



BA PRODUCT DESIGN

Our BA (Hons) Product Design course at Nottingham Trent University concentrates on the design of innovative products, systems and services including consumer goods, electronic gadgets, sustainable products, sports and healthcare equipment, packaging and transportation.

WE ARE NTUDI 2021

We are a group of **innovators, makers and creators**, bonding as we evolve in a dynamic and supportive surrounding.

Our community is one of **resilience and adaptation**, uniting in the determination of our personal goals, whilst being able to **collaborate our skills** and celebrate each other's success, creating a feeling of **togetherness**.

As designers we strive to make the **ordinary into the extraordinary**. We play to our strengths and have learnt to adapt in a year of uncertainty under testing circumstances. Developing our crafts, and ultimately **shaping us into the designers we wish to be**.

Everyone has a part to play and a strength to unlock. We are pillars of strength and support **despite our distance**, in a community which is wildly diverse. Our differences make us the creatives we are, even in times of isolation **we still stand as one**.





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BA (HONS)
PRODUCT DESIGN

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BA (HONS)
PRODUCT DESIGN

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JAMES DALE

HEAD OF PRODUCT DESIGN

A handwritten signature in black ink, appearing to read 'James Dale', written in a cursive style.

Any final year at university can be a stressful experience, the pressure of those all-important last projects, building your portfolio and thinking about the future can be a real strain on the emotions and health even in the best of times. To say that Covid 19 has thrown a huge spanner into the works of university life is to considerably understate both the size and weight of this particular spanner.

Last year, the effect of the pandemic was to send us into a state of emergency where we had to firefight the problems as and when they occurred. This year we have had to plan for the unplannable, giving our students a clear roadmap for their studies while building in contingency after contingency to ensure that ultimately our students got the best possible opportunities to meet their objectives and successfully complete their course. To cope under these circumstances is one thing, but to thrive like this cohort has is quite another thing altogether.

This brochure is testament to the dedication, passion and resilience of a great many people. To our students I have nothing but the upmost respect, you have been utterly outstanding this year, your hard work, inventiveness and creativity under the circumstances has been inspirational to witness, but your patience, understanding and flexibility has been equally fantastic, I can't thank you enough. To the staff who make this machine run, you have my complete admiration. Across all areas of the department, from administration to research, technical to academic, we are blessed with a team of remarkable talents, and I am honoured to work with you all.

The course brochures represent the apex of this year's achievements, a huge selection of imaginative projects that represent all aspects of what Product Design is in 2021. From environmental and socially responsible design, through to the most desirable of consumer goods, from handmade products to virtual experiences, these designers have dug deep, dreamed big and aimed high.

I wish you all the best for your future, I know you will continue to do amazing things.







GRANT BAKER

COURSE LEADER, BA (HONS) PRODUCT DESIGN

So here we are at the end of another strange academic year and I think I can safely say that although it has not been the ending we all envisaged it has been a great conclusion to your studies with an absolutely fantastic breadth of innovative projects that you should all be immensely proud of.

From meeting you at the start of your studies and then getting to know you more in second year it was clear to see that we had a lovely group of people on the course. For this I am hugely thankful and although we have had some inevitable bumps along the way I have always been impressed with how well you have risen to the challenges you have faced, producing inspiring outcomes and providing great conversation.

As you now move onto your next chapter, I encourage you to reflect on the experiences, skillset and thinking you have developed throughout your time at Nottingham Trent University. Continue to explore, question, and improve the environment that we live and work within.

I wish the very best to the graduating cohort of 2021 and I look forward to hearing about the exciting things you get up to in your future – please keep in touch

“If you feel safe in the area you’re working in, you’re not working in the right area. Always go a little further into the water than you feel you’re capable of being in. Go a little bit out of your depth. And when you don’t feel that your feet are quite touching the bottom, you’re just about in the right place to do something exciting.”
- David Bowie





PATRICIA ABURRUZAGA ESTERO

Hola! I'm Patricia and I am a designer from Cádiz, a little city in the south of Spain. For me, design is a form of self-expression and a way to make little changes in the world we live in. My favourite part from the design process is always ideation and one of the areas I enjoy the most in design is branding since it can change completely the way the user looks at a product.

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YOÜ SKINCARE

Yoü is a skincare brand for acne-prone skin with a friendly approach. Acne products tend to have a medical look, often making users feel bad about themselves. The branding helps the user feel better about their looks and their skin.

There are four products in total which makes an easy to follow everyday routine.



BLOODY

Bloody is a period underwear brand, the concept behind it was to help the trans and non binary community to deal better with periods, having a gender neutral and fun product can suit everyone who menstruates. It also has an extractable pad that you can replace or take out to use the underwear on its own.





SHRUTI SUHAS AHIR

As a Product Designer I thrive to make problem-solving products for the user. I believe in exploring the possibilities of modish solutions through concepts that will help provide a revolutionary yet content experience for the consumer.

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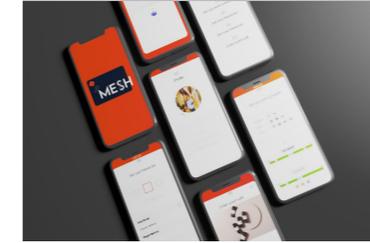
FIL'IN

FIL'IN, "Food I'd Like-In" was designed for new University students struggling to maintain or build a healthy diet. It aims to motivate them to cook more often with correct portion size. FIL'IN includes two food storage shelves, a portion measuring serving spoon and a meal box to carry it to the University. FIL'In helps develop a habit for a healthier future.



MESH

Mesh is a conceptual device that aims to help consumers working from home. Mesh helps provide a quality non-virtual break room by resembling the ideal office break time. It includes a diffuser holding four different scents each emitting during different hours of the day, reminding them to "take a break" that can be scheduled through the MESH app.



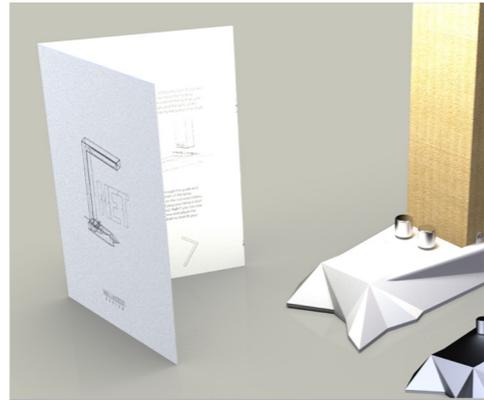


WILL BARKER

As a designer I focus on improving the life we live in, through creative solutions to real-world problems. As a hands-on designer I enjoy model making and creating a final solution just as much as creating realistic CAD models and renderings to bring my designs to life.

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NET

NET is designed for the "Student". It became clear that there was an issue with incorrect lighting for students especially within their homes where work was often conducted. NET brings an affordable innovative design that is interactive, sustainable, and functional. The adjustable light between warm and cool means that the user can adjust the lighting for optimum work efficiency.



MEDEN

Meden is designed for the "Creative" who after the pandemic could likely be travelling between the home office and the workplace on a regular basis. The range allows the creative to flow between the spaces with ease, offering the transportation and capabilities of everything they need whilst also succumbing to current fashion and design trends.





CHRIS BARNES

My focus is on developing forward-thinking hardware products that bring joy to people using human-centred design. I have experience working for Cambridge Consultants, working within multi-disciplinary teams to design breakthrough innovation and products to transform businesses and to change the world.

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EDEN

The first chronic pain management ecosystem in a physical form. Eden offers a garden of pain relief solutions to assist sufferers with their pain management in the comfort of their own home. Introducing users to relief methods in a financially viable way before discovering what works best for them and what they want to invest in.



GUARO

During 2018 an estimated 8,680 people were killed or injured in drink-drive accidents in the UK. Guaro (Gw-ar-o) is a breathalyser that has been designed for social environments, encouraging people to behave more responsibly when it comes to drink-driving. Whether that be in the home, for social gatherings, such as dinner parties, or public spaces like bars and restaurants.



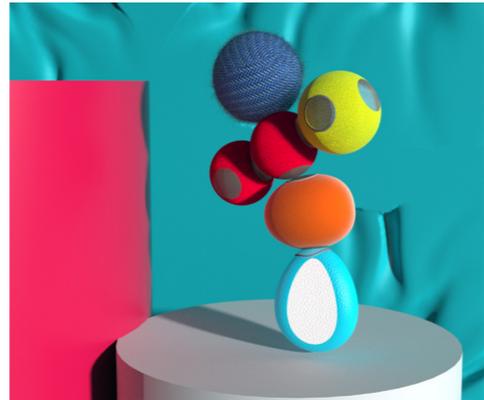


POOJA BHAGAT

I am a design enthusiast with a passion for creating purposeful and innovative design solutions. Also a contentious and determined individual who has the ability to work well within a team, striving to achieve my best potential, whilst working independently. I have a particular interest in user-centred design, purpose and impact - these key elements drive the my design decisions and overall ethos.

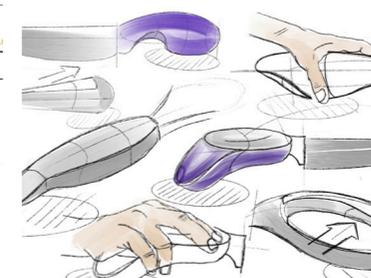
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DANDI

Dandi is an Autism development set which features communication blocks, expression cards and a comfort toy, aiming to improve communication and learning in a fun and non-invasive way. The three products have been designed to aid self-expression between the parent and the child, with new ways of learning and comfort for Autistic children when they begin to feel stressed and worried.



Adapt - Redefining Ability

Adapt aims to redefine ability by promoting capability through innovative solutions. The product and service have been designed to incorporate a contemporary approach to modernise supportive aids for a new generation. Each handle has been designed to target wrist mobility, restrictive thumbs and distortion of hands, offering a bespoke and tailored product solution for individual needs.



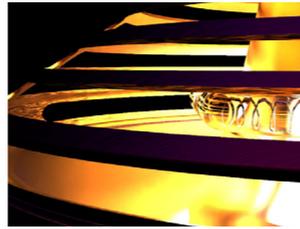
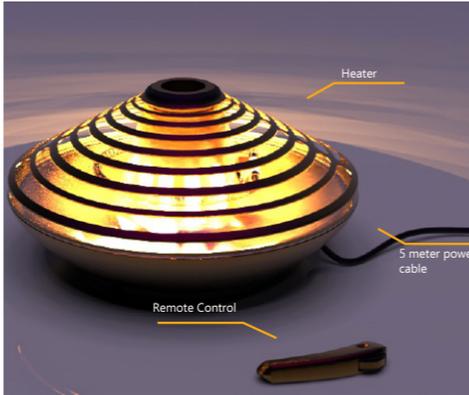


OAKLEY BURTON

Aspiring designer with a profession for developing designs with a focus on applied sciences and technology research, with a hint of Italian style. My focus is mainly in transportation design. Here is a taster of what to expect at the EXPO. I do hope you enjoy viewing these projects and thank you for your interest.

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HEAT KAOTATSU

During the second Covid-19 lockdown, there was difficulty to socialise outdoors, due to the cold and wet weather during the winter months. Therefore, the HEAT Kaotatsu was designed to be a mini garden heater that is able to be placed under a garden table and keep the occupants warm and snug for a long period of time. This is controlled by an ergonomic remote control.



DIANA UTILITY TERRAIN VEHICLE (UTV)

The Diana is a rugged, lightweight, electric vehicle that caters for wing shooters, inspired by the design language of Aston Martin. The Diana was designed in response to car manufacturers' increasing interest into the Utility Terrain Vehicle (UTV) market, and the demand for a versatile, luxurious vehicle from the hunting community.





RIZMER CAPUNITAN

I am visually creative with strong attention to detail from start to finish. In my design process, I aim to deliver a balance between sustainability, aesthetic and functionality using both traditional and digital drawings to communicate my concepts, ensuring I constantly backtrack and make adjustments where possible to ensure there are not any blank spaces or missed opportunities.

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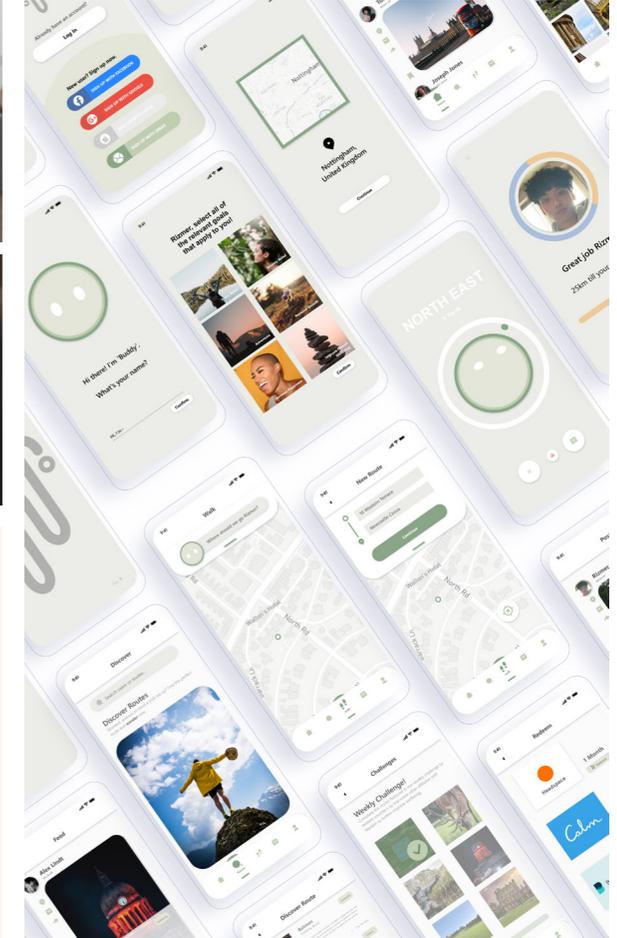
NUI SEWING KIT

This sustainability-based project aims to upskill Gen-Z fashion consumers in repairing old denim material to repurpose or give new life as opposed to discarding and further adding to the existing environmental problems. The Japanese 'Boro' repair method was explored to use as the fundamental method of mending garments, achieved through repeating rows of running stitches as demonstrated on the kit itself.



WANDER

Wander is a UX/UI app-based project aimed towards millennials and to be used in conjunction with a physical product that aims to improve the walking experience for consumers who struggle with stress and anxiety. The app uses an algorithm that calculates the best possible route for a user to achieve their personal wellbeing goals whilst earning incentives through fun weekly challenges to further progress.





BARNABY CHARTRES

As a practical minded and hands-on designer, I strive to conjure up innovative and exciting products using my ever-adapting skill set. I am a firm believer in exploring and learning from new experiences in life, whether this be trying a new dish, reeling in an absolute river monster, or exploring design trends using new and exciting mediums.

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CINAUTO

Cinauto was designed in response to people isolating in a room with no TV. It combines the mobility of a laptop with the large screen of a projector into one succinct device, controlled directly from a smartphone. It has all the components of a home cinema; including speakers and high-definition imagery, whilst also ability to navigate indoors using infrared sensors.



EXPLORE NTU

EXPLORE NTU is an inclusive wayfinding package for the city campus. Designed with disability in mind, both solutions offer seamless navigation. The easily identifiable Outdoor Monolith incorporates a simple map with all nearby buildings, and the Indoor Scanner utilises multi-height displays to lay out your path. Both devices send information straight to your smartphone.





MOLLY DAVIES

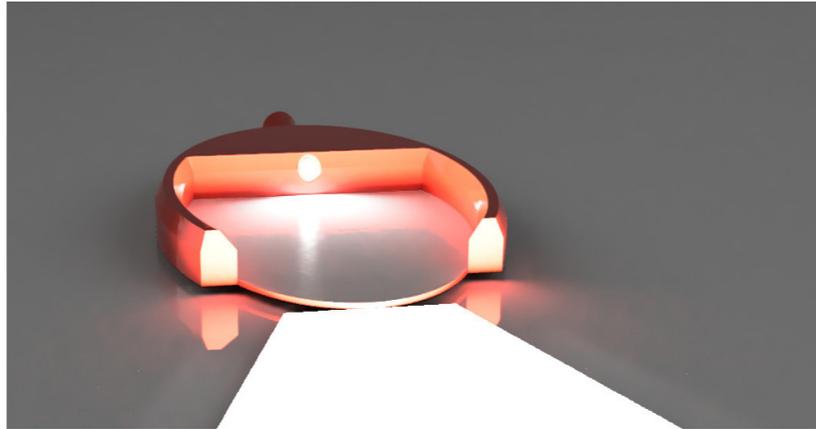
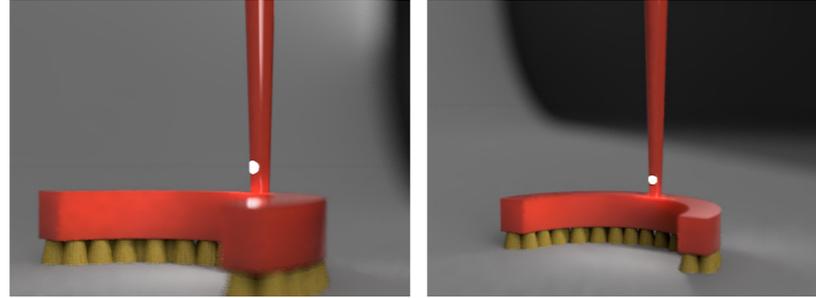
I am a designer passionate about product and interior design. I believe product aesthetics play a huge part in our motivation to purchase a product and this drives my design process.

