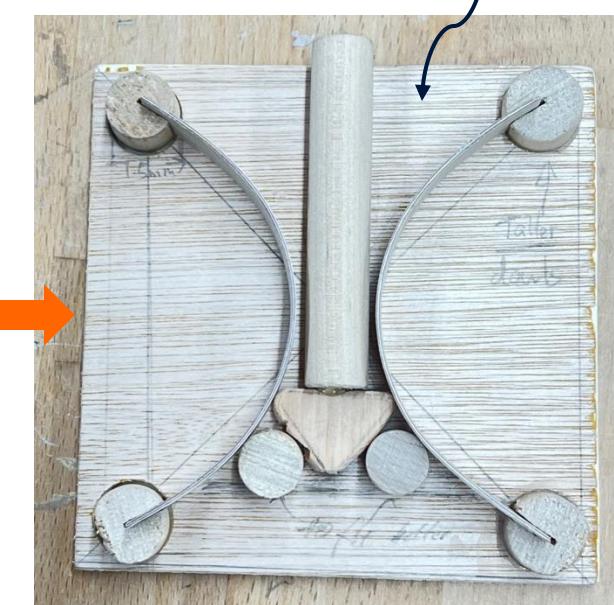
Iterative testing to optimise shape of least pressure



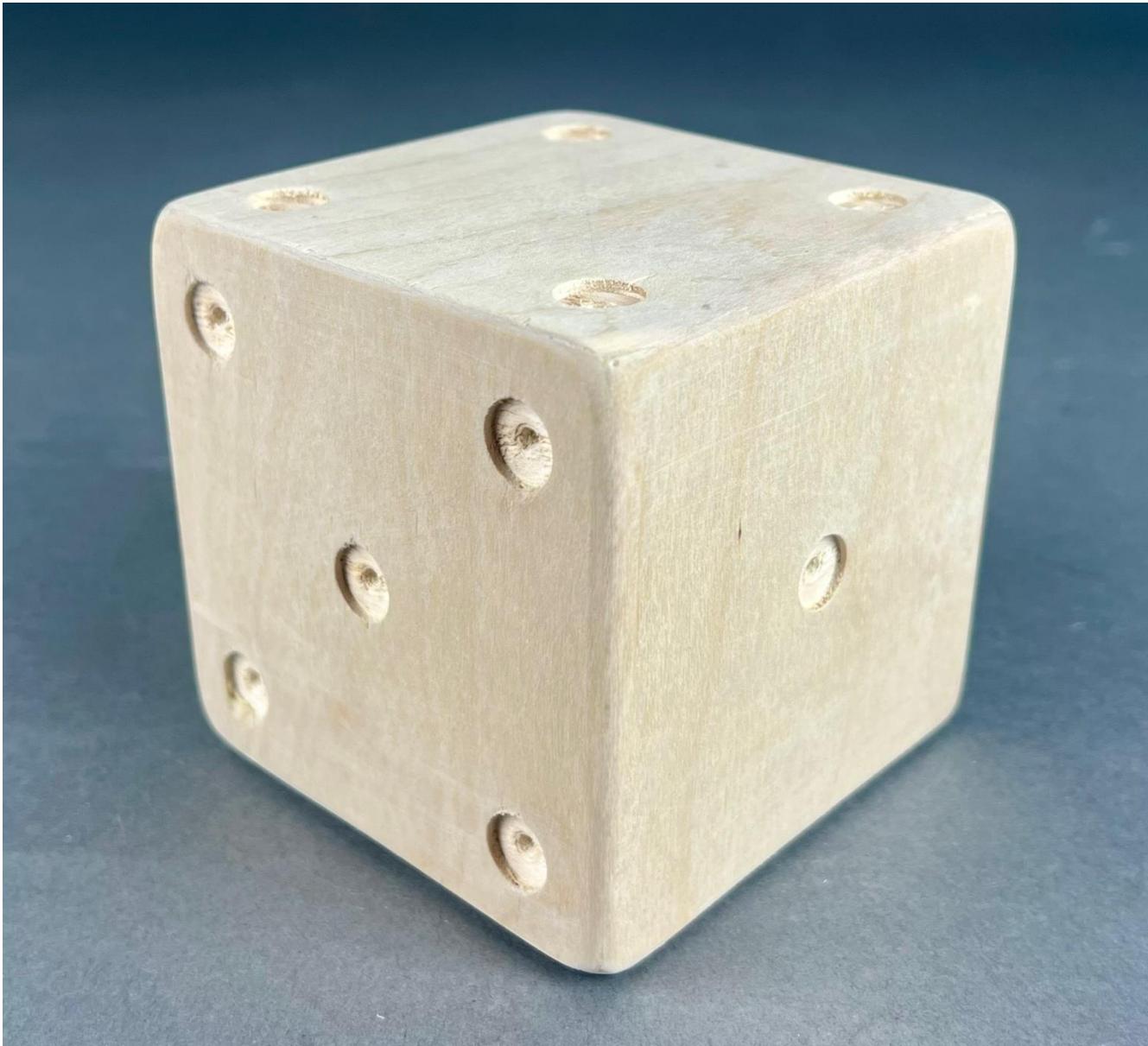
Mitre joint for flush look



Adding stoppers for satisfying click



Handcrafted wooden Die - decorative conversation piece, desk object and fidget piece with a hidden inner chamber component for keeping small valuables.

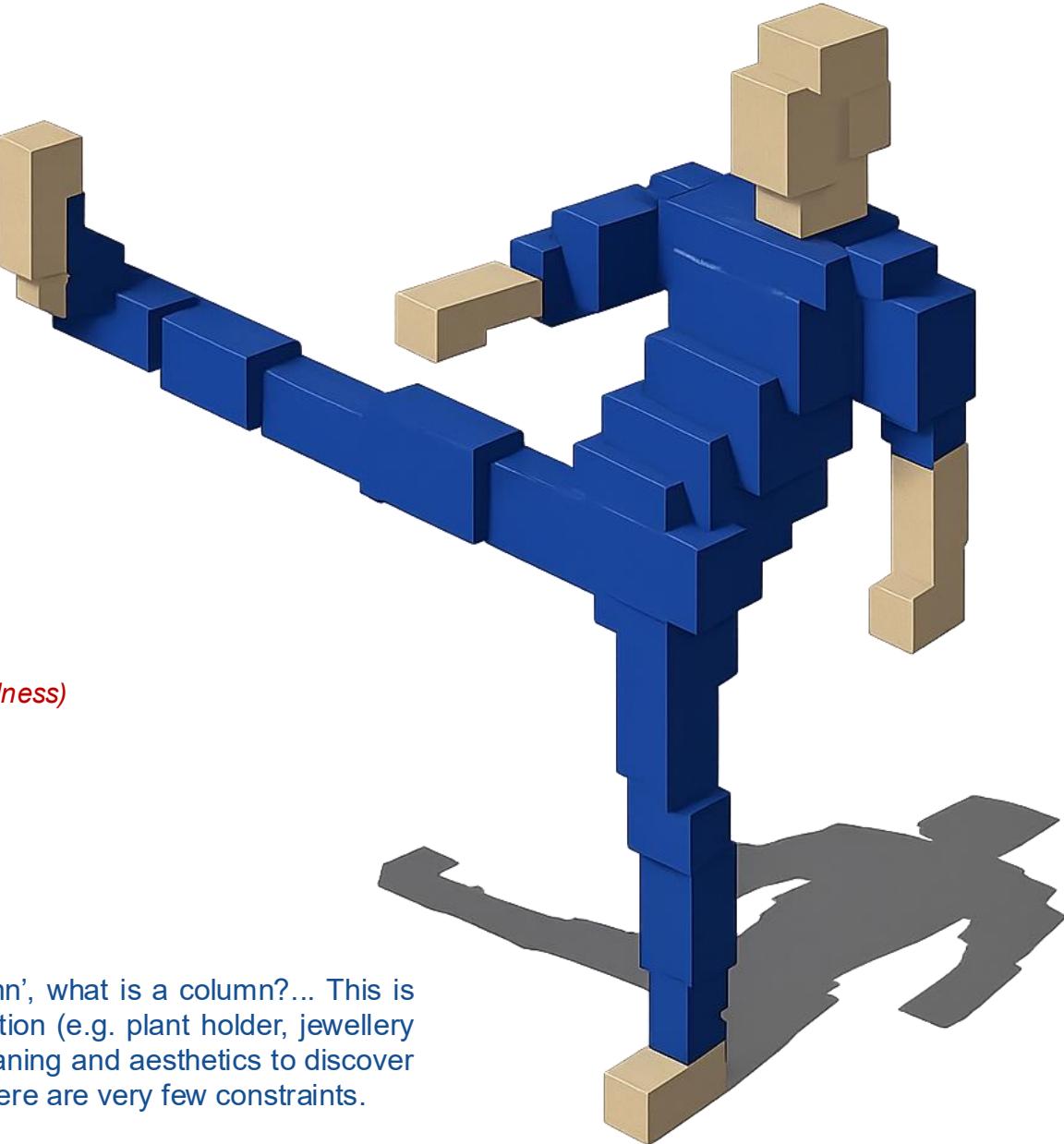


03. 静の動

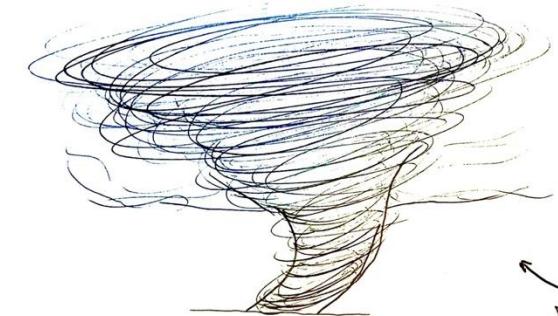
(motion within stillness)

Brief

A personal response to expressing the idea of 'column', what is a column?... This is not a design product, i.e. this should not have a function (e.g. plant holder, jewellery stand, pen pot etc.). The aim is for you to explore meaning and aesthetics to discover your decision-making and fabrication process when there are very few constraints.



