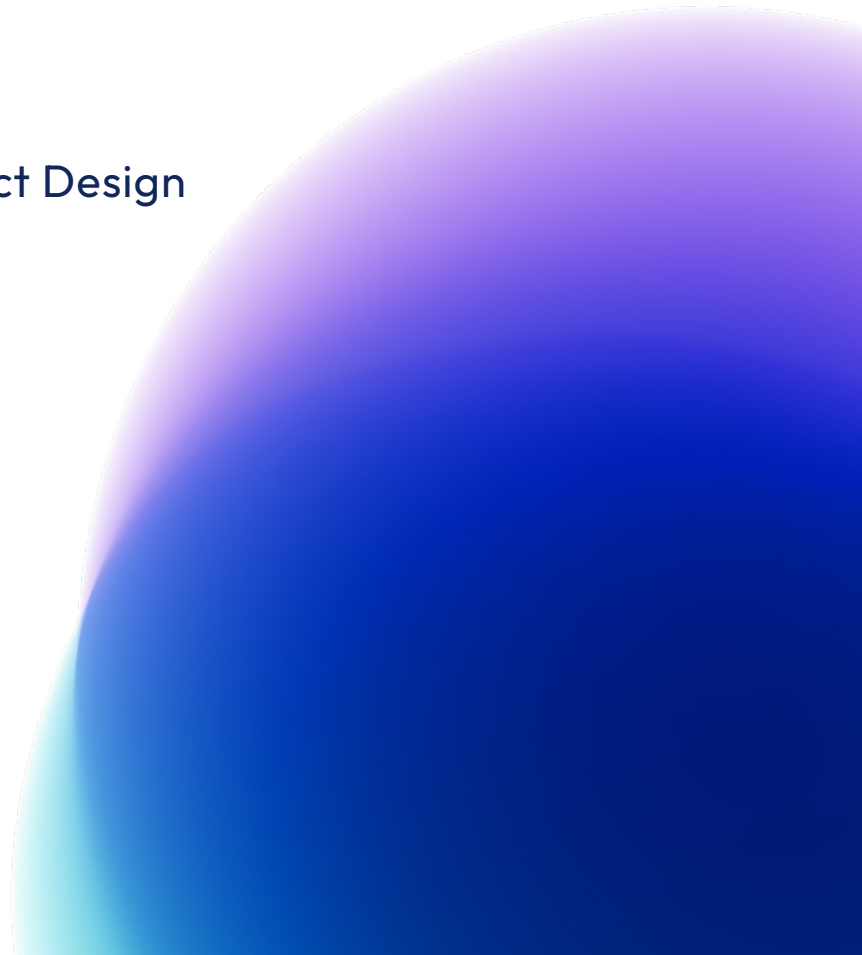


NTU

Design Industries

2022

BA (Hons) Furniture and Product Design



We are designers, makers, creators, and innovators. Our origins are distinct, our paths destined to diverge, yet we are each unified by our studies at Nottingham Trent University.

We work collaboratively to support our individual and collective goals. Made stronger by our differences, we develop together in an encouraging and enthusiastic environment.



We embrace the change our modern world demands, pioneering new ways of work to face these challenges head-on. We are a constant voice of sustainability; culturally, socially, and environmentally, this is paramount in our practice.

The community we have created is one of resilience and optimism. Despite great uncertainty, we stand stronger as a collective, to define a new chapter in our discipline.

We are NTU Design Industries 2022.



James Dale

Head of Product Design

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

The start of this academic year coincided with an important anniversary, the publication 50 years ago of Victor Papanek's seminal 'Design for the Real World'. Papanek was a firebrand in advocating responsible design, not just in terms of sustainable and environmental consciousness, but in design that set out to aid all society, design that was truly inclusive, democratic and that put real people at the heart of design decision making. 50 years on I wonder what Papanek would make of his own legacy? It seems to me, that his work and vision is even more vital than before, much has already been achieved, but there is still so much more to do. Papanek himself was a refugee from the fascism that engulfed Europe in the middle of the 20th Century, his experiences inspired his politics and drive to ensure that design should be a power for good, that would propel us towards 'a practical vision of a new age of morally responsible design'. In these difficult times, with so many challenges facing us, we should spare a thought for what Papanek set out to achieve and ensure that it doesn't take another 50 years before his vision of social and environmental change comes to pass.

