PORTFOLIO

PROJECTS

LONDONE

type - speculative design

year - 2019

collaboration — Sophie Liu, Sydney Nagahiro

https://touristzao.wixsite.com/londontourism

Creating a more "authentic" experience of London for tourists, raising awareness of the social, ecological and political landscape of the British capital. Creation and distribution of a souvenir collection, essay.

London plane necklaces: treasure it, wear it around your neck, remember London's lifeline through a unique piece of jewellery. This extraordinary jewel encases the best of London, through its nice wooden texture, accompanied by a side of chain or leather.

Keyrings: go everywhere with a very special piece of London crafted by Mother nature, transformed by the local air. A dash of pollution shall give character to that unmistakable piece of London Plane, left almost untouched by the human hand, if not for the hole used to pass the metal ring around it

Bookmarks: Cultivate yourself with the help of one of the rare cultivated aspect of London. Plane sheds its bark¹³ as a response to pollution and we have used that part of the tree to respond to your need for words. To be appreciated with or without lichen.

Fish and Chips fork: Eat Authentic British food with a piece of cutlery especially designed and made in London with London. This finely reworked bit of stick was pointed to allow for an ultimate British experience: the consumption of Fish and Chips.

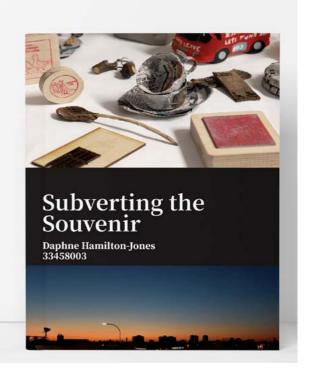
Porridge Spoon: This hand-carved spoon literally captures the essence of London. Use it wisely while eating one of the favourite breakfasts in this city. In fact, half of the population in the country itself tends to eat porridge, according to research "We've created the perfect blend of bark and stick with this special object, carefully designed and made with aromatic freshly fallen wood.





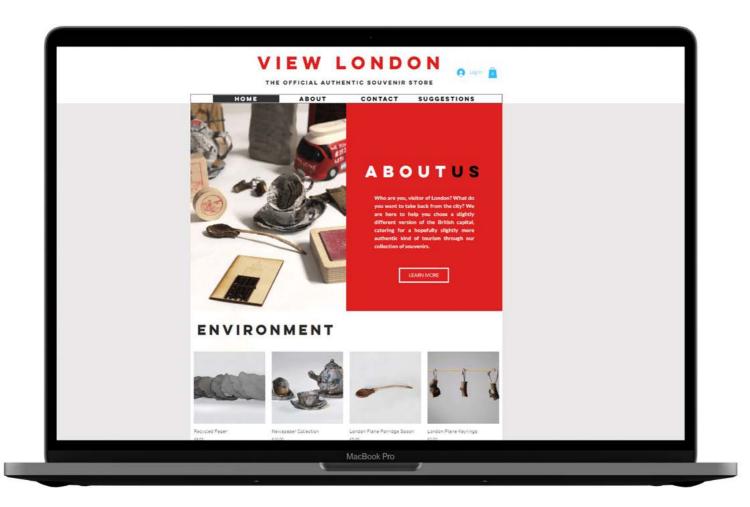






"Subverting the souvenir", writing to better communicate the project

"Cultivate yourself with the help of one of the rare cultivated aspect of London. Plane sheds its bark as a response to pollution."





Testing, facing the user: on Trafalgar square, face to face with the tourists we designed for

A website to order the objects

COPYBAY

type — Speculative Design year — 2018 collaboration — Marta Company-Soler https://making4faking.wixsite.com/copybay

The way great corporations fight against copies is fascinating. Creation of clothes, a new money, a website.



An online plateforme to buy the very fake fake.