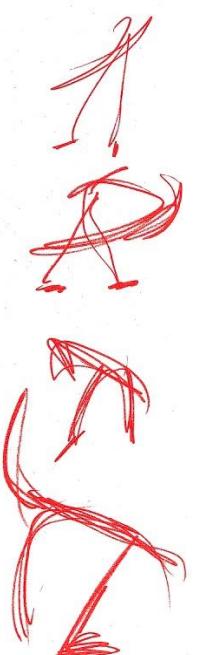
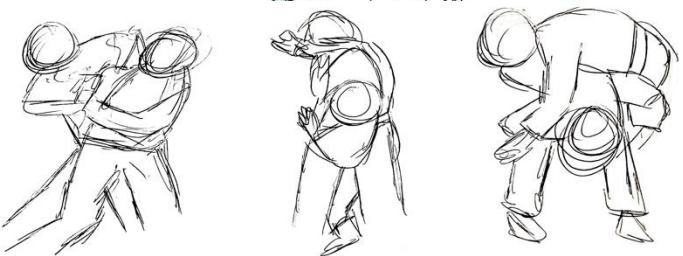
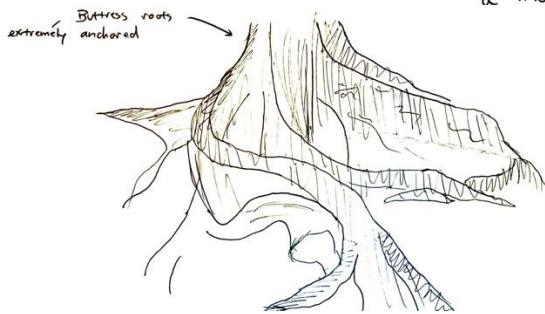
Concept Development



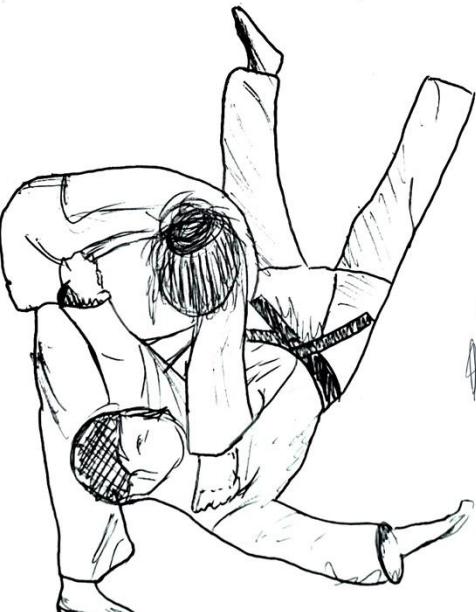
rotating columns of wind and energy

Architectural columns connect the foundations of a building to its roof, tornadoes connect the earth to its clouds

Just as columns bear loads and transfer forces in architecture, tornadoes transfer energy & momentum between earth & atmosphere

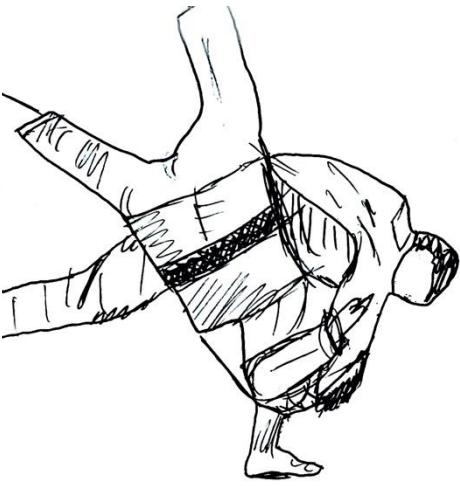


Judo flip-thrower acts like a column, using body + stab as a stabilising pivoting structure

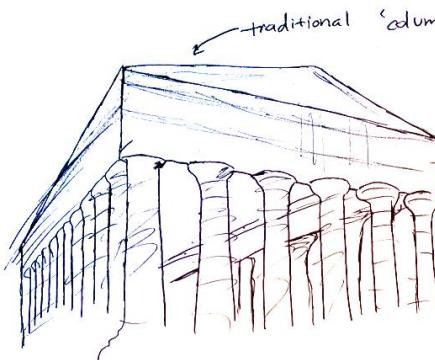


power & scale akin to viewing a colossal column
↳ similar emotional response

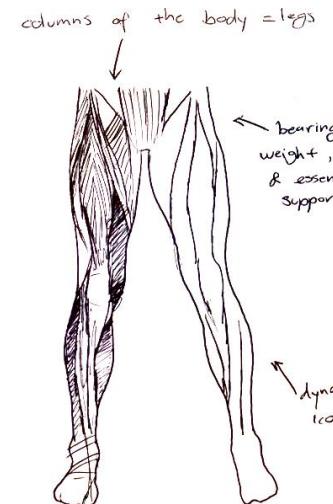
↳ big when well executed = impressive like viewing impressive structure



temporary column; fluid to become on the axis around which the opponent spins & flips