I know that many of this year's graduates share Papanek's vision and ambition, they are extremely conscious of the world for which they design and want to see that as a better, safer place where we live in balance with nature and our neighbours. My advice to you all is not to stop dreaming of that future, but to embrace the ambition and get to work.

FURNITURE AND PRODUCT DESIGN BA (HONS)

Our BA (Hons) Furniture and Product Design course at Nottingham Trent University is focused on creating innovative items for both the domestic and contract markets, from furniture to interior products and homeware.

Design through making is key; work varies from the commercial to the more conceptual, with experimentation of material and process strongly encouraged.



Fiona Davidson

Course Leader, Furniture and Product Design
BA (Hons)

A handwritten signature in blue ink, appearing to read 'Fiona Davidson'.

“Design must be meaningful.”

Thus wrote Victor Papanek, pioneer of design thinking, in 1971. Design should be “responsive to the true needs of men...”

Good design reflects the times we live in, anticipating and addressing the prescient issues of the day. Likewise, design education must continually seek to be relevant and the design courses at NTU are regularly re-evaluated, overhauled and rewritten to ensure this. How do we create that vital future generation of designers with the sensitivity, intelligence, empathy and desire to tackle and resolve the difficult and varied challenges facing both our planet and our society? Good design should perhaps be redefined as design for good.

As the cohort at the vanguard of the latest major course refresh you may, at times, have felt a little like guinea pigs, as we scrutinised the success of more deeply embedding context and sustainability into practice, but I see you as trailblazers. Whilst exploring your own unique perspectives on design, you have challenged and helped shape the direction of this course for future cohorts. More pertinently you have developed an individual design process that is underpinned with critical thinking, design responsibility and contextual awareness.

So I am gratified by the number of projects this year that seriously engage with difficult issues from tackling ways to counter wasteful or resource greedy industry practice to engaging with inclusiveness within society.

Please continue to be curious and challenging as you step forth into the world of employment.

Be meaningful and make a difference!



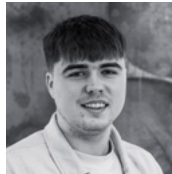
Class of 2022 — Furniture and Product Design BA (Hons)



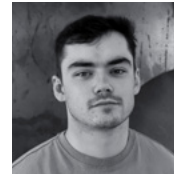
Angelica Au



Liang Tung Chen



Morgan Foster



Adam
Harrington



Esme Hendy



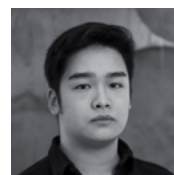
Grace
Heslington



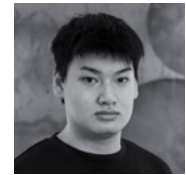
Martha Hitchin



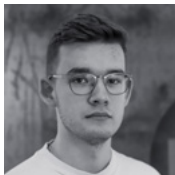
Lydia
Huntingdon



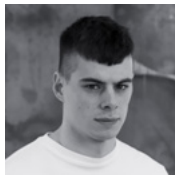
Ka Fong Leong



Yongyue Lu
(Tony)



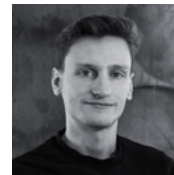
Staszek Lyson



Robert
McCarron



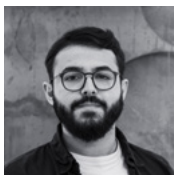
Phoebe Oldfield



Jamie Quade



Bronwen Rees



Daniel Sampaio



Jana Spence



Alex Stonham



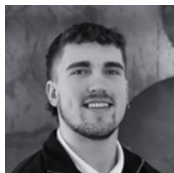
Delcita
Suban-Wood



Jasbir Suri



Amber
Thompson



Finley Tyson



Leanne Voce



Chun Hin Wong



Angelica Au

I consider myself to be a multidisciplinary designer. I like to work with abstract and conceptual ideas and would love to try implementing them into practical designs, bringing art into daily life and provoking conversations and self-reflection in the process. To me, product design and applied arts are the best way to show people the importance of art.

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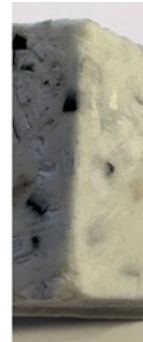
READ SIDE TABLE

Improves people's sleep quality by encouraging book reading before bedtime. The piece protruding through the surface of the table acts as a bookmark, enhancing the reading experience.



