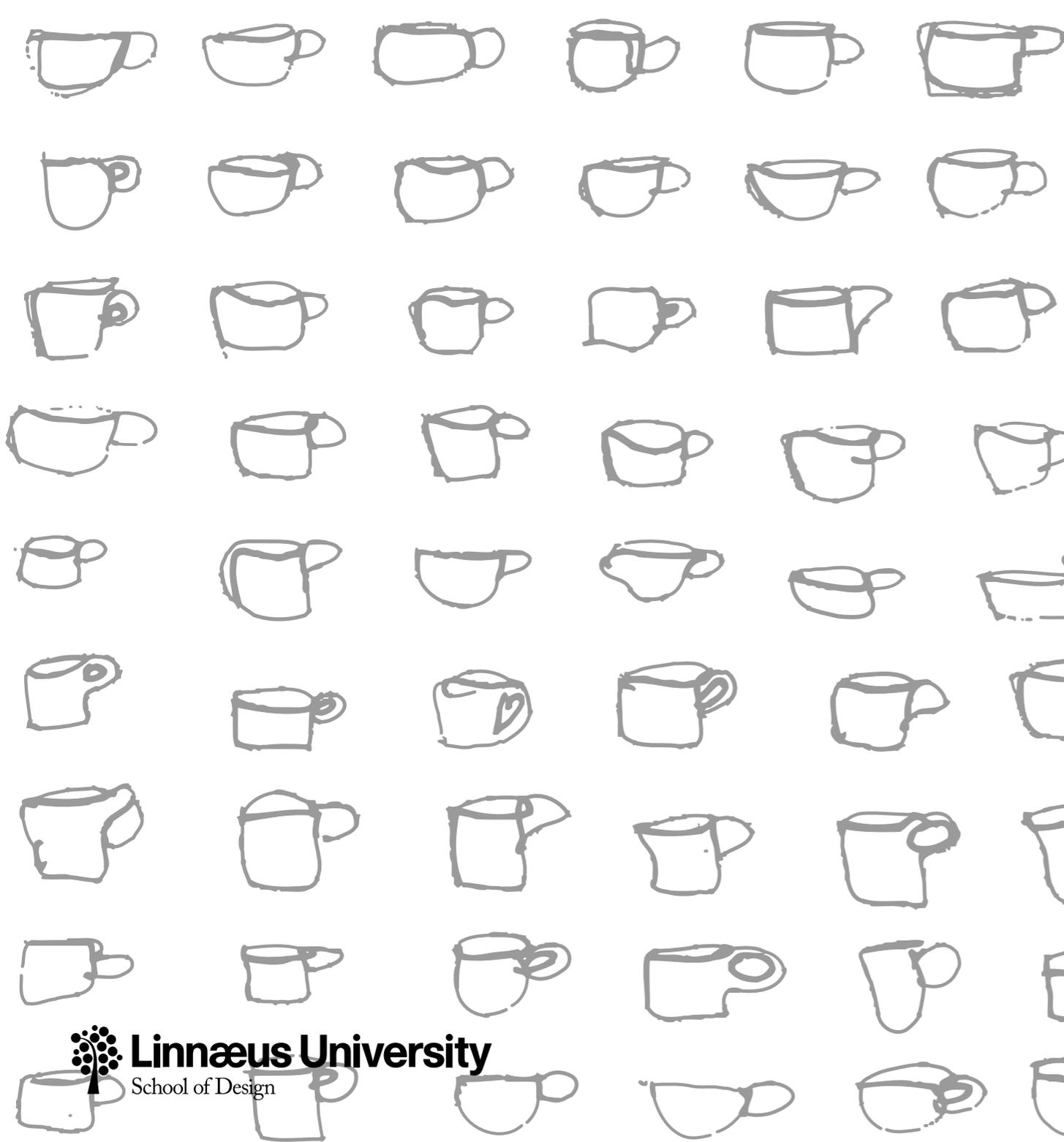


Anais Quintanilla
Arash Eskafi
Emelie Månsson
Helia Honar
Mansoorah Shahtalab
Maria Baliova
Maria Modzelewska
Matthew Burger
Saida Bayoucefi
Xiaotian Hu



vessel. . .



A Brief Description of the Workshop:

During 4 and a half days with the help of Matthew Burger, the master design program students from Linnæus University Design School took up the task of exploring the meaning of "vessels". Vessels exist within a spatial and temporal context. Their most primitive forms were in the shape of found natural objects, animal skins, early ceramic containers, et cetera. Through time, history & the help of manufacturing technology, they have evolved and transformed into cups, bottles, vases, plastic, tetra-pack, aluminium or glass bottles. Some vessels have become embedded with meaning through a cultural &/or social context, materials, shape, colour; they have also become signifiers of human emotion & behavioral connections. It is naturally human to become connected with objects because we rationally irrationally seek meaning all around us . . .

a brief comment about power and insight gained through, what the late alan fletcher from pentagram called, "the art of looking sideways." successful environments, products and services are those that respond uniquely to people's unarticulated needs. observing people in their context is a rich source of insight about these needs. look and listen carefully • have fun • notice the details • be open-minded, unbiased; observe without being partial and withhold judgment • be curious, ask about behavior and experience • empathize and identify with people you see, understand why they do and feel as they do • make notations about ideas, problems, insights and opportunities • sketch &/or take pictures as reminders for yourself and to share with others • look out for the following areas of interest, plus connections between these areas:

interactions + people + context + motivations + process + artifacts





Anais Quintanilla



Arash Eskafi



Emelie Månsson



Helya Honar



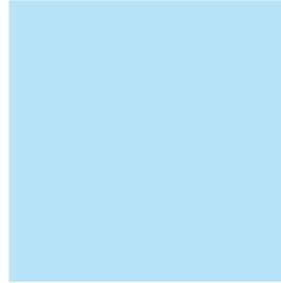
Mansooreh Shahtalab



Maria Baliova



Maria Modzelewska



Saida Bayoucefi



Xiaotian Hu



Observations from the design graduate students about their first impression from the workshop:

Matthew & Inès Burger arrived in Sweden on the 8th of October, just in time for the Design School's 10 year anniversary party. Matthew came to Sweden to conduct a five day workshop with the master program students at Linnæus University in Pukeberg. That same night he met a few of us around the studio & started to solicit ideas on how to make the workshop a great experience for everyone. It was already Saturday night and needless to say, we were tired & maybe slightly confused. He made questions regardless. We must admit, Matthew's enthusiasm took us by surprise, but somehow we knew an exciting week lay ahead of us.



