



The Design Lab is an interdisciplinary, design-led research group at the University of Sydney's Faculty of Architecture, Design and Planning.

We rethink how architecture provides an interface to the digital world; find ways to make hidden data comprehensible; look at how the body can control digital systems and how digital systems can mediate the body's interaction with its environment; add digital behaviour to static objects through sensors, sound and augmented reality; model how designers think, so that we can meta-design; think about how objects can become actors, how robots can become creative, and how music software can start to play along.

designlab



Dr Rob Saunders, Head of Design Lab | Dr Lian Loke, Program Director IDEA
Dr Martin Tomitsch, Program Director Design Computing
Dr Caitilin de Bérigny | Dr Oliver Bown | Dr Somwrita Sarkar



The Design Lab offers undergraduate and postgraduate degrees through the Bachelor of Design Computing and the Master in Interaction Design & Electronic Arts (IDEA).



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MAKE CODE PLAY

Bins that play, robots that draw, lights that beat in rhythm with your heart.

This exhibition showcases works that straddle the digital-physical nexus in an exploration of how design will shape the human experience of digital technologies in the near future.

Featuring work from the Design Lab, the Master of Interaction Design & Electronic Arts and the Bachelor of Design Computing.

Showing alongside Tobias Revell's The Monopoly of Legitimate Use
www.webdirections.org/wds14/sideshows/

Featuring work by



Susanna Alarcon, Steven Bai, Oliver Bown, Sam Ferguson, Kirsten Fredericks, Xavier Ho, Sam Johnson, Lian Loke, Rico Minten, Claudia Nunez-Pacheco, Andrej Prijic, Celeste Ranooja, Dagmar Reinhardt, Matthew Ritchie, Stela Solar, Rob Saunders, Martin Tomitsch, Hanley Weng, Julian Wilton, Nick Woods.

Opening Night

Tuesday 28th October 6-8pm

RSVP: <http://tinyurl.com/makecodeplay>

Gallery Opening Hours

29th October to 21st November 2014, Tuesday-Friday 11am-5pm

Tin Sheds Gallery

Faculty of Architecture, Design and Planning

Wilkinson Building G04

148 City Road, The University of Sydney, NSW 2006

T: 02 9351 3115, E: tin.sheds@sydney.edu.au

W: <http://sydney.edu.au/architecture/about/tinsheds/gallery.shtml>

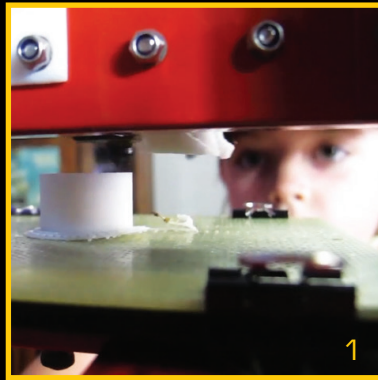


MAKE CODE PLAY



designing interactive futures





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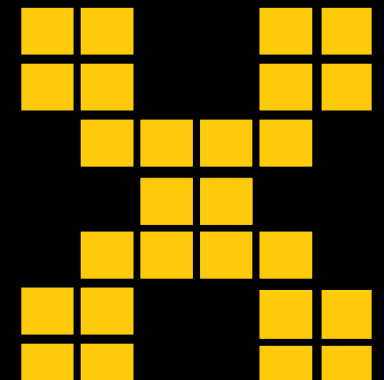
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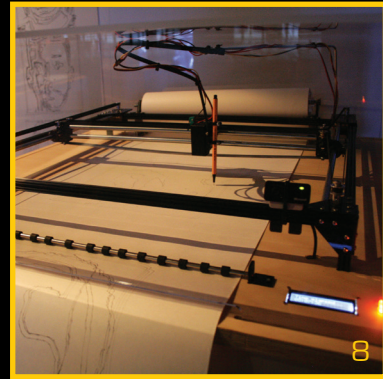
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1 CreatorMate

Matthew Ritchie
3D printer, video

CreatorMate is a speculative application of 3D printing technology that is designed to produce small components of a toy as rewards for children suffering from ADD and ADHD, to reward them for every task they complete while working towards a larger goal. Children can choose their toy and monitor progress via a custom-designed iPad app, parents can control the reward system via a dedicated mobile app.



