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I have worked with consulting studios, a government agency and manufacturers in developing concepts and products. These projects have varied over a broad spectrum, and my design involvement has touched on transportation, consumer products, graphic concepts and furniture. I have approximately twenty-nine years of design work experience. My academic studies were at Pratt Institute in Product Design and Visual Communication at the Hochschule für Kunst & Gestaltung, Basel. I am interested in a wide range of ideas related to Design education. In teaching, and also in lecturing, I stress the field of Design as interdisciplinary; i.e. Design's relationship to other creative areas, the Fine Arts, and western culture in general.

Hochschule für Kunst & Gestaltung, Basel:

1991 • Basel, Switzerland: Attended the HfG Degree program for Visual Communication; graduated in 1991. The studies in graphic design, semiotics, typography and film were augmented by an individually chosen thesis project. While in Basel, I was associated with Kwod Design in Hamburg, Germany. .

Pratt Institute:

1980 • Brooklyn, New York: Graduated, Bachelor of Industrial Design, B.ID, Pratt Institute. Undergraduate studies included an exchange semester at the Royal Danish Academy, Copenhagen, Denmark.

University of Applied Sciences Regensburg:

2023 • Regensburg, Germany: Co-founder of a new program for Industrial Design in Bavaria. I worked with colleagues in the areas of Design, Engineering, Architecture and Industry in the development of a new hybrid model of Design education.

Pratt Institute:

2011 • Brooklyn, New York: Chair of the Department of Industrial Design, from the summer of 2005 until the summer of 2010. As a Professor for the iD Department, I team-taught a creative Studio which is called, Making Meaning.

Wentworth Institute of Technology:

2005 • Boston, Massachusetts: Associate Professor & Coordinator of the Industrial Design Program. Previously, I taught as Adjunct faculty in the Graphic Design Department, Rhode Island School of Design.

Swiss Federal Railways:

1997 • Berne, Switzerland: Our work group at the SBB CFF FFS, Swiss national railroad company was responsible for all design related criteria for the entire passenger fleet of approximately 5500 coaches and locomotives. Project assignments were a combination of Product, Interior, and Graphic design.

Pratt Institute:

1988 • Brooklyn, New York: Faculty member in the Department of Industrial Design for a period of two years. Projects involved a three dimensional language of materials, space and human scale. Gave lecture to the Design Department at Parsons School of Design.

The Maxim Company:

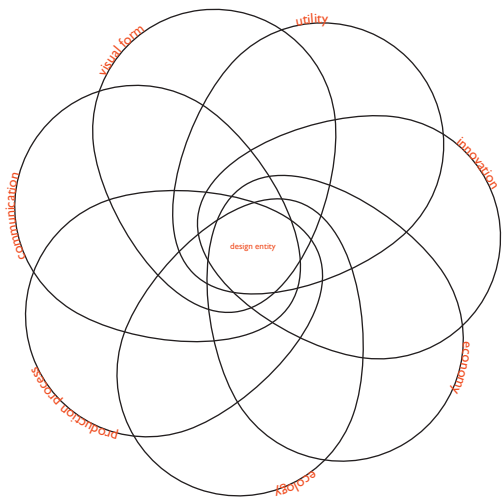
1985 • Newark, New Jersey: Worked for Maxim, a privately owned appliance manufacturer, in the engineering department on product development related to a kitchen context. Also worked with the marketing area on design packaging, graphics, and several product exhibits.

Jürgen Lange Product Design:

1982 • Stuttgart, Germany: Development of concepts related to Furniture and Interior Design.

ProduktEntwicklung Roericht:

1981 • Ulm, Germany: Production methods evaluation for furniture; participated with the on-going Stitz project for Wilkhahn Bad Mündler, Germany.

