# International Project

# Products & Craft Design

Juliën Verheijen Fontys Hogeschool ICT Advanced Media Design

# Table of Contents

CONTEXT	3
RESEARCH METHODS	3
DISTINCTION	3
METHODS AND TOOLS	4
CONCLUSION	7
I ITERATURE	7

#### Context

During this project, we visited Dutch Design Week and collaborated with students from Humber College, Toronto (Canada). The goal was to get inspired by the different exhibitions and come up with a creative concept for the narrative 'Products & Craft Design'.

#### Research Methods



Inspiration Wall

Save and organize creative ideas during the project. By putting them together so you don't forget them.



Paper Prototype

A rapid-created low-fidelity prototype to show off the idea.



Pitch

A short presentation about the product to collect useful feedback from the audience to improve the product.

(CMD Methods et al., 2015)

### Results

We spent the first 2 days of Dutch Design Week walking around and looking at the exhibitions for inspiration.

On the 3rd day, we threw together all the photos we had taken and things that have remained with us. we noticed that many of the projects we had seen were on sustainable topics. For this reason, we were going to think of a product that we might see at next year's Dutch Design Week. We came up with the following concept "Bag2Nature", a bag made of natural waste such as orange peel.

We made a paper prototype of this idea which we could use to visually reinforce our <u>pitch video</u>.



## Conclusion

During this project, we had a short time to get to know the international student, which we immediately started working with. The communication was easy, and we were able to create a nice concept in just one day.





## Literature

CMD Methods, Van Turnhout, K., Jacobs, M., Kamp, I., Mulholland, C., Neuman,

A., Rouwhorst, S., & Van Vlies, L. (2015). *CMD methods*. Accessed September 15, 2023, from https://cmdmethods.nl/

Dutch Design Week. (2023). Eindhoven, Noord-Brabant, The Netherlands.