

# TEACHER EXHIBITION NOTES

## BEAZLEY DESIGNS OF THE YEAR 2018

12 SEPTEMBER 2018 - 6 JANUARY 2019

### TEACHER NOTES

These teacher notes are extracted from the exhibition text. The introduction, section headers and captions are as found in Beazley Designs of the Year. Two exhibits from each category have been selected to enable you to guide your students' journey around the exhibition and point of some exhibits of interest as you go. If you would like a more in-depth look around the exhibition, then you may be a free preliminary visit once you have made your group booking. We do not run tours of our galleries but our visitor experience assistants who are based in the galleries are knowledgeable on much of the content.

Photography and cinematography is permitted in the gallery without the use of a flash. Dry sketching is allowed. No food or drink is allowed in the gallery. Please do not touch any objects unless instructed to do so in gallery signage.

### INTRODUCTION

The Design Museum's Beazley Designs of the Year exhibition and award annually celebrates the best of design and its practitioners. Design is an expansive field. Whether taking the form of objects and spaces, images and interactions, or systems and processes, design articulates, mediates and acts upon every area of human activity – from our cultural values and the routines of daily life to the ways in which we are changing the planet and, increasingly, the cosmos beyond.

Organised under twelve groupings, or 'headlines', this 11th edition of the exhibition highlights the immediacy of design. In doing so, it shows how designers are tackling new technologies, generating new visions, and responding to social trends and global events, sometimes with a sense of ambivalence, but always with optimism about our ability to shape the present and future.

The over 80 projects included were shortlisted from more than 530 nominations submitted by an international panel of experts. Alongside an Overall Winner, a separate jury will select awardees in the categories of Architecture and Graphic, Product, Fashion, Transport, and Digital Design, to be announced in November. We encourage you to participate by voting for your choices on the ballots provided.

#bdoty11

Award categories are split into six categories, indicated by the colour of the caption next to the exhibit.



## 1. RESOURCES

The changing balance of the planet's resources is forcing us to rethink the value we attach to them. Once taken for granted, water has become precious again, as pollution fouls the oceans and marine life, and climate change and mismanagement continue to produce unprecedented droughts and shortages: in 2018, Cape Town narrowly averted a 'Day Zero' that would have seen nearly all its taps shut off. Meanwhile, the growing scarcity of clean water is matched by a surge in plastics and e-waste, prompting us to find ways to reduce them – while imagining a future in which plastics are no longer produced, and waste in turn becomes a precious material.

### A SUPERMARKET AISLE THAT IS COMPLETELY FREE OF PLASTIC

#### Plastic-free aisle

Designed by A Plastic Planet and Made Thought for Ekoplaza



Dutch supermarket chain Ekoplaza has opened the world's first plastic-free shopping aisle, with a plan to expand the programme to all of its 74 stores by the end of 2018. The aisle features more than 700 products packaged in recyclable glass, metal, cardboard and biodegradable containers, all clearly signposted by the 'plastic-free' logo designed by Made Thought. The logo is clear and simple, providing a cue for shoppers to buy responsibly.

Nominated in the Graphics category by Micha Weidmann

## A WATER-SAVING COUNTERTOP DISHWASHER

Tetra countertop dishwasher

Designed by Heatworks and frog



The average household in the United States consists of 2.5 people, yet the average dishwasher holds thirteen place settings. Heatworks have addressed this discrepancy by designing a small, portable dishwasher that cleans two full place settings with a wash cycle of ten minutes. It uses only two litres of water per cycle and does not need to be connected to plumbing, making it easy to transport if people move home.

*Nominated in the Product category by Bernard McCoy and Emilia Terragni*

## 2. BIOMATERIALS

Whether motivated by concern for the environment, or simply performance, alternative materials are unleashing new possibilities for what things are made of, and how they are made. Biomaterials like algae-based polymers, fungal mycelium and yeast-derived collagen promise more sustainable substitutes for everything from mass-produced plastics and structural concrete to animal leather. At the same time, plants are being turned into nightlights, while self-healing, sensorial skins are being developed for prostheses and robots, further dissolving the distinctions between the natural and the synthetic.