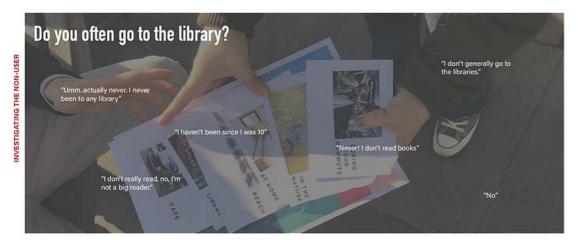


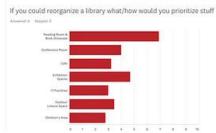
ARUP X BRITISH LIBRARY X GOOGLE

brief — ARUP - "Activating the Non-User of the BL" $type - Subversive\ Design$ year - 2019

collaboration - Sophie Liu, Sydney Nagahiro

https://youtu.be/Bcqp1TNriS8

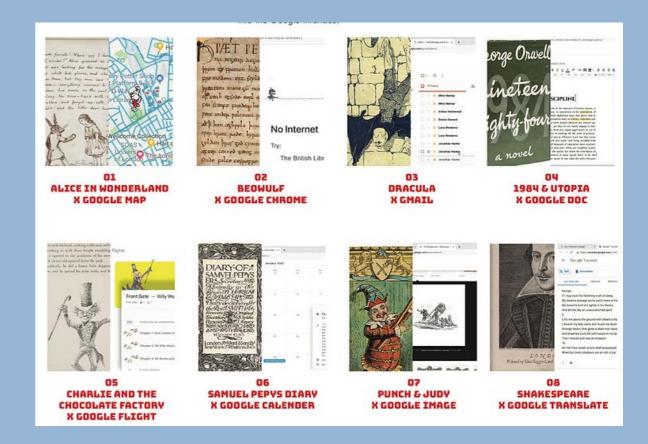


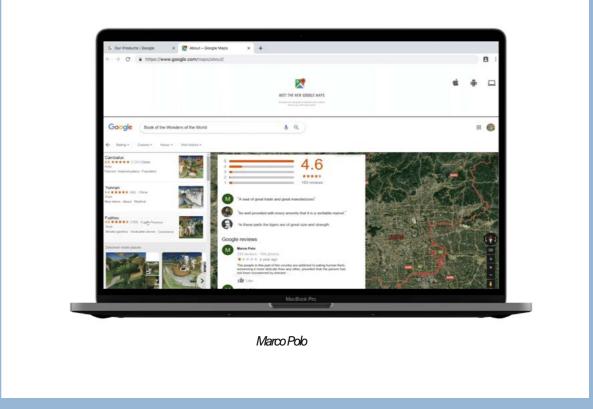


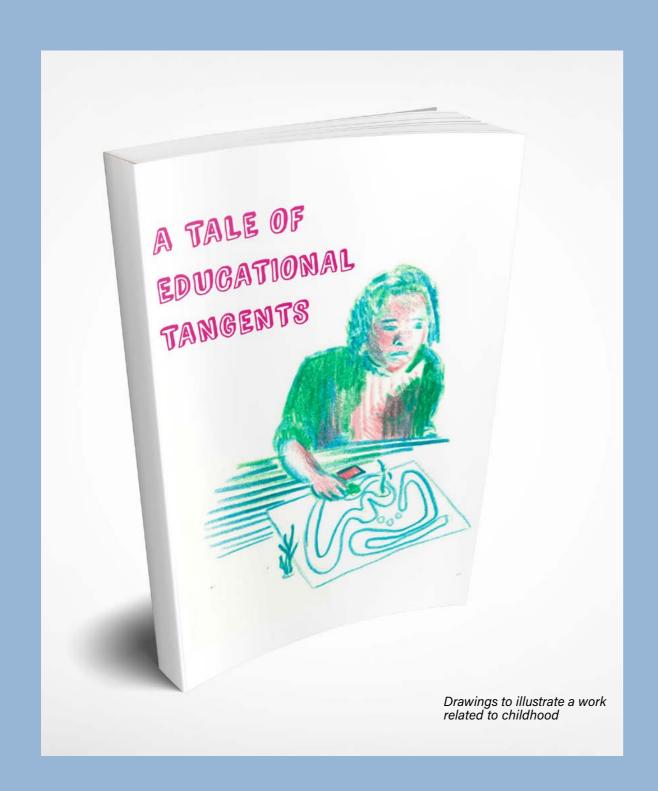


Une recherche inspirée des methodes d'UX design

The British Library belongs to all the British people but is not used to its full potential. In its neighbourhood, Google, symbol of a new relationship to information, calls us. Investigation, creation of a mockup of «Google books», "corporate" presentation film.







