Kim Andre Ottesen

1. I started designing back when I was twelve years old – making websites in Microsoft FrontPage 2002. I soon discovered that a website needs to have certain qualities in order to communicate with the user, and through that I got into graphic design. I regard graphic design, web design, interaction design and the like as one whole, it's rooted in the same thinking, and it's all about making thoughts, ideas and objects communicate with humans.

25.08.2012
kl. 02.45 – 03.30
Busaholdeplass

Lommetyv

iPhone-3GS

iCloud.com → Find my iPhone

26.08.2012:

Kimans iPhone, located 4
hours ago:
Granstangen 32A, Furuset,
1051 Oslo

1881.no

Granstangen 32A:
Rasool Faisal
Yasir Rasool

http://www.dagbladet
.no/2010/03/18/nyheter/innen-
riks/rasool/voldom/10809606/
«Rasool-brødrene dømt for mafia-
virksomhet.
Yasir Rasool (24) ble dømt til 9
måneder i fengsel.
Faisal Rasool (22) ble dømt til 1 år
og 6 måneder i fengsel. 9 måneder
ble gjort betinga.»

http://www.dagbla-
det.no/2009/10/09/
nyheter/innenriks/
gjengkriminalitet/b-gjengen/
young_guns/8503871/
«Yasir Rasool (24), som politiet
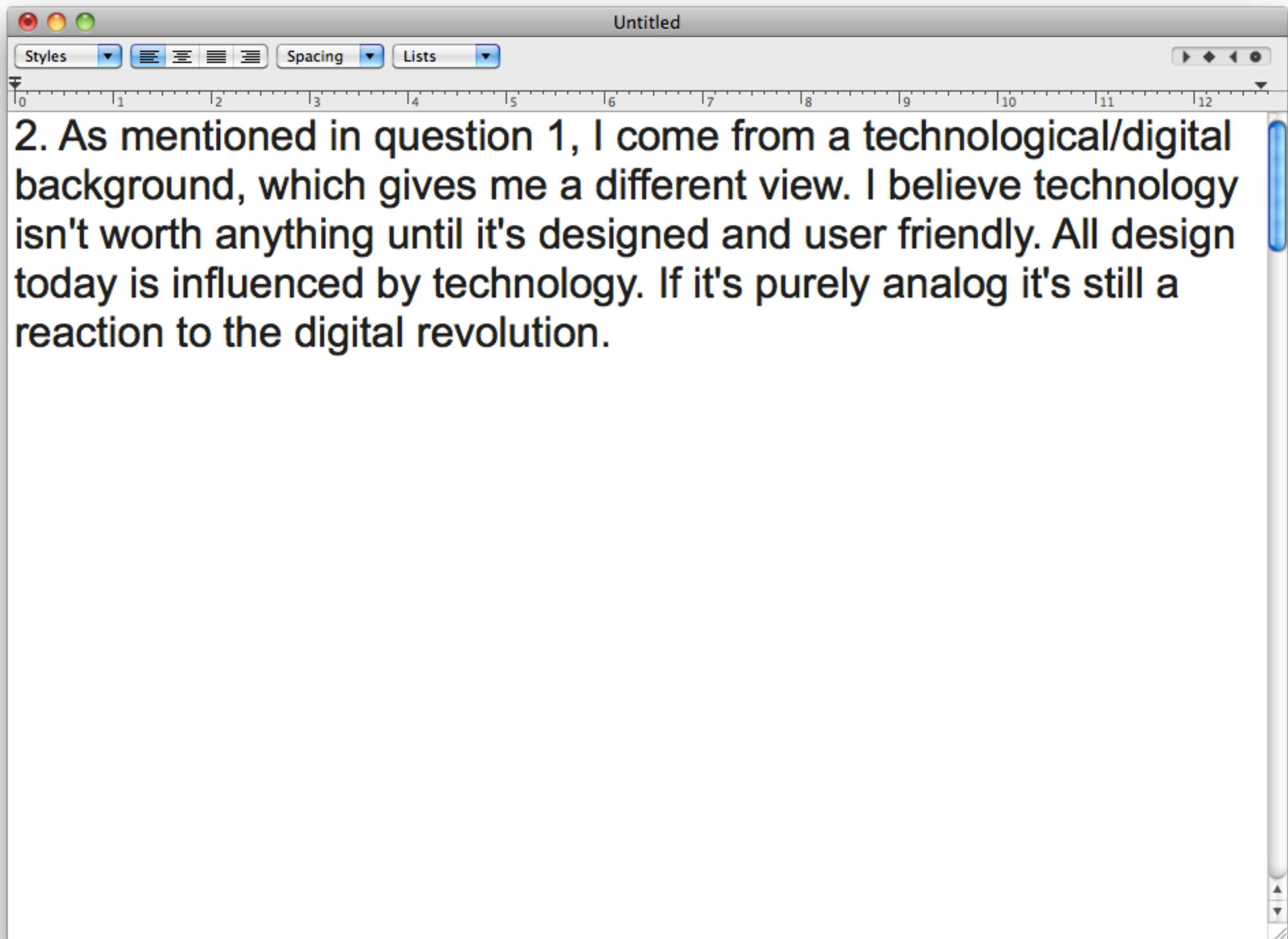mener er B-gjengmedlem»

B-gjengen

Prolog

Lørdag 26. august 2012 ca. klokken 03.00 ble min tre år gamle iPhone 3GS stjålet ved busholdeplassen "Jernbanetorget T" rett utenfor hovedinngangen til Oslo City. Søndag 27. august kl. 22.48 fikk jeg epost fra Apple. Min iPhone var lokalisert til Grønntangen 12A, på Fornæri i Oslo. Påfølgende morgen, mandag 28. august kl. 10.30 logger jeg meg på iCloud for å se om det er noen ny informasjon om min iPhone – og sjekker om en tilfeldighet «Contacts». Her ser jeg en rekke navn jeg ikke kjenner. Og da slår det meg:

Dette er kontaktlisten til den som har min iPhone. Vedkommende har satt inn sitt eget SIM-kort, og på grunn av automatisk iCloud-backup har jeg fått tilgang til kontaktene som var på det SIM-kortet.