## A CRUELTY-FREE LEATHER GROWN FROM COLLAGEN

Zoa

Designed by Modern Meadow



Zoa is a new brand of products made of bio-fabricated leather, which replicates the texture and suppleness of natural leather without using any animal products. Instead, the material is grown from collagen, natural leather's main component, but in this case derived from yeast. As well as eliminating the slaughter of cows, and the environmental impact of raising them and tanning their hides – an often toxic process – Zoa's bio-leather opens up new design possibilities, including shapes, densities and other properties not previously possible.

*Nominated in the Fashion category by Noriko Kawakami, Matilda McQuaid and William Myers*

## A SELF-HEALING SKIN FOR PROSTHETIC AND ROBOT LIMBS

### Self-healing e-skin

Designed by Jianliang Xiao, Wei Zhang, Zhanan Zou and Chengpu Zhu



This electronic skin has been designed to sense pressure, temperature, humidity and airflow, offering a realistic sense of touch to people with prosthetic limbs. The flexible membrane is made from a polymer called polyimine, laced with silver nanoparticles to provide improved mechanical strength, chemical stability and electrical conductivity. Fully recyclable, the polymer is also self-healing, enhancing the durability and reliability of the device using it, and has potential applications for robots.

*Nominated in the Product category by Oliver Wainwright*

### 3. PLACE

One of the effects of globalisation, with the stigma it attaches to cultural sameness, is that it has made us more sensitive to notions of place. In doing so, it has generated new ways of expressing the local. The exchange of people, ideas and methods has brought fresh perspective to traditional crafts, while encouraging re-examinations of identity and the generation of new vernaculars. While globalisation undoubtedly continues to threaten local production, it has also supported artisans and created new ones, while strengthening our bonds to our own communities.

## A CARPET THAT SUPPORTS TRADITIONAL CRAFTS PEOPLE

### You & I rug collection

Designed by Nada Debs and FBMI



The You & I rug collection is the result of a collaboration between Lebanese designer Nada Debs and the Fatima Bint Mohammed Initiative, a carpet weaving project providing fair employment for more than 3,000 Afghani weavers. Inspired by a line from the Sufi poet Jalal al-Din Rumi – ‘Apparently two, but one in soul’ – the collection intricately overlays contemporary carpet patterns on traditional ones, using natural-dye and locally hand-spun wool.

Nominated in the Product category by Cyril Zammit

## A VERTICAL MOSQUE FOR A DENSE NEIGHBOURHOOD

### Gulshan Society Jame Mosque

Designed by Kashef Chowdhury / URBANA



The Gulshan Society Mosque in Dhaka reimagines – and rearranges – mosque architecture with seven identical prayer halls stacked one on top of the other. The project’s aim was to accommodate a large congregation on a small plot, while also providing an attractive landmark for the densely packed area. The building’s outer pattern is an abstraction of a prayer in Kufic script.

*Nominated in the Architecture category by Martino Stierli*

## 4. ACCESS

As wealth and services become ever more concentrated in cities, designers are increasingly responding to the needs of those with limited access, especially in rural and remote areas. Whether addressing medical needs, basic living standards or resilience in the face of natural disaster, inexpensive, low-tech and off-grid strategies are enabling life-saving measures to be taken and greater self-sufficiency to be acquired.

## A PORTABLE EYE TEST THAT ANYONE CAN USE

### Quicksee

Designed by PlenOptika



Quicksee is a portable device that allows healthcare workers with no optometry training to deliver accurate eye tests. In developing countries there is often limited access to specialised eye care and the expensive equipment it requires, meaning that people are unable to obtain prescription eyeglasses. This drastically affects their quality of life, educational potential and job opportunities. Quicksee is easy to use and displays a prescription estimate within approximately ten seconds.

*Nominated in the Product category by Ravi Naidoo*

## **AN OPERATING THEATRE THAT FITS INTO A BACKPACK**

### **SurgiBox**

**Designed by Sally Miller, Debbie Teodorescu, Mike Teodorescu and Stephen Okajima**



SurgiBox is an inflatable tent that acts as a sterile operating theatre to be used in remote areas or disaster zones. The tent has a fan and HEPA (high-efficiency particulate air) filter that removes more than 99.9% of contaminants. Once it is placed around the patient, surgeons reach into sleeves to perform their work. SurgiBox can fit inside a backpack, making it a portable and cost-effective solution for people who may otherwise lack access to safe surgical care.

