

# Portfolio

Maija Hauger



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- Nabolagsportalen
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Length: 12 weeks  
Date: 23.01.-26.04.2024

# Membrane

With Akerselva  
Course Elective: 70 401 Entangled Spaces and Environments

Fig. 1: screenshot of final piece.

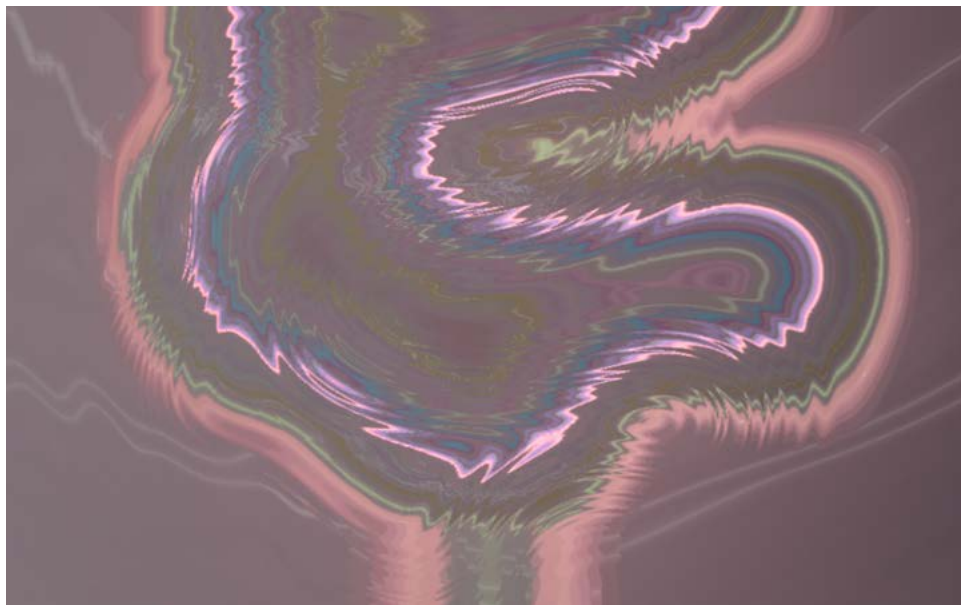


Fig. 2: picture from the process in my spot along side Akerselva.



Fig. 3: notes.

Fig. 7: one of the TD sketches i made in March.



Fig. 4: playing with light when making exhibition.

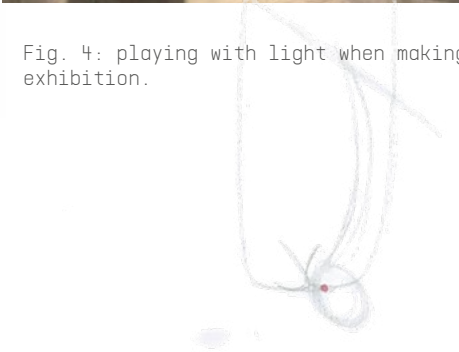


Fig. 5: drawing of bodyscan.

Fig. 6: the entrance of the event.

This course explored the more-than-human world by connecting with a specific location along Akerselva, Oslo. Through sensing and interacting with the river, I designed interactive digital projects using Touch Designer. The course rhythm allowed for reciprocal influence between experiences with Akerselva and the

digital design process. My final piece explores the boundaries between bodies, as well as the line between getting and being influenced/changed in relation to surroundings. The course demanded a lot of reflection and has left me with several interesting methods and reflections on how to design with other-than-humans.



Length: 8 weeks  
Date: 15.01.–06.03.2024

# The Stretch

For/with The Child Welfare Service in Bærum Municipality  
Course Service Design 2: 70 602 Service Design Futures



Fig. 8: tool in use.

In collaboration with PhD fellow Audun Formo Hay this course was invited to collaborate with The Child Welfare System in Bærum. The project focused on surfacing issues and providing methods or possibilities for change. Co-designing with an emergency worker, we identified a stretchedness in the child welfare system consisting of contradictions and tensions within the vital functions and values of the work being done. The Stretch is a conversation tool that emerged by putting the tensions into a grid. The tool is a possibility to engage with this stretchedness

