

a small collection of

MATTHEW HO WORKS

as of 10.1.2017

other works can be found at madebymatthewho.com



HOW MANY PEOPLE ARE KILLED IN KILL BILL?

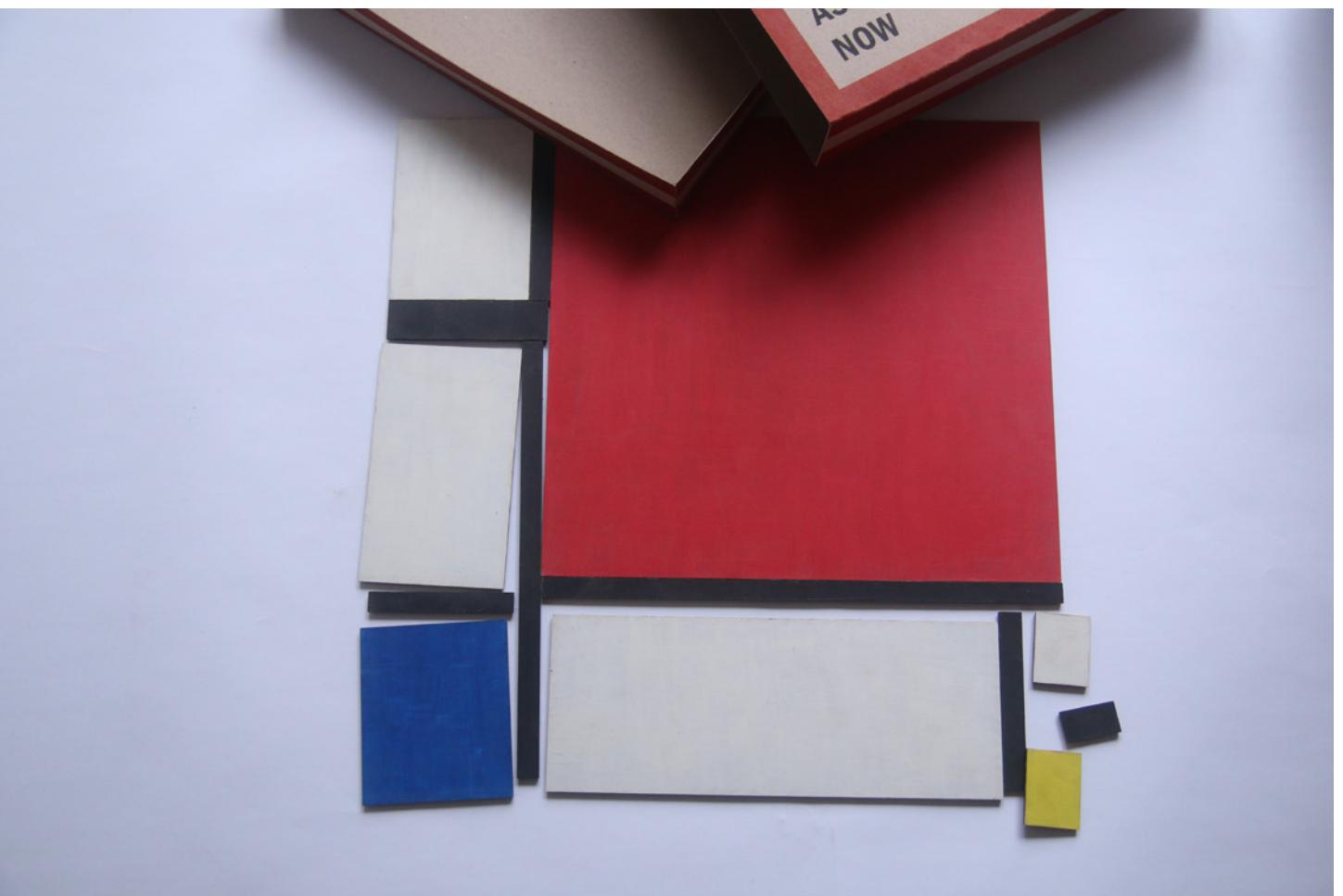
Book Design, Infographic, Narrative

2017
5'x5'x40'
mohawk superfine-ultrawhite, book board,
book cloth

By displaying Tarantino's bloody film in such a dry and informative way, the infographic quietly discusses the topic of desensitization of violence in media. The assignment given was to chose a narrative and find a way to distill it to its essence. I chose to turn Tarantino's film "Kill Bill" into an infographic. The front side of the book features a time line followed by some statistics of every single death shown in the film.

The back of the book is a time line showing every single song played in the film, but also the distance between where the track was written, and where the scene in the film took place. In my research, it was interesting to find how often Tarantino chose music from seemingly the farthest place possible from the scene he was shooting.





MONDRIAN PUZZLE BOX

Interaction design, toy design, remix

2016

14'x14'x3'

masonite, chipboard, acrylic paint

Dumbing down the De'Stijl masterpiece into a jigsaw puzzle has a way of both mocking it and celebrating it.

The assignment I was given was to take a favorite piece of art and remix it. I decided I wanted to create a way for the user to be able build a one to one replica of the painting for themselves, thereby allowing them to experience its amazing composition in a unique way.

But doing so came at the cost of patronizing Mondrian, and the excruciating months it took him to make this painting. Instead of backing away from the idea, I welcomed it by advertising top of the puzzle box in a way that embraced the patronization.



PUPPET CLUB IDENTITY

Branding, Experimental Typography

2017
4"×5.5"
Canson toolb

This branding identity includes stickers, and a banner. The background was inspired by "high surface area low volume" body parts, such as intestines, and blood vessels. It started as a sketch that I outlined and then scanned. The postcard features hidden body parts inside its swirly texture.