OKAPI

OKAPI is a set of hallway stools that encourage responsibility by encouraging children to change their shoes through incorporating elements of play into the furniture. The hallway stool uses material made from shredded EVA foam from post-consumer trainer mid-soles.





LiangTung Chen

I am a motivated and intuitive designer, and my interest in furniture design stems from the human experience of space. I am focused on being concise and following understated design and function with a soft-tone atmosphere that makes life more comfortable and delivers solutions.



LAYER

Layer is a lounge chair which explores relaxing seating without the use of foam. Through experimentation with pleating and sewing, the form of fabric is manipulated to offer support and comfort.





THE UNIT. S

Unit.S is a modular shelving system which allows for improved planning and organisation. The versatility and extra components mean that it can grow with the users and their needs, further creating flexible and adaptable spaces for open-plan offices or the home.





Morgan Foster

My core passion has always been design. Studying furniture and product design has allowed me to develop and push my skill set to gain more knowledge, enhancing my attention to detail. The appeal of interiors and furniture has consistently evoked an exciting interest within me.

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THE HUB

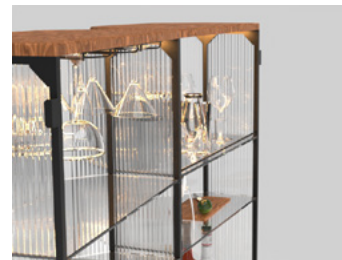
In response to a brief from contract furniture manufacturer Orangebox, the hub is a low-cost, sustainable, portable conference zone designed to improve video communication audio whilst working within an office environment and nomadic working.





OPULENCE GLASS BAR

Opuence glass bar is a luxury drinks trolley that allows the user to be transported into a bar experience from their own home.





Adam Harrington

I am a designer-maker who enjoys finding and working with reclaimed materials and pieces which were considered waste. I enjoy using CAD to further my designs.



WEDGE

This is a side table which allows the customer to change the height of the shelves in order to make the table suit their needs. The table uses Japanese joinery techniques to tie it all together.

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RECLAIM

Reclaim is a lighting range that celebrates marble offcuts and waste from the kitchen design industry. The range focuses on the natural grains and cracks that marble produces and preserves the pieces which would otherwise end up in landfill.



Esme Hendy

I am an aspiring designer who has a budding interest in textiles and their potential in creating something fashionable as well as functional. I hope to inspire and create positive world change through my work.



FUN-GI

A conceptual piece of furniture that embraces the brand values of Magis. FUN-gi is designed around the way in which furniture can be perceived by children.



YELLOW SQUARE

My project explored the visually-impaired experience of coffee shops as an example of the lack of inclusivity in public spaces. I have designed and created visually impaired friendly tableware as well as an app to shed light on the issue.



Grace Heslington

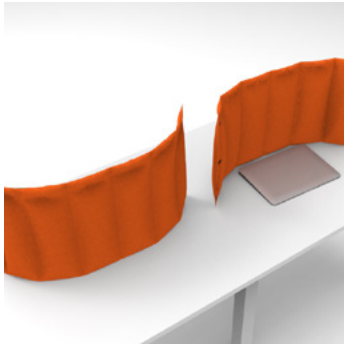
Designing has always been a passion and interest of mine. From an early age, I have always looked at products, mainly furniture, and been able to visualise how they have been manufactured. I can also imagine these items can be developed, to further enhance usability and aesthetics.

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COLLAB

The design of Collab allows it to absorb sound from the environment creating a quieter space for not only users, but those around them, to aid with tasks that require focus and concentration. As well as this, it aims to encourage collaborative work within the office environment by having a functional reverse with either a whiteboard or corkboard.



SHHH

Shhh's design allows it to absorb sound from the environment creating a quieter space for not only users but those around them, to aid with tasks that require focus and concentration.



Martha Hitchen

With a background in art, I especially enjoy the visual communication aspect of the design process and aim to create visually intriguing furniture that remains functional and meaningful. I often find myself using my own personal interests outside of design to inspire my process, making furniture that feels personal.

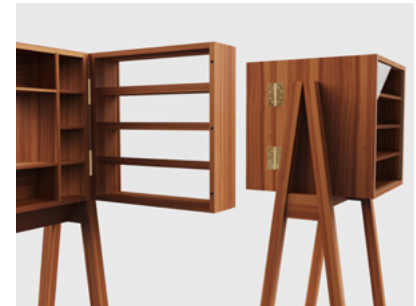
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COUPLE

Couple is a combination of two side tables that sit together to offer variations in display heights. Designed to suit a collection of indoor plants, the tables can be used both together and apart.





