

Name: Shiao Tong Yeo (Victoria)
Pathway: Product Design & Ceramics (PDC)
Project title: Multisensory design

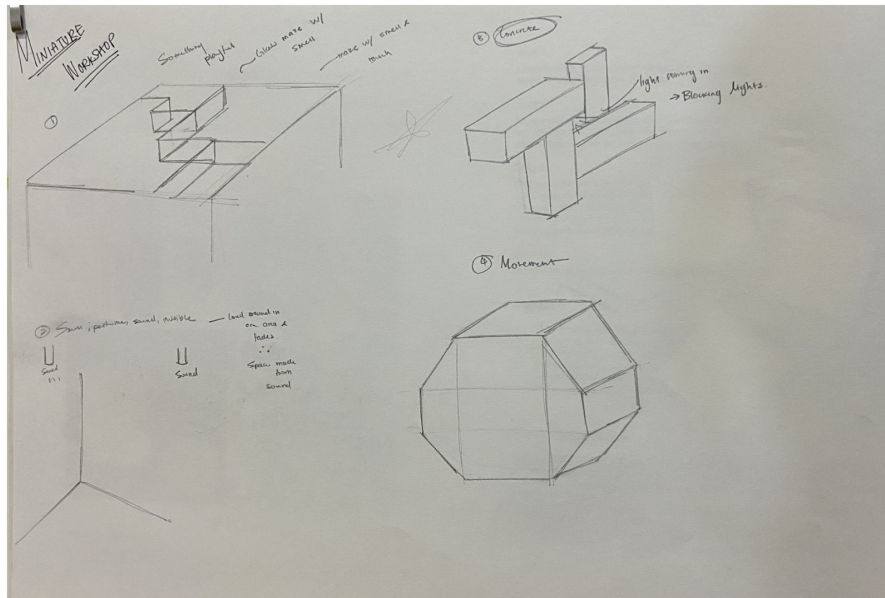
Senses play a big role in the process of creating memories, providing security, and experiencing the world around us. The aim of my Unit 4 project revolves around the integration of senses into architecture and investigating how this combination can aid with issues of mental health. I was inspired by the theme of mental health after experiencing and reading about racism due to the COVID-19 pandemic.

For a week or two after the find 50 workshop, I felt quite lost and wasn't sure about the direction that I was heading towards the project. I found quick design sketches that we would do in class effective in terms of getting some sort of idea but I didn't really like that approach because the time pressure made me think about existing designs and so my designs would always end up being quite generic.