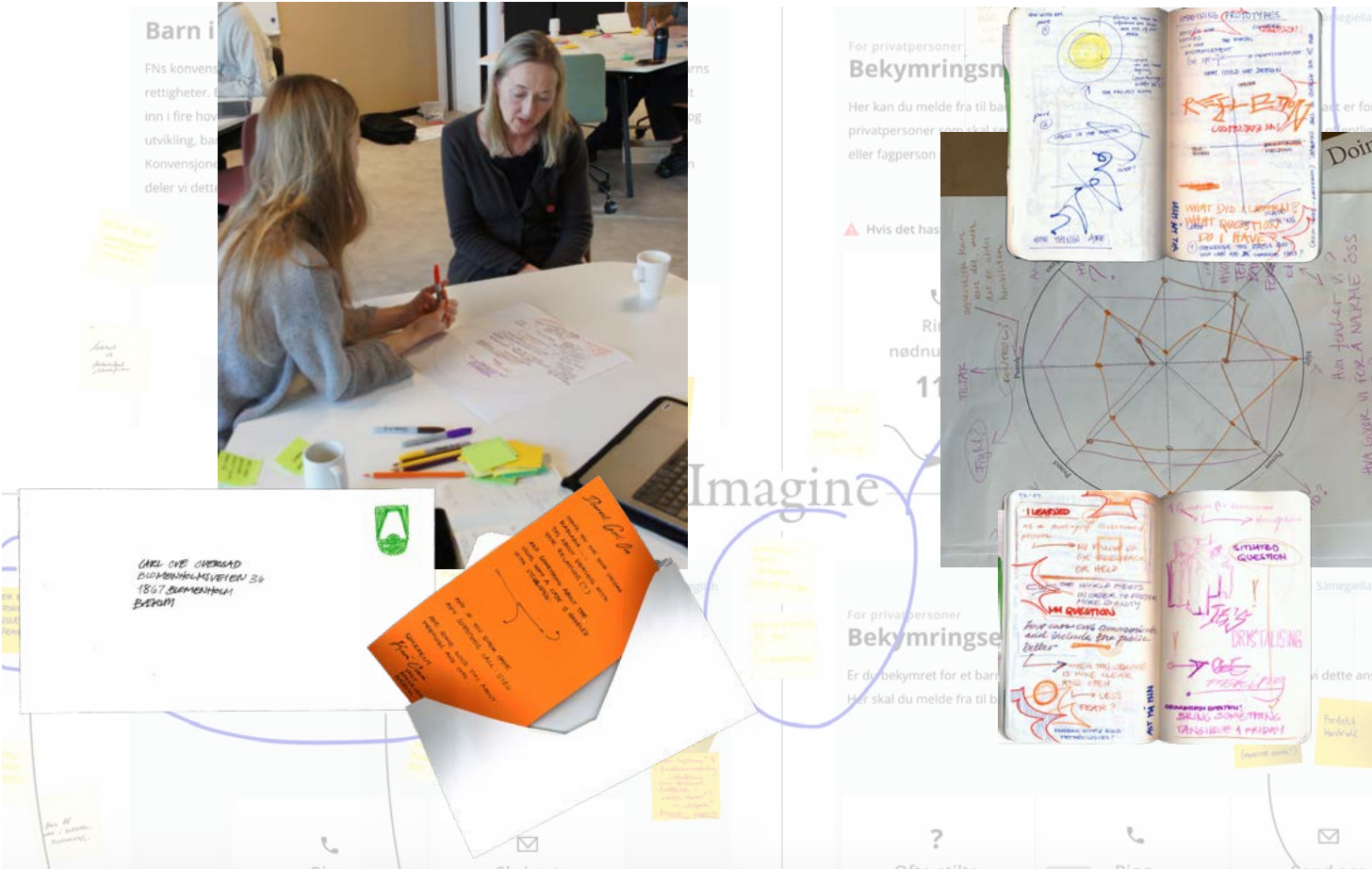


Fig. 9: material from co-design.

of the service system. The contradicting values are shown on opposite sides of a scale and between these two we try to place an elastic. The elastic has the quality of stretching, but it has a limit. The project worked with situated examples as a starting point, but it is also relevant to think of more systemic decisions and discussions.