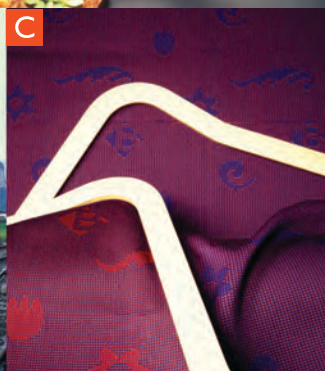


Venues & Talks on Design:

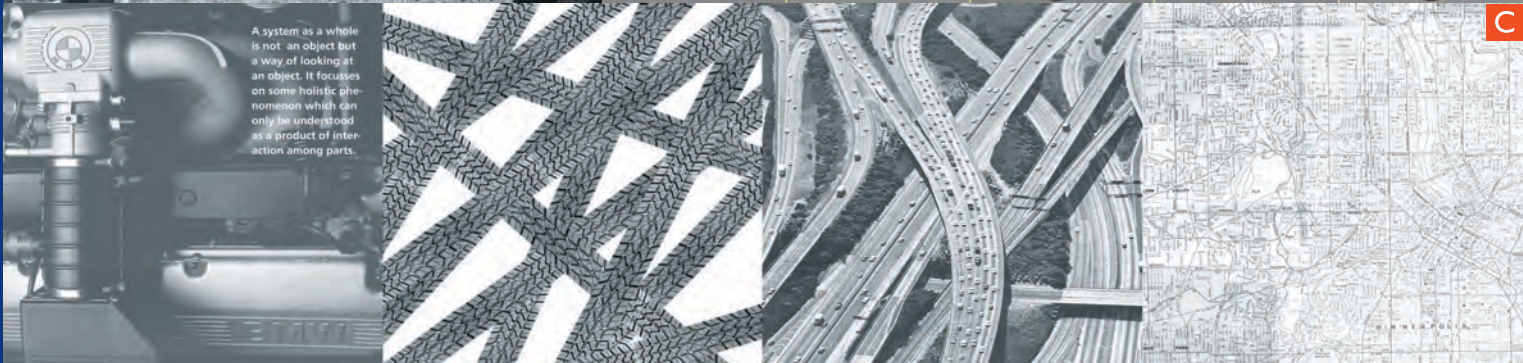
		1998	Rhode Island School of Design Providence, Rhode Island Graphic Design
2023	Bauhaus-Universität Weimar Weimar, Germany Design Tools for Play, Bauhaus Summer School		Wentworth Institute of Technology Boston, Massachusetts Industrial Design
2019	Bauhaus-Universität Weimar Weimar, Germany Homo Ludens: tools for play, Bauhaus Summer School		The Art Institute of Boston Boston, Massachusetts Graphic Design
2015	Bauhaus-Universität Weimar Weimar, Germany Visualizing the Future(s), Bauhaus Summer School	1996	Institute of Design Umeå Umeå, Sweden Transportation Design
2014	Bauhaus-Universität Weimar Weimar, Germany Will Design for Food Bauhaus Summer School		Fachhochschule für Gestaltung Darmstadt, Germany Industrial Design
	University of Regensburg Regensburg, Bavaria Art Design Education on the Verge	1995	Pratt Institute Brooklyn, New York Industrial Design
2013	Bauhaus-Universität Weimar Weimar, Germany Soft Landing Prototypes Bauhaus Summer School		Rhode Island School of Design Providence, Rhode Island Graphic Design
2012	Bauhaus-Universität Weimar Weimar, Germany Light, Design & Spacial Ambience Bauhaus Summer School		Hochschule für Gestaltung Zurich, Switzerland Raum und Produktgestaltung
2011	Linnæus University Nybro, Sweden Graduate Design Program	1994	Rhode Island School of Design Providence, Rhode Island Industrial Design
	Ölands Folkhögskola Öland, Sweden Basår Design Program		Brunel University London, England Design Strategy & Innovation
	University of Johannesburg Johannesburg, South Africa Department of Industrial Design		Fachhochschule für Gestaltung Cologne, Germany Design Studies
2008	Bauhaus-Universität Weimar Weimar, Germany Fakultät Gestaltung		Hochschule der Kunste Hamburg, Germany Industrial Design
	Fachhochschule Salzburg Salzburg, Austria DPM Design & Produktmanagement		Fachhochschule Hamburg Hamburg, Germany Engineering Department
2006	Taki Fuji International Art Award Toyko, Japan Industrial Design	1993	University of the Arts Philadelphia, Pennsylvania Graduate Industrial Design
2002	Fachhochschule Rosenheim Rosenheim, Germany Interior Design		Carnegie Mellon University Pittsburgh, Pennsylvania Design Department
2001	Montserrat College of Art Beverly, Massachusetts Green Product Design	1992	Fachhochschule für Gestaltung Lucerne, Switzerland Graphic Design
2000	University of the Arts Philadelphia, Pennsylvania Design (reboot) 2000		