Matthew Burger

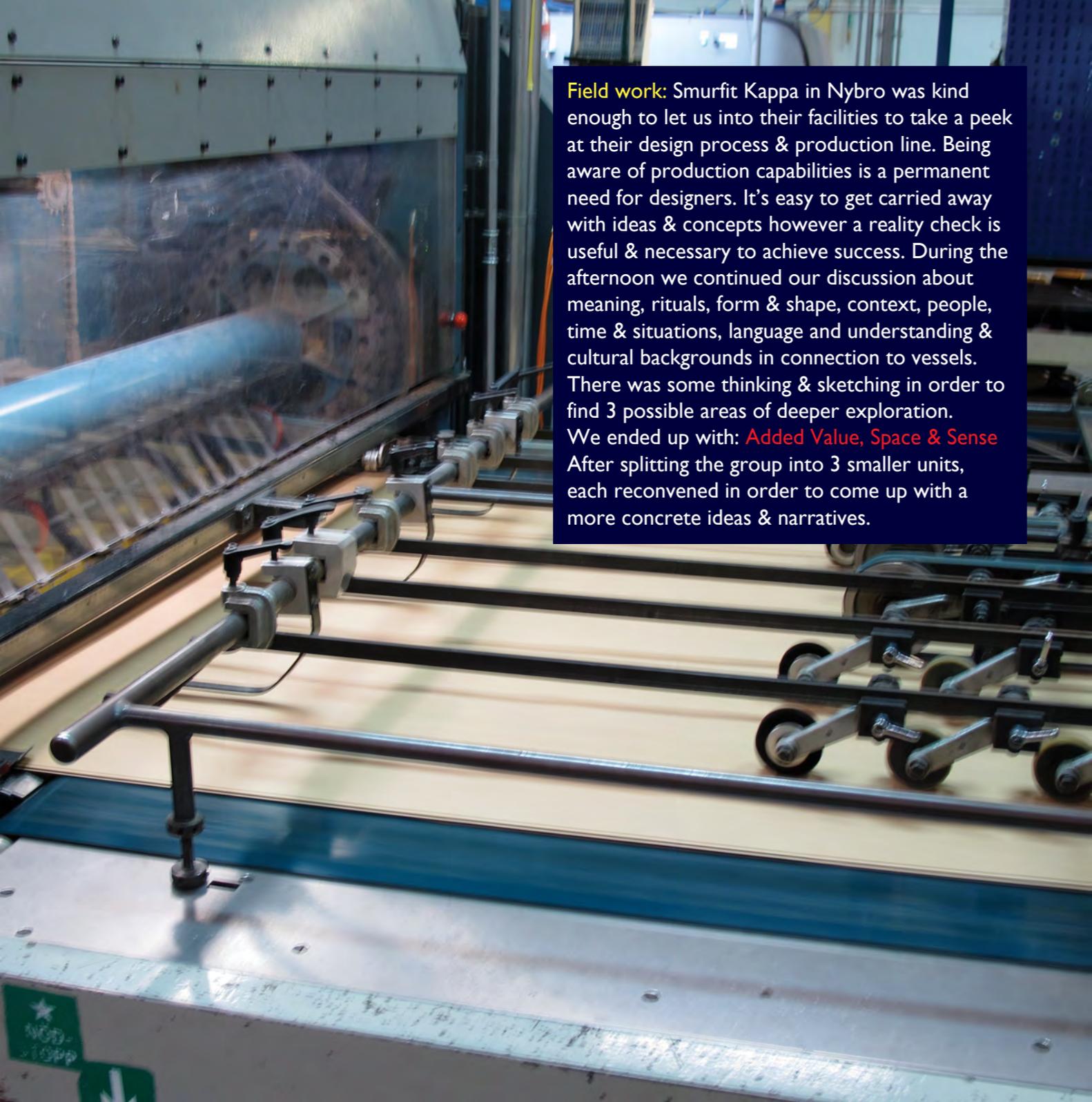


Left To right: Mansooreh Shahtalab, Maria Koblanck Della Santina, Ravi Koblanck Della Santina, Arash Eskafi, Helya Honar, Xiaotian Hu, Anais Quintanilla, Maria Baliova, Emelie Månsson, Stephanie Carleklev, Saida Bayoucefi, Matthew Burger, Puckeberg/ School of design, October 2011



Bring your vessel to class...

We started off day one by planning & scheduling our activities for the week. The objective was to deliver "something" for our venue on Friday, however Monday morning was still too early for insights or settling on anything. We begun with a personal introduction & soon realized the linguistic richness of the presentations. Spanish, Romanian, Chinese, Swedish, Persian, Slovak, Arabic, French, German and of course English to connect the dots. After introductions were in place we moved on to a deeper discussion of our topic "vessels". We gathered empty bottles, beverages, tetrapak juice boxes, coffee & tea, teapots, coffee pots, coasters, cups, wine glasses, et cetera. The objective was to analyze the current vessel options the meanings they embody & the characteristics that provide them with an identity. Matthew also introduced the topic of anthropomorphism & the emotional dimension of design, reminding us of how basic it is for humans to make connections with every-day inanimate objects.

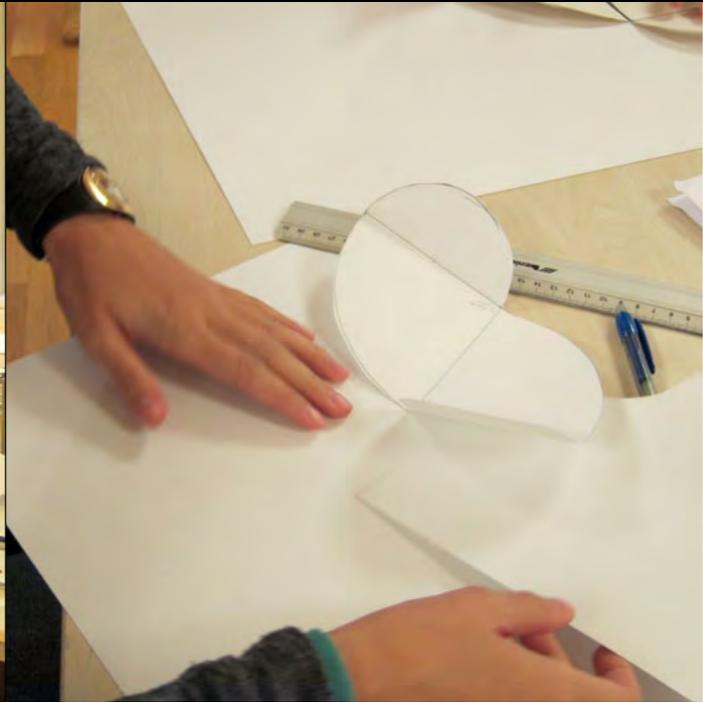


Field work: Smurfit Kappa in Nybro was kind enough to let us into their facilities to take a peek at their design process & production line. Being aware of production capabilities is a permanent need for designers. It's easy to get carried away with ideas & concepts however a reality check is useful & necessary to achieve success. During the afternoon we continued our discussion about meaning, rituals, form & shape, context, people, time & situations, language and understanding & cultural backgrounds in connection to vessels. There was some thinking & sketching in order to find 3 possible areas of deeper exploration. We ended up with: **Added Value, Space & Sense** After splitting the group into 3 smaller units, each reconvened in order to come up with a more concrete ideas & narratives.





a straightforward making, thinking three dimensional exercise, using hand tools, a few precious hours & elliptical forms related to an oloid...