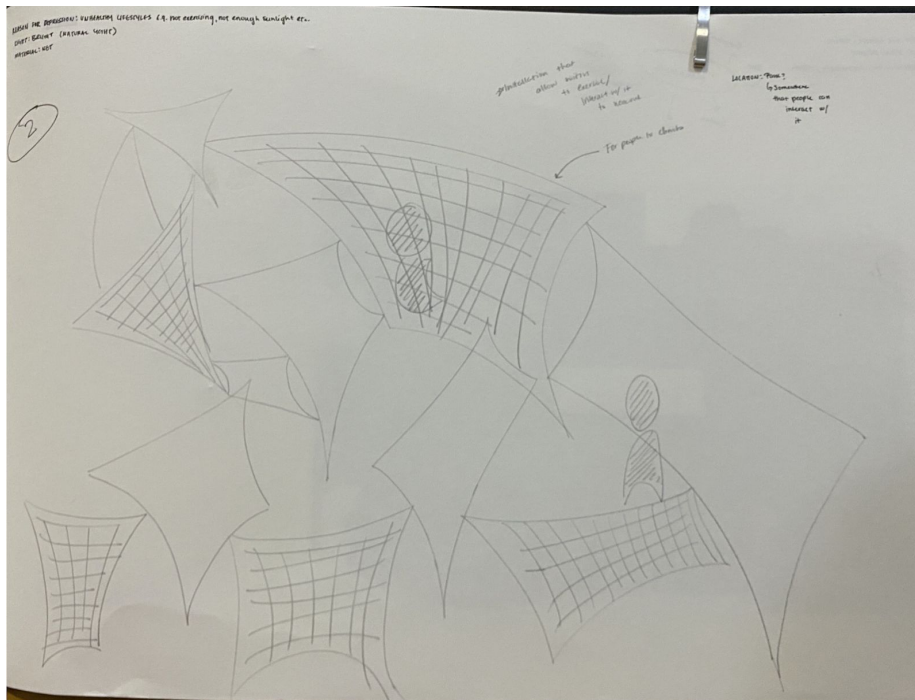
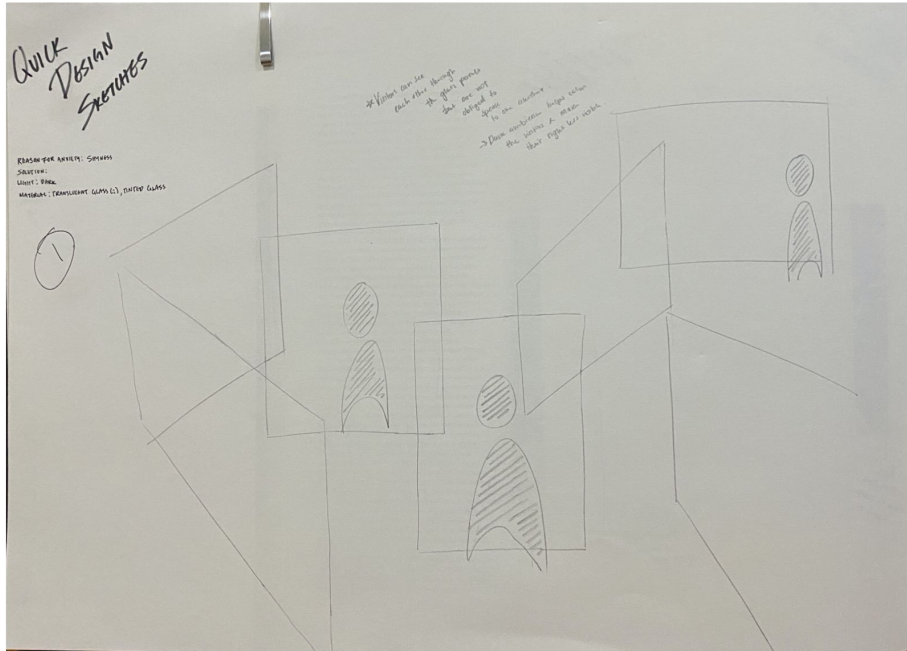
Because I felt lost, I talked to my tutor about this issue and asked for advice on it. She advised me to come up with prompts/keywords for designs and I found this technique to be extremely effective. Following her advice, I decided to look into 4 main prompts that are related to the theme.

1. Reason for mental illness
2. Lighting (Will the design have bright lighting / dim / combination?)
3. What material will be used?

I really like having prompts because they ensure that the idea that you come up with fits the theme that you are exploring. I often find myself being inspired by many things and going off the theme but this helps me stay on track.