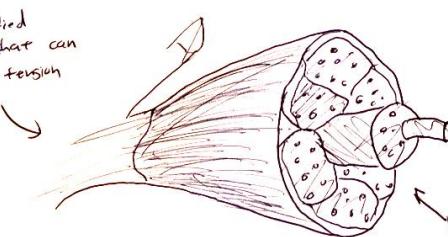


strong, unified structure that can withstand tension + force

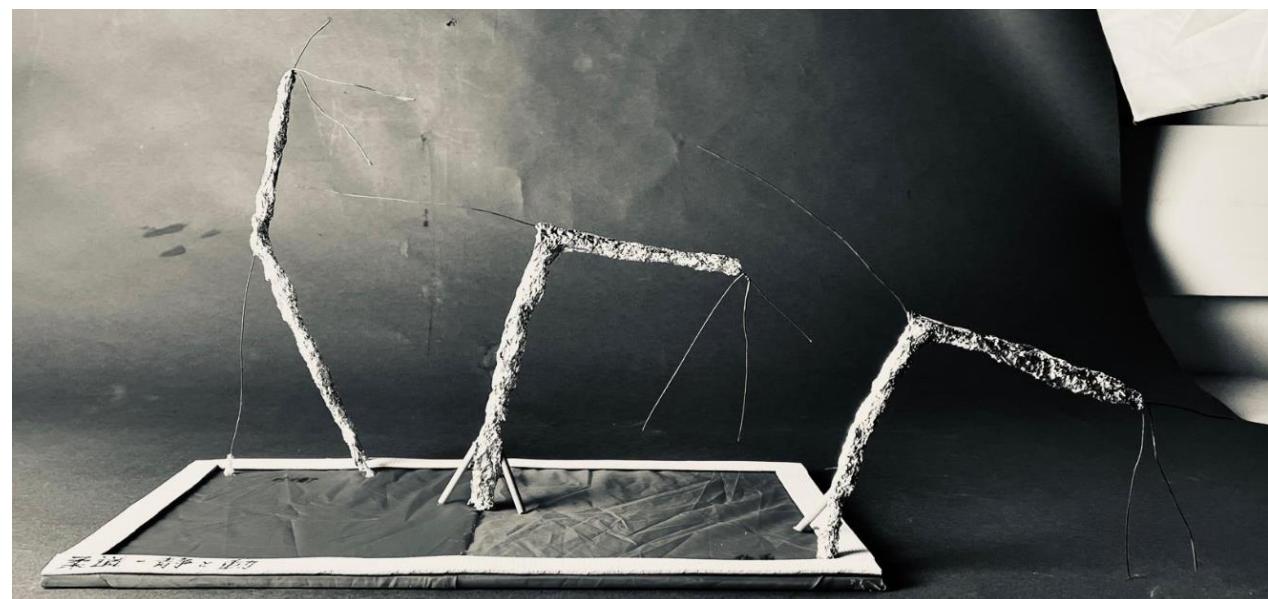
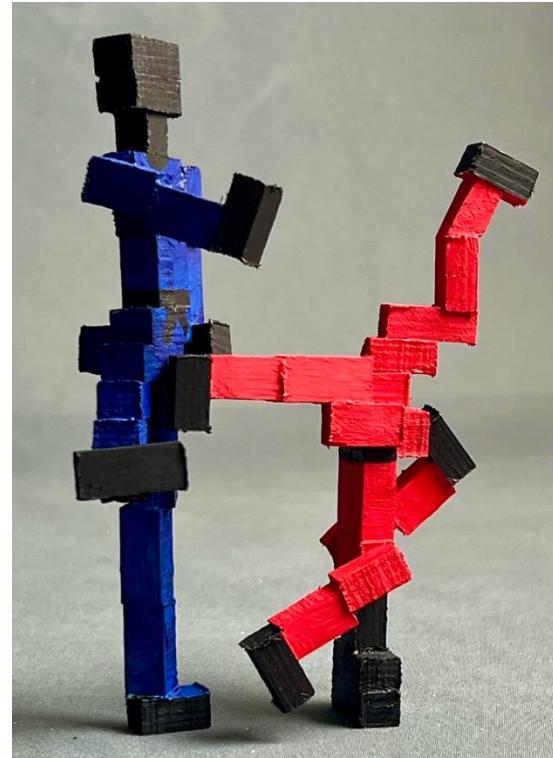
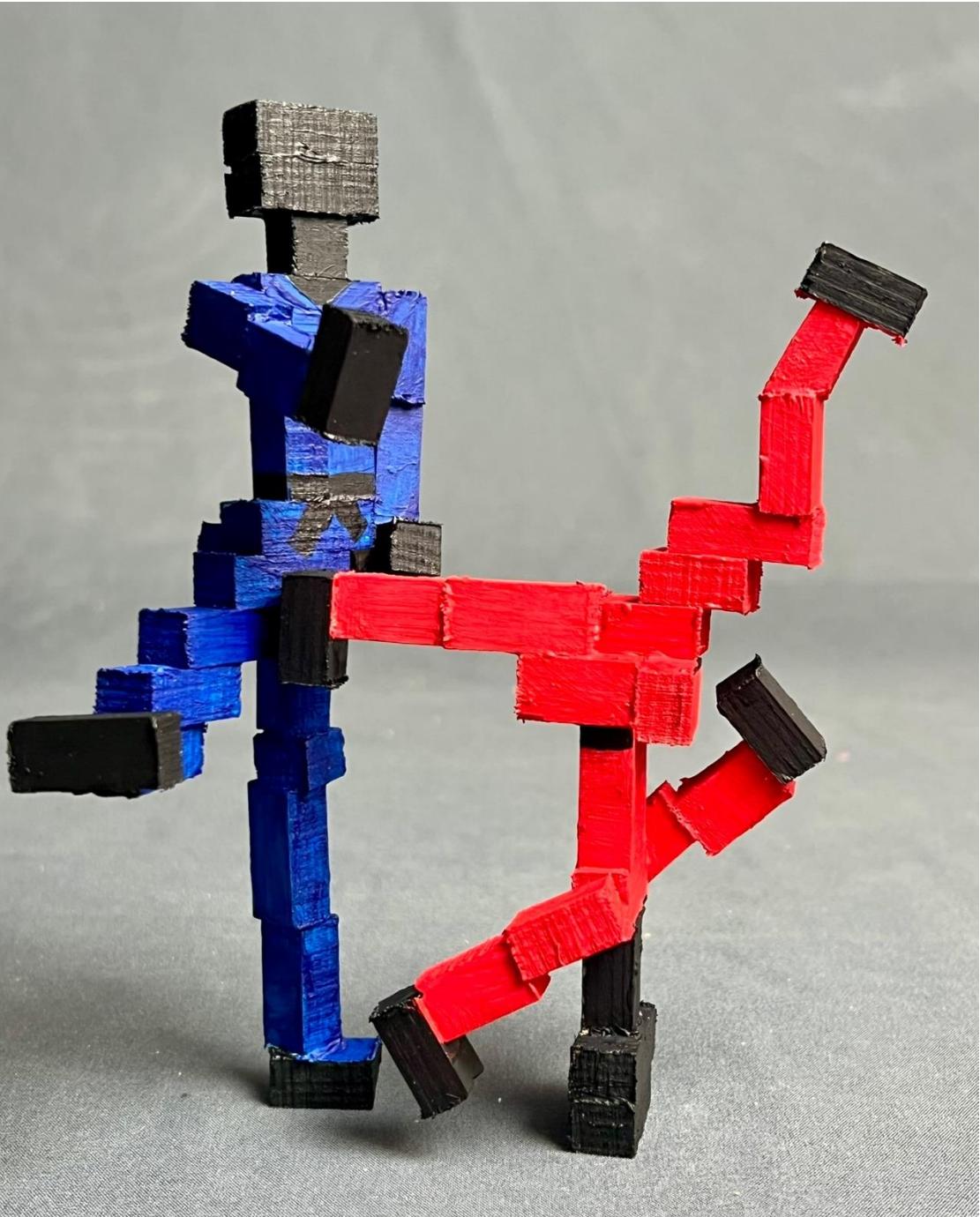


bearing the weight, balance & essential support

dynamic 'columns'



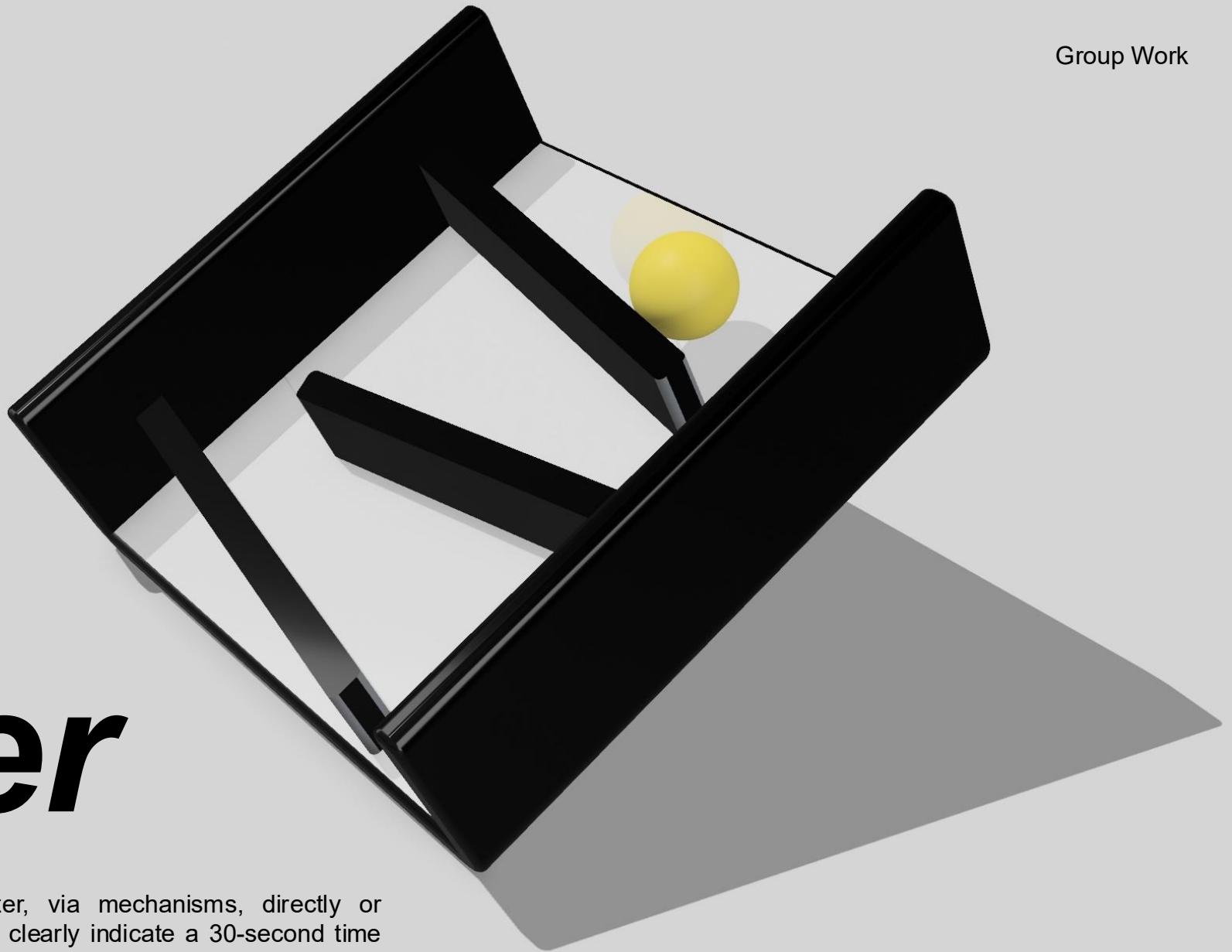
muscle fibre - miniature columns within the body (each fibre = mini column)