Ideas drive the manifestation

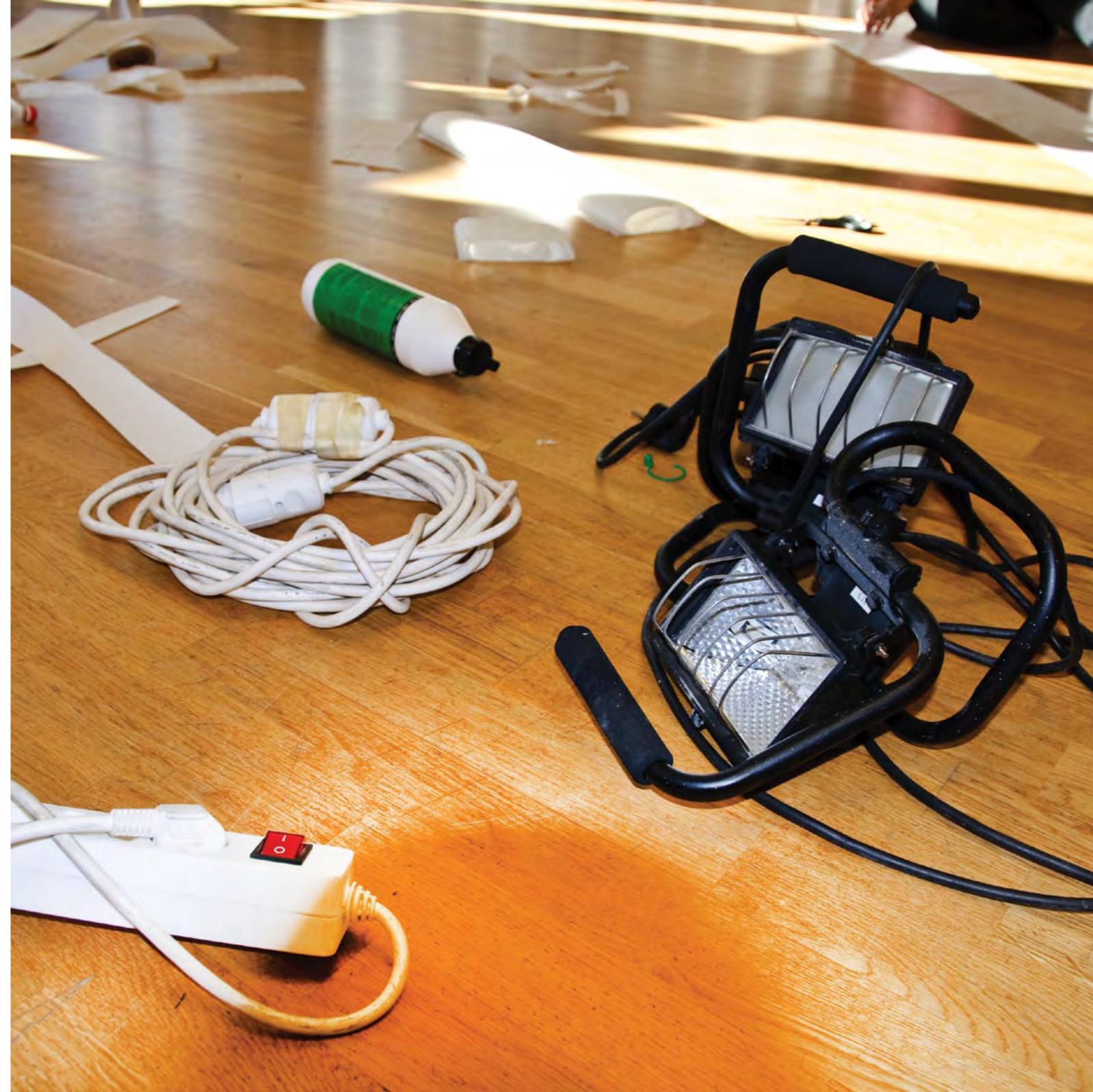
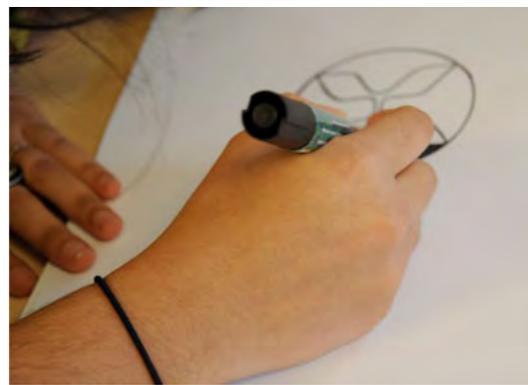
The day begun with a lecture from Matthew for the students and teachers at Pukeberg. He requested the attendants to bring drinks and vessels to continue and expand the exploration of the “vessel” topic. He also made us carry our chairs to sit outside in the sun. The discussion continued for the master students afterwards. We consulted our ideas with Matthew and split tasks in preparation for the exhibition on Friday. We proceeded to further develop our ideas, make models and more sketches to refine our concepts.





We need a label

After 3 days of talking and thinking we finally began to work on the models for the concepts developed the previous night. The groups began to work individually with their own materials and began preparing for the exhibition. Arash was contacting the Nybro media; Maria worked on how to get feedback from attendants the next day. Saida was set on preparing an interesting fika for the opening. Mansooreh worked on the headshots and the rest were concentrated on their personal work. Stress ran high and the school's alarm was set on during the night. Twice.



