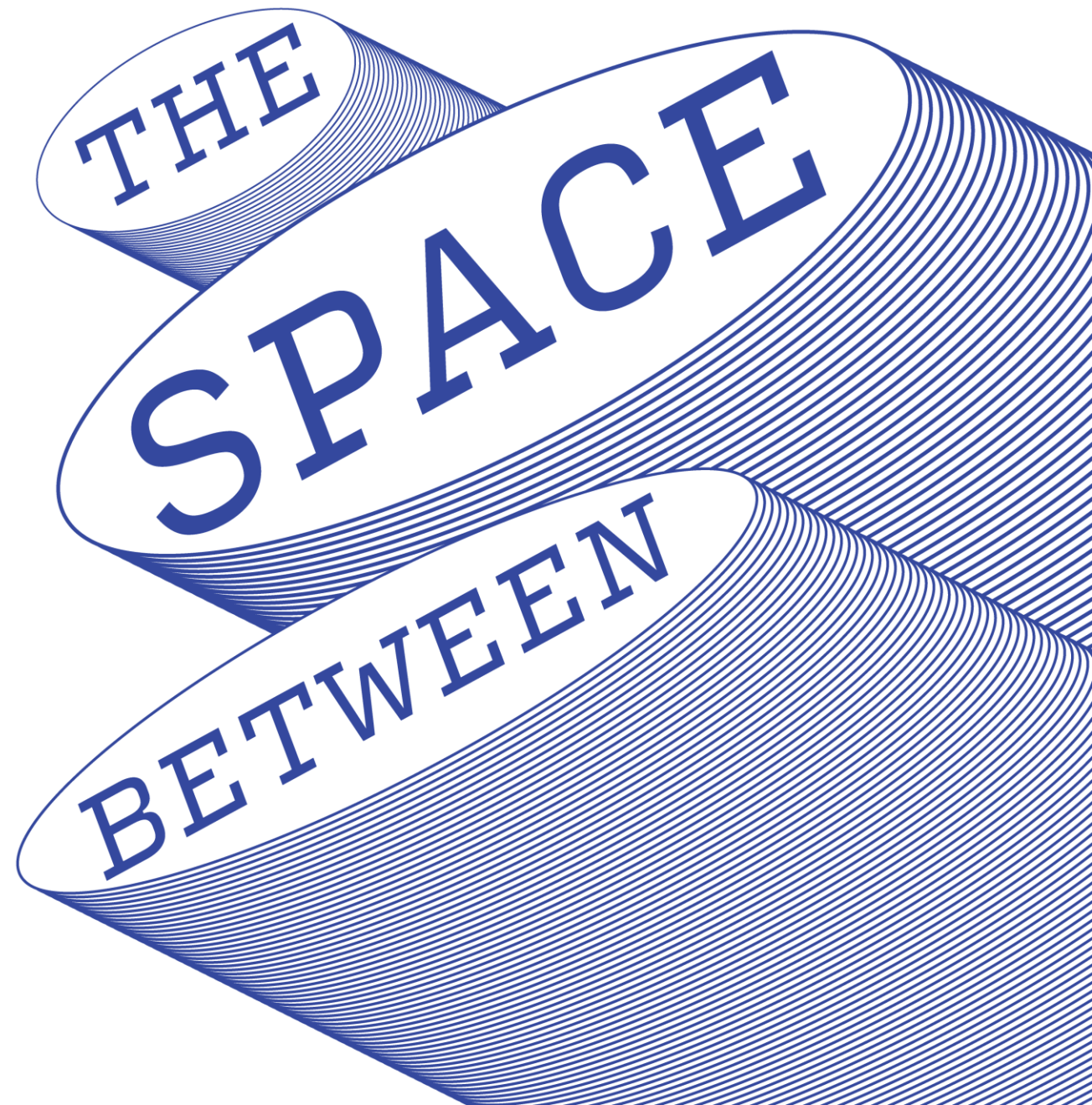




CONTENTS

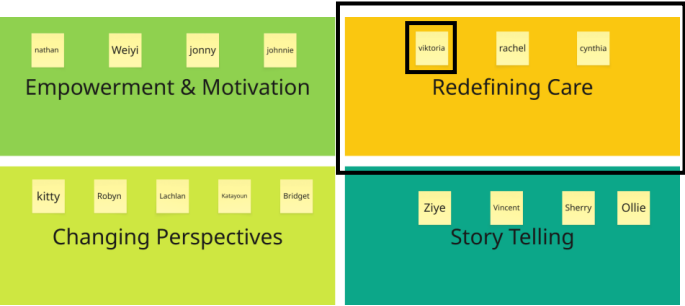
1. INTRODUCTION & TEAMWORK & REFLECTION.....p2
2. BRANDING & GRAPHICSp3-6
3. EXHIBITION.....p7-9
4. PHOTOGRAPHY AND MARKETING.....p10
5. PERSONAL PLANS.....p11