MODEL DRAWING

Construction Drawing, 5 minute drawing

2015
24"×36"
conte crayon, newsprint



BUILD YOUR OWN FAKE NEWS

Installation, Experimental, Interaction Design,
Political

2017
6'x4'
wood, vinyl, velcro

Letting users to build their own fake news headlines conveys the political turmoil of the United States without having the artist take a political side. Users rearranged several worded tiles to create their own phrases and sentences. By limiting and curating the words and phrases, users can create their very own politically charged (but almost always ludicrous) headlines, all while having fun.

The project started when I noticed that many news headlines used a very similar lexicon. In a sense, many headlines were sounding the same.

I originally intended to make some sort of random fake news headline generator. I started by trying to figure out what words or phrases I would use. For this, I browsed several conservative and liberal news sites for headlines. I then cropped the headlines for their key words and phrases.

When my cheap algorithm randomly stitched these phrase together, the results were hilarious. Things like "China has legalized marijuana by 2040, police say" would pop up. However, I noticed that I often wanted to interfere with the algorithm. Not just to fix inevitable grammar

disasters, but mostly to create my own politically senseless punchlines. That is when I decided to push the project into a large interactive piece, where any user could decide what to scramble the words into.

These photos are from the first time I brought this piece to an audience. These were my students from a two week ideation course I taught over the summer. Being high schoolers from the liberal dominated state of California, it is not surprising that they would immediately make Donald Trump the end of a few foolish jokes. But as some

of my students told me afterwards, the uncanny resemblance to actual news headlines made them stop and think about the nature of our click-bait society.