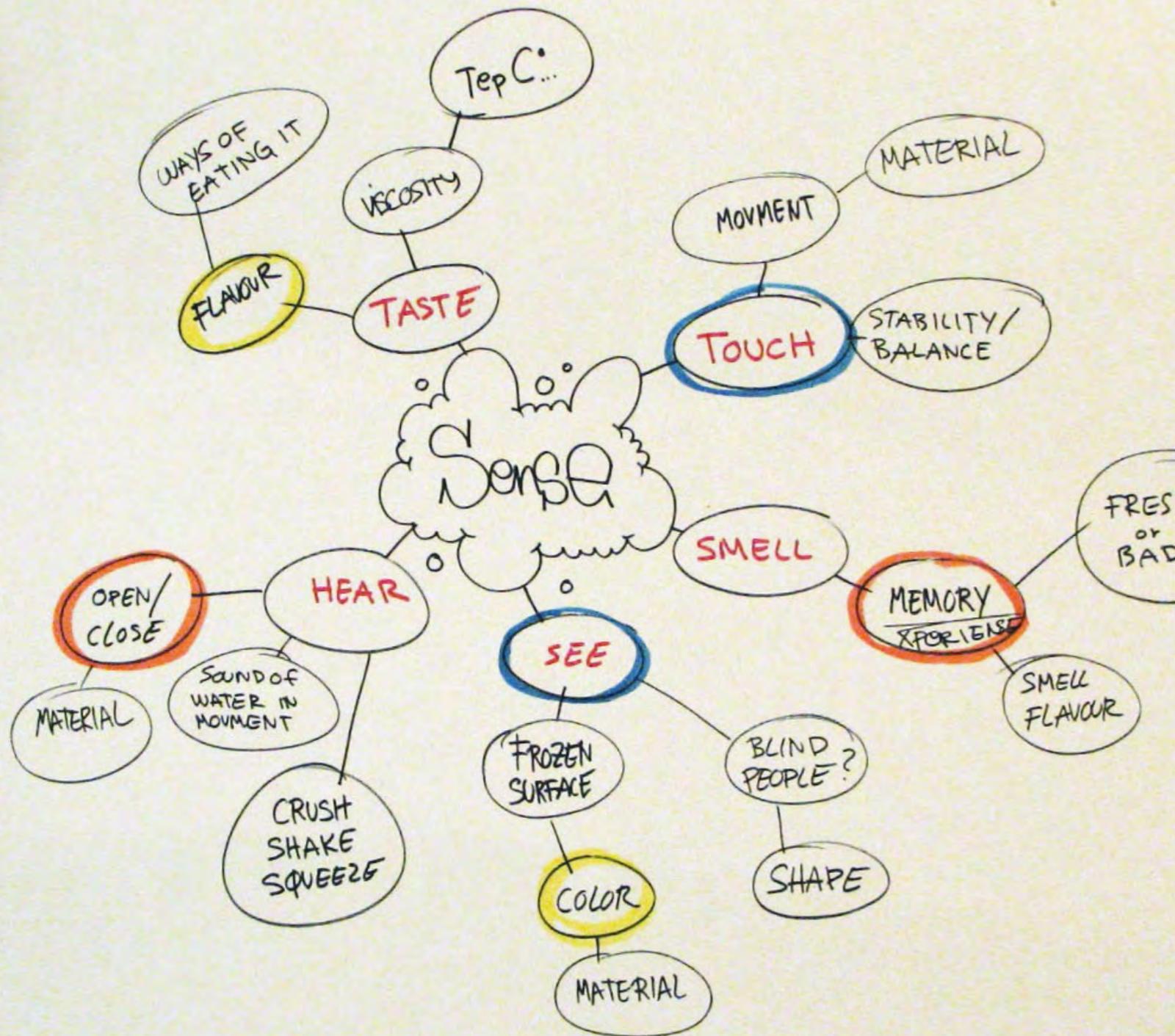


Exhibition

Stress was at its peak, but most of the work had been completed the previous night. Every team was making finishing touches in their corners, while others worked on the documentation for the exhibition. There was printing to be done, and public speaking on behalf of the master students. At 13:00 everything was ready. Students and faculty members arrived. We also had a visit from Tomas from Smurfit Kappa and The Barometer. Fika was set up, and the show began.

Arash made the general introduction and spoke on behalf of the sense team. Anais talked about space and meaning and Emily added value to the whole event. The undergraduates asked some questions and we saw familiar faces (Gabriella, Linda, Stephani, Maria & Sid). Everything ran quite smoothly, and Matthew was pleased. That night we had dinner at school where Saida shared some wonderful cooking with the group.





NO/SENSE

Three participants signed in for the theme named "senses", but they had No Sense how it'll turn out. The group started with grasping some areas by composing a mind-map based on their imagination on how feelings could be perceived in a different way. They considered "amusement" as an important aspect to awoke special thoughts and feelings.

Like any brainstorm, a lot of crazy and wild ideas came through, some better than others and they kept and took them further to the next stage of the development. There was no lack of ideas, though some deep, heavy research needed to compliment the crazy suggestions. The group started to do research and asked people which vessels and drinks they felt connected to, and why. Internet, interviews and libraries have been used in order to get inspiration during this stage. Since the lack of time, the group needed to rapidly move on and start with the ideation process. Each person chose a specific area, sense, feeling, which they felt comfortable to work with. The concept sketching started. Fortunately a lot

of good ideas came through and in the end of the night (early in the morning) everybody felt that they had something good and substantial to proceed with. they were onto something!

Next day everybody proceeded with producing quick models. With a little help from Peter, the irreplaceable school technician, everybody could present a real scale model that represented their ideas in a honest way. With the model building done there was not much time left for anything besides the presentation itself. The group started to set up the exhibition area. Working until the last minute and having the teacher behind their backs, breathing down their necks. taking their tools, The game was now over and the exhibition open for curious "wonderers".

We suggest shorter version: nobody wants to read our diary ..haha who cares what have we been doing.. they'll see pictures!

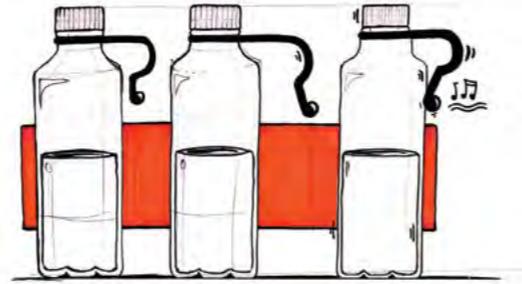
- Day 1 : listening
- Day 2 : working confused
- Day 3 : working harder
- Day 4 : working very hard
- Day 5 : working no sense

Bender

What is the relationship between consumer and product? Do we use the products as they were intended to or do we like to play around and personalise them? My vessel has a added feature that provokes your curiosity and helps your imagination to wonder.

The new design encourages one to approach the vessel in a new way. Whether you choose to use it as a handle, something to fiddle around with or as a source of sound it allows the user to choose and therefore customising it the way one wishes to.

Use/ Touch/ Play/ Hear/ Sound



Baliova's Balancing Beverage

Table settings are usually static although liquids and the people drinking them are very dynamic elements.

Give this vessel a little nudge and it'll lose its vertical static position. It'll roll around, find its own balance and come back to safe ground. Want to try it again? Go for it!