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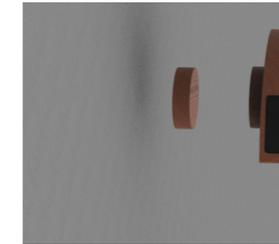
SWEEP

Sweep has been designed to motivate children to assist with cleaning in the home. This brush and dustpan have a light which projects bugs onto the floor making the product more fun and enjoyable. The idea of the product is it helps children socialise as well as help out with daily chores. The product comes in a variety of colours.



SOL

Sol is a redesigned SAD light that considers aesthetics, function and portability. The finish is made of alder wood which is sustainable and economical. The product can be attached to a wall using a wooden magnet or can be placed on a desk through a docking station that will also charge the battery.





SOHAN DEVABHAI

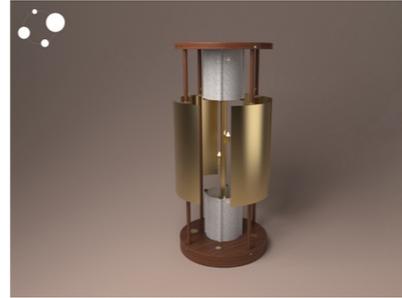
My approach to design is driven by holistic narratives. I see value in designing an emotional and meaningful connection between the user and their product. My philosophy is defined by going against the throwaway culture. I hope to help shift our society towards valuing well-crafted local design that can be passed on to future generations.

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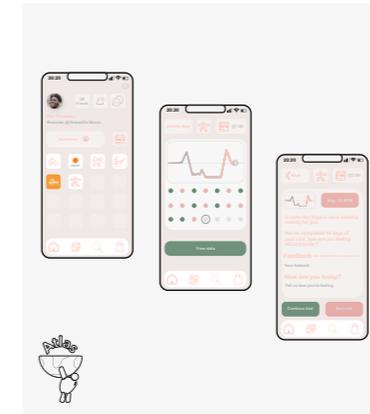
PHASE

Phase is an interactive floor lamp designed to age and adapt with its owners and their environment. The name comes from the phases of the moon. The crescent brass panels orbit around the central lighting column and pivot on the walnut poles to redefine the light and shadows in the environment. The celestial narrative draws from our first encounter with light and darkness; the sun and the moon.



ATLAS

Atlas is a community wellbeing service that was inspired by the shift in culture and attitudes towards one's health during the pandemic. The app works with a smart bracelet to create a personalised journey that will help the user find activities that will work for them. With Atlas, mental and physical health will no longer be subject to a one-size-fits-all approach.





JENNIFER DINSDALE

As a designer, I place high importance on the emotional and responses the user feels when interacting with a product. I explore how materials, textures and colours can evoke moods and potentially help a person in need. With an artistic and video production background, I have an appreciation for products that tell a story, particularly in the homeware and well-being market.

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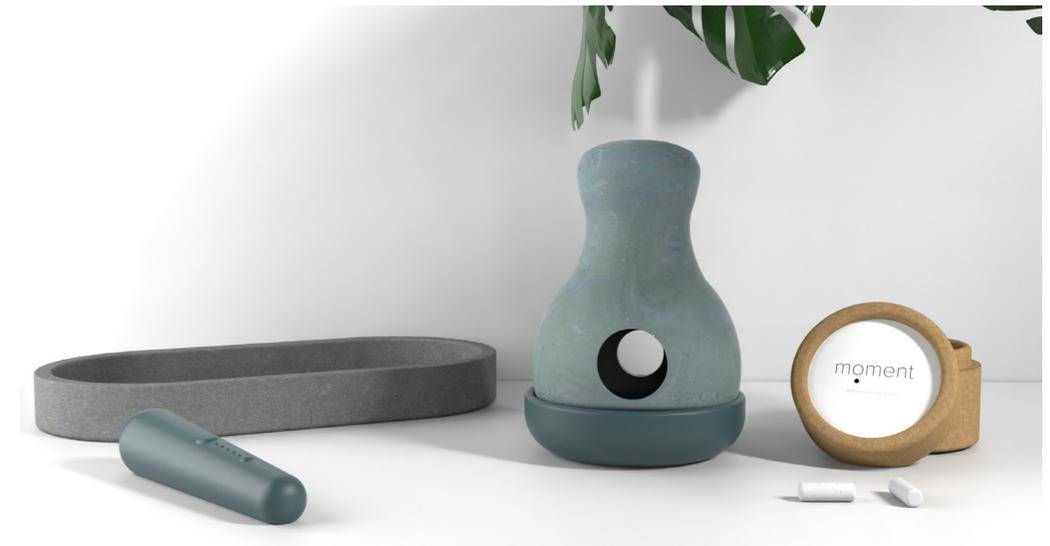


KIN

Kin was a narrative project that explored my Thai heritage and the customary way of communal dining. The five serving dishes were designed around dishes I grew up eating and together they make a traditional feast you share with a group of people. The material choices and traditional pattern art known as Lai Tai, were influenced by my family province of Ayutthaya mixed with a contemporary style..

MOMENT

Moment is a well-being product for young adult men who have taken up the practice of mindfulness meditation. It focuses on mindfulness through action via grinding a powdered face mask into a paste with a pestel and mortar. The surfaces of each product has two embossed circles symbolising the in and out breath, to be used as a tactile guide for meditation and help to bring awareness.





KIELAN EDWARDS

I am an enthusiastic, charismatic designer with a vibrant imagination and avid devotion to health and fitness. I have an appreciation for nature and the significance of sentimentality, and believe these to be integral for the future of design.

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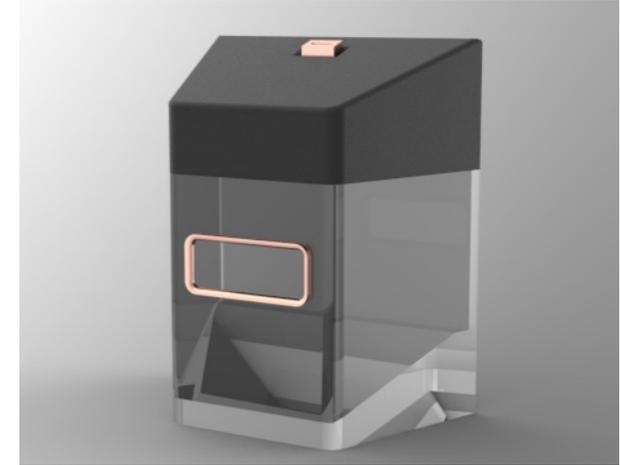
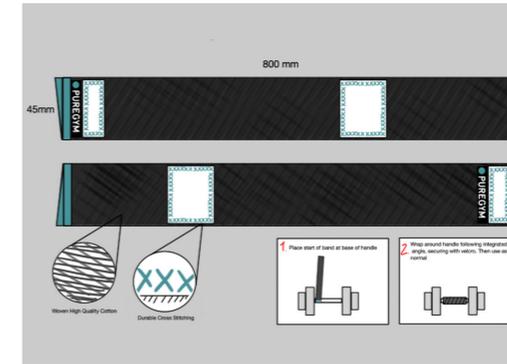


SHOPPING COMPANION

Food shopping can be a stressful experience, in particular when shopping for those that have dietary restrictions. This discreet, easily transportable device aims to assist consumers during their shop via an array of functions such as; reciting shopping lists, adjusting ingredients lists for allergies or fat content, and recommending healthy meals that appease customers requirements and preferences.

HYGIENIC GYM HANDLES

Indoor fitness facilities are prime locations for the transmission of virus' and bacteria. The Covid Pandemic emphasized this issue, resulting in the closure of 64% of the worlds fitness sites. This product aims to revolutionize how consumers interact with high-touch point surfaces in gyms for a more hygienic experience by preventing individuals coming in direct contact with any handles.





MATTHEW EISENHOWER

I am a devoted individual with passion for all aspects of design. I have a breadth of design experience from an industry placement at Inside Out Contracts and through live briefs set at University by companies such as Nestle. I have worked on industry level projects, pitched designs to members of the industry and created industry level designs and renders.

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LUTA STOOL

This project was made to improve storage and efficiency in seating. The design features a leather pouch for storage that can be buttoned to any of the 3 sides depending on the orientation of the seat. The armrest features storage for a phone, a drink or a book and can be orientated and used as a padded backrest when needed. This makes the stool usable in a number of scenarios and a versatile piece of seating for any home.

HOME BUDDY

New technology has not been adopted by the elderly because it simply wasn't designed for them. Home Buddy aims to fix this by bringing new independence to the generation that technology forgot. Home Buddy is a simple technology device for an older demographic made using a mix of analogue and digital inputs and a refined OS to make interaction as easy as possible.



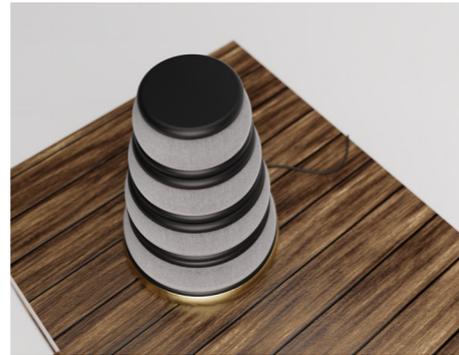


LYDIA FOULKES

My core design interests surround consumer behaviour and how they interact with products in order to develop the user experience. Studying alongside rowing competitively has allowed the development of strong time management, communication and teamwork skills which has proven to be vital on numerous occasions.

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YOUNITE

During the covid-19 pandemic, cinemas closed and the need to recreate the cinema experience at home grew in popularity. YOUNITE is a set of 4 speakers, which together when placed around the room create immersive surround sound. The speakers connect use mobile phone Bluetooth to create the surround sound experience, reducing distractions and keeping focus on quality family time.

OUTSIDE THE BOX

The recent pandemic has made fashion organisations heavily dependent on its online services, which has resulted in an influx of wasted packaging. Outside The Box is a packaging supplier aimed at reducing waste by repurposing cardboard delivery boxes into useful household items. The simple yet effective design saves up to 24% of the material, reducing how much material that is disposed of.





ELLA FREEMAN

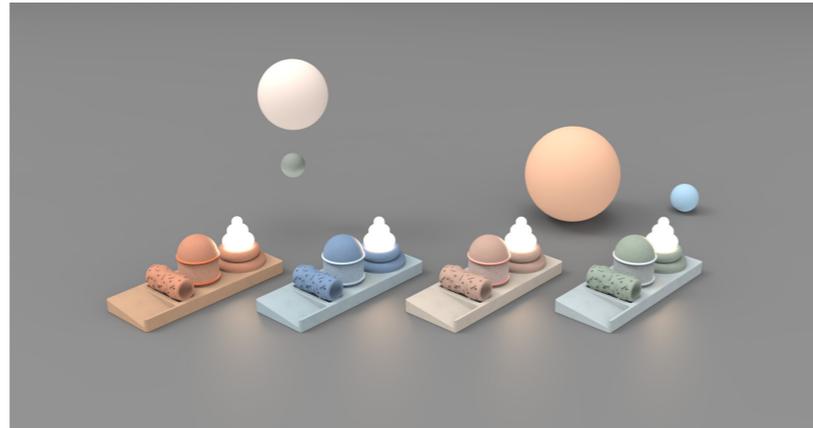
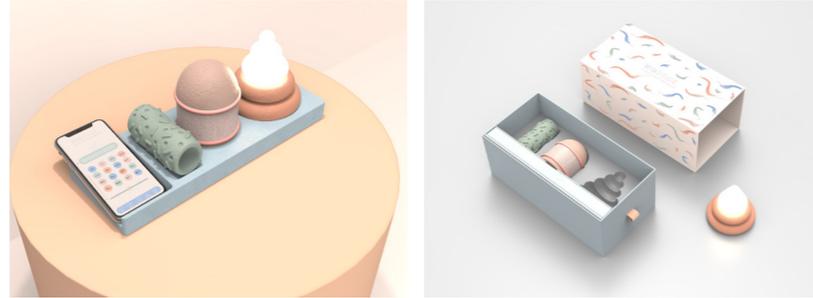
I am a hardworking, creative, and passionate designer with an eye for detail. I enjoy creating products that have a minimal, clean, and contemporary aesthetic. I have a particular interest in designing to improve personal wellbeing, and enjoy developing products that enhance our environment and living spaces through thoughtful and carefully considered design that has real-life impact.

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MINDSIDE

Mindside is a set of unique tactile and sensory objects designed to reduce the effects of increased levels of stress and anxiety through practicing mindfulness as part of a daily routine. The product range includes a small light that produces a soft warm glow for increased relaxation, a tactile speaker for use alongside the supporting app - allowing for soothing sounds to be played, and a handheld textured object.



LUMI

Lumi is a lighting range combining circadian lighting and an integrated 360° planting system, designed to improve the environment for those who work from home. The aim is to challenge the user to reconsider the importance of the impact the home has on physical and mental wellbeing, and the role it plays in maintaining productivity and happiness when working and living in the same space.





MICHAEL FRENCH

I am a passionate, diligent and multidisciplinary product designer. Working with cross-functionally from ideation to execution to create impactful design through hands-on experimentation and tangible interaction.

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KERNE

The popular trend to homeworking means that people are spending an increasing amount of time in multifunctional living spaces. Kerne is a Scandinavian inspired design which supports working, socialising, and dining. Made from sustainably sourced solid European Oak, Kerne is a statement piece for the core of the home. Delivered flat packed and easy to transport, the table is assembled in just a few minutes.



FLEXX

Flexx is a task floor light, inspired by Scandinavian and modern German design, that works as a statement piece in a modern living space.

Encouraging interaction with its user, the curve of Flexx upright arm can be adjusted to suit different user needs.





KEITH GASKELL

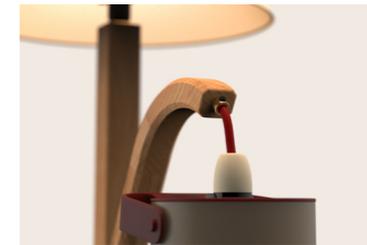
I started University with a passion for art, design and architecture, this has been refined into a body of work that covers projects from packaging, furniture, homeware and lighting - always with a consideration for how my designs might help or impact the environment, I aim to create products that have integrity and improve life quality.

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TIFFYN

Tiffyn are a set of steel containers that have an enamel finish, aiming to help high end restaurants deliver an at-home-dining experience. The concept takes inspiration from Tiffin tins used across India, where containers are durable and reused rather than becoming waste.



ANGLER LAMP

The Angler lamp was inspired by three Scandinavian principles: hygge, friluftsliv and lagom, (social-ambience, outdoors lifestyle and minimalism). By pairing the portable lantern with the main lamp, the product is always serving a purpose and always ready to be interacted with. Increasing the users engagement with an object increases the longevity of it through the attachment built.



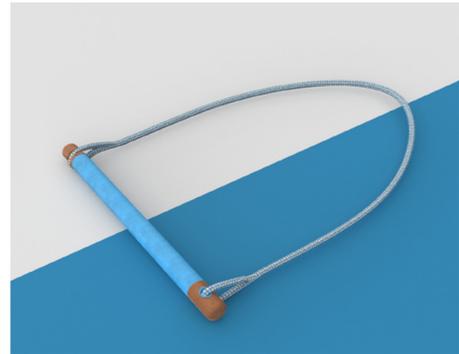
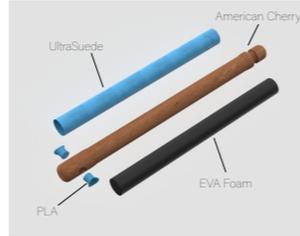


ALEX GEORGIU

I am a designer who always wants to learn new things. Creative computer 3D modelling has always been a passion of mine. Designing products that help people will always be at the forefront of my design, making the things people enjoy doing even more enjoyable and ensuring the hard things are slightly less difficult.

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LAGOON BY VORTEX WATERSPORTS

Vortex Watersports is fronting the future of water based sporting accessories. Lagoon is the flagship model of cable wakeboarding handle crafted using meticulously chosen materials to have the least impact on the environment.

FUSION

Fusion is a University based trading card game. It bridges the gap between the virtual and physical worlds by connecting students together online and then providing the opportunity to meet them in real life. Fusion has two parts; the online card game gives an immersive user experience, and the enjoyable, easy to understand physical card game.





MEGAN GILLON

I am an innovative, independent and detail-oriented designer with a passion for creating fun products with purpose. I love to bring designs from sketch to reality using 3D CAD and rendering software, and thrive when ideating possibilities for a brief. I take a keen interest in researching consumer insights to keep on top of trends and implement these within my portfolio of work.

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ELEMENT

A sculptural and decorative homeware piece with a designed function for wellbeing. Providing the user with a natural solution to aromatherapy. The product features an at home drip diffuser and portable pendant, allowing the user to take calming feeling of home with them, utilising the science of scent association ensuring the user is always in their element.