COLLECTOR'S CABINET

Inspired by how personal value is assigned to even the most ordinary objects, the cabinet is designed to host a collection of the user's choice. While designed with the storage and display of fossils and other similar objects in mind, it is intended for any collection of a suitable size.



Lydia Huntington

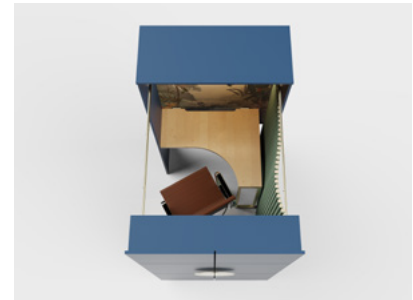
I love design that challenges social norms and seeks to break convention. In my own practice, I aim to create pieces that are functional and timeless yet evoke joy and excitement in the user. I believe designs should not only be functional, they should also be sensual and visually enjoyable.

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THE COMFORT ZONE

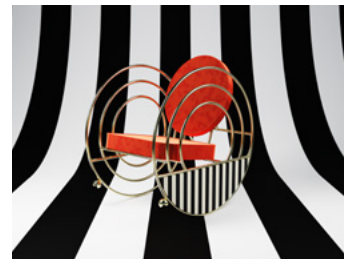
Inspired by Japanese design, The Comfort Zone is a room-in-a-room workspace solution, designed to keep work and home lives separate, and enhance user experience when holding video conferencing calls. The product combines tranquil and calming colour theory with acoustic materials to create a comfortable and motivating workspace.





AMUSE CHAIR

The Amuse Chair is a maximal, bespoke rocking chair for the high-end hospitality industry, which has the intention of being fun, entertaining and “Instagrammable”. The rock provides a small thrill to keep customers entertained and enhance the overall sense of escapism that we long to experience in hospitality.





Ka Fong Leong

I am a designer who enjoys exploring and challenging different concepts and materials, experimenting with ideas of form.



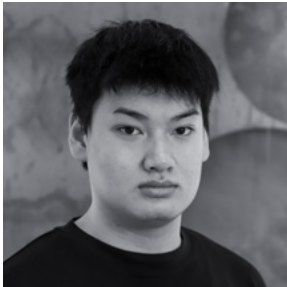
@kafongleongdesigner



CHILD PLAY STATION

A children's storage and play piece that can hold toys, chalks, books and small stuff. It is freestanding and portable, allowing kids to draw all round its chalkboard surfaces, using their imagination and creativity with the product.





Yongyue Lu (Tony)

I am a designer with a critical mind and a love for problem solving. I strive to create purposeful products whilst expressing the beauty in functionality, however simplistic or complex.

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SPLIT

Split is a simple yet elegant side table that was designed under the stipulation of it being fully handmade, in response to a brief from Joined + Jointed. With limited components, it draws its form from the many curves present in Chinese characters.





ATTACH

Attach is a modular sofa designed for the almost-nomadic lifestyle of Generation Rent. It takes into consideration mobility and storage, allowing relocating to be less of a tedious task.





Staszek Lyson

As a designer, I have a desire to problem-solve and push boundaries through my designs. I have an eye for detail, lending itself to an iterative design process. I also have an interest in photography, videography and 3D visualisations enabling well-executed projects.

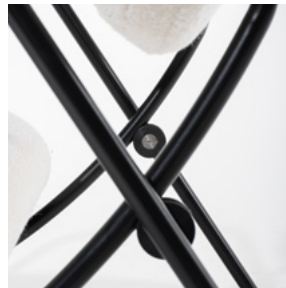
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SWING

A portable side table is designed to be carried wherever needed, including outdoors. Soft edges enable the user to carry the table in many different ways.





CHAIR B

A hybrid accent chair that can be switched seamlessly between productivity and relaxation, fulfilling a newly emerging need for multifunctional furniture in the home. Designed with both positions having an equal focus on function and comfort.



Yue Mao

As a furniture and product designer, I have a strong passion for home design. I love to create something new and enjoy a variety of different inspirations. I focus on the balance between beauty and comfort. I hope that I will continue to produce tasteful and unique designs as I move on through my career as a designer.