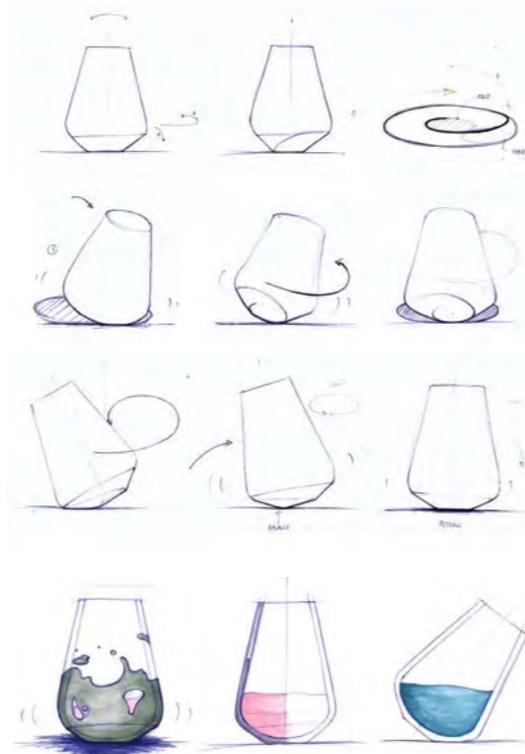
Looks like it always finds its way back home, right? That must be a clever vessel. Get the aroma out of the box.

Drinking cognac for example requires a tulip-shaped wineglass called snifter, the narrow top will keep the aroma of cognac within the glass and let you slowly enjoy your beverage. The same applies for wine lovers, or simply blending flavours or sugar, melting inside your drink.

Let all senses be active while enjoying time with your vessel!

movement/ balance/ static vs. dynamic/
conversation starter/ stress reliever/
aroma releaser

Inspiration:



Glu Glu Glu

How do you drink?
Hold a bottle, a glass, or a mug?

BORING!

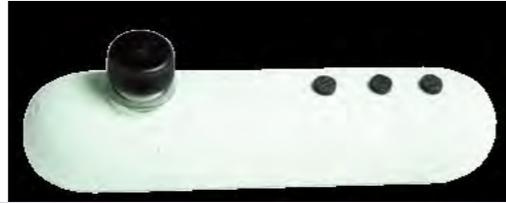
What fun do you get?

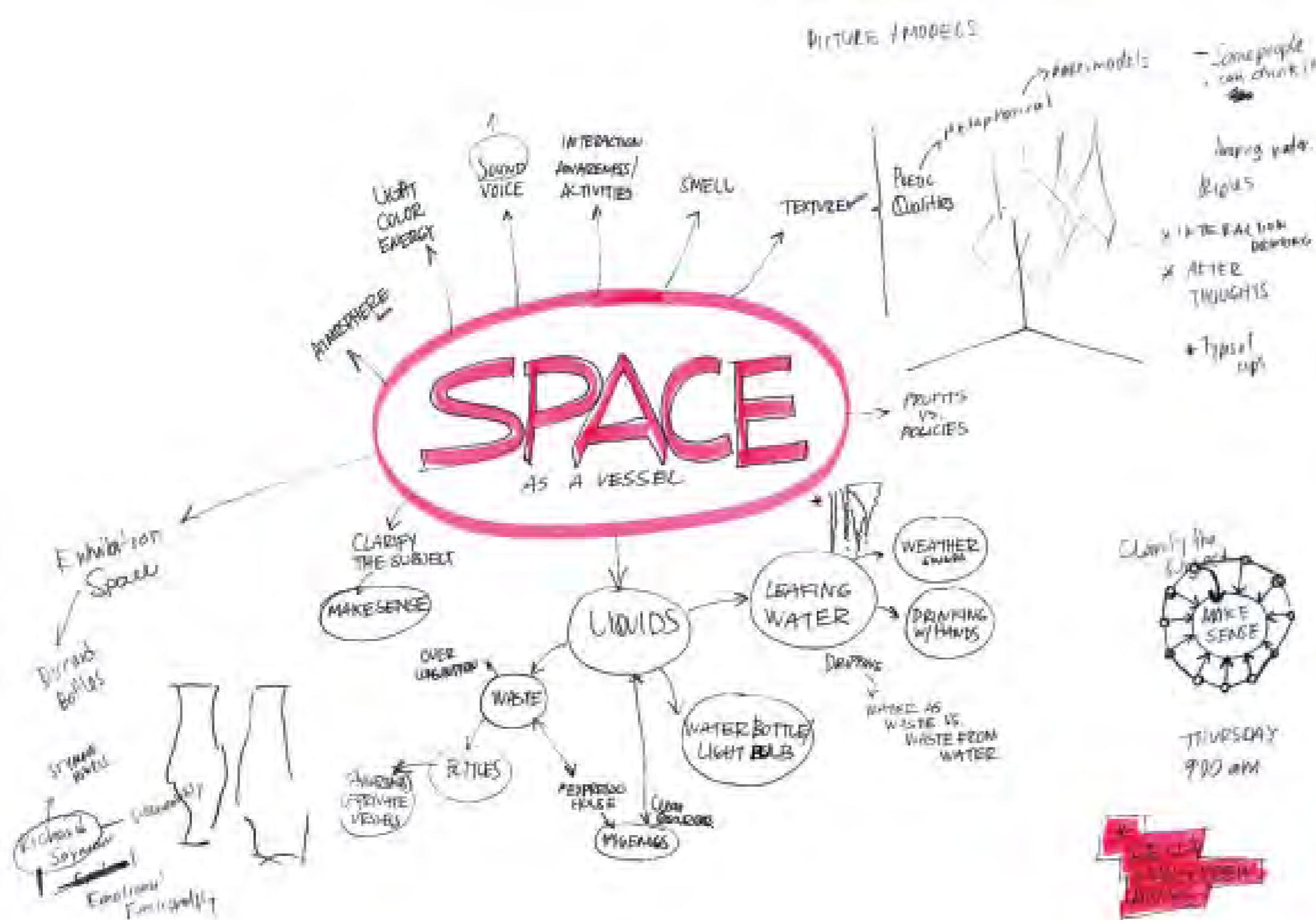
Maybe...
You want to talk to your vessel?
Or make it sing to you?
You're not insane, believe it or not!

Let's put the bottleneck on its shoulder, to
experience drinking in another direction
and add a few bulges on its body.
You can cut them off to play with the
sound and create your own music with
glu glu glu.

Have fun with your new friend!

touch/
play/
the way of drink/
entertainment/
sound and music/
emotional link/
get attention/





SPACE

Space is demarcated by a multitude of dimensions. An environment can be shaped through light, sound, texture, smell, colour or visual composition of the material elements. Creating a poetic atmosphere that appeals to the senses, arouses feelings and innately provokes curiosity and reflection depends on the way these dimensions are manipulated and arranged.