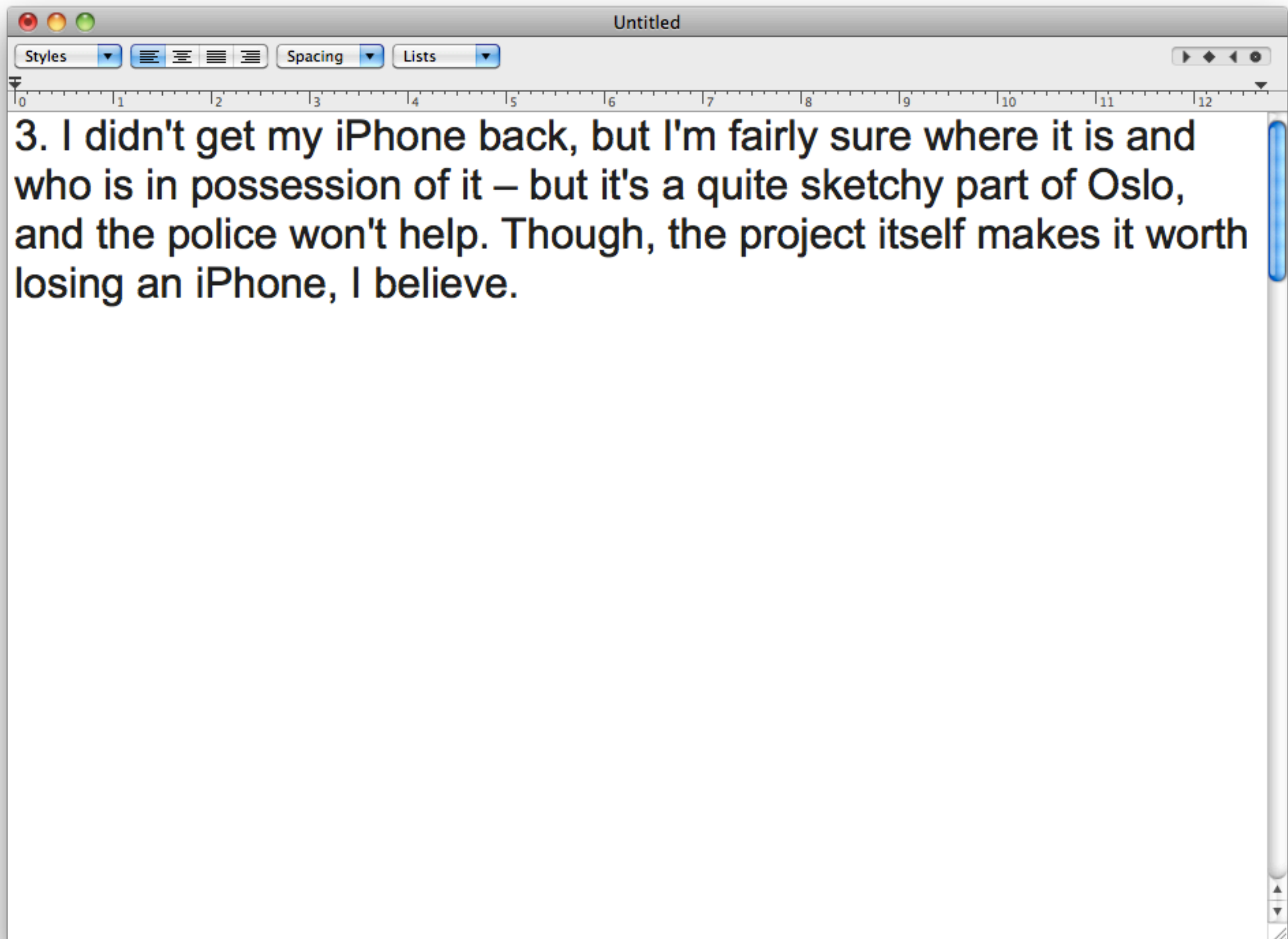Dette la grunnlaget for mitt prosjekt; en etterlysning og dokumentasjon om vedkommende som har min iPhone 3GS.
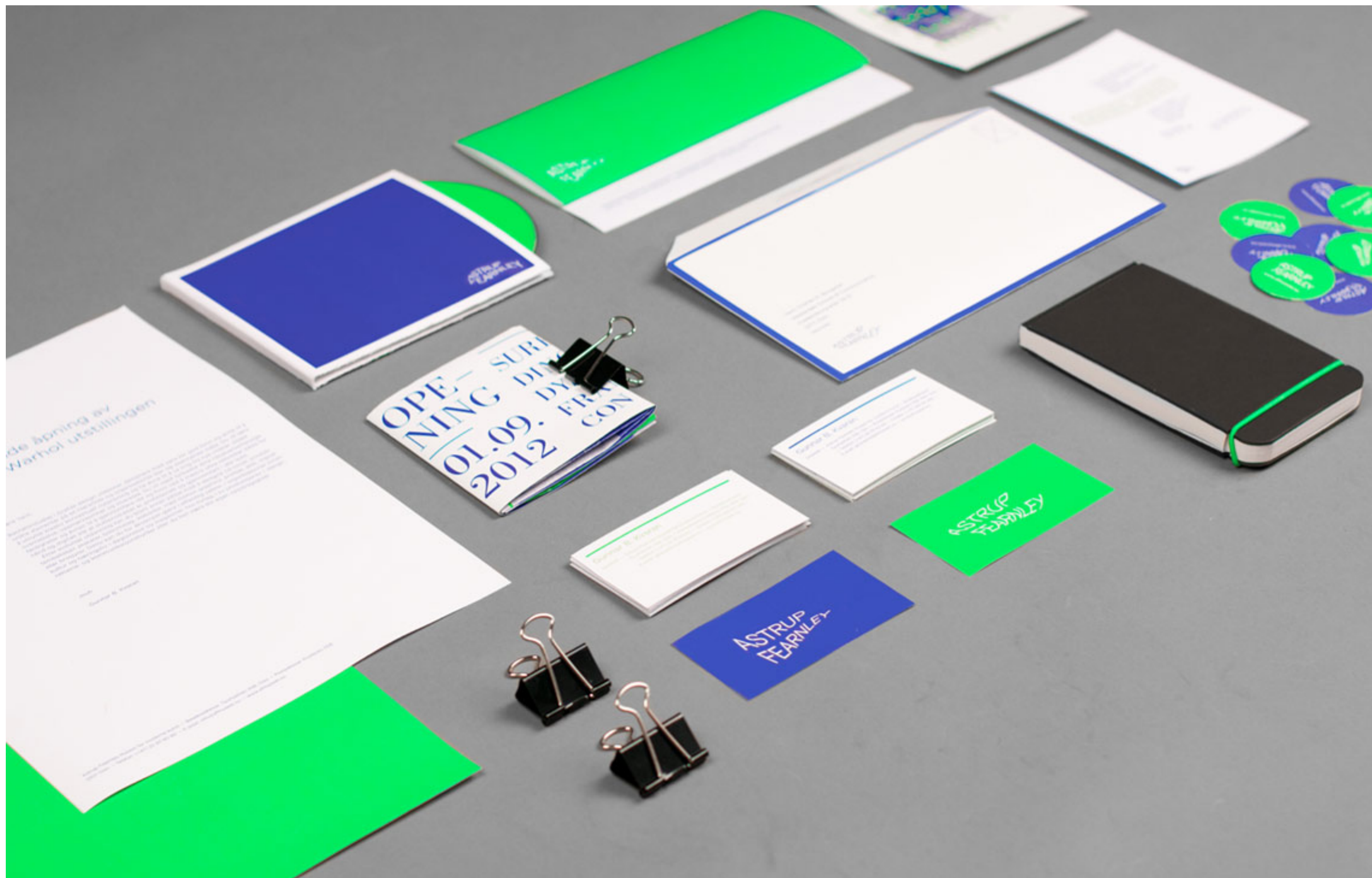
Kim Andre Ottosen