*Nominated in the Product category by Ravi Naidoo*

## **5. COMMUNITY**

Communities around the world are carving out new and unexpected spaces. Collaborative efforts involving designers, non-profit organisations and citizens are claiming harbours, former office buildings and even underground bomb shelters as places for activities and gatherings. Some are creating new civic spaces where few have existed, while all of them offer models for resisting the shrinking and privatisation of the public realm.

### **A BOMB SHELTER TURNED GRASSROOTS COMMUNITY CENTRE**

#### **Digua Community**

**Designed by Shu Zhou**



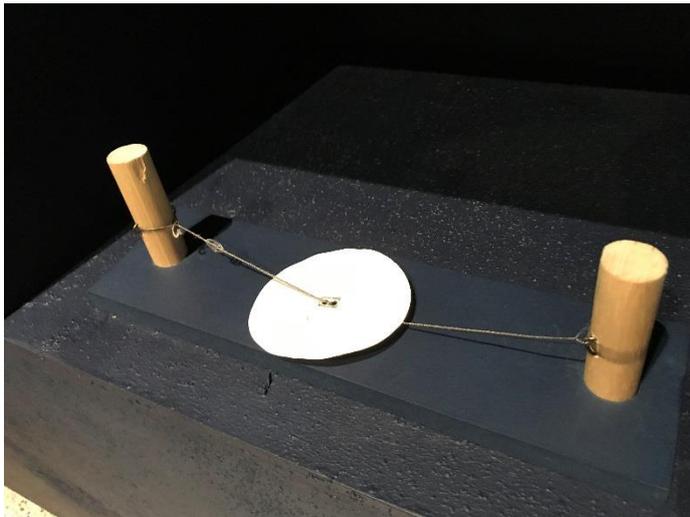
The Digua Community is a social design initiative transforming abandoned bomb shelters in Beijing into shared community facilities for gatherings, events, and other activities. For its second project, realised in an underground shelter in the Jianxiyuan neighbourhood, local residents were invited to co-design the spaces, offering a rare opportunity in the Chinese capital for direct grassroots participation in local planning.

*Nominated in the Architecture category by Beatrice Leanza*

## A LOW-TECH WAY TO PERFORM BLOOD TESTS

### Paperfuge

Designed by Prakash Lab



Paperfuge is a hand-powered centrifuge made of string, plastic and paper. It can spin biological samples at thousands of revolutions per minute, separating pure plasma from whole blood. This is a critical step in the diagnosis of infections such as malaria, HIV and tuberculosis. The device costs just 20 cents, weighs two grammes, and can easily be carried in a doctor's pocket, making point-of-care diagnostics possible virtually anywhere.

*Nominated in the Product category by Brendan McGetrick*

## 6. GENDER

While the #MeToo movement has focused longoverdue attention on gender inequality and women's empowerment, the notion of gender itself is increasingly being questioned. Thailand's new constitution formally recognises a third gender, and in 2017 Canada joined nine other countries in offering more than two gender options on passports or national identity cards. Just as many cultures have long accepted, and even embraced, non-binary and ambiguous genders, designers today are prompting us to explore their malleability.

## A WOMEN'S MAGAZINE THAT DEFIES STEREOTYPES

### Mushpit #10

Designed by Mushpit with Richard Turley



Challenging the mainstream women's magazine format, Mushpit brings together a mix of media-industry satire, relationship angst and left-wing politics. For its tenth issue, themed around 'courage', Mushpit collaborated with MTV Creative Director Richard Turley to explore issues such as grief, hysteria and fortitude. Playing with the visual language of the internet, the magazine provides a humorous and irreverent look at issues facing young women today.

*Nominated in the Graphics category by Jeremy Leslie*

**A FASHION COLLECTION THAT CROSSES  
THE GENDER DIVIDE**  
**Menswear Fall 2018**  
**Designed by Telfar Clemens**



Telfar Clemens' fashion line is based around the simple slogan: 'It's not for you – it's for everyone.' Creating unisex clothing since 2005, his Menswear Fall 2017 collection is a patchwork of streetwear, described by the designer as 'a little bit Puma, a little bit Levi's, a little bit Patagonia'. The collection was modelled by both men and women, and is intended to be equally suited to both.