SPACE

Within the context of the vessel symposium and through the exploration of the spatial dimensions we sought to raise awareness on the topic of wasted liquids:

water as waste + waste from water.

Water is a precious resource that in the modern context has become a pollutant agent in most societies.

Ephemeral vessels (pet bottles, tetra-pack) are thrust into the environment on a daily basis.

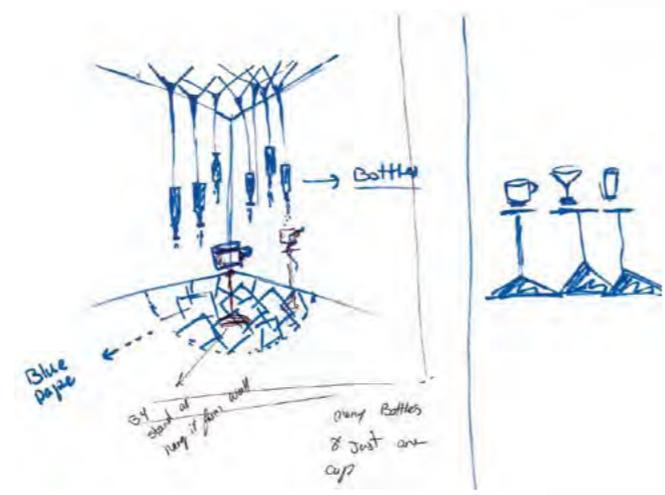
Tragic images of infinite trash dumps filled with plastic bottles come to mind.

There is also the underlying topic of access to clean water in developing nations and the over engineering of our infrastructural water delivery systems.

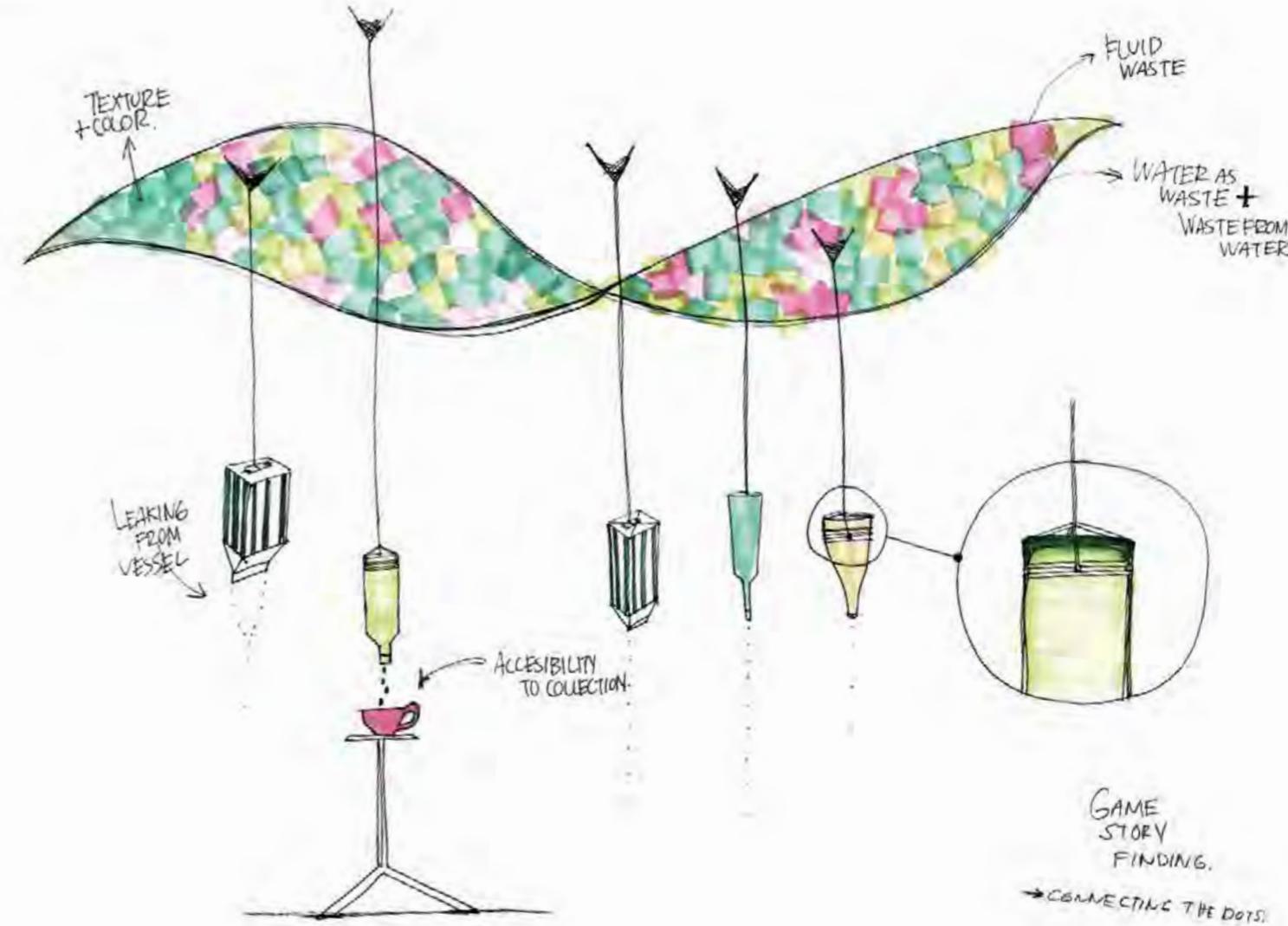
Do we need clean drinking water to wash our clothes or water our plants?

There are certainly different levels of complexity in this topic that transform into economical, political or human issues.

Domination in the form of consumption has become the mantra of the 21st century; trash, waste and pollution have become the unhappy by-products.