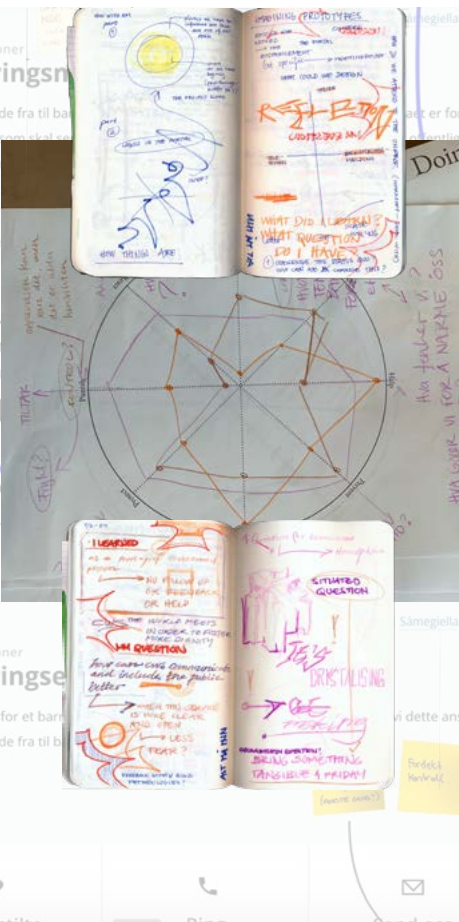


Fig. 10: notes.



Length: 11 weeks  
Date: 10.10.2023–16.01.2024

Fig. 12: listen to the sounds that surround us at listeningworkshop 6th of January.



Fig. 13: scans of the weaving sound diaries. One for each day of the week, starting on Tuesday and ending on Monday.

This project was a nudge to learn about learning, promoting that the ability to learn and teach is increasingly important. I chose to learn listening as a skill by focusing on the sounds that usually are considered noise. In the process I became aware of my own listening habits and how soundscapes affects me. These realisations helped me formulate techniques to shape the awareness and agency I wanted to pass on through my guide to more active listening. The guide took the shape of several explorative workshops and a podcast.

# Learning to Listen

Fig. 18: a fully mounted and finished weave.



Fig. 17: making sense of different recordings.

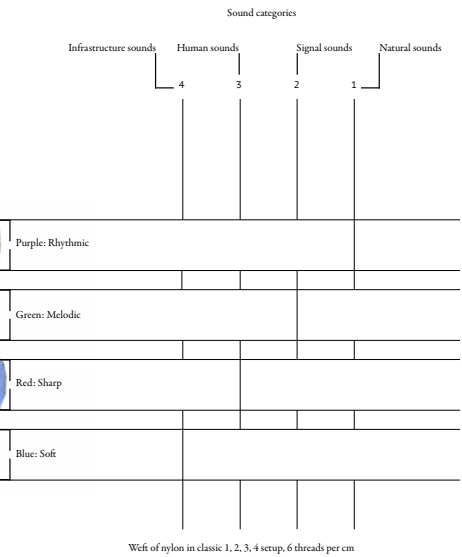


Fig. 14: recording gear in action.

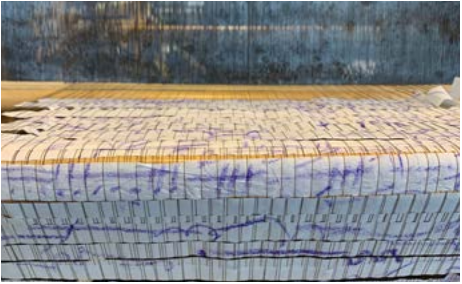


Fig. 15: weaving the drawings in the system I made shown above.



Fig. 16: event-poster.



Length: 16 weeks  
Date: 05.09.2023–16.01.2024

# Space of Ease

For/with RICK, Netherlands  
Course The Morning Studio, Design Academy Eindhoven, Netherlands

With: Finn Schumacher and Zoé Monstrey

Fig. 19: marking a space of ease.



Fig. 20: kids using toasties to describe their school day. A new method I invented:]

The Morning Studio at Design Academy Eindhoven is geared towards social design. In this project we collaborated with an organisation for creativity in the Dutch school system, RICK. My group asked ourselves: How might we create a space of ease through co-exploring sensory stimulation? We wanted to create spaces where we can provoke vulnerability in order



to create safe spaces for the students where they can feel confident. We did this by co-exploring through group activity at Peelland College and within The Morning Studio where we tried a variety of activities. This shaped a set of tools that we proposed as a way to start “bottom-up”-change where we open up for new ways of using the mental and physical space a school is.

Fig. 23: kids exploring senses with blindfolds.



Fig. 21: to pages from my wonderful processbook.

