

PORFOLIO  
2023 - 2018

# MY-HUNG NGUYEN

Postgraduate fresher & junior designer

bachelor of  
urban design

Ho Chi Minh University of Architecture  
HCMC, VN 2018

master of  
design, innovation & technology

Royal Melbourne Institute of Technology  
MEL, AU 2021

# CV

99 Street No.24, Binh Tri Dong B ward, Binh Tan district, Hochiminh city, VN myhungnguyen.ud@outlook.com (84+) 0904 425 508 myhungnguyenud.wixsite.com/cv-folio		May, 2019	Project assistant
<b>MY-HUNG NGUYEN</b> Junior Urban designer/ Urban planner		<b>Project: Phu Van Eco Town Zoning Master Plan</b> Location: Hai Phong city, Vietnam	
<b>Objectives:</b> <i>Urbanism, Landscape Architecture, Tech+Art</i>		<b>Company: Group GSA</b> Level 9, 117 Nguyen CuuVan, Ward 17, Binh Thanh District, Ho Chi Minh	
Full Name: Nguyen Thi My Hung Date of Birth: 22th March 1996 Languages: Vietnamese, English Based: Hochiminh city, Vietnam		Sep - Oct, 2019	Project assistant
<b>Education</b>		<b>Project: General Planning of Kim Lien Special National Relic Complex</b> Location: Nam Dan district, Nghe An province, VN	
2021	Master of Design, Innovation and Technology at RMIT University	<b>Company: DE-SO Asia</b> 28 Đ. Thảo Điền, Thảo Điền, Thủ Đức, TP.HCM	
2018	Bachelor of Urban Design at University of Architecture Ho Chi Minh City	<b>Awards</b>	
<b>Professional activities</b>		Dec, 2021	Innovation award for major project MDIT RMIT
Nov - Aril, 2023	Architectural designer	<b>Name of Project: Meleidoscope</b>	
<b>Project 01: Residential - civic housing</b> Location: Ben Tre province, VN		<b>Category: Art (Immersive sonic installation for Urban soundscapes)</b>	
<b>Project 02: Topaz city apartment - interior design</b> Location: District 8, Ho Chi Minh City, VN		Dec, 2019	Jury prize of Loa Thanh award Vietnam Association of Architects
Company: Vo Gia Architecture 250/1/120B Binh Hung Hoa B ward, Binh Tan district, TP.HCM		<b>Name of Project: Van Thanh Eco-Farming Village Regeneration</b>	
Sept -Nov, 2022	Intern	<b>Category: Urban design, urban planning</b>	
<b>Project: FPT Software Campus Quy Nhon 1.500 planning</b> Location: Quy Nhon Province, VN		<b>Skillsets</b>	
Company: DE-SO Asia 28 Đ. Thảo Điền, Thảo Điền, Thủ Đức, TP.HCM		<b>Softwares - Proficient</b>	
<b>Project: MDIT master program's 'Nex{t} virtual exhibition, SEM2, 2021</b> Location: Melbourne, AU		AutoCAD; Sketchup; Lumion; Adobe Suites (Ps, Ai, Id)	
Institute: RMIT, School of design, MDIT program		Rhino/ Grasshopper Fusion 360 Cinema 4D Arduino IDE Reaper SuperCollider Eagle Node-RED	
Nov - Dec, 2021	Information architect / volunteer	<b>Evaluation</b>	
<b>Project: Ecogreen - Central Park</b> Location: District 7, Ho Chi Minh city, Vietnam		/ strengths	/ weaknesses
Company: Landmarks Ltd 39 Ben Van Don, Ward 6, District 4, Ho Chi Minh City, Viet Nam		<b>- critical thinking &amp; analytical skill;</b> <i>Design research, refined judgments &amp; observation</i>	
Apr, 2019	Project assistant	<b>- English vocal communication</b> <i>Gradually improved. English writing is proficient.</i>	
<b>Project: Ecogreen - Central Park</b> Location: District 7, Ho Chi Minh city, Vietnam		<b>- content writing &amp; edition;</b> <i>Publications, Design narrations, Design philosophy</i>	
Company: Landmarks Ltd 39 Ben Van Don, Ward 6, District 4, Ho Chi Minh City, Viet Nam		<b>- 3D visualization</b> <i>Gradually improved by engagement in topic-related projects in latest 2022-2023</i>	
<b>Project: MDIT master program's 'Nex{t} virtual exhibition, SEM2, 2021</b> Location: Melbourne, AU		<b>- multidisciplinary &amp; urban design thinking</b> <i>Connecting disciplines towards specific systematic model for design strategy, procedure &amp; management; Refining existing structure/ model for better performance;</i>	
Institute: RMIT, School of design, MDIT program		<b>- Parameter - oriented design thinking</b> <i>Architectural-Engineering skillset is limited. Gradually improved by engagement in topic-related projects in latest 2022-2023</i>	
<b>Languages</b>		<b>Interests</b>	
Vietnamese (Native language) English (Proficient)		<b>- Sport/Tennis</b> <b>- Creative writings</b>	

## PROFESSIONAL ACTIVITIES

2023 Architectural designer

Project: Interior design for Topaz city apartment unit

Location: Ho Chi Minh City, Vietnam

Location: Melbourne, Australia

2023

Architectural designer

Project: Interior design for Topaz city apartment unit

Location: Ho Chi Minh City, Vietnam

Location: Melbourne, Australia

2022 Architectural designer

Project: Civic housing

Location: Ben Tre province, Vietnam

2022 Intern

Project: FPT Software Campus Quy Nhon 1.500 planning

Location: Quy Nhon Province, VN

2021 Information architect / volunteer

Project: Global Mobile: Nex{t} virtual exhibition, SEM2, 2021

Institute: RMIT, School of design, MDIT program

Location: Melbourne, AU



2019

General Planning of Kim Lien Special National Complex

Location: Name Dan District, Nghe An province, Vietnam

Role: Project Assistant



2019

Phu Van Eco Town Zoning Master Plan

Location: Hai Phong, Vietnam

Role: Project Assistant



2019

Ecogreen - Central Park

Location: District 7, Ho Chi Minh City, Vietnam

Role: Project Assistant

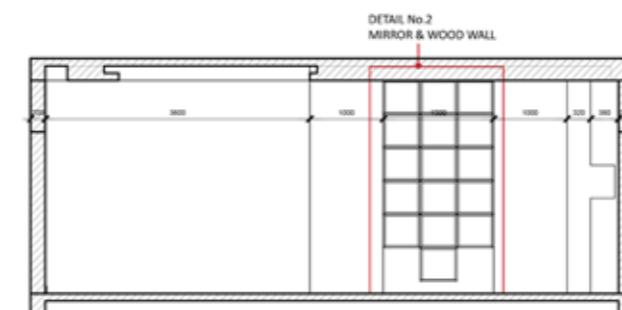
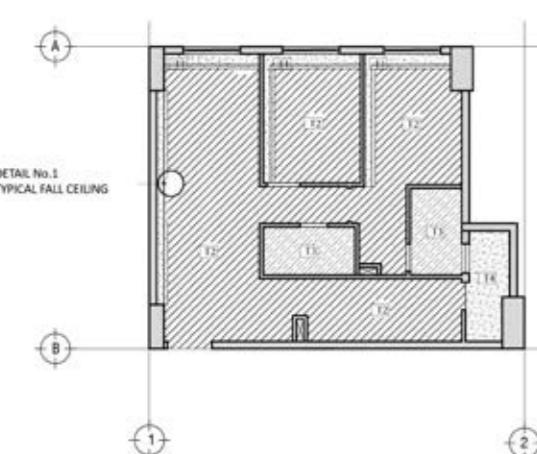
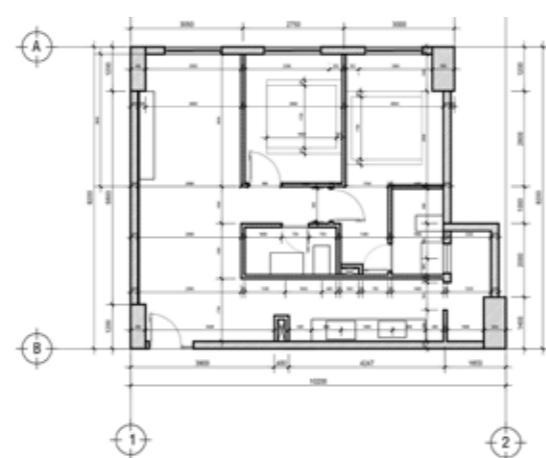
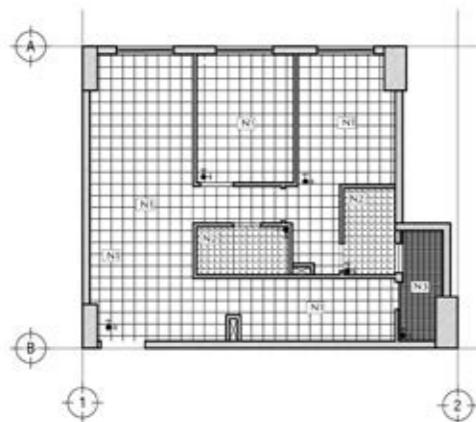
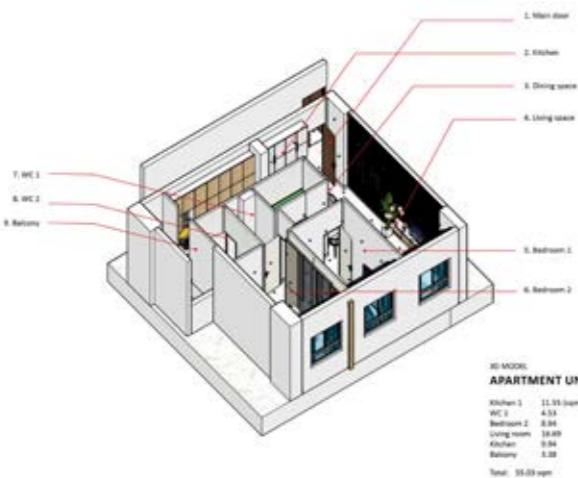
Job:

Assisting lead architect to prepare blueprint including:

- Tile plans, ceiling, electrical, lightning, power plans, furniture construction documents & 3d visualizations for interior design in one unit apartment at Topaz city Residential, district 8, HCMC, VN.

All works is compressed as a booklet which can be reviewed via link:

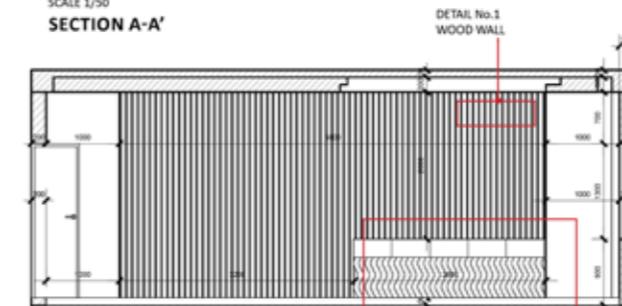
<https://myhungnguyenud.wixsite.com/cv-folio/2023-topaz-city-apartment-unit>



DETAIL NO.1 WOOD WALL

DETAIL NO.2 MIRROR & WOOD WALL

SCALE 1/50 SECTION A-A'

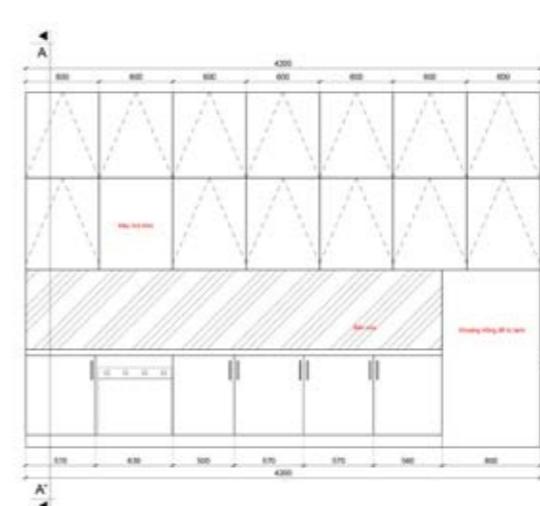
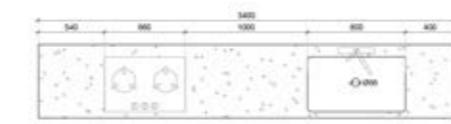


SCALE 1/50 SECTION B-B'



SECTION MAP

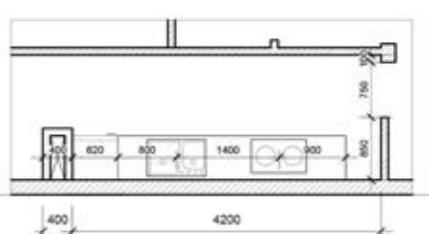
DETAIL No.4 KITCHEN FURNITURES



A

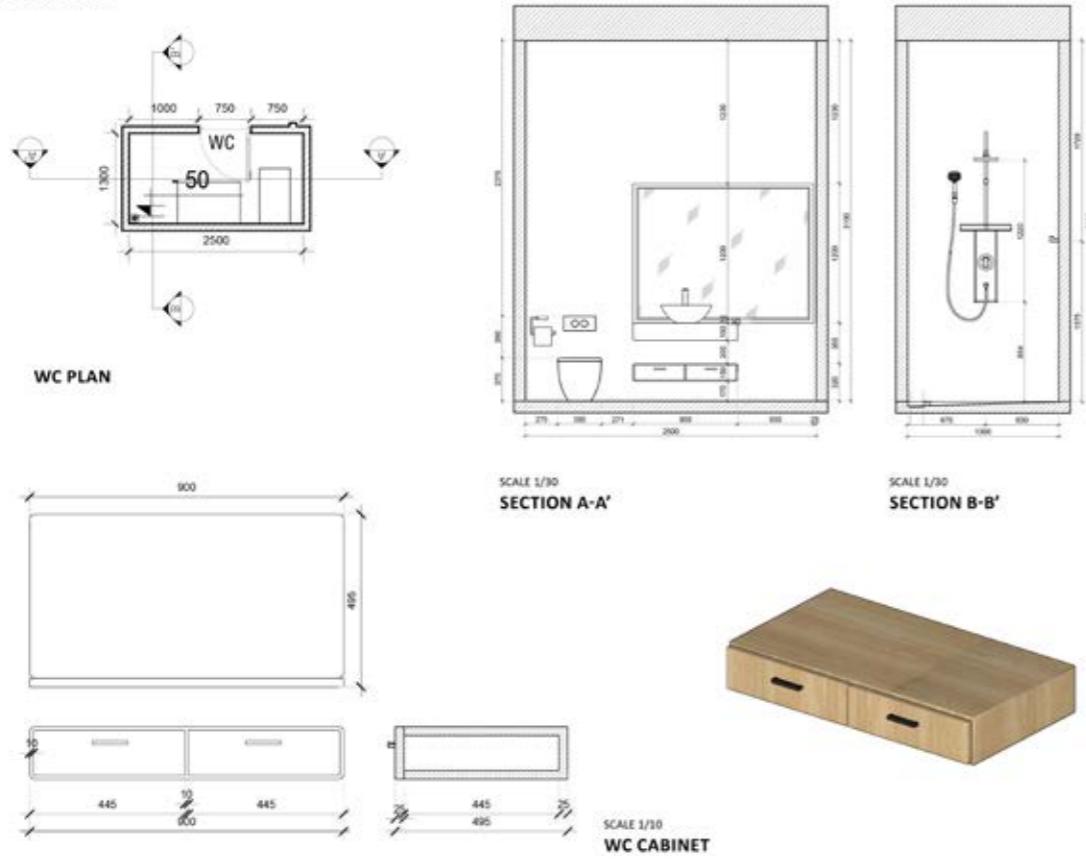


SCALE 1/30 KITCHEN CANINBET NO.2 ELEVATION

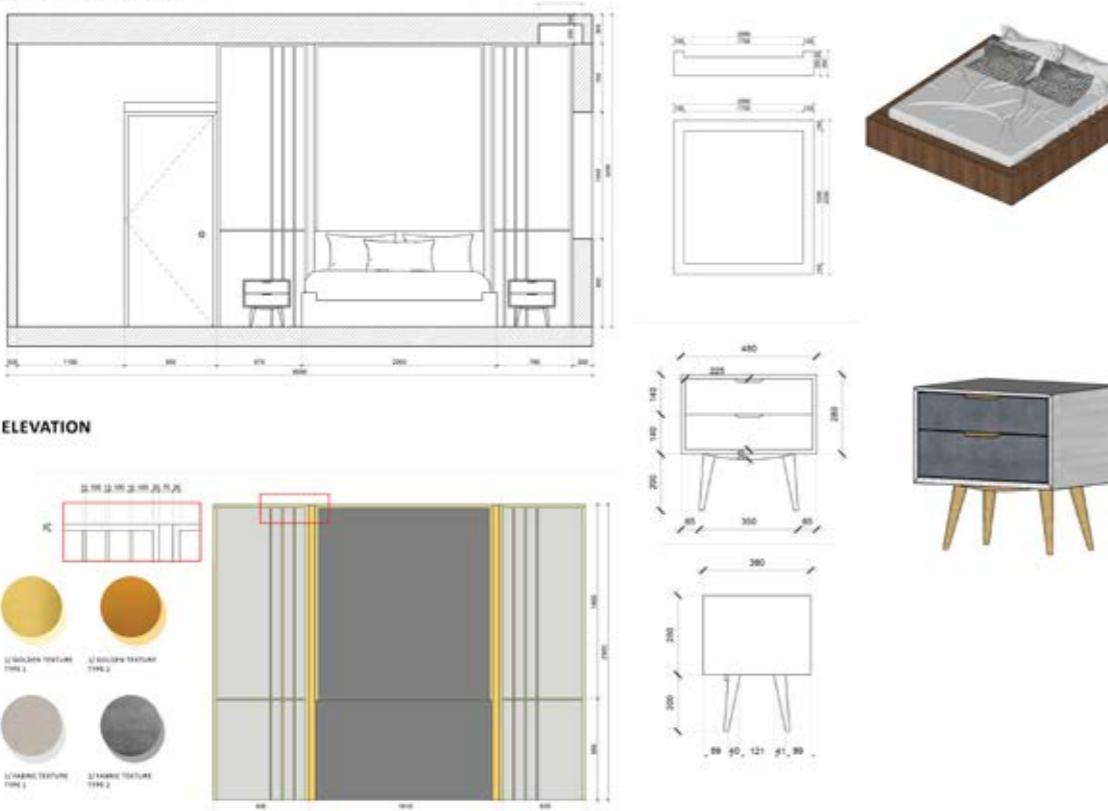


SCALE 1/30 SECTION B-B'

DETAIL NO.4  
WC FURNITURES



DETAIL NO.4  
BEDROOM FURNITURES



Architectural designer  
Project: Civic housing  
Location: Ben Tre province, Vietnam

Job:

From available brief and plot of pland, I developed an architectural concept, prepare blueprints, build 3d model, design interior spaces and furnitures; finally, render 3D images as final submission to supervisor.

My concept is to redesign a project has already been constructed in specific location in Ben Tre province, Vietnam.

I conducted the documents into booklet which can be reviewed via link:

<https://myhungnguyenud.wixsite.com/cv-folio/2023-civichousingproject>



### 1. SITE ASSESSMENT

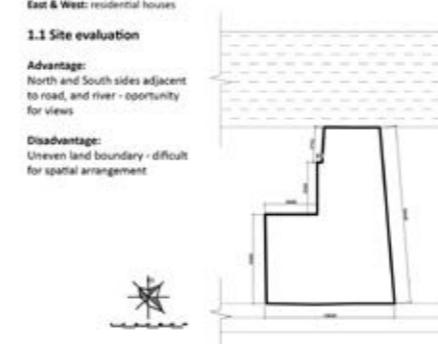
Location: Tan Thach commune, Chau Thanh district, Ben Tre province, Vietnam  
Area: 50 sqm

North: Tien river  
South: Town street width < 3 m  
East & West: residential houses

#### 1.1 Site evaluation

**Advantage:**  
North and South sides adjacent to road, and river - opportunity for views

**Disadvantage:**  
Uneven land boundary - difficult for spatial arrangement



### 3. CONCEPTUAL ANALYSIS

#### 3.1 Floors and Functional spaces

Roof:  
- Straight  
- Gutter



**Floor 2 functions:**  
- Semi-outdoor spaces (balcony)  
- Common room x2  
- Showering space x2  
- WC x3  
- Bedroom x3

**Floor 2 Hallway & common space:**  
The internal hallway leading to common space, bedrooms, WC, showering space and the common balcony.

**Floor 2 Hallway & common space:**

The entrance of the house leads to living room, then kitchen, bar, dining room, common WC, master bedroom, and the backyard for barbecue.

#### 3.2 Logic in spatial arrangement

Activities:



**Semi spaces:**  
- Exploit the site location which is near the riverside and road, to establish series of open and semi-open spaces for outdoor activities, such as: sunbath, barbecue, and views.

**Floor 2 Hallway & common space:**

The internal hallway leading to common space, bedrooms, WC, showering space and the common balcony.

**Floor 2 Hallway & common space:**

The entrance of the house leads to living room, then kitchen, bar, dining room, common WC, master bedroom, and the backyard for barbecue.

#### 3.3 Creative color tones



The interplay of 2 tones of colors white and blue proposes the 'inside-out' effect (check fig.3B), especially at night when the interior spaces are lightened up.

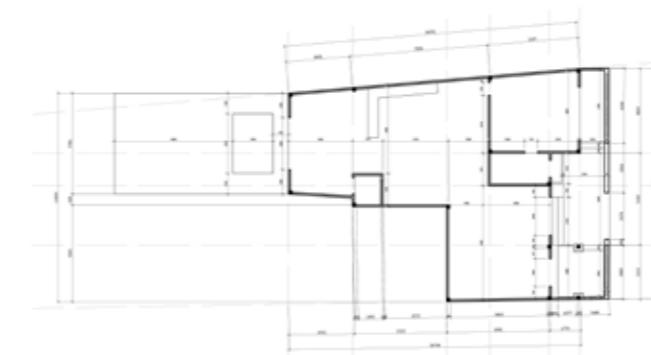


The blue tone is targeted for walls facing towards the street, or the river so that the mixture between exterior zone [white] and interior tone [blue] intrigues attraction.

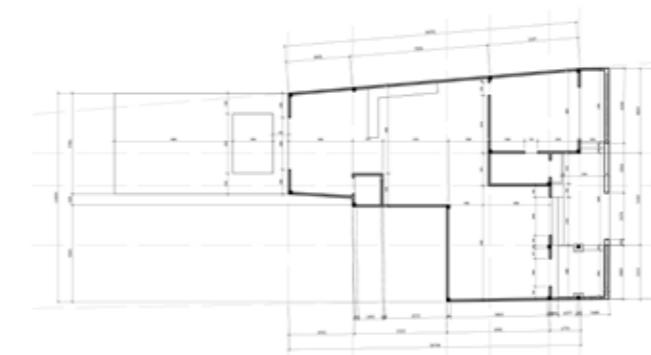
The inner white tone is targeted to face towards the street, or the river so that the mixture between exterior zone [white] and interior tone [blue] intrigues attraction.



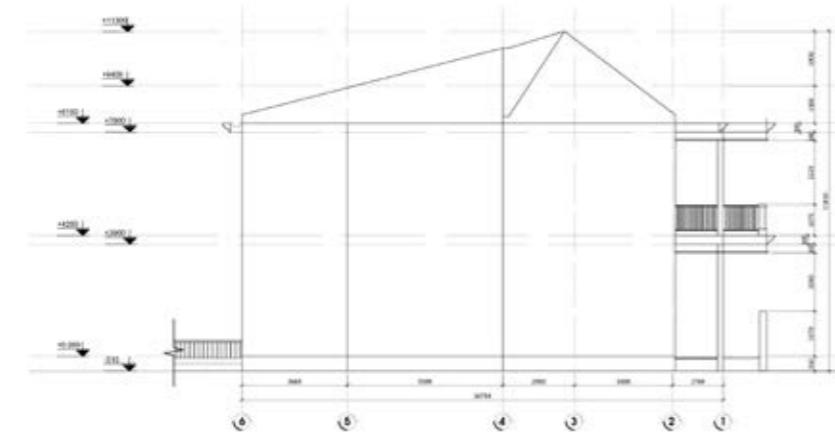
SCALE 1/100  
FLOOR PLAN 1



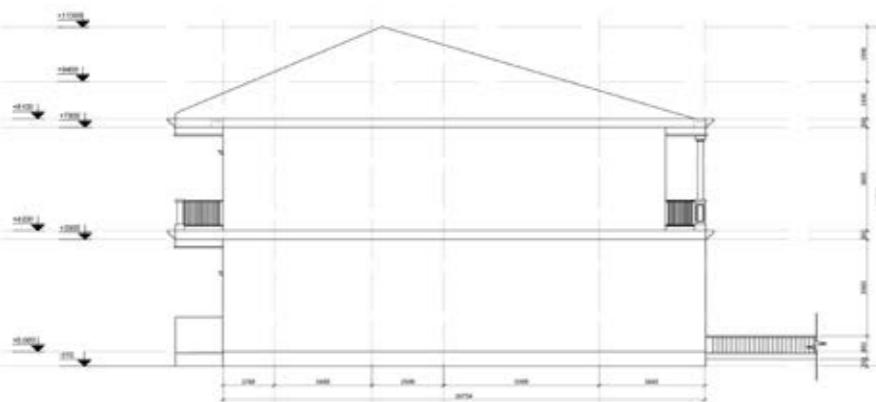
SCALE 1/100  
FLOOR PLAN 2



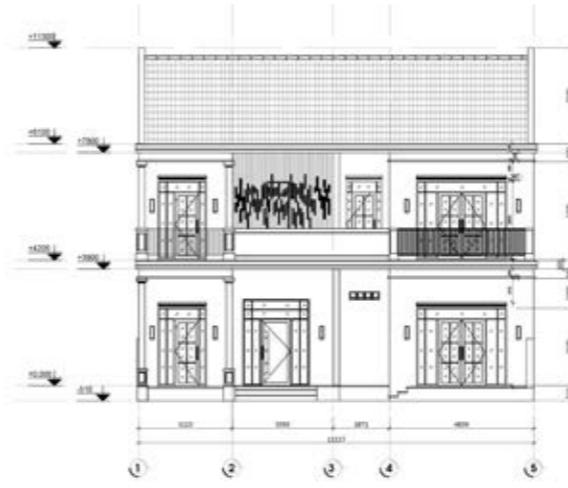
SCALE 1/100  
ROOF / DIMENSIONS



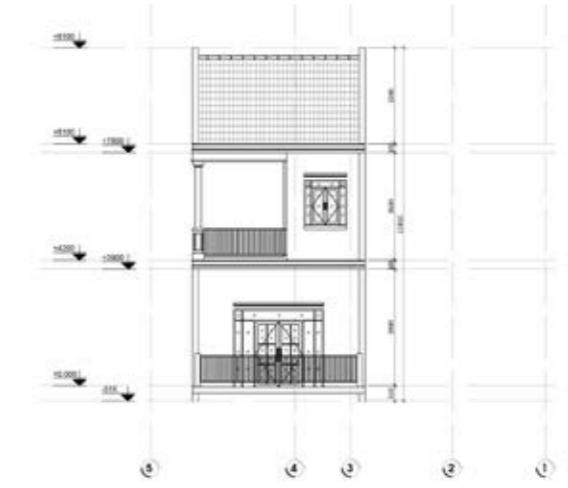
SCALE 1/120  
ELEVATION SIDE 6-1



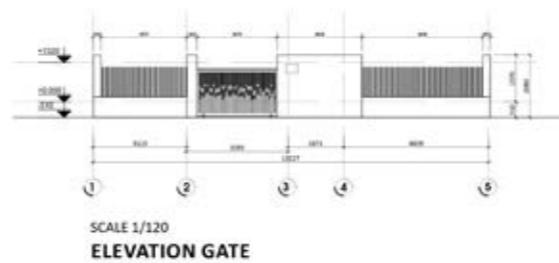
SCALE 1/120  
ELEVATION SIDE 1



SCALE 1/120  
ELEVATION-FRONT (WITHOUT GATE)



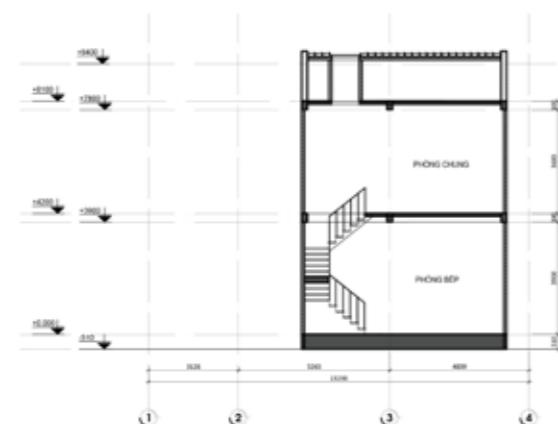
SCALE 1/120  
ELEVATION-BACK



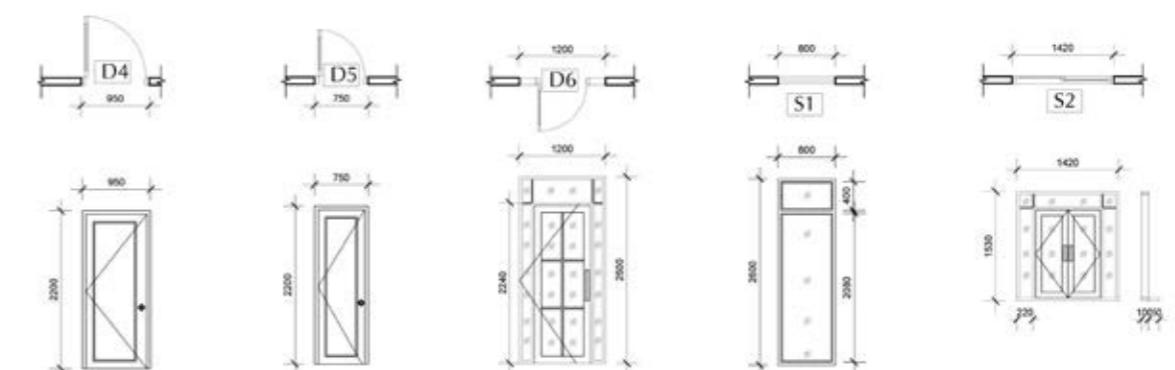
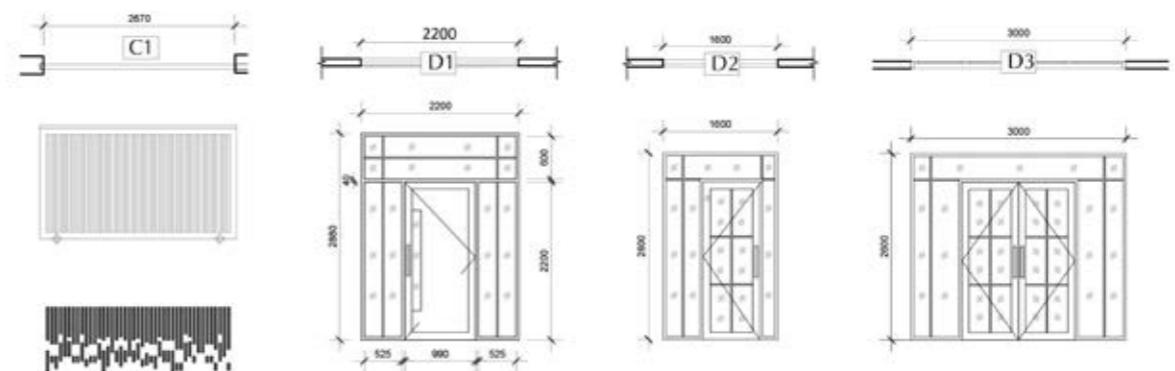
SCALE 1/120  
ELEVATION GATE



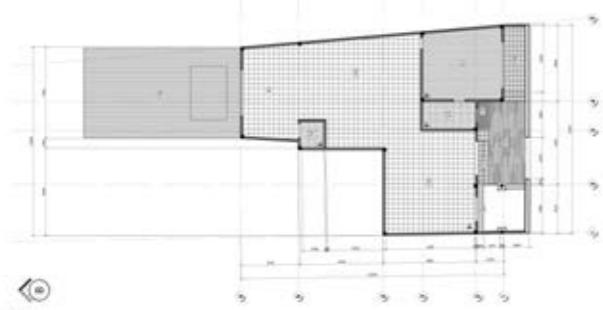
SCALE 1/120  
SECTION 1-6



SCALE 1/120  
SECTION 1-4



SCALE 1/50  
DETAIL/ DOORS & WINDOWS



SCALE 1:20  
FLOOR (TILED) PLAN 1



SCALE 1:20  
FLOOR (TILED) PLAN 2



SCALE 1:20  
CEILINGPLAN 1



SCALE 1:20  
CEILINGPLAN 2



SCALE 1:20  
LIGHTNING PLAN FLOOR 1



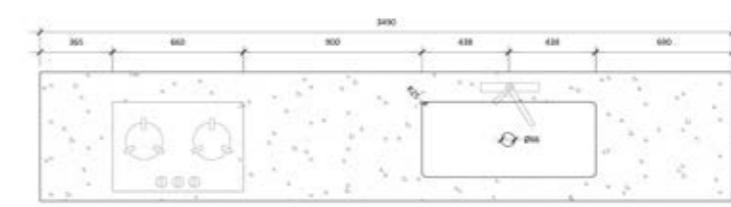
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LIGHTNING PLAN FLOOR 2