LEAKING LIQUIDS

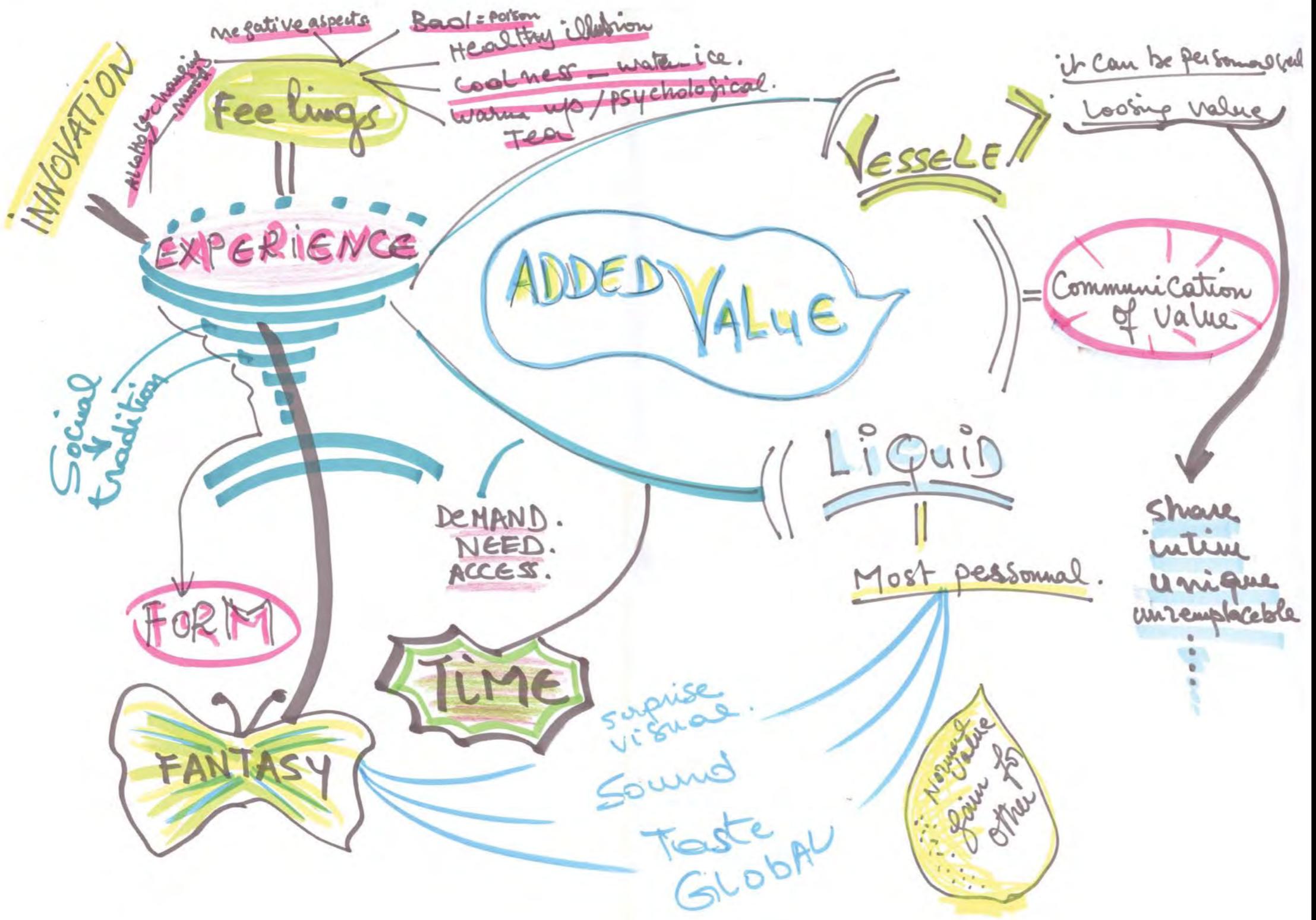






CONCLUSION

Through the use of soft materials like paper and employing different types of leftover bottles we meant to express the fluidity of water and obviate its connection to trash. The messy arrangement of the strips in combination with the hanging bottles was a mix of materials that expressed the ideas of motion, fluidity, waste and trash on a basic level. We employed bottles of popular drinks like milk, beer and water, three of the most rapidly consumed beverages in the world that become waste in matter of minutes but whose production requires a massive employment of virgin resources. Our intention was to arouse curiosity, and at the same time play with the environmental elements in order to create a poetic atmosphere.



Added value

"The first glass is bitter as life, the second glass is strong as love, the third glass is as gentle as death."



When you are on your way, or just not at home, you maybe carry a vessel with a beverage with you.

We wanted to add value to this experience of drinking.

This could be achieved by:

New innovation

Creating feelings

The experience

The vessel itself (graphics, form etc)

Creating a story, appealing to the fantasy

The liquid (what it contains)

Drinking tea is in many countries associated with great experiences, traditions and feelings.

Rouhi is designed so that you could get a stronger feeling even when you drink by yourself.

These three vessels are designed for tea drinks but their values can be used for other types of beverages.

Rouhi is a series of vessels that is appealing for the eye. They have organic forms that make the connection to the tealeaf very clear.

They are also very ergonomic and easy to hold, and bring with you.

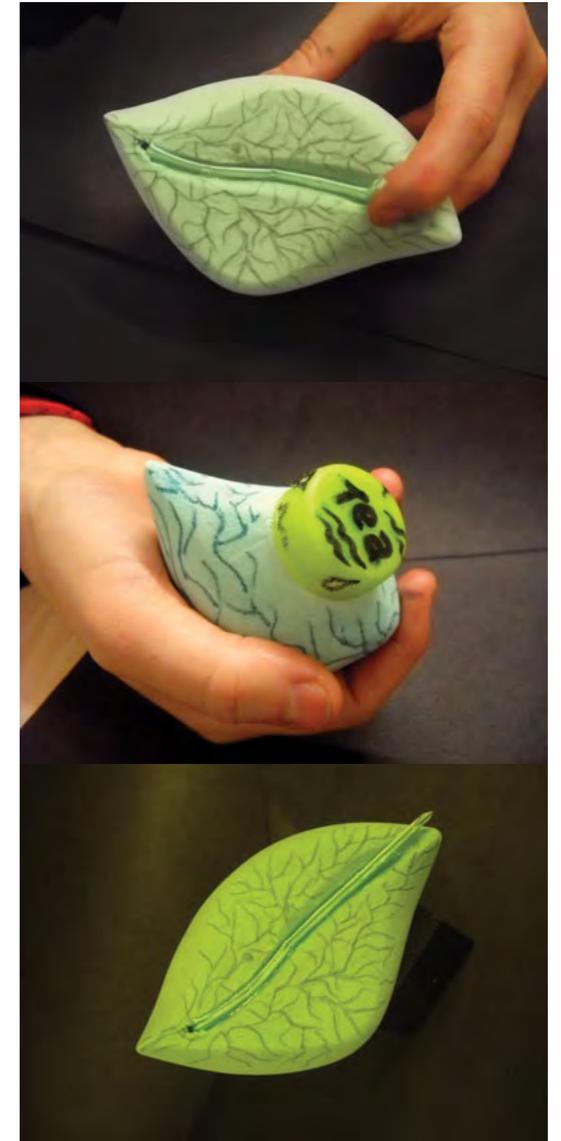
VESSEL 1)