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NEAT WHALE

Inspired by a whale with an open mouth, this side table can store toys. Children can learn to organise their toys in a fun way. The open hole resembles a whale's gaping mouth, encouraging children to throw their toys in and help keep the living space tidy.



BLOSSOM CHAIR

Blossom Chair is a fun way to create a small private space specifically for children. At the same time, this armchair can bloom like a flower, allowing the child to decide whether to become more sociable and join in with their surroundings or not.



Robert McCarron

I have a passion for designing socially responsible, functional, and innovative pieces of furniture. I love being hands-on and learning new skills when designing. I use model-making to experiment with different shapes and forms, developing and coming up with new concepts.



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THE CNC CORK COLLECTION

A collection of knock-down furniture made from sheets of cork cut on a CNC machine. The collection doesn't need any additional knock-down fittings or adhesives to join the components together, making it quick and easy to assemble and disassemble.





Phoebe Oldfield

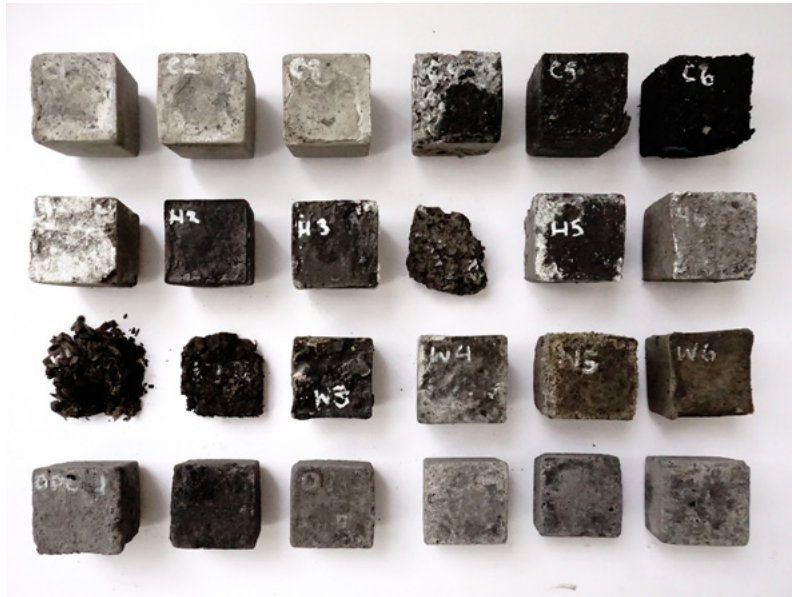
With an ignited passion for the natural environment and sustainability, I value the materials from which a product is derived. This is at the forefront of my design process; the idea of using an environment as a creative resource while simultaneously nurturing it.

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UTILISING COAL MINING WASTE

This material-led project focuses on utilising the waste generated through the process of coal mining. It aims to chip away at the negative connotation of waste by identifying this material's applications within its location of origin.





Jamie Quade

I am compelled by honest objects achieving their goals by simple means. Observations of these objects have inspired a design process of reduction and refinement until the idea is realised in its most elemental form.

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TOAD

A seemingly-solid object splits in two with a raise of the table; deployed to serve guests or assist with the task at hand, while the shelves remain put to store books or records. This concept of blending typologies was inspired by historical examples of vernacular furniture.



A STARGAZER*S CHAIR

Bestowing control of the night sky to the sitter, the object defines a space in the garden for naked eye exploration of the stars above. Swivel and reclining motion is derived from the Dobsonian telescope, re-engineered over nine prototypes to be controlled by the observer upon the seat.