REFRESH

A reusable solution for the genZ bathroom. Refresh aims to tackle the growing problem surrounding single use plastic in the personal care industry. I have designed three reusable vessels each with an individual auto dose stopper to ensure the correct amount of product is used, with as little waste as possible. an online subscription service allows the user to refresh their bottles when needed.



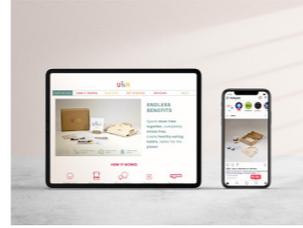


LUCY GLOVER

I am a highly motivated and passionate designer, driven by creating innovative solutions that will make a difference. I am driven by my ambition to positively contribute to solving real world problems with simple yet functional and inclusive designs.

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UNA COOK

UNA is a cooking kit designed to encourage adults and children to cook together, developing culinary skills and healthy eating habits for life. The fun and simple kit has been designed to create a seamless user experience for all and to put the fun back into cooking and promoting healthy eating with kids.



TACTILES.

Tactiles are a simple and intuitive system. The tactiles can be wall mounted in the classroom using the magnetic back strip with magnets embedded in the back of the tiles allowing seamless connection to the wall for the children. When a child removes a tile from the wall they replace it with their magnetic name tag which informs the teacher, helping to stimulate conversation, evoke emotions and ultimately create communication friendly environment within the classroom.





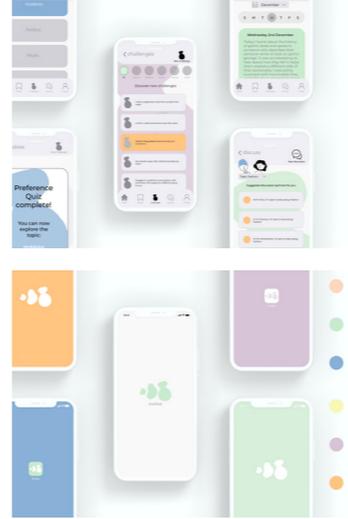
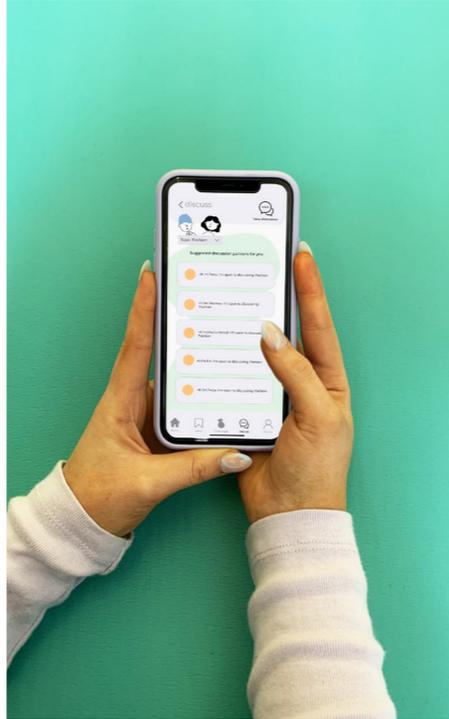
JENNY GRACE

I have experience in working as a materials and manufacturing research intern for athleisure brand, Deuce Sports.

I am excited to take my enthusiastic interest in colour, style, functionality, and ethical principles into the working world to design unique and joyful products.

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EVOLVE

Our social media is formed off what we interact with and choose to follow, setting up our online world to be comfortable for us to be in. Evolve is an app aimed to open people's minds, opportunities, and perspectives. The app challenges users to connect with those they would not usually and try new hobbies, activities, and increase awareness of alternative points of view. Expand, Evolve, Embrace!

AMBLES

Ambles boots are designed to encourage young children to grow a healthy and positive relationship with the great outdoors; thus, ensuring the future of the natural world is in protective hands. Ambles inspire children to participate in imaginative play, taking on the role of their sole track animal in mud, sand and snow. "Where on earth have those dog, prints come from?" – a boring adult.





IMANI HAFEEZ

I enjoy the creative design process of ideation, through to development and designing strong concepts that turn into great products. I have thoroughly enjoyed learning how to create high quality renders and animations during my final year at University and will take this knowledge into my career.

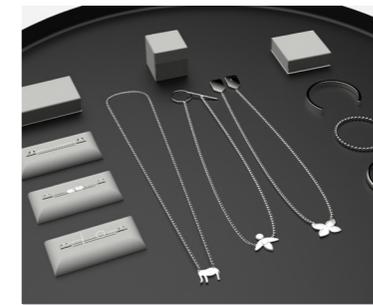
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TIMEWISE

Timewise is a multi-timing product aiming to create a more organised cooking environment between a timer and what is being timed. The concept of timewise is to set the timer and then place the clip onto what you are timing, to create a visual link between the two, allowing strong kitchen management when multi-timing.



ALIGN

Align is an adaptive, reduced-fiddle jewellery range designed for consumers who have motor disabilities and find fine motor tasks challenging. The range is made up of three necklaces, bracelets and necklace adaptors. The necklace designs resonate with the motions, over – through – together with a clasless necklace, a toggle bar clasp and a magnetic clasp for different abilities.



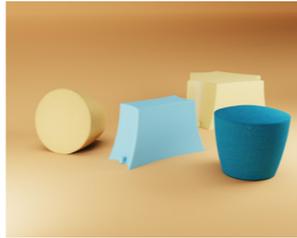


BRANDON HALL

I am a designer who takes great passion in designing to enhance or improve a user's experience within interiors. The environment's impact on human emotion and how they interact with an interior inspires the innovation within my work. I also revel in creation through physical sketch work and how this process can help coherently communicate ideas to target users and designers.

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I: [@bph.designs](https://www.instagram.com/bph.designs)

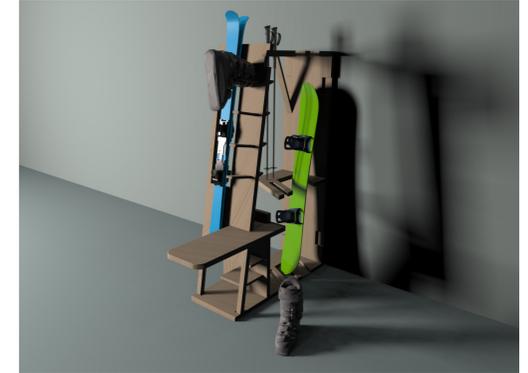
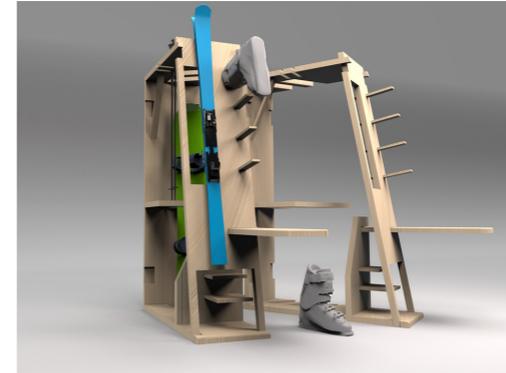


HOSPITALITY

The emotions that an interior environment can invoke is an essential aspect of the overall user experience. Some environments emphasise negative emotions, and one of those spaces is waiting rooms within medical buildings. This project presents a new waiting room layout that completely changes existing waiting rooms' overall emotional and physical experience to create a positive atmosphere.

BLUE BIRD STORAGE

Seasonaires within winter resorts are often not provided with the suitable storage space needed to store their equipment. This unit seeks to tackle this problem by providing a sustainable and compact storage solution for seasonaires. It can accommodate ski's, snowboards, helmets, goggles, boots and more. It can store 2 to 3 sets of gear at once and keeps everything within one space.





JAMES HAMILTON

With a passion for the built environment, I am a highly motivated and enthusiastic individual, determined to excel in anything I do. As a practical, hands-on designer and problem solver, I believe empathising with the user within the context of real-world issues is essential in producing successful products. Having grown up in a rural environment, sustainability often acts as a narrative for my work.

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I: @james.hamiltontdesigns

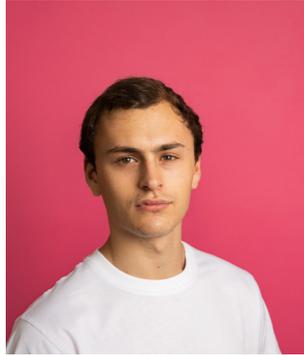


CONTRAST.

As a result of the COVID-19 pandemic, and with the future of work set to be shifting towards a more hybrid approach, there is an ever increasing need for a dedicated home office space. The new homemaker demographic is therefore seeking a more permanent space to give a clear distinction between home and working life.

contrast. provides a high-end, affordable alternative to existing garden office solutions. Inspired by old versus new architecture, the aesthetic is ergonomic, utilises a modular building system and integrates reclaimed materials. Through a well considered business model, the interior also provides a more flexible working environment, suited for remote working.





ALEX HAMPSHIRE

I am a designer eager to be working at the cutting edge of technology. I am fascinated by the issues it can solve and the jobs it can produce. In my spare time you can find me in a more traditional area, renovating old tools and items in my workshop. Recently, 3D software, game engines and Virtual Reality have been at the forefront of my interests and the future.

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HYBRID STERILISER

This is state-of-the-art anti-viral and bacteria technology in your hands. It can be used to decontaminate everyday items of potentially harmful pathogens, viruses or bacteria using Ultra-violet light. The goal for this project was to develop a product to assist the public in their battle against the COVID-19 crisis by keeping them safe. The wand can be used on-the-go while the container is best kept at home.

'A SAFER HOME'

A safer home combines virtual reality technology with real life 360 video to encapsulate the user in a highly realistic world. Learn the essentials every homeowner should know about fire safety and hazard awareness with scenarios such as chip pan fires and hazard spotting in the bedroom simulated in VR and in 360.



Learn fire safety through real 360 videos



A Safe Home
Fire safety training
in Virtual Reality





EMILY HILL

I am a dedicated and motivated designer focused on creating meaningful experiences through design, putting the user at the forefront of each step. I have a willingness to work on all tasks with an open approach to learning new skills in any environment. I am passionate about creating better user experiences through prototyping, problem-solving and product aesthetics.

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SONDER

Many bath aids have been medically designed with the aesthetics of the design often not being considered, leaving users demotivated and embarrassed to use them. However, Sonder offers a new way of helping users when bathing with its fresh look having been heavily influenced by the Cantilever chair which makes the stool timeless and a classic.

YOU.

With many people now working from home and desk spaces often being restricted, many are left feeling uncomfortable at the end of the day. YOU. is a collection of sculptural desk items created to combat the daily aches and pains of sitting at a desk all day. The collection items do not look like typical exercise equipment but instead offer a more sculptural and artistic design for the user's desk.





GAVIN HOGG

Born in Sydney but raised in the UK, my passion for design was first ignited as a young child when I was intrigued by the Natural Order of the world and how all design can be tied back to this. As a consequence all my designs are heavily influenced by what I can see with my own eyes.

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GEAE PROJECT

The Geae Project named after the Greek goddess of earth, is a collection of carefully optimised rammed earth products, designed for the outdoors. Each piece is designed to break down over the course of decades into its natural components and release the seeds contained within. Inside is a capped sculpted rock Bench, a low lying architectural Table and a Firepit that doubles as a hotplate.



BLUME

Blume is child friendly card grow-kit it's affordability, ease of manufacture and low barrier entry make it the ideal product for keeping children entertained. Made from a treated card, no water leaks and Blume comes with a set of paints and a brush to allow for personalisation. It comes with further services of online tutorials which give users advice and ideas as what to do next.





BENJAMIN HURLBATT

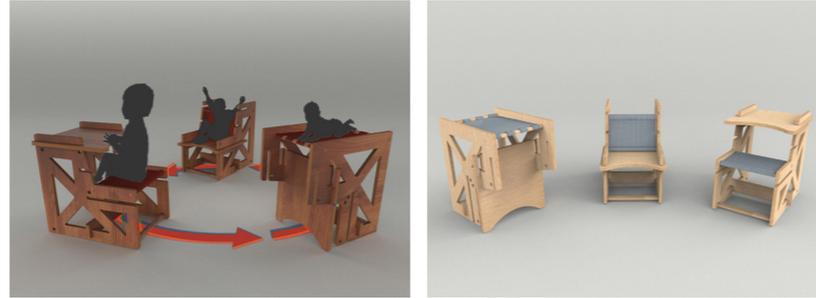
Having been exposed to design my entire life I am invested in the design process and mechanics of each new product produced. I believe in designing sustainably as am determined to reduce my carbon footprint. I was born and raised in South Africa and am now living in the UK as a proud vegan. I am extremely passionate about sketching and photography, while spending as much of my time out doors.

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ASOBITAI - THE ART OF PLAY

Assembling flat-packed furniture is just as challenging for adults as Lego is for children. Asobitai is a piece of flat-packed furniture, with the intention for the parent and child to manufacture after delivery. The multifunctional piece of furniture is a slot-together assembly process while requiring no additional screws or fastenings. The furniture develops from a baby changer to a chair, to a desk, while the child grows physically and mentally.



KITCHEN CADDIE

Kitchen Caddie is a minimalistic and portable outdoor kitchen inspired by a nomad lifestyle. With a variety of innovative design features and carefully selected materials and finishes to ensure for longevity and customisation. It includes a propane gas stove, an insulated storage unit, which is a heat resistant counter top, a wash basin and removable chopping board and drying rack.





LOK KAN IEONG

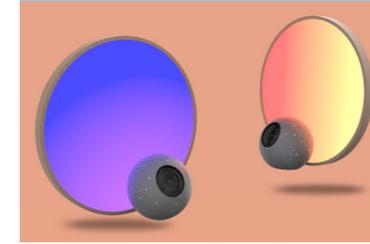
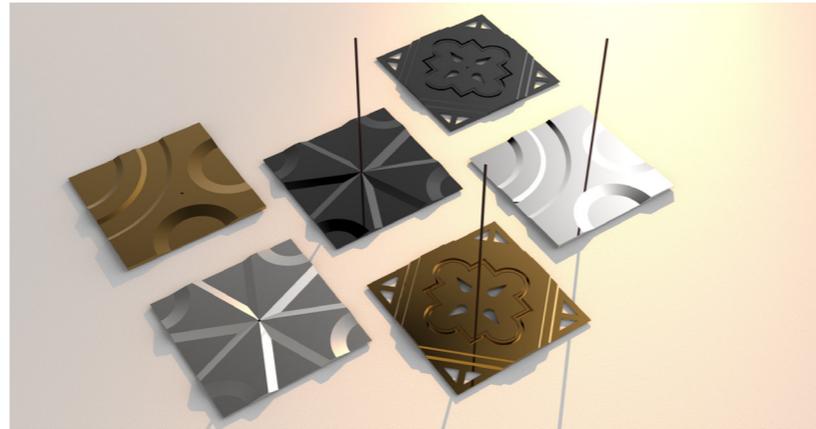
As an international student, I have been influenced by different cultures to develop my views on art and design, hoping to create more possibilities. For me, design is a different kind of challenge; to challenge and improve the existing and turning abstract concepts into real products. And so, sometimes I am more an explorer in design, rather than a designer.

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NIUNIU

NiuNiu is an incense gift set designed for modern contemporary souvenirs and a gift for tourists and locals. NiuNiu presents 3 sensations of Macau with its Chinese and Portuguese cultural influence. The incense holders are inspired by the configuration of Macau streets and patterns of Portuguese azulejos, expressed in simple lines, shapes, and rich textures. The design fits for the modern trend and also serves the local's market.



OWN YOGA

Own yoga is designed to support self-learning yoga at home safely and correctly. It's a design that integrates lighting and technology, with immersive experience to achieve a higher level of entertainment. The user can follow the shadow of movement projected from the device to practice and learn yoga. And by comparing their own shadow and the projected shadow, the user is able to correct their posture.



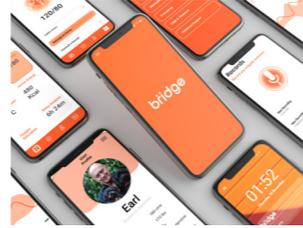


KAVYA JAIN

As a budding designer, I strive to design user-centric products that tell a story and create experiences that go beyond the problems. I like to create simple yet meaningful products that can elevate everyday experiences.

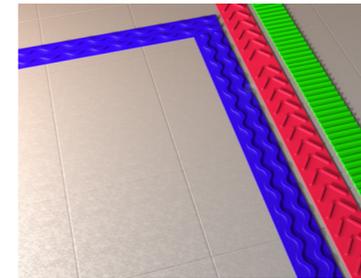
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BRIDGE

As we grow older, our body undergoes multiple biological and physical changes, leading to reduced functionality and increased dependency. Bridge is a medical device designed to motivate the elderly to monitor their vital signs at home with ease and to regulate lifestyle changes to help them stay healthy and independent. It aims to connect the gap between a dependent existence and the desire to be independent.



SENSEI

Sensei is a range of tactile tapes, where each tactile graphic represents a particular room or location in a closed area. These tapes provide tactile feedback to the user and help them navigate safely and independently. They can be placed on walls or floors of closed interior spaces to make them more inclusive and accessible to visually impaired/blind people.