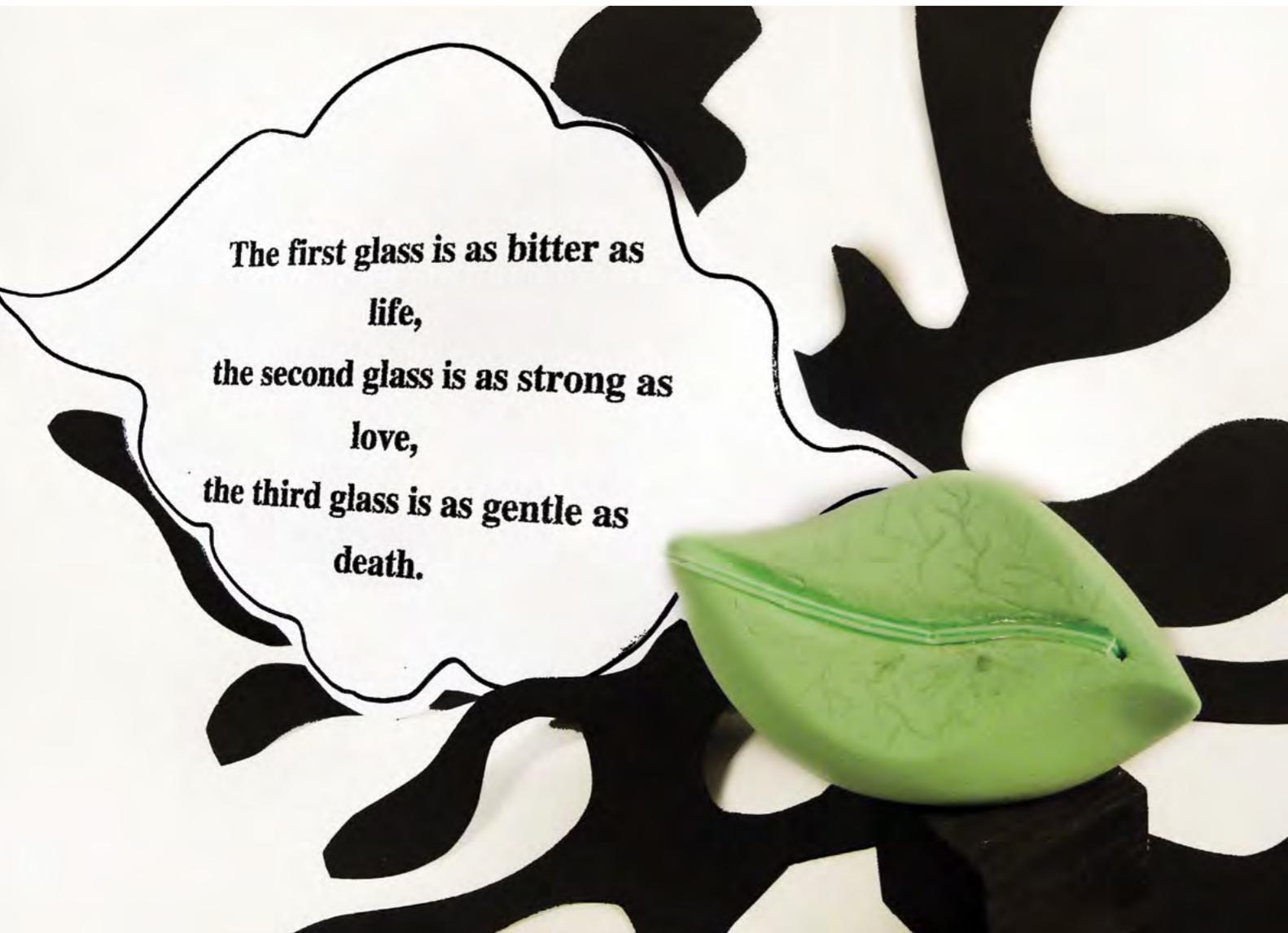
By pressing the vessel it will heat up and you can therefore enjoy a warm cup of tea even if you are outside a cold winter day.

VESSEL 2)

It is very small and easy to bring with you. It only contains the aroma so instead of buying bottles with etc soda/water/ ice-tea you use fresh water from the tap and just add the aroma to the water.

In this way you save plastic material, and it is easier to transport.











Det var vernissage i fredags för Workshopveckan för över för masterseleverna vid Institutionen för Design vid Linnéuniversitetet Campus Pukeberg då de ställde på möjligheterna för kär, och Arabi Ekaoui berättar om sin gruppens arbete för Åkebergskärl, kär på bordet. FOTO: JOHAN DANIELSSON

Vernissage med ny form och funktion för vardagliga kär

PUKEBERG
Ett kär för våtskor skulle kunna vara mer än ett vardagligt kär.

Det kan bli nya funktioner, göras anpassade, överraskande, överraskande. Under förra veckan ut- förskadades masterselever vid Institutionen för Design vid Linnéuniversitetet Campus Pukeberg i Sydfranska och flera tankar därifrån har hjälpt mig i detta till detta sammanhang.

Tänja gränser
 Han påpekar att work- shopen i Pukeberg var

inriktad på att jobba med att tänja på gränserna och bidra fundera på nya funktioner, lite att ta hela steget fullt ut och komma med förslag på design till nya produkter.

– Vi vill ge ett extra värde för användaren, säger studenten Arabi Ekaoui.

Nya upplevelser
 Han visar en liten termos som försetts med en hållare som låter med ett klingande ljud då han drar och släpper den.

Den ger användaren en ny lite oändad upplevelse.

– En fantastisk vecka. Många nya upplevelser. Det har varit ett par jobbiga dagar men det är extra värde till ett kär. Jag kommer från Algeriet, där är te- och tedrickande traditionellt mycket viktigt. Här ger vi tekoppen nya värden, säger Soleda Rayoncoff, som jobbade tillsammans med Emmelie Månsson.

Suaret blev en ny form och ny funktion, ett kär som snidigt passar hand- flatan och försetts med ut- viktbart sugrör och kan värmas.

Emmelie Månsson visar

ett kär som tagit ett steg till.

– Det är litet och innehåller bara koncentrat, inte vätska. Det har varit en intressant workshop. Jag gillar projekt då du måste tänka mycket utanför det vanliga, att under kort tid vara tvungna att komma på nya idéer snabbt.



Ett kär för en mycket viktig dryck – te, inklusive sugrör. Emmelie Månsson visar upp ett kär för dryck. Masterseleverna vid Institutionen för Design vid Linnéuniversitetet med lärare Matthew Burger, speciellt inbjuden lärare från Brooklyn, Pratt Institute, New York



Vessel, a Swedish Symposium, was in conjunction with the Graduate Design program at Linnaeus University, on the Nybro Campus, in the autumn of 2011. The coordinator for the symposium was Matthew Burger. Matthew is a designer and educator, who lives and works in Brooklyn, New York. During Vessel, the graduate design students worked in 3 closely connected teams, were often involved in dialogue, thinking, experimentation, many late hours working in the design studio, making things, making messes, making mistakes, documentation, presentation and last but not least.





Linnæus University • Linnéuniversitetet