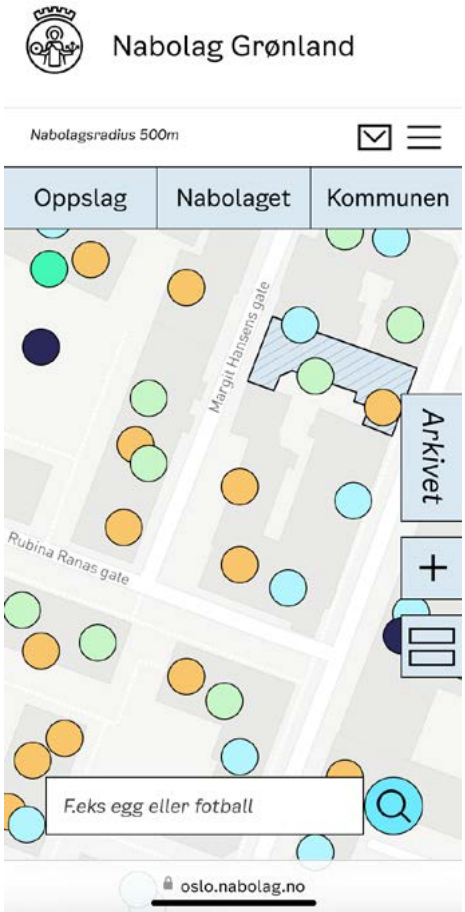
Fig. 22: picture from our exhibition at the academy for teachers.



Length: 9 weeks  
Date: 20.03.-25.05.2023

With: Ingvild Dekeyser

Fig. 24: screenshot from the website that was part of our proposal.



The final project of our three foundation years at AHO focused on the small and close interactions between neighbours in Oslo. We worked in collaboration with the municipality through PBE and three other groups working with the same brief from different angles. Our focus was the individuals in the neighbourhood as resources that are currently hidden. Therefore, we chose to work on the following challenge: How can the Oslo municipality act as an initiator by building relationships between neighbours and neighbourhoods

# Nabolagsportalen

Fig. 27: from later workshop, testing different layouts and content with 11 participants.

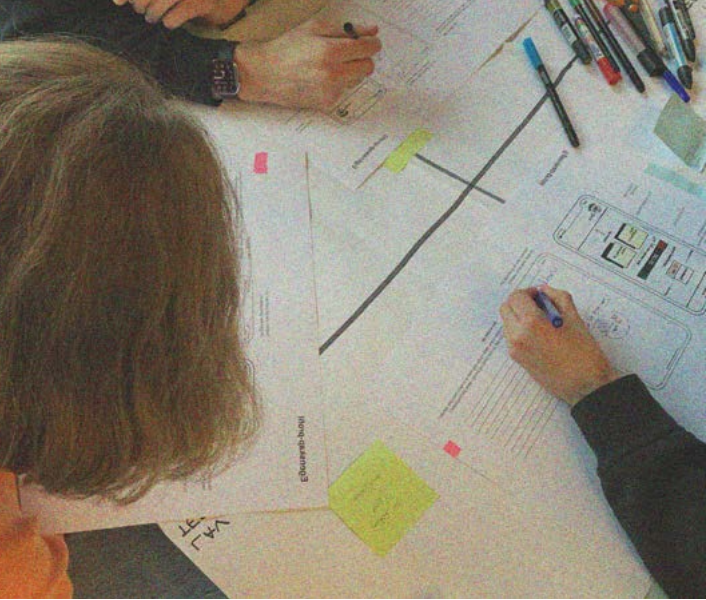


Fig. 25: early workshop, talking about social structures in Oslo.

so that neighbourhoods become empowered? Our proposal was a digital portal to help create the culture we would like to have in Oslo and build relationships between the individuals in neighbourhoods. It is built together, residents and the municipality. We learned a lot about the complicated systems of public sector, the value of poetic approaches, but also its limitations.

For Oslo municipality, Department Plan- og bygningsetaten, ByKuben  
Course GK6: 70 163 Designfordypning

Fig. 26: the logo.





Length: 7 weeks  
Date: 16.01.–03.03.2023

With: Team T1\*



Fig. 28: picture of the mountains in Aurland.

This project focused on Aurland municipality in Norway, and as part of the NatureAct research project we applied a Systems Oriented Design (SOD) approach. Our goal was to understand and address challenges in Aurland's tourism industry. The report aims to initiate discussions within Aurland and with collaborators about leveraging nature-based solutions for climate adaptation. SOD helped us navigate the complexity of Aurland's interconnected systems. Rather than providing solutions, our role was to lay a foundation for inspiring conversa-

# Tourism in Aurland

For/with NatureAct  
Course GK6: 70 161 Introduksjon til systemorientert design



Fig. 29: from our report, for more press link.



Fig. 31: final presentation as workshop.

Fig. 30: newspaper futures if we change and if we stagnate.