3 Electronic Chimeras Of The Deep Sea (I, II, III, IV)

Claudia Nunez-Pacheco
Arduino fio, pulse sensor, LEDs, crocheted wool patterns, clear polypropylene and organza

The concept behind Electronic Chimeras Of The Deep Sea resides in the aesthetic symbiosis between the human and the machine. A human host, who nurtures the chimera with physiological energy, receives heightened social visibility in exchange.

2 DIADs

Oliver Bown, Lian Loke, Sam Ferguson, Kirsten Fredericks, Dagmar Reinhardt, Celeste Ranooja, Andrej Prijic
Embedded computers, sensors, speakers, 3D printed shells

The Distributed Interactive Audio Devices (DIADs) are a novel technology for sonic and musical experience. They transform musical performance experiences by bringing the speakers into the hands of the audience with digital interaction. This confuses the traditional boundaries between speaker system and musical performance, and provides a tactile interactive component. The DIADs platform will exhibit different design concepts developed by the DIAD team.

4 The Felt Sense Project - Design Kit

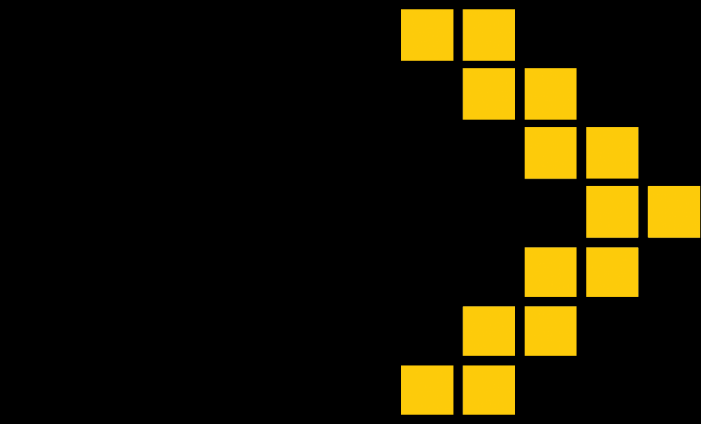
Claudia Nunez-Pacheco
Interactive soft tangible objects (cushion, cotton glove, stole painted with thermochromic ink) & diary

The Felt Sense Design Kit is part of a research project that explores the use of body-centric technology applied to Focusing, a psychotherapeutic technique that merges mind and body manifestations. This kit, containing interactive prototypes intended to heighten participant's perceptual repertoire, will be sent to Focusing practitioners across Australia.

5 Funn'd

Nick Woods
Mobile web app

Giving to charity can often feel beyond one's means, especially if you're a university student living on Mi Goreng and Subway. Funn'd is a mobile web application that allows people to complete fun monetised activities, including advergaming and surveys, in order to generate money for charity.



7 TetraBIN

Steven Bai, Sam Johnson, Martin Tomitsch
LEDs, perspex, polycarbonate, infrared sensor

TetraBIN explores how innovative digital technologies can be used to motivate positive change in urban environments. It tackles the problem of littering by associating the act of rubbish disposal with a fun and rewarding activity. TetraBIN was originally exhibited at Vivid Sydney 2014.

6 Golden Fleece

Julian Wilton, Xavier Ho, Hanley Weng
Interactive projection using microsoft kinect and processing

Golden Fleece is a game where players must protect their gold from series of miniature vikings. The piece requires players to throw physical objects at a digitally projected surface, creating an engaging experience for single and multiple players to stall the vikings' advance.

8 Oscar

Rico Minten, Susanna Alarcon, Stela Solar, Rob Saunders
Drawing desk, paper roll, electronic components, webcam

Oscar is an interactive installation that brings together analogue and digital technology to draw your portrait and portraits of other festival-goers. Consisting of drawing desk, paper roll, electronic components and webcam, Oscar takes a digital portrait photo of your face and converts this to analogue information by drawing a portrait on paper using a mechanical pen plotter. Oscar was exhibited at Sydney Design Week 2014.