2. As mentioned in question 1, I come from a technological/digital background, which gives me a different view. I believe technology isn't worth anything until it's designed and user friendly. All design today is influenced by technology. If it's purely analog it's still a reaction to the digital revolution.

3. I didn't get my iPhone back, but I'm fairly sure where it is and who is in possession of it – but it's a quite sketchy part of Oslo, and the police won't help. Though, the project itself makes it worth losing an iPhone, I believe.
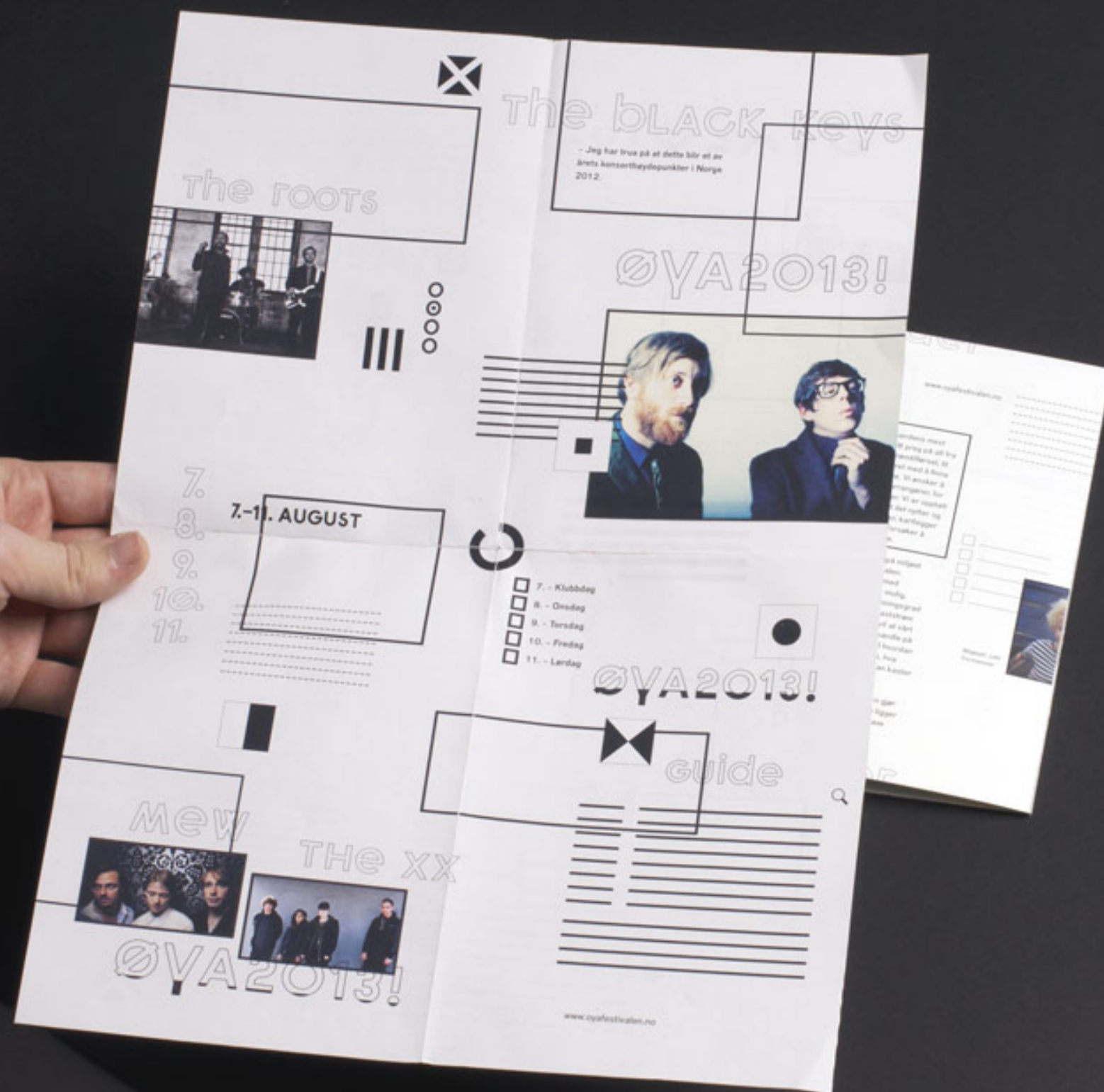
A b c d e f G H i j
K L M N O p q r s T
U V W X Y Z Æ Ø Å
1 2 3 4 5 6 7 8 9 Ø