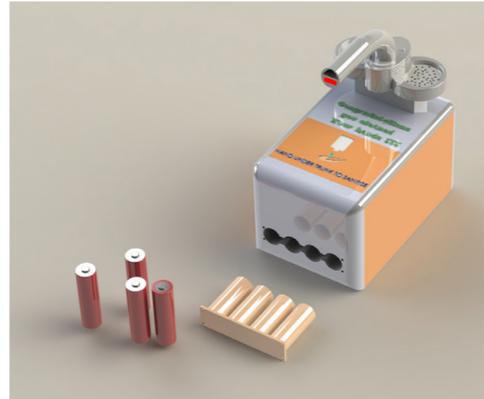


JEAN-EMMANUEL KAYIJ

I'm a product designer from Leeds and I am heavily into sports. Inspired by innovative sporting design and technology, this drives me to implement the passion for it in my own designs. My journey in design started from doing artistic and architectural drawings, then furthering my skills in 3D design. I look forward to furthering my skills in industry.

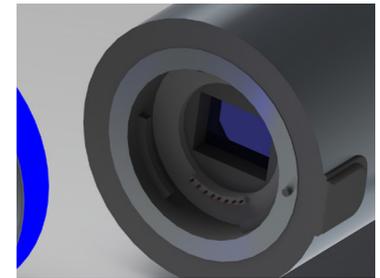
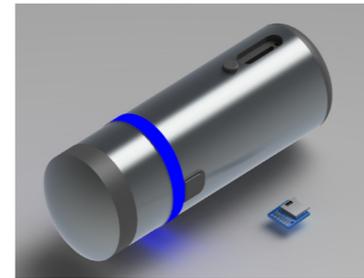
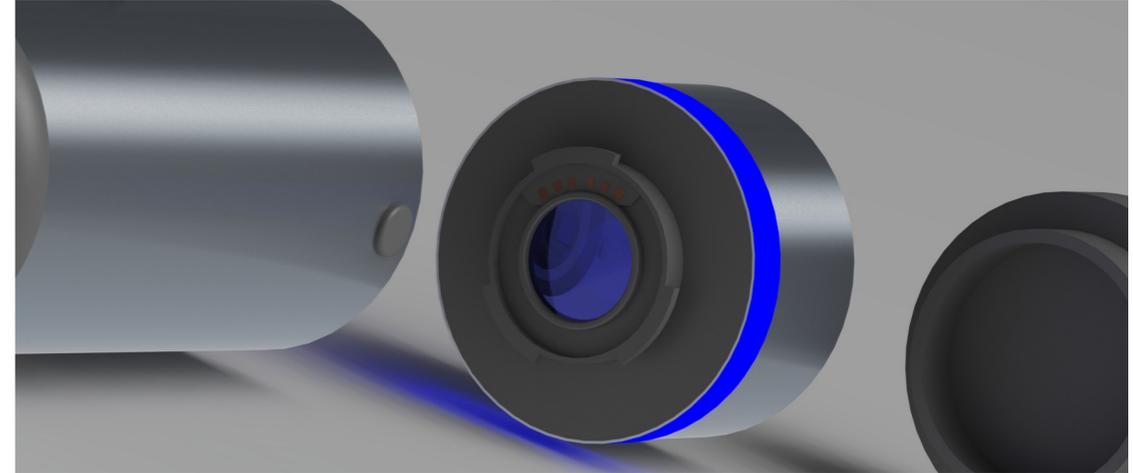
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ELETIZE

Eletize is a wall-mounted, elephant styled hand sanitizer dispenser geared to reinforce primary school children to improve their sanitary etiquette with a sense of relatability to a dispenser that looks like an elephant toy. The product is sensor driven, preventing the children from coming into contact with the dispenser, along with instructions illustrated at the front of the design.



SPEEDSCOPE 7

In line with the 'FIFA innovation program', the aim of Speedscope 7 is to improve the quality of immersive performance primarily in non-league English football leagues. This high-speed esque camera is capable of monitoring sharp movements and slow motion tracking during a football match as a substitute to premiere league camera operations and VAR for teams with less resources.



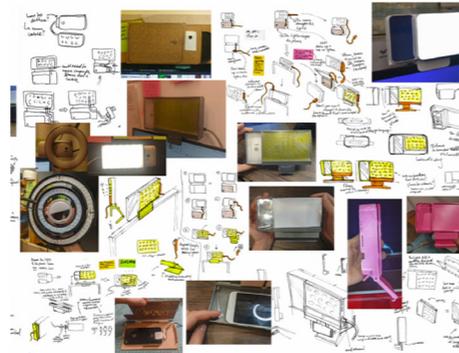


ANASTASIA KLIMOVA

I am committed to designing technology that enhances human ability and exists in harmony with nature and society. My tools of choice are Industrial Design, Service Design and Design Strategy. Previously I have gained industry experience at Logitech and LAYER.

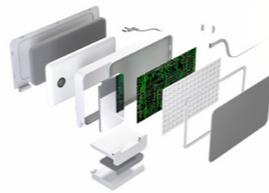
E: anastasiaklimovadesign@gmail.com

I: [@anastasiaklimovadesign](https://www.instagram.com/anastasiaklimovadesign)



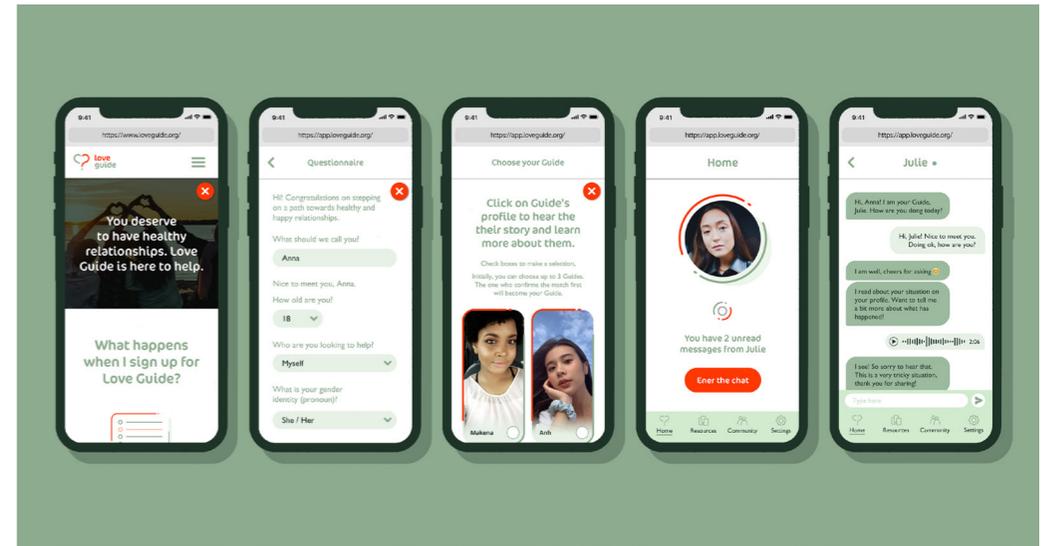
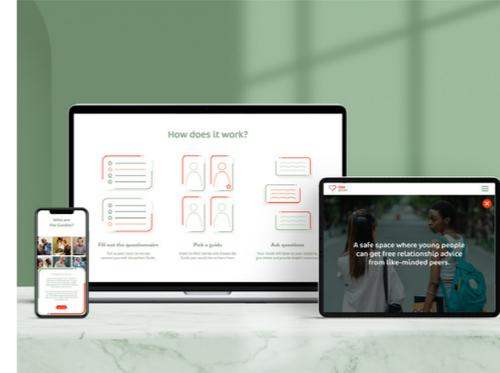
RE_COVER

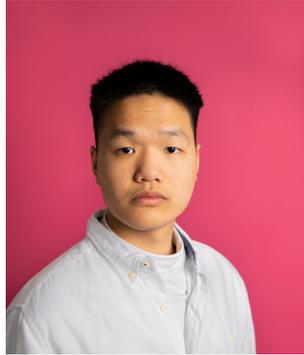
57% of Britons have old smartphones lying around unused, which amounts to staggering 125m devices. To utilise all this obsolete technology, I have created Re_cover: a conceptual service that smartphone manufacturers would offer to help non-tech-savvy users easily repurpose obsolete phones into new, useful devices (webcam, security camera or touchpad).



LOVE GUIDE

Women aged 16-25 are 3 times more likely to become victims of abuse, and 70% of college-aged women did not realise they were in an abusive relationship. Love Guide provides a safe digital space where young people can get relationship advice from relatable, like-minded peers. Guides can share experiences and relevant information from reliable sources to help young people find their way.





CHUNG KEUNG LAU

I like how design improves the way we live, I enjoy solving problems and I want to help to make the world a better place.

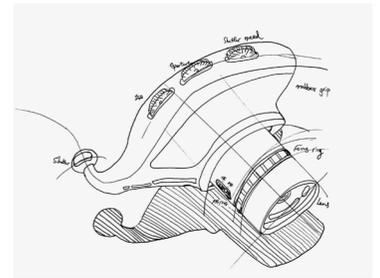
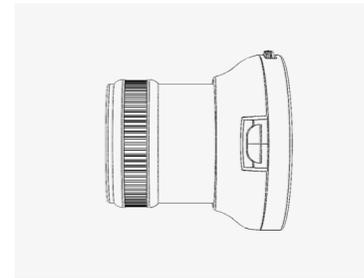
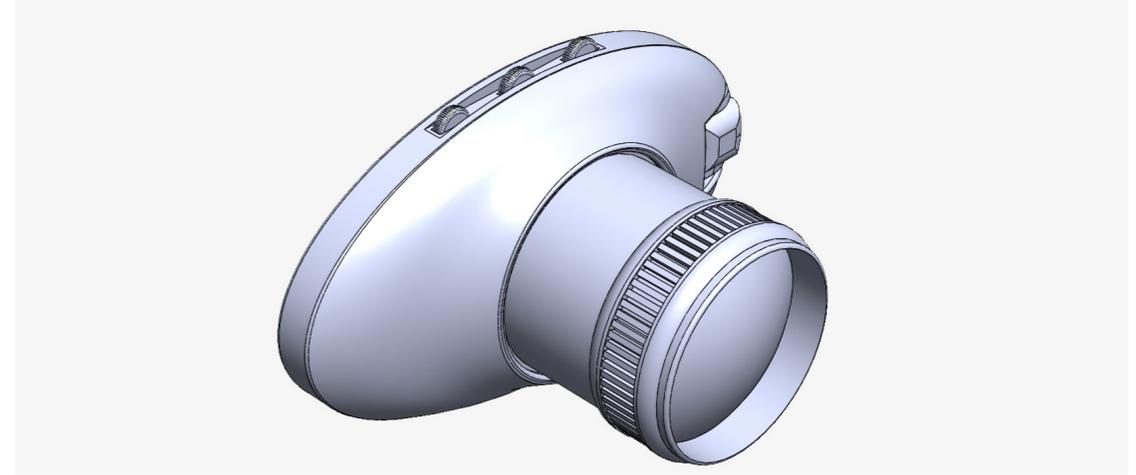


MUTI-BELL

Muti-Bell is designed to help people stay active while staying at home. It is aimed for everyday workout and improving the physical fitness of the user. It can be transformed from storing form into kettlebell and dumbbell. It takes up less space than the traditional gym equipment which makes working out at home more convenient.

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E-Y-E

E-Y-E is a simplified DSLR camera designed to encourage beginners to learn about the core of photography- ISO, aperture and shutter speed. It is a bridge between a professional DSLR and a phone camera. It is a camera that suitable for everyday use.





ALEX LOWE

A multidisciplinary user centred designer keen to find solutions that can be applied to the real world. I have always been interested in problem solving and have attempted to apply this thinking throughout my degree. Exploring an array of processes and materials throughout my journey has solidified my desire to pursue a creative design role.

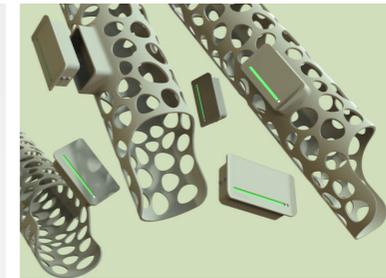
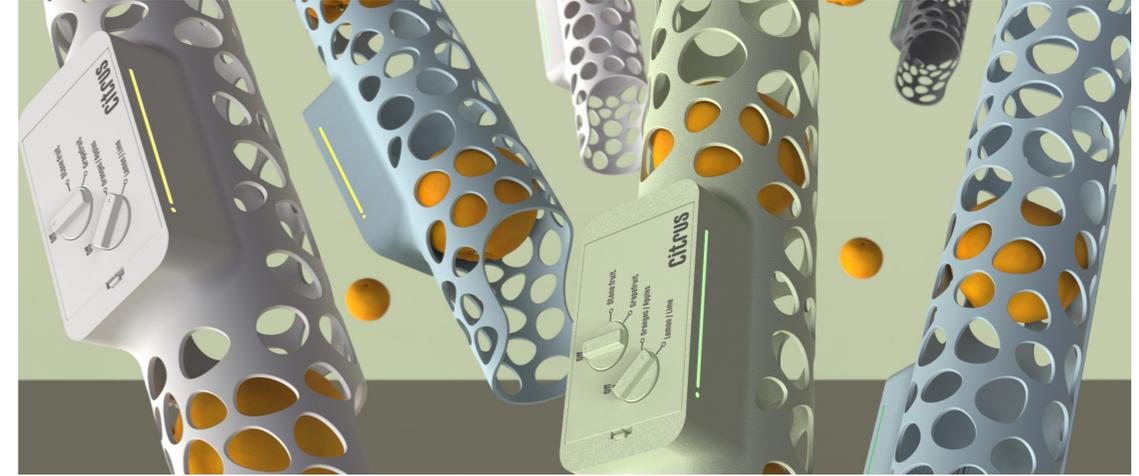


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NITE

Nite was designed with the intention to help improve sleep. The product reduces screen time, preventing blue light before bed, while keeping the user connected through a screenless user experience. Available in an array or different colours the product encourages the user to switch off, placing their phone below the tray and winding down before bed.



CITRUS

It is no secret that we all let fruit spoil in the fruit bowl, albeit accidentally. Citrus is a product that can keep us accountable. As fruit spoils it releases ethanol gas, each storage container comes with an ethanol sensor that will alert the user of the fruit's ripeness stage through a colour changing LED. Citrus is a concept which could become reality in our kitchens.





TOM MCINDOE

Product design has grown my love and passion for branding; a world with infinite possibilities. I am excited to join the creative industry, to grow as a designer and see how my design styles develop, to educate, inspire and encourage.

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I: @DesignsViaTom

LUMI LIGHT

Lumi is a smart portable light which focusses on destressing and aiding with a remote worker daily activity, through the use of an app. The app allows the user to add reminders, connect more lumi lights around the home, change the colour and brightness with the touch of a button. This encourages the user to change environments, remember daily activities, fulfil the daily routine and avoid feeling alienated working at home.



MIDORI

Inspired by the organic forms of Japanese Wabi-Sabi pottery, the Midori bottle range encourages the use of reusable products for the mass market, in this case, focused on the design of a bottle and cup, due to the two being the most polluted items in our oceans. The bottle itself consists of four sections, allowing for an easy clean and severe reduction in the possible growth of harmful bacteria.





OLIVER MORLEY

Studying Product Design at NTU and completing an internship with Pearson Lloyd, I have honed what I do best - creating thoughtful interactions with the products and environments that surround us, in order to help people enjoy the 'little things'.

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WFH DESK

This work from home desk is designed around the concept of transformability. It gives you the ability to seamlessly change your room into a productive home working environment. The pull out desk allows you to create a large workspace without taking up space in your home and the tambour doors give closure and separation from your work and home life.

ORBI

Orbi is a physically interactive desk light that allows you to take control of your spaces. The rotating hood changes the direction of the light and switches the colour temperature with one easy and fun interaction. Orbi is perfect for those dynamically changing spaces, where lighting is everything, allowing you to create the light that you need to focus and relax wherever you are.





SHENEISE NEWTON

I am a versatile designer, with placement experience at a high-end lighting design studio. User experience and emotional design are at the forefront of my creative ethos. This year, I strived to take on diverse and challenging briefs that have an impact on consumer behaviour. The projects have broadened my multidisciplinary skills to include material research, branding, and packaging.

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HANI

HANI is a hands-free, auto-dispensing antibacterial gel that can be clipped onto a bag or apparel for personal on-the-go use, or to a magnetic surface for static use. Inspired by changes in the perception of hygiene behaviour from COVID-19, HANI aims to reduce germ transmission through contact when searching inside pockets or bags for hand sanitiser, focusing particularly on the daily commuter, and key workers.



MYO-CO

MYO-CO is a plastic-free cosmetics brand aspiring to create a more sustainable future. The launch product is an alternative ingredient to microplastics and natural alternatives that cause micro-tears, used in facial scrubs. The exfoliant, made from pure mycelium - mushroom roots - can be safely washed down the sink. It is packaged in mycelium composite, which decomposes in soil.