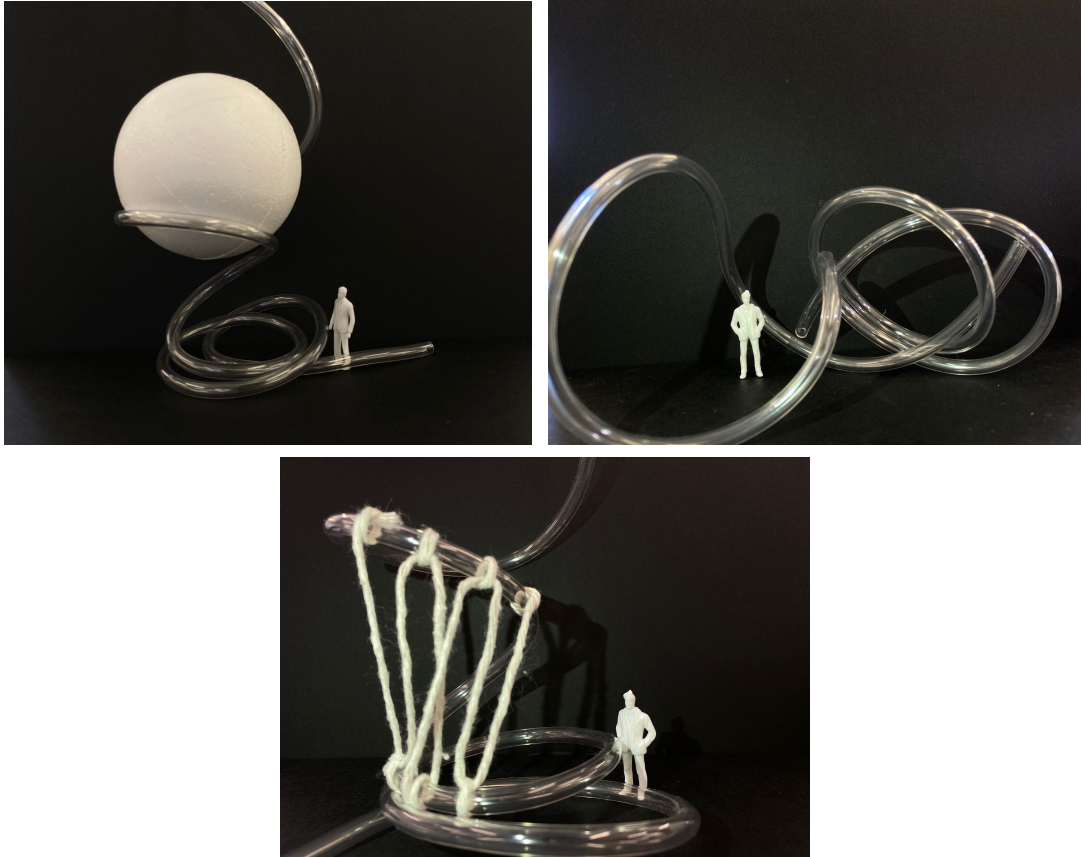


Quick design sketches



Designing with prompts/keywords without time pressure

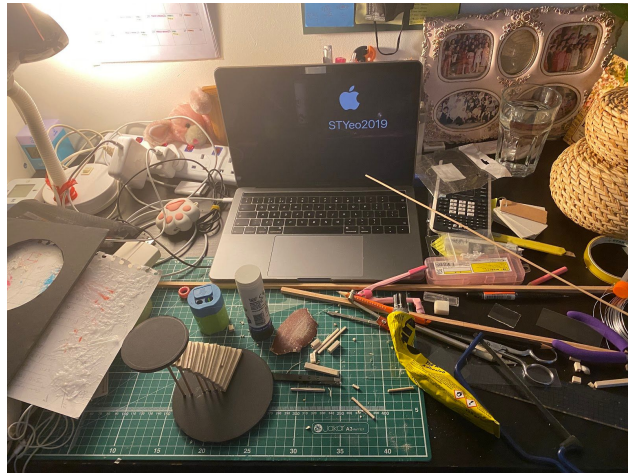
Apart from prompts, I find the designing through making approach extremely useful as well. I like to gather a bunch of materials (that are related to the theme) and start designing as I imagine. This technique is great because it enables you to visualize the outcome and at the same time provides a more realistic idea as to what it will look like. When designing with materials, I usually have model figures with me to show scale.



After returning to Malaysia, I lost momentum and didn't feel the motivation to work. From this, I realized the importance of being in a working and collective environment. I got distracted a lot when working at home and wasn't as productive as I would be in class. Even so, I tried to set myself targets and would have a to-do list for things that I have to work on.

- ① Make model
- ② Evaluation + send to Georgia.
- ③ Workflow
- ④ Scan technical drawing
- ① Model → picture
- ② Evaluation + send to Georgia
- ③ Scan drawing
- ④ Sketchbook
- ① Workflow

Working at home was quite difficult due to the lack of tools and space. My desk was frequently messy and that made me quite frustrated at times.



Model making



Setting up a studio for photography

Final outcome



Multisensory design

Victoria Yeo

2020

1:100 scale

My final design is an active space for people to interact with each other, rest, and work. The stairs are multipurpose and they act as seats and tables for people to conduct various activities. This idea was developed from the prompts below.