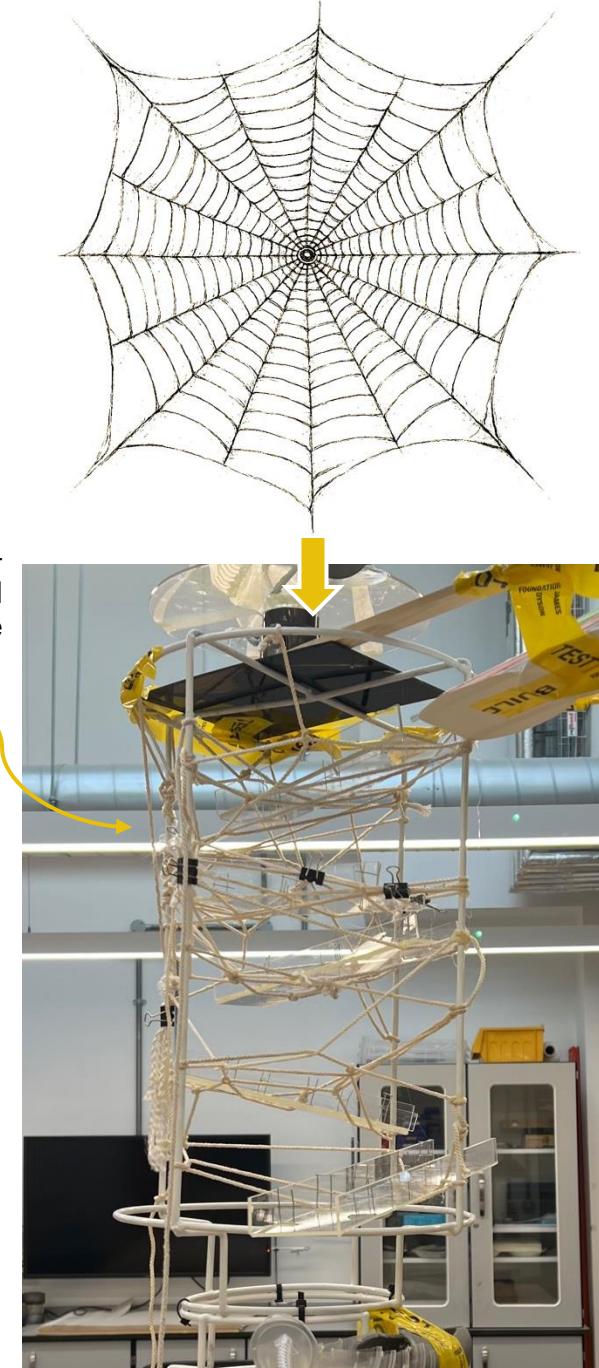
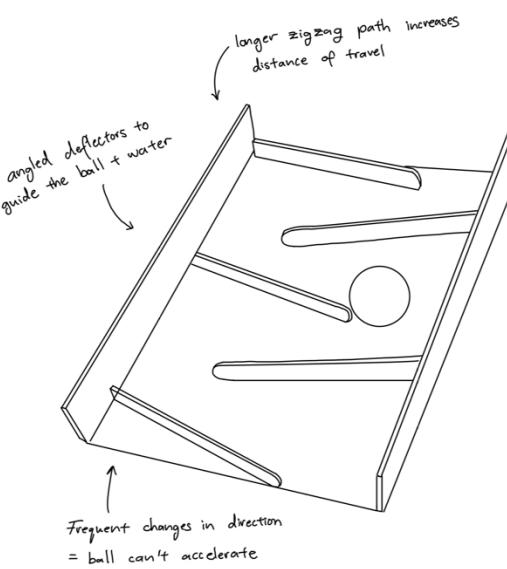
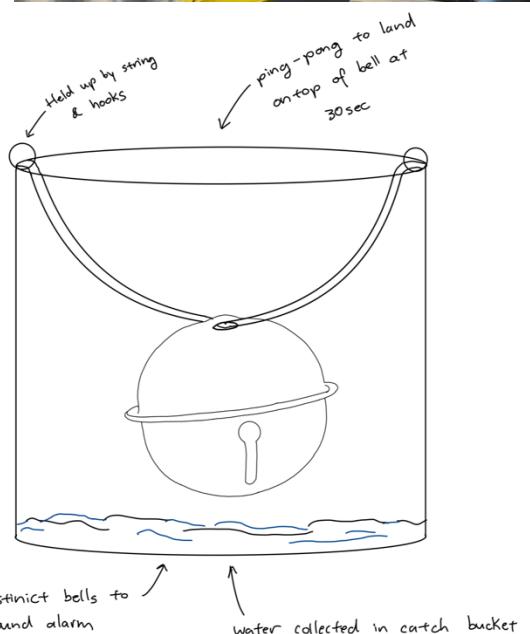
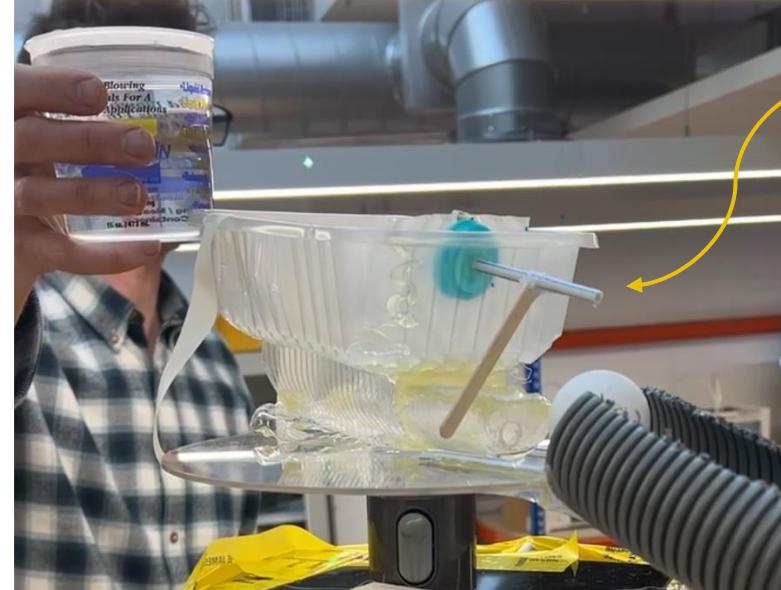
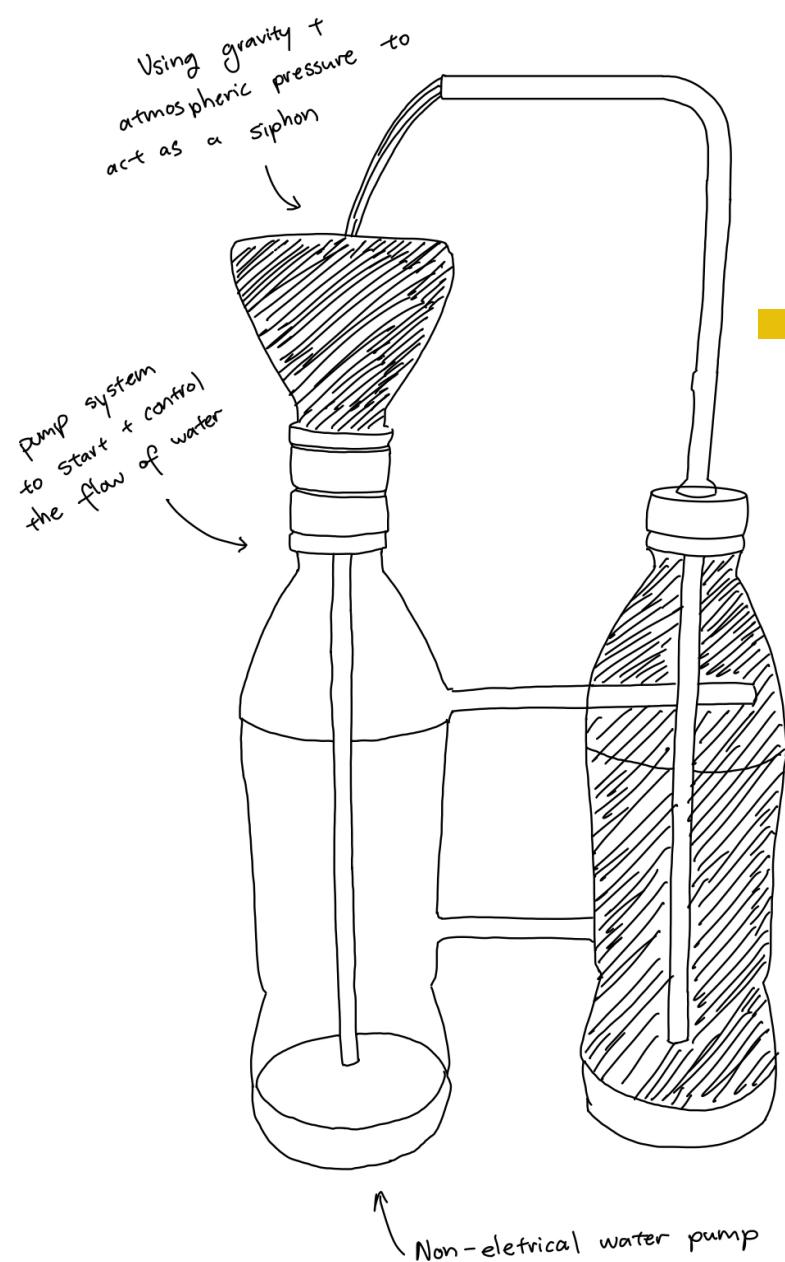
04. *Timed by Water*