TONI OJO

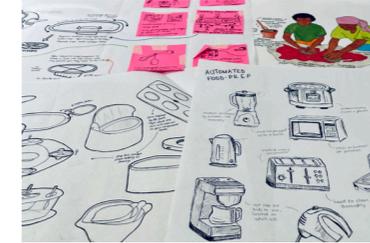
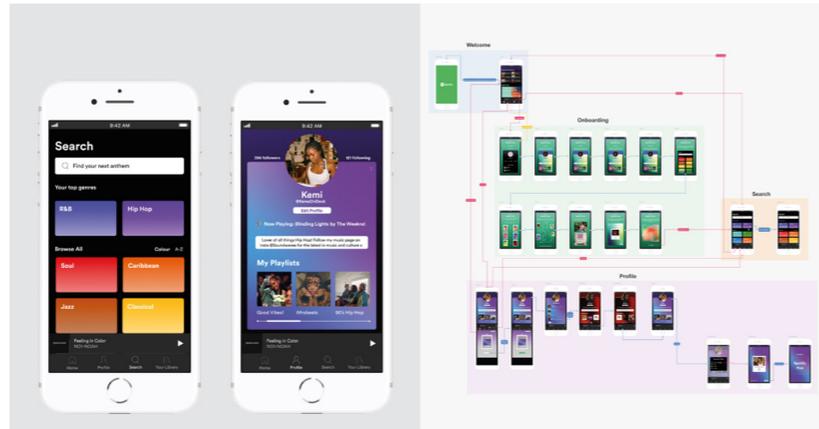
As an empathetic designer, I am committed to designing products with our emotions, senses and fundamental human needs in mind. By applying principles of psychology and anthropology to my work, I aim to create intuitive and human-friendly experiences.

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I: [instagram.com/tojo.studio](https://www.instagram.com/tojo.studio)

SPOTIFY HUE

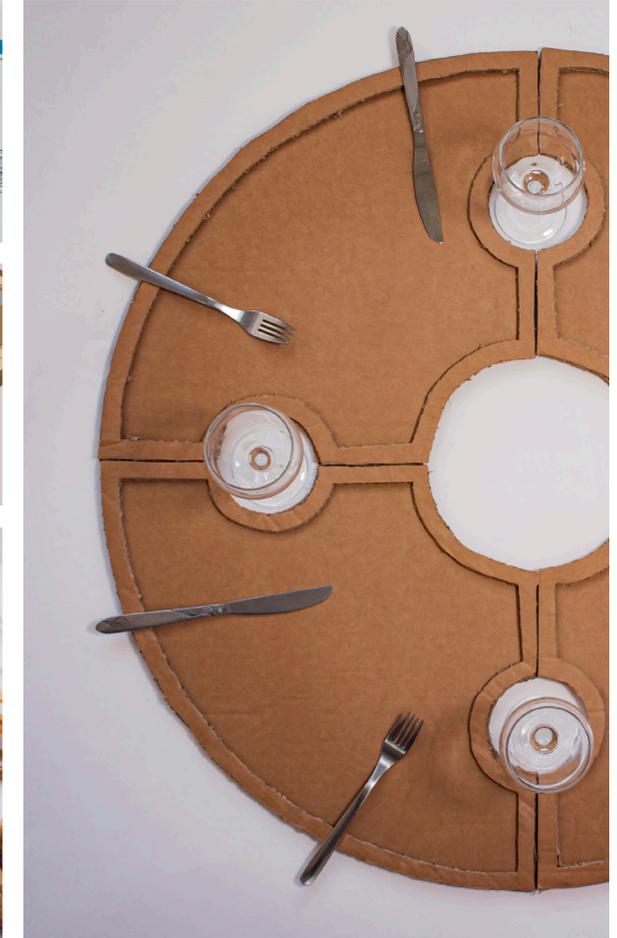
'Spotify Hue' is an innovative new feature designed to encourage users to socialise by sharing their music identity with others - online and offline. It uses a colour-coded list of music genres to display a unique colour gradient on your profile, showing other users a visual summary of your music taste. See who you match up with and discover your online music tribe, or purchase customised merch.



AYIKA

Across the African continent, eating is a communal activity. Family and friends gather around a large plate of food and eat from it together. As a Nigerian living in the UK, we seem to have left this custom behind to eat individually from separate plates.

AYIKA is a modern redesign of the traditional share platter, with the aim to restore the habit of eating together in Nigerian households.



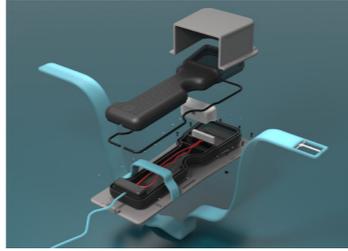


JOE OWEN

I am a designer passionate about functional, utilitarian products which evoke a positive outcome. Both of my final year projects have been designed with the consumer at the forefront of the design process.

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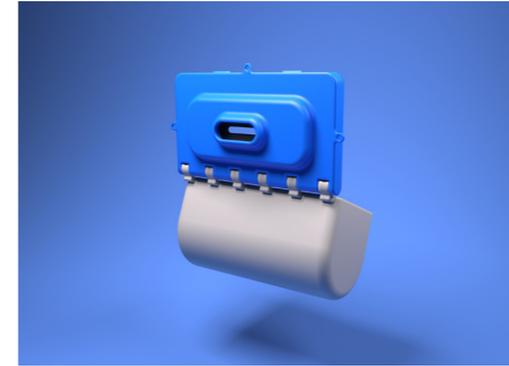


HYDRO

The hydro is a diving safety device that is used in emergency situations. Once the device is pulled from the divers leg, the cree xm-l's will activate giving off an intense bright blue light. The divers underwater co-ordinates will be sent to the dive boat via a gps gateway. Once the diver has been found the device can be turned off with another pull.

EMBARK

The Embark, is a utilitarian dog walking bag that reduces the stigma surrounding the dog poo bag to ensure users take their used poo bags home with them instead of them being thrown into the outside environment. The Embark also provides a means of carrying dog walking essentials to allow the dog walking process to become even more manageable.



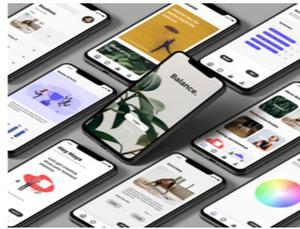


STEPHEN OYADIRAN

Driven by my passion for research and storytelling, I strive to create meaningful and innovative experiences that empower people through design. My personal narratives inspire my passion to design for inclusivity and empathy above all else. with a motivation for always questioning the why's the how's and what if's.

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BALANCE

Balance is a product/experience which encourages routine through efficient and regular break taking whilst working from home. The device uses subtle repeated light to gently indicate when it's time to take a break. Inspired by zen meditation its shape and aesthetic is tailored to provide a soothing and tactile experience for the user .



PATCH

The design of first aid kits have remained the same for almost 80 years current preconceptions of first aid paired with lack of confidence in first aid ability and knowledge deter people from owning kits. Patch looks to shake up the first aid experience bringing clarity, organisation, confidence and a refreshing homely appeal to current outdated first aid experience.





SWATHI DEEPAK PAI

I am an industrial designer and product designer passionate about user experience design. I have been working freelance over the past year, working on building websites from its initial design to final development for clients in the Middle East, UK and India. I strive to create positive experiences through the products I design on a digital and physical platform.

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SOLVIT

With over 320,000 mental and physical health apps in the market, millennial burnout is still on the rise. In addition, with the ongoing pandemic and people working from home, millennials are struggling to find a work-life balance. Solvit takes inspiration from a bubble wrap that can relieve stress in 60 secs. The product mimics the feel of popping bubbles while playing quick, fun games.

User Scenario

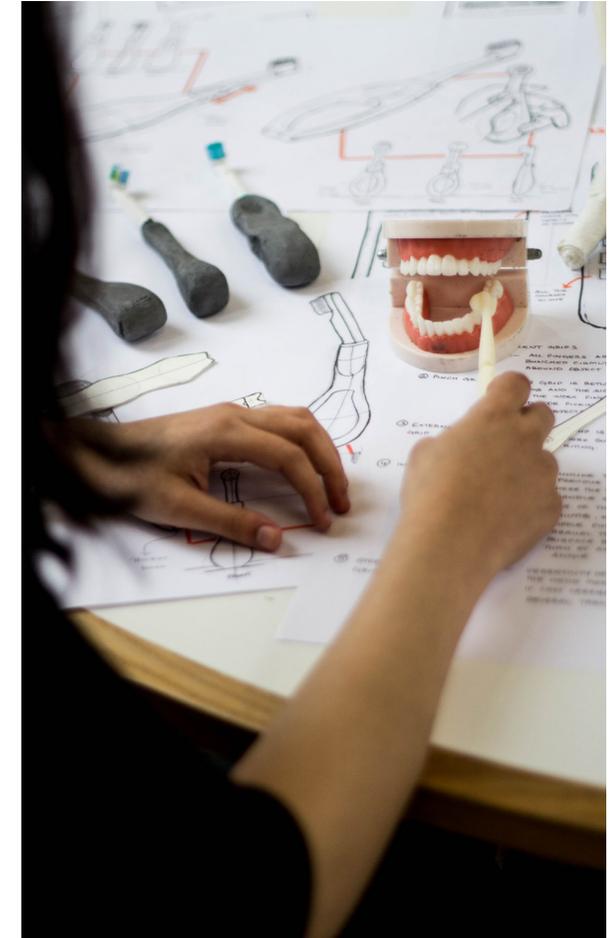


01 The device will be kept on the table where the user is working
 02 User begins to fidget with the silicone valves behaving like a bubble wrap
 03 User gets a message on phone and on the laptop, to take a break
 04 User chooses games on the app and the product lights up to play that game.



CLOU

Over 1.5 Million of the entire older population in the UK need assistive care. In a hospital ward of 348 patients, over 115 patients need assistance with brushing their teeth. Nurses struggle to provide quality of mouth care due to a lack of tools and time. Clou is the first-ever range of sustainable, cost-effective products for assisted mouth care to patients in NHS wards and care homes.





MAX PALMBERG

I am an individual with a strong passion for creating, a keen maker of all things physical and digital taking every opportunity to immerse myself expanding my scope and skill set. My non-traditional thinking methods and experimentation combined with deep passion to evoke change through design make me an integral part of any team.

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RITA

The Rita lamp is designed to help the remote worker build a sense of structure and routine into their day. To turn Rita on and start the day the user must complete a three-step assembly. The aim is to create a new morning ritual to act as a foundation and helping users gain a sense of control over their working day.



MUTU

Mutu is a tent inspired portable/packable fire "ring" which aims to help backpackers enjoy campfires as safely as possible reducing risk of wildfire. The fireproof device is unpacked, assembled and staked down, the fire is then built inside allowing protection from wind and catching any flying embers. When the user is finished the door flap is fixed in its closed position killing the fire.





DHANISHA PARMAR

I am a Leicester-born designer inspired by minimal and contemporary design. I am a big believer in sustainability and therefore my products and brands will be based around sustainability, contributing to helping the environment. My aspiration is to become a design consultant where I am able to work by myself, alongside a team which is what I enjoy.

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ADJUSTABLE DESK

An adjustable standing/sitting desk targeted to help those working from home improve their sedentary lifestyle. The desk has been designed with a two-tiered feature made from ash to allow more space for the user to work. The legs of the desk are made from galvanised steel in which an electronic wire runs through to allow the user to adjust the height via a button on the desk.

S(C)ENT

s(C)ent is a gift product designed for the Gen Y market, and contains wax melts alongside a wax burner. The gift is made unique through the whole experience of opening it and making the user feel happy and excited. Alongside this, the wax melts are used to help with wellbeing through its scents to help those feeling lonely, especially during the pandemic.



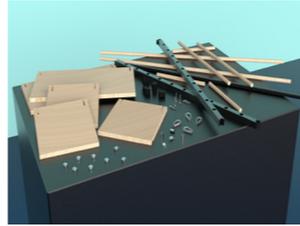
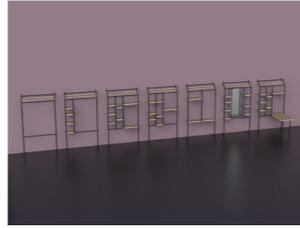


ADAM PARROTT

My design work is often focused around improving a specific users daily life. I believe that by doing so, I can leave a positive mark on the world. I love prototyping, sketching and ideating thoughtful products and truly believe all my designs would be suitable and successful in the modern design industry.

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CASFA

Creating Amazing Spaces For All, CASFA responds to the lack of modular or personalisable storage options available to those living in small and rented accommodation. The freestanding frame leans against any wall, protruding roughly only 30cm, while the modular beams and shelves can be arranged to suit any lifestyle, whether it be a workspace, closet, mirror/vanity unit, display or storage space.



ENVOI

A non-digital alternative to modern mobile communication, ENVOI focuses on traditional messaging values by allowing the user to instantly send handwritten messages to other users - much like a modern fax machine. This product was designed to combat screen addiction, while also aiming to connect the elderly to younger generations with a nostalgic, satisfying and simple user experience.



KIAN PATEL

I am a multi-disciplinary designer whose focus directs to critically analysing the consumers journeys and creating solutions which fulfil a purpose for the future as well as present. Consequently, as a designer I believe it is important to tackle the well-being of the user, through product design, by creating solutions which have a positive impact on the user's lifestyle.

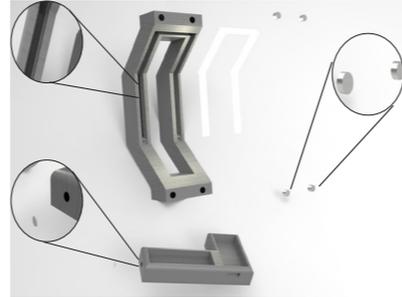
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ENHANCE

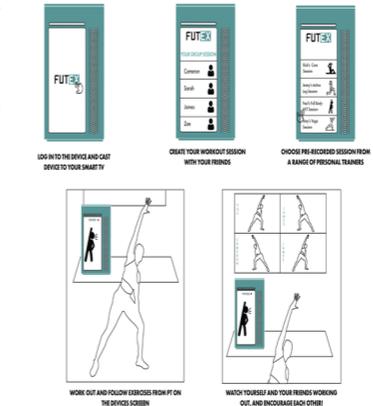
Enhance is a portable, multi-functioning light which students use in their accommodation bedrooms to control the lighting. This product is aimed to enhance the user's mood through the adjustable lighting methods offered. The wall light uses LED lighting, which can be controlled through your phone, and acts as an ambient room light. The desk light is operated by a dimmer to control the lighting when working.

CONTROL YOUR WORKING ENVIRONMENT



ENHANCE

CONTROL YOUR WORKING ENVIRONMENT



FUTEX HOME TRAINER

Futex home trainer is an interactive fitness product which allows users to work out at home or with friends. The device allows the user to connect and cast onto a TV and project you and your friends through the camera on the screen. Allowing you to motivate your friends whilst working out, but from the comfort of your home.

FUTEX

SMART HOME TRAINER





MATT POTTER

I am a self-motivated, passionate designer with a breadth of involvement within the design industry, including a number of work experiences with Red Bull Racing and Aston Martin Lagonda in Milton Keynes, alongside a placement year at Print & Display Ltd in Nottingham. These experiences have developed my enthusiasm for detailed, innovative design.

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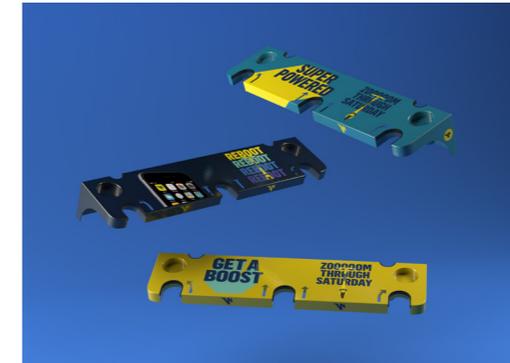
GLOW

Glow is repairable, flat-pack lamp produced from sustainable corrugated cardboard, which provides young professionals working from home with a unique lighting experience.

Glow is unique due its simple structure that allows consumers to simply repair, replace or personalise their lamp using their own creative techniques.

E-PARK

e-Park is a physical storage solution for the Wind Mobility electric scooters in Nottingham and Derby. It was designed in conjunction with Nottingham City Council, to solve thier issues with on-street Wind scooter storage and provide a practical, cost-effective storage solution to change user storage behaviour.





DANIEL POUNCEY

I've always been fascinated by the way that design shapes all we do in life. Even the smallest decision can lead to the greatest impact, like better accessibility, or reducing our environmental impact. As a designer, I enjoy looking for ways that we can create benefit for users and the planet alike, through critical thinking and exploring simple, but clever design solutions.

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Kinn is a joyful family of lamps looking to add light and fun to any space. Consisting of two adjustable LED lamp heads and a removable torch, this product aims to encourage users to interact and care for their items, in direct contrast to current throwaway culture. The anthropomorphic design gives the lamp a great sense of personality, making it a friendly accompaniment to the home.



KASSI

This modular shelving system looks to provide storage and display space that is as changeable as life is. Inspired by brutalist architecture, Kassi can be configured in a variety of different ways, either hung up on the wall or as a floor standing unit. The design aims to adhere to a circular system, where units or parts can easily be changed out if damaged, or as desired by the consumer.