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Maja Hanger

\* Team T1: Monica Jiang, Ishita Chawla, Märtha Sverdrup, Nora Engan Haugen, Philip Lie Petersen and Tiril Bolger.

tions. The material became part of what NatureAct brought to Aurland to engage locals to drive meaningful change. The project emphasised teamwork and honesty.

Link: <https://tourisminaurland.netlify.app/>



Length: 14 weeks  
Date: 31.01.-27.05.2022

With: Anna Kristine Aarø Halvorsen and Theodor Paiewonsky



Fig. 32: small gifts for Vipppa's guests to mark identity and work as a reminder in everyday life.



Fig. 33: pieces of printed silk hanging from the ceiling of Vipppa.

# Brodd

Fig. 36: a large weave placed inside Vipppa. We asked guests to take a thread and weave it inn.



Fig. 34: from our report, more on link.

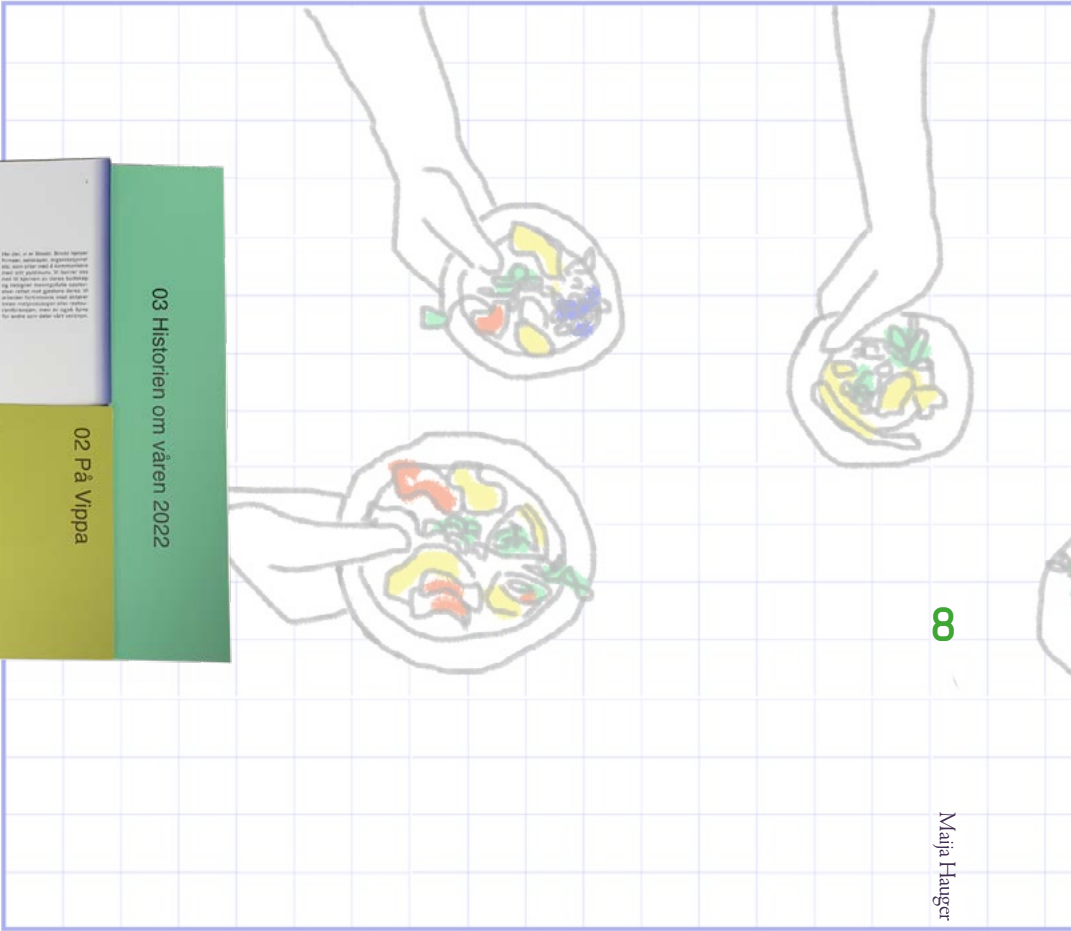


Fig. 35: illustrations by me.

Brodd explores human relationships to food and its environmental impact by creating a fictional design agency. Collaborating with Vipppa, a local food hall promoting regenerative food systems, we aimed to reconnect people with food. The course let us explore identity-building, interviews methods and other important design skills. The “D4Me”-method became an important tool we used to craft a myth for Vipppa, enhancing community engagement. With the myth we could create rituals in the shape of interactive installations, cultivating a sense of

belonging and inspiring positive change. It was a fun and playful project where we were allowed to go deep into an interest based task and scope it ourselves. Additionally, we grew vegetables, adding a fun dimension to the semester.