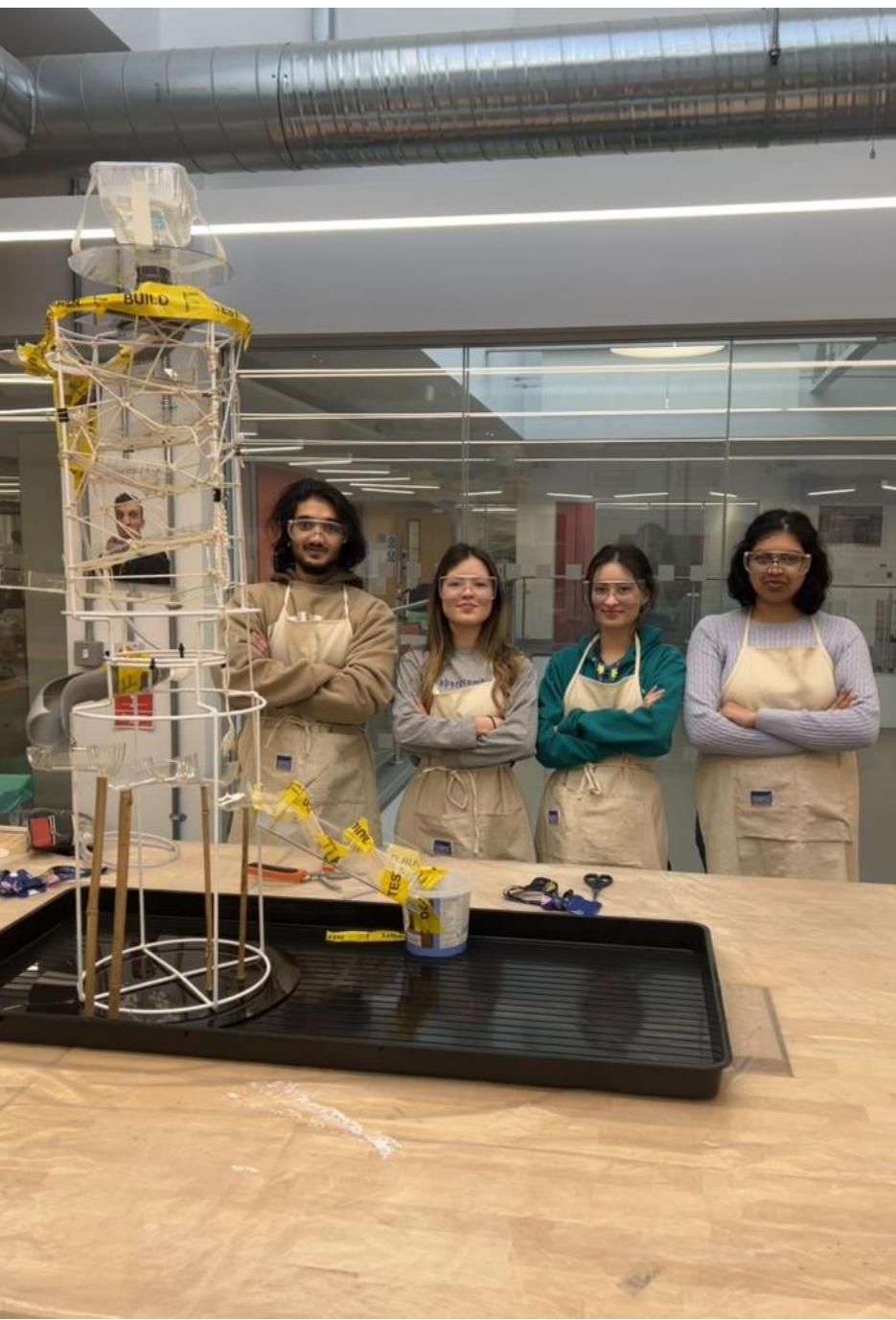
Brief

Your solution must incorporate water, via mechanisms, directly or indirectly to move a ping-pong ball to clearly indicate a 30-second time lapse.