DAN POWELL

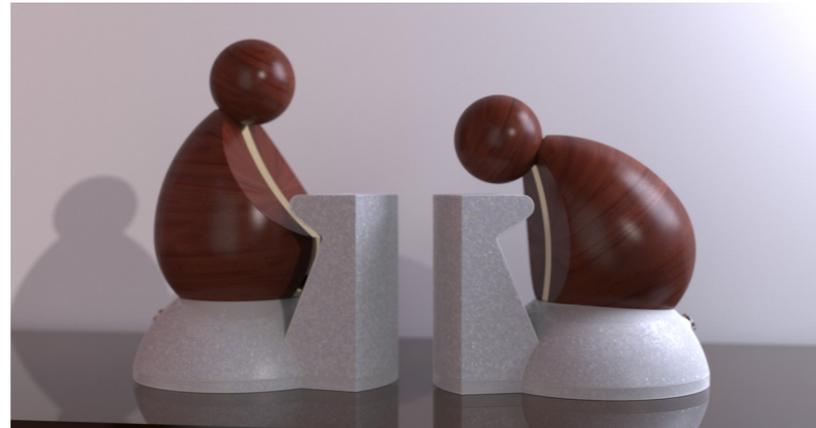
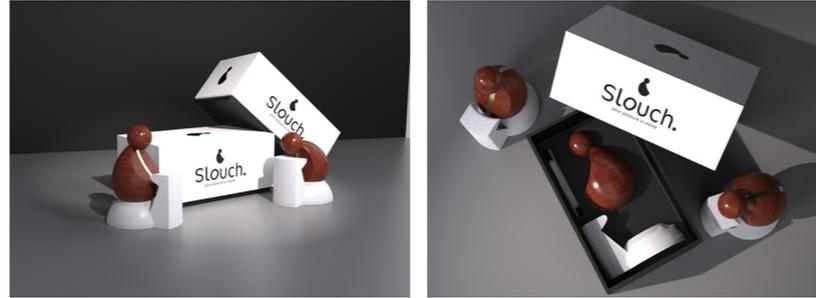
An aspiring designer possessing a passion to enhance the consumer product experience through re-imagining and understanding product functions to encourage meaningful connections with design. I thrive to find the balance of innovation, function and form through a meticulous approach that encourages self-improvement and challenges user interpretation.

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SLOUCH

Slouch is a product that has your posture in mind. A desk sculpture designed to increase the conscious effort of good posture whilst raising the awareness of how you're sitting whilst working at home or in the office. Plug into a USB power source and the human like figure will gradually "slouch" over a 30 minute period signifying to the user to check and re-adjust their current sitting position.



SCATTER

Scatter is a light designed with the purpose to disperse. Scatter operates as a table light and wireless charging station to multiple portable lights. An efficient cradling method of holding the individual lights in place whilst being wirelessly charged, makes sure the lights are ready to be easily picked and re-positioned for use away from the original position.



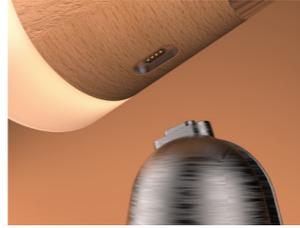


CARA ROBINSON

I am an enthusiastic designer with a passion for designing for the user's needs. Ever since high school I have wanted to follow a career in product design as I love the creativity and freedom that comes with the designing process. All areas of design interest me, from furniture to packaging, they all inspire different approaches and new ways of thinking.

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AURA

Aura is a green light lamp which serves to relieve the pains and frustrations felt from migraines. The scientifically proven frequency of the light provides the user with soothing surroundings. The charging port stays in the user's room of choice and the top can be transported with them anywhere in the house throughout the day. The controls allow the user to adjust the lamp to their exact needs.



NÄRA

Nära is a desk perfect for those working from home. With ample storage space and a built-in lid, the user can literally switch off from a long day of work. The shelves and drawers are the perfect space for notepads, chargers, laptops etc, everything they could need during their working day can neatly pack away, stopping any temptation to check on any last emails.





CHARLOTTE RYAN

I am a creative, diligent, and multi-skilled designer that is determined to succeed in whatever I do. My work focuses on usability, desirability and understanding factors of modern society.

My ambition is to integrate my diverse interests in product and graphic design in order to create successful and positive designs.

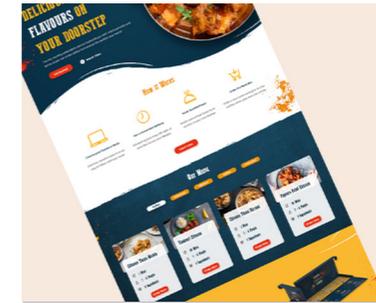
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FLUENT

FLUENT is a jewellery organiser crafted from white architectural cement, which makes it a versatile and attractive addition to any space in the home. The product provides space for a variety of jewellery. The purpose of the product is to create a relationship between wearing elegant items of jewellery and caring for them when they are not in use. Establishing a link between the user and their items.



TASTEFUL

TASTEFUL is a subscription service that offers individual herbs and spices. It has been developed not only to prepare delicious meals from all over the world, but also to educate people on spices and quantities. The service, which is obtained through a website, generates shopping lists based on selected meals and gives recommendations on where to acquire foods in the surrounding area.





OLIVER SAUNDERS

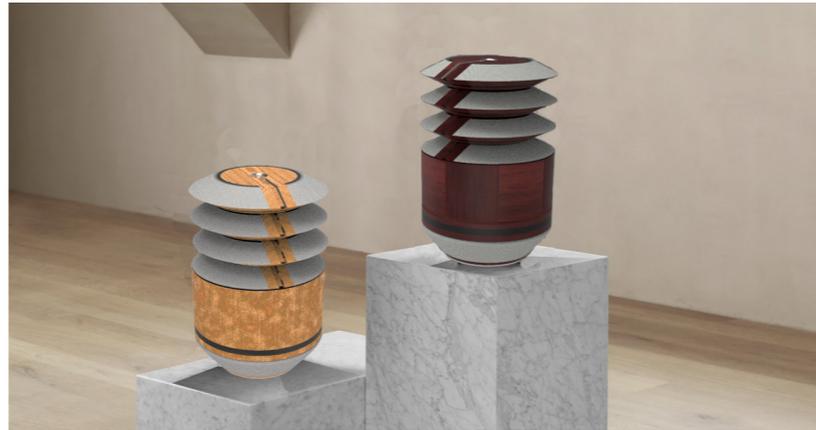
I am a multidisciplinary designer that enjoys working closely with a specific user group to better understand their needs on an emotional and physical level. As a designer, my goal is to create products that help make life easier and more efficient whilst keeping in mind the sustainability of the designs I come up with.

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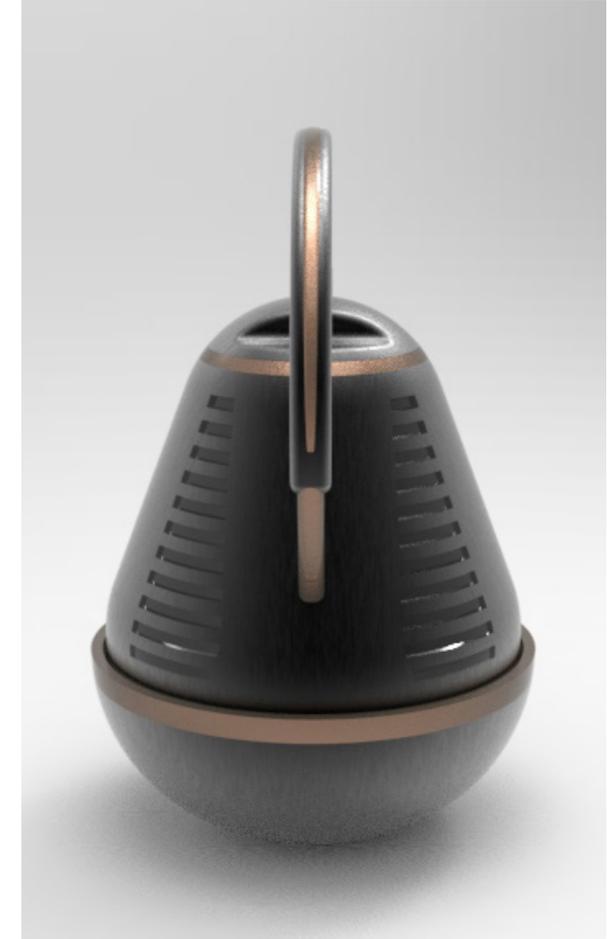
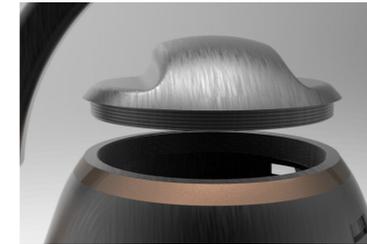
DIVIDE

Divide is a product designed for millennials that are working from home with a distracting home environment. Its goal is to create a positive work/life balance to give the user a healthier lifestyle. These discs notify the family when they cannot disturb the user. Four discs provide coverage of all the key social areas in the home, including the kitchen, living room and study.



EASE

Ease is a tilting kettle designed for the older generations aged 65+ that may have reduced strength and grip. This modern yet retro style kettle, aims to make the kitchen environment safer for this chosen user. It does this by removing the need to carry around boiling water which could potentially put them at risk.





EMILY SMITH

I've always had a passion for designing and fixing things. Since a very young age I've been fascinated by how things are made. Particularly enjoying furniture and larger products. This is reflected in both of my final year products. In the future I would love to start working in interior design and furniture design. I'm a hard worker and go the extra mile when it comes to design work.

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THE COMPLETE SEAT.

The Complete Seat is a multipurpose seat which combines both relaxation and the ability to perform a full body workout. Complete with ample storage and a bespoke weight; it is a great way to work out from the comfort of home. Originally designed during the Coronavirus pandemic when visiting the gym wasn't possible. This product is ideal for a busy home where space saving is key, but a workout is appreciated.

THE SNUG

The Snug is a chair designed to comfort the user. In a world where anxiety affects us all, it's important to 'take time to relax'. By combining and cushioning, and with a fixed recline and moveable hood the user can decide how private they would like The Snug to be. All with the aim of providing a safe space to relax and rest in a chaotic society.





TISH SMITH

As a designer I have a human-centred approach to creativity. I design to enhance everyday lives through smart solutions. I have been fortunate enough to complete an industry placement year at Wozair Ltd. Throughout the year I was able to develop my Solidworks and professional communication skills. I am now looking forward to my future in the world of design.

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BIO

One third of all food produced globally goes to waste. Bio is a smart food waste solution for the future that allows you to reduce your feelings of 'green guilt' and encourages sustainable living. Bio works by breaking down your household organic food waste through the process of dehydration and pulverization, leaving the user with a powdered output that can be used to fertilize plants.



THE BIG BRAVE GUIDE

The Big Brave Guide is a Paediatric Medical Distraction Aid for Intravenous Cannulation. It aims to distract children from feared needle procedures, creating a smoother experience for all involved. Through honest and encouraging interaction, the Big Brave Guide aims to tackle the 30 per cent first-time failure rate, saving the National Health Service time and money.





VICTORIA SMITH

As a contemporary designer, I am passionate about Furniture, Lighting and Interior Design, of which I have focused on in my final year projects. I am an enthusiastic young designer, who would relish the opportunity to dip into new design briefs to help develop new products or systems to benefit other people's lives.

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HOLO

The Holo pendant has been designed for the hospitality industry. The name 'Holo' comes from Holophane. The Greek root meaning "Balanced light distribution." The term is used to describe a clear moulded or crystal shades with parallel ribbed or cross-cut prism textures. The controlled light distribution creates a relaxed environment for hotel guests.



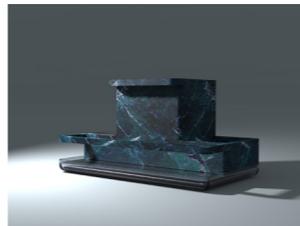
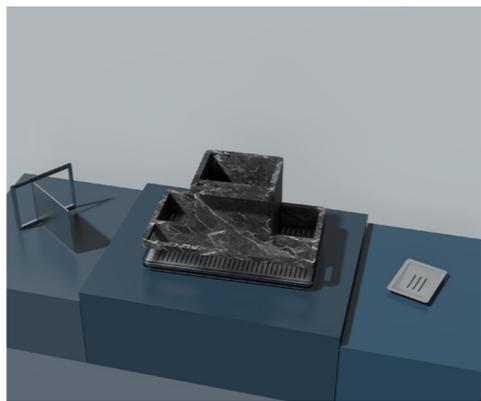
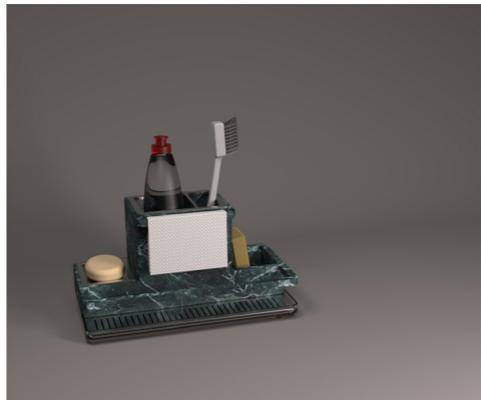


LUKE SULLIVAN

I am a designer with an eye for detail and a passion for problem solving, offering desirable improvements on products used in day-to-day life. I find encouragement through material experimentation and colours which compliment sleek, functional designs, contributing to an enjoyable user experience.

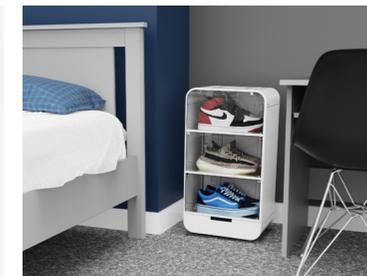
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SINK CADDY

Formed predominantly from recycled HDPE, the unique integration of colours and materials, allows this striking, eco-friendly sink caddy to stand out in any contemporary kitchen environment and a market of cheap looking, less attractive alternatives. It can comfortably hold a range of cleaning essentials and has interchangeable and removable trays and inserts, to suit the users requirements.



TRAINER CONTAINER

The trainer industry and culture, is continuously thriving, with consumers investing more than ever on their footwear. There is a requirement for more exciting and durable products to display them. This modular storage solution is available in a range of colours, features a drawer for trainer related essentials, a handle for transportability and can be stacked, to accomodate consumers' ever growing collections.





OWEN SUTTON

Striving to improve products that I have personally found faults with. I use personal events as a driving force for anything I design, in order to hopefully improve a product for someone in a similar situation.

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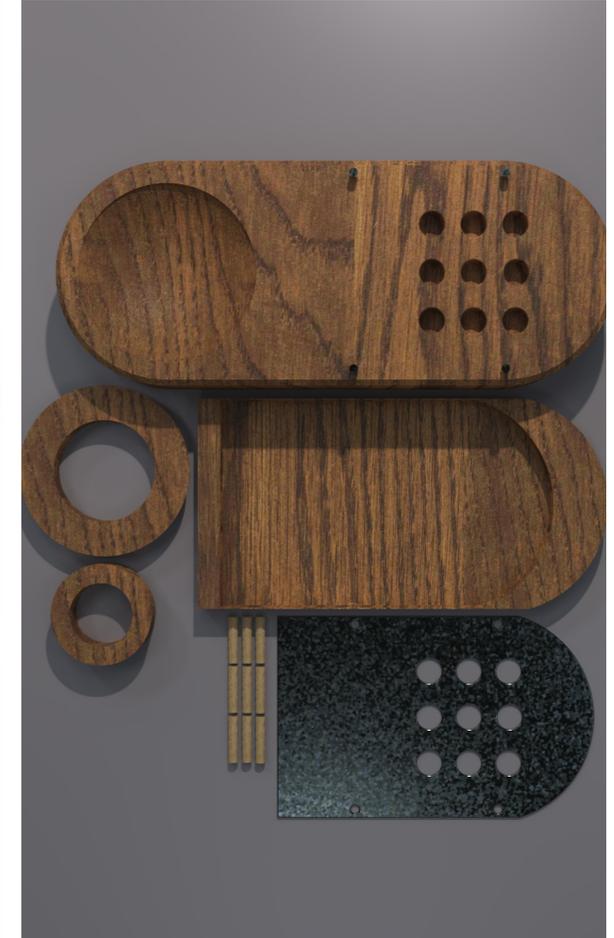
LAST DEFENCE

While experiencing a seizure, this is a discreet way to protect oneself. In their lifetime, one out of every 100 people will have a seizure, with one out of every 26 individuals developing epilepsy. This cap provides an extra layer of protection while staying discreet, so the wearer does not feel isolated or like a walking patient.



THE 9 HOLE PEG TEST

As I discovered, all 9 hole peg tests seem to be the same difficulty and are quite costly. As a result, I built a version that can become increasingly challenging as the user's dexterity improves. By reducing the size of the hole into which the user picks up and places the pegs, this highly expensive physiotherapy tool becomes more valuable since it may be used for a longer period of time.