EXHIBITION BOOK

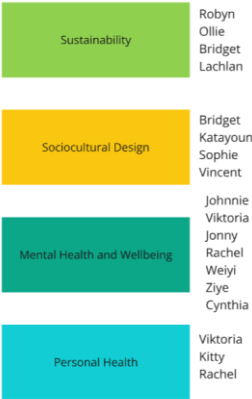
Viktoria Simon

INTRODUCTION



My project is about creates comfort within Type 1 diabetes and its injection process within the context of healthcare and self-management of conditions through reimagining injecting and tackling issues around needle phobia, discomfort, skin reactions and more. Therefore, redefining care has been a perfectly fitted category as I believe my project creates a new form of care. Within this I would fit into the consumer health product sector within Product design which is why my project is not within changing perspectives which we thought would be a speculative area and my project proposes a new way to ensure comfort is created and people can manage their condition especially when they first start out.

I am a designer who fits more into the consumer product sector with a health and wellbeing focus throughout my projects. I believe I am more of an industrial designer due to the complexity of my projects and the engineering considerations that come with them.



Originally, our sub-categories evolved from these my team for exhibition renaming them as Activism & Change; Care, assistance & redefine, capturing and narrative and motivation and empowerment. This has been inspired by the key words within the describe your project task from the beginning.

However, despite mine would have fit in that category well, it was too many words and not as memorable whilst the originals did not allow many of us to class ourselves in just 1 area.

TEAMWORK

TEAM	TASKS OVERVIEW	MEMBERS
Branding & identity	<ul style="list-style-type: none">Brand keywordLogoTypeface, color scheme, general aesthetic	Everyone, though more on graphics & marketing teams
Graphics, booklet & posters	<ul style="list-style-type: none">LayoutsCollecting personal info from everyoneInDesign, Illustrator, and/or Photoshop	Johnnie, Cynthia, Bridget, Katayoun, Lachlan, Nathan
Photography	<ul style="list-style-type: none">Personal photosProject photos (Final product, in context and white background)Figuring out props	Rachel, Kitty, Ollie, Vincent
Marketing & social media	<ul style="list-style-type: none">Instagram pageRegular postsStickers, fliers, business cardsAny other merch (badges, tote bags)	
Exhibition space & Visitor Experience	<ul style="list-style-type: none">3D rendering, Sketches/mapsFiguring out required equipmentFiguring out layout (eg. people with electronics near each other)	Weiyl, Ziye, Viktoria, Jonny, Sherry
Organisation & management	<ul style="list-style-type: none">Setting & enforcing deadlinesOrganising & running meetingsUpdating MiroCommunication with staff	Robyn, Nathan
	Budget?	

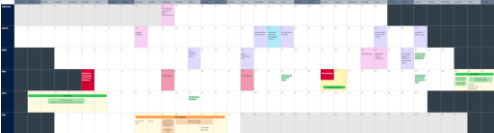
We have selected the jobs through a group discussion around everyone’s interest as well as strength where we justified why we would be suitable for each role after listing all the tasks that could be part of this. As much as I wanted to be in control of the Graphics, I realised that my project’s requirements will not let me have enough time as graphics can become very time-consuming, therefore I learnt I needed to ensure I do not overwork myself and accept work that I may not be able to complete. Since in semester 1 I did my own exhibition workshop, I felt capable of working with others and giving my skill and experience to creating a well-thought-out exhibition. We have added the idea of visitor experience within our group as we wanted to add additional interactive elements to create a striking and memorable exhibition.

In my experience with the exhibition teams, I felt frustrated by the lack of consideration for how different teams operate with different levels of detail needed, including individuals too. The disorganisation meant I couldn't access other groups' progress or see what was happening, which prolonged my work as I spent time chasing people for materials or not knowing what is happening around me. This experience taught me about the importance of organisational systems in professional design environments, where access to information directly impacts productivity. In the future, I need to more clearly communicate my concerns rather than hoping things will improve on their own, advocating for the structural elements I need to perform at my best.

PERSONAL REFLECTION

Through the exhibition team experience, I learnt something fundamental about my professional needs—I struggle to work effectively with people whose work ethic and values differ significantly from mine. When not in a position to influence