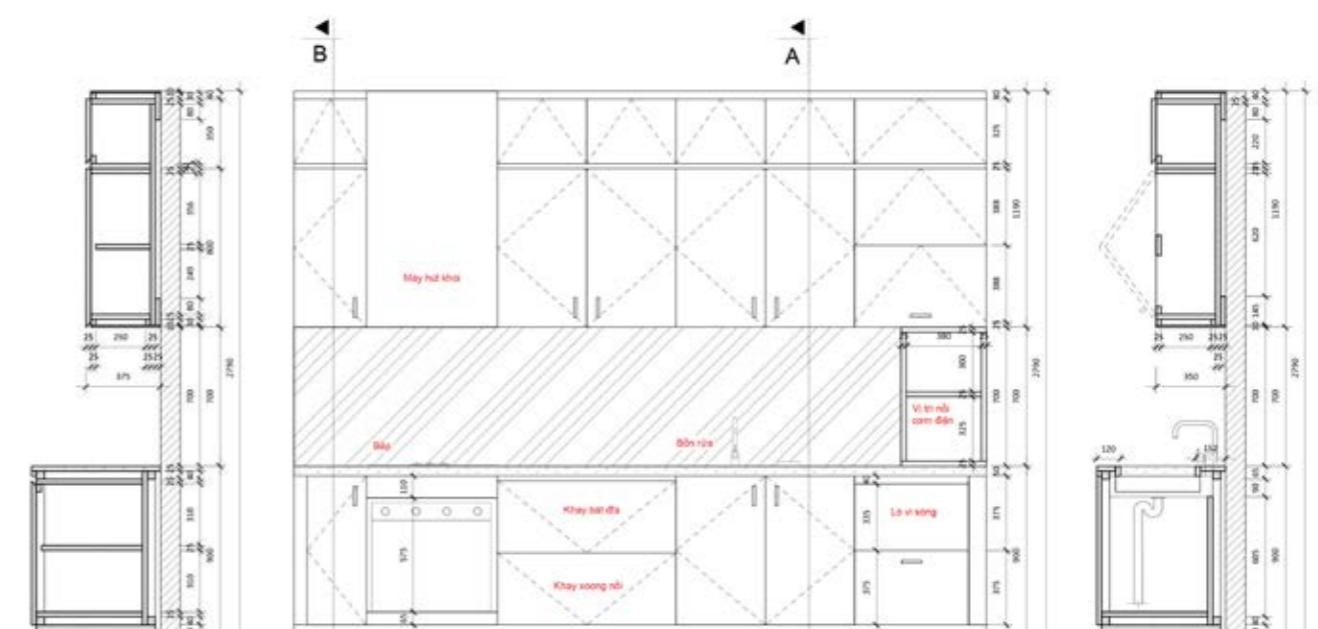
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ELECTRICAL PLAN FLOOR 1

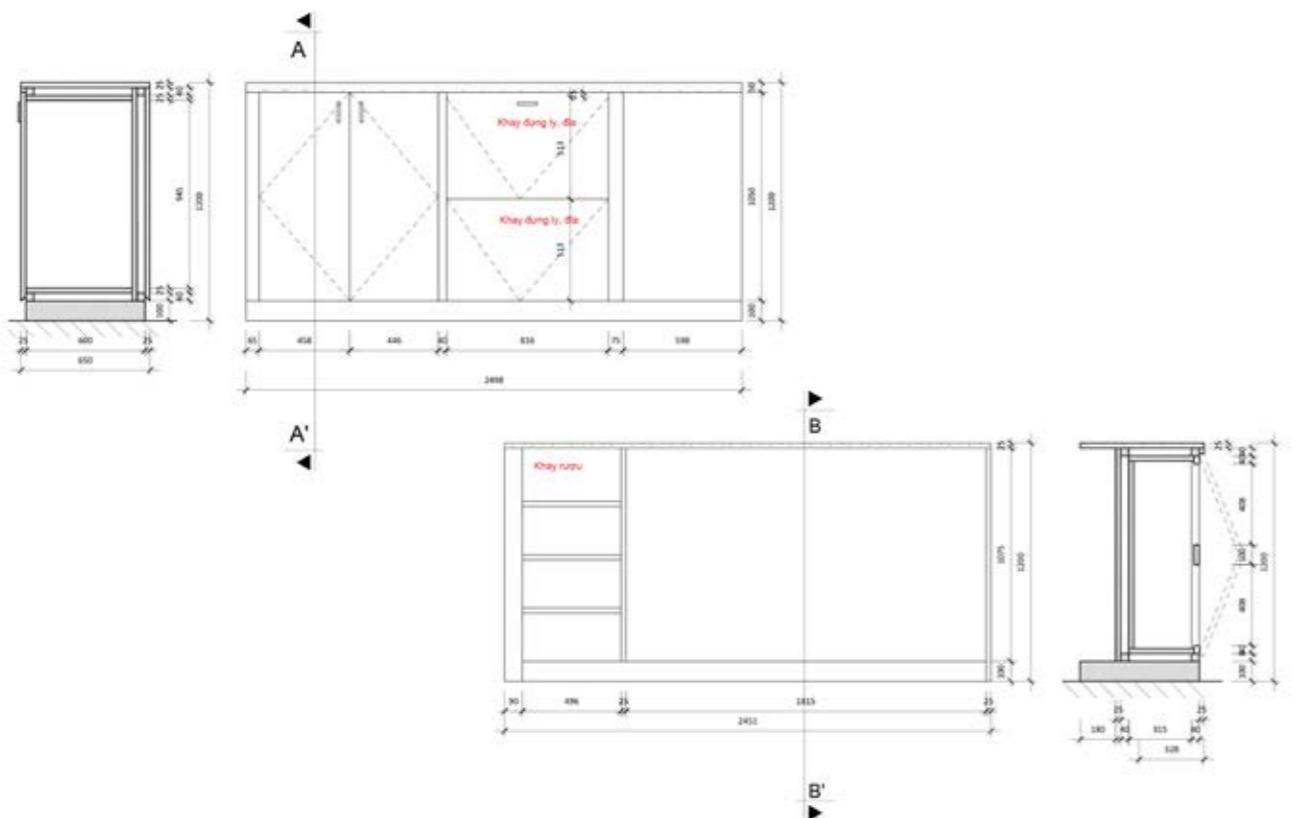


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ELECTRICAL PLAN FLOOR 2

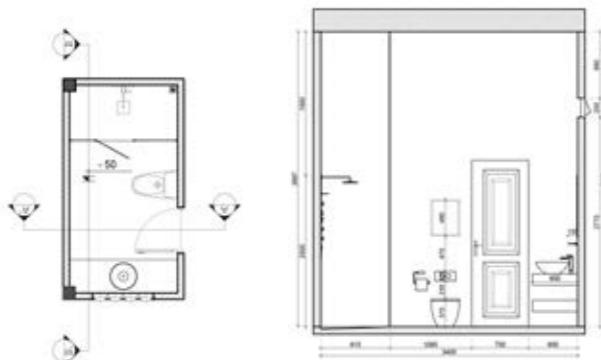


MẶT BẰNG TL 1/20

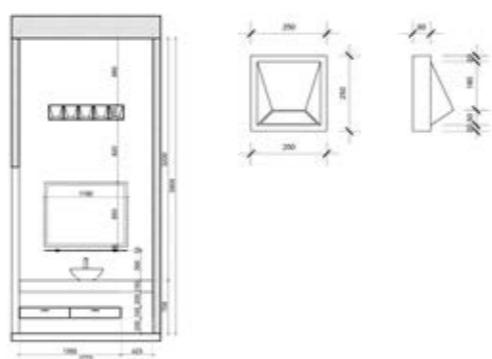




FLOOR 1  
WC CANIBET

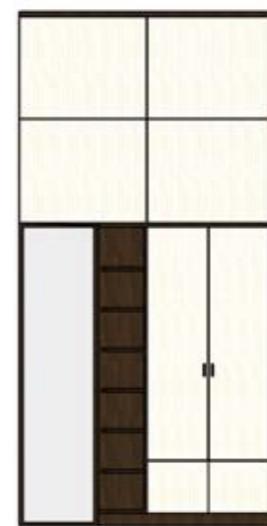
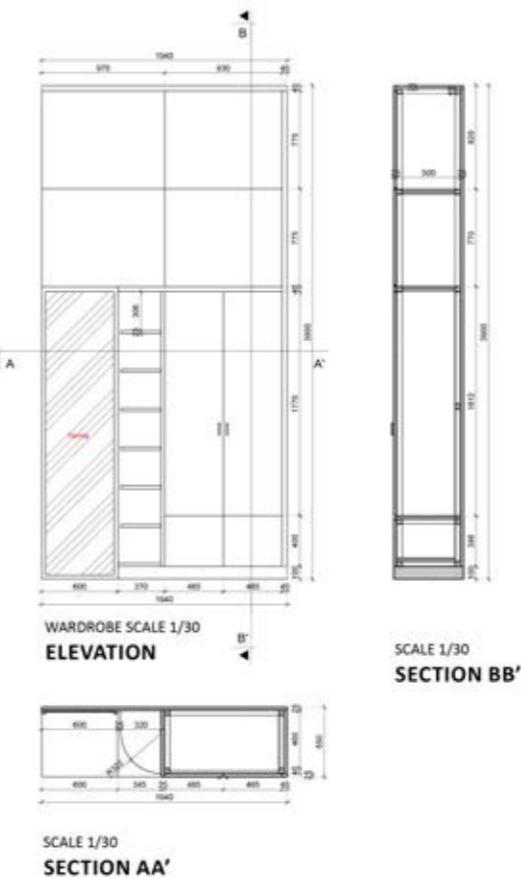


FLOOR 1  
WC

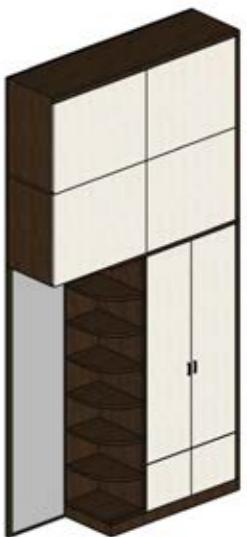


FLOOR 1  
ELEVATION A-A'

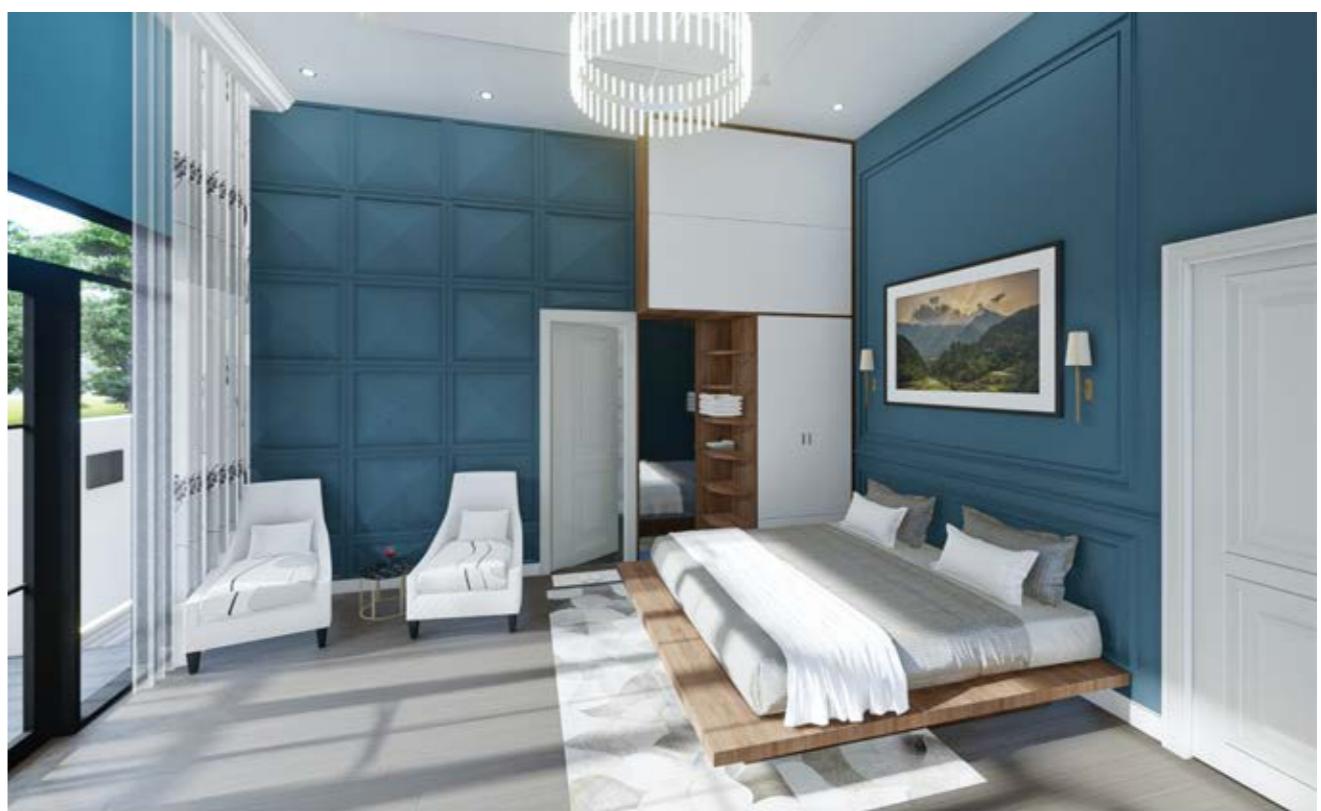
FLOOR 1  
ELEVATION B-B'



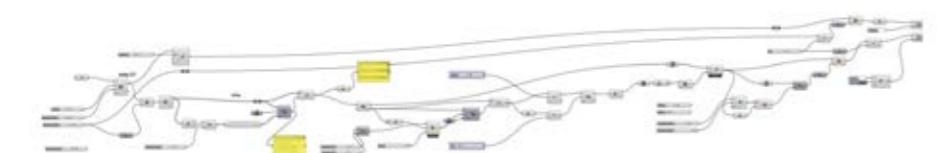
ELEVATION



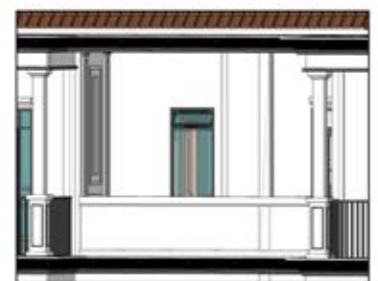
PERSPECTIVE



REMARK 4/6  
BEDROOM



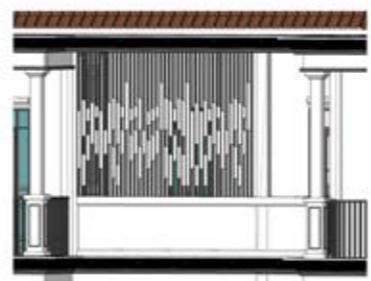
Rhino/Grasshopper for facade iterations



Installation's location



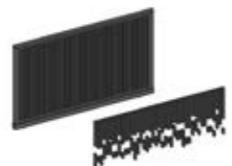
Iteration 1



Iteration 2



Other application: pavement design



Other application: gate pattern

## EXPERIMENTATIONS, ITERATIONS, INFORMATION MANAGEMENT DESIGN PROCESS & METHODOLOGY

### Method 1: Folder preparation

- |             |   |                |   |                  |                      |
|-------------|---|----------------|---|------------------|----------------------|
| HOME PAGE   | WIP files, shortcuts from other sources which need quick accessed | INFO           | Information regarding project                   | SKETCHUP PROCESS | 3D modelling content |
| IMAGE       | Illustration, publication, portfolio                              | LUMION PROCESS | Rendering, export & review for 3D visualization |                  |                      |
| CAD PROCESS | Autocad content   |                |   |                  |                      |

### Method 2: Categorization

Autocad files are separated for smaller segments following certain categories (of concept), to be easy for updating new contents. All segments are linked through XREF method in the software.

- CA-01 MAIN PLAN.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-03 REFERENCE BEDROOM.DWG

### Method 3: File naming

Each category is updated day-to-day process. New files will be added along the process. Naming file follows time-frame helps easily to manage new updates: yymmdd.

- CA-01 MAIN PLAN.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-03 REFERENCE BEDROOM.DWG
- CA-01 MAIN PLAN VERS230201.DWG
- CA-02 DETACHED STAIRCASE VERS230201.DWG
- CA-01 MAIN PLAN VERS230202.DWG
- CA-02 DETACHED STAIRCASE VERS230202.DWG

### Method 4: Shortcuts

Shortcuts helps to minimize time for retrieving files from folders during the process. They can be deleted when the task is done.

- HOME PAGE/
- CA-01 MAIN PLAN.DWG SHORTCUT
- CA-02 DETACHED STAIRCASE VERS230201.DWG SHORTCUT

### Method 5: Cleaning up

All segments can be cleaned up when the stage (of project) is finished. The submitted file is the first category with the latest date version.

- ~~CA-01-MAIN PLAN.DWG~~
- ~~CA-01-MAIN PLAN VERS230201.DWG~~
- ~~CA-01 MAIN PLAN VERS230202.DWG~~
- ~~CA-02-DETACHED STAIRCASE.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230201.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230202.DWG~~

## INFORMATION MANAGEMENT METHODOLOGY

2022

Intern

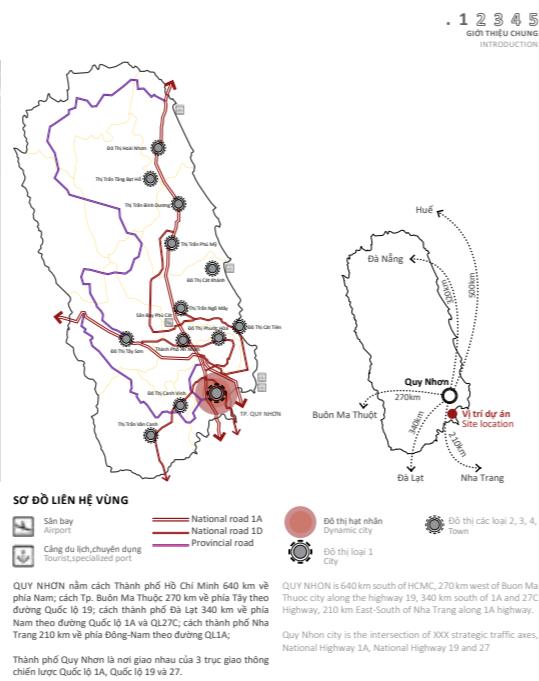
Project: FPT Software Campus Quy Nhon 1.500 planning

Location: Quy Nhon Province, VN

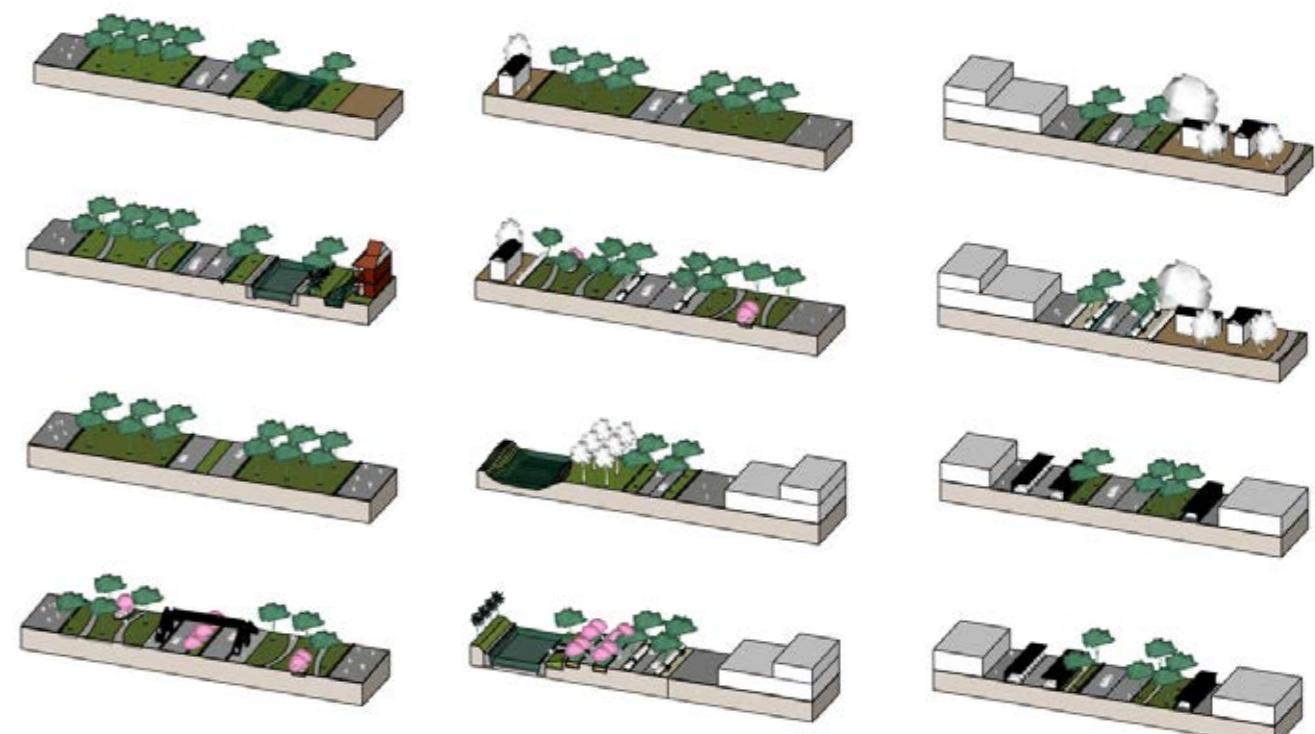
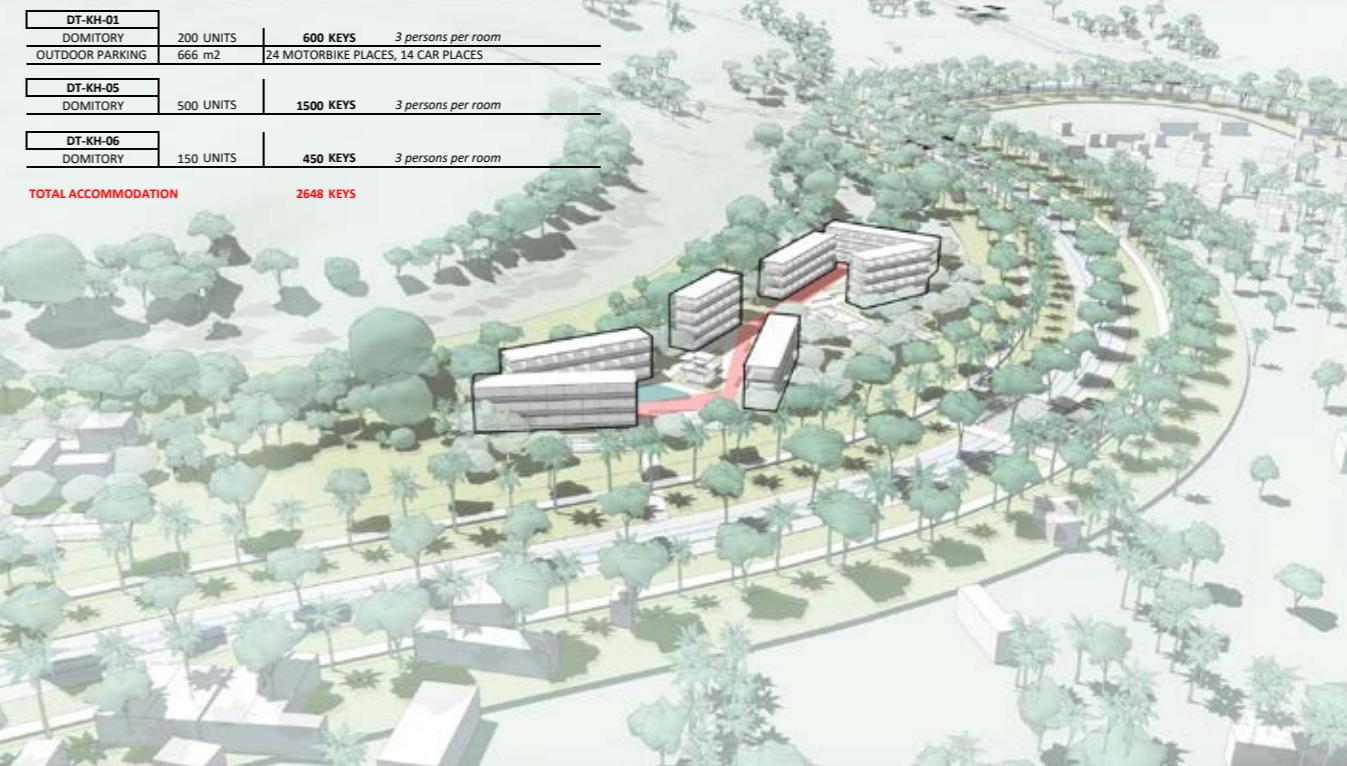


## MY ROLE IN TEAM:

- Assisting lead urban planner and lead architect to compose booklet as preliminary document for client
- Conceptual designing dormitories, accommodations for students, visitors and lecturers
- Urban design guidelines on renovating streetscapes through section and plan diagrams; regional linkages, SWOT diagrams, benchmarks research; strategic phases of projects;
- Meeting minutes;

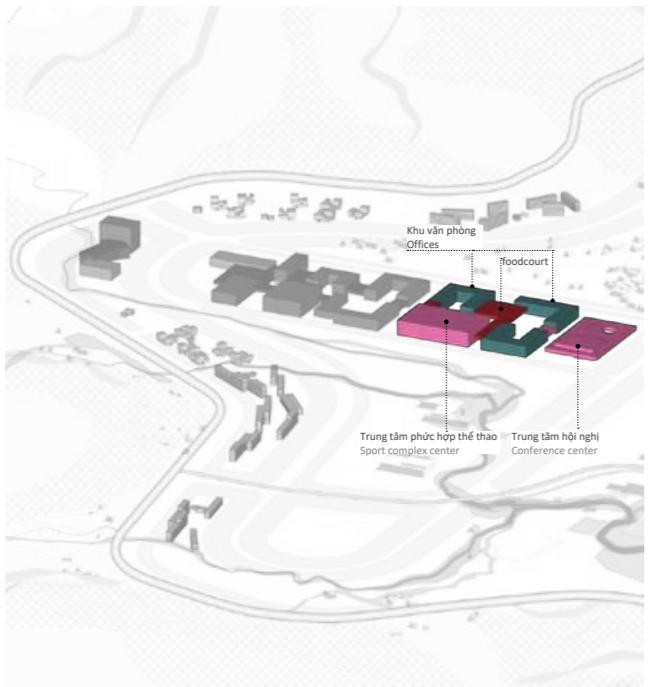


4.1.6. KHU CHUNG CƯ CHO NHÂN VIÊN, THỰC TẬP SINH  
HOUSING FOR STAFFS, TRAINEE

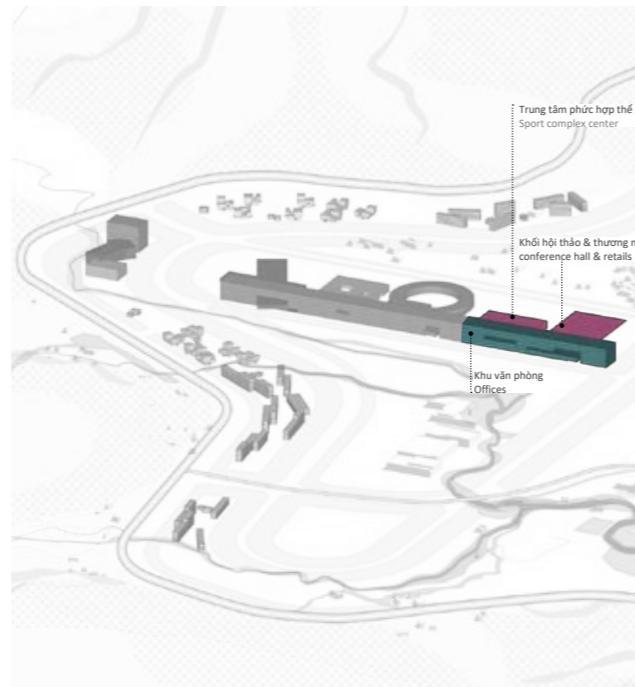


## PHASE 2

PHƯƠNG ÁN 1  
OPTION 1



PHƯƠNG ÁN 2  
OPTION 2

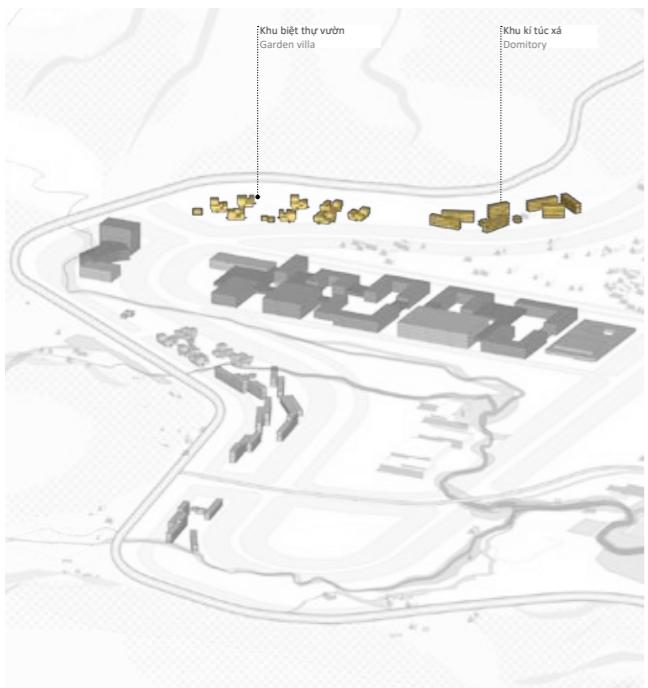


PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL

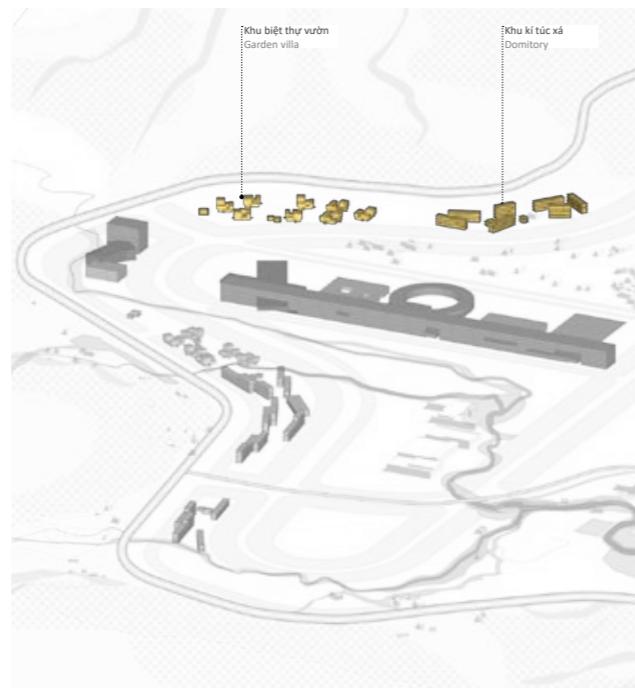


## PHASE 3

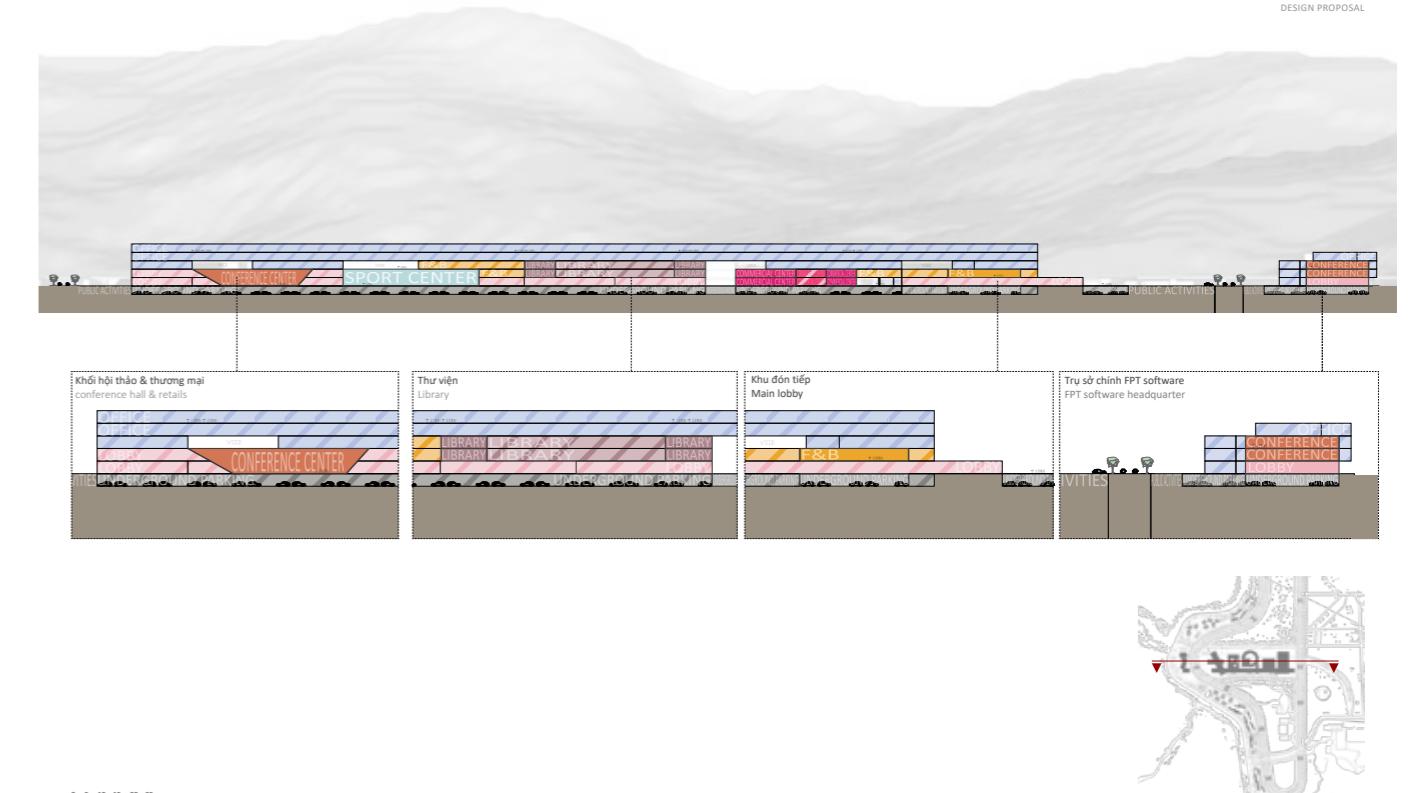
PHƯƠNG ÁN 1  
OPTION 1



PHƯƠNG ÁN 2  
OPTION 2



PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL



4.1. PHƯƠNG ÁN 1  
OPTION 1



• 1 2 3 4 5  
PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL

4.2.4. KHU PHỨC HỢP VĂN PHÒNG VÀ TIỆN TÍCH  
MIX-USED AREA OF OFFICES AND FACILITIES



• PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL

4.2.6. KHU CHUNG CƯ CHO NHÂN VIÊN, THỰC TẬP SINH  
HOUSING FOR STAFFS, TRAINEE

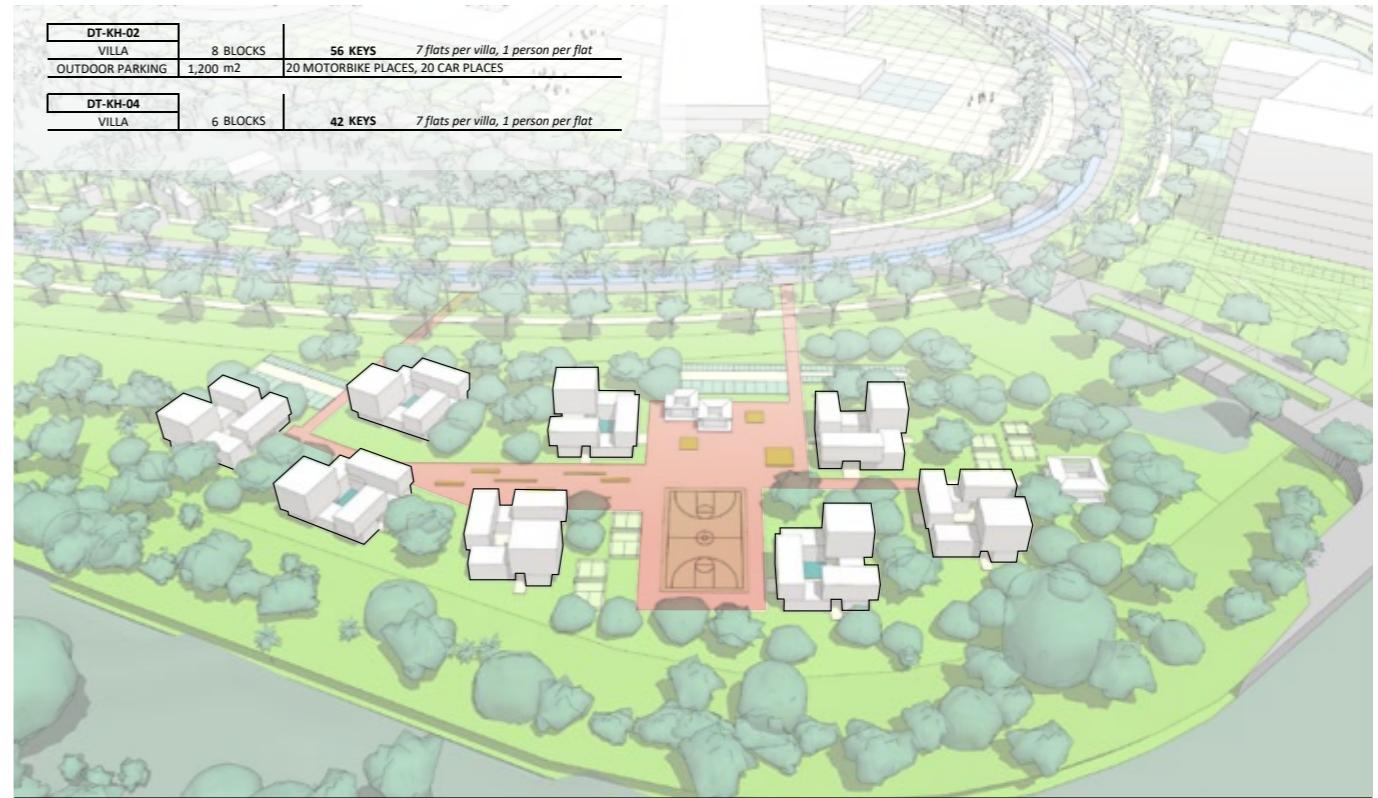
DT-KH-01	200 UNITS	600 KEYS	3 persons per room
OUTDOOR PARKING	666 m <sup>2</sup>	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05	500 UNITS	1500 KEYS	3 persons per room
DT-KH-06	150 UNITS	450 KEYS	3 persons per room
TOTAL ACCOMMODATION			2648 KEYS