THEORETICAL NEW YORK TIMES TABLE OF CONTENTS

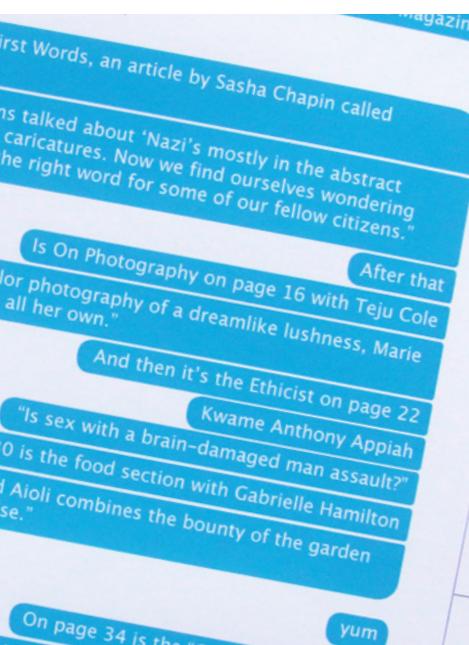
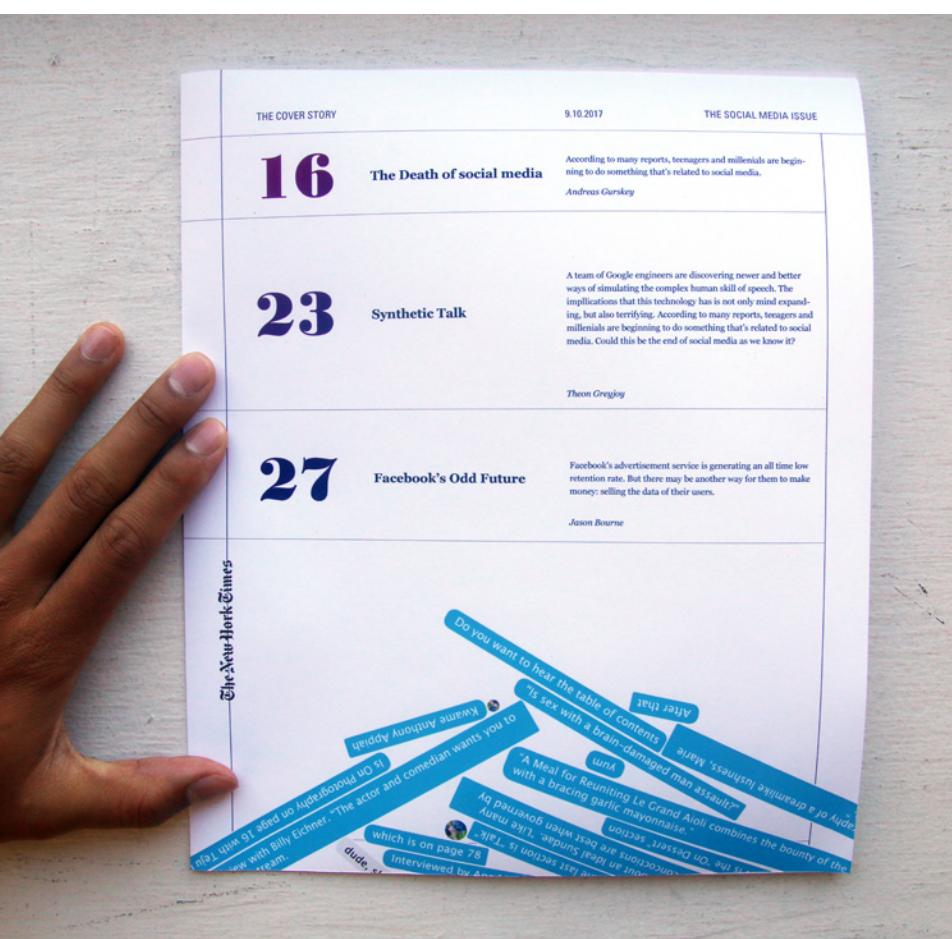
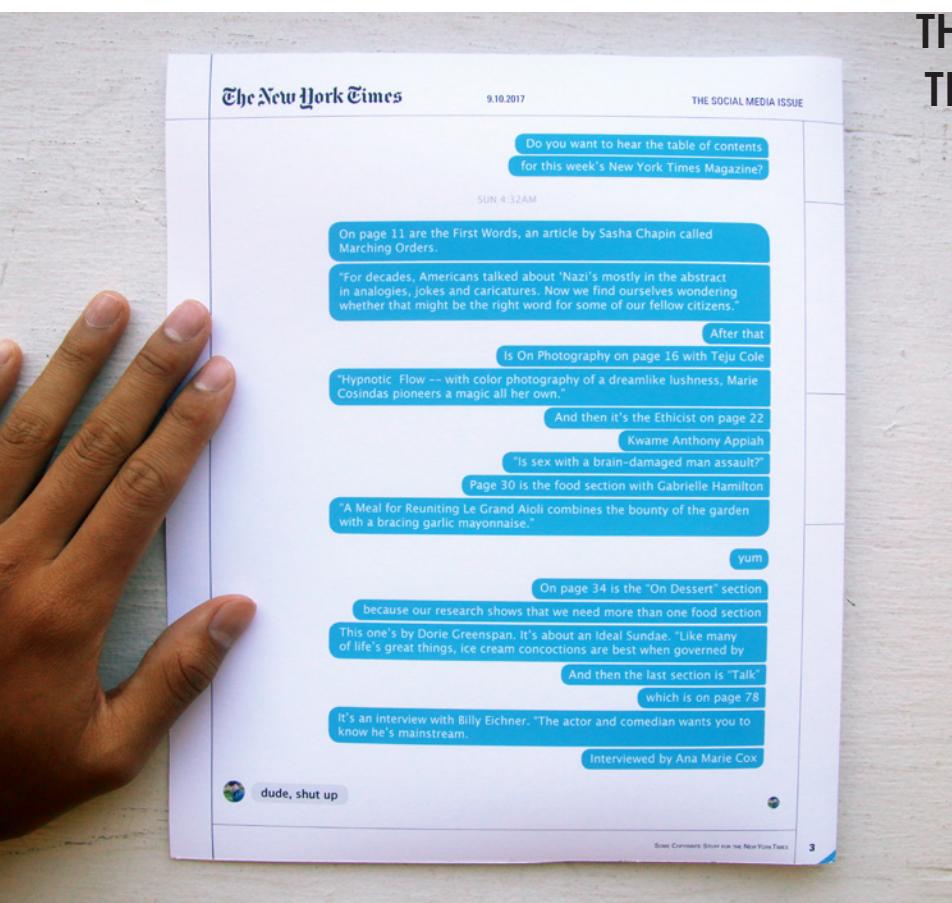
Editorial, Typography