*Nominated in the Fashion category by Hans Ulrich Obrist and Felix Burrichter*

**7. PLAY**

In 1930, the economist John Maynard Keynes famously predicted that technology and economic progress would eventually allow for a 15-hour working week, making society's most pressing problem the good use of its free time. Despite rising automation, and recent attempts to establish Universal Basic Incomes, Keynes's prophecy has not yet come to pass. And yet leisure and play have arguably become as important as ever, spanning the digital to the architectural, and becoming an increasingly social and interactive pursuit for all ages.

**CARDBOARD KITS FOR ADAPTING NINTENDO CONSOLES**

**Nintendo Labo**

**Designed by Nintendo**



Nintendo Labo is a set of cardboard kits that allow players to transform their Nintendo consoles into a variety of interactive toys. These include an electric piano, a remote-control car and a doll's house whose on-screen inhabitant can be cared for by completing different tasks. The kit is designed to teach users the basic principles of physics, engineering and programming, and stems from the success of the physically interactive aspect of the Nintendo Wii.

*Nominated in the Product category by Ben Hughes, Matt Jones and Beatrice Leanza*

## A PAVILION KNITTED FROM LUMINESCENT YARN

Lumen

Designed by Jenny Sabin Architects



Lumen was a summer installation commissioned for the annual Museum of Modern Art and MoMA PS1 Young Architects Program in New York. Knitted from luminescent yarns, its tubular structures absorbed light throughout the day, which was then emitted at night. The installation, which took over the courtyard of MoMA PS1, was also embedded with sensors, allowing it to track the densities of bodies, heat and sunlight, while cooling mist ensured it

remained a refreshing space for gathering.

*Nominated in the Architecture category by Jeannette Plaut*

## 8. NATION-STATES

From Brexit and the Catalan independence movement to 'America First' and 'The Chinese Dream', rising nationalism in much of the world has exposed deep-rooted anxieties about identity, globalisation and shifting balances of power. But, despite the hardening of its borders, both on maps and in minds, the nation-state remains a porous and contested concept. Here it is explored by designers through a journal illustrating the global circulation of people, ideas and things, and reimagined as a mythic Afro-futurist nation unscathed by colonial legacies.

### A FOOTBALL KIT FOR A 'NEW NIGERIA'

Nigeria National Football Team: National Team Collection

Designed by Nike



For the 2018 World Cup, Nike set out to design a football kit that would reflect the youth and dynamism of modern Nigeria and its diasporas. Based around the concept of 'Naija', or 'new Nigeria', the collection reinterprets contemporary street style through the vibrant green and white of Nigeria's national colours, and abstracted feather patterns that pay homage to its 'Super Eagles' team kit of the 1994 World Cup.

*Nominated in the Fashion category by Wayne Hemingway and Jonathan Adamson*

## A SHOP FOR BUYING SUPPLIES FOR REFUGEES

Choose Love shop

Designed by Help Refugees in partnership with Glimpse



Choose Love is a non-profit online shop where people can buy supplies for refugees. It offers items such as emergency blankets, school bags and children's shoes, which can be purchased on its website for distribution to displaced people across Europe and the Middle East. Over the 2017 Christmas shopping season, Choose Love opened a temporary pop-up space in London's Soho district.

*Nominated in the Digital category by Daniel Charny*

## 9. REAL/FAKE

New digital technologies, such as virtual reality, are blurring the boundaries between the fake and the real. But they're also being used to reaffirm the distinction. As fake news and other manipulations of the media continue to swing public opinion and even elections through disinformation, designers and activists are reclaiming the online and digital realms to reassert facts.