Link: <https://brodd-report.netlify.app/>



Length: 4 weeks  
Date: 15.11.-09.12.2021

# Årshjulet

For Gyldendal  
Course GK3: 70 I30 Interactive Products

With: Benjamin Romm and Frida Tørring

Fig. 40: from interview.

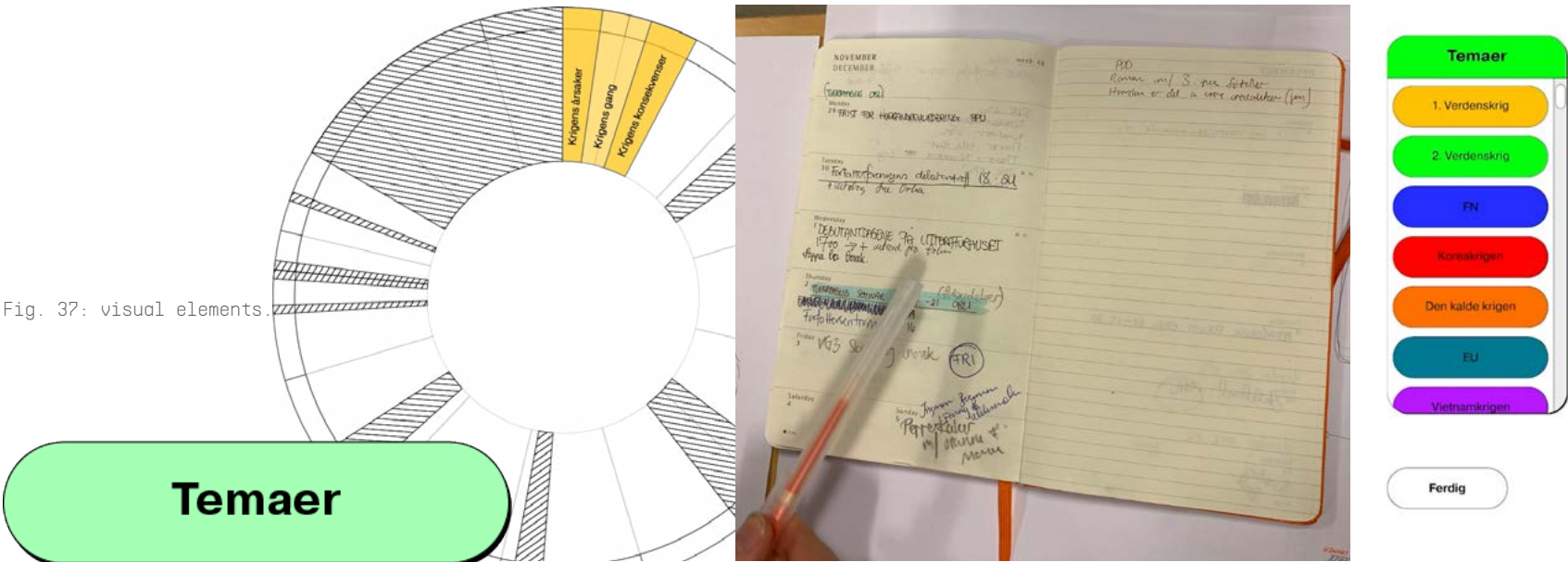


Fig. 37: visual elements.

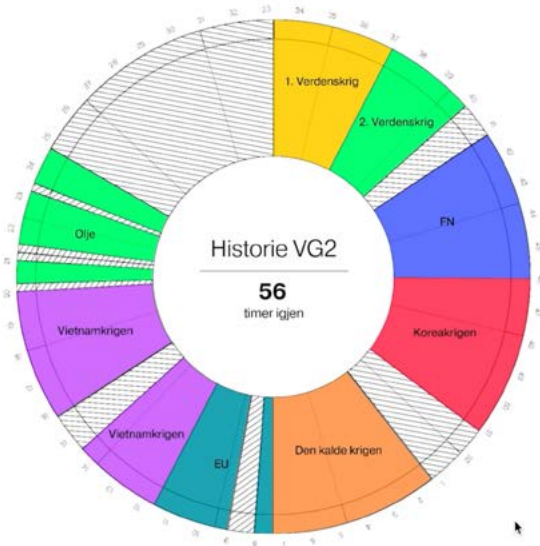


Fig. 39: final prototype.