Concept Development



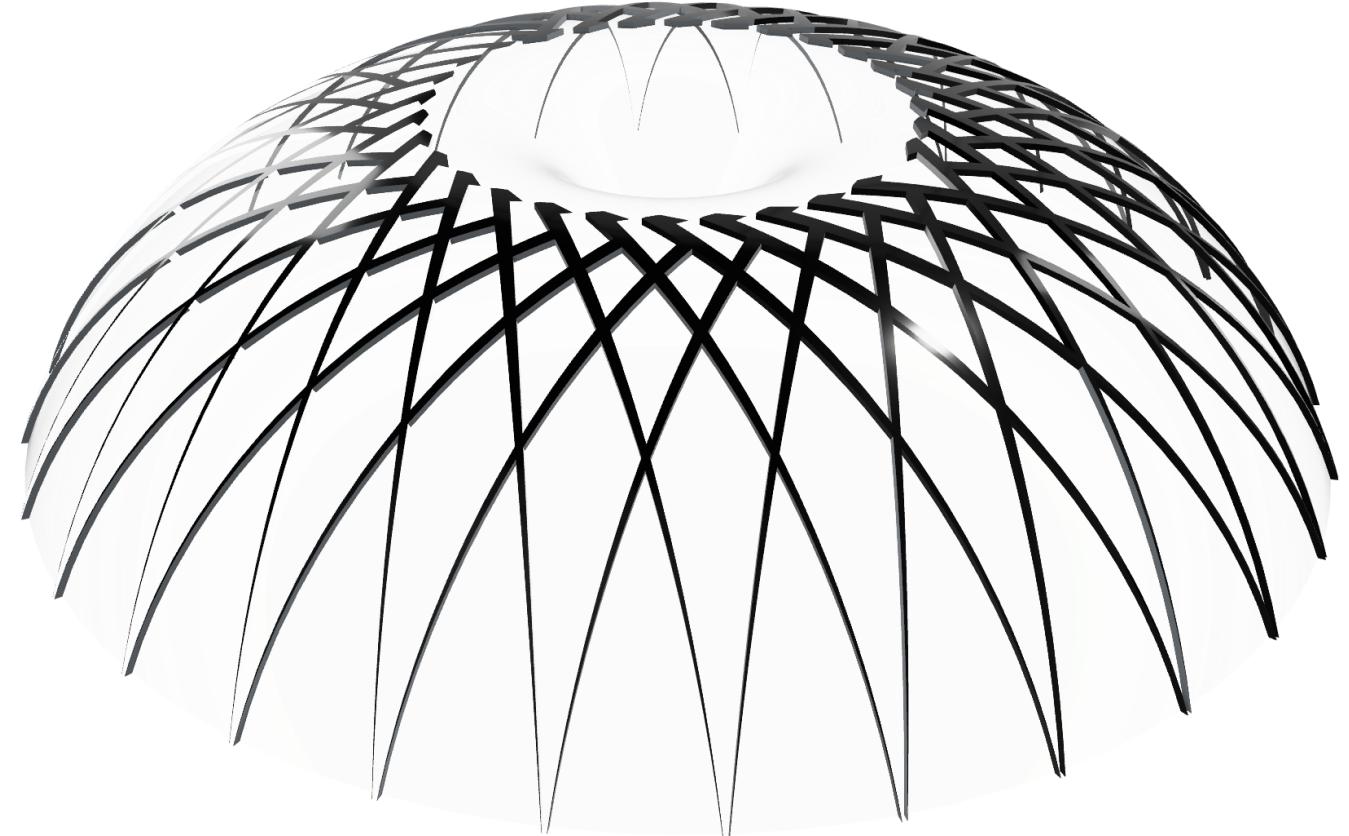


Team: Dinusha Aravinthan, Leonie Faulkner, Nicole Kirk, Yasar Syed

05. *Project Manila*

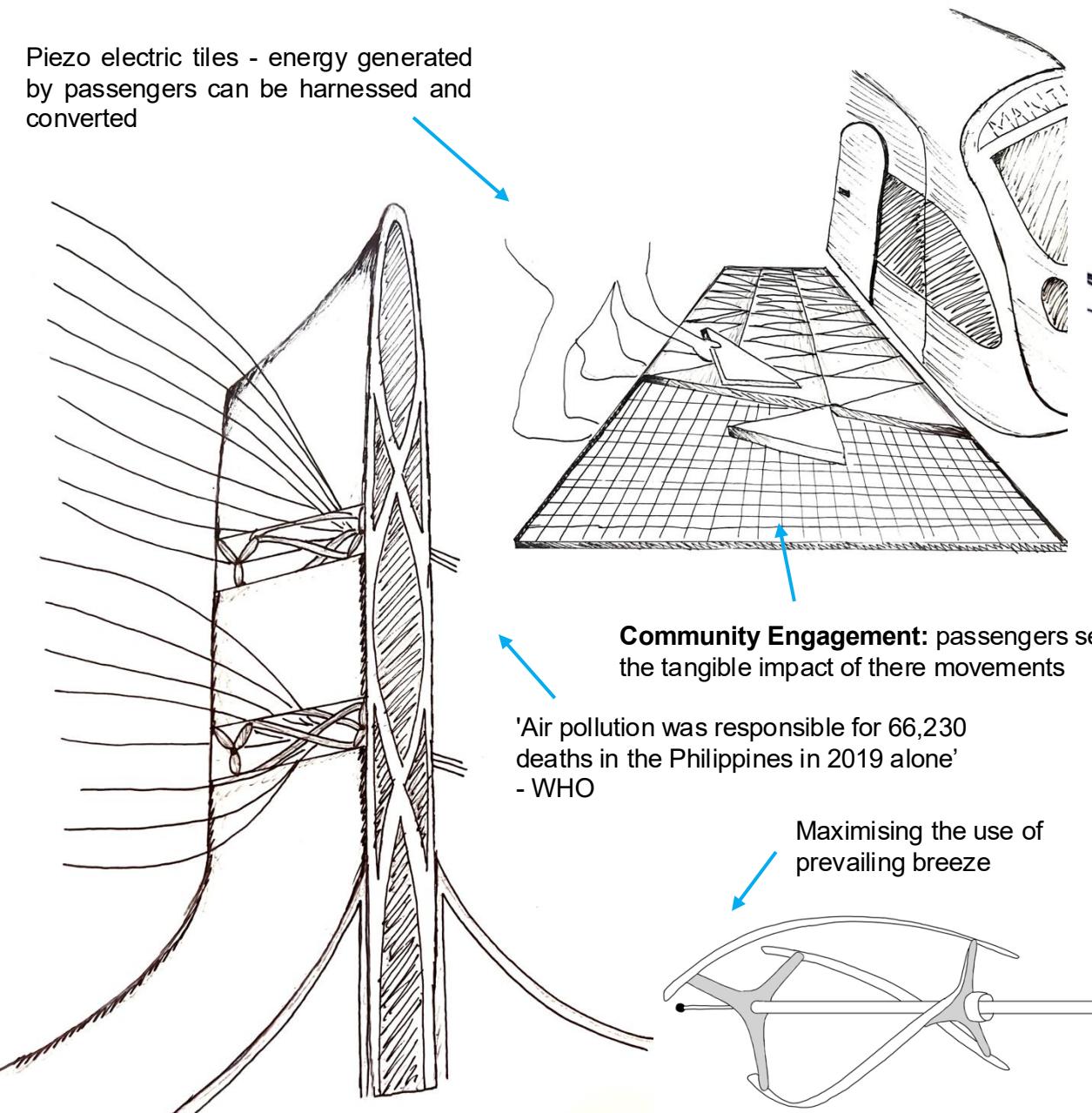
Brief

Redesign and/or retrofit buildings to reduce greenhouse gas emissions with the aim of achieving net zero; pick any country and any context.

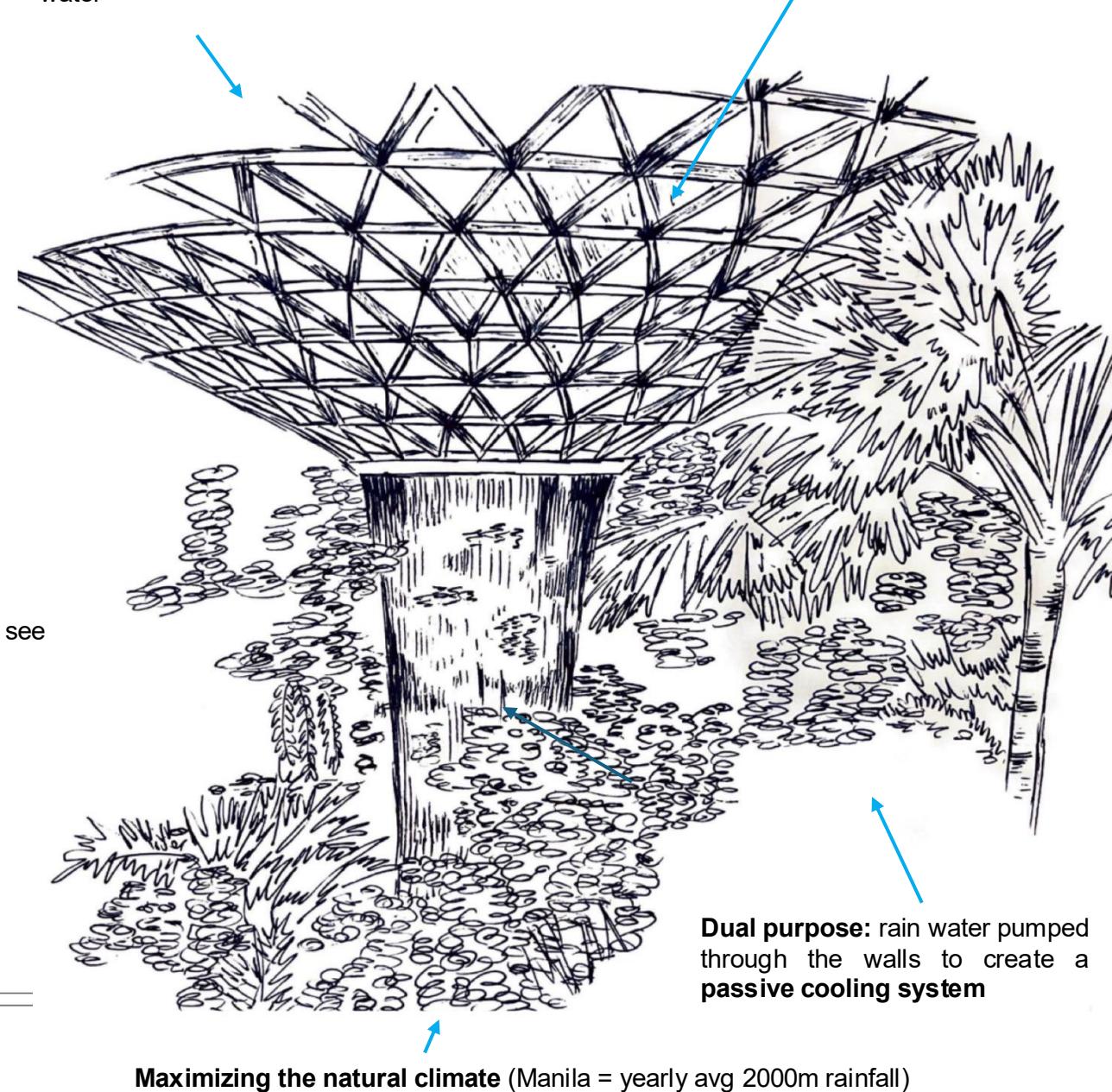


Concept Development

Piezo electric tiles - energy generated by passengers can be harnessed and converted