• 1 2 3 4 5  
PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL

4.2.5. KHU BIỆT THỰ CHO CHUYÊN GIA  
VILLAS AREA FOR EXPERT

DT-KH-02	8 BLOCKS	56 KEYS	7 flats per villa, 1 person per flat
OUTDOOR PARKING	1,200 m <sup>2</sup>	20 MOTORBIKE PLACES, 20 CAR PLACES	
DT-KH-04	6 BLOCKS	42 KEYS	7 flats per villa, 1 person per flat



• PHƯƠNG ÁN THIẾT KẾ  
DESIGN PROPOSAL

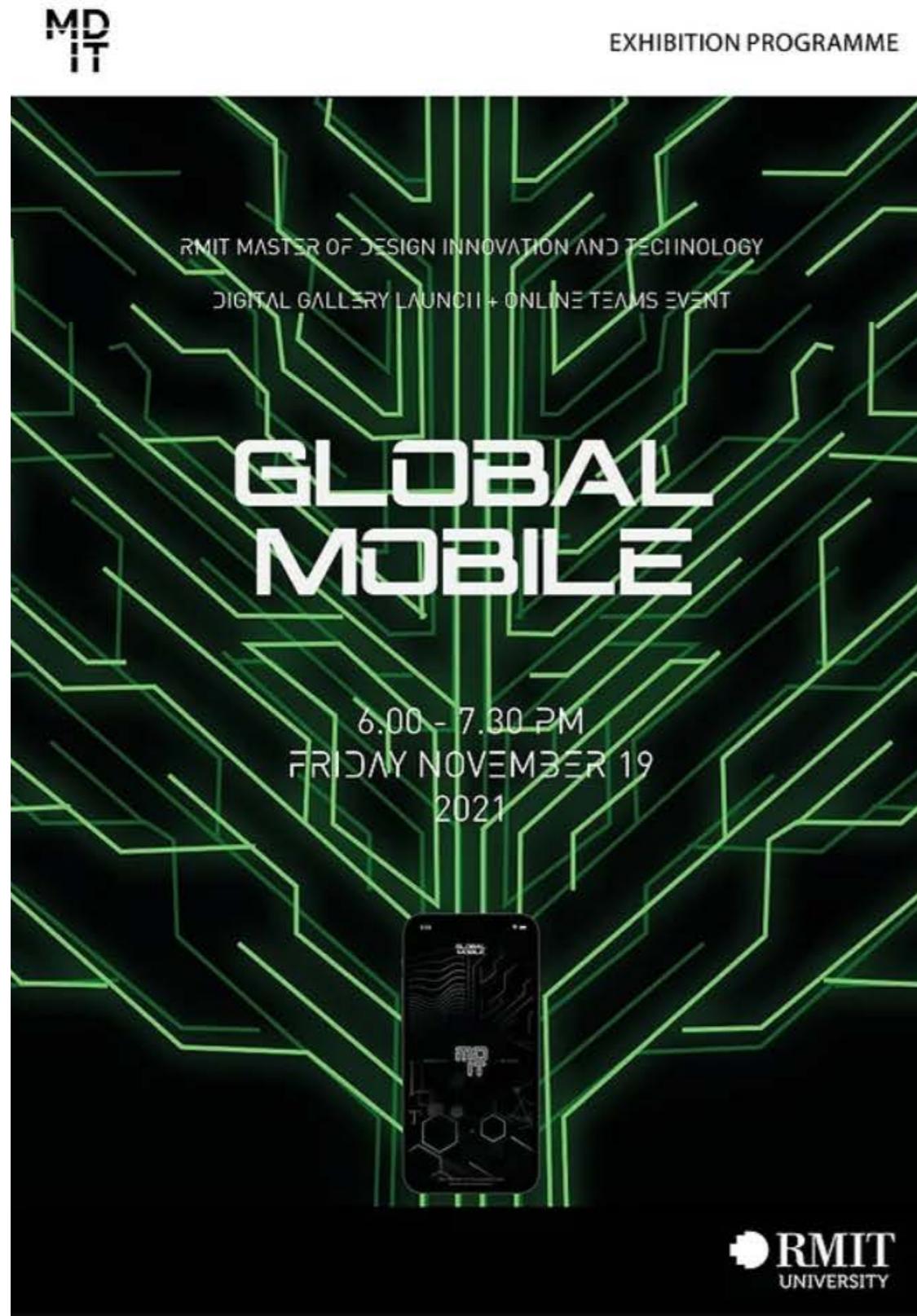
2021

MDIT Exhibition SEM 2, 2021

Role: Exhibition team member / Interaction Architect

Location: Melbourne, Australia

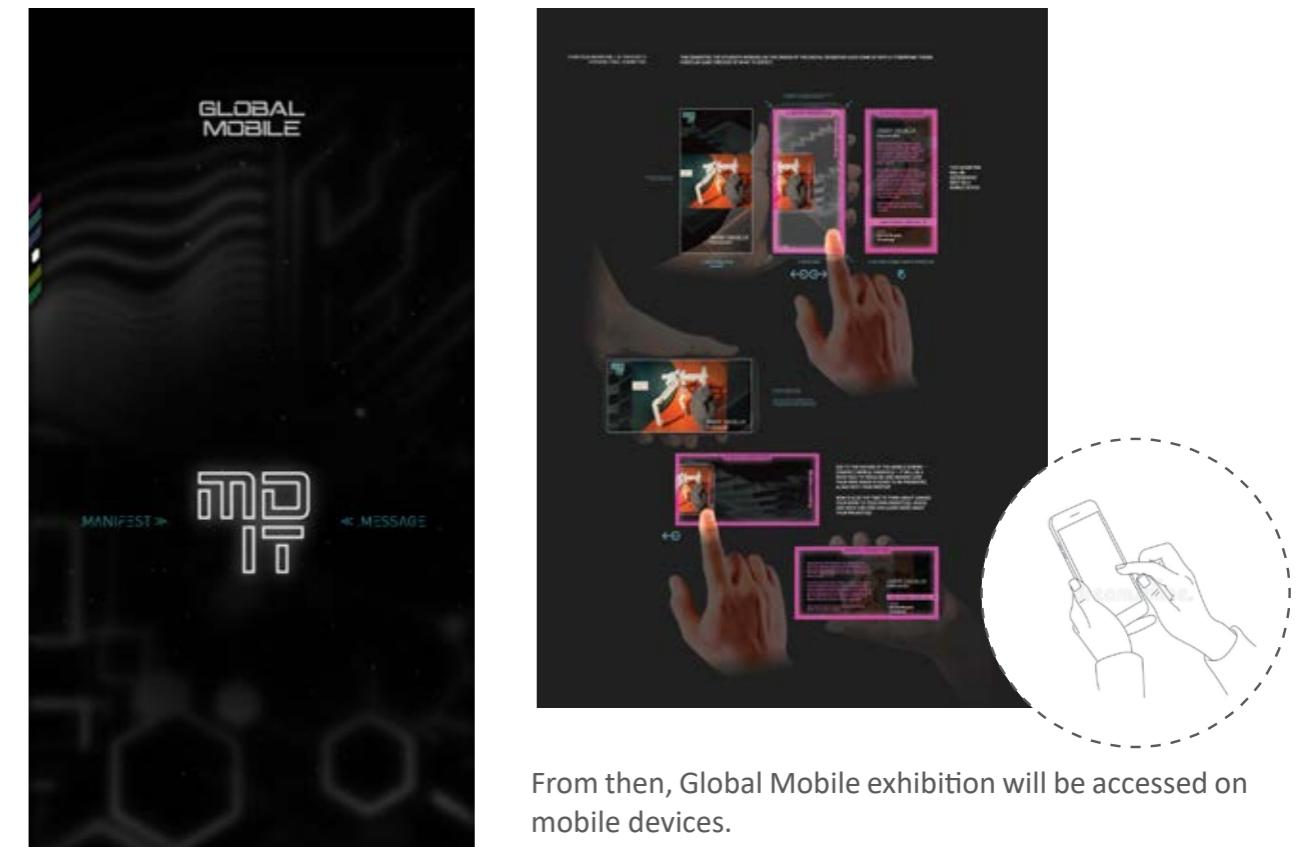
'Global Mobile' is an online exhibition which is designed as an app using mobile interface for visitors to interact with, via their mobile devices. They will access to students' works through series of 5 themes of projects, curated in structure of matrix as 'MDIT city'. The exhibition is hosted by MDIT program (Master of Design, Innovation and Technology), RMIT school of design, for exhibiting works of electives, studios and major projects of post-graduate students in semester 2, 2021.



© rmitmdit.com



Visitors access the entrance firstly through the web page embedded QRcode for the mobile app interface.

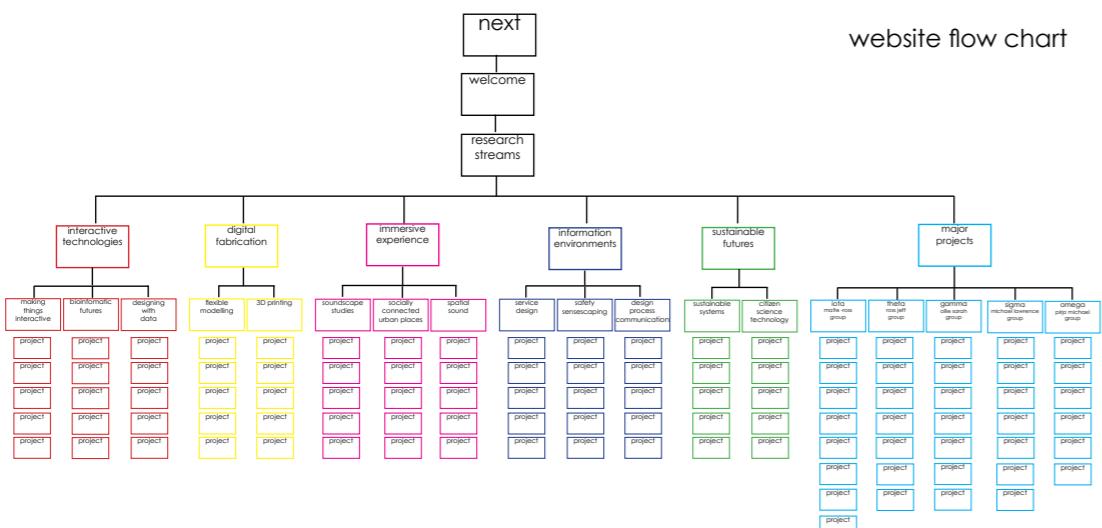


From then, Global Mobile exhibition will be accessed on mobile devices.

## MY ROLE IN TEAM: Information architect

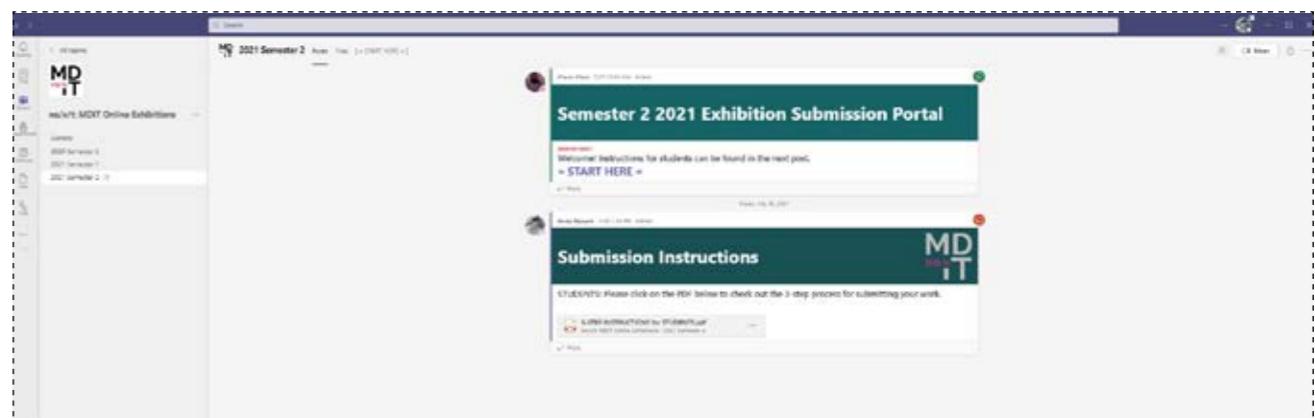
I arranged the information hierarchy – structure on how contents are accessed on the mobile interface. Plus, I manage procedure amongst students, lecturers, and design team on how to upload and retrieve media files from all projects into a system of Team Microsoft, in order to, from then medias will continue to be transmitted to online exhibition platform - the 'Global-Mobile'.

Methods: Microsoft Excel, Adobe Suites (poster, procedure instructions), Microsoft Team, Figma.



Website information chart

Submission guideline for students



Team Microsoft PLatform for lecturers, students and exhibition design team to work on during semesters.

Student	Student Name	Project Name	Project 3D+word Match	Editor Match	What does your project explore? (Select all that apply)
1	James Pangandaran, Airlie Loh, Leanne Wong, Fletcher Lee	Future Visuals	Qualification of digital fabrication and traditional methods. Documenting evidence that reflects our knowledge and skills in digital fabrication. We have included a 3D model of a private member of the previous year's exhibition. The editor match score is 100%. This indicates that the editor has taken the time to review and refine the submission. The editor has also added a few comments to the submission, including the title, description, and a few other minor changes.	67	Immersive Experience, Digital Fabrication, Interactive Technologies, Information Environments, Sustainable Futures
		Media Index	Media Title	Media 3D+word Match	
		100% Editorial Link	https://docs.google.com/spreadsheets/d/1qzG...		

Student	Student Name	Project Name	Project 3D+word Match	Editor Match	What does your project explore? (Select all that apply)
4	Joseph Olivie Yiu, Airlie Loh	Dress Photo	Using 3D printing and digital fabrication to create art pieces that are both functional and aesthetic. The project explores the intersection of fashion and technology. The student has included a 3D model of a dress and a photo of the final product. The editor has provided feedback on the submission.	59	Immersive Experience, Digital Fabrication, Interactive Technologies, Information Environments, Sustainable Futures
		Media Index	Media Title	Media 3D+word Match	
		100% Editorial Link	https://docs.google.com/spreadsheets/d/1Q...		

Student	Student Name	Project Name	Project 3D+word Match	Editor Match	What does your project explore? (Select all that apply)
1	Yvonne Lin	PaperGlow Clock	Project "PaperGlow" is an experimental project that explores the use of paper as a medium for creating functional objects. The student has included a 3D model of a clock and a photo of the final product. The editor has provided feedback on the submission.	67	Immersive Experience, Digital Fabrication, Interactive Technologies, Information Environments, Sustainable Futures
		Media Index	Media Title	Media 3D+word Match	
		100% Editorial Link	https://docs.google.com/spreadsheets/d/1Q...		

A Microsoft Excel structure is designed for lecturers and students reviewing works before uploading them to 'Global Mobile'. There would be around 100 projects running through system of topics and themes for this processing.



Welcome page



'Manifest' page



Theme 1



Projects belong to theme 1



Theme 2



Projects belong to theme 2



Theme 3



Projects belong to theme 3



Theme 4



Projects belong to theme 4



Theme 5



Projects belong to theme 5

2019

### General Planning of Kim Lien Special National Complex

Location: Nghi Phong commune, Nghi Phong district, Nghe An province, Vietnam

Role: Project Assistant

#### MY ROLE IN TEAM:

Site survey / Site analysis (research part)

Design guidelines

Information management (working with other teammates to prepare the content in the booklet.)

Translation

Diagrams and graphics preparation

Update new adjustments for the booklet



VII. PERSPECTIVE OF HOANG TRU VILLAGE



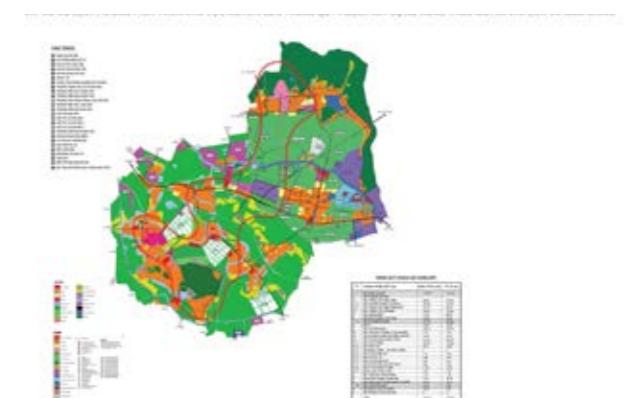
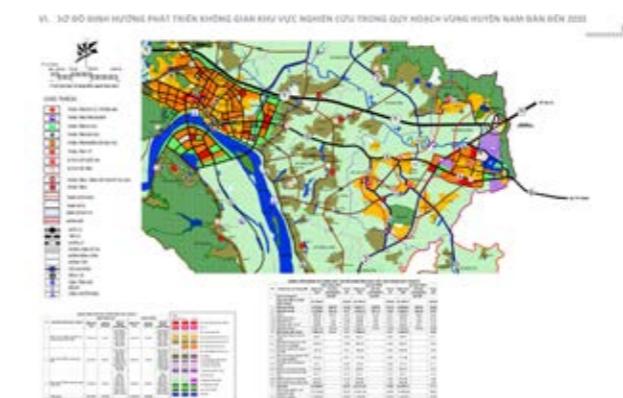
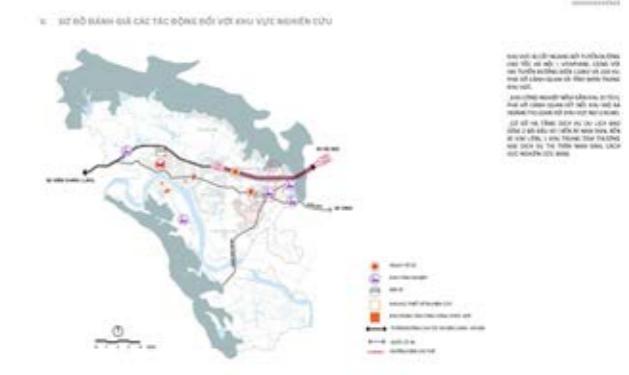
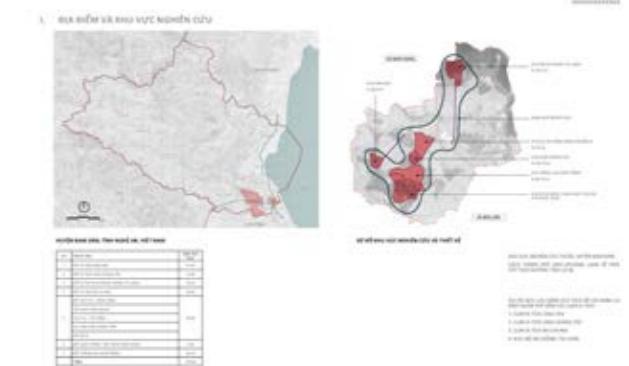
VII. MASTERPLAN OF SEN VILLAGE



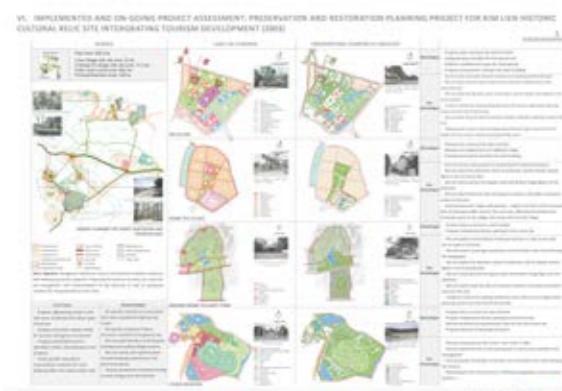
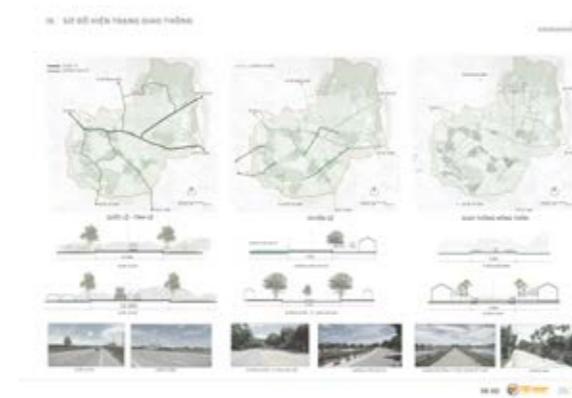
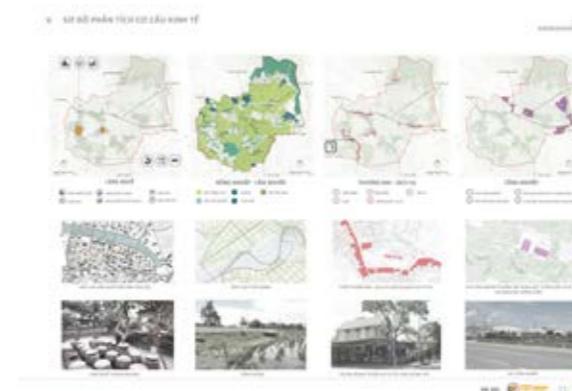
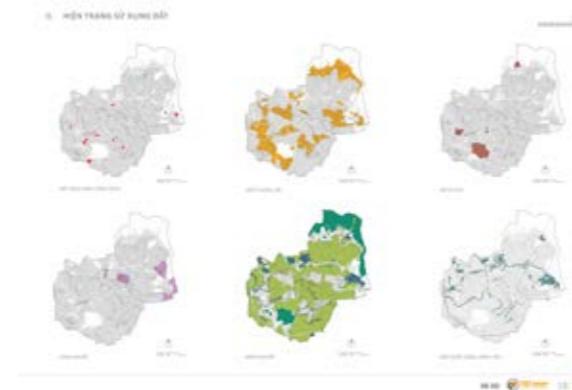
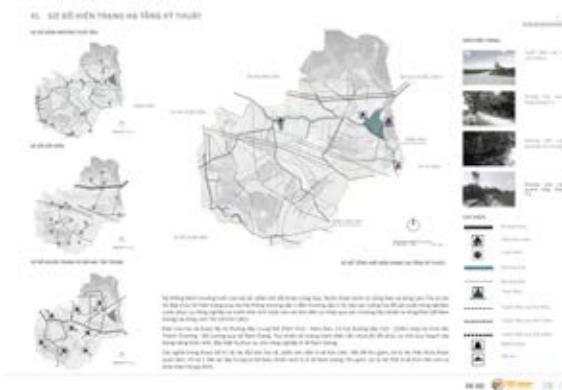
#### Project overview

Source © 2019 Preservation Consultant Team/ DE-SO

#### Stage 1: Regional linkages (some samples)



## Stage 2: Site analysis & assessment (some samples)



## Stage 3: Proposal (some samples)



Source © 2019 Preservation Consultant Team/ DE-SO

Source © 2019 Preservation Consultant Team/ DE-SO

2019

Phu Van Eco Town Zoning Master Plan

Location: Hai Phong, Vietnam

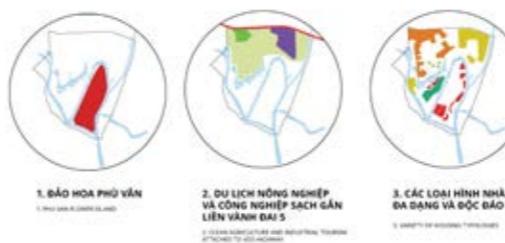
Role: Project Assistant

**MY ROLE IN TEAM:**

- Diagrams and graphics preparation
- Update CAD adjustments for the masterplan



34

**Tasks: Diagram/ Graphics additions & Master plan refinement (CAD)****3 CHIẾN LƯỢC PHÁT TRIỂN**  
3 DEVELOPMENT STRATEGIES**CỬA NGÕ TIẾP CẬN CÁC TRẢI NGHIỆM**  
GATEWAY TO REGIONAL TOURISM**CẢNH QUAN BỜ SÔNG**  
RIVERFRONT LANDSCAPE

- Một chuỗi các cảnh quan đa dạng nhưng nhất dọc hai bờ sông
- Các trải nghiệm mang đậm tính địa phương, từ không gian lồng xô đặc trưng Đồng bằng sông Hồng đến đô thị mặt nước đặc dọc Nhuệ.
- A series of different but unified landscapes along the riverbank.
- A variety of experience stemming from local spatial specialty, from village spaces along the Day, to flower edge and urban edge along the Nhuệ.

- Cảnh quan hoa
- Cảnh quan lồng xô nông thôn
- Khu công nghiệp quy mô trung
- Khu công nghiệp đại trà
- Chè hoa với cây cổ thụ

**PHÂN KHU CHỨC NĂNG**  
FUNCTION ZONES

- Đảo hoa Phù Vân
- Cảng hoa Ngã Ba Sông
- Khu ở cao cấp ven kênh
- Khu phức hợp nông nghiệp
- Khu chế biến và xuất khẩu hoa
- Khu ở trung tâm và tái định cư
- Công trình điểm nhấn
- Phu Van Flower Island
- Confluence Flower Marina
- High-class canal residential
- Agriculture complex area
- Flower processing and export
- Medium class residential and resettlement
- Landmarks

**TUYẾN DU LỊCH XE ĐẠP**  
CYCLE TOURISM ROUTE

- Promote healthy lifestyles with a cycling & walking network.
- Add to the tourism experience and encourages sustainable travel.
- Multi-stops bike scheme for tourists.

- Khuyến khích sử dụng xe đạp và bộ nhảy hướng đến lối sống lành mạnh
- Phong phú thêm trải nghiệm du lịch theo hướng du lịch bền vững
- Hệ thống chòi xe đạp nhiều tiện dụng chân linh hoạt cho du khách

**TUYẾN DU LỊCH ĐƯỜNG THỦY**  
WATER TOURISM ROUTE

- Water-based experience of flower Island
- 2 city routes: modern experience along the Nhuệ and Ancient River experience route along the Day

- Trải nghiệm cảnh quan đảo hoa theo dòng nước
- Hai tuyến du lịch trong thành phố, tuyến hiện đại dọc sông Nhuệ và tuyến khám phá sông Day cũ
- Tuyến du lịch Tam Chúc dọc sông Day

**MẶT BẰNG TỔNG THỂ**  
MASTER PLAN

Source © 2019 Group GSA

Source © 2019 Group GSA

35

2019

Phu Van Eco Town Zoning Master Plan

Location: Hai Phong, Vietnam

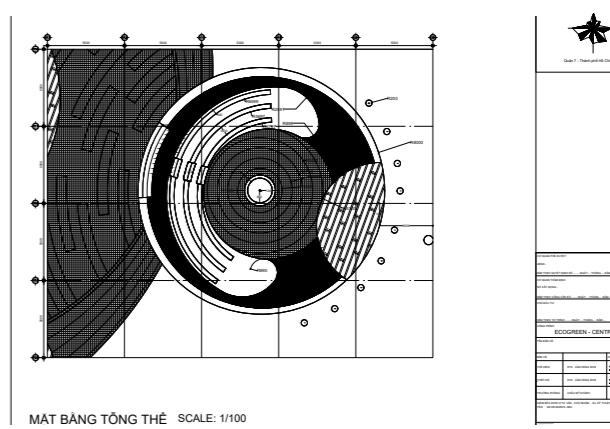
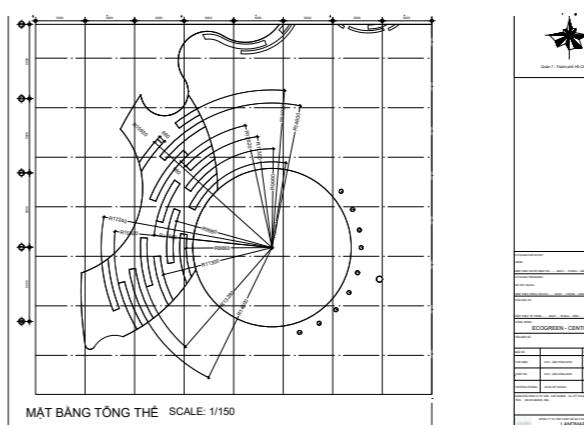
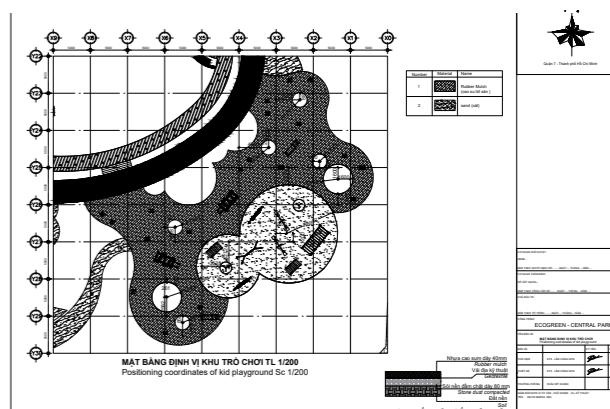
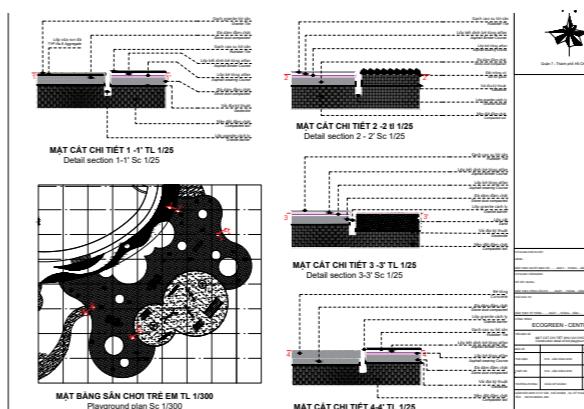
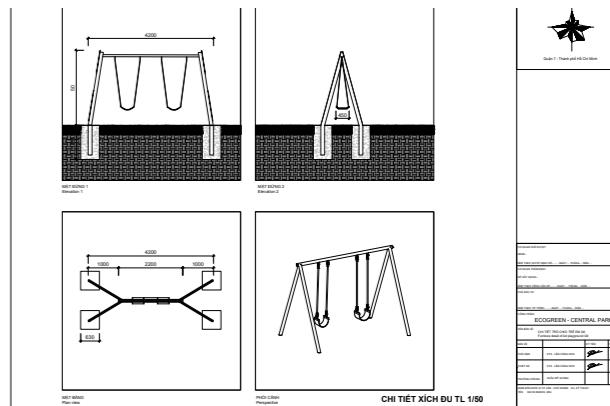
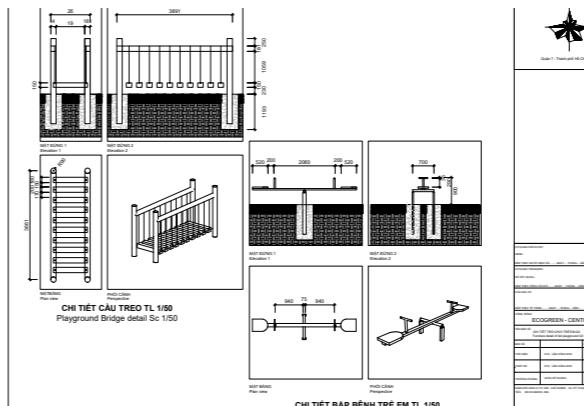
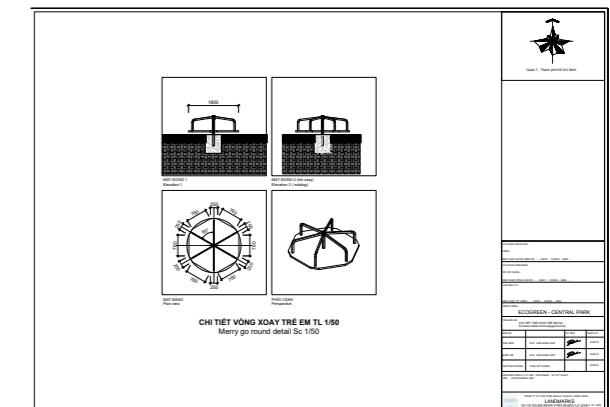
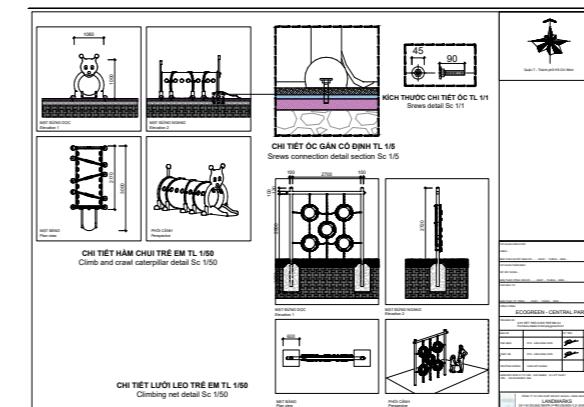
Role: Project Assistant