TIRNA SWEENEY

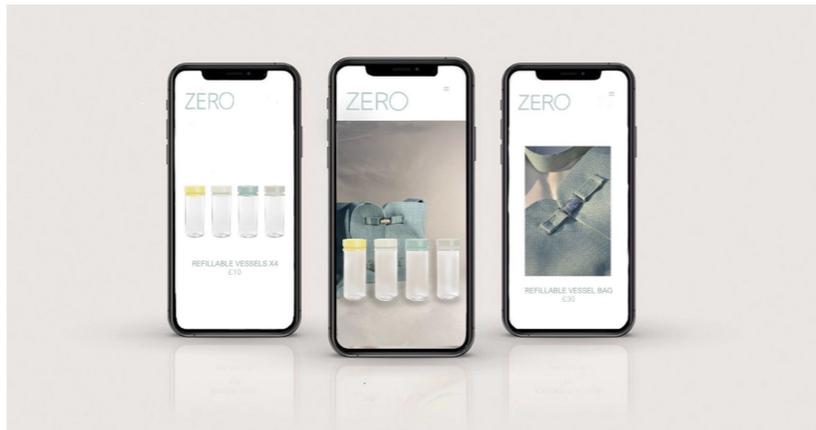
I am a research driven designer who takes inspiration from my natural surroundings. I have always been inspired by the simplicity of nature and like to use this alongside my social curiosity, to create purposeful and functional outcomes. I pride myself as an affable, empathetic character and can't wait to immerse myself into the design industry as a graduate.

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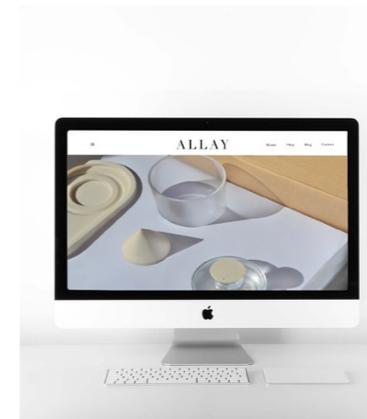
ZERO

The Zero Brand focuses on reducing the carbon footprint that our planet is currently over producing and needs reducing. This project focused on a new trend known as 'Zero Waste Shopping'; designing a product that people felt confident using whilst trying to adapt a new lifestyle habit. Zero applies a simple and contemporary approach to shopping that contributes to a more sustainable way of living.



ALLAY

Allay aims to help reduce, alleviate and relieve the overriding side effect that come with chemotherapy treatment. Unlike any other oil burners out there, Allay focuses on improving the overall wellbeing and rehabilitation of the cancer patients treatment through essential oils; scientifically proven to help alleviate the core symptoms and make the bad days more manageable.





ABHINAV TAKKAR

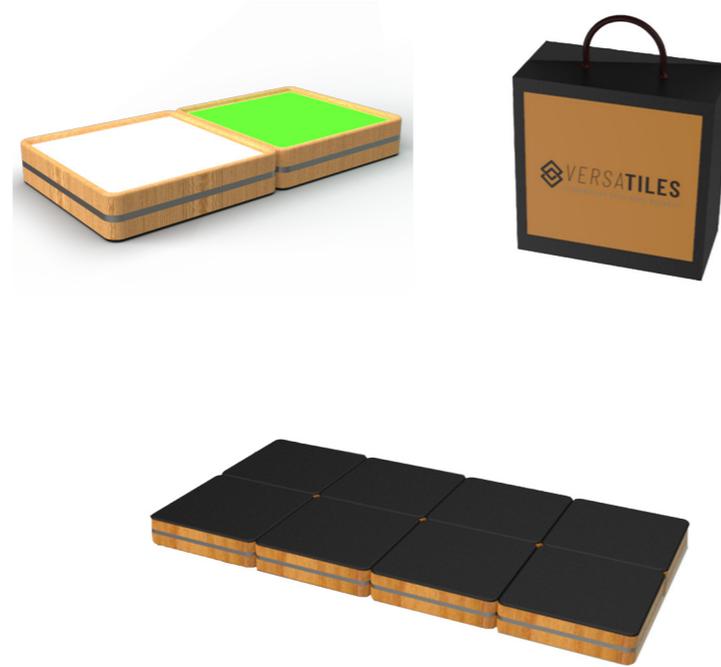
During my studies, I have gained an understanding of the principles of product design and innovation. Taking opportunities to work on different briefs has helped me develop skills of observing, understanding and critically analysing a problem and producing user-centric solutions. I am highly influenced by nature driven contemporary solutions and combining different materials in my work.

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VERSA TILES

Versa Tiles aims to improve the home workouts experience. These are magnetic tiles which come in different sets of 2, 4 and 8. A variety of exercises can be performed with each set. The user can make different formations with every set to perform different exercises. The tiles are designed to emit different coloured lights to instruct the user where to tap, step, or jump.



WANDER

WANDER is a device designed for dementia patients that can be attached near any door to support them in navigating the home. The wearable device connects to an app which guides them where to go and how to get there. This home system device focuses on providing more independence for the user.





SHAURYA TANEJA

I am a designer with a penchant for jewellery, lifestyle accessories and footwear. I love collaborating with people from different fields in the creative, engineering and business sectors to produce unique ideas and concepts. My passion and resilience help me in iterating and developing ideas while following a robust process. Through practical projects I have developed practical industrial, technical and hand skills.

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MOOD ENHANCER

This product is the outcome of designing and developing a unique and interactive luxury wearable to tackle the stressors of working from home. The aim is to encourage a positive work/life balance. The outcome was a smart ring and ecosystem that helps in identifying, realizing and tackling the stressors of working from home by inducing tranquillity and remote social interactions and connections.



ELEMENTAL

Elemental is brand that focuses on creating contemporary jewellery for the youth of India. The collections are an outcome of the designing and development of a unique concept of customizable jewellery for the trend conscious Indian man. The outcome of this project is a customizable and sophisticated core collection of jewellery that incorporates the use of mixed materials.





ADEOLUWA THOMPSON

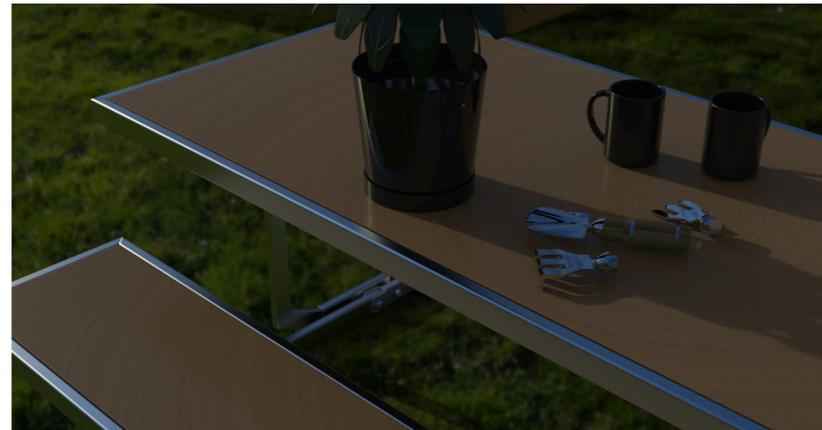
As a designer, all of my projects have focused heavily on the function, ease of usability and aesthetic of my products. As an experience-based designer, my ideas come from the problems encountered by myself and all the people around me. I am passionate about using CAD software to showcase and communicate my ideas through stunning visuals and detailed 3D models.

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GREEN THUMB

The Green Thumb Garden tools and companion app act as starter kit for introducing beginner gardeners to immerse themselves in the hobby of gardening. The kit comes with one trowel, hand fork, shovel, universal handle. One tool, three attachments which can be swapped in and out seamlessly. Used in combination with the app that gives step by step guides on how to grow, cultivate and produce as well as tips and seasonal offers.



HUB GAMING DESK

The HUB gaming desk is a product that blurs the line between a standard work desk and high end gaming setup with considerations for both. The desk features LED lit drawers and shelves to retain that gaming aesthetic. The drawers and side mount use push latches and runners for ease of use. Hidden cable slots and ventilation slots keep gaming systems cool and cable management organised and clean.





JENNIFER TOOKE

I am a creative multi-disciplined designer with a passion to make the world a better place through innovative solutions. I have an interest in consumer research to create a seamless user experience as well as branding my products. Throughout my journey at NTU I have enjoyed creating pet products, and working with more than one user has been challenging, but rewarding.

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AURORA

Aurora Running Indicators allow runners to feel safe in the dark. They are visual communication devices by using lights to make others aware of where they are going. Like car indicators they provide vital information of directions to reduce the risk of injuries. The device works through an app which allows the user to select their colour and if they want to connect with others for group sessions.

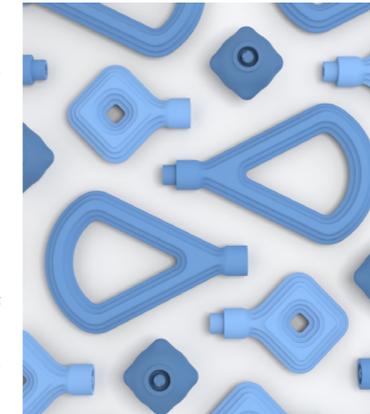


aurora



DOODAH

Doodah is a sustainable and interchangeable dog toy with a unique consumer interactive system. Each set comes with two tugs, two chews and a fetch attachment for the ultimate experience between dog and owner. It was reported that the average sized dog has twice the carbon footprint of an SUV, the circular system of returning and recycling helps combat this, whilst still having a functional dog toy.





SAM TRAVIS

Functional, intuitive design aimed to simplify and improve experiences, challenge the standard and create delight in everyday routines.

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ROADIE

Roadie is a universal system of hard instrument, hardware, and equipment cases aimed to make the experience of touring and gigging easier, faster, safer, more secure and more accessible for smaller bands. Roadie cases are personalised to the tastes of the owner, premium yet still heavy duty and carefully designed to make loading in and out as easy and as comfortable as possible for small bands who don't have support on tour.



CLEARKIT.

The long lasting refillable wash kit for the homeless. Handed out by charities and shelters, it encourages a thorough, consistent daily wash routine that helps the homeless stay healthy, look fresh and feel confident. Clipped to the outside of clothing or tucked into a baggage pocket, Clearkit is hard wearing, long lasting and designed for daily use.





HOI TUNG TSOI

Design has always been my passion since I was young, starting off from having an interest towards architecture as I grew up led into appreciating every little thing around our daily lives. It guides me to be involved in creating products that are interesting and desirable. I enjoy every part of the design process and I am mostly interested in the process of bringing ideas in to reality.

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CHOP. S

Chopping Board Smart Assistant is designed aiming to allow users to browse for recipes and follow instructions easily with the use of a projected interactive display. The product included three chopping boards each for different usage. With the use of shades from dark to light to differentiate boards for meat, vegetable and fruits.



CLOSEBOX

CloseBox is a luggage range that includes a large, medium and cabin suitcase, in addition with a bag that could be carried by hand or as a backpack. The suitcase is designed to be able to fold away with the aim of reducing the use of space when the products are not in use. The bag is designed to provide security for personal belongings on a plane, also allowing packing items to be more organised.





CHRIS UDELL

The challenges that I have faced at University have been tough but extremely rewarding and they have opened my eyes to what I kind of designer I wish to be in the future. This work is from both my final year work and from my business start-up during my placement year, supported by The Hive, Nottingham Trent University's centre for enterprise and entrepreneurship.

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KAI CHI

Kai Chi is Mandarin for "Start Eating". Kai Chi is an exciting, easy and inclusive turntable that accommodates countless different types of cuisines, a luxury for our ever evolving and unifying culture. Stripped down to its core, Kai Chi aims to promote communal dining and relationship building with everyone from your children as they grow up to your neighbours and local community.



LONDON LAINE DESIGN

London Laine Design was founded on my placement year with help from the Hive. The business aims to produce striking, solid silver jewellery. London Laine Design strives for sustainability whilst maintaining accessibility for young men who are tired of the toxic masculinity surrounding men's rings.



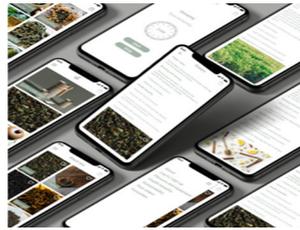


AMELIA WALBURN

A versatile designer with a passion for enhancing user experience. Putting myself in the shoes of the consumer helps me understand their journey, highlighting areas for improvement or opportunity. When my designs come to life and I see my work develop into tangible products I feel a sense of fulfilment and excitement. My aim is to produce products of real need or that help to solve a problem.

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TEA TIPS

2 billion cups of tea are drunk every day which contributes to the contamination of landfill with plastics. Tea Tips is a product and app which allows consumers to learn about health and sustainability benefits and purchase loose leaf tea to help tackle this problem. The LuYu Collection can be purchased alongside to ease the tea-making process; filtering out leaves so they can be reused.



PEBBLE

Pebble aims to enhance the wellbeing of healthcare workers, advising the user to take frequent breaks to relax, refresh and recharge. Long hours and stressful environments mean healthcare staff are at risk of burning out due to anxiety, depression, insomnia and stress. Pebble's break reminders, hydration prompts, and wellbeing insights improve health and safety for both staff and patients.





CAMERON WATSON

I am a speculative designer who enjoys finding new and exciting product opportunities and creating unique solutions. In my work I strive to balance both the latest innovation and a definitive striking aesthetic. I hope my products will excite people about the future.

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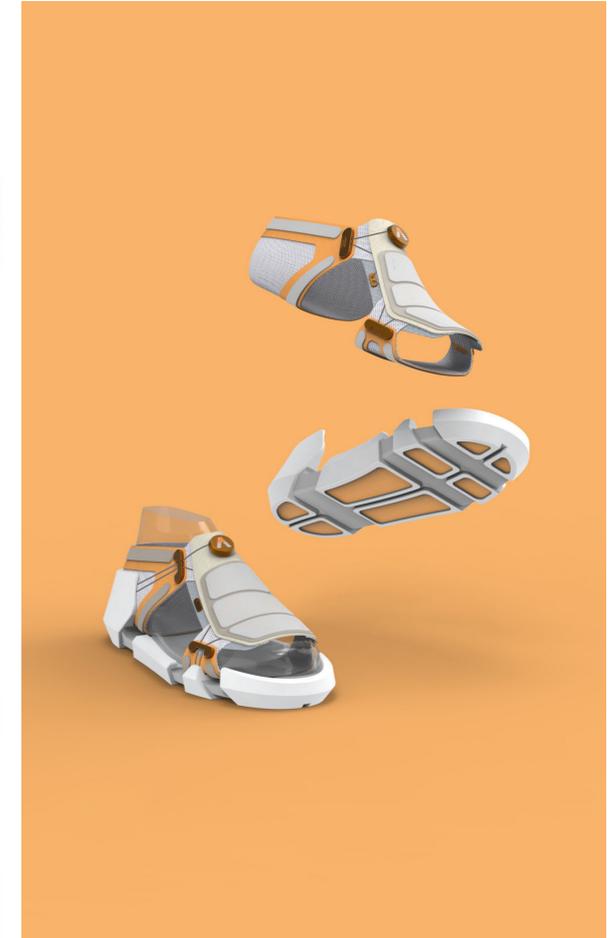
OFF-WORLD HEADSET

This is a gaming headset, that employs the use of light to create a more immersive gaming experience. The light panels diffuse light into the user's peripheral vision which can either mimic the colours on screen or alert the user to in game stats or potential danger. Furthermore, the light panels can be removed allowing the user to use them as traditional headphones.



ASCENT

These Extra Terrestrial Footwear were designed in response to the increased commercialisation of space travel and human exploration on Mars becoming more likely within the next decade, with space X aiming to take the first crewed mission to mars in 2026. They feature a removable sole increasing flexibility and breathability.





MICHAEL WENBAN

Immersed in a multitude of design disciplines, I am passionate about finding real world solutions in areas which often receive little scrutiny from designers. Throughout my process I aim to look past common misconceptions found in available products and redesign with the user at the forefront of the process. This helps to develop alternative perspectives and solutions.

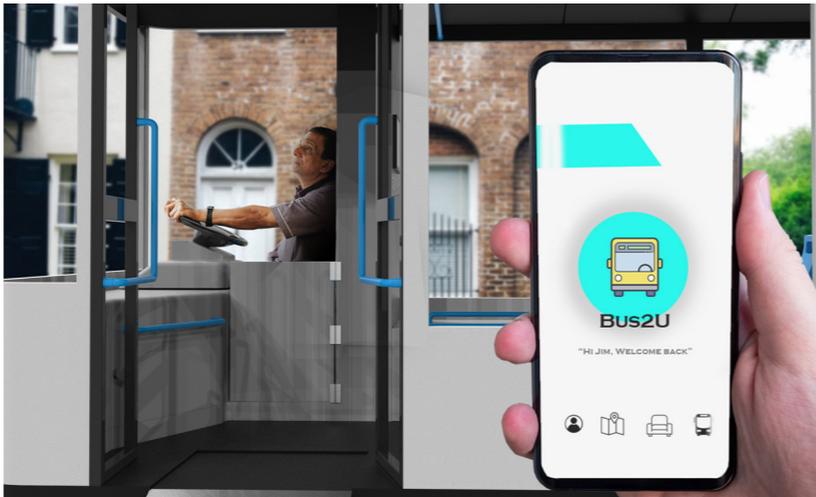
E: wenban.michael@gmail.com

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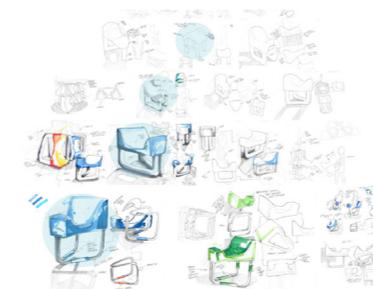
RE-BUS

Re-bus was developed as an indication to the potential public transport has when redesigned with passenger needs in mind. A combination of a learning app and an interior redesign of urban buses, tailors journeys to cater to the needs of modern passengers. The layout has been developed to optimise accessibility and space for people of all walks of life.