A Stitz project for Wilkhahn: ProduktEntwicklung Roericht, Ulm Germany, 1981
B Kitchen Appliances: The Maxim Company, Newark New Jersey, 1985
C The Brünig Line: Swiss Federal Railways, Bern Switzerland, 1997
D Program Coordinator • Teacher for Design: Wentworth, Boston Massachusetts 2005
E Chair, Industrial Design • Teacher for Design: Pratt Institute, Brooklyn, New York 2011

Matthew Burger: Designer & Educator



Matthew Burger:
 Examples of Student
 Work ...



DIST
Advance
Suitcase

DIST is a concept for a traveling suitcase inspired by Diatoms. DIST-stands for Diatoms, Individualism, Structure and Transparency, the four principal ideas that driven the creation of the concept.

Just like Diatoms, a suitcase is an element in a sea of people trying to move around the world, where lightness, structure and variety are important factors.

Derived from Diatoms morphology, the suitcase integrates modern materials, which offer strength, flexibility, and transparency, delivering maximum functionality and beauty.

Each suitcase is different from one another; where the objects in its interior define the visible form and color of the suitcase. Giving the option of unique individualism for each user.



Matthew Burger:
 Examples of Student
 Work ...

connectingZone:

to explore graphic design's relationship to other areas of creativity while building bridges and integrating graphic design into a systematic approach allows the ability to combine / manipulate 2 dimensional & 3 dimensional concepts into a meaningful whole. a better understanding of graphic design's connections to 3 dimensional design professions (i.e. architecture, interior & product design) strengthens the communication between disciplines & increases a synthesis of all areas of design into an innovative solution ...

3 dimensional → 2 dimensional

A

B

B

CUP HANDLE AND POROUS CUP-SHELF INSPIRED BY CELL STRUCTURE OF COFFEE BEAN

ONE SINGLE DOT ON EACH CUP REFLECTS ONE OF THE COLOR STAGES OF THE RIPENING COFFEE BERRY

RED "CUT OUT" AREAS REFLECT THE COLOR OF A COFFEE BERRY READY FOR HARVEST

MACHINE BODY SHAPE DERIVED FROM COFFEE PLANT LEAF FORM

the urban scene

Our Community

Urban transportation for two

Public vs. Private Space

Personal mobility has taken the wrong turn. The automobile industry and the city co-evolved and today our cities are built to give cars easy access while others sharing the road, including pedestrians are to feel intimidated and unsafe.

How can we give pedestrians and human powered vehicles access to their cities and create vibrant living communities?

Redefine our public space: let's blend private and public space, open your space up for others to share.

Practice Good Mobile Citizenship: act not in self-interest, but also for the common good, show your surroundings who you are, show respect to others sharing the street, minimize risk of injury to yourself and others, minimize excessive use of resources, be aware of your limitations.

Improve Communication: connect to your community, touch, personalize, feel, see, contribute, talk, build relationships with your surroundings, share.

Orthographics

What I look like from all angles.

attributes

Specifications

Optional weather protection

C

D

Glowing surfaces

Relationships

How do I relate to others in the street?

Be aware of your size

know your body, know your vehicle.

E

E

Customization

5 of 5 items

Entry, Exit

How do I relate to others in the street?

Entry, Exit

F

joymaking
 DESIGN + DELIGHT
 ingrid fetell