**MY ROLE IN TEAM:**

- Update new CAD adjustments for the masterplan
- Add detailed plans for playground design



Source © 2019 Landmarks LTD

**Tasks: Creating additional plans for construction process**

Major projects (Awarded projects)

2019: Urban design project

2021: Art & Research Project (Urban theory, soundscape studies)

## MELEOSCOPE

*A sonic dérive in a ghost city*

### Supervisors:

Associate Professor Ross McLeod

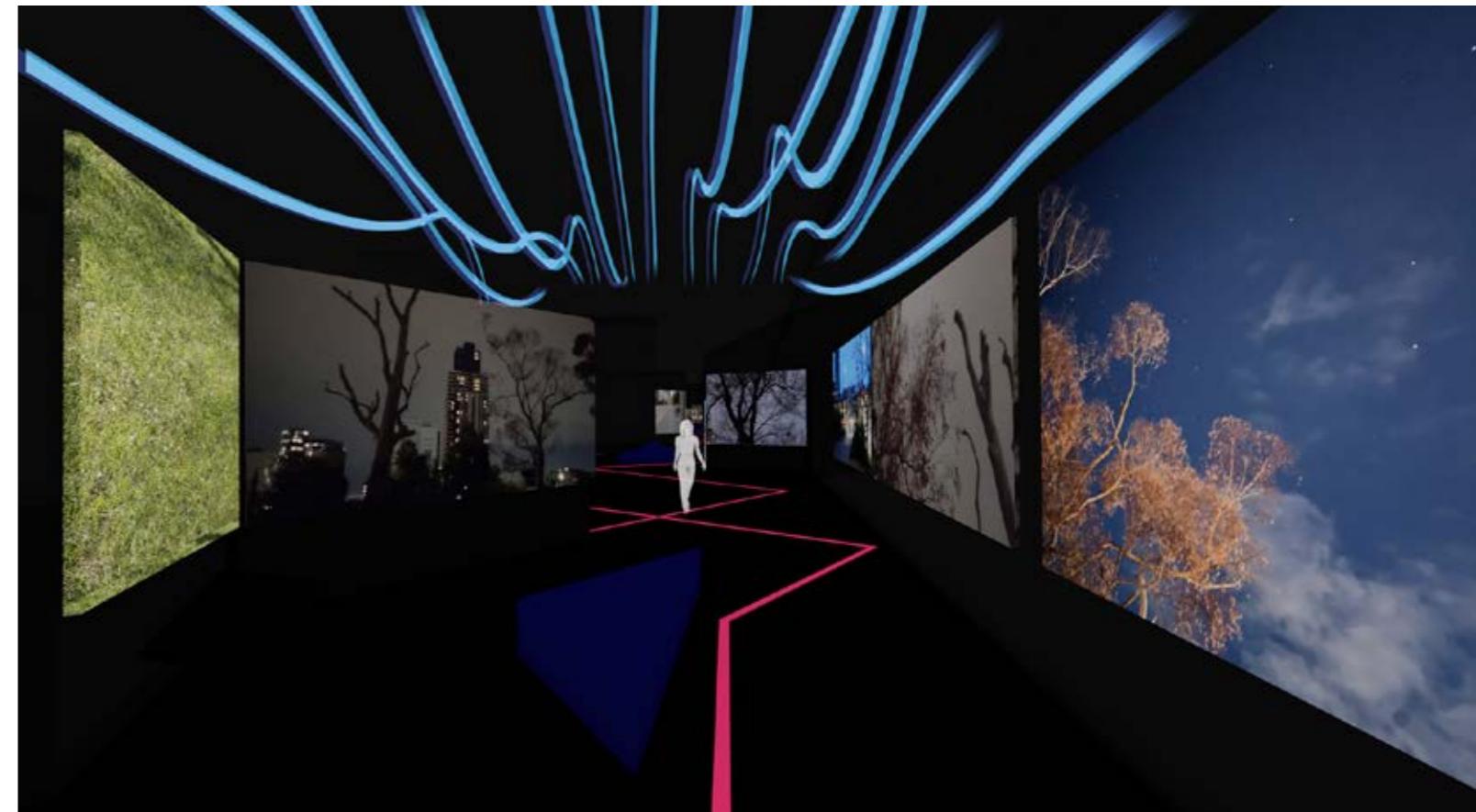
Jeffrey Hannam

### About:

Meleidoscope is an immersive art experience that captures the sensorial qualities of the Melbourne CBD during the COVID-19 lockdowns of 2021. Walking into the installation people experience the visual and sonic qualities of the 'ghost' city that Melbourne became during the pandemic.

By engaging in a self-curated dérive', the audience immerses themselves in a sense of being lost in the sights and sounds of the strangely quiet city. Ultimately, the installation brings the subtle and poetic nature of the city's acoustic environments to the public's attention and acts as a memorial of the effects the pandemic brought to our everyday lives.

Keyword: immersive installation, psycho-geography, dérive





#### PRIMARY INFLUENCES

- Murray Schafer (Researcher, composer)
- Guy Debord (Philosopher, artist)

#### PASSIVE INFLUENCES

- Kevin Lynch (Urban theorist)
- Jan Gehl (Urban Designer)
- Clarence H Visual artist)
- John Cage (Sound artist)

#### KEY POINTS IN PROJECT:

- Methodology (4 stages)
- Execution (dérive walks, sound walks)
- Design framework
- Psychogeographic mapping explaining the basic structure of the city of Melbourne (through the execution)
- Soundscape Ideation
- Poetic & aesthetic critic
- Spatial setting up for installation
- Three-stage sonic experience for immersion installation

#### IMPACTS OF PROJECT:

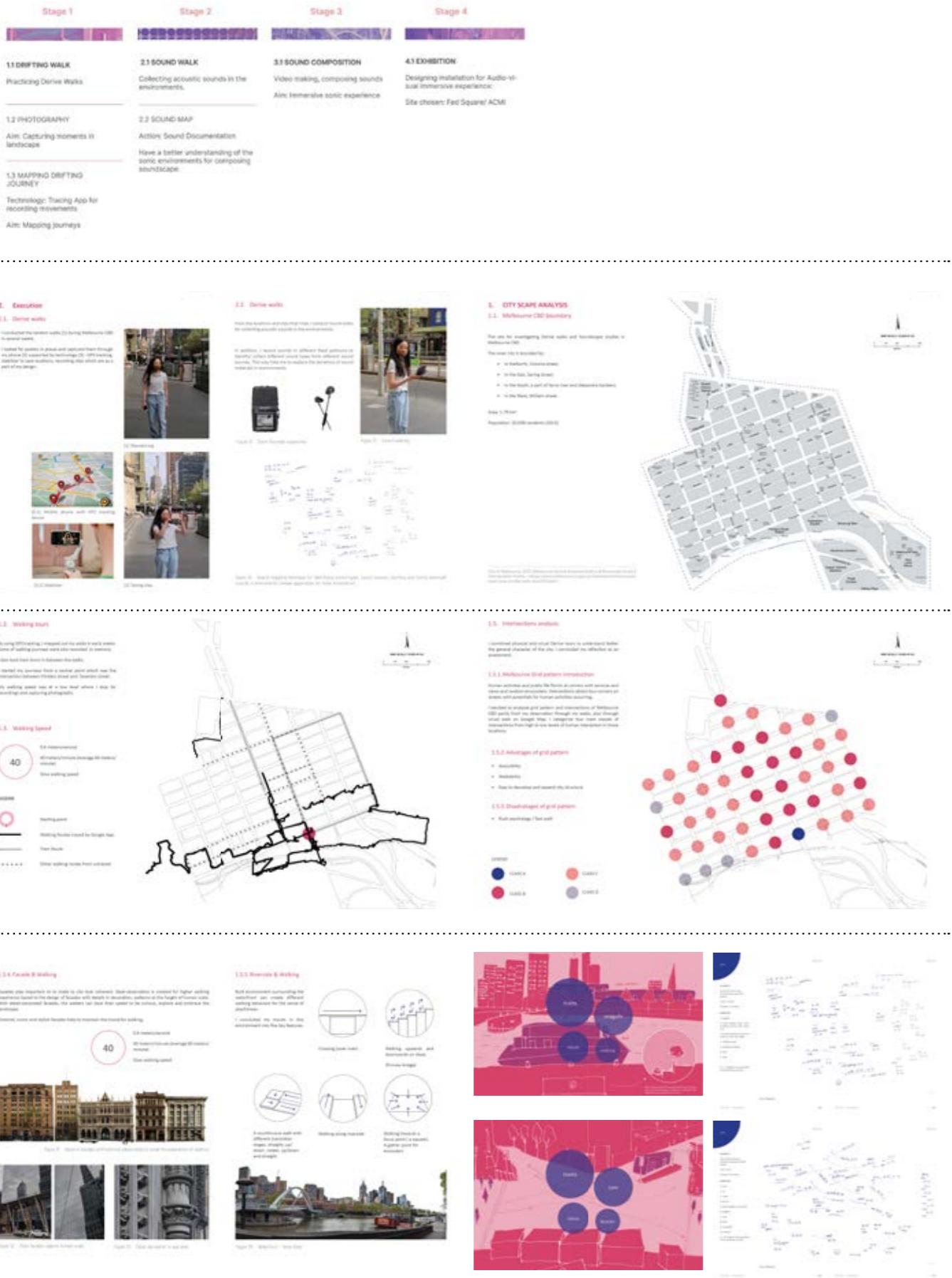
- Intuitive knowing city structure and the sensibility of locality in places;
- Urban planning and development policy for post-COVID19;
- Instinct phenomenon discovery on human behavior between sounds and sights, which helps to extend further research on fields related to healthcare, soundscape studies, philosophy and academics.

## *from* METHODOLOGY *to* EXECUTION

from PYSHO-GEOGRAPHY MAP to ARTISTIC EXPERIENCE INSTALLATION

(Further details presented in publication)

## METHODOLOGY



### Implications

This is the general map I created for describing my walkings inside Melbourne city (Figure 1.2.1)

The map includes several tours in weeks looking for the quality defining the characteristic of the city in lockdown condition. The arrows present the main directions I took on the roads.

The walking affection is tightened up into the middle blocks and streets.

The iconic ambience of this city at the moment is trains and trams.

locations are targeted for soundscape recordings.

including

1. Swanston street ( the main walkable access to other streets)
  2. Collins street
  3. Elizabeth street
  4. Bourke street
  5. Lonsdale Street
  6. Yarra riverside
  7. Greenways (in specific, Flinders Street Station)
  8. Flinders Street Station
  9. Melbourne Central, Royal Arcade

Figure 10. Psycho-geography map of Melbourne: the walking experience is coordinated with Melbourne urban and pattern.

## Seats



Access ..... ●



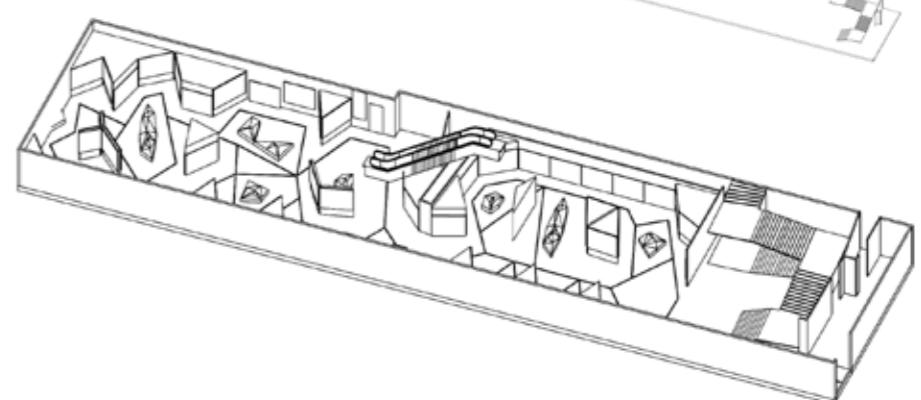
### **3. Three stages of experiences**



### 3. Interaction & Technology



1. Antibiotic talk can be avoided. Even in a strict limitation of antibiotic consumption is not enough.
2. Antibiotic use increases (10%) the quantity of  $\alpha$ -DHA or (20%) using the same antibiotic.





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MD  
IT

HOME ABOUT STUDIOS ELECTIVES MAJOR PROJECT EXHIBITION PEOPLE

< MELEIDOSCOPE

Hung Nguyen

**Meleidoscope** is an immersive art experience that captures the sensory qualities of the Melbourne CBD during the COVID-19 lockdowns of 2021. Walking into the installation people experience the visual and sonic qualities of the 'ghost' city that Melbourne became during the pandemic. By engaging in a self-curated demo, the audience immerses themselves in a sense of being lost in the sights and sounds of the strangely quiet city. Ultimately, the installation brings the subtle and poetic nature of the city's acoustic environment to the public's attention and acts as a memory of the effects the pandemic brought to our everyday lives.

RMIT University School of Design Melbourne, Australia

Copyright © 2019 MDIT

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mdit@rmit.edu.au

Showcase: [rmitmdit.com/major-projects](http://rmitmdit.com/major-projects)

Publication: <https://www.myhungnguyen.com/project/meleidoscope/>

## VAN THANH ECO-FARMING VILLAGE REGENERATION

Uban Design project

### Supervisors:

Prof. Nguyen Cam Duong Ly

### Location

Dalat City, Lam Dong Province, Vietnam

### Year

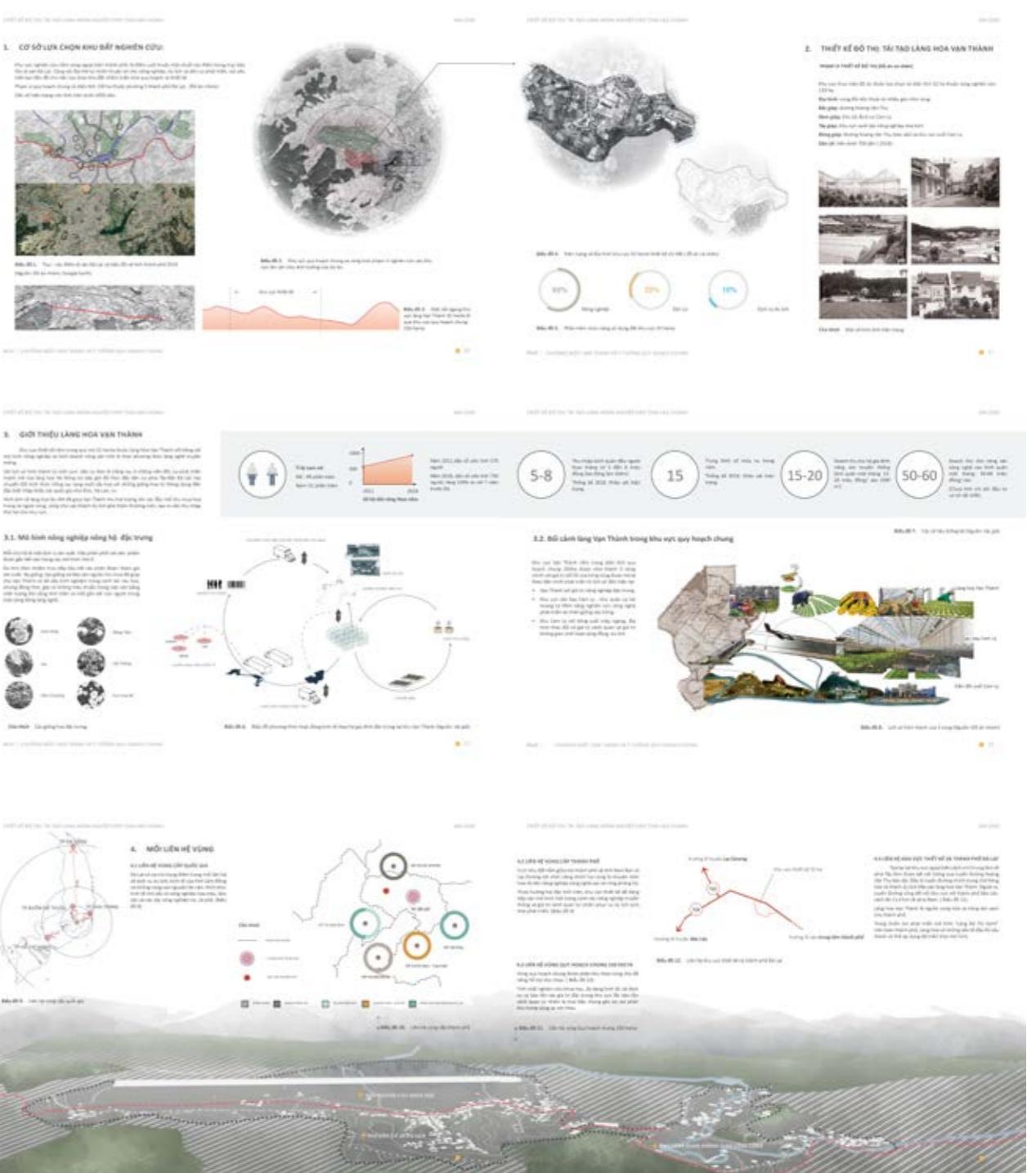
2018

### About:

The site is famous for the traditional agricultural activities with horticulture as the main driver. Because of the long-standing floricultural village since 1956 and the unique production landscape, Van Thanh becomes one a tourism attraction in Da Lat city which also seems as the secondary income for local residents. The long-standing village with traditional forms of housing typologies and the spirits of an old community have been challenged by the overcome of greenhouse expansion, the climate changing, the urbanization extended from the center of the city meanwhile the existing infrastructure is in poor condition without public spaces to strengthen the communal activities. The project is to improve the quality of living for the existing community and suggest a new development strategy of a sustainable agriculture for the site.

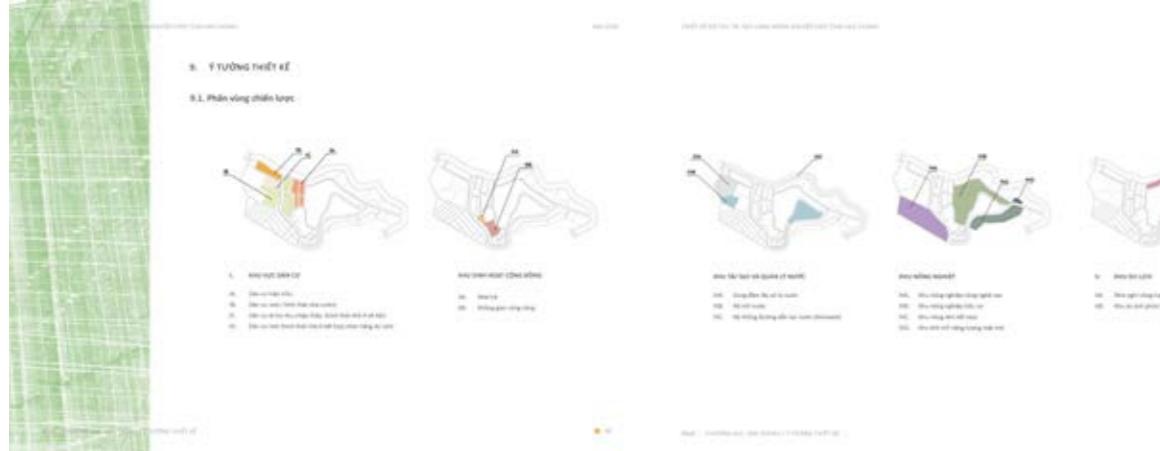


## SITE ANALYSIS



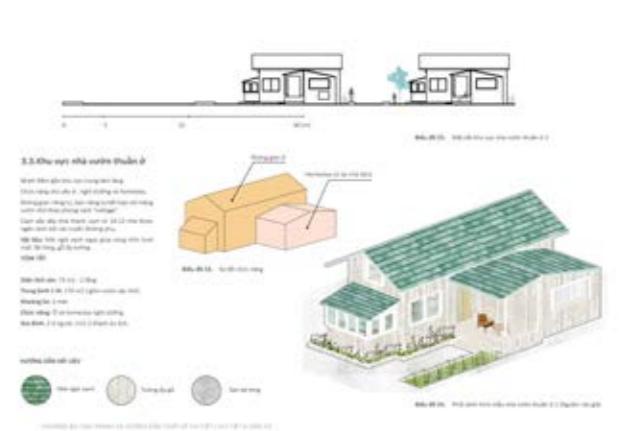
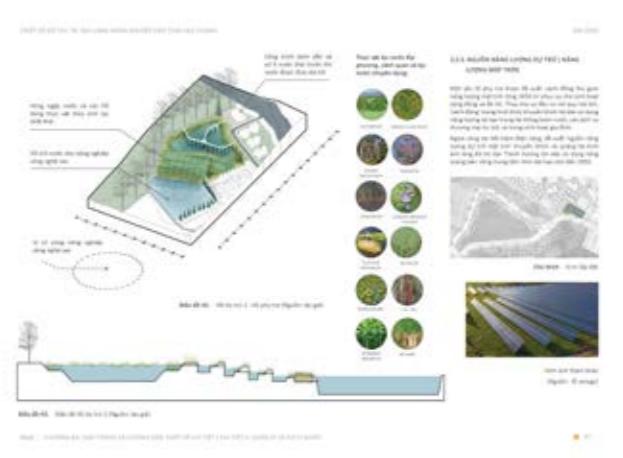
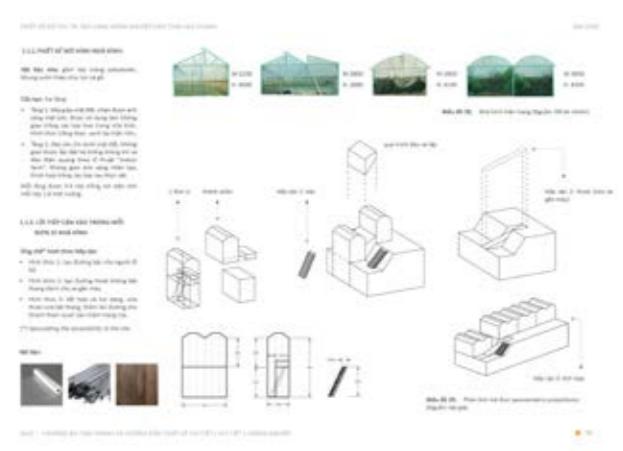
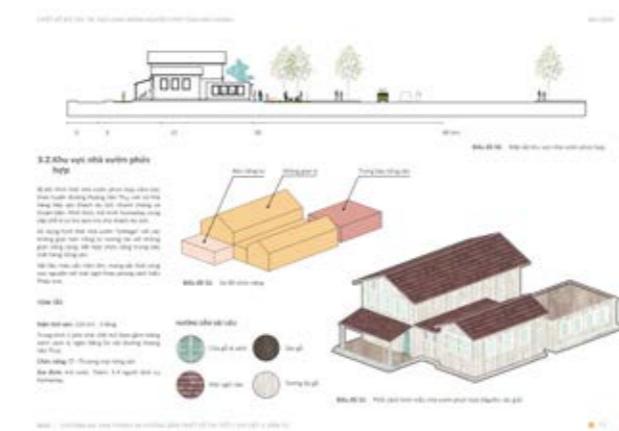
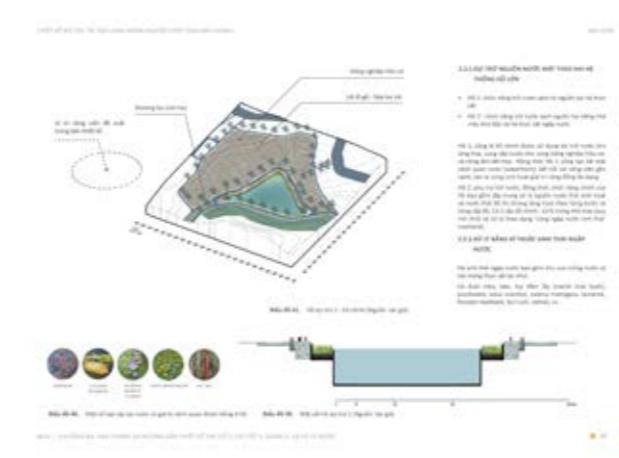
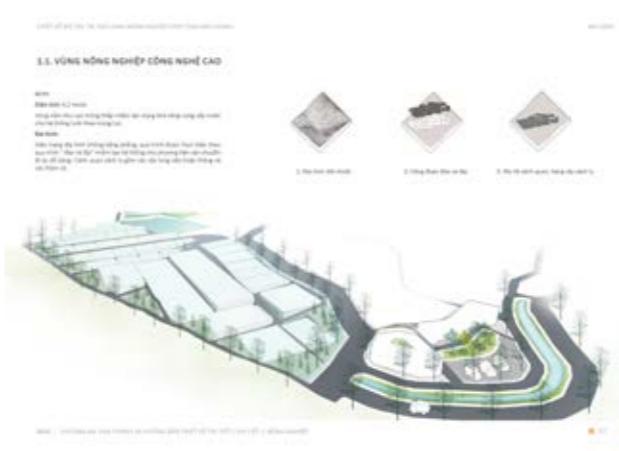
- General planning & regional linkages
- Site introduction

## LOGICS, LAND USE PLAN & MASTER PLAN

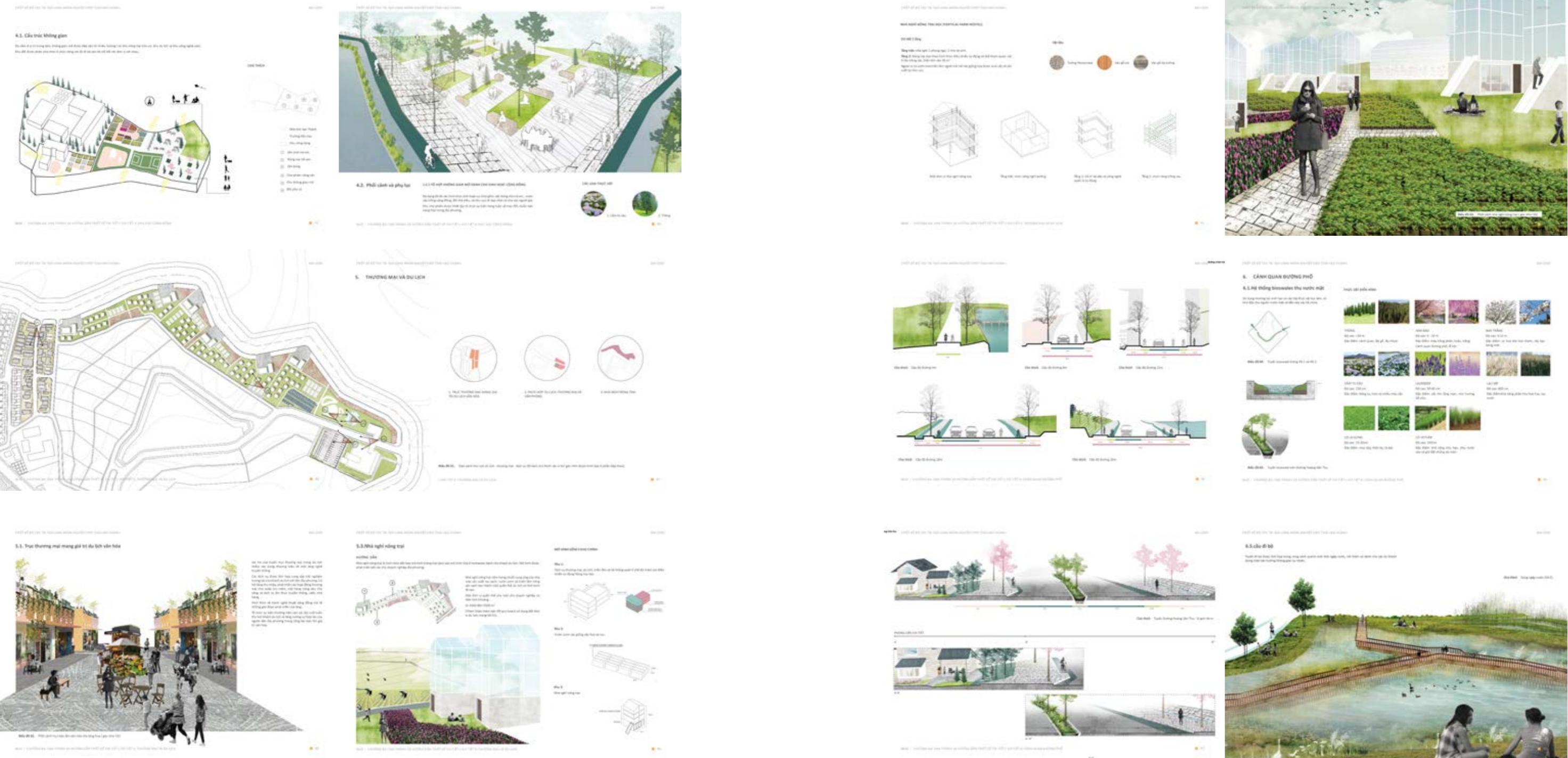


- Zoning strategy
- Design principles
- Land use plan and analysis
- Master plan

## DESIGN FEATURES



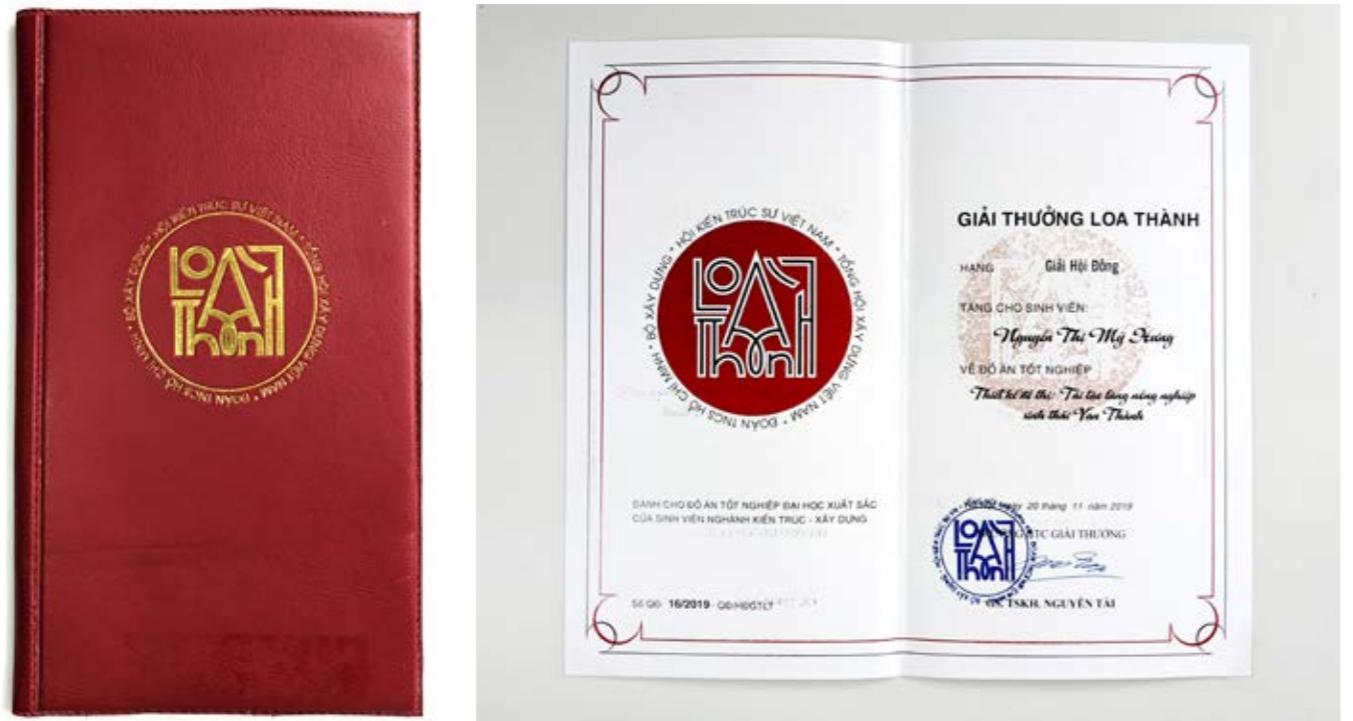
- Agriculture
- Waterfront
- Housing typologies



- Open space
- Tourism - Commercial sectors
- Van Thanh branding
- 'Vertical Hostel' model

- Streetscapes

(Further details in publication)



Loa Thanh award certificate - 'sustainability award'

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The screenshot shows a news article from the website [tapchikientruc.com](http://tapchikientruc.com). The article title is 'Thiết kế đô thị: Tái tạo làng nông nghiệp sinh thái Vạn Thành - Giải Hội đồng'. It includes a map of the project area and a detailed description of the design principles.

Showcase: [tapchikientruc.com](http://tapchikientruc.com)

Publication: <https://www.myhungnguyen.com/project/urban-design/>

## MASTER PROGRAM - SELECTIVE ACADEMIC WORKS

2021 KINETIC MECHANISM

Hung Nguyen

2020 PATTERN SKIN DESIGN SERIES

Hung Nguyen, Peixuan Zhu

2020 URBAN PARKS

Hung Nguyen, Yongbo Song, Jiechen Zhao

2020 WIND SONATA

Hung Nguyen

2020 BINGING ON RADIANT BLANDNESS

Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath

2020 SENSING NATURE

Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang

2021 ODE TO A NEW, LO=FI INTERNET

Hung Nguyen, Hatairat Jampanat, Peixuan Zhu, Bharathkumar Somashekar.

April, 2021

## 3D PRINTING FOR CREATIVES

**Kintetic Mechanism**

By Hung Nguyen

## Description

Inspired by Theo Jansen's theory on his principle for kinetic motions, this mechanism is designed to generate the movements of linkages in a four-leg structure. Artistically, the movements mimic the gait of an animal. The actuation mechanism comprises of an Arduino and two motors, and is based battery-powered. For future applications, the kinetic mechanism can be applied for robotic design with locomotion ability on various surfaces using sustainable energy such as wind and solar power.