## A COUNTERFEIT-PROOF COIN

New £1 coin

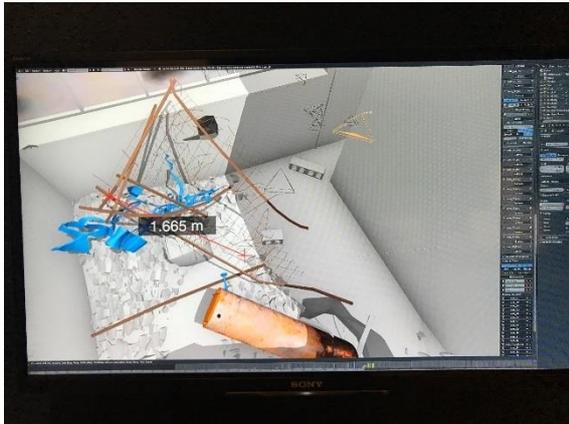
Designed by Royal Mint and David Pearce



The new £1 coin, released in 2017, has been designed to be nearly impossible to counterfeit. In contrast to its simpler, circular predecessor, which had become increasingly susceptible to forgery, the new coin has twelve sides and incorporates security features such as bi-coloured metal, micro-lettering and a hologram that displays the number one when viewed from one angle, and the pound symbol when seen from another. The coin's 'tails' side was designed by David Pearce, then a fifteen-year-old student who beat 6,000 other entrants, including adult professionals, in a national competition.

*Nominated in the Product category by Libby Sellers*

**A DOSSIER OF SPATIAL AND DIGITAL FACT-FINDING**  
**Counter Investigations: Forensic Architecture exhibition**  
**at the Institute of Contemporary Arts, London**  
**Designed by Forensic Architecture**



Counter Investigations is a survey exhibition of work by Forensic Architecture, an independent research agency based at Goldsmiths University, London. The agency works to uncover miscarriages of justice and international war crimes through the architectural analysis of images. From official news and smartphone footage to satellite images, minute clues and fragmentary evidence are painstakingly analysed to create full 3D reconstructions of events, allowing the

team to verify disputed information.

*Nominated in the Digital category by Felix Burrichter*

## **10. SPACE**

Advances in rocket technology promise to make commercial space travel a reality in the near future, while mounting evidence that water, and even life, existed on Mars has solidified the Red Planet's allure as a destination. While the unintended consequences of our forays into orbit, such as space debris, are becoming increasingly clear, so too are the opportunities.

**A BOOT FOR MARS GROWN WITH HUMAN SWEAT**  
**Caskia / Growing a MarsBoot**  
**Designed by Liz Ciokajlo (OurOwnSkin) with Maurizio Montalti**  
**(Officina Corpuscoli)**



If humans were to travel to Mars, there would be very limited room for taking necessary supplies. Officina Corpuscoli have investigated this dilemma by producing a boot grown out of mycelium, the root-like network of a fungus, fed with human sweat. The technique promises to give astronauts the ability to grow provisions with just a few spores during their long journey into space.

*Nominated in the Product category by Jan Boelen*

## A VISUALISATION OF THE DANGERS OF SPACE DEBRIS

### Space Debris – A Journey to Earth



Designed by European Space Agency with ID&SENSE and ONiRiXEL  
Produced by the European Space Agency, Space Debris is a digital animation about the waste currently in orbit around the earth. Launched by humans, broken satellites, used rocket stages and other bits of space junk now enshroud the planet, posing the risk of catastrophic damage to spacecraft on their journey beyond earth. The disastrous effects of colliding with even small particles of debris can be seen in the nearby exhibit.

*Nominated in the Digital category by Deniz Ova*

## 11. NEW NORMAL

Even though we are presented with an overwhelming variety of consumer products, many people are expressing a desire to own fewer, simpler things. Designers are responding to this impulse by reducing objects and buildings to their most basic elements, from lighting made of simple geometric shapes to a theatre built like scaffolding. Meanwhile, classics are being improved on and even given a new purpose, as with the subtle evolution of a time-honoured teapot or the morphing of an iconic logo to raise awareness of endangered species.

## A MAKE-UP RANGE FOR ALL SKIN TONES

### Fenty Beauty

Designed by Rihanna



Launched by Barbadian pop star Rihanna, Fenty Beauty is an affordable make-up line that caters to a wide range of skin tones, including those not accommodated by existing brands. Its foundation, for example, comes in forty shades, half of which are made to match a broad spectrum of darker skin tones; the latter routinely sold out in the first months of the product's launch, indicating a previously unmet demand.