2017
9'x19'

Adobe Suite, photography

Same assignment, but for a table of contents. This was a more conceptually driven approach. I emulated a Facebook messenger conversation between two people, where one of them is listing the table of contents.

The next page features the cover stories, where the blue Facebook tiles have fallen over.

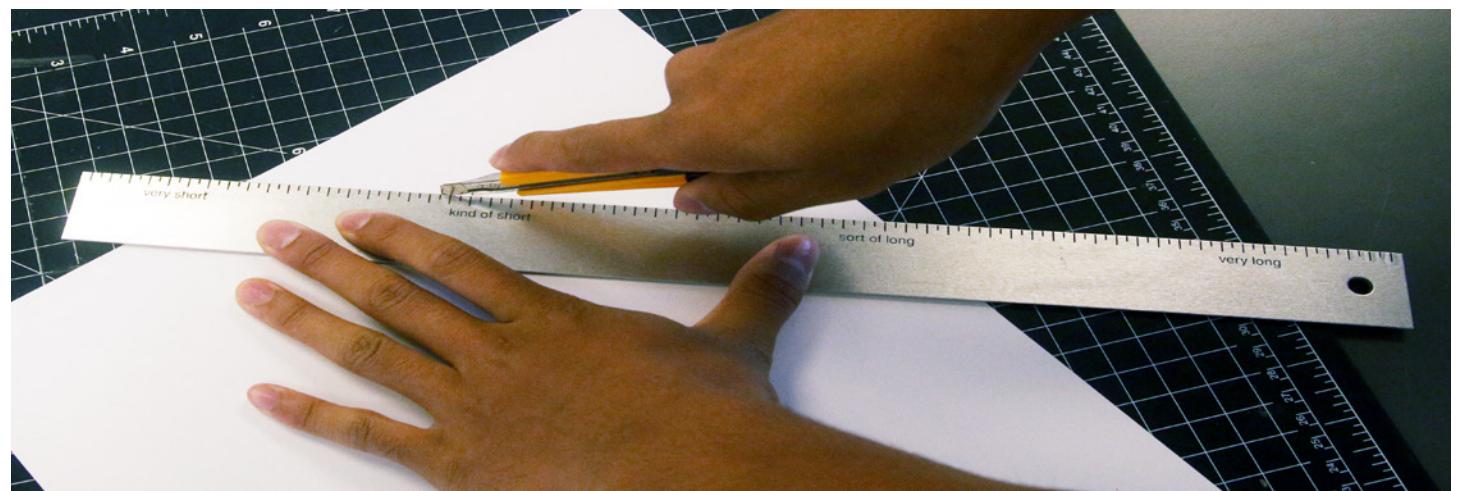


THEORETICAL NEW YORK TIMES SPREAD

Editorial, Typography

2017
9'x19'
Adobe Suite, photography

Our assignment was to create a theoretical spread for the New York Times Magazine. The photo was taken by me. The article used is an actual article about bananas.



ROOLERS

Interaction design, Defamiliarization, Comedy, Surrealism

2017

?x?

Aluminum sheet, cork, Acrylic Ink

There's something quite cynical about a measuring device built to never fulfill its only purpose. Each ruler is screen printed, scratch-proof, hand cut, and features a cork backing. There are 4 different designs (as there are many ways to make a useless ruler). I made a total of 36 rulers and have sold most of them. I marketed them using the catch phrase "your lack of satisfaction is guaranteed."

Auto-Incorrect
Don't ask why it exists. Ask why can't it exist.

Hello my nam eiw Matthww Ho.

Scholar Illiterate

about

back

We've all seen in movies a super villain who has some kind of robot metal arm, who declares that his prosthetic enhances his strength past normal humans. In a sense, auto-correct is like a prosthetic limb that our culture has attached on to everyone. And we can only stand by and watch as it spells things far better than we can.

As our auto-correct software gets better and better, and our ability to spell gets worse and worse, it's only fair to wonder whether or not we will miss the personal touch of human error. Maybe what we need is a way to bring back our typos.

— Matthew Ho

VERSION 9.29.2017
MADE WITH <3

AUTO-INCORRECT

Web-design, Interaction design, defamiliarization

2017

HTML, Javascript, JQuery

The purpose of auto-correct is practical, but the purpose of auto-incorrect is both comedic and expressive. I wrote an algorithm that would live turn your writing into typos as you typed. The effect is disorienting for most veteran computer users. There is also a range scale that goes from "scholar" to "illiterate" which determines to what severity the typed content is misspelled. It's difficult to explain, so here is a url.

madebymatthewho.com/autoincorrect



STOP?

Defamiliarization

2016

16'×16'

Aluminum plate, reflective tape, ink

Some things we take so for granted, it's only when they change do we understand their significance.

In order to make this sign, a large amount of research had to be done on exactly how US stop signs were made. I knew that the more like a real stop sign I made it, the more effective of a defamiliarization it would be. So it is effectively the same size, same materials, same color, and same typeface as an actual stop sign. I have considered taking down a stop sign and replacing it with this one as an experiment, but it seemed too dangerous and possibly illegal.



Hi, my name is Matthew Ho. I'm a maker and a designer currently studying graphic design at the Rhode Island School of Design. I was born and raised in the silicon valley. I have a passion for design, technology, and anything witty. I like snowboarding, volleyball, and backpacking. If you enjoyed some of the work on this document, please take a peek at my website.

I hope to meet you soon.

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