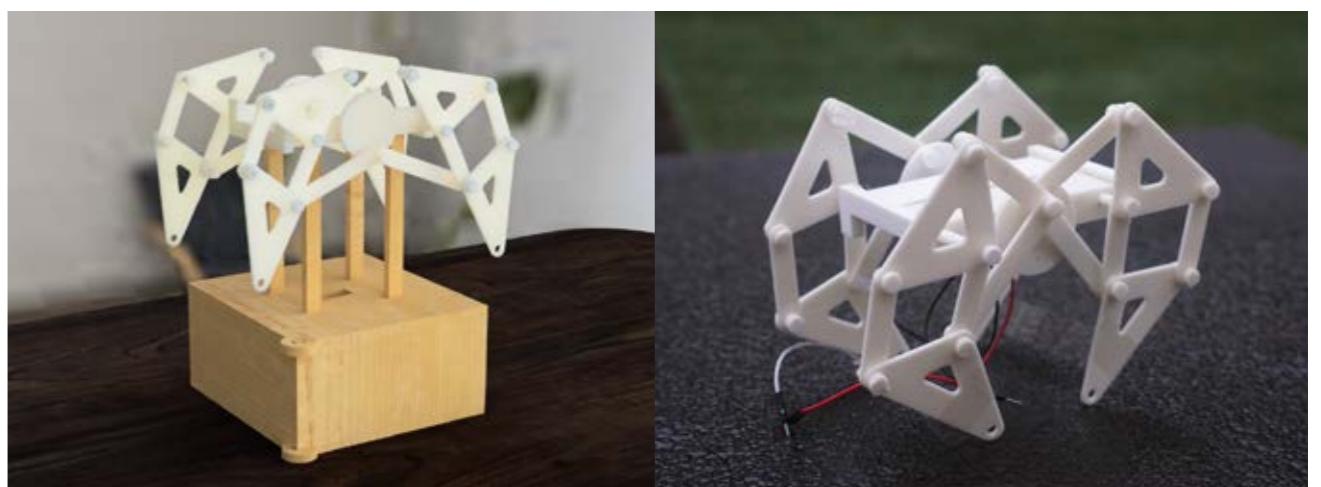


Fig1. From rendering to physical prototype



Fig2. Precedent: Strandbeests by Theo Jansen

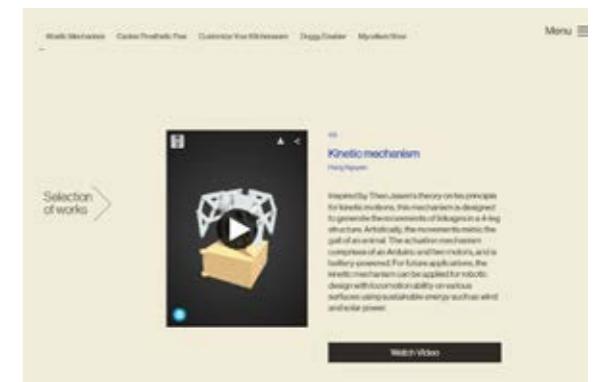


Fig3. 'Kintetic Mechanism' is selected for student showcase exhibition in April, 2021

## categories of works:

elective(s)

studio(s)

URL| View the model online from Sketchfab:

[HTTPS://SKETCHFAB.COM/3D-MODELS/KINTETIC-MECHANISM-96821ADC985243CE9377A13492C7FD59?UTM\\_MEDIUM=EMBED&UTM\\_CAMPAIGN=SHARE-PUP&UTM\\_CONTENT=96821ADC985243CE9377A13492C7FD59](https://sketchfab.com/3d-models/kintetic-mechanism-96821adc985243ce9377a13492c7fd59?utm_medium=embed&utm_campaign=share-pup&utm_content=96821adc985243ce9377a13492c7fd59)

August, 2020

## FLEXIBLE MODELLING FOR DESIGN AND PROTOTYPING

### Pattern skin design series

#### Description

Pattern skins are generated from Rhino/ Grasshopper in order to create innovative pavement, skins on furniture, covering and wall.

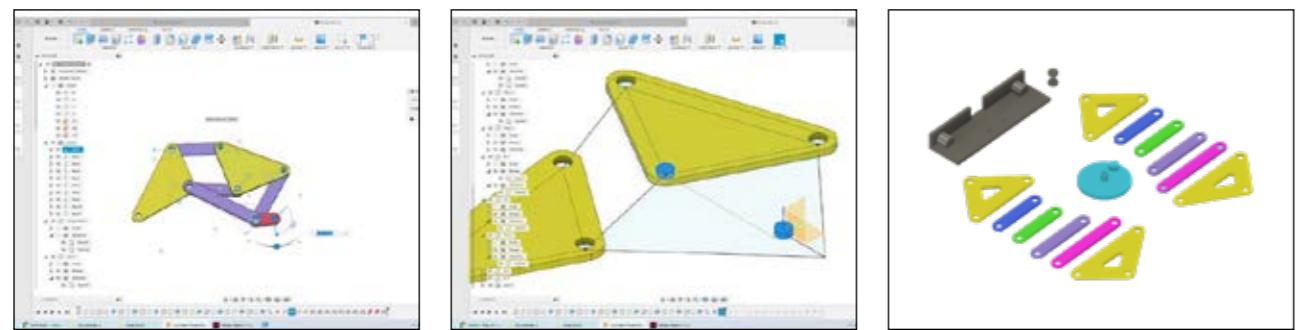


Fig4. Develop a unit of model in Fusion 360 software. Testing the motions through digital simulation

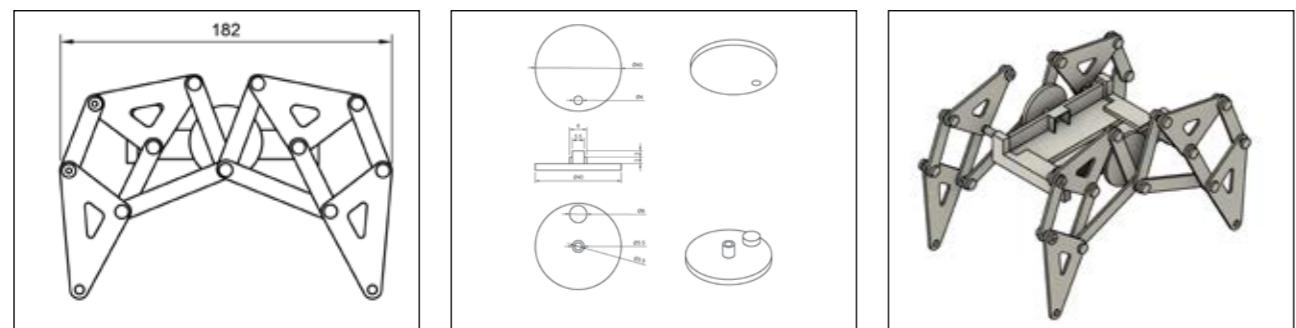


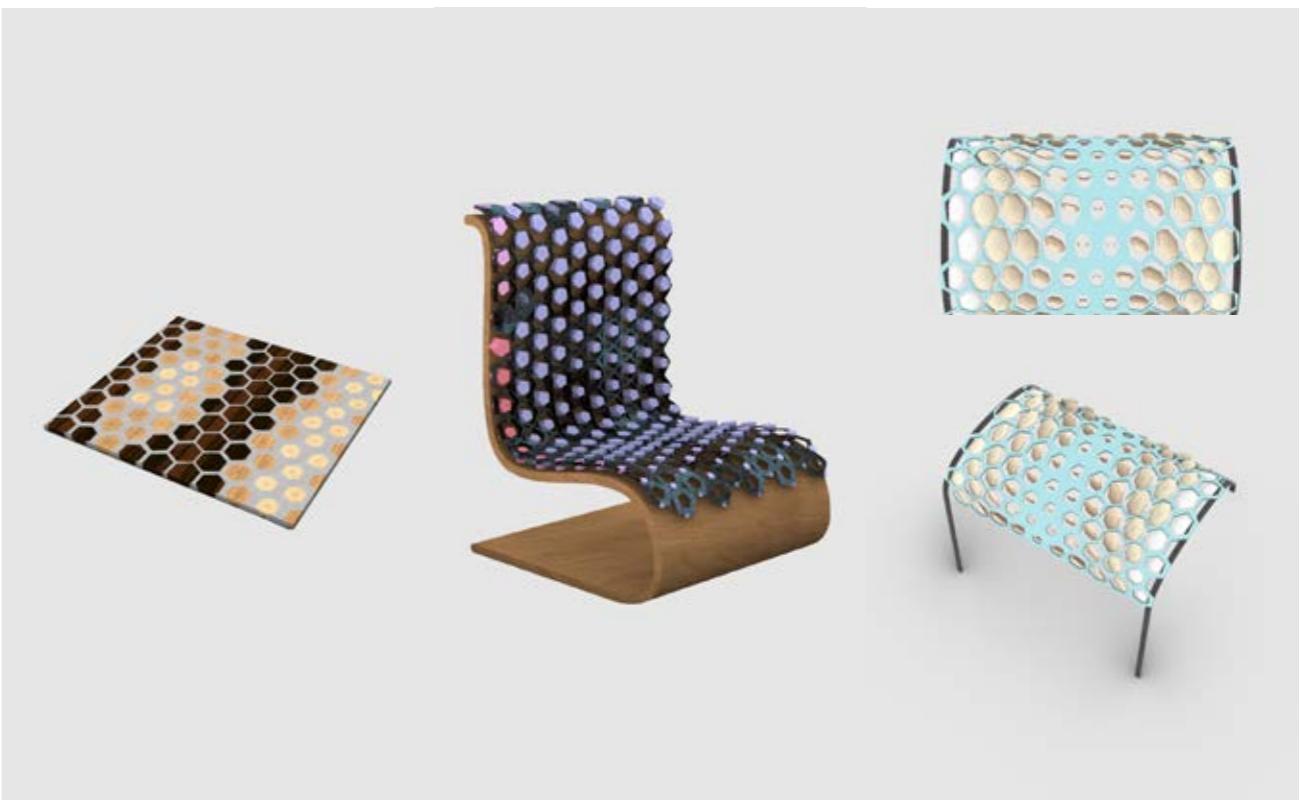
Fig5. Develop technical drawings



Fig6. Initial prototype created by 3D printing



Fig7. Final prototype using motors and electronics to illustrate the motions of the mechanism



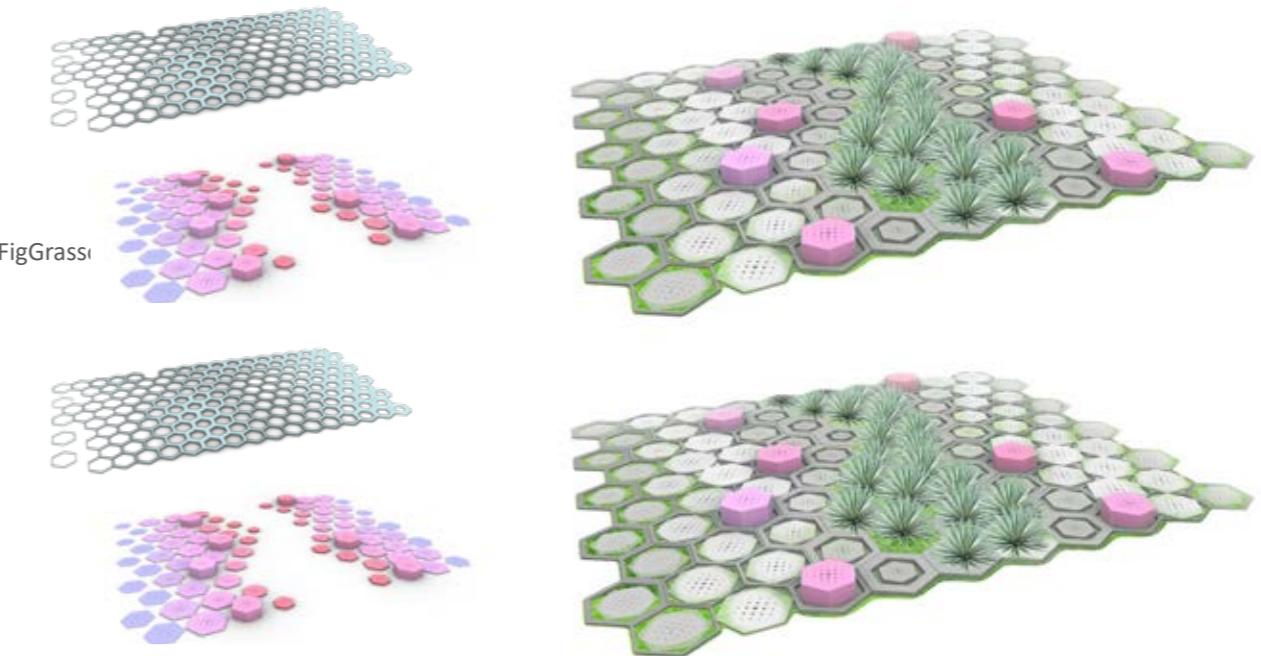
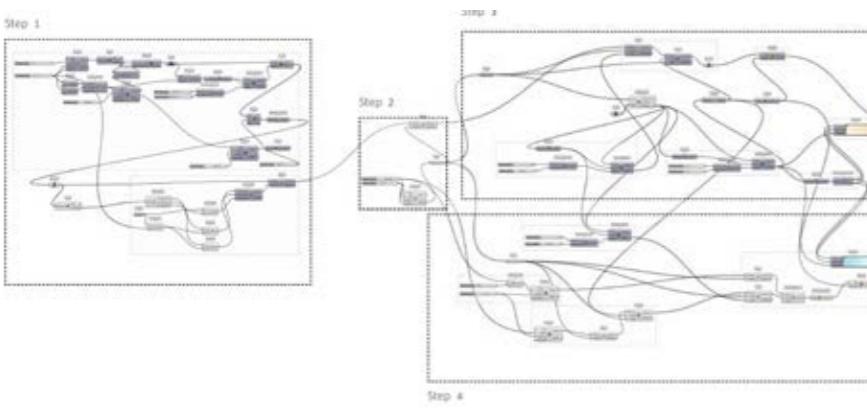
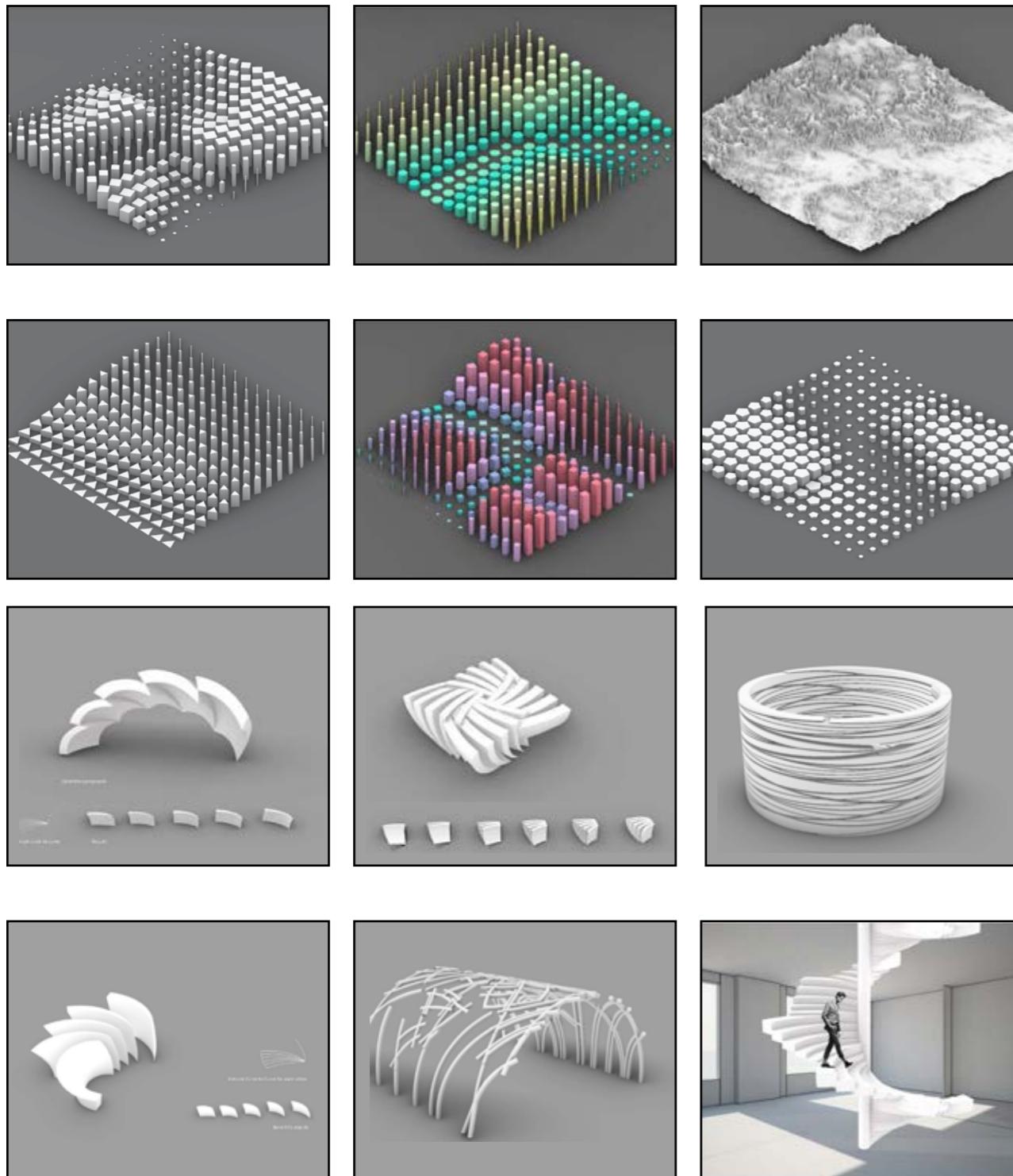
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GOOGLE.COM

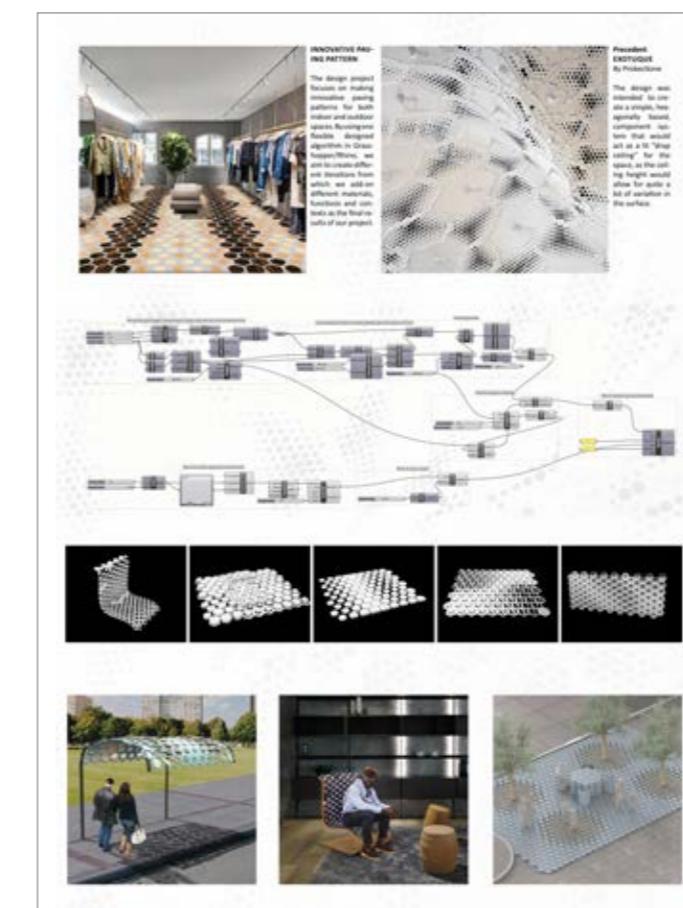
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FigOverview design outcomes from elective (Images by Hung nguyen)



FigDeveloping a functional surface by using parametric design method



FigPoster for exhibition

August, 2020

## SOUNDSCAPE STUDIES

### Urban Parks

#### Description

Comparative analysis of the soundscape of three urban parks in Melbourne City through sound walking, sound recording and sound mapping with a focus on differences between the outside and the inside park; how soundscape quality is defined onto both sides of the park boundary.

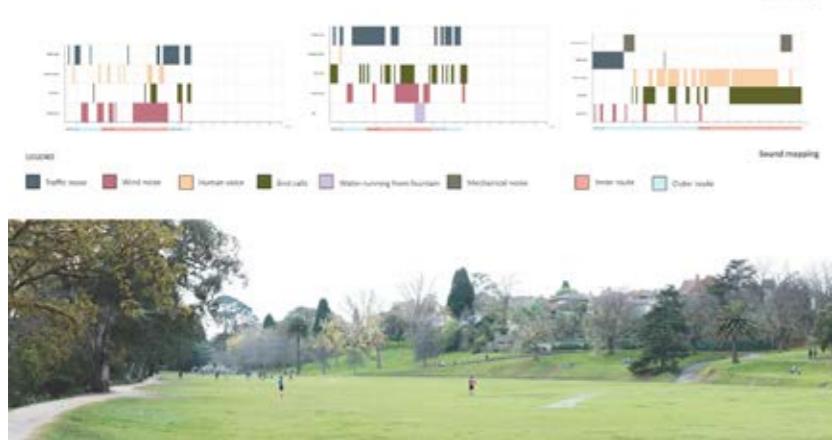
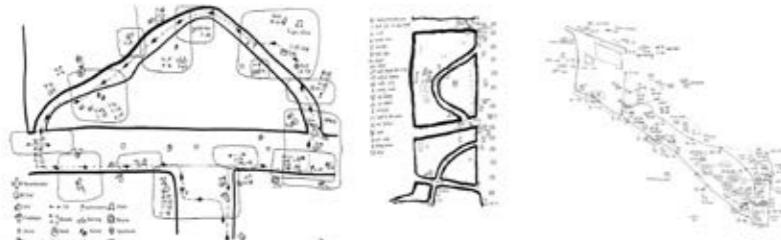
The investigations help for developing boundaries, or buffers as layers of boundaries for urban parks in order to relieve effectively noise disturbance, enhancing walking experience through the embankments for soundmarks (waterfalls, river channels...)

#### SOUNDSCAPE DOCUMENTATION PROJECT

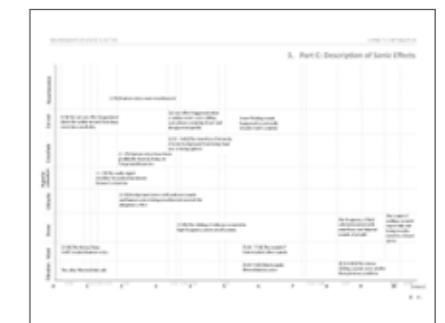
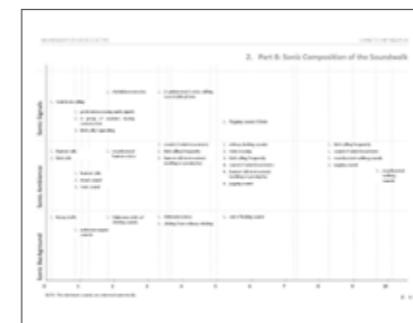
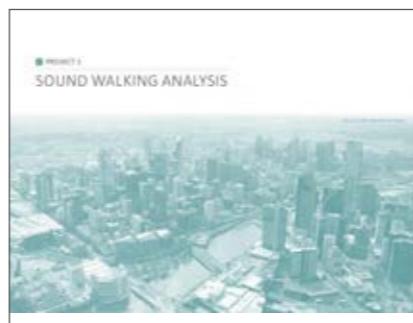
##### URBAN PARKS

BY YONGBO SONG - JIECHEN ZHAO - HUNG NGUYEN

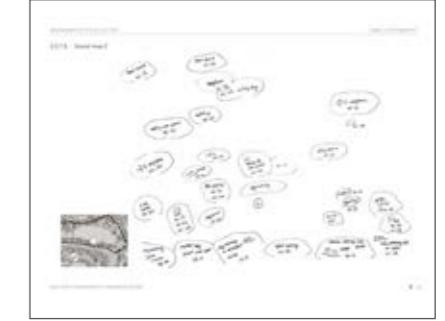
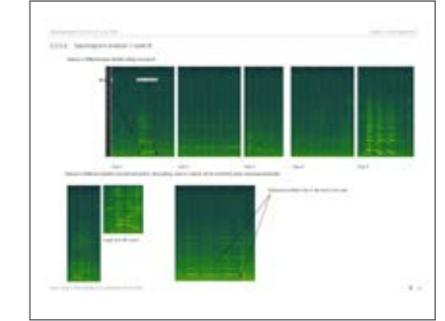
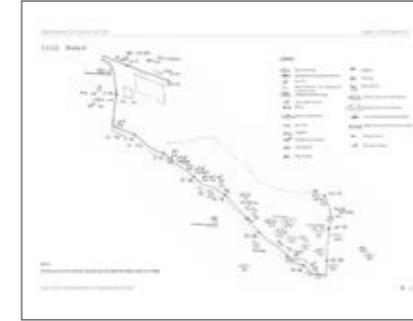
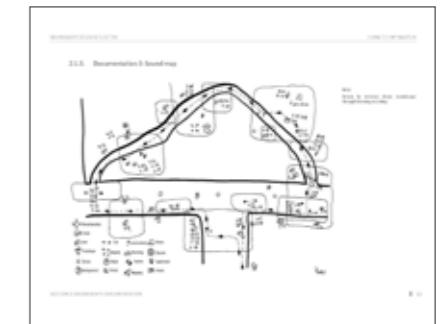
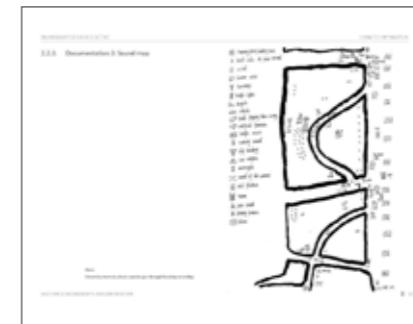
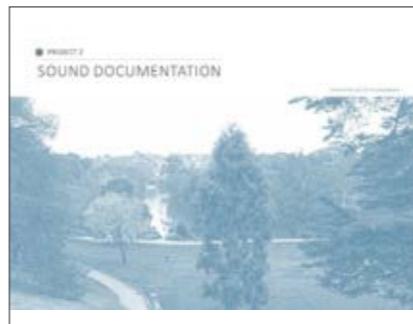
Comparative analysis of the soundscape of 3 urban parks in Melbourne city through sound walking, sound recording and soundmapping with a focus on the differences between the outside and the inside park; how soundscape quality is defined onto both sides of the park boundary.



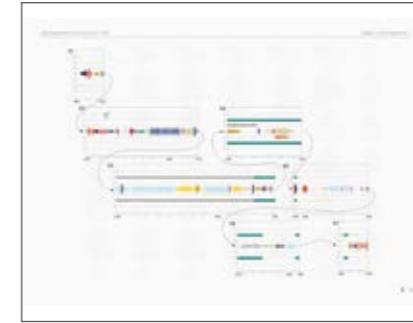
FigFinal poster - A series of three projects for documenting soundscapes in city (Group work & Individual work)



FigProject 1: Soundwalk analysis (individual work)



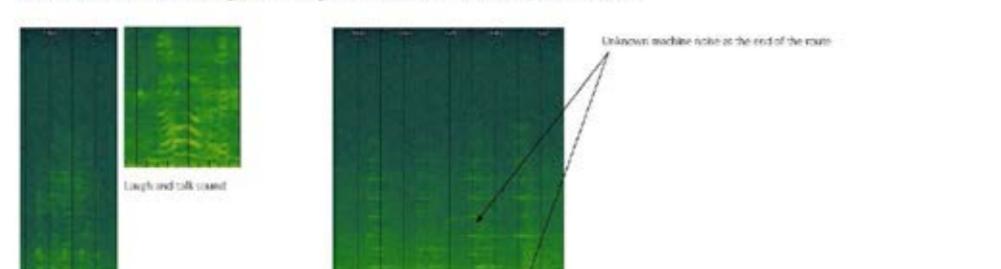
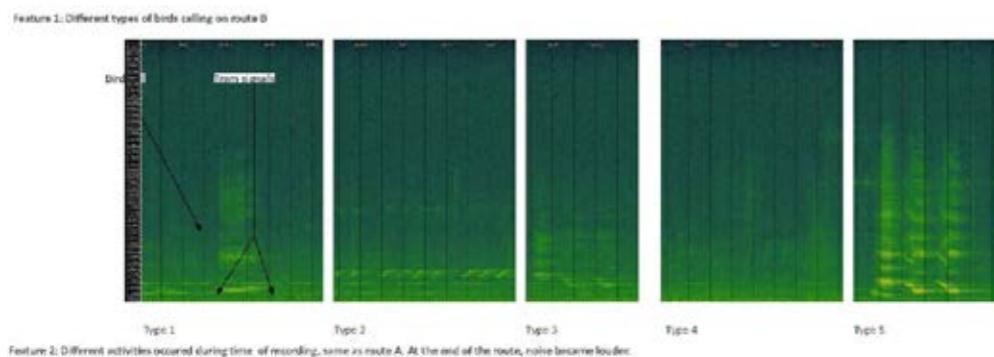
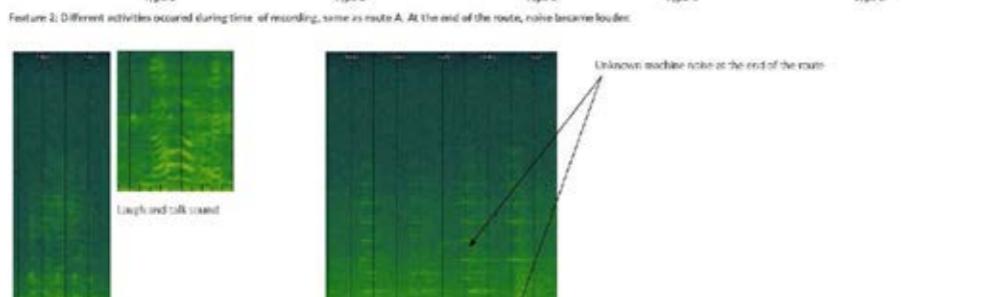
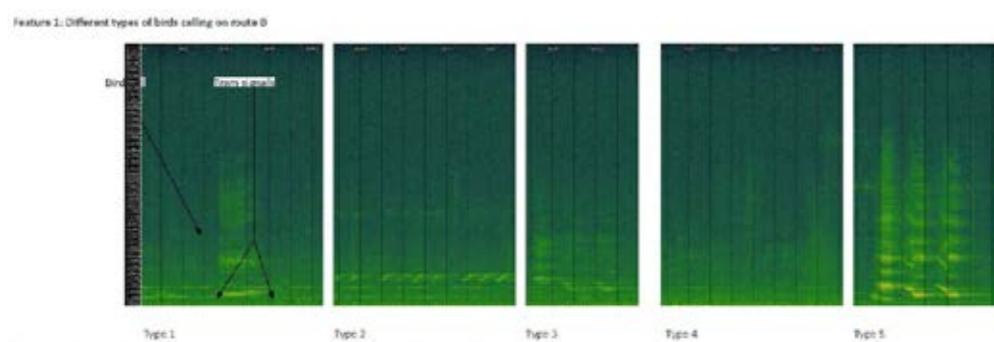
FigProject 2: Sound documentation (inside three parks - group work)



FigProject 3: Sound Composition (individual work)

March, 2020

## INTERACTIVE TECHNOLOGY

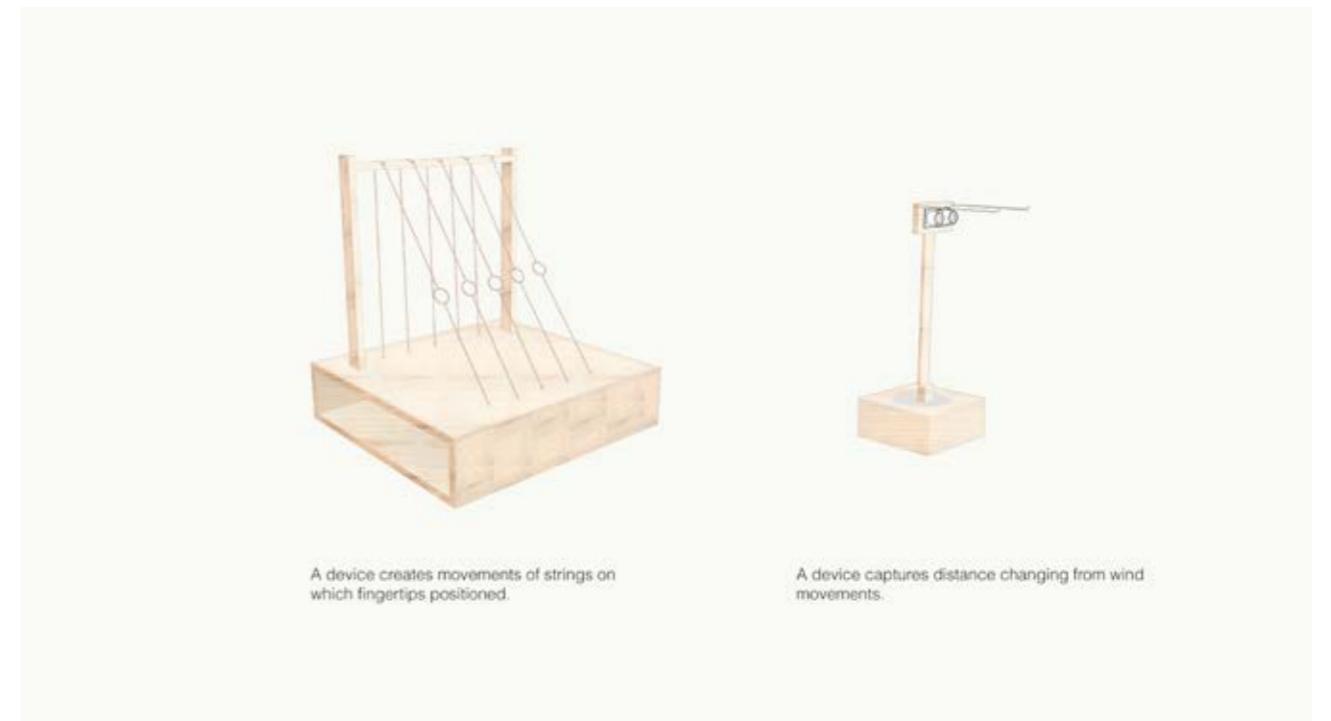


## Wind sonata

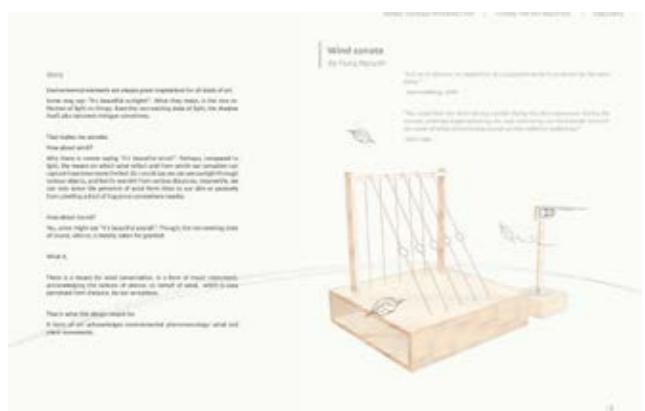
Hung Nguyen

Wind sonata is an artwork for acknowledging the phenomenology of wind and silence. The idea is to create a means for wind conservation that our sensations can retrieve from a distance.