A b c d e f G H i j
K L M N O p q r s T
U V W X Y Z Æ Ø Å
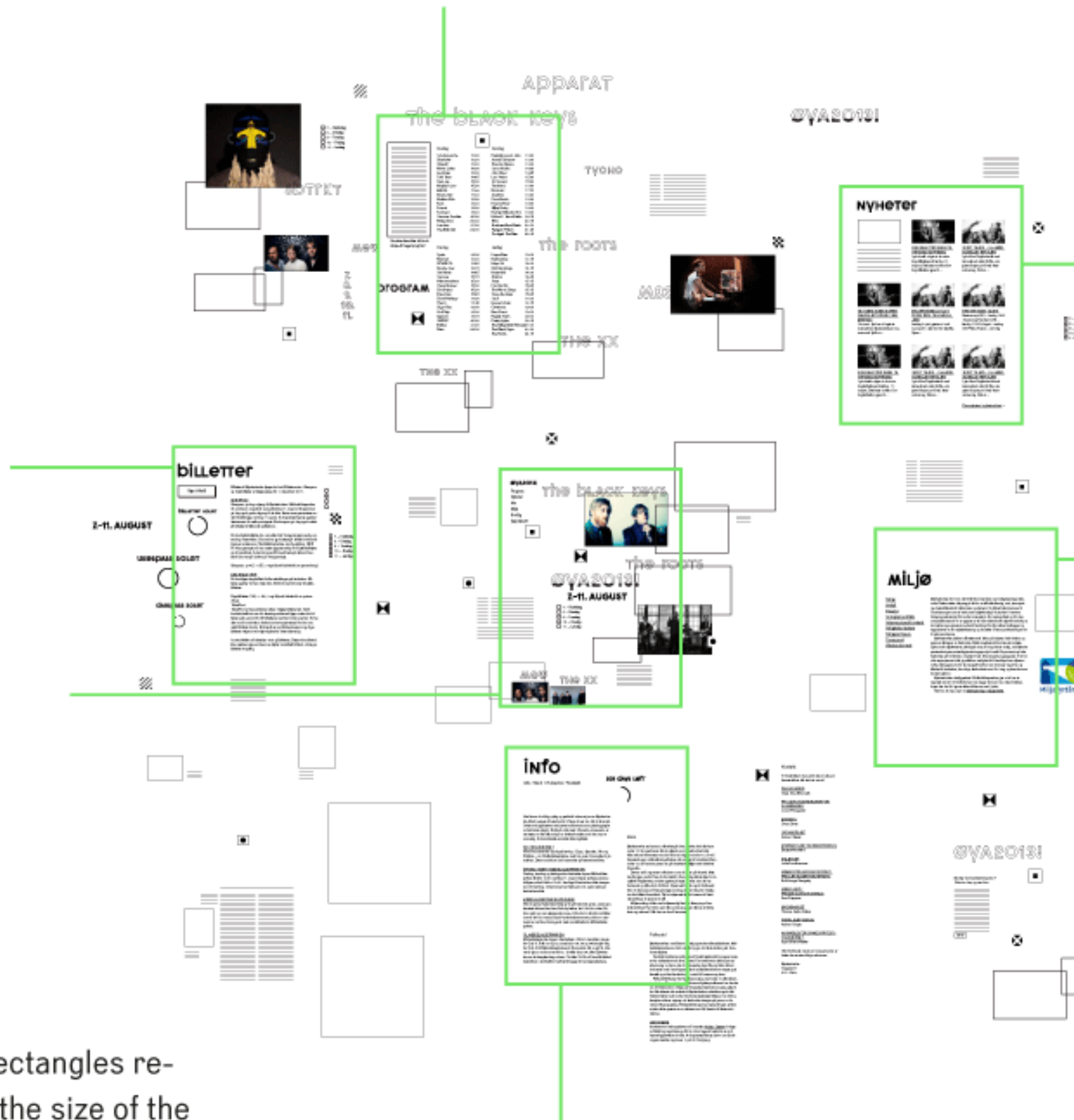