INFORM

InForm provides an alternative to the restrictive designs currently seen in school furniture. The saddle shaped foam seat reduces distractions by promoting comfort and posture variability in the classroom. The seat is lightweight, cleans well and is replaceable. The frames stack within one another, with the seats triangular form allowing for tessellation, easy storage and bulk delivery.



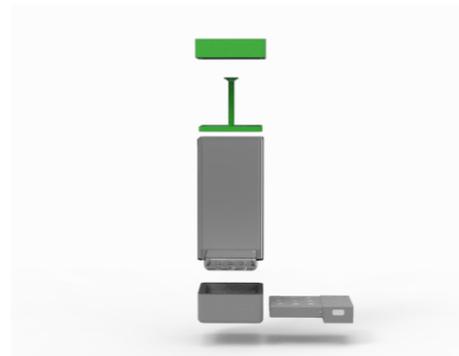


JOSH WESTWOOD

I am inspired by problems I encounter on a daily basis. From finding ways to improve my love of cooking to designing new ways I can be faster when kayaking. I have always had a love for boats and have expressed this through flatwater kayaking. This was also a starting point for my love of hand made elements in boating design and how even the smallest product can make a huge impact.

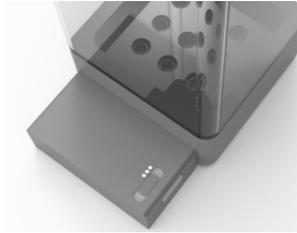
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FRESHBOX

FRESHBOX is the 'Counter top Crisper' that aims to extend student fridge space and further the lifespan of fresh produce. Aiming to tackle the increasing amount of Global food waste and the limited storage in student kitchens, FRESHBOX offers an extra cool space for fresh food such as spinach, broccoli and peppers to stay crisp as their optimum humidities, rather than food having to be thrown away too early.



GRIPPA FOOTWEAR

GRIPPA offers a minimal approach to kayaking footwear, keeping the kayaker both connected to the boat and supported when running. GRIPPA footwear promotes 'Natural Running' principles by providing just enough material to protect the foot. The front foot focused design aims to reduce the chance of heel striking, encouraging the user to run on their toes.





ALEX WILLIAMS

I am a hugely passionate and motivated designer, and I enjoy taking on challenging and out of the ordinary projects. I am focused on delivering innovative solutions to difficult design problems, and relish opportunities to learn new skills to produce relevant and applicable products, that aim to have a genuine impact on today's society.

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I: @ahw_designs



ACTiv PEP DEVICE

ACTiv is a Positive Expiratory Pressure device (Airway Clearance Technique) for Cystic Fibrosis patients that motivates and encourages greater participation in sports, and their associated physical and mental health benefits. The product provides a convenient and discrete carry case, allowing easy transportation and use whilst active and also educational and informational assets.



BLUE LITE

Blue Lite is a low alcohol lager available on draught, which aims to assist individuals on a night out who may be driving home. It allows drivers to track their intake throughout a night, helping them to make the right decisions and to get home safely at the end of a night. By using the App to set a drink allowance, the NFC system in the fount allows users to register drinks, and maintain control.





OLIVER WILLIAMS

I love the world of user centered design, creating a better world to live in, meeting the needs of the people and improving upon their lives and everyday experience. My focus is on world problems. With a passion for making sustainable living more of a convenience and a higher priority in peoples lives, using design to create the opportunity for more people to get involved in their day to day.

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I: [@oliver_will_design](https://www.instagram.com/oliver_will_design)



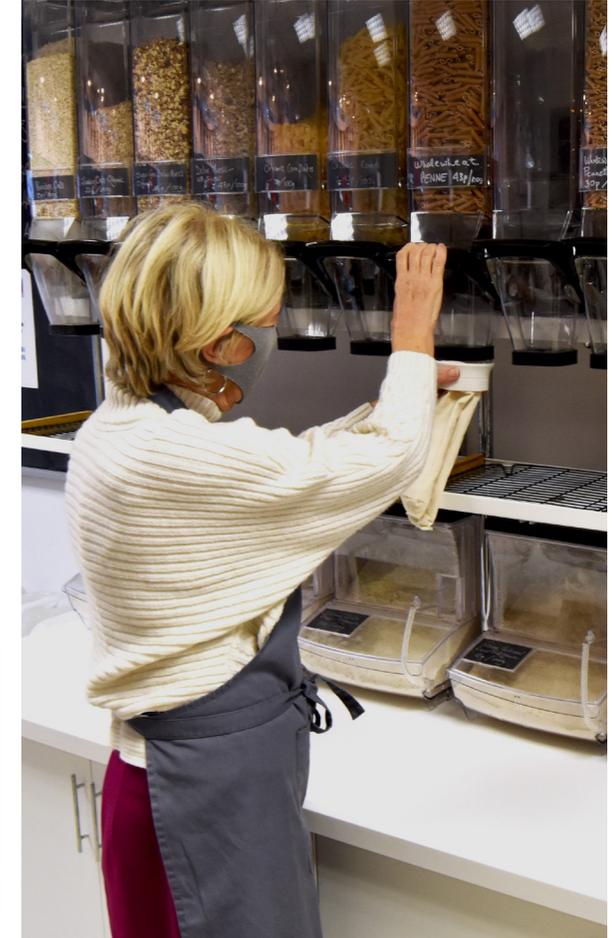
SOILLESS LIVING

SOILLESS is a simple urban way for people to grow food in a city. Designed to tackle food scarcity and feeding the growing population of 10 billion by 2050. Young people today lack the time, space and knowledge to grow basic foods such as salad and herbs. The soilless grow kit enables people to grow food from their apartments, with no garden needed just a sunny windowsill and curiosity to grow.



GET INTO REFILL

INTO is where convenience meets refill shopping. A food container which aims to improve the user experience when shopping at a refill food store. Enabling people to reduce their single-use plastic consumption by allowing them to shop for pasta, rice, oats and a range of goods in a refill food shop. The container is collapsible making it easy to transport and store when shopping or at home.



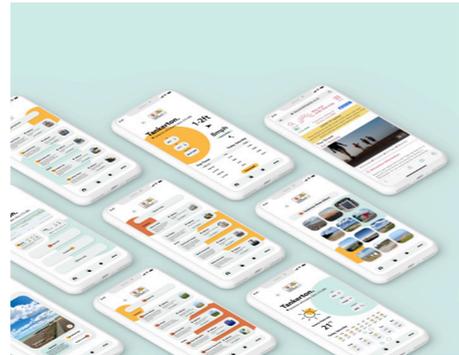


EMILY WOODHAMS

I consider myself as a highly motivated and conscientious designer, with a flare for graphic design and user experience. I have focused on solving real world problems, through using brand experience and visual identity. Whether this be in 3D or 2D form, it's highlighted my ability to apply a brand to different media's, including apps, products or even buildings, to create successful services.

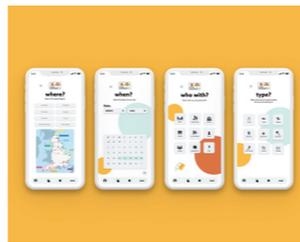
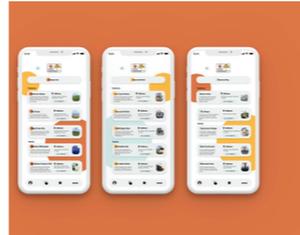
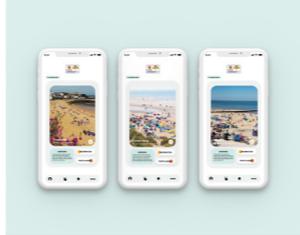
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I: @emwoodhamsdesigns



COASTAL COMPANION

Coastal Companion is an inclusive app designed for the public, specifically families, to aid planning and preparing for the perfect UK based coastal holiday. It is a platform that uses a filtration and swiping system using chosen holiday specifications, to match the most suitable destination for the user. It provides the public with amenities, weather and tidal information all on a singular platform.



THE CALM CLUB

The Calm Club is a service that is promoted as a university collaboration scheme which encourages subtle relaxation, through drinking herbal tea to form habitual evening routines for students. Alongside this, it promotes a sense of community and interaction between the brand, the universities, and their students, all with the aim of promoting better well-being through brand experience.



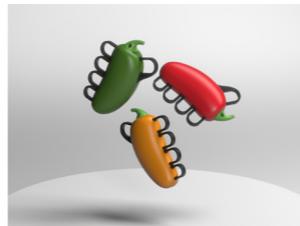


JOSHUA WRIGHT

My passion for design comes from solving real world problems, understanding the user and innovating within a brief. My process is focused on research, prototyping and design for manufacture. All of which has been an integral part of my development as a designer this year.

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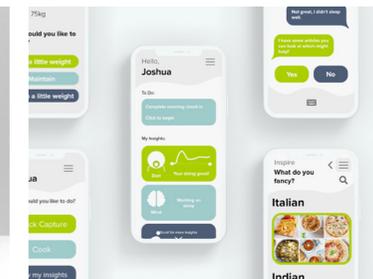
I: [@joshua_wright_designs](https://www.instagram.com/joshua_wright_designs)



CHILLI FINGERS

Chilli Fingers is a set of 3 resistance devices designed to help and encourage climbers to warm up their fingers before a climbing session.

They can be squeezed and stretched, working both your flexor and extensor muscles. Each chilli has 3 levels of intensity easy, medium and hard so a climber can gradually warm up. A guide is provided with warming up instructions.



ZEST

Zest is a smart diet intake monitoring device for the kitchen which uses AI technology to record your food consumption. The aim is to engage the user in how much and what they eat to help tackle the obesity crisis. The device sends data to an app which can also be paired with a smart watch, the app collates this data, truly understanding the users lifestyle creating a personalised plan.





MYLES YEANDEL

I am a furniture and product designer with a huge passion for working with my hands. My latest project has opened my eyes to the importance of sustainability in design, and the value of everyday waste materials. I have explored how these materials can be repurposed after their first life is over.

E: Myles.y@live.co.uk

I: [@M.D.Y_Designs_](https://www.instagram.com/M.D.Y_Designs_)

WORKING FROM HOME.

The Plywood desk is designed for generation rent, a cohort who move around and need access to furnishings for a low cost. Lockdown saw everyone working from home without all the essentials needed to create a productive workspace. The flat packed plywood desk is designed to be easily transported and assembled, offering a cheap yet desirable workstation.



SHINING LIGHT ON PLASTIC POLLUTANTS

It is estimated that an average of 35.8 million plastic bottles are used every day in the UK, yet only 19.8 million are recycled. As a society we need to understand the impact we are having on the environment with our current level of plastic consumption. This project has explored the endless possibilities of how we can reuse our waste materials and give them a second life.





THANK YOU

We would like to thank Dr Rebecca Gamble and Liam Martin for their contributions to make this year's Expo possible.

We would also like to extend our thanks to all of the staff, course leaders, module leaders, tutors, technical staff and administrative staff for their time and continued support throughout our time at NTU, and in particular this year.

ONLINE DEGREE SHOW COORDINATORS

Dr Rebecca Gamble

Liam Martin

ONLINE DEGREE SHOW CONSULTANTS

Photography and editing: Julian Hughes and Meghan Geraghty

Website: Matt Brunt

Videography: Mike Wilkerson

Marketing: Simon Pond



PRODUCT DESIGN STAFF TEAM



Les Arthur



Grant Baker



David Bramley



Emily Brook



Simon Cahill



Ian Campbell Cole



Dr Fernando Carvalho



Dr Hui-Ying Kerr



Chris Lamerton



Emma Lane



Richard Malcolm



Bella Malya



Liam Martin



Dr Phillipa Marsh



Dr Belen Cerezo



Mac Collins



Allan Cutts



James Dale



Fiona Davidson



Dr Harriet Edwards



Katie Furmston



Theresa McMorrow



Kathryn Pashley



Max Pownall



George Riding



Robert Scarlett



Dr Luke Siena



Dr Daniel Shin



Dr Rebecca Gamble



Chris Hanley



Suzannah Hayes



Alex Hellum



Martin Higginson



Tom Hurford



Paul Kennea



Nikki Sizer



Dr Joseph Stewart



William Warren



Dr Matthew Watkins



Karen Winfield



TECHNICAL TEAM



Insa Ba



Mark Beeston



Alan Chambers



Emily Quinn



Jordan Fewell



Chris Forbes



Steve Marriott



Carl Smith



Kerry Truman



Ben Hutton



James Cooper

Graham Knighton, Steve Chamberlin, Dave Nix, James Cooper, Lee Bollard, Sue Allcock, Matt Garlick,
William Zindoga, Dave Edwards, Charlie Dennis

THANK YOU TO EVERYONE WHO
HAS HELPED US ALONG THE WAY
IN OUR UNIVERSITY JOURNEY

STUDENT COMMITTEE 2021

BRANDING & BROCHURE TEAM

TEAM LEADER - Lucy Glover
TEAM LEADER - Jack Buttlng
Skye Bayliss
Millie Walburn
Stephen Oyadiran
Jennifer Grace
Megan Gillon
Pooja Bhagat

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Matthew Eisenhower
Ollie Osborne
Alex Williams
Joshua Wright
Alex Hampshire
Chris Udell
Jack Deighton

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TEAM LEADER - Alexandra Record
Alex Field
Ralph Shuttleworth
Swathi Pai
Tirna Sweeney
Imani Hafeez

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TEAM LEADER - Oliver Williams
Shruti Ahir
Kavya Jain
Sam Travis
Anastasia Klimova
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Meghan Geraghty
Bryony Wood
Abdul Sulaiman
Ethan Kendle
Iakovos Harvey
Fred Owen
Najib Islam





Anastasia Kilmova Lucy Glover Wiktoria Kijowska Oliver Morley Oliver Williams Alex Record Jennifer Dinsdale



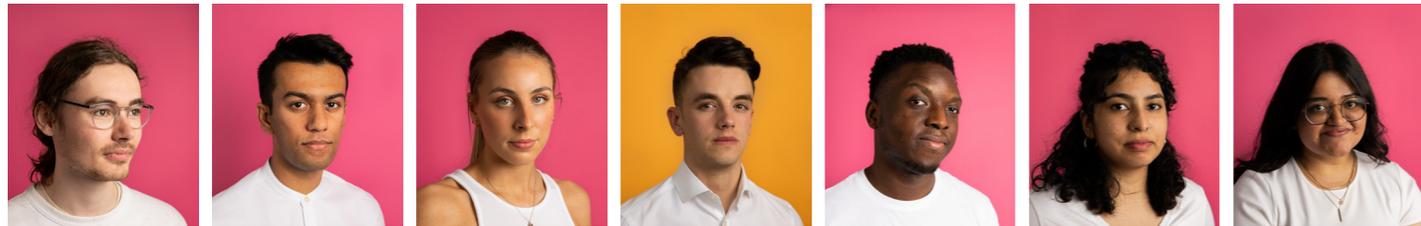
Alex Hampshire Ollie Osborn Dhanisha Parmar Oakley Burton Josh Capito Meghan Geraghty



Jack Butting Alex Williams Millie Walburn Matthew Eisenhower Skye Bayliss Chris Udell Joshua Wright



Tirna Sweeney Pooja Bhaghat Ralph Shuttleworth Abdul Sulaiman Bryony Wood Najib Islam



Sam Travis Sohan Devabhai Jennifer Grace Alex Field Stephen Oyadiran Shruti Ahir Kavya Jain



Imani Hafeez Jack Deighton Megan Gillion Ethan Kendle Iakovos Harvey Fred Owen



ONLINE DEGREE SHOW 2021

Thursday 1st July, Midday: [Public Launch](#)

Friday 2nd July, 16:00: [Design Process Film Premiere](#)

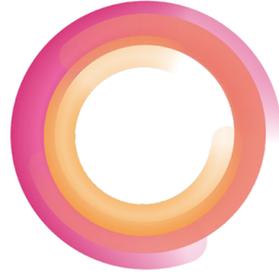
Monday 5th July, 12:00 – 13:00: [Virtual Exhibition Tour](#)

Wednesday 7th July, 12:00 – 13:00: [Student Spotlight](#)

Friday 9th July, 13:00: [Industry Feedback Event](#)

More information:
www.ntudesignindustries.com/events
[@ntudi](#)





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2021