EDUCATION PATHS

type — Dissertation, educational tools, film.

years - 2019-20

https://indd.adobe.com/view/fcb63a3e-5e2a-482a-928b-738d65f39539

Contextualisation, personnalisation, choice can have an important impact on intrinsic motivation in learning (Cordova & Lepper, 1996).

Understanding better the relationship between design and education and our place, as designers, in the world of education: a dissertation.







Tools for step by step learning -led by choice, by story, by curriculum, by the pandemic (a gif micro-museum).











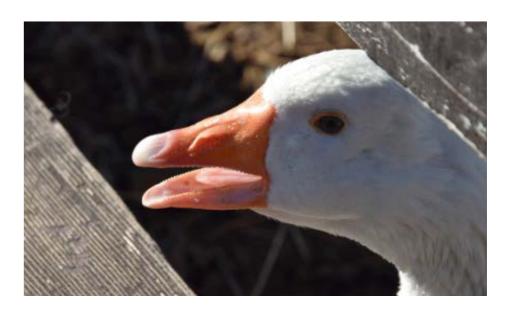


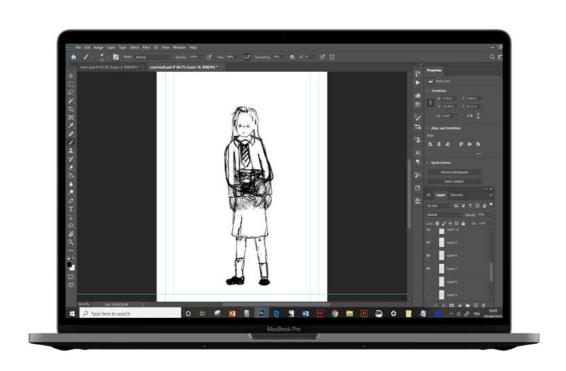


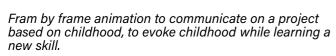
















DESIGNING PATHS OF EDUCATION

Contextualisation Personalisation Choice

Cordova, D. I., & Liopper, M. R. (1996). Intrinsic motivation and the process of learning: Beneficial effects of contextualization, personalization, as

introduction

https://www.youtube.com/ watch?v=7d39Dx6dkRU&feature=emb_title

How can one express, simply, in 20 minutes, a project that spanned throughout a year?

PROTOTYPING LEARNING

client - Domissori

type — Home-based education tools

years - 2020-21



Learning algorithmic logic in a new language with the creation of a prototype following the "reuse reduce recycle" triad. Card, paper, velcro.

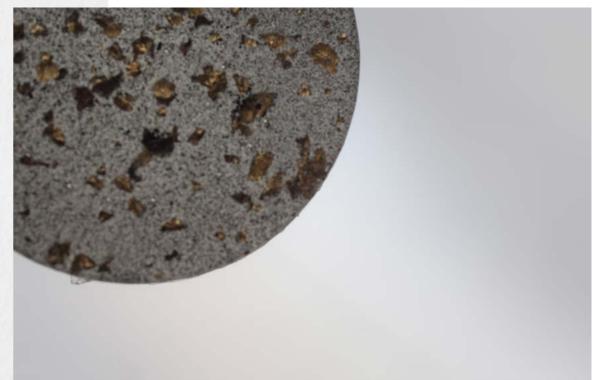


A polymorph snakes and ladder game to develop logical thinking, cooporation, creativity.

Carrying the R&D of a social enterprise and supporting children in their learning with no budget. Research report (in the works), educational tool prototypes, bi-weekly engagement with children.