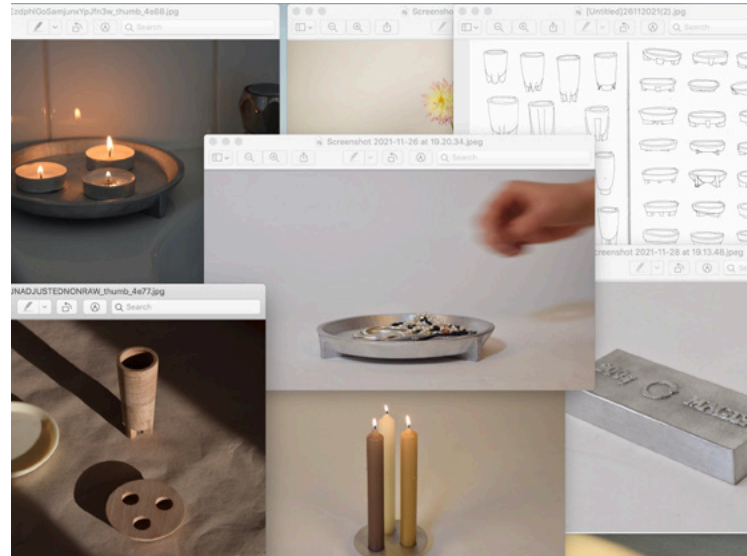


Bronwen Rees

Environmental consideration and emotional durability guide my designs; I believe we have a responsibility as designers to consider the impact of the things we create.

My projects follow narratives that challenge irresponsible practices, using critical thinking, simplicity and practical making.

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ALUMINIUM

Aluminium recurring is a collection of products all made from 300g of aluminium. When one product reaches end of life, it can be returned and re-cast into a new product for a reduced price. The concept utilises the endlessly recyclable properties of aluminium to address the issue of waste, putting a tangible price on the material so it is less likely to be thrown away.



LOUNGE CHAIR.

Lounge Chair challenges problems with modern upholstery. It is made from natural, renewable, recyclable materials, and the knock down frame makes it much easier to move from home to home. The detachable cushions allow for easy material separation at end of life, and respond to consumers want for frequent change, offering different outfits for different occasions, which creates the feeling of newness without buying a whole new product.



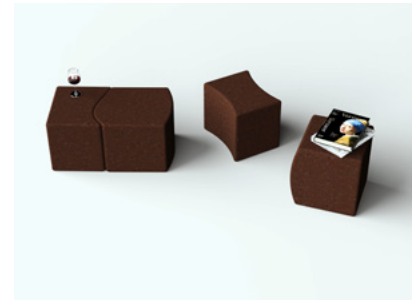
Daniel Sampaio

As a designer, I aim to create meaningful pieces that express my identity and where I come from. Using the potential that design has to preserve culture, memory, and affective bonds, I want to design pieces that inspire awe and feeling in whoever uses and sees them.

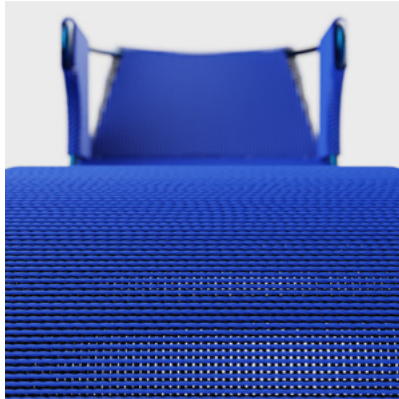


SILVA

Silva is a modular solution made out of expanded Black Cork that consists of four different pieces. Its inspiration comes from the Portuguese family culture. Each piece has a different shape because everyone in a family is different, but in the end, they all come together, establishing union and harmony.



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IARA

The Iara sun lounger carries Oscar Niemeyer's principle of 'form follows feminine'. Its name derives from a figure from Brazilian folklore based on the ancient Tupi-Guarani mythology, also known as the "Mother of Water". She can be seen as a siren or a beautiful mermaid that lives on the Amazon River.





Jana Spence

My aim as a designer is to bridge the gap between beauty and function. I design practical pieces that are also aesthetically pleasing and engaging for the user. My designs are often inspired by my love of art and culture, as well as my growing understanding of materials and processes.



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THE CLOUD CHAIR

Inspired by natural forms, this chair consists of a structural frame much like the skeleton of a hand, combined with padded cushioning, which resembles the flesh. This chair is an artistic piece designed to be the focal point in any space. It demands attention and draws people to it; this makes it ideal for storytelling.



STACK

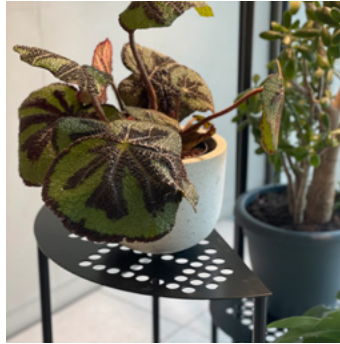
STACK provides an affordable solution for clothes storage. The simple design gives autonomy to the customer to personalise the unit through drapery and displaying their clothes. The modularity permits the user to buy components for their specific storage needs. The assembly of this unit is made simple; the only tool required is an Allen key and bolts, which are provided.



