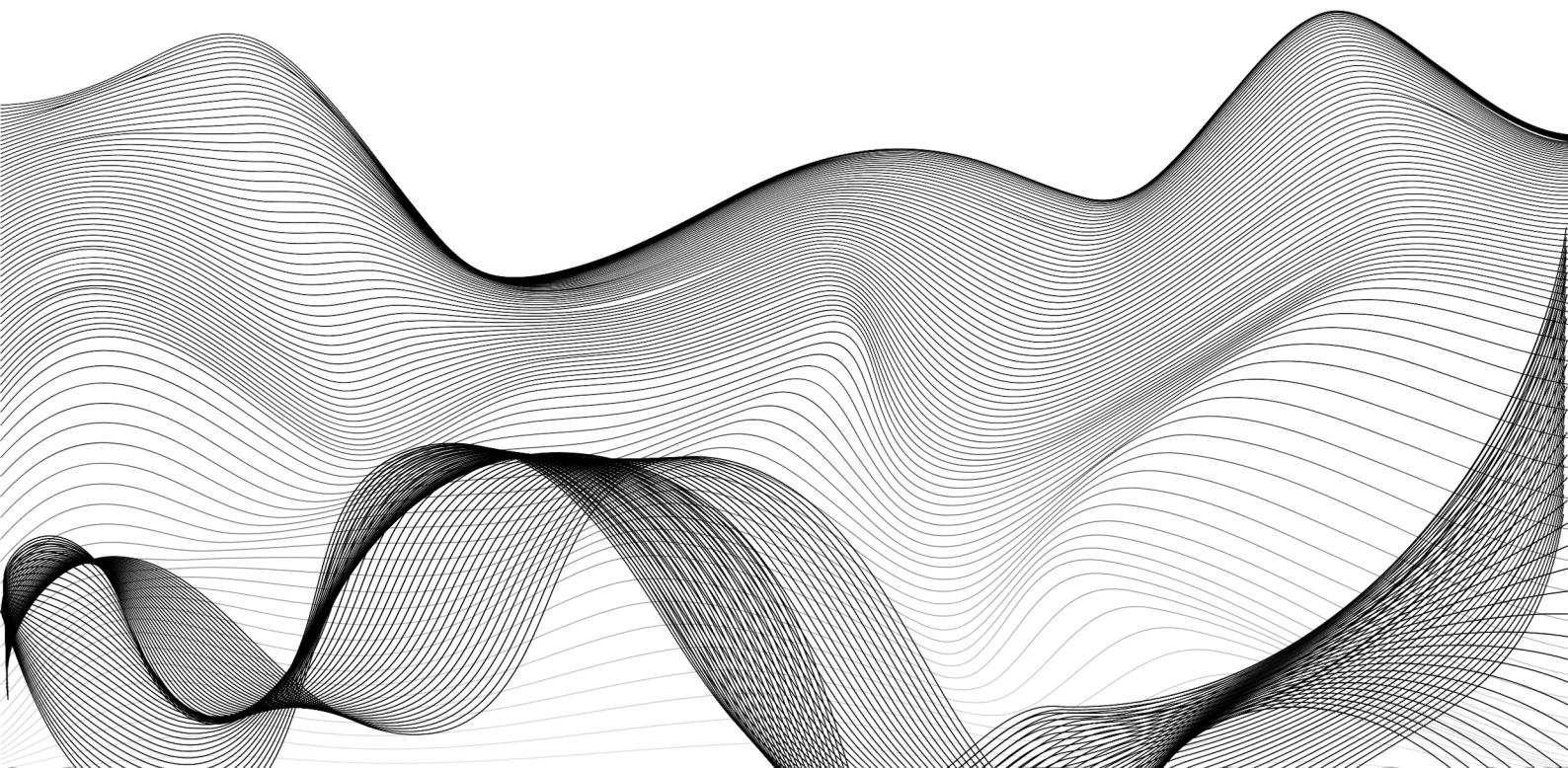


EXPERIENCE

DESIGN

P O R T F O L I O

KAI MASHIMO





CS-489

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- I. EMPATHY
to rest
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to trash
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I. EMPATHY