By placing one's fingertips through the artwork's five loops, the movement of wind is felt through the gentle, silent articulation of the strings. Music isn't played, but like a musical instrument, a conversation with wind is made through this tangible connection.



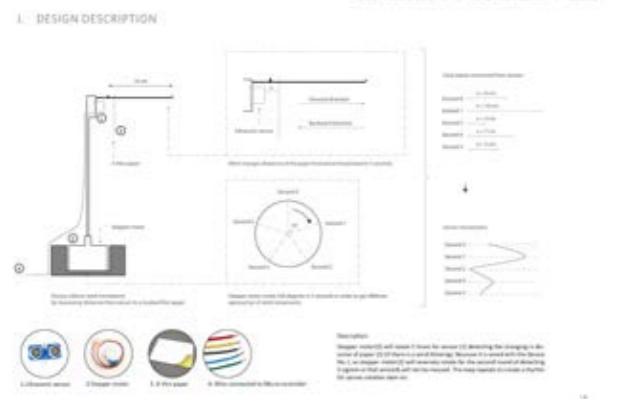
FigOverview



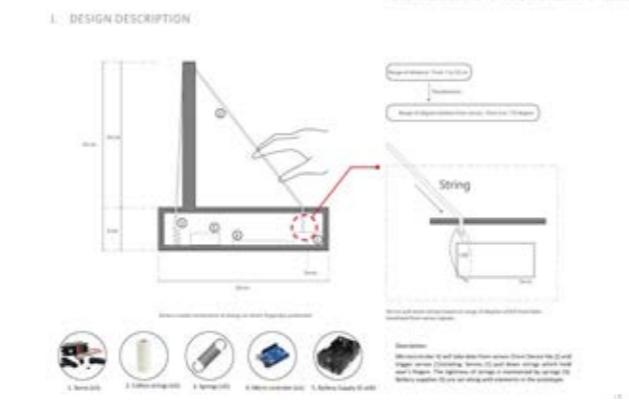
FigDesign Narrative



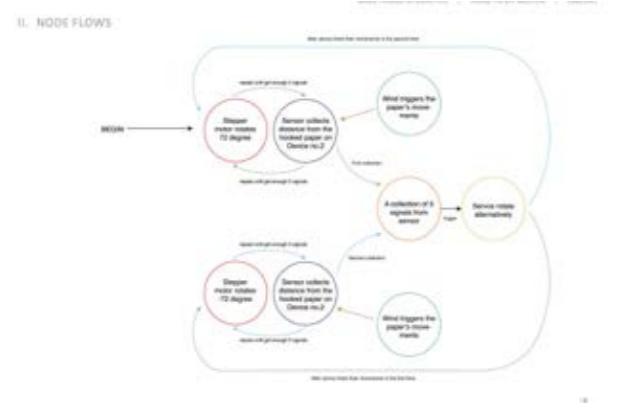
FigInspirations



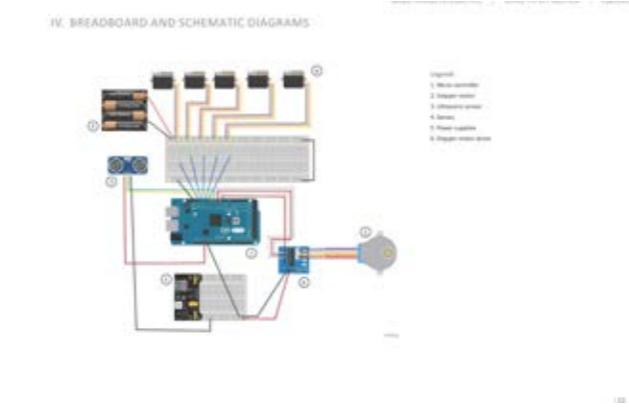
FigElectronic mechanism



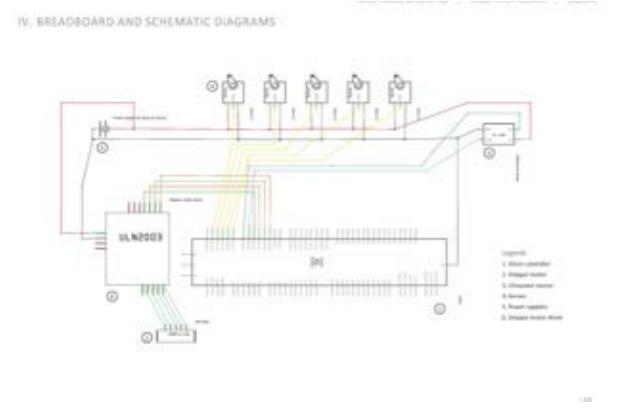
FigElectronic mechanism



FigWorkflow diagram



FigBreadboard diagram

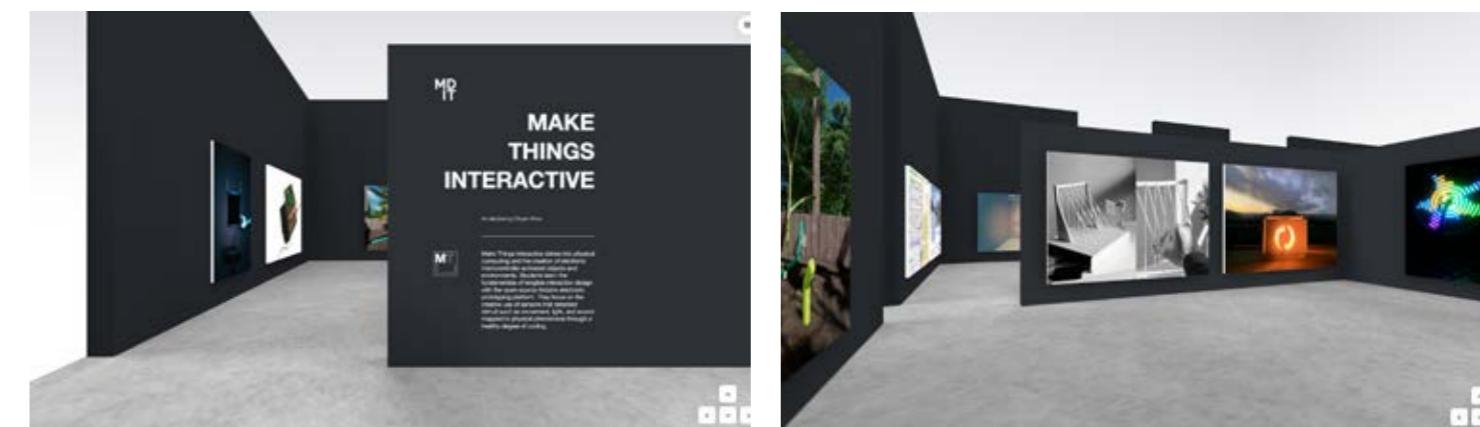
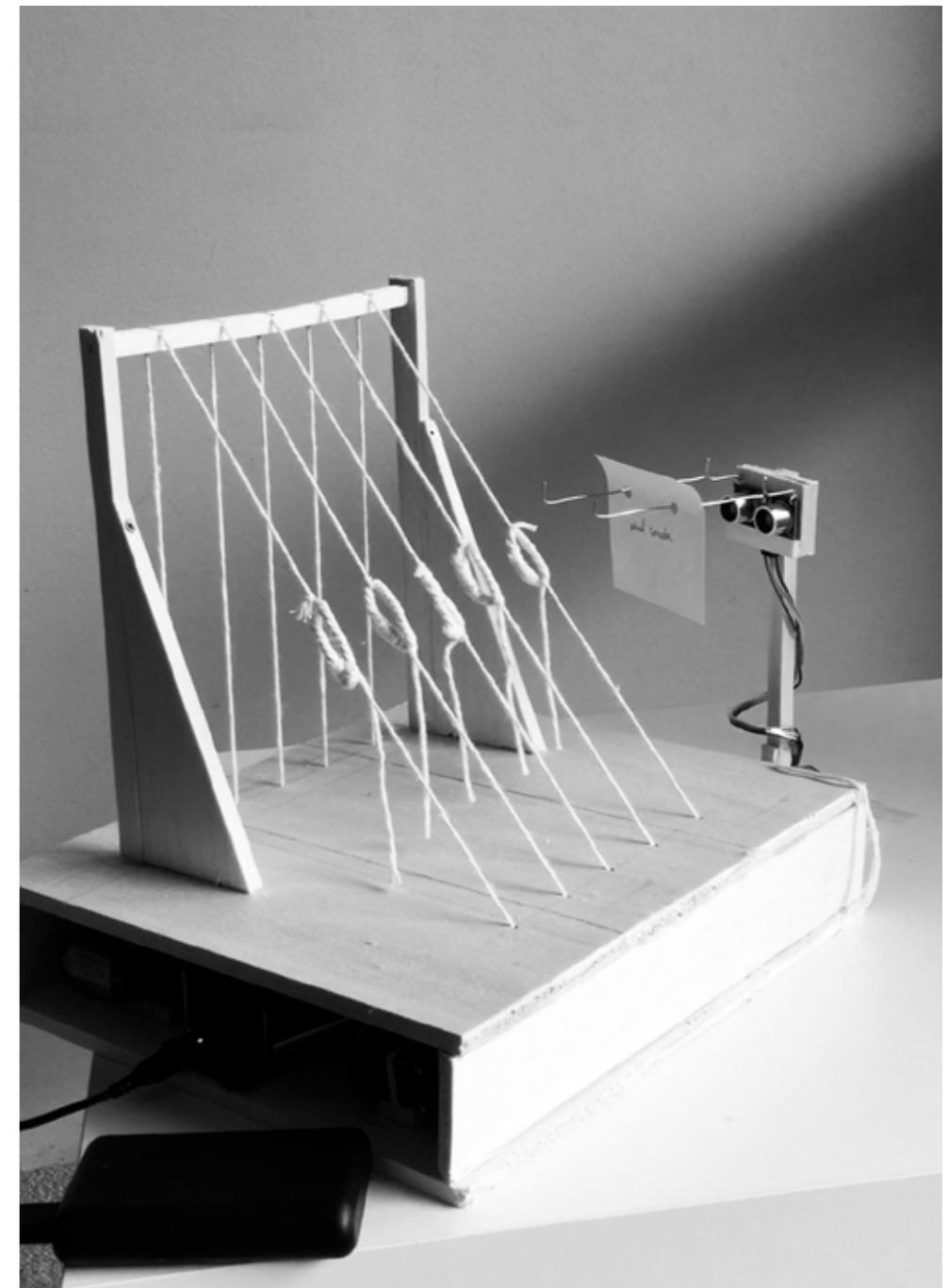


FigSchematic diagram

```

1 //Include libraries
2 #include <SoftwareSerial.h>
3 #define pinA 10
4 #define pinB 11
5 #define pinC 12
6 #define pinD 13
7 #define pinE 14
8 #define pinF 15
9 #define pinG 16
10 #define pinH 17
11 #define pinI 18
12 #define pinJ 19
13 #define pinK 20
14 #define pinL 21
15 #define pinM 22
16 #define pinN 23
17 #define pinO 24
18 #define pinP 25
19 #define pinQ 26
20 #define pinR 27
21 #define pinS 28
22 #define pinT 29
23 #define pinU 30
24 #define pinV 31
25 #define pinW 32
26 #define pinX 33
27
28 void setup()
29 {
30   SoftwareSerial mySerial(10, 11);
31   mySerial.begin(9600);
32   pinsInit();
33 }
34
35 void pinsInit()
36 {
37   //Setup pins
38   pinMode(pinA, INPUT);
39   pinMode(pinB, INPUT);
40   pinMode(pinC, INPUT);
41   pinMode(pinD, INPUT);
42   pinMode(pinE, INPUT);
43   pinMode(pinF, INPUT);
44   pinMode(pinG, INPUT);
45   pinMode(pinH, INPUT);
46   pinMode(pinI, INPUT);
47   pinMode(pinJ, INPUT);
48   pinMode(pinK, INPUT);
49   pinMode(pinL, INPUT);
50   pinMode(pinM, INPUT);
51   pinMode(pinN, INPUT);
52   pinMode(pinO, INPUT);
53   pinMode(pinP, INPUT);
54   pinMode(pinQ, INPUT);
55   pinMode(pinR, INPUT);
56   pinMode(pinS, INPUT);
57   pinMode(pinT, INPUT);
58   pinMode(pinU, INPUT);
59   pinMode(pinV, INPUT);
60   pinMode(pinW, INPUT);
61   pinMode(pinX, INPUT);
62
63   //Setup outputs
64   digitalWrite(pinA, HIGH);
65   digitalWrite(pinB, HIGH);
66   digitalWrite(pinC, HIGH);
67   digitalWrite(pinD, HIGH);
68   digitalWrite(pinE, HIGH);
69   digitalWrite(pinF, HIGH);
70   digitalWrite(pinG, HIGH);
71   digitalWrite(pinH, HIGH);
72   digitalWrite(pinI, HIGH);
73   digitalWrite(pinJ, HIGH);
74   digitalWrite(pinK, HIGH);
75   digitalWrite(pinL, HIGH);
76   digitalWrite(pinM, HIGH);
77   digitalWrite(pinN, HIGH);
78   digitalWrite(pinO, HIGH);
79   digitalWrite(pinP, HIGH);
80   digitalWrite(pinQ, HIGH);
81   digitalWrite(pinR, HIGH);
82   digitalWrite(pinS, HIGH);
83   digitalWrite(pinT, HIGH);
84   digitalWrite(pinU, HIGH);
85   digitalWrite(pinV, HIGH);
86   digitalWrite(pinW, HIGH);
87   digitalWrite(pinX, HIGH);
88
89   //Setup Servos
90   servo1.attach(pinA);
91   servo2.attach(pinB);
92   servo3.attach(pinC);
93   servo4.attach(pinD);
94   servo5.attach(pinE);
95   servo6.attach(pinF);
96   servo7.attach(pinG);
97   servo8.attach(pinH);
98   servo9.attach(pinI);
99   servo10.attach(pinJ);
100  servo11.attach(pinK);
101  servo12.attach(pinL);
102  servo13.attach(pinM);
103  servo14.attach(pinN);
104  servo15.attach(pinO);
105  servo16.attach(pinP);
106  servo17.attach(pinQ);
107  servo18.attach(pinR);
108  servo19.attach(pinS);
109  servo20.attach(pinT);
110  servo21.attach(pinU);
111  servo22.attach(pinV);
112  servo23.attach(pinW);
113  servo24.attach(pinX);
114
115  //Setup SoftwareSerial
116  mySerial.begin(9600);
117 }
118
119 void loop()
120 {
121   int readPinA = digitalRead(pinA);
122   int readPinB = digitalRead(pinB);
123   int readPinC = digitalRead(pinC);
124   int readPinD = digitalRead(pinD);
125   int readPinE = digitalRead(pinE);
126   int readPinF = digitalRead(pinF);
127   int readPinG = digitalRead(pinG);
128   int readPinH = digitalRead(pinH);
129   int readPinI = digitalRead(pinI);
130   int readPinJ = digitalRead(pinJ);
131   int readPinK = digitalRead(pinK);
132   int readPinL = digitalRead(pinL);
133   int readPinM = digitalRead(pinM);
134   int readPinN = digitalRead(pinN);
135   int readPinO = digitalRead(pinO);
136   int readPinP = digitalRead(pinP);
137   int readPinQ = digitalRead(pinQ);
138   int readPinR = digitalRead(pinR);
139   int readPinS = digitalRead(pinS);
140   int readPinT = digitalRead(pinT);
141   int readPinU = digitalRead(pinU);
142   int readPinV = digitalRead(pinV);
143   int readPinW = digitalRead(pinW);
144   int readPinX = digitalRead(pinX);
145
146   if (readPinA == 0)
147   {
148     servo1.write(0);
149     servo2.write(0);
150     servo3.write(0);
151     servo4.write(0);
152     servo5.write(0);
153     servo6.write(0);
154     servo7.write(0);
155     servo8.write(0);
156     servo9.write(0);
157     servo10.write(0);
158     servo11.write(0);
159     servo12.write(0);
160     servo13.write(0);
161     servo14.write(0);
162     servo15.write(0);
163     servo16.write(0);
164     servo17.write(0);
165     servo18.write(0);
166     servo19.write(0);
167     servo20.write(0);
168     servo21.write(0);
169     servo22.write(0);
170     servo23.write(0);
171     servo24.write(0);
172   }
173   else
174   {
175     servo1.write(90);
176     servo2.write(90);
177     servo3.write(90);
178     servo4.write(90);
179     servo5.write(90);
180     servo6.write(90);
181     servo7.write(90);
182     servo8.write(90);
183     servo9.write(90);
184     servo10.write(90);
185     servo11.write(90);
186     servo12.write(90);
187     servo13.write(90);
188     servo14.write(90);
189     servo15.write(90);
190     servo16.write(90);
191     servo17.write(90);
192     servo18.write(90);
193     servo19.write(90);
194     servo20.write(90);
195     servo21.write(90);
196     servo22.write(90);
197     servo23.write(90);
198     servo24.write(90);
199   }
200 }
```

FigCoding



The artwork was exhibited on next.mdit.space as a virtual exhibition hosted by MDIT RMIT ([rmitmdit.com](http://rmitmdit.com)) in March 2020.

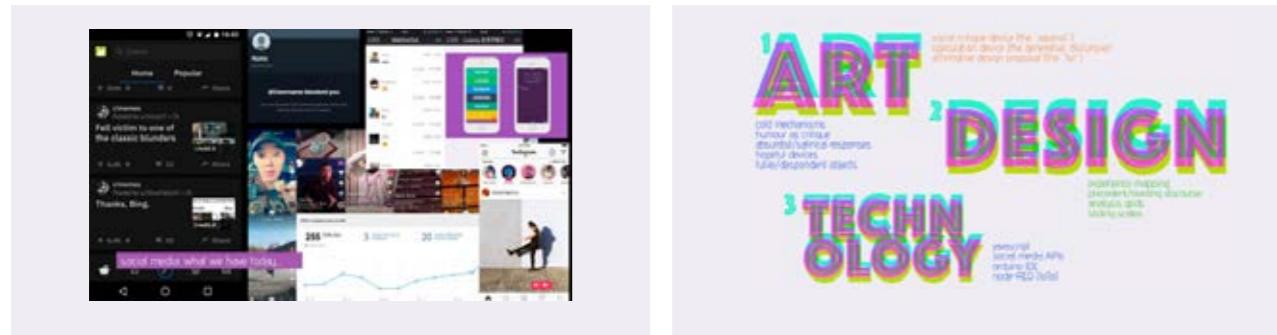
MARCH, 2020

## STUDIO: BINGING ON RADIANT BLANDNESS

SUPERVISORS: Chuan Khoo, Dani Storm

The studio is about engaging with new ways we interact with social media. We want to design 'non-traditional', embodied interactions with our digital identities and narratives we produce online.

Our journey will take us through the unpacking of how we use social media today, understanding how speculative/critical design approaches can help generate new responses, and prototype ideas around physical manifestations of future social media devices.



## PROJECT: MOOL TOOL

Team: Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath



### ABSTRACT

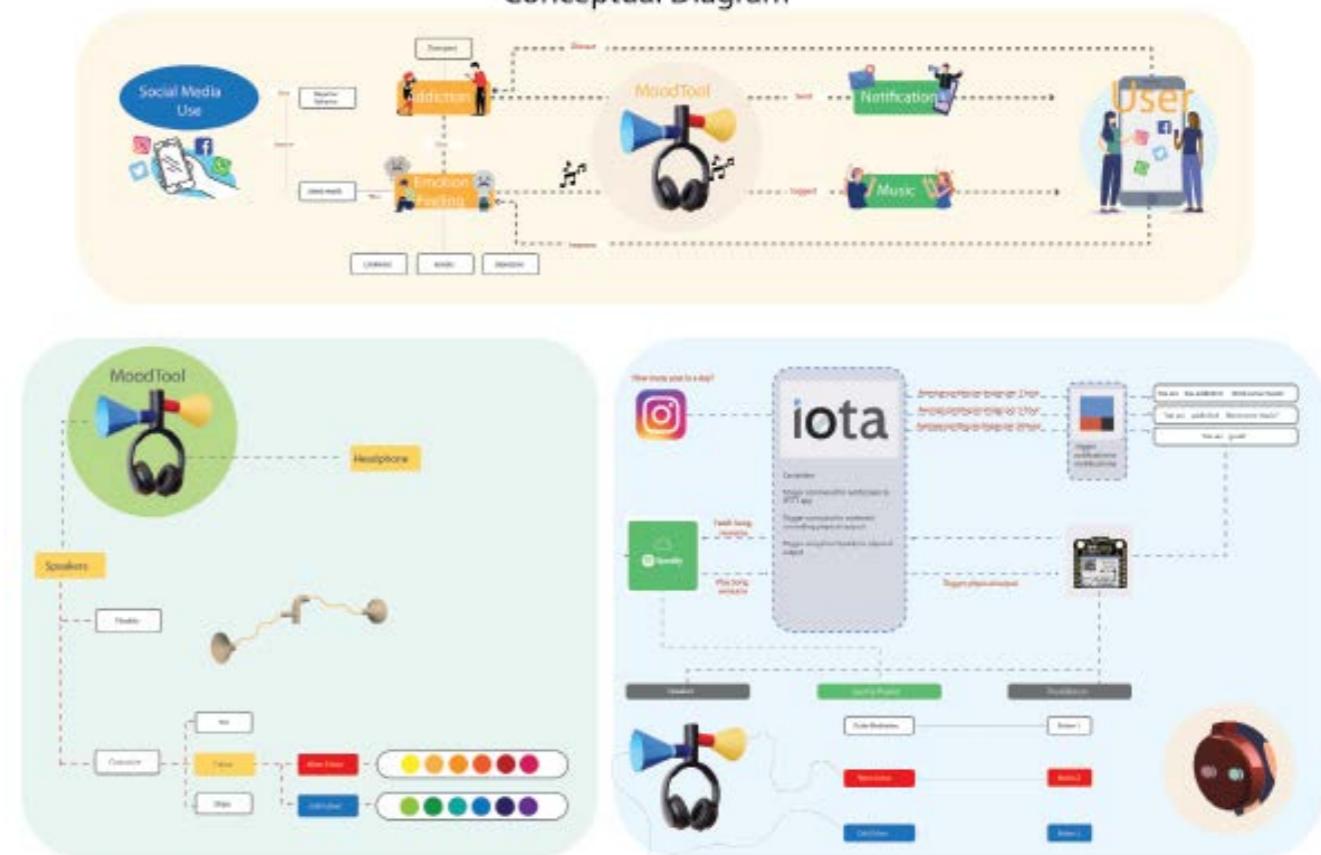
Mental illness should be considered as severe as physical illness in a way eliminating human's wellbeing. In modern life, social media, a new trend of 'virtual' social communication considered as the main trigger for many syndromes onto young people: lowering self-esteem, anxiety, feeling of depression, loneliness, etc. The attempt of research is to find out what is the main causes and how we can prevent the mental problems prososed by social media, using its own agent to create a speculative device for amusing interaction.

**Mood tool**, inspired from the 'Chindogu' Japanese philosophy, staying on the line between 'useless' and critical device, assesses the 'rapid/ fast interaction' problem on social media, by slowing down the individual responses towards Instagram stories and Facebook messages, through mediated outloud headset.

Keywords: humor, speculative design, interactive technology, social media



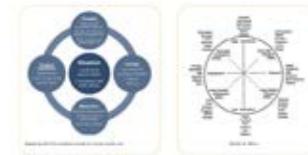
### Conceptual Diagram



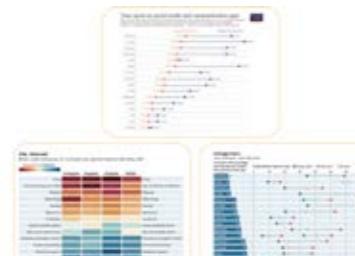
FigFinal poster, prototype and diagrams for 'Mood Tool' exhibition (Groupwork: Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath)

## DESIGN RESEARCH

the vicious cycle of unhealthy social media use



Excessive social media use can create a negative, self-perpetuating cycle:  
When you feel lonely, depressed, anxious, or stressed, you use social media more often—as a way to relieve boredom or feel connected to others. Then, distressing sensations caused by social media even more, and so the downward spiral continues.



## DESIGN DAEVELOPMENT

inspiration/ precedent

### INSPIRATION

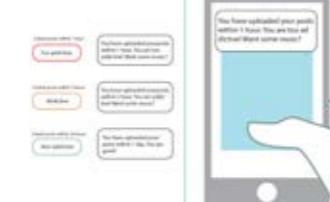
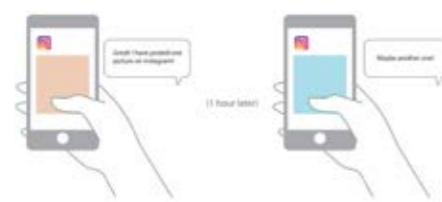
**"CHINDOGU"**: the Japanese art of inventing ingenious everyday gadgets that, on the face of it, seem like an ideal solution to a particular problem. However, chindogu has a distinctive feature: anyone actually attempting to use one of these inventions would find that it causes so many new problems, or such不堪 social embarrassment, that effectively it has no utility whatsoever. Thus, chindogu are sometimes described as "useless". That is, they cannot be regarded as "useful" in an absolute sense.



size, shape and color iterations embed moody research



## user experience



1

2

3

4

## TECHNOLOGICAL EXPERIMENT

Interaction design for the intertwine of virtual-physical-social interaction between web-based musical service, social media and amusing mediated headset

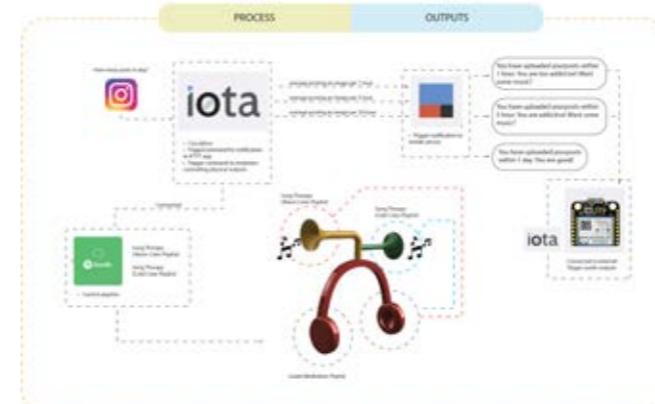
### FROM CONCEPT TO TECHNOLOGY



### FROM CONCEPT TO TECHNOLOGY



### FROM CONCEPT TO TECHNOLOGY

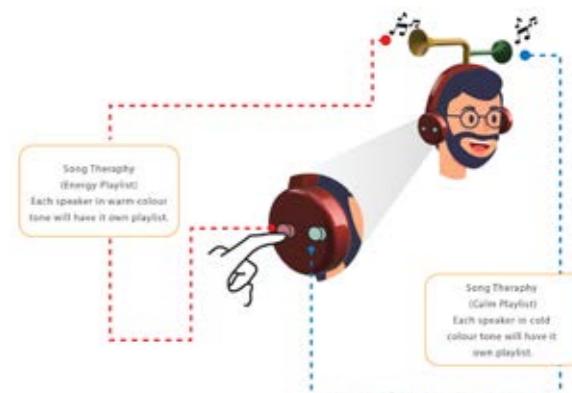


When user keep posting their photo, they might be focus and overthinking about the comment.  
User received notification and message that suggest them to use "MOOD TOOL".

Spotify API : tool for testing interactivity of the concept of our product.



Fetch song resource  
Fetch song resource

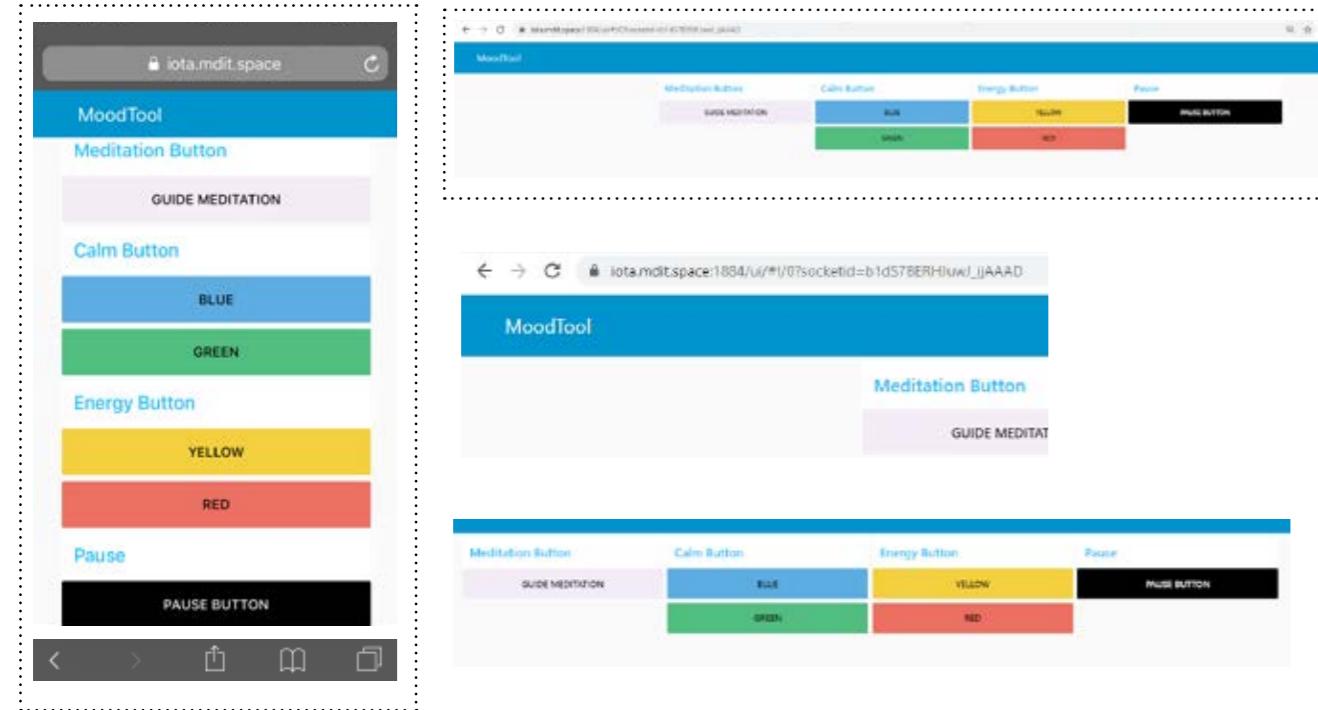


FigDiagrams explain the link between Design Concept and Technology

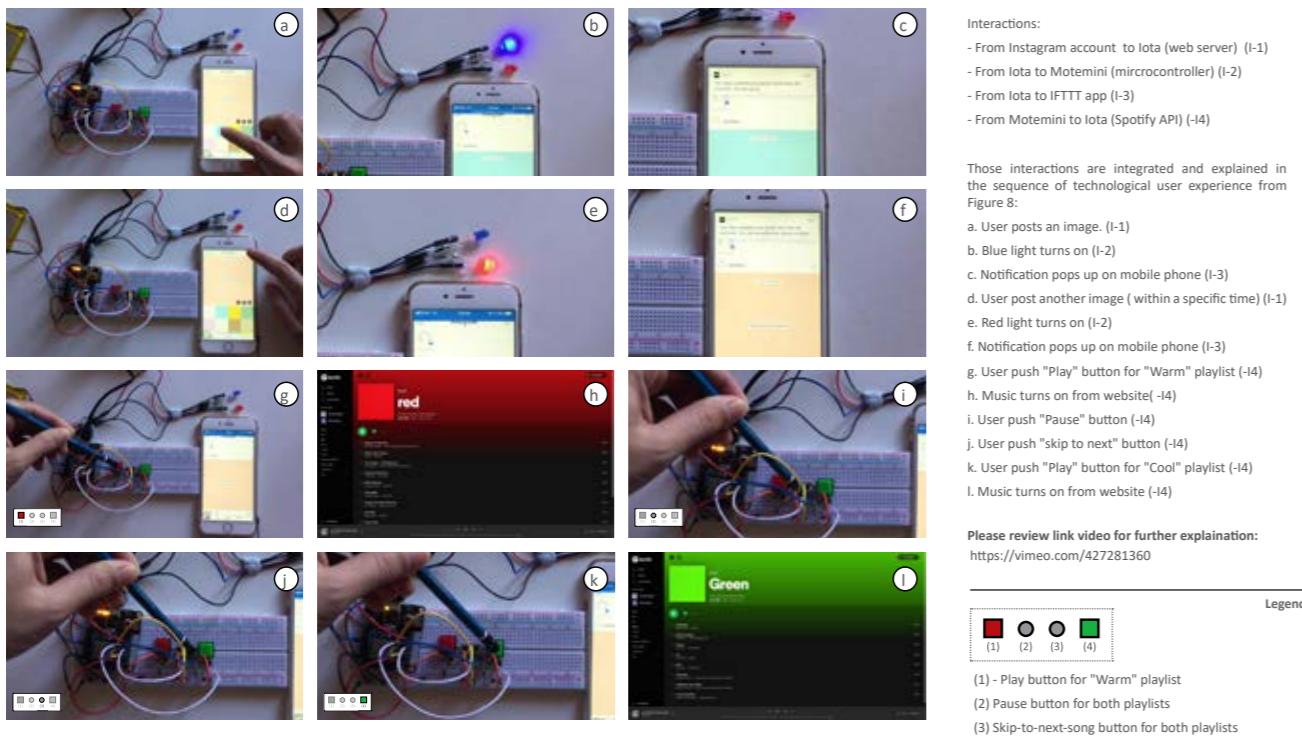
FigUser experience explanation

## TECHNOLOGICAL EXPERIMENT

My main task in the project is to create interactions between web-based services, mobile phone and the electronic elements embedded in the designed headset.