Fig. 38: from first user test.

Årshjulet is a tool to help high school teachers better organise their curriculum and plan their school year. Through interviews, we found that planning can be challenging, especially with multiple classes and subjects. The suggestion aims to provide teachers with a clearer overview of their semester and curriculum by using the layering of information available on digital interface. The process included teachers who helped us co-explore the topic.

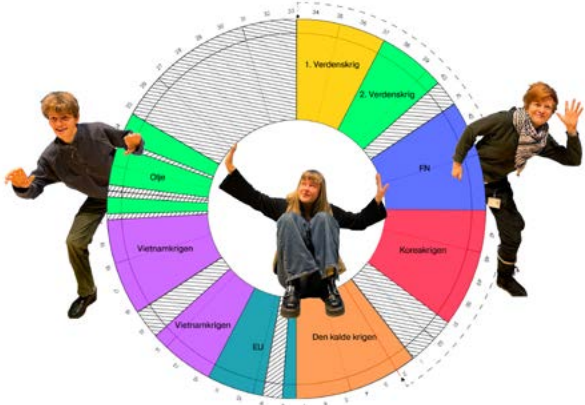
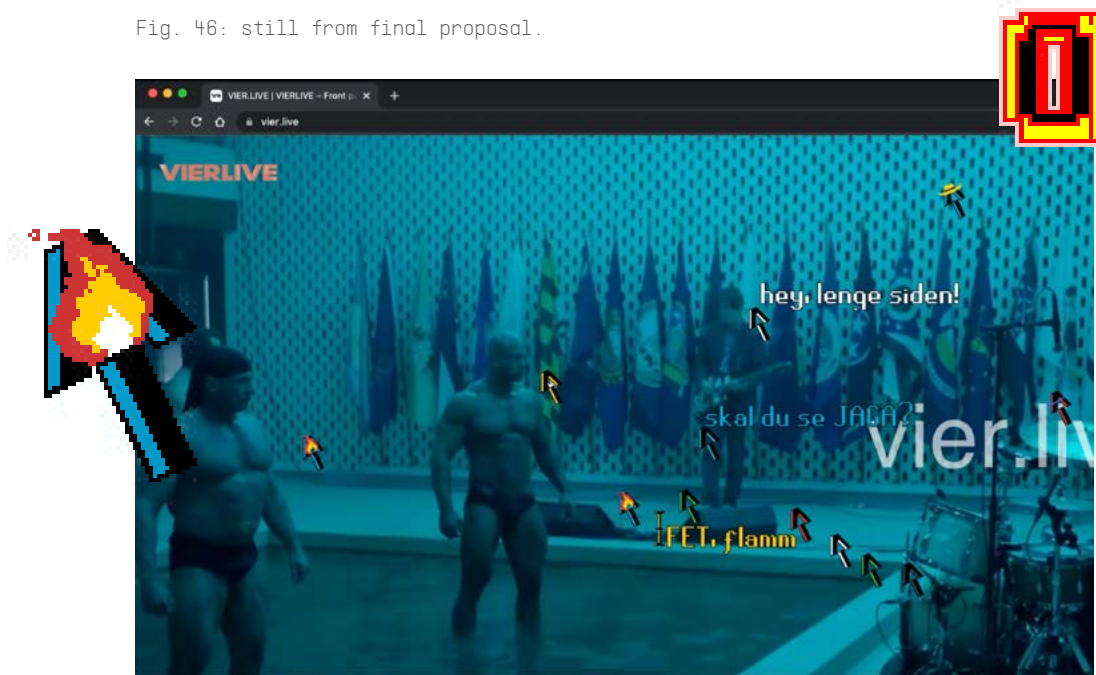


Fig. 41: Benjamin, me and Frida.



With: Benjamin Romm

Fig. 46: still from final proposal.



**VIERLIVE**  
Community

Fig. 43: our logo.

Fig. 42: a curser, styled by a user.  
This is how we envisage the users  
representing themselves on the website.

Fig. 45: cool collectable  
emote.



Fig. 44: from user test during  
concept development.

vier.live Community is an interactive website focusing on social interactions online. Originally vier.live is a Norwegian live-streaming start-up. Our goal was to use the full potential of a digital space in an experimental and fun way. We wanted vier.live to become something more than a ticket-buying and streaming website. We wanted to create a space on the internet where the individual can experience control and identity. Our proposal is a gamified website where you can hang out in community. This resulted in the slogan: “We also want to be live on vier.live.”

