

Studio Project Proposal

Our lives and the modern world are shaped by the technology we integrate into them, and I would like to explore this relationship. I am leaving space for the final form this project takes to evolve over the course of the year, as I believe that by giving myself this space, I will yield a better outcome. As my goal is to establish myself as a designer in Glasgow, I'd like to bring my focus to user experience throughout the coming year and in my work overall. Keeping this in mind, I envision my works' habitat to be an open gallery setting, accessible to a wide range of people, that instils both Glasgow's personality, work ethic, and levity.

In my work, I will be drawing inspiration from a range of practitioners and scholars. This includes Bruno Munari's breadth and quality of work, as well as his informal, anecdotal writing style. John Berger's explorations into the relationship between art, the artist and the viewer. Don Norman's design philosophy on user experience and his emphasis on making the design as easy for the user as possible. Soetsu Yanagi's writings on crafted domestic objects, how the objects we carry with us and find within our homes are imbued with stories throughout our lives, and the profound significance of this relationship. And finally, Dieter Rams and his theory of honest and authentic design, which emphasises how the things we design should enrich life.

I have always tried to integrate the technology around me into my life. I have also always had a love for design, technology and the positive impacts they can have on people, their lives and their families. As a society, we often fear new technology, and I believe that anxiety stems from a lack of education. My colleagues in this field educate me and others on the adverse effects of modern technology, and my goal is to create an example of technology's positive impacts without belittling the significance of the negative ones. I plan to utilise the technology at my disposal and employ design practices that focus on the human user and their relationship with technology, to create a piece of work that has a positive mental effect on its audience or users, eliciting excitement, joy, wonder, or intrigue.

Within this, I am interested in investigating the relationship between input and output. The manifestation of this exploration could be a physical output being influenced or created by digital inputs, or vice versa. Work of this nature may provide a clear representation of the relationship between the human user and digital spaces. Looking back on my previous work in my time at Interaction Design, I was always drawn to workflows that encouraged the connection of digital and physical spaces, such as VR and AR, as well as the lack of limitations those spaces provided. In this project, I aim to explore the integration of these two concepts.