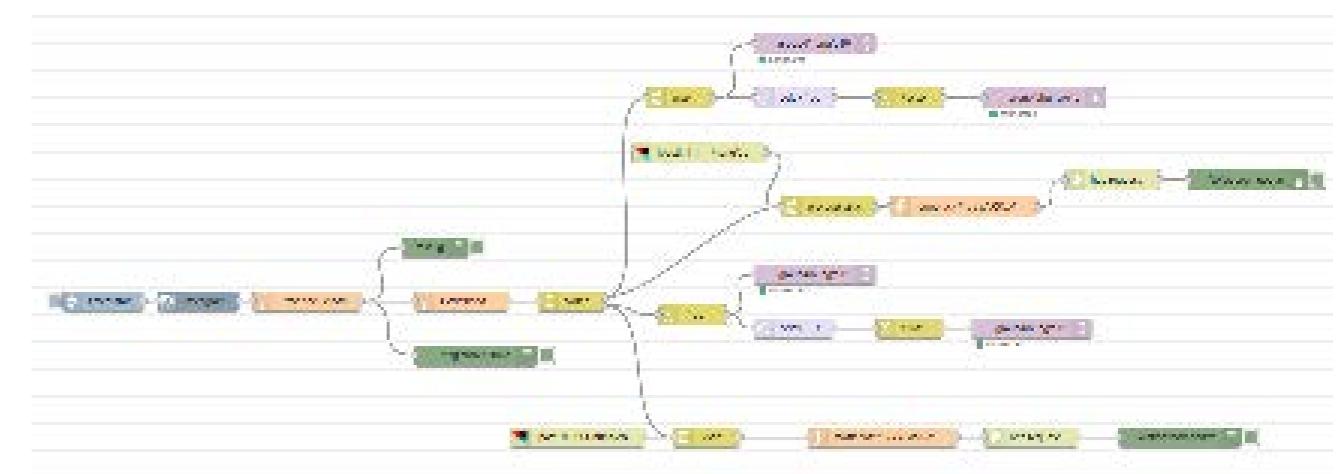


FigJavascript programming exploration for virtually controlling 'Mood Tool' headset (Mobile phone and website versions)

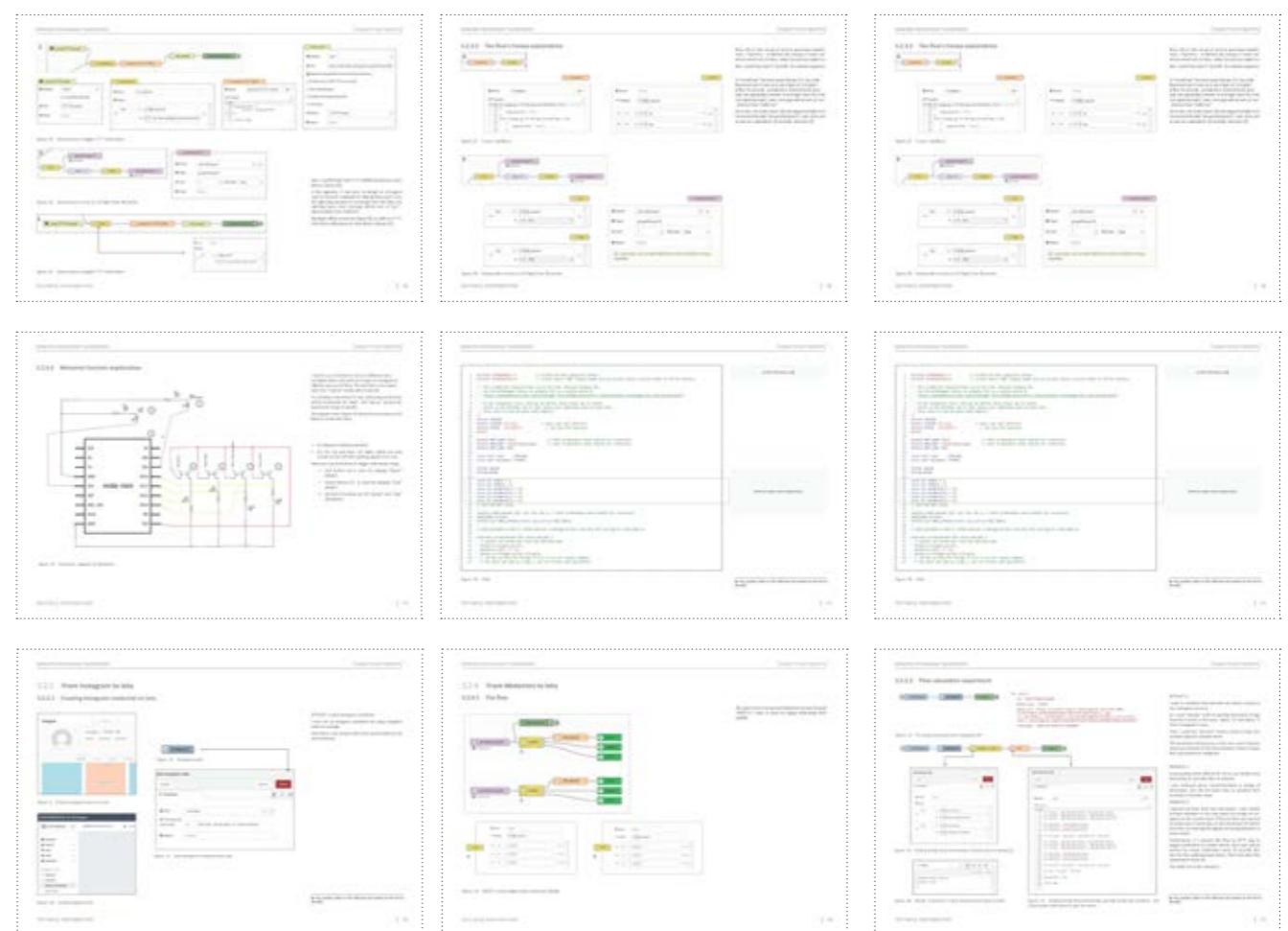


FigTechnological user experience

Series of diagrams and writings for explaining the process of prototyping technological interactions between web server, micro-controller, APIs (social media), Spotify music web service, etc.



FigFinal flow for triggering notification on mobile phone and for LED lights representing user addiction levels



AUGUST, 2020

## STUDIO: SENSING NATURE

**SUPERVISORS:** Jeffrey Hannam - Sophie Gleeson

### Studio Introduction

In this studio you will develop strategies for designing and prototyping sonic information technologies for the McClelland Gallery sculpture park. By focusing solely on the dynamic qualities of the natural environment, this studio integrates sonic information design and soundscape design as the methods for examining and creating responsive, situated systems which communicate changes occurring within the natural environment. By undertaking this studio you will gain an appreciation of the concepts, methods and techniques for incorporating sound as a vehicle to communicate complex, multi-dimensional information, as well as develop and implement creative transformations which may be used to advance discourses surrounding the study of urban or natural settings.



FigMcClelland Sculpture Park

## PROJECT: NATURE SYMPHONY

New perspective. New reconnection.

**Team:** Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang

In today's society, human activities with their dominant perspective have brought threats to the natural environment and other species. Through this project, we investigate natural elements and current environmental issues based on three scales of levels: macro level as Victoria -meso level as Frankston city and micro level as McClelland Sculpture Park.

The main issue and solution we focused on is balancing the relationship between humans and Nature through design communication method. Our proposal is a sound art sculpture as a way provoking the meaning of friendship between humans and Nature. We collected eco-acoustic data from sensors and transfer them into sonification. We visualized the movements of Nature through our designed sound composition. In the meantime, we create a form depicting a symbolic landscape in Nature to attract birds and visitors coming over. We hope our project can give people an enjoyable moment with Nature and give them a new perspective in terms of a meaningful -long term relationship between human and Nature.

Keywords: responsive artwork, sonification, natural environment, acoustic ecology.



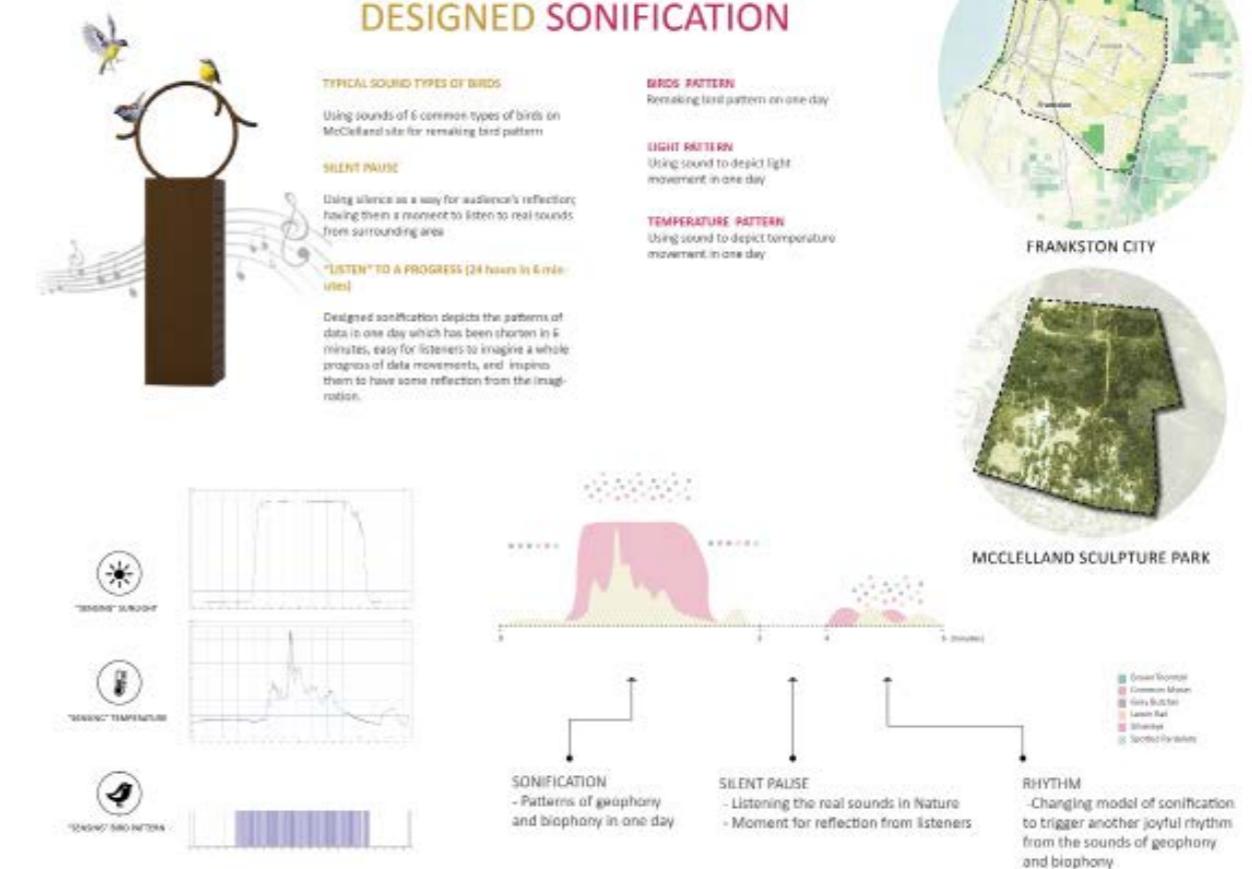
Figinstallation on site

## SENSING NATURE STUDIO NATURE SYMPHONY

BY YAHAN WANG, JIN QIAN, HATAIRAT JAMPANAT, HUNG NGUYEN

In today's society, human activities with their dominant perspective have brought threats to the natural environment and other species. Through the project, we investigated natural elements and current environmental issues based on three scales of levels: macro level as Victoria - meso level as Frankston city and micro level as McClelland Sculpture Park. The main issue and solution we focused on is balancing the relationship between humans and Nature through design communication method. Our proposal is a sound art sculpture as a way provoking the meaning of friendship between humans and Nature. We collected eco-acoustic data from sensors and transfer them into sonification. We visualized the movements of Nature through our designed sound composition. In the meantime, we create a form depicting a symbolic landscape in Nature to attract birds and visitors coming over. We hope our project can give people an enjoyable moment with Nature and give them a new perspective in terms of a meaningful-long term relationship between humans and Nature.

### DESIGNED SONIFICATION

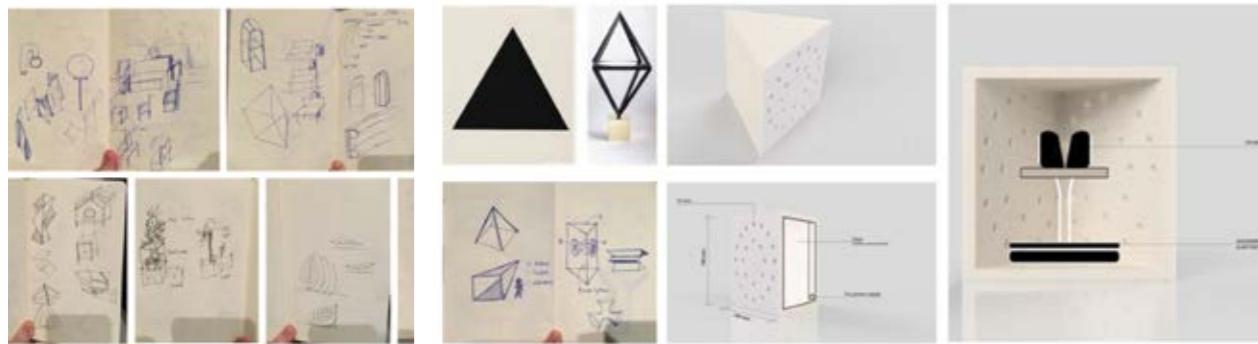


FigPoster for 'Nature Symphony' (Groupwork: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang)

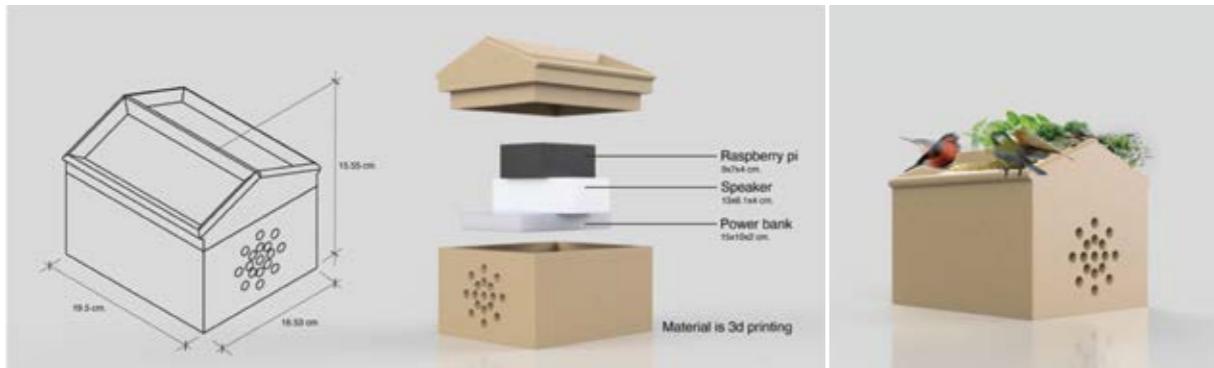
## DESIGN DEVELOPMENT

### Design developments

#### ■ ITERATION 01: 'SYMBOLIC CONNECTIONS'



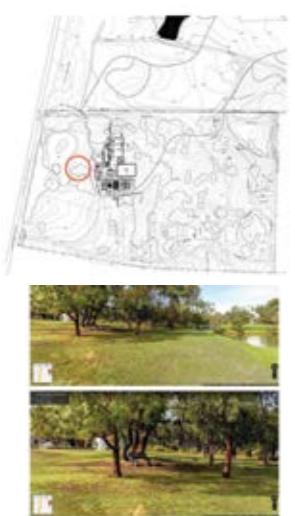
#### ■ ITERATION 02: 'BIRD HOUSE'



#### ■ CONTEXT POSITIONINGS



#### ■ CHOSEN LOCATION

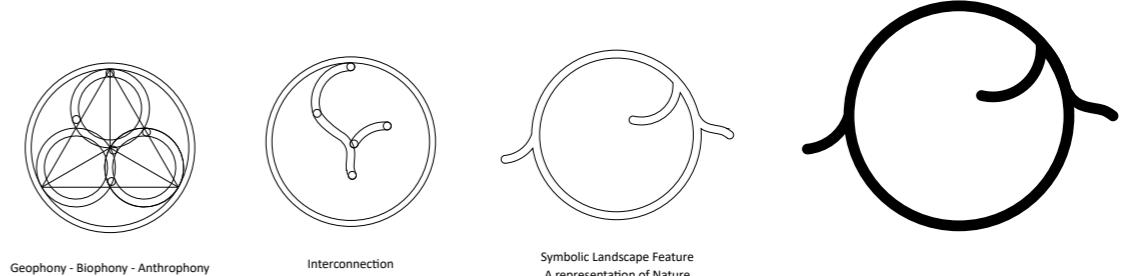


#### ■ USER SCENARIO



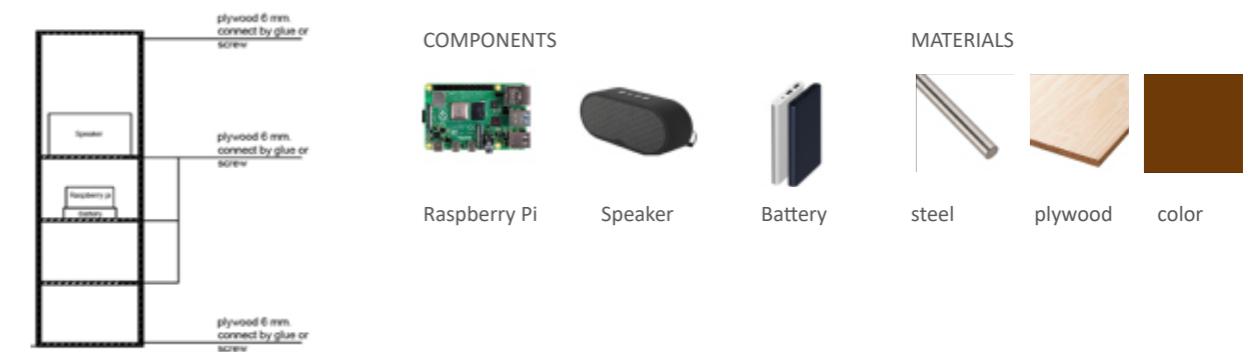
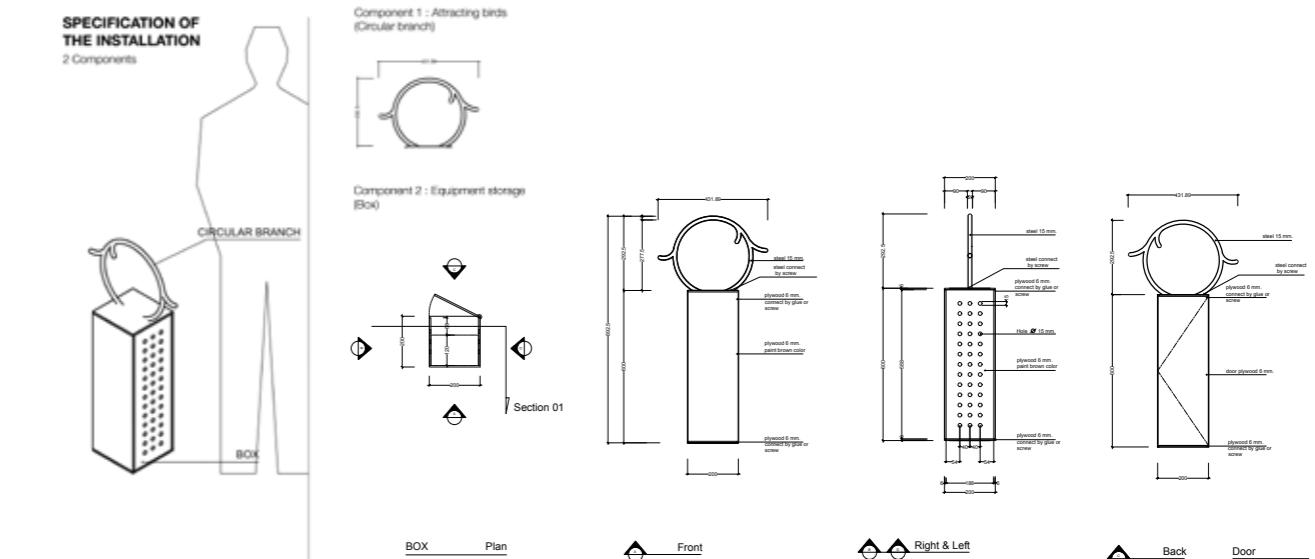
## DESIGN OUTCOME

### Final form and designed components

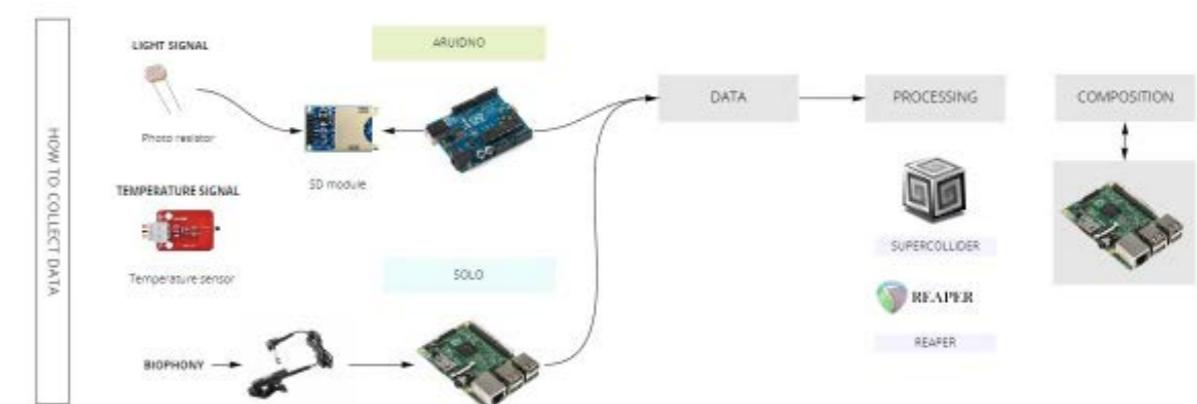


## NATURE SYMPHONY

New perspective. New reconnection



#### ■ BACKGROUND PROCESSES FOR COLLECTING ECO-AcouSTIC SIGNALS IN NATURAL ENVIRONMENT



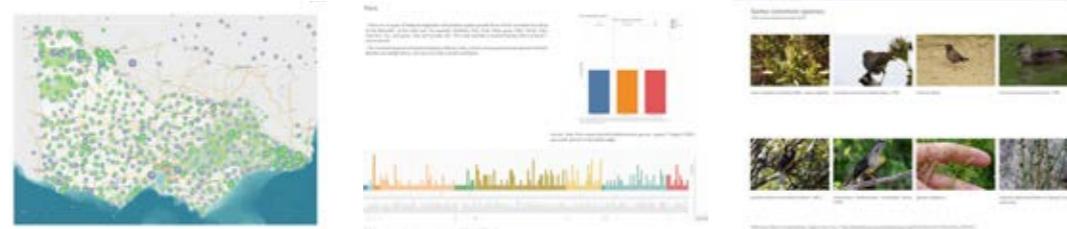
## DESIGN RESEARCH

Design research on natural conditions on three scale levels, contemporary artworks, sonic/eco-acoustic artists and researchers

The research is expanded based on three scales



Animal distribution, Flora and Fauna in the three scales



Precedents on sonic artworks and their impacts to site specifics

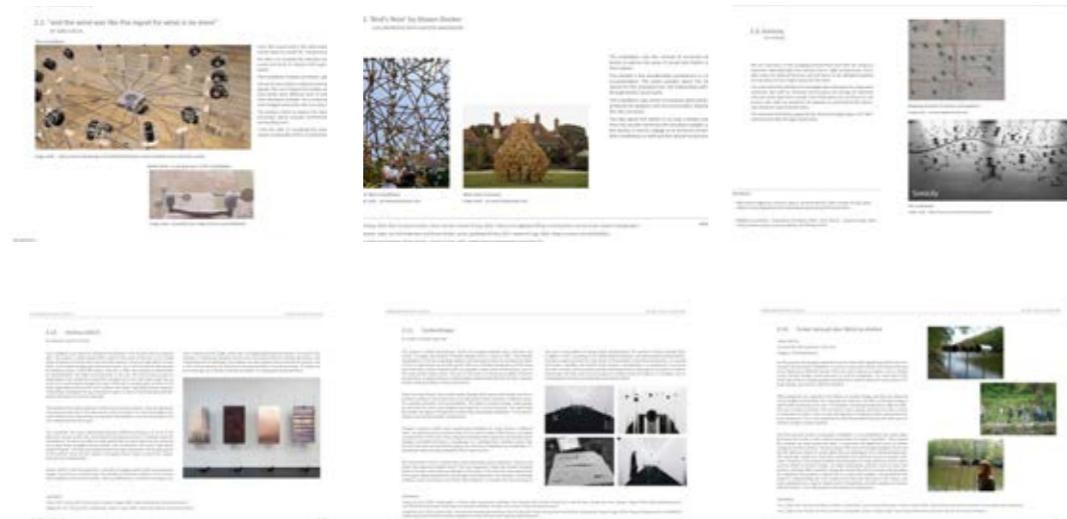
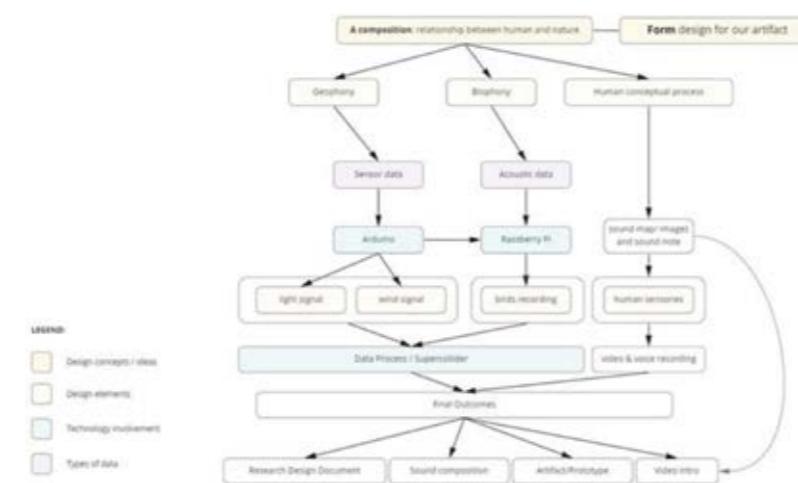
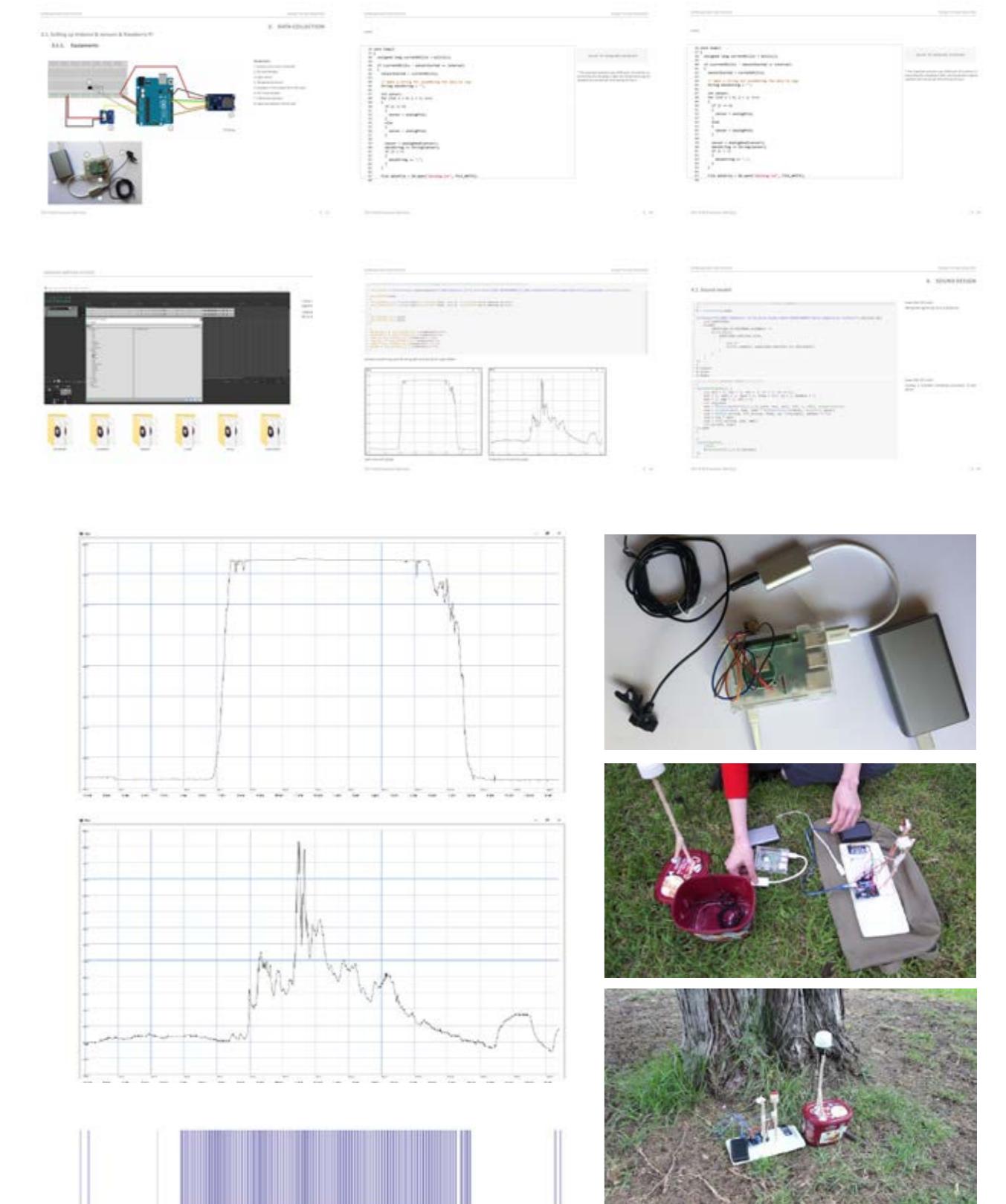


Diagram for presenting project outcomes, processes (as a part of project management)



## TECHNOLOGY EXPLORATION

- Using light and humid sensors collecting natural phenomena signals in the park
- Using Super Collider (software) for composing, transferring numeric data to sonic data (Sonification);
- Using Reaper (software) for composing eco-acoustic data/ site recordings while ideating sonification composition for McClelland gallery



## STUDIO: ODE TO A NEW, LO-FI INTERNET

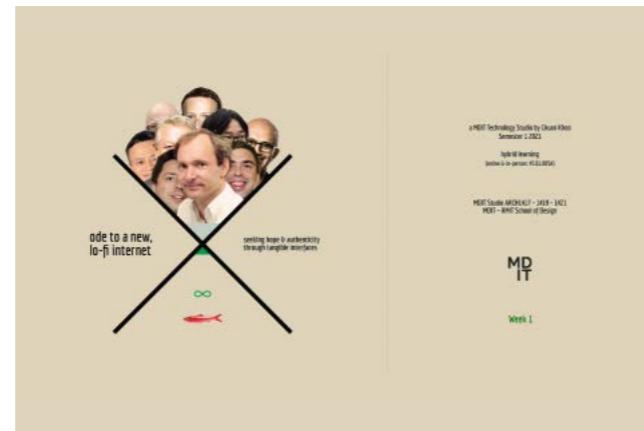
*Seeking Hope & Authenticity through Tangible Interfaces*

SUPERVISORS: Chuan Khoo

### Studio Introduction

*There's a particular sorrow in reading Tim Berners-Lee's lament of the Internet he invented – diminishing privacy, the dominance of capitalism, and the poster child of a postmodern affliction: fake news.*

*Inspired by his Solid project – a vision to repair privacy and identity on the Internet – let us also consider how we might support this endeavour by rebuilding some digital interfaces we use to interact with each other, and rediscover electronic communication again.*



## PROJECT: SIGNATURE

*Creating melodious messages from afar*

Team: Hung Nguyen, Hatairat Jampanat, Peixuan Zhu, Bharathkumar Somashekhar.

### ABSTRACT

Virtual world with abstractions of inter-connection, digital services and other technological ubiquitous computing features has played a dominant role in redefining our perception towards physical world and the society within it.

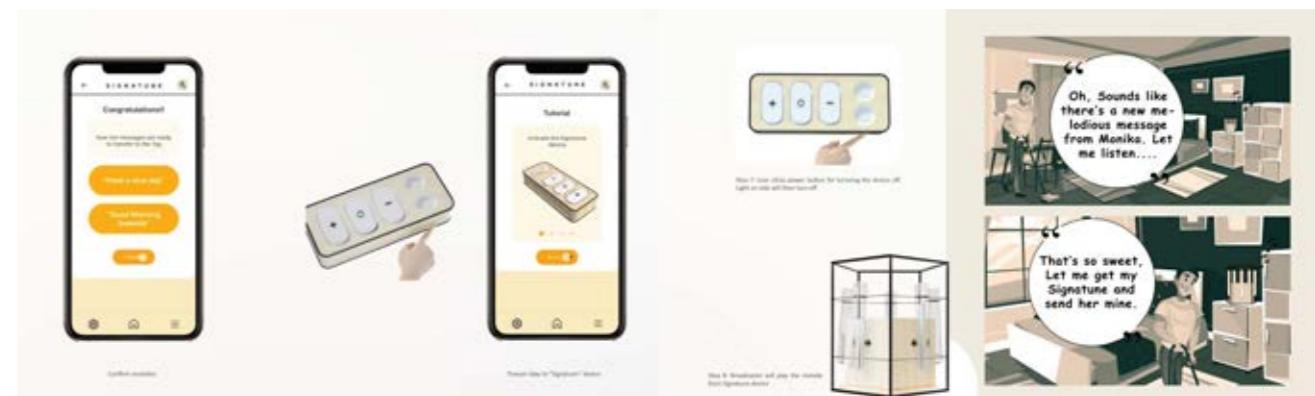
Since we can only interact with others virtually through an interface belonging to a computing machine, such as: mobile phone and computer, the way we conceive/ express emotions (happy, angry, sad...), access/ retrieve information (reading online papers, magazines...) and communicate with each other (chatting, video call, live-streaming...) have been effectively dependent on designed features of interface itself. In other words, the interface has a power to transform subtly our reactions, affection and behaviors to online sources (information, data), social interaction and to our own identity in society.