1. Reason for depression: Unhealthy lifestyles
2. Light: Bright (natural light)
3. Material: Nets

Initial design

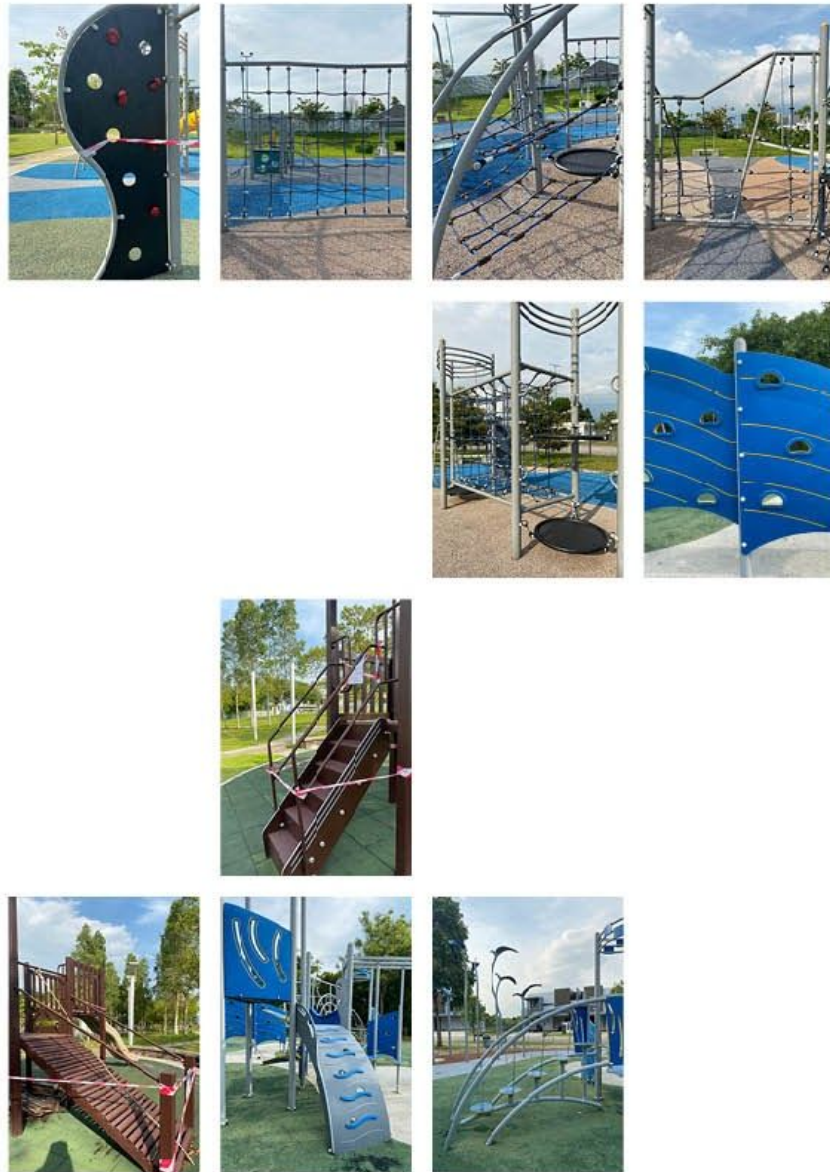


Simple collage of design



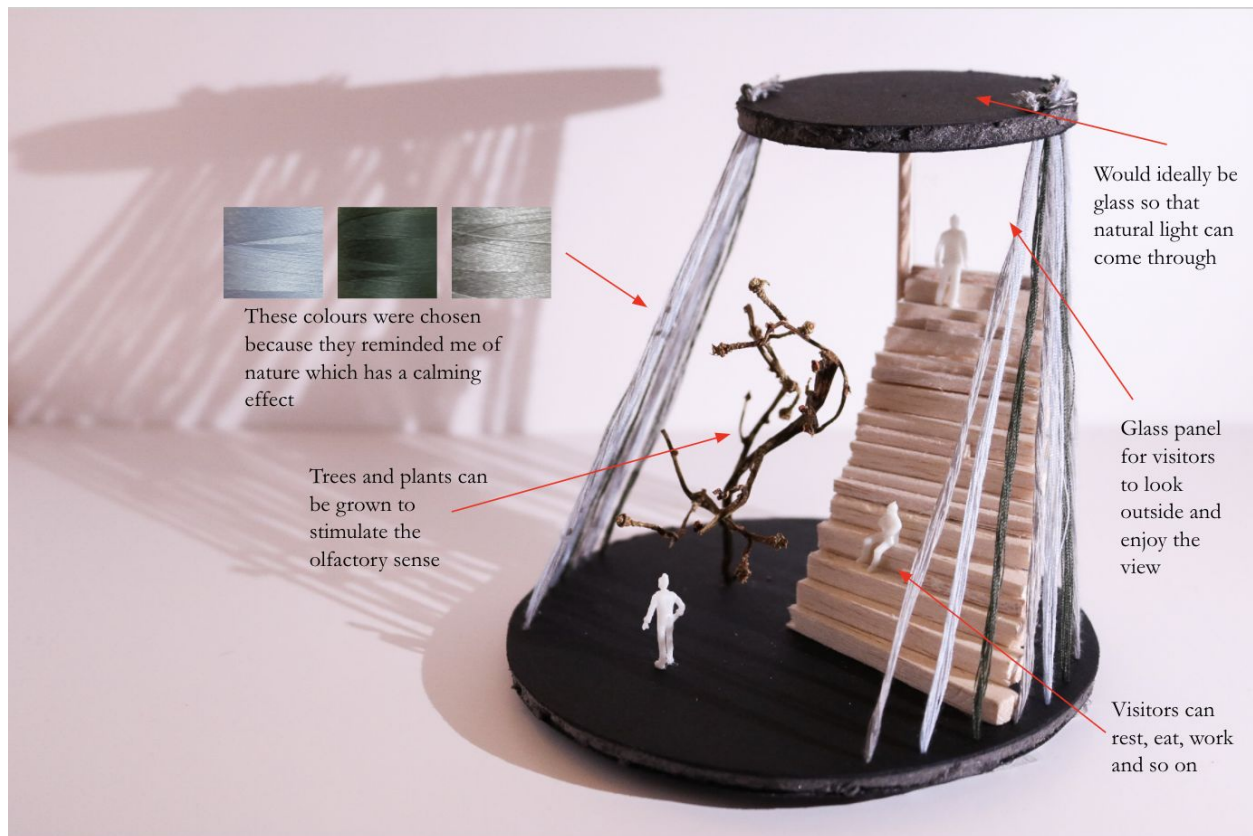
Structure in Greenwich park

My initial design was to have an outdoor climbing structure to encourage exercising. For this idea, I conducted primary research around my neighborhood.



After looking around, I thought about other forms of exercise and was interested in climbing stairs as a form of exercise. I liked this idea more because the intensity is milder and so it wouldn't really put people off for being "too hard".

After doing research on stairs, I realized that stairs can come in different shapes and sizes which can be utilized into spaces for other activities. Due to that, I decided to design a multipurpose stair.



From this project, I felt that my research abilities improved a lot as I managed to conduct them using different sources. I also think that the technical aspect of my model making skills improved as I would calculate the dimensions and consider the scale before making. Being in lockdown made me consider the technical aspect of model making more in order to minimize wastage.

I was extremely motivated at the start of the project but being away from a working environment really dragged my performance down. I feel that my documentation of process and time management wasn't up to par which affected my workflow greatly. I realized that I tend to document the same thing 2 or 3 times on different platforms which is extremely unnecessary and is a waste of time. Reflection was a big part of the process but I failed to reflect consistently and as reflectively as I would like to be. Workflow broke down a couple of times and that made me neglect it even more. I divert my attention to working on my sketchbook but I still think that I could have added a lot more work if I was consistent, more productive, and stuck to finished the work tasks for each day.

Being in this state really taught me to be more organized when finishing any tasks. This is the most valuable lesson that I've learned from Unit 4 and will be taking it with me as I progress into the first year of Architecture degree. Sticking to plans and doing it whenever possible instead of delaying is extremely important. In addition to that, I will be reflecting constantly by following a schedule.