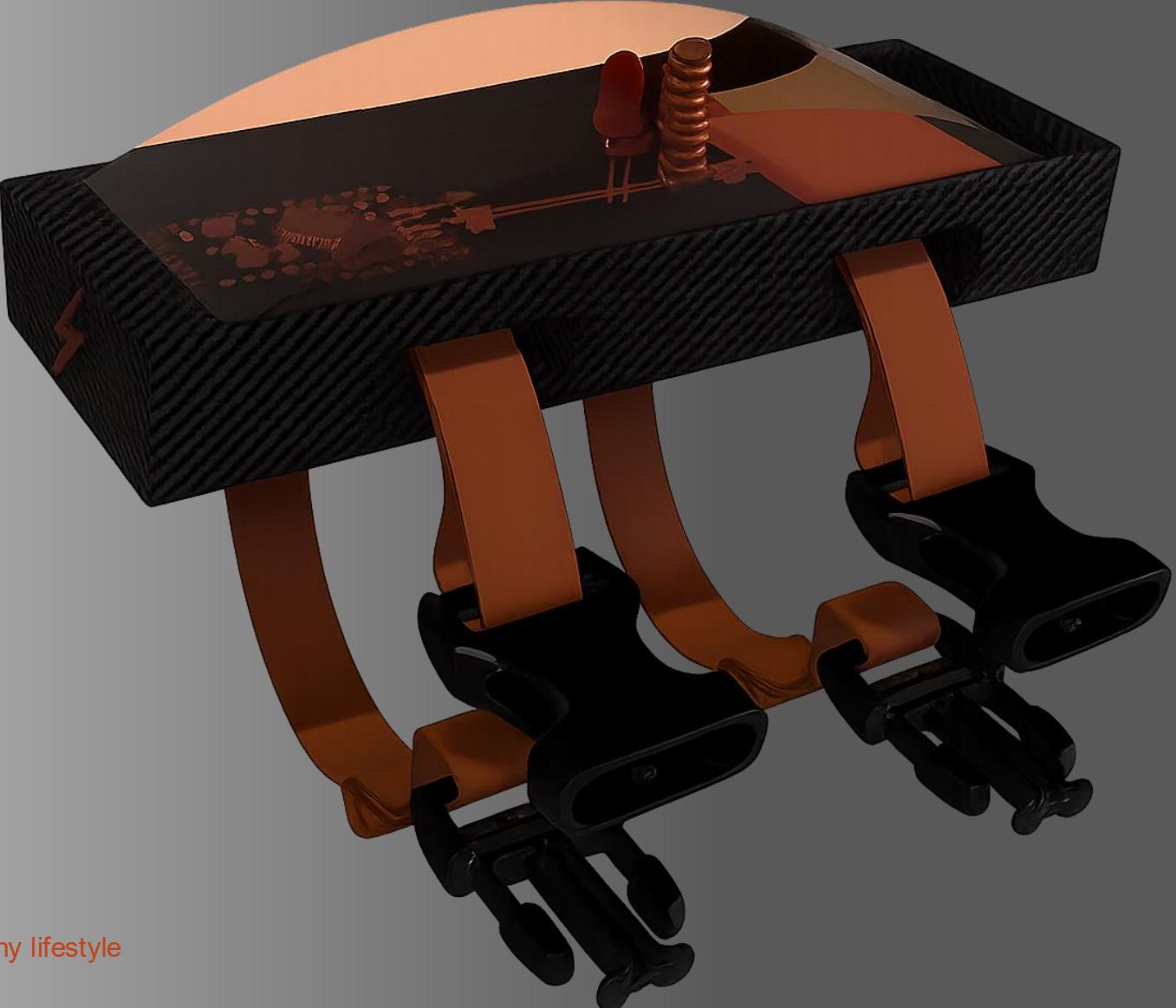
Rainwater Harvesting: Reused for irrigation + toilet flushing – Eliminating need for potable water



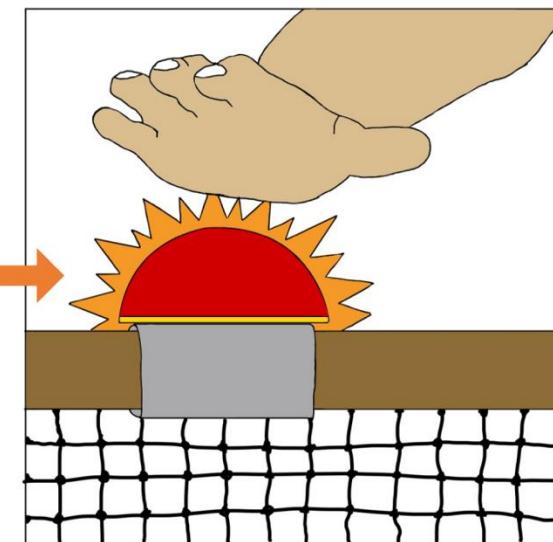
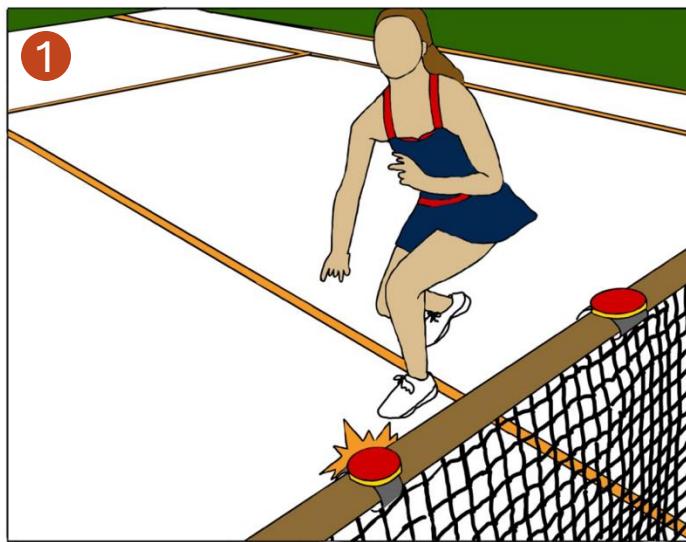
06. *Touch* *Tiles*

Brief

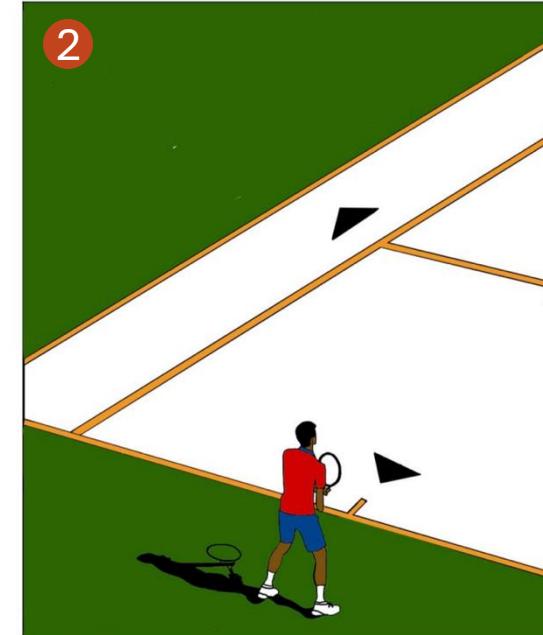
Design a product that can aid or improve healthy lifestyle



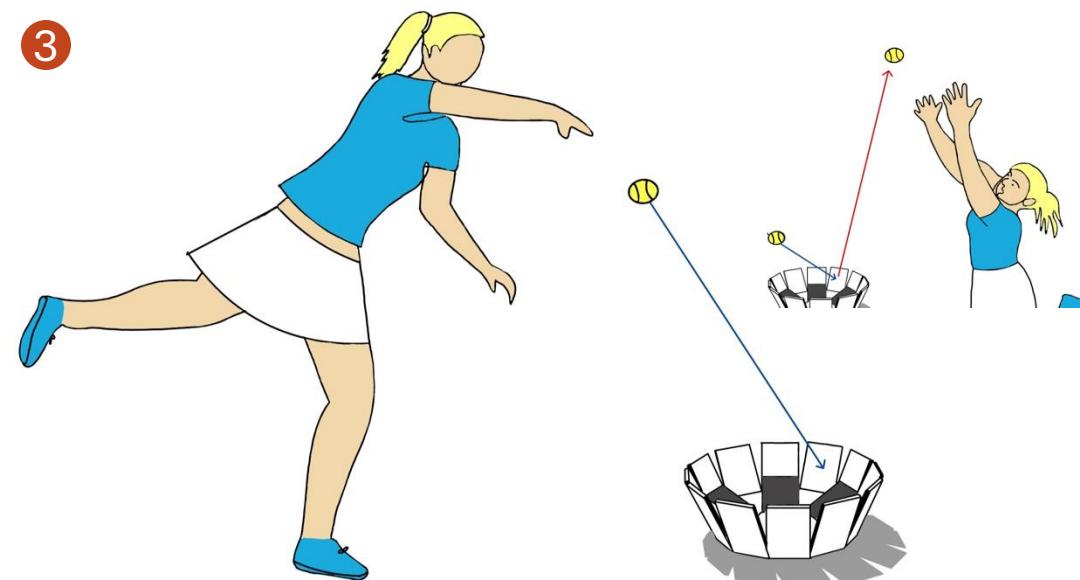
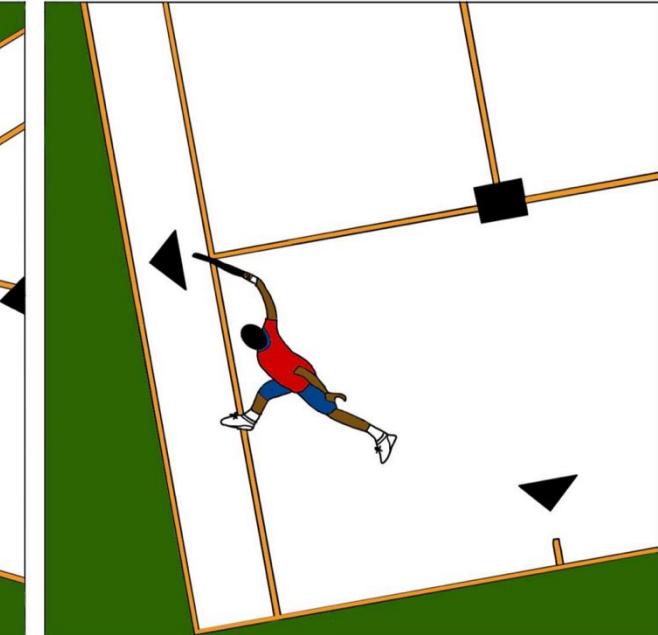
Concept Development