A part of negative effect from the interface as we have now seen on the Internet, for the easiness of accessing information and communication, we less embrace the value for the act of effort gaining, of which it used to be considered as attachment to information and communication in physical world that required us to take care of, spend time with or give a thought to. For now, the meaning of effort and gestures are narrowed down in simple ways of designed features on interface: 'like'-clicking, finger-scrolling, surface swiping...In addition, through advanced computing algorithms, the information itself addresses to us automatically and randomly before we even recognize our demand for it.

To define the authenticity on cyberworld, the meaning of gestures and effortfulness should be re-defined in a way that we can choose to interact with each other through computing devices and services.

This project addresses the issue of interface effect on distanced communication. The proposal is focused on the idea of an aesthetic effortful gesture for a memorable and identical interaction between individuals from distance. That gesture follows a low-fi version of musical melody, pentatonic scale, and a low-fi version regarding to the notion of Internet – distancing connection method – RF protocol, to add-on the meaning of messages as an identical melodious signature/ memento that we want to keep for the conversations we have with our beloved ones.

Keywords: identity, distanced communication, interface, melody, gesture

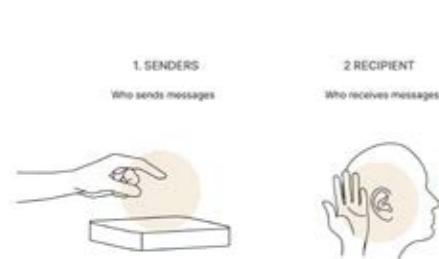


FigReview a series of speculative products for low-fi communication devices for daily conversations with no use of the Internet

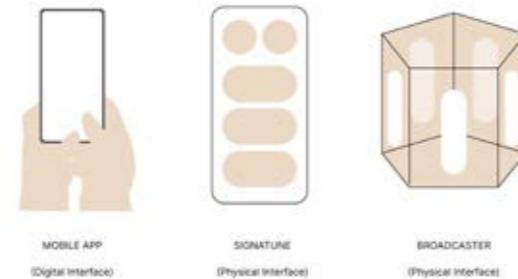
## DESIGN FEATURES & USER EXPERIENCES

Interacts, Interfaces, Experiences & Mockups

### 2 TYPES OF INTERACTANTS



### 3 INTERFACES



### 3 TYPES OF EXPERIENCES

#### 1.COMPOSING

Senders create two contents of messages. For each message, they compose a default melody.

The algorithm will then add two more iterations from the default melodies.

As a result, the sender has 3 melodies for each message which represents their identity and emotion (negativity-neutral - positivity).

Senders now use the presets of 2 messages to send to receiver.

To do that, each sender owns a tag which can trigger their messages stored in the input device (Signature) to the output device (Broadcaster).

They can choose the emotion that they want to express: negativity-neutral - positivity.

The message will be sent after they confirm which message they would like to send, and which emotion they want to express.



#### 2.PERFORMING

##### MESSAGES

For each day, the recipient might receive 2 signatures from a specific sender from the output device (Broadcaster).

The recipient might receive 2 signatures from a specific sender from the output device (Broadcaster).

They can choose the emotion that they want to express: negativity-neutral - positivity.

The message will be sent after they confirm which message they would like to send, and which emotion they want to express.



#### 3.LISTENING

##### SIGNATURE

For each day, the recipient might receive 2 signatures from a specific sender from the output device (Broadcaster).

The recipient might receive 2 signatures from a specific sender from the output device (Broadcaster).

They can choose the emotion that they want to express: negativity-neutral - positivity.

The message will be sent after they confirm which message they would like to send, and which emotion they want to express.



## MEDIUM/ MATERIAL EXPERIMENTS

Generating melodic kinetic sounds through five musical notes



## ARTISTIC NARRATIVE EXPLORATION

Music and language discussion. How user perception on these concepts can be used for designing communicating interfaces



## COMPONENTS

Component and function explanation

### Specifications

Size : L170 mm. x W70mm. x H30 mm.

Negative button

Neutral button

Positive button

### PHYSICAL FUNCTION

#### TECHNICAL ELEMENTS INSIDE



Using FTF technology for transferring data from mobile app to the device

Raspberry Pi zero

FT232RL USB-to-Serial Converter

Arduin Feather M0

Polymer Lithium Ion Battery (3.7V)

1200mAh

### Slot for 1st messages

### Slot for 2nd messages

### Power button

### Steel structure

### Ropes

### 5 Glass tubes

that are contained water in different levels

### PHYSICAL FUNCTION

#### TECHNICAL ELEMENTS INSIDE



Small push-pull switch

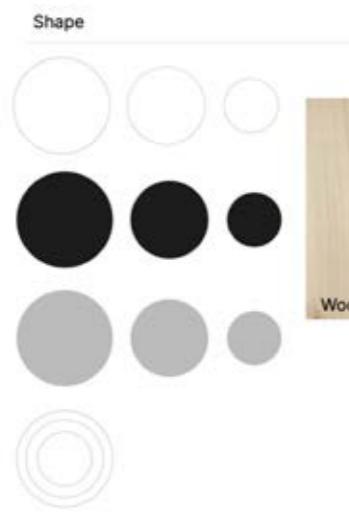
WS2812B RGB LED with Integrated Drivers

## DESIGNING ALGORITHM & TECHNOLOGICAL (PROGRAMMING) EXPLORATION

Component and function explanation

## BRANDING

Logo, shape, color, font and materials



Font: INTER ABCDEFGHIJKLMNOPQRSTUVWXYZ

0123456789

## ALGORITHM

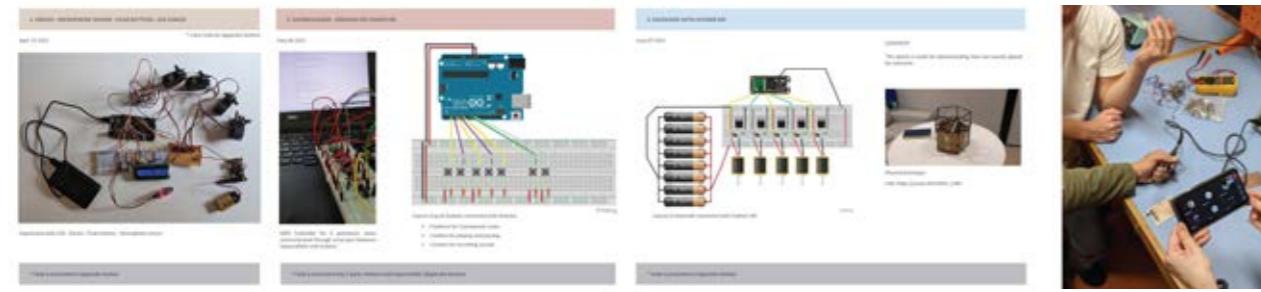
To express 3 states of emotions from positivity to negativity



"GOOD MORNING, HAVE A GOOD DAY SWEETIE!"

Adjective & Verb positions

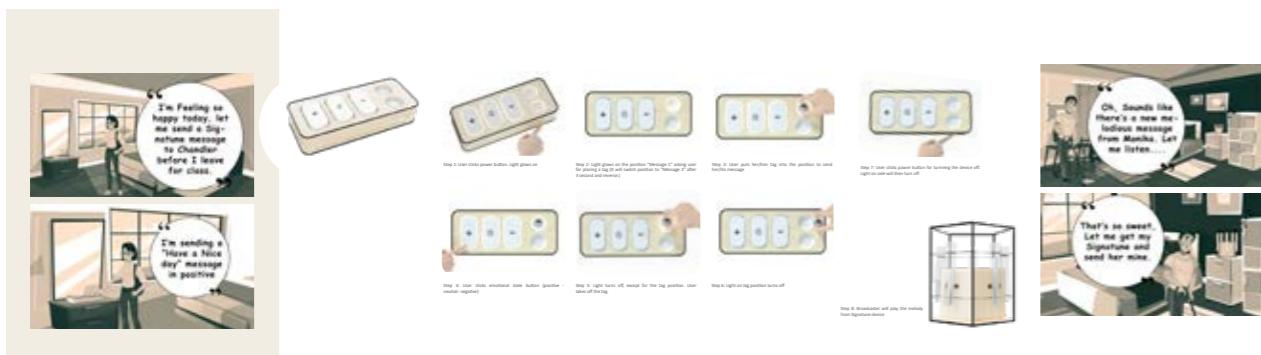
STATE	INTERVAL	RESULTS
	Changing the durations for highlighting the speed of melody as the sense of playfulness in message	"ADJECTIVE" & "VERB" NOTES Changing the number of notes in the positions of "adjective" and "verb" in sentence. The idea is to highlight the feeling and energy of message.
POSITIVE	Automated generation by algorithm Shorten the interval (1/2)	Add one note in the positions of adjective and verbs in sentence  <b>C - ( interval: 0.15s) - C - ( interval: 0.25s) - A - ( interval: 0.15s) - G - ( interval: 0.5s) - E - ( interval: 0.25s) - D - ( interval: 0.15s) - C - ( interval: 0.25s) - C - ( interval: 0.25s) - E - ( interval: 0.15s) - G</b>
NEUTRAL	Default melody	<b>C - ( interval: 0.5s) - A - ( interval: 0.3s) - G - ( interval: 1s) - E - ( interval: 0.5s) - D - ( interval: 0.5s) - C - ( interval: 0.5s) - C - ( interval: 0.5s) - E - ( interval: 0.3s) - G</b>
NEGATIVE	Automated generation by algorithm Lengthen the interval (2)	Reduce notes in the positions of adjective and verb in sentence  <b>( interval: 40s) - A - ( interval: 12s) - G - ( interval: 80s) - D - ( interval: 60s) - C - ( interval: 20s) - E - ( interval: 12s) - G</b>



CODE

## STORYBOARD for USER INSTRUCTION

From input device to output device



## UX/UI

User interaction design on mobile app



FigUI Wireframe



FigFinal design



## DESIGN RESEARCH

Design research & critic on social media and the Internet for the values of authenticity, social interaction...  
Precedents on inter-generational devices and interfaces

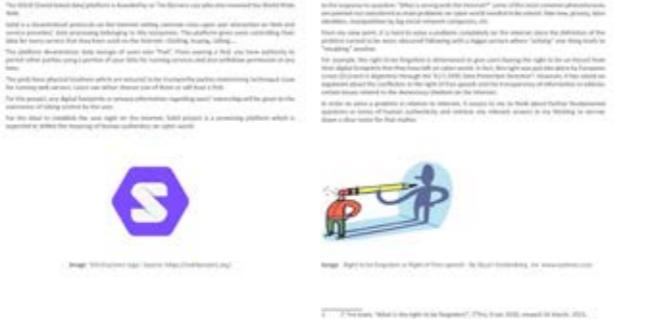
### 1.2.2 World Wide Web



### 1.2.4 Magna Carta



### 1.2.5 Solid Project



### 1.2.6 Solutions for Internet



### 1.2.7 Authenticity of human being



### 1.2.8 Generation Z and what's next?



### 1.2.9 Encoding/decoding model of communication by Stuart Hall, 1980



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### 2. PRECEDENTS

#### 2.1 Intergenerational storytelling for older adults



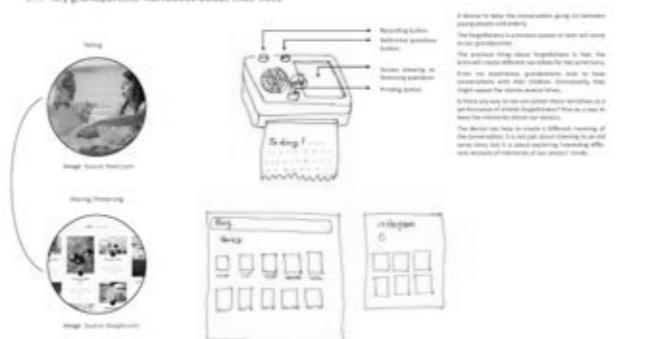
#### 2.2 Intergenerational communication by Shannen Keane



#### 2.3 Tactile Picture Book for Blind Children by Besides Braille



#### 2.4 "My grandparents" narratives about their lives"



2014 - 2016: REVIEW URBAN DESIGN METHODS  
(Bachelor Urban Design)

**Time      Name of projects**

2015      Thanh Da peninsula: Spatial armature analysis

2016      Bai Say-Kim Bien, District 5, HCMC

2017      Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC

2017      Design Affordable Housing Typology

2015 - 2021      Activities

METHOD: GRAPHIC & MAPPINGS

**Thanh Da peninsula: Spatial armature analysis**

Dec, 2016

Thanh Da peninsula located in ward , Binh Thanh district, HCMC, Vietnam.

In this project, the team investigated the logic sequence in the emergence of human settlement in the area. Spatial armature is presented as the primary approach for this investigation.

Firstly, from the individual perspective, by using collage-making method, we speculated the inter-connections between the existing elements, including our first impression when we visited the site.

Further, we expanded our understanding the character of Thanh Da in detail, through team research, aim for understanding the 'spatial armature' – spatial organization of the site: how natural and built environments influenced to each other; researching series of events in timeline history; constructing an urban narrative that can potentially be applied for design process.



ADAPTION OR ISOLATION IS THE BEST SOLUTION FOR THANH DA? - Hung Nguyen

In the past, there was only one street to get into Thanh Da which also is the main street to connect the CBD and Thu Duc district. The main street, though, was not the attracting point for human settlements, but, the canals. This water structure has help to develop the agricultural activity in site. Through timeline of history, the spaces surrounding canals have been occupied for the growth of urbanization which was expanded from the CBD. The street network has also been improved and extended following this changing movement.

Housing typology has changed (from garden housing to row-housing), similarly, economic activities: commercial activities, workers in real estates and factories. Those changes potentially affect the image of Thanh Da in the past where the domains were water-way-structure inter-connected with social-economic of agriculture.

On the other side, there are still a large portion of abandoned land on site await for future development. The existing low-quality in soil conditions and flooding issue has prevented this site from maintaining the agricultural activities in the past. Yet, the instability in land structure (affected by the canals and river) has prevented this site from developing hard infrastructure.

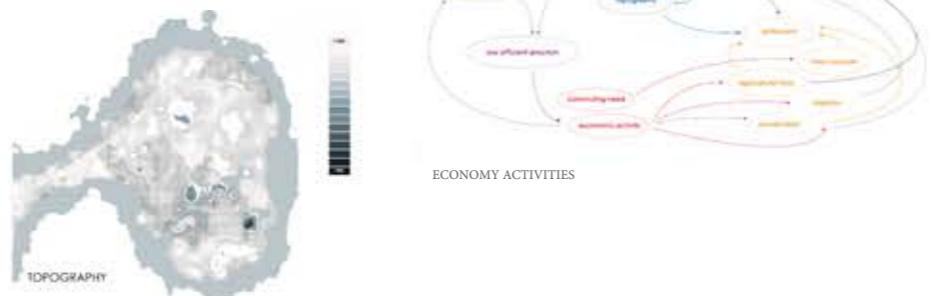
The question is raised on which way: remaining the past image or following the CBD urban development movement is a good vision for Thanh Da; and how we can achieve either vision by addressing those mentioned issues for better solutions at the moment time and in near future.

# INVESTIGATING 'SPATIAL ARMATURE' FOR UNDERSTANDING THE STRUCTURE OF HUMAN SETTLEMENTS IN THANH DA

Team: Nguyen Thi My Hung, Nhat Xuan Huynh, Vu Luu Xuan Ha

## CONTENTS

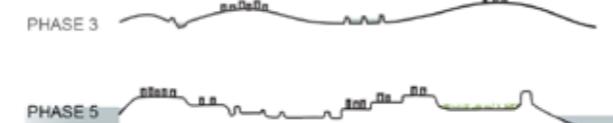
1. Context
  - 1.1 Location
2. Definition
  - 2.1 Spatial armature
  - 2.2 Urban armature
3. Spatial armature analysis
  - 3.1 Hub influences
  - 3.2 Linear planar
  - 3.3 Phase 1
  - 3.4 Phase 2
  - 3.5 Phase 3
4. Urban armature analysis
  - 4.1 Phase 4
  - 4.2 Phase 5
  - 4.3 Phase 6
  - 4.4 Urban armature further
  - 4.5 Landscape changing
  - 4.6 Vertical armature
  - 4.7 The role of nature and human in Thanh Da armature
5. Conclusion



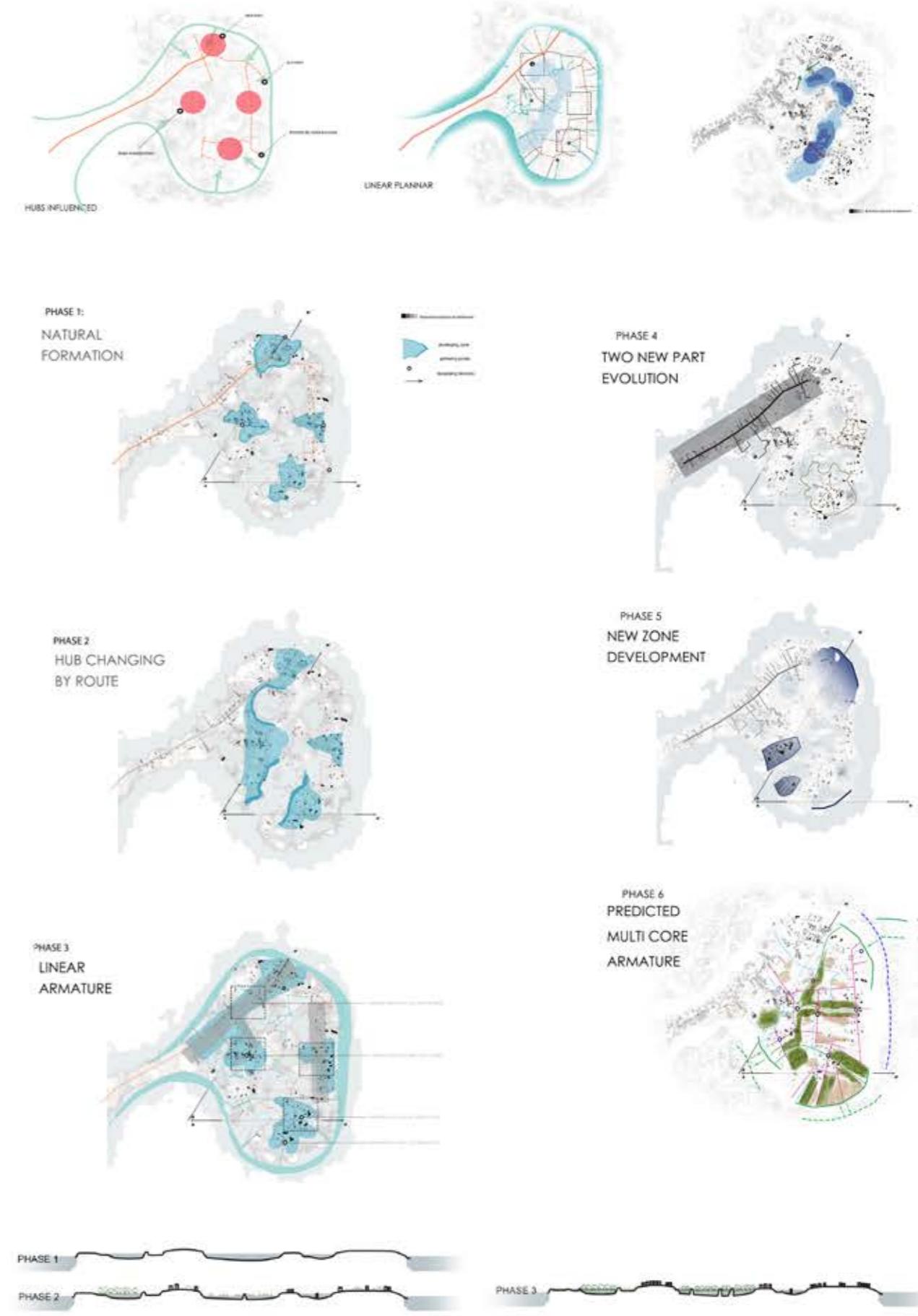
## PHASE 1:

The initial element for explaining the natural influence on site is topography and how Saigon river changed the land form through time manifested through topography. The tendency of human settlements is based on two key factors, high topography and nearby clean, well-structured waterfront. There are four main attractors we have found where human settlements initially began from. Those are the old and the new ports, the oldest religious construction (Than temple) and the first water-shed belong to a canal (detached from Saigon river) flowing through the peninsula.

(...)



SECTION AA'



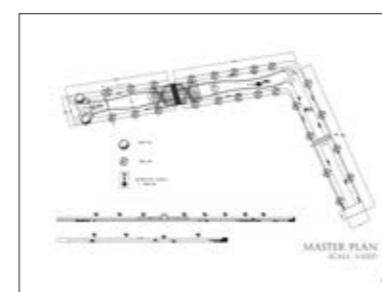
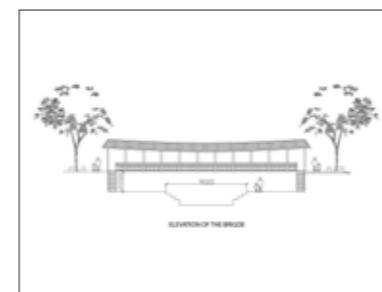
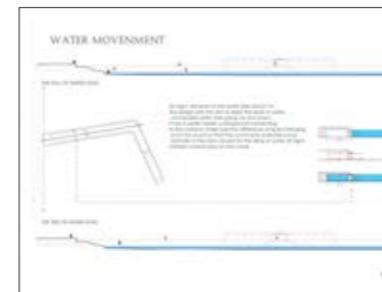
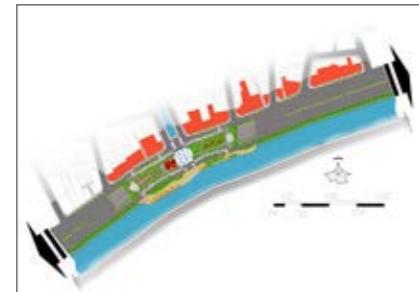
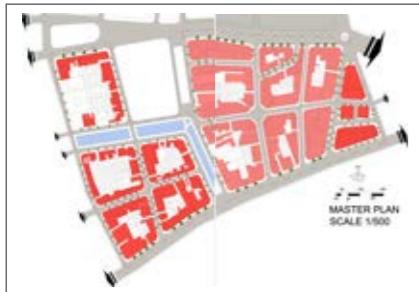
METHOD: PROTOTYPING, COMPUTER-AIDED METHOD

## Project: Bai Say-Kim Bien, District 5, HCMC

2016 | Team: Nguyen Thi My Hung, Pham Nguyen Thao, Nguyen Manh Quan

The site was a zone of residential and retail-commercial area located in district 5 which has been known for its identical ethnic minority of 'Chinese-Vietnamese' former residents back in 1900s. The issues of the area include the subtle changing of facade buildings which potentially loose the identity of the site in future; the environmental of issue of chemical exposure in the canal Bai Say; and the problem of high speed vehicles on new highway of Vo Van Kiet adjacent to this historical site potentially becoming a great danger to juniors and seniors who live nearby.

The solutions from the team was to create a strategic planning for site with series of design actions: [1] identifying and preserving numbers of historical housings (facades, religious construction, traditional customs of local residents attached to the buildings); [2] using 'landscape urbanism' approach to improve the quality of the canal Bai Say - turning it into a public realm; [3] and finally creating an 'opening sector' on Vo Van Kiet high-way for slowing down vehicles when they crossing this residential zone.



METHOD: MIXED MEDIAS

## Project: Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC

2015 | Hung Nguyen, Tho Nguyen, Xuan Huynh, Thao Pham

A series of group and individual works for understanding neighborhoods in district 1, HCMC, in specific areas surrounding Nguyen Hue boulevard.

Most of works have been done by hand and executions: fieldtrip, collaging, model making, image and video records, and presentations.

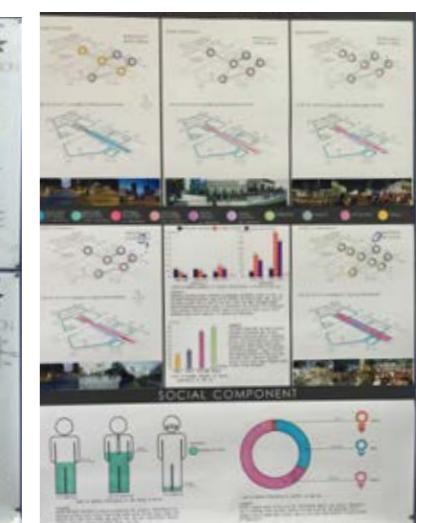
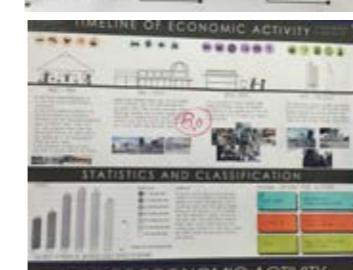


Fig Objectives in design concept. My part in team is to renovate Bai Say Canal as becoming a sustainable public realm

METHOD: PROTOTYPING, COMPUTER-AIDED METHOD

## DESIGN AFFORDABLE HOUSING TYPOLOGY

Dec, 2016

The project focused on designing a housing typology in apartment for low-income families to have a good qualified living condition.

The idea is to bring the luxurious quality of natural phenomenon into living space: sunlight. The target of locations is where the views taking the best exposure of sunlight in daytime.

The idea is to create a facade of series of small 'windows' which can let sunlight 'disapparated'. and flowing into an pattern cover the interior of the apartment, enhancing the atmospheric experience for the common space in day time.

At night, the reverse effect of this housing typology can help to create a unique facade for the whole building, as a twinkle dots against the giant wall, yet, still be able to preserve the privacy for the occupants living inside.

In common space, a small garden is added at the corner. The idea is to bring the sense of greenery as internal viewpoint in common area (between dining and living sectors) where visitors and family can observe, take care of and enjoy the green space in their own house.

The rest of the flat is divided into functional spaces:

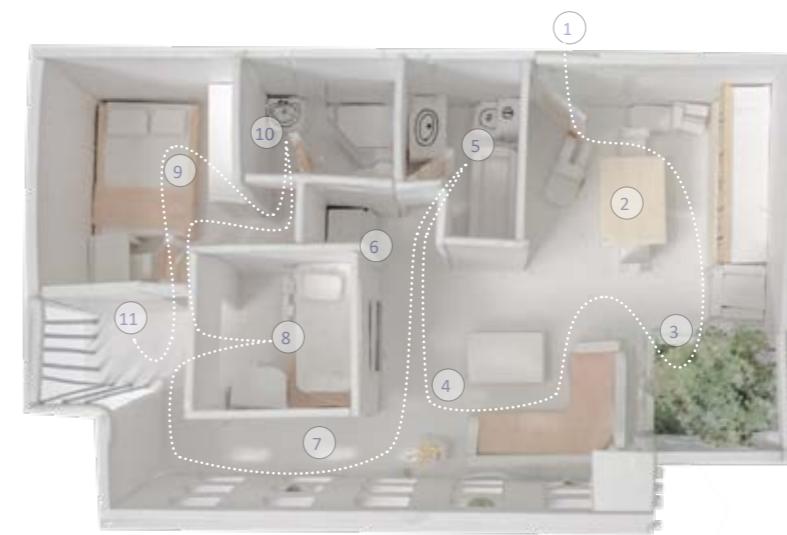
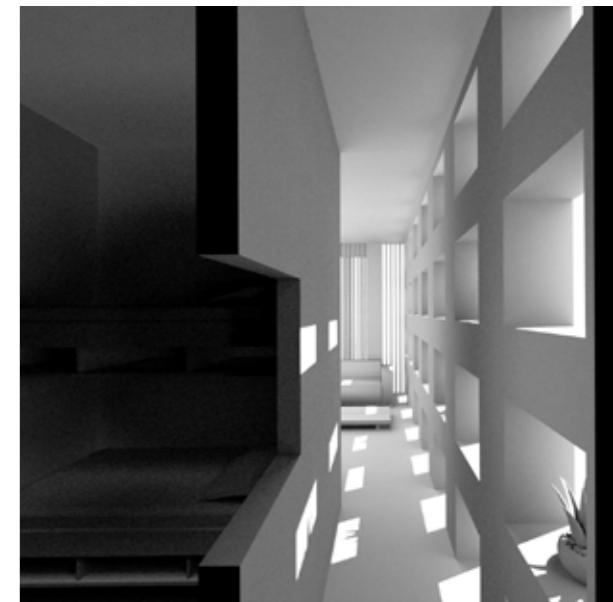
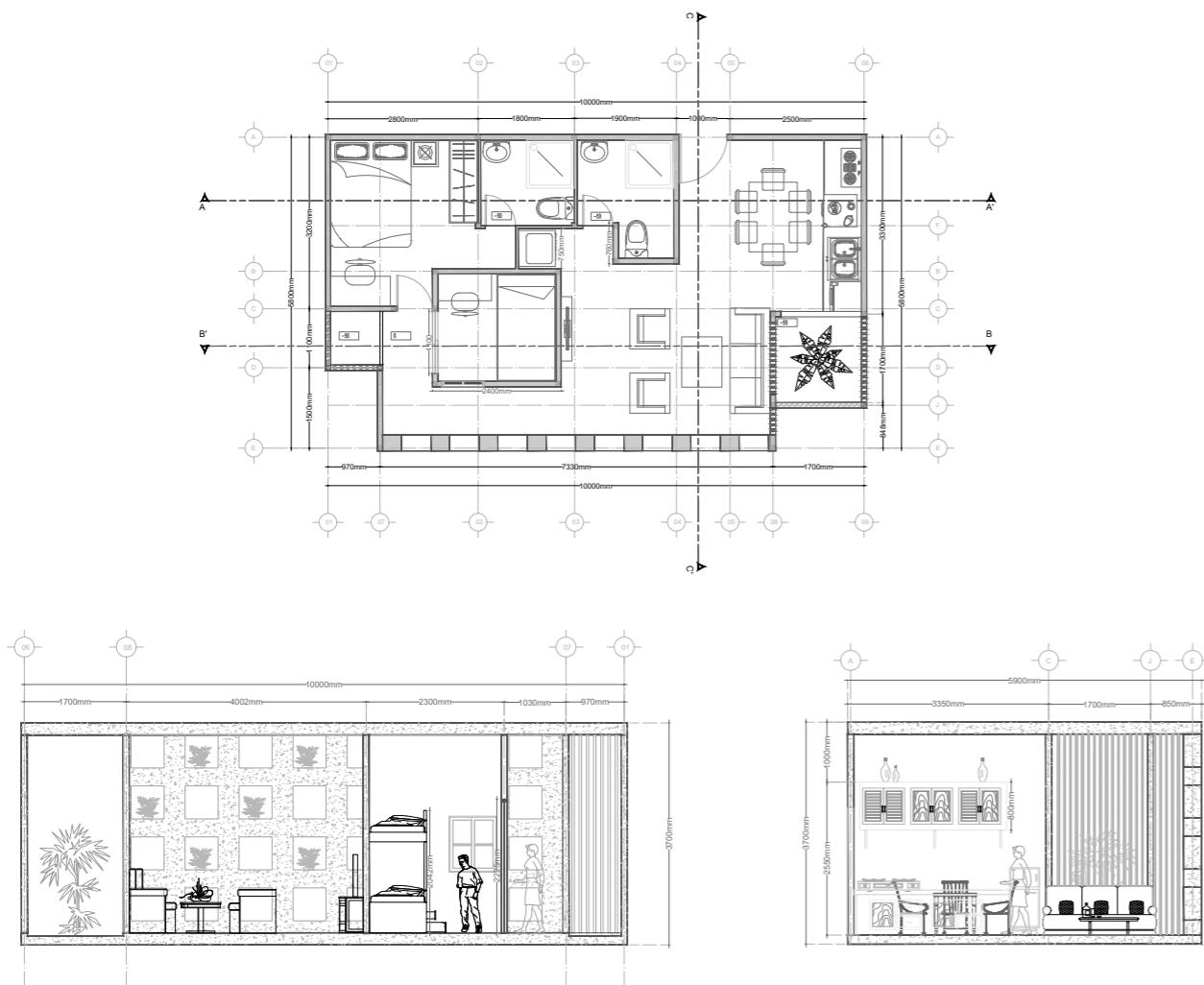
-1 master bedroom (with private bathroom) - 20.3 m<sup>2</sup>

-1 bedroom for two children - 5.24 m<sup>2</sup>

-1 common space (kitchen + living + dining sectors) 31m<sup>2</sup>

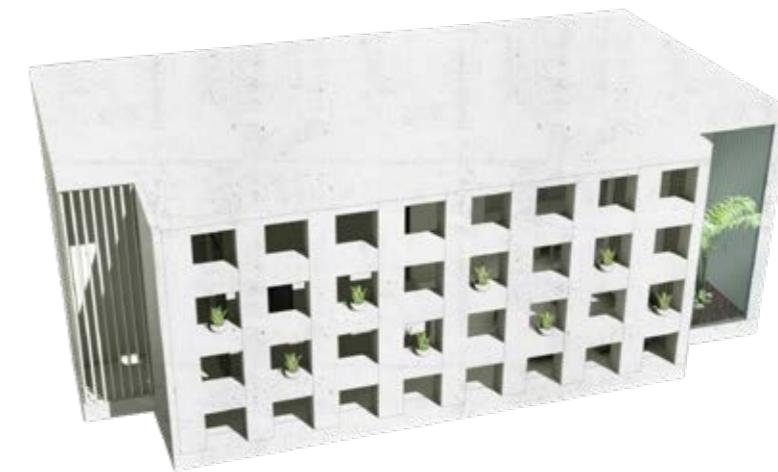
Total: 60.3 m<sup>2</sup>

The housing typology is suitable for new family who has 4 members in total. The total area is limited within the range of 55-60 m<sup>2</sup> for affordable price for low-income families who still can experience the best quality of living space proposed by this design concept.



LEGEND

- 1. entrance door
- 2. kitchen
- 3. indoor plant (a garden corner)
- 4. living room
- 5. shared WC
- 6. laundry
- 7. hallway (+ sunlight facade)
- 8. children bedroom (2 floor)
- 9. master bedroom
- 10. private WC
- 11. ventilation corner



## ACTIVITIES

2016, 'GLOBAL DESIGN' STUDIO

Curtin University & University of Architecture Ho Chi Minh City (UAH)



2017, 'City Space and City Life A comparison between Bangkok City and Ho Chi Minh City'

Montfort del Rosario School of Architecture and Design (AAU) & University of Architecture Ho Chi Minh City (UAH)



2018, 'Redefining Agro-Forest Settlement Development In Dalat Urban Fringe - Urban/Rural Development In Mountainous Region' Workshop -

KU LEAVEN & UAH



2020 Visiting McClelland Sculpture Park and Gallery for art installations

MDIT & McClelland Gallery



End.

Portfolio 2023

Available publications authorized by My-Hung Nguyen will be found at:  
[myhungnguyen.com](http://myhungnguyen.com)

Thank you

for your consideration.