URBAN MOBILITY



>_

young university student, woman, sitting on a chair on a terrasse with a drink in her hand and wearing sunglasses, smiling

Attributes

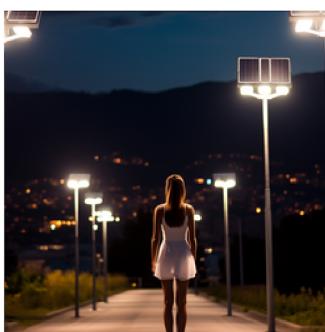
- Age - 23
- Gender - Female
- Mobility Type - Walking
- Reason - Public transport has stopped as it is late at night



Our target journey is a common experience for many young people in Lausanne, especially university students. They often enjoy lively nights out with friends at bars or clubs.

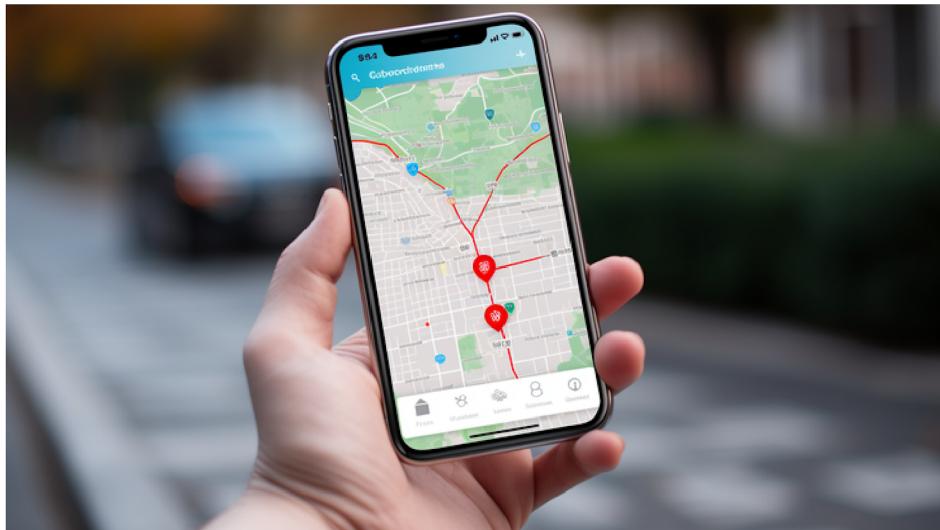


However, as the night progresses and it's time to head home, the atmosphere changes. The once vibrant environment becomes quieter, colder, and darker, making the walk home, often through deserted areas, unnerving and anxiety-inducing.

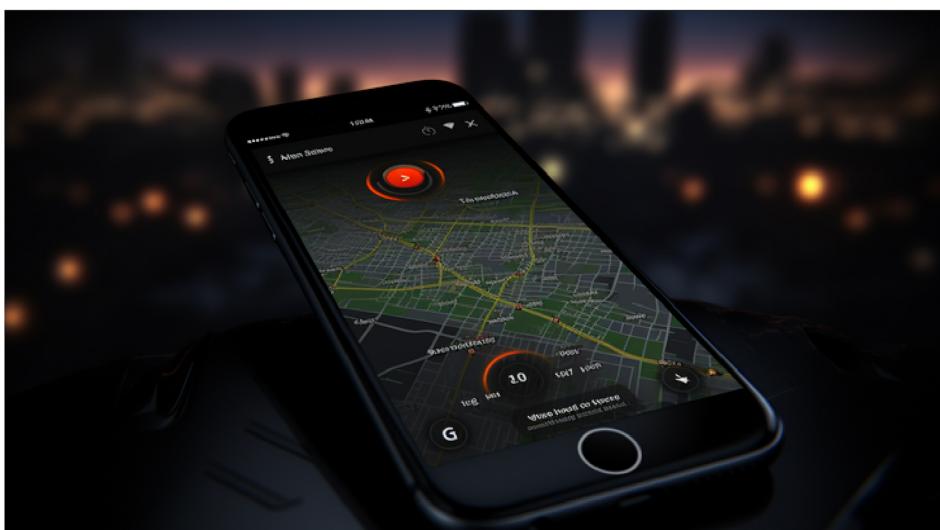


But once they reach home, a sense of ease returns.