Alex Stonham

I am a passionate designer and love every aspect of the design and making process. I enjoy creating products that are functional art pieces that can enhance your quality of life. I look forward to growing my skills further in future careers.

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CALA

CALA Light is a response to a live brief set by Green Rooms Market. The grow light and accompanying tables allow the consumer to have different sizes of plants under the grow light, allowing plant enthusiasts to make the most of the space they have.





VARA

VARA is a rocking chair aimed at those with back problems such as scoliosis. The two pairs of arms encourage the user to have good posture, allowing them to stretch their back out using the top ones and relax their body using the lower ones.



Delcita Suban-Wood

I am passionate about creating products that enhance the user's everyday life through function, aesthetic and mental wellbeing. I am able to empathetically approach matters that reflect present and future product developments, through a fascination of identifying user issues. My approach is led by refining concepts through exploration, such as prototyping, to understand how products will interact best in real life.

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HIMMEL

Himmelpfand is an upholstered rocking chair designed to encourage users to incorporate habitual breaks into their working-from-home routine.





Jasbir Suri

Coming from a carpentry background has influenced my designs through innovative solutions and manufacture. Within my work I like to use skills such as research and visual communication (sketching and model making). I am driven and passionate about design from a manufacturing perspective.

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AWAY

Away is a side table created to solve the problem of storage, by keeping it simple and easily accessible to the user. The sidetable solves a declutter issue within homes, by storing items out of sight inbetween the shelves.





FIDGETIES

Autistic and ADHD children go through a cycle of feelings, emotions and behaviour when at mainstream primary schools. Problems they may face are exclusion, which leads to isolation and lack of attention, then leads to feeling anxious, stressed, and overwhelmed, which may affect their learning. By using a fidget tool kit, children can channel their emotions, feelings, and behaviour, allowing them to relax and focus within the classroom.





Amber Thompson

Concept and narrative provide a strong foundation for all of my design work, promoting product longevity through emotional attachment.

My projects are led by exploration of materials and processes, providing striking visuals that encourage both physical and visual interaction.

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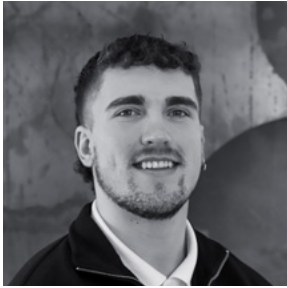
T.

Designed to increase product longevity through emotional durability, T. encourages physical interaction between users by re-thinking the ritual of tea drinking.



FLOC

Floc encourages the (re)use of wool as a hyper-sustainable material through exploitation of the spinning process, locality, and transparency. By presenting wool in an innovative way, this statement lighting aims to add value to the fibre and promote its use to revive the 'forgotten' wool industry.



Finley Tyson

For me, the key to a great design is connection; without it you can find yourself surrounded by pointless objects with no value. If I can design something that brings people together, I've been successful.

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CONVERSATE TABLE SYSTEM

With physical memories becoming a thing of the past, this table system was designed to assist in the display of memories, to create conversation points in a home environment. The modular system is made up of coloured or clear glass boxes that cover items placed beneath with the function of a coffee table still being its primary use.





STATERA SHELVING

Balance within an interior is something that is constantly strived for. The Statera Shelving unit allows for users to bring outdoor life indoors, with the ability to customise how they display their plants. The unit features a slide out draw and surface to accommodate all the needs of plant owners.

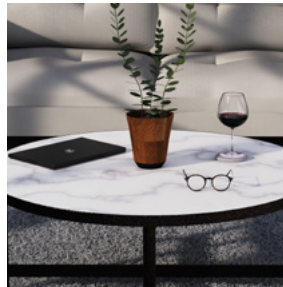




Leanne Voce

Before university, I was working in parts of the construction industry. This is where I found that my ambitions are to help and support others. I decided to attend NTU to build on my skills and knowledge to design products or furniture which would benefit those in need.

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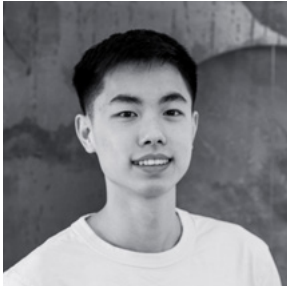
MODULAR PLANT POT

Owners of plants are always having to buy various planters and pots to suit their different sized plants. With this in mind, I focused on making a plant pot which would be able to adapt and grow with the plant.