3. User runs and taps next lit up button.
4. Time between flashes decreases to force player's speed to increase.

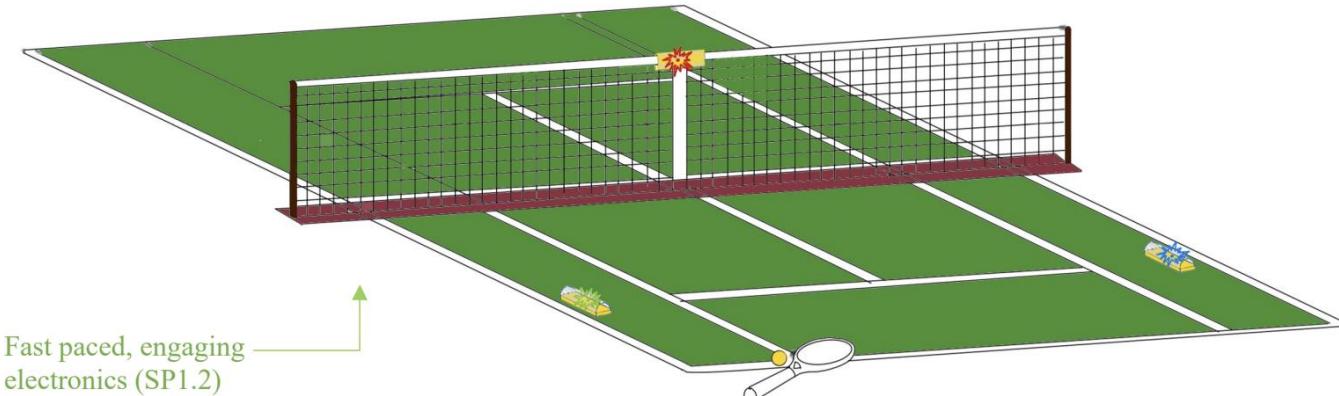


2. The tiles will light up in a random sequence
3. Forcing the user to run across the entire court



Concept 1+2 combined:

3 Tiles – 3 minimum to make a random sequence, due to time constraints I do not have time to do 4 tiles

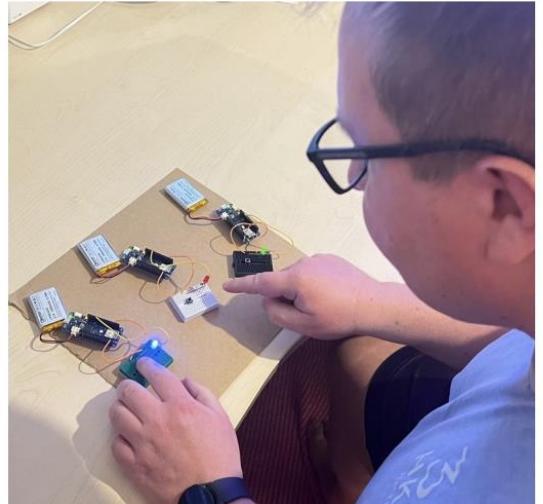
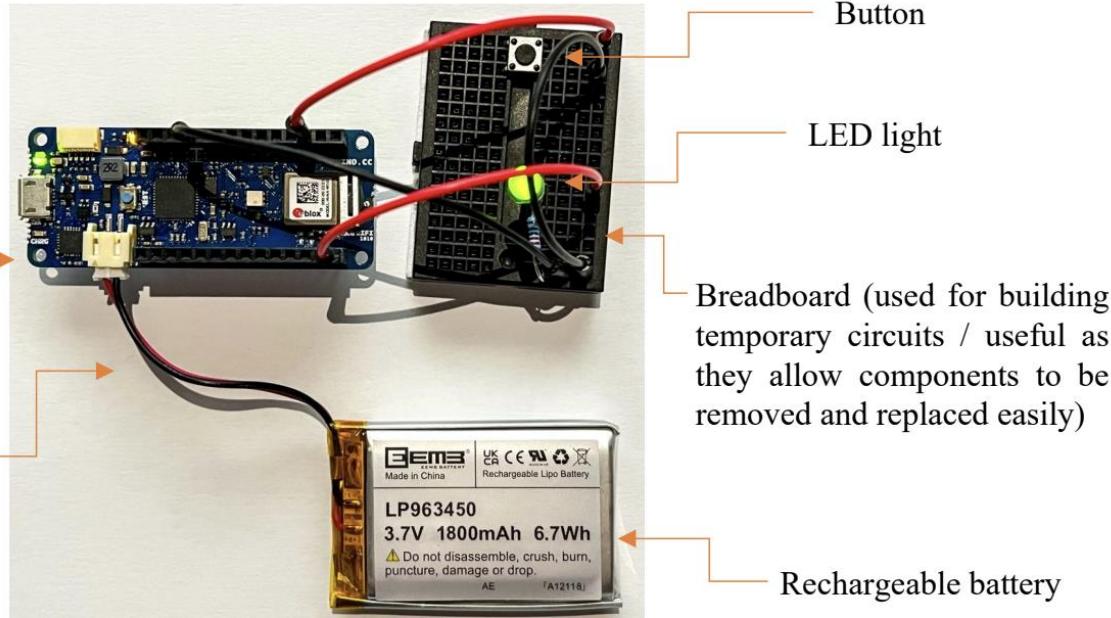


Modelling

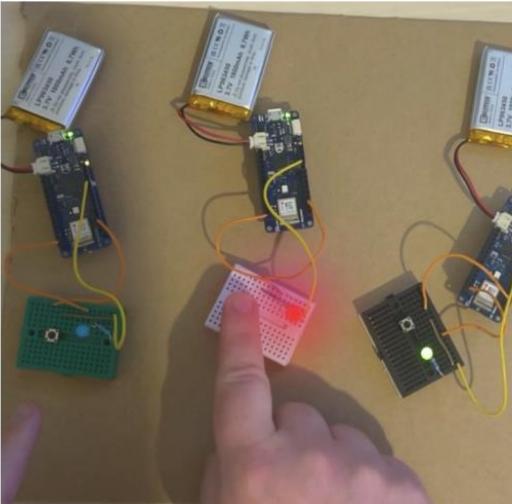
Electronics layout:

Arduino MKR – essentially a basic computer that is able to communicate protocols wirelessly in a cost-efficient manner (£17)

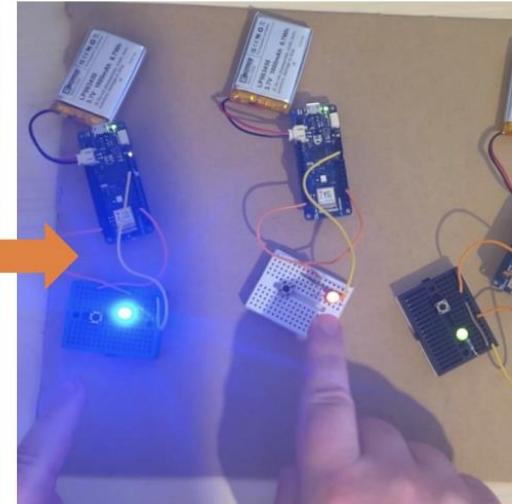
Wires (allowing current to flow around the circuit)



User testing the electronic component – scaled down not in a sports setting



Red button flashes -> user presses red button -> new light is randomly set off (blue light) -> user moves to press blue button



Size + Material testing:





Intuitive set up

Easily portable –
Taking up
minimal space in
tennis bag

App concept
designed in
Figma

A smartphone screen displaying a training application interface. The top status bar shows the time as 9:41 and a GPS signal icon. The main screen is titled "Current Agility Training" and features a diagram of a rectangular agility course with three blue dots marking specific points. Below the diagram is a large orange button labeled "Start Sequence". The central part of the screen shows a timer reading "00:09:44". At the bottom, there are performance metrics: "0,9 km", "139 kcal", and "12,3 km/hr".

