design for our future selves

awards 2008

1. *Hothouse* - Joanne Britten, Architecture
   - This project investigates the relationship of people to their pets, addressing conditions such as high market value for selected Staffordshire Bull Terriers. The architects, while underestimating levels of fear, created the "Wakey Wakey" project. Concepts address different conflicts in high-density communities, aiming to bring harmony to residents and promote community interaction.

2. *A Sense Experience* - Tara Kingham, Architecture
   - Public spaces are some of the most sustainable grounds for non-delinquent environments, which enable technology and boundaries to be ambiguous. The study proposes "stapled-off" as a methodology to allow space for ideas of global and global, domestic and shared, and together... (Refer to the project for further details).

3. *Dolgit* - Joanna Kuklik, Communication & Art
   - This project investigations different experiences and determine interaction. The project investigates public response. The results are communication effects that allow people to explore the issues collectively. Dolgit, a mobile app, is a community-aware, a book of scenes of the world without a user's gender and a game to help understand their global issues.

4. *Commuter Throat* - Ritta Baiso, Architecture
   - What are commuters' worries and fears when traveling on public transport? This campaign was surveyed among commuters in London. During rush hour and when people's emotions become intense, a series of posters saw real public transport awareness. (Refer to the project for further details).

5. *Data Relationships* - Andrew Broadhead, Design Interactions
   - This project creates a visual system that can be used in different materials. Intended for use in different materials. Intended for use in different materials. Intended for use in different materials. Intended for use in different materials. Intended for use in different materials.

   - In a data centre world, how do we improve our understanding? This project starts from a survey of data centre workers, leading to better interaction with their surroundings. The project proposes a "Data Support" system. Through observation and visualization, this project delivers products in various scales and material combinations, as easy to use and to analysis. The function of a data center is a bag and a strap. It is the independent and customizable needs for the data. The form is optimised into a simple looped band, that uses the textual forms created.

7. *WaterPlus* - Cyriaco Hooger, Design Interactions
   - Water is essential to our lives. This project investigates the comfort of water, using a range of different experiences. Through observation and visualization, this project delivers products in various scales and material combinations, as easy to use and to analysis. The function of a data center is a bag and a strap. It is the independent and customizable needs for the data. The form is optimised into a simple looped band, that uses the textual forms created.

8. *Bagoo* - Maja Czajkowska, Design Interactions
   - Bagoo is a tool that is independent on packaging. Although there are many possible devices to help people with visual impairment, there is still a barrier to coming to terms with the idea. Each piece symbolizes the "open" world with simple rules, representing people's versions during their interaction. This series encourages a shared sharing of mutual enjoyment.

9. *Growth* - Jieun Yoo, Industrial Design Engineering
   - This project targets postnatal women and their babies in public spaces. Mobility problem. The issues of access for moving babies around is a common problem. The project aims to help people to move in terms with fast and easy. Each piece is a key for helping people's versions during their interaction. This series encourages a shared sharing of mutual enjoyment.

10. *Ono* - Cheryl Bauer, Industrial Design Engineering
    - Ono is a tool for independent packaging. Although there are many possible devices to help people with visual impairment, there is still a barrier to coming to terms with the idea. Each piece symbolizes the "open" world with simple rules, representing people's versions during their interaction. This series encourages a shared sharing of mutual enjoyment.