Link: <https://vierlive-videos.netlify.app/>



Length: 4 weeks  
Date: 12.06.-17.08.2023

# Levende gater

Hired by: Arvild Bruun, PBE  
A collection of projects and work for the future

Student jobb with: Fanny Hamran, Hobbe Strömberg, Magnus Winther, Hans Jacob Wernersen, Vegard Hauge Szilvay, Jenny Bjørgum, Benjamin Romm and Ingvild Dekeyser



Fig. 47: first slide of presentation by Jenny and Benjamin.

After our final project we were invited to take our projects further and condense them into a larger holistic presentation showing some of the most interesting works from the all the four groups working with the brief from PBE. This bit of work was given to me because I needed a summer job, but it was done on behalf of and with input and material from all the other groups. This presentation was held in August in house at PBE and was the basis of our contribution to a report that later was delivered to answer the political request of Living Streets/Levende

gater. It was a fun and challenging job to make so many people feel ownership to something that in the end maybe was shaped in a too democratic way.

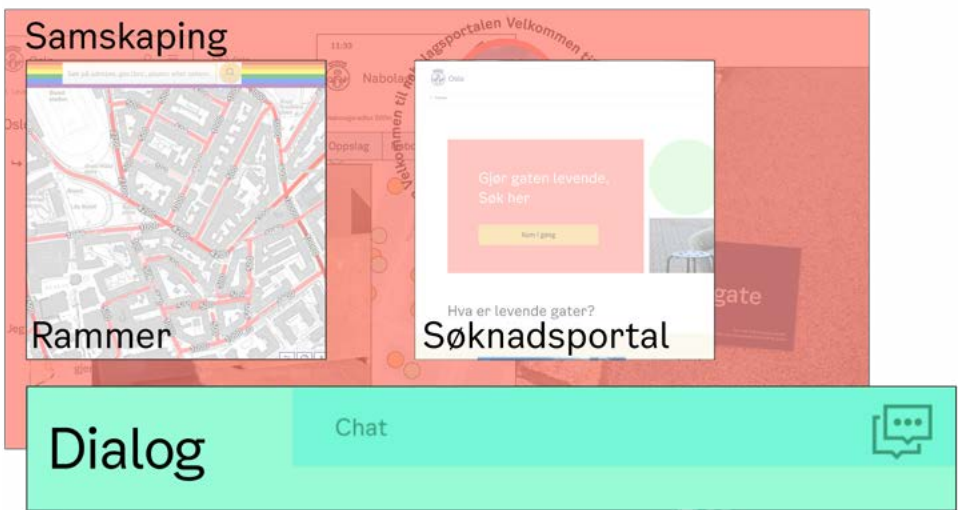


Fig. 48: visualising the relation between the different approaches taken.



Length: 1 week  
Date: 28.11.-02.12.2022

# abstraktbok

Hired by: Guttorm Ruud  
A book to collect all abstracts from 70 153 GK5 Design Research

Student work with: Jenny Holm Bjørgum and Benjamin Romm



Fig. 49: picture of hands flipping pages.



Fig. 50: picture of layout.

The goal of this work was to make the academic side of design more visible. The book of abstracts collects all the students work in one book. The process was short, intense and organic. Jenny and I worked on the concept, colours and the graphics in the book. Benjamin delt mostly with the grids and fonts. We ended up being very proud of this project, and its also actually my first payed design job. The book is now in the school library.

Link: <https://abstraktbok.netlify.app/>

# Other things I've done



10.05.2021 Visualising Design history: Taking inspiration in Diane Arbus and making something strange influenced by modern impulses. Scann of embroidery on plastic.



14.03.202024 Single cover: YAMAHA by Turbo and Eirik Aas.



25.04.2024 Film poster: Sangerinnen a short film by Lea Meyer.

18.01.2024 Maija's Bread: A reflection of what is important to me in design, how I want to feed myself and what I want to feed the world.



This page is a small collection of other tings I have done. My background in art has shaped the way I work and think about design, and that's why I've included an example from my time studying art (on the left). The project in the middle is an example of turning theory into visual material. I show this to emphasise my interest in where the academic meets creativity. The last project is there to show my interest in exploring materials and learning new things in my spare time.

20.04.2024 Live visuals with Benjamin Romm: At KNUG club night, Ingensteds, Oslo.



01.03.-15.03.2021 Learning to blow glass at Frysja [part of Just Make It-project].



28.09.2023 Learning to make ceramics in moulds at Design Academy Eindhoven.