MATERIALS & TEXTURES IMPERFECT RESIN



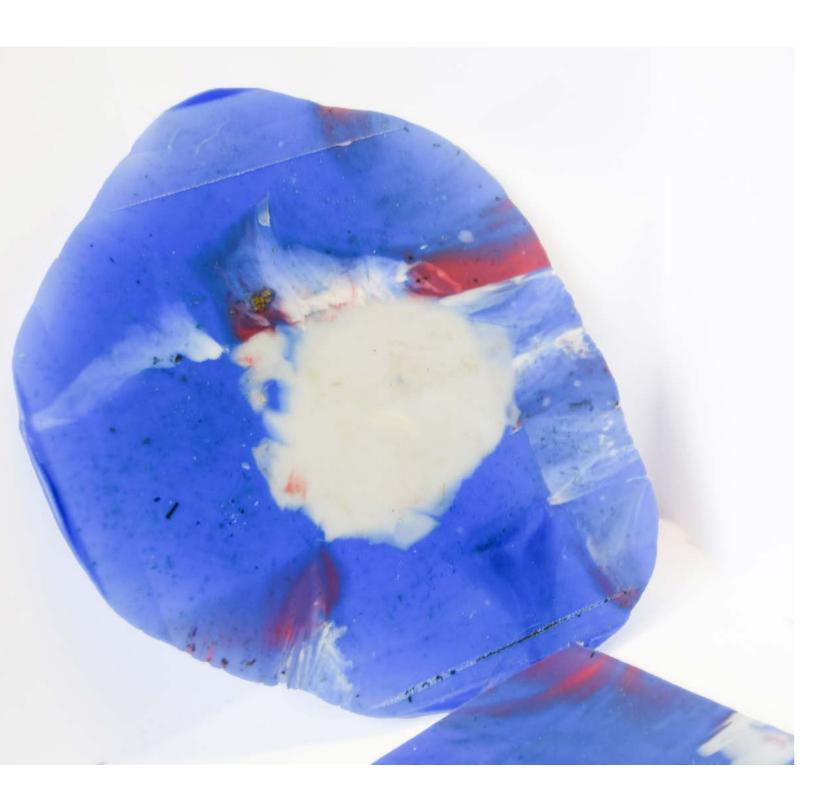


Gold, slate, captured in resin.



Pearls caturing fragements of time

MATERIALS & TEXTURES PLASTIC PLASTIC



Print, recycle, transform: uses and mis-uses of plastics.







MATERIALS & TEXTURES MARK: A TOOLSET

Crossing materials to create unique and sustainable tools to make a mark.

24

MATERIALS & TEXTURES WOOD, METAL



Wood, the hand of the craftman, the resistance of the material.

Iron holds the marks of time.

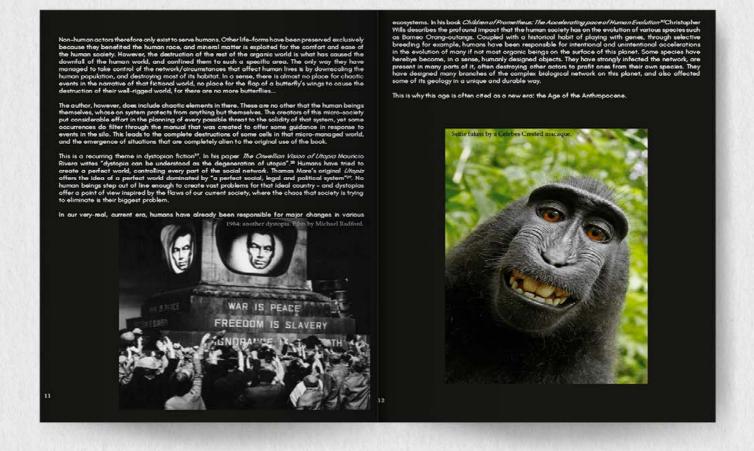


THINKING DESIGN THE ETHICS OF GIVING

"You made necklaces, yet I feel like they highlight the privilege your social class holds, [...] jewellery has even been used to determine social status in psychological studies, related to a person's wealth".

THINKING DESIGN DESIGNERS OF THE ANTHROPOCENE

Impacting the Network: theActor-NetworkTheory in the Age of a Chaotic Anthropocene



[&]quot;humans have been responsible for intentional and unintentional accelerations in the evolution of many if not most organic beings on the surface of this planet"

THANK YOU