SAFESTEP

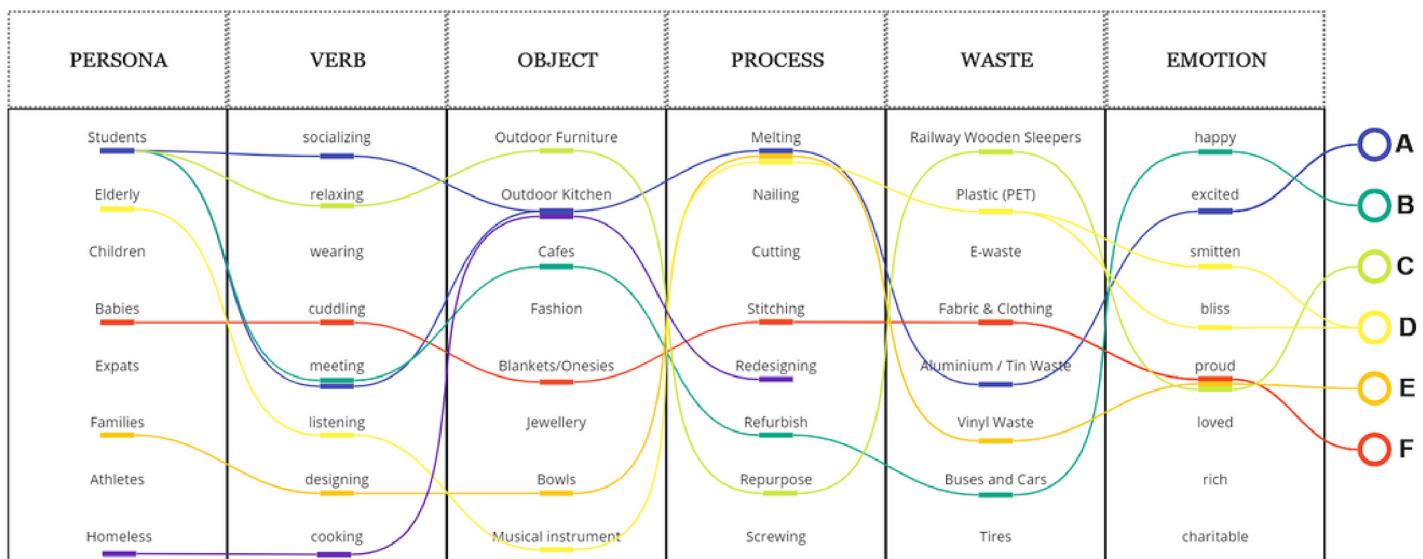


SAFESTEP is a navigation concept focused on late-night walking safety in urban areas. It prioritizes pedestrian security by guiding users along the safest routes, emphasizing well-lit and populated paths. Key features include 'Safest Route' selections and 'Alert Zones' that flag higher-risk areas. The app also integrates real-time updates and community feedback for up-to-date safety information. SAFESTEP design fosters a sense of security and community, aiming to make late-night walks more reassuring.



II. DECOMPOSITION

MORPHOLOGICAL BOX



**SCHOOL BUS
CAFE**

FOR FAMILIES
AND SOCIAL
GATHERINGS

HAPPINESS



**RESTITCHED
BABY BLANKET**

RECYCLED SCRAP
FABRIC FOR
FAMILIES IN NEED

WARMTH



**RECLAIMED RAIL
SLEEPERS**

OUTDOOR
FURNITURE FOR
STUDENTS

PRIDE

RECLAIMED RAILWAY SLEEPERS



In Lausanne, these sleepers, found in various public spaces, address seating shortages and promote recycled material design. They offer spots for gathering, studying, eating, and socializing outdoors. This initiative also repurposes materials significant to Swiss history, preventing waste and decay.