*Nominated in the Product category by Tamar Shafir*

## **A minimalist bicycle for sharing**

### **Mobike Lite**

**Naoto Fukasawa for Mobike**



Mobike is the world's first, and largest, bike-sharing platform. Bikes are unlocked through an online app, allowing them to be parked and locked anywhere in the city without having to find a docking station. The latest model, designed by Naoto Fukasawa, is fifty per cent stronger than European standards, but weighs just 15.5 kilogrammes, making it the lightest shared bike available. Designed to be simple and intuitive, its minimalist aesthetic resembles the Mobike logo.

*Nominated in the Transport category by Ikko Yokoyama*

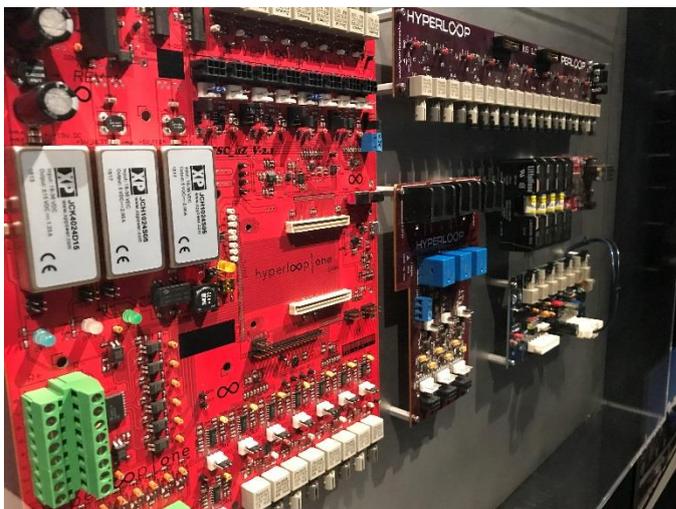
## **12. FUTURE VISIONS**

Through radical technological innovation, visions of the future that we know from science fiction are gradually becoming a reality. Cities in particular are being reshaped as intelligent, hyperconnected spaces and networks, in which the artificial and the real bleed seamlessly into one another. Big data is being used to optimise traffic, pneumatic transport promises to link distant population centres almost instantaneously, while robotic pets offer affection to urbanites adapting to life in single-person households.

## **TRANSPORT THAT REACHES AIR-TRAVEL SPEEDS ON THE GROUND**

### **Virgin Hyperloop One**

**Designed by Hyperloop One**



In May 2017, a full-scale Hyperloop prototype was successfully tested in the Nevada desert, bringing closer to reality an open-source technology developed by SpaceX founder Elon Musk. Hyperloop is a system designed to propel passenger and freight capsules at high speed in a low-pressure tube, with vehicles floating above a track using magnetic levitation. It is planned to reach speeds of up to 670 miles per hour, two to three times faster than high-

speed trains, making it an attractive alternative to air travel for short and mid-range distances.

*Nominated in the Transport category by Oliver Wainwright*

**GRAPHICS FOR A FUTURE-DEFINING FILM**  
**Technology interfaces for Blade Runner 2049**  
**Designed by Territory Studio**



Working closely with director Denis Villeneuve, Territory Studio created the technology interfaces for the sets of Blade Runner 2049. Building on that film franchise's zeitgeist-defining visuals, the studio experimented with combining digital with analogue technologies, such as optical lenses, cine projectors, microfiche and card systems, to help realise the noir future depicted in the movie.

*Nominated in the Digital category by Shane Walter*

**EXHIBITION GUIDANCE**

Objects in the exhibition are on open display rather than in cases. Care should be taken when moving around the exhibition and most objects should not be touched. Any objects that can be touched will be clearly signed. Please ask staff if you are unsure. We would be grateful if you could brief your students accordingly.

Depending on your group and your itinerary for the visit, we would recommend that you set aside approximately 40 minutes to explore this exhibition.

Photography is permitted in this exhibition without the use of a flash.

Please ensure that you read our school visit Terms and Conditions document before making your visit.

**Design Museum, 224-238 Kensington High Street, London, W8 6AG**

**Daily 10am – 5.45pm**

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