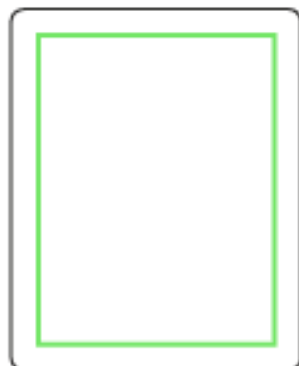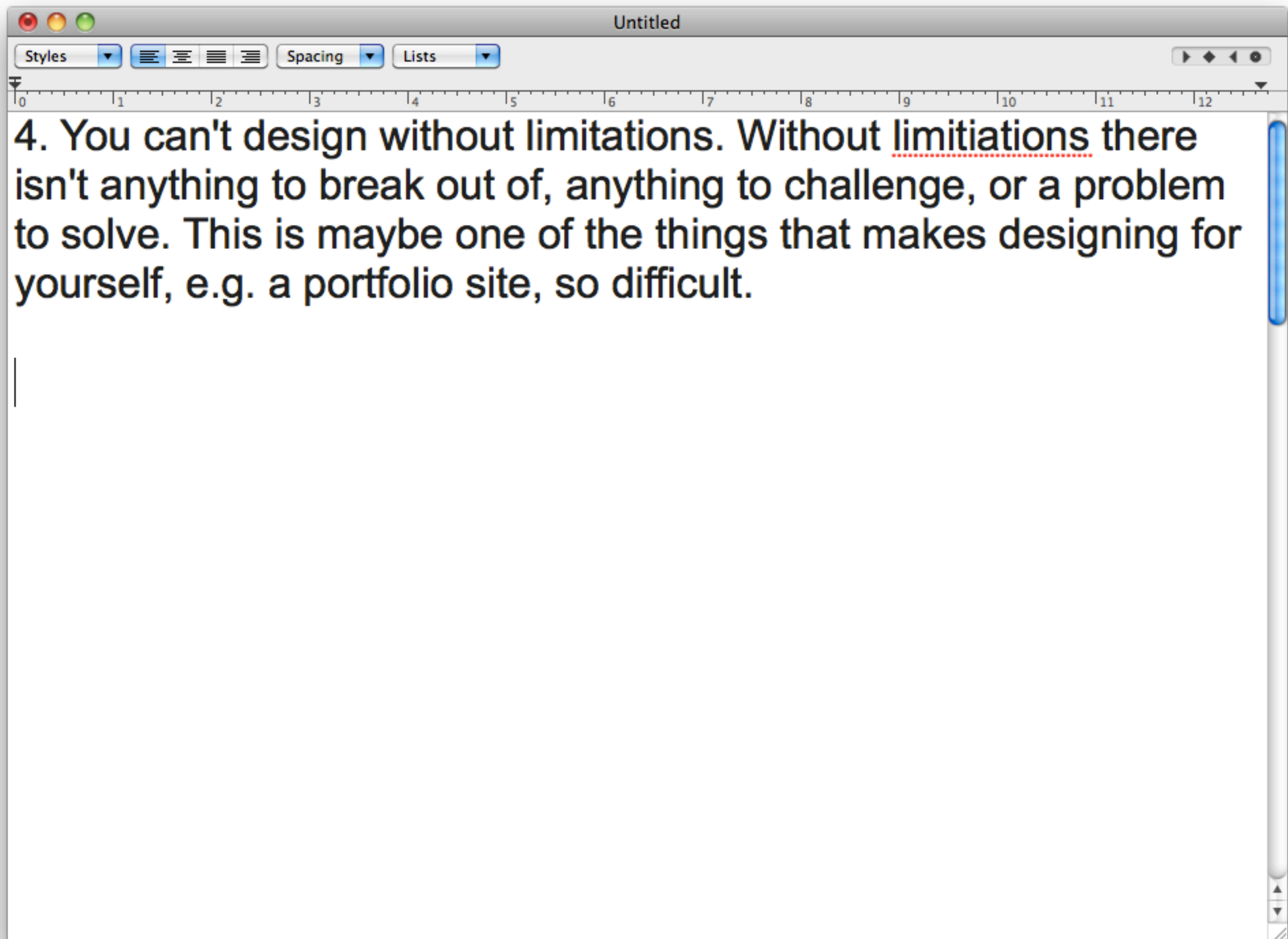**1 2 3 4 5 6 7 8 9 Ø**