Easily refurbished railway sleepers are placed in public spaces like our campus, for students to find and creatively use for study or socialisation, or even take home (if they dare). This initiative reduces waste accumulation and encourages community creativity.



III. ANALOGY TO WORK

| | Target Domain | Source Domain |
|----------|---|--|
| Problem |  |  |
| Solution |  |  |

The current challenge in architect offices is simultaneous model collaboration. Our solution: a spatial computing dome, allowing architects to simultaneously collaborate, similar to how software engineers use collaborative platforms like GitHub and CoderPad. This dome enables creation of 3D shapes with finger movements and gestures, facilitating fast development and shared vision among architects.



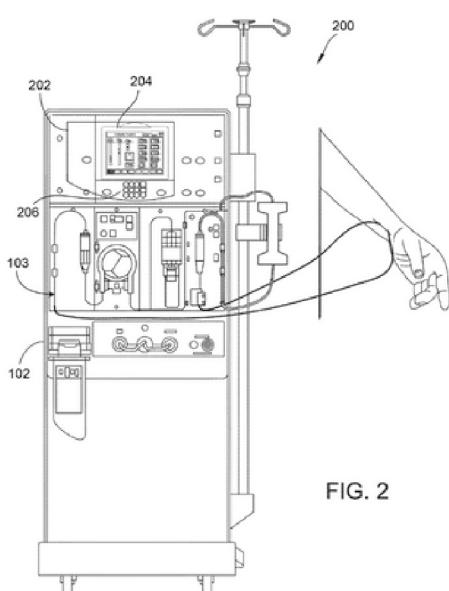
The challenge in architectural collaboration is understanding shared visions and detailed aspects like dimensions and materials. Current methods, including sharing CAD files and gathering around a desk, lead to inefficiencies.

Our solution is an AR-powered spatial computation dome, enabling architects to collaborate in real-time using gestures and AR glasses. This technology brings ideas to life, improving communication and decision-making while reducing the need for physical prototypes and excessive printing, aligning with sustainability goals.



IV. STYLE TO HEAL

A hemodialysis machine, equipped with a dialysate delivery system, dialyser, and sensors for pre- and post-dialysis monitoring, also includes a control system for data analysis. To support children's mental health, it's vital to design these machines with bright colors and interactive features, creating a more comfortable and less intimidating environment. This helps reduce stress and maintain normalcy, crucial for their emotional well-being during extended treatments.



Homely Haemodialysis

Design and Function:

The dialysis machine, with a child-friendly design resembling a playhouse, enhances the room's ambience, reducing the clinical feel. Its functionality remains intact, cleverly integrated into the playhouse structure.

Target Audience:

Primarily aimed at children, this design makes the dialysis experience less daunting, acknowledging the greater impact of treatment on young patients.

Adjacent Area:

A play area with plants and lighting is situated beside the machine, offering a relaxed and engaging environment. This setup supports diverse activities like sleeping, playing, or relaxing during dialysis.



V. CONTEXT TO CARE



Stray dogs in Sydney, amid its bustling streets, parks, and beaches, pose a challenge for public health and safety. Despite Sydney's pet-friendly culture, stray and abandoned dogs remain common, found in various urban areas. Local animal welfare groups and authorities are actively working on rescue, rehabilitation, and rehoming. These strays struggle with harsh weather, food scarcity, and lack of shelter, affecting both residents and the environment. Their presence contributes to pollution and can disrupt local ecosystems, posing risks to people, wildlife, and ecological balance.



**TO BE
ADOPTED**



VI. COLLAGE TO BLEND



Place de la Riponne is a spacious square in a classic European architectural style, featuring a geometrically patterned pavement and a central fountain with a statue. It's bordered by uniform multi-story buildings with rows of windows, typical of European towns. The square hosts a mix of people walking, standing, or sitting on benches. Leafless trees suggest autumn or winter, and a church spire extends above the buildings, enhancing the old-world atmosphere. The partly cloudy sky allows for soft daylight and shadows on the square.

COLLAGE



place de la riponne

geometric mondrian art



paul klee abstract designs



kintsugi



laptop speakers



loudspeakers



EXPERIENCE

DESIGN

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