CONSOLLE A SPECCHIO

Mirrors can trick the brain into thinking that a room is bigger than it is; they also can make a person see themselves in a different light. The idea was to incorporate a mirror with a console table to help to make the room feel calm and spacious.



Chun Hin Wong

I am a designer who enjoys the excitement of seeking perfect, unknown, and infinite ideas. Designing a new idea that has never been seen before has always been my goal. New technology, thinking, and method is bonded to my design process.



MODIFIABLE DESK

The modifiable desk allows the user to create a workspace to suit them. A healthy and more efficient working environment can be generated through the variety of accessories provided.



STOOL

By embracing the values of a circular economy and product longevity, as directed in the Magis brief, this stool has been designed to be passed down through generations.



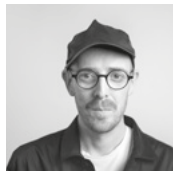
We also wish to extend our thanks to **Julian Hughes** for heading the photography effort, in addition to the course leaders, module leaders, tutors, technical staff, and administrative staff for their persistent support this year and throughout our time at NTU.

Lastly, a thank you to everyone else who has helped us on our personal and collective journeys through product design at NTU.



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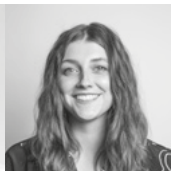
Product Design Staff



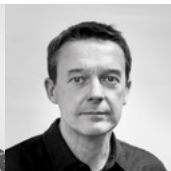
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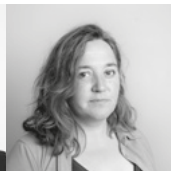
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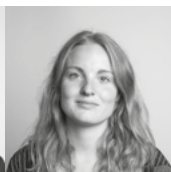
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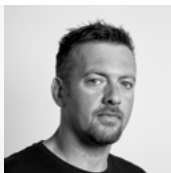
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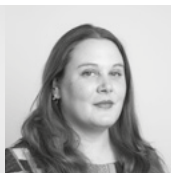
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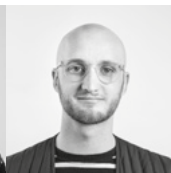
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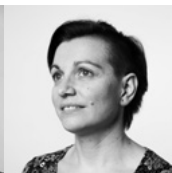
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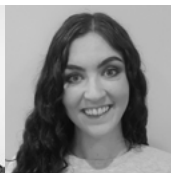
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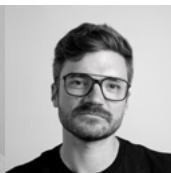
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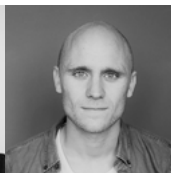
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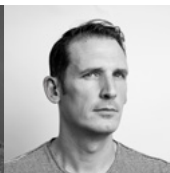
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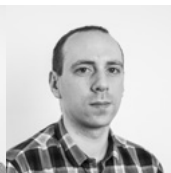
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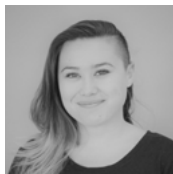
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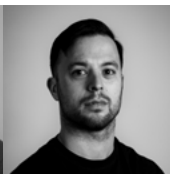
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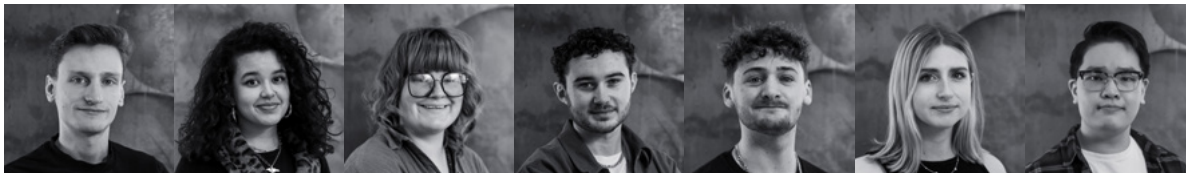
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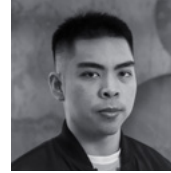
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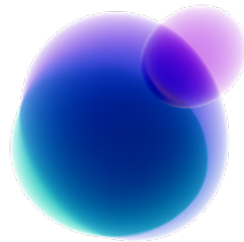
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