the black keys
sbtrkt

The bLACK keys

The roots

ØYA2013!

7.–11. AUGUST

7.
8.
9.
10.
11.

7. - Klubbdag
8. - Onsdag
9. - Torsdag
10. - Fredag
11. - Lørdag

ØYA2013!
guide

Mew   THE xx

ØYA2013!

www.oyafestivalen.no

Programme

News

Environment

Tickets

Front

Info

Green rectangles re-
present the size of the
viewport on an iPad

4. You can't design without limitations. Without limitiations there isn't anything to break out of, anything to challenge, or a problem to solve. This is maybe one of the things that makes designing for yourself, e.g. a portfolio site, so difficult.
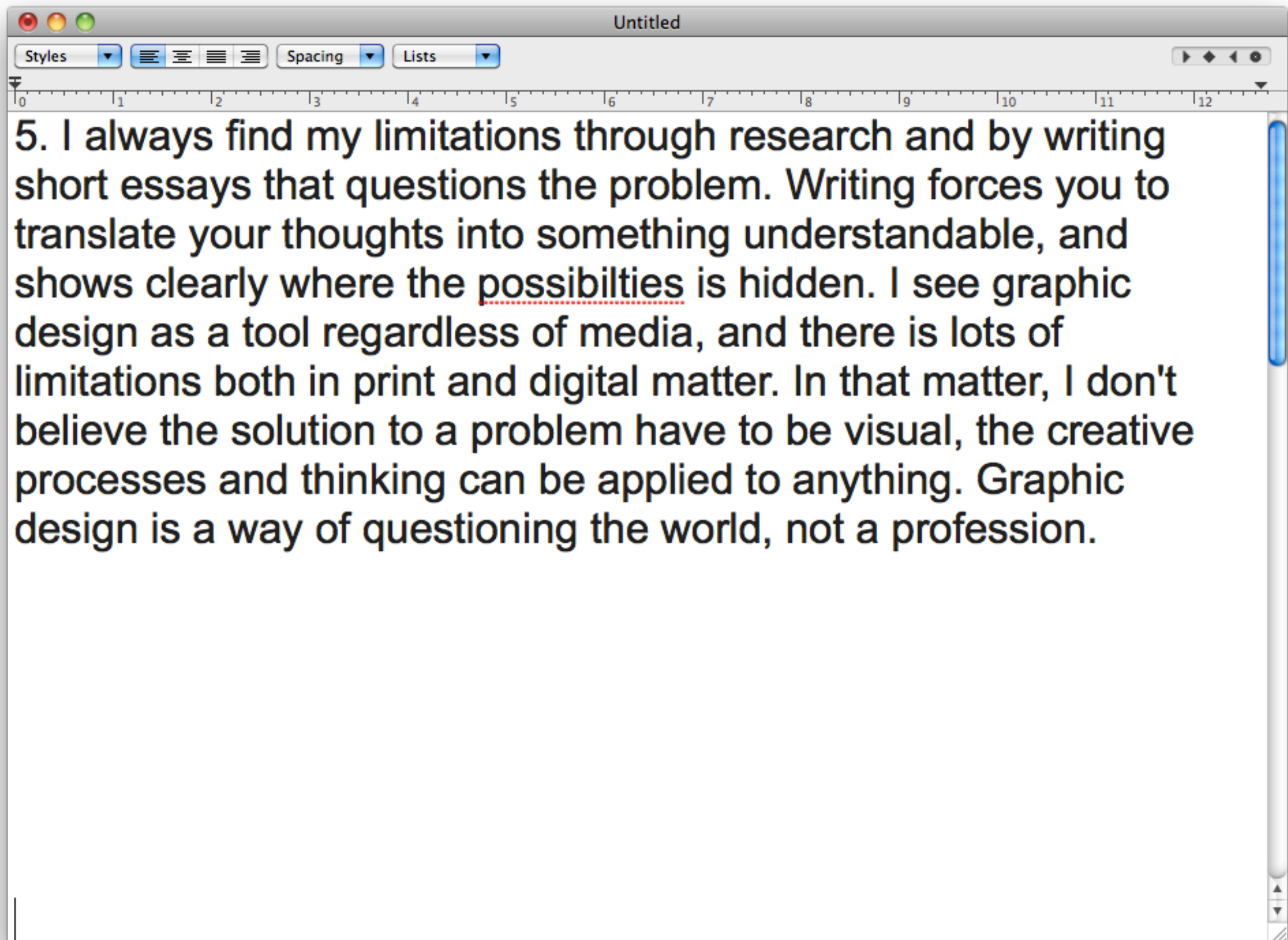
5. I always find my limitations through research and by writing short essays that questions the problem. Writing forces you to translate your thoughts into something understandable, and shows clearly where the possibilties is hidden. I see graphic design as a tool regardless of media, and there is lots of limitations both in print and digital matter. In that matter, I don't believe the solution to a problem have to be visual, the creative processes and thinking can be applied to anything. Graphic design is a way of questioning the world, not a profession.
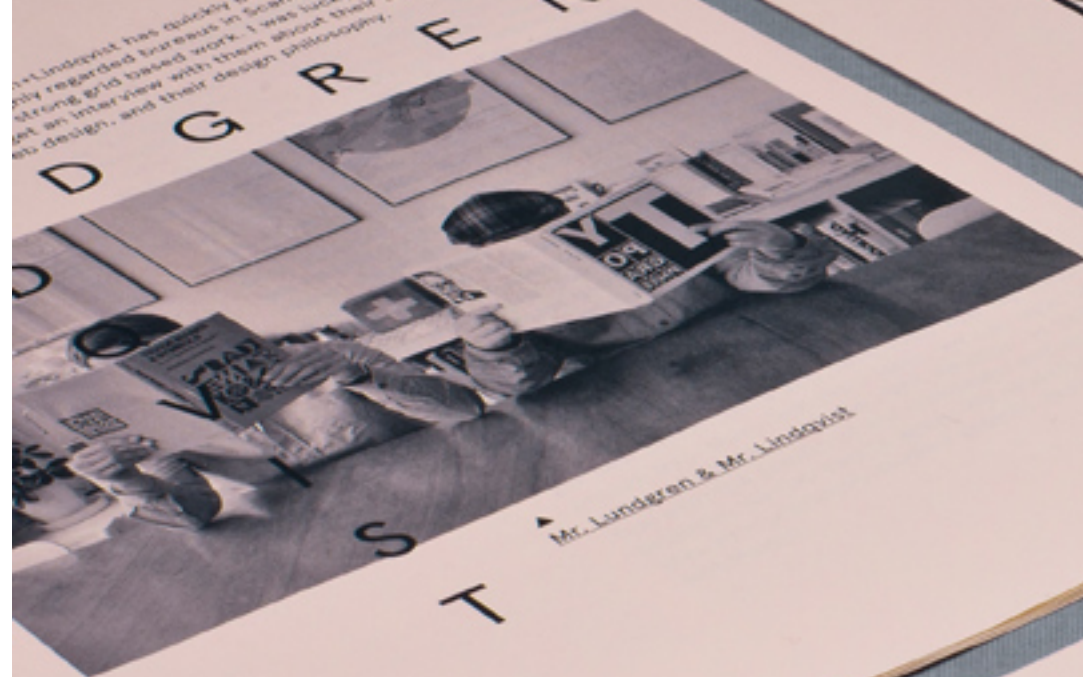
Konst &

Konst &
Teknik –
Programming
≈ Print ?

1994

1995

1996

Reformat

Reformat

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H A Y   S   U   O
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N   N   M
D   S   E   T
D

Heydays – An unison mindset

▲ Mr. Lundgren & Mr. Lindqvist

...rtLindqvist has quickly become one of
...ly regarded bureaus in Scandinavia, with
...strong grid based work. I was lucky enough
...t an interview with them about their take on
...eb design, and their design philosophy.

D G R E N

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6. Take a break. Seriously, when you are stuck you just need to do something else – creative problems are solved unconcious as well. After getting some fresh inspiration, I usually try to research even further, and write. If i'm working on a website, I usually start coding, and designing in the browser. Feeling the interaction, and experiencing the designed piece where it's supposed to be used aids the creation of conceptual solutions. Coding is craftmanship.
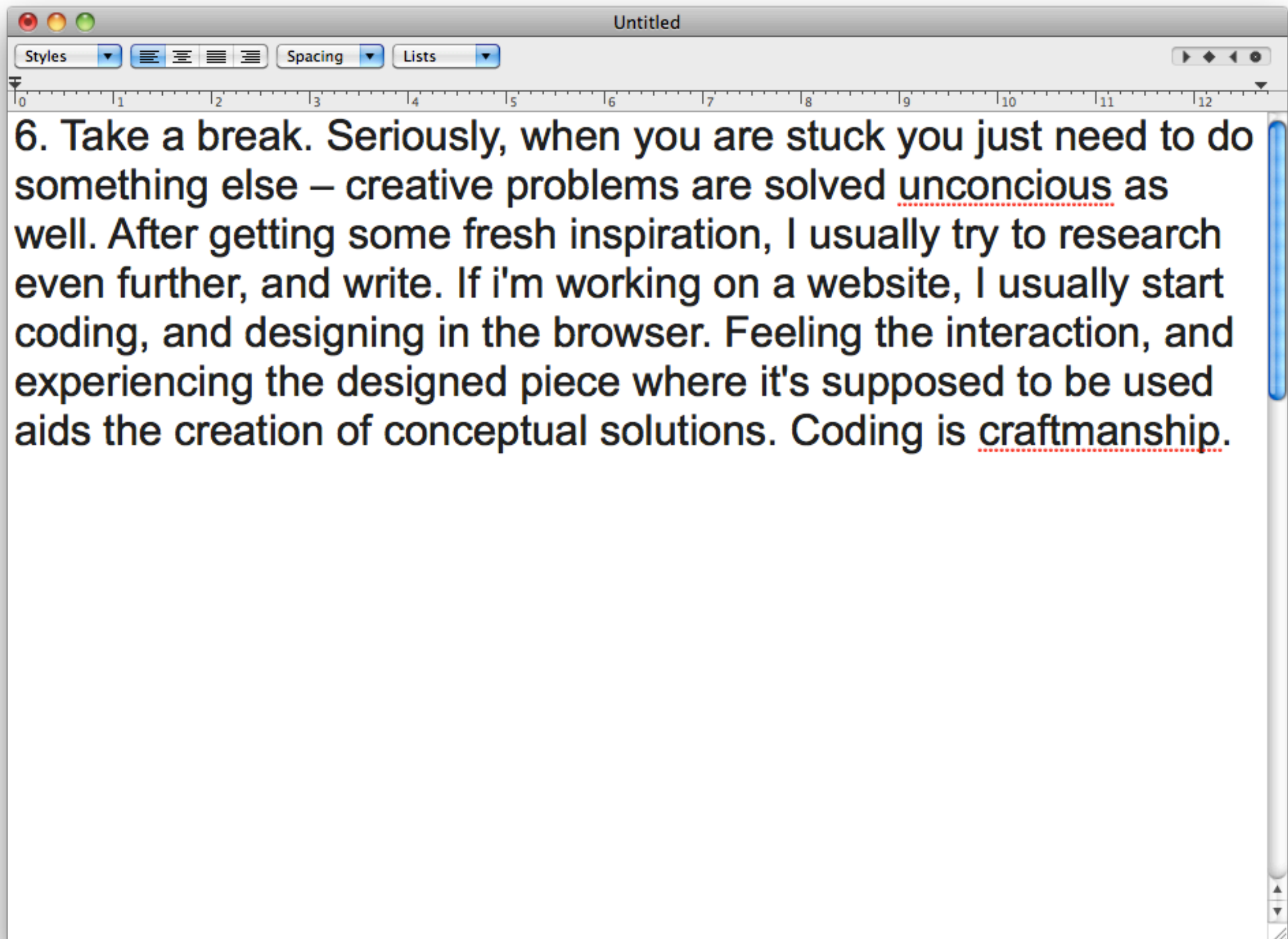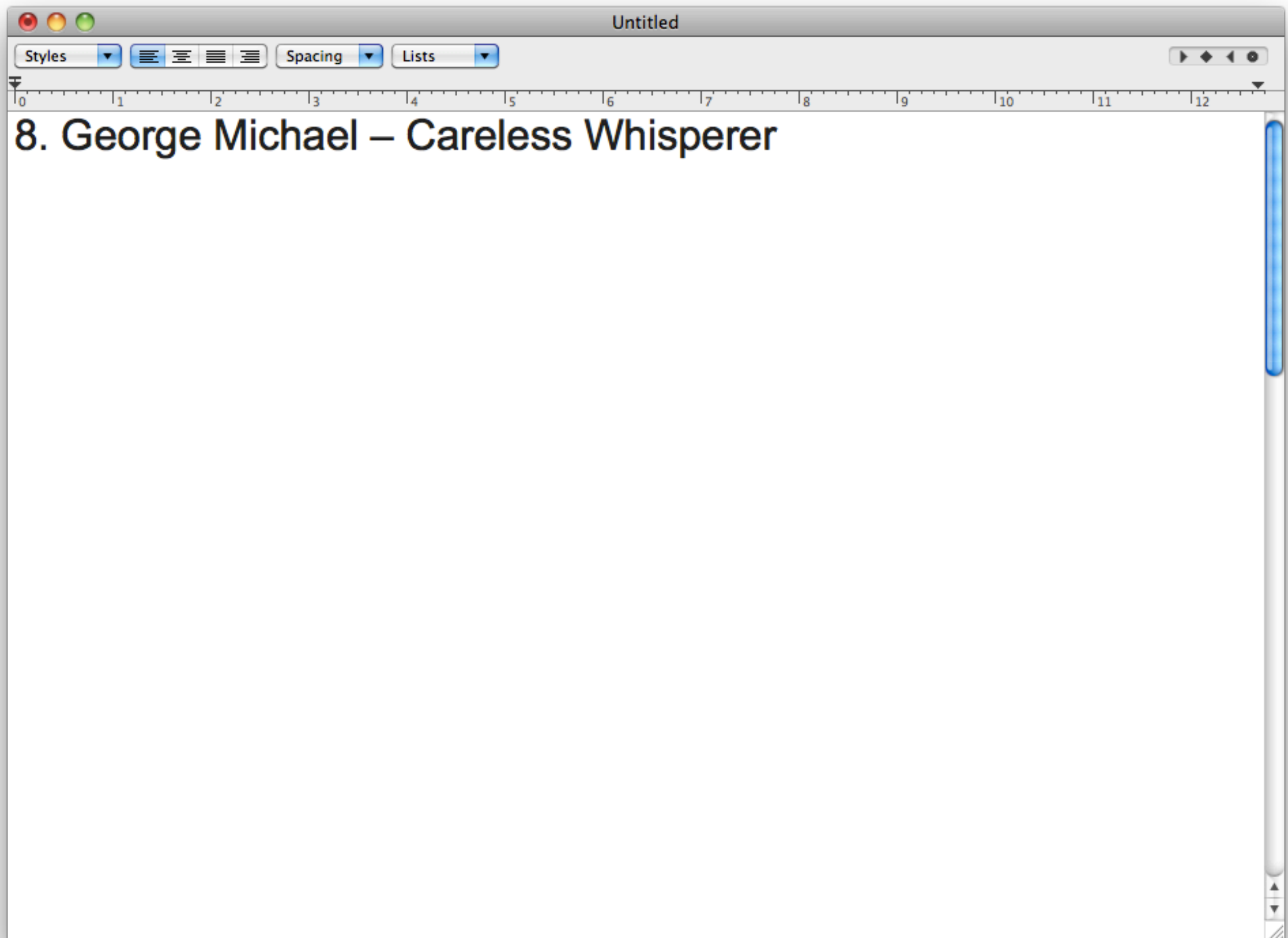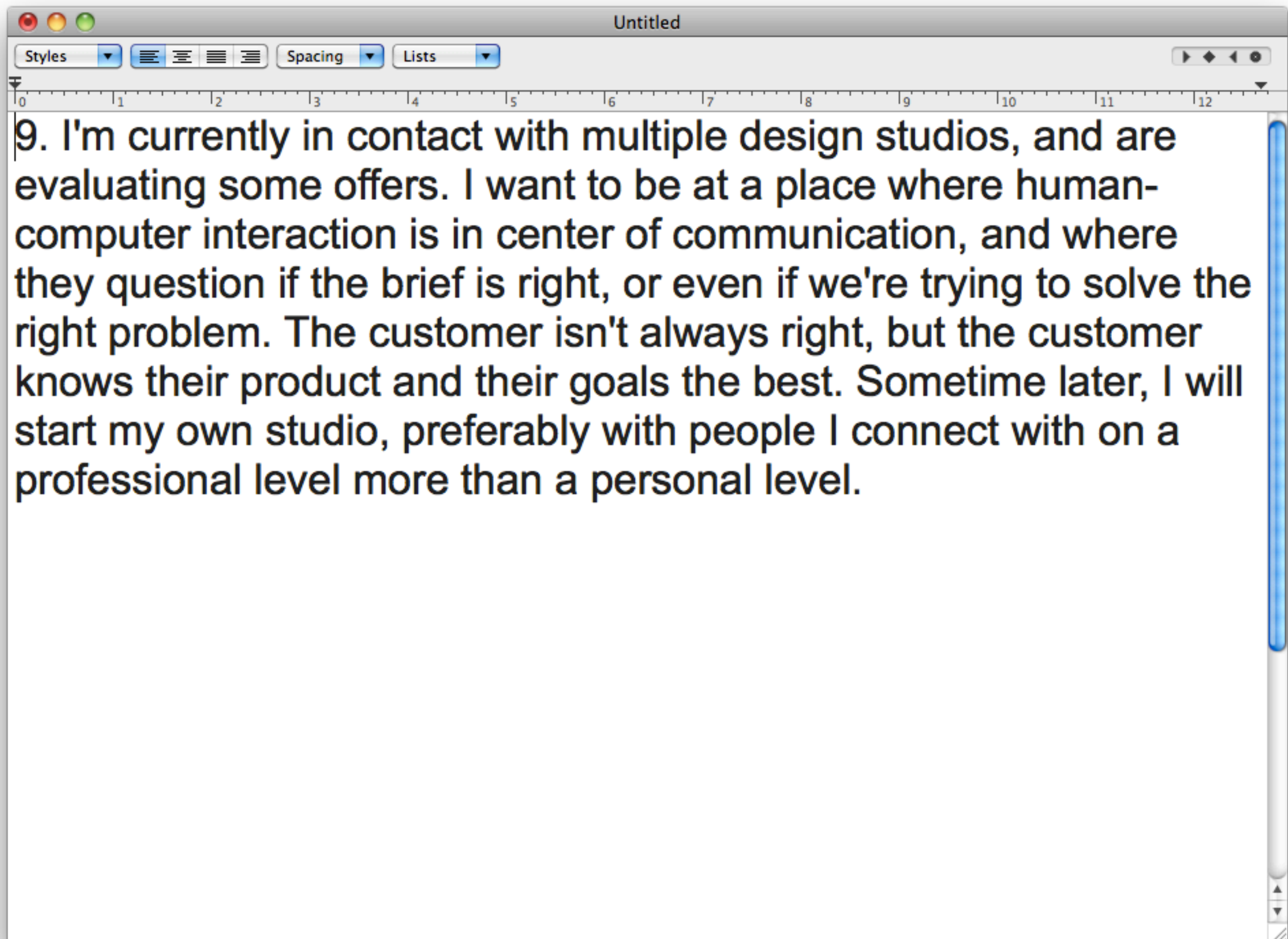
8. George Michael – Careless Whisperer

9. I'm currently in contact with multiple design studios, and are evaluating some offers. I want to be at a place where human-computer interaction is in center of communication, and where they question if the brief is right, or even if we're trying to solve the right problem. The customer isn't always right, but the customer knows their product and their goals the best. Sometime later, I will start my own studio, preferably with people I connect with on a professional level more than a personal level.

10. I feel old. 22 years is a long time. The internet was barely invented when I was born, and it has introduced a new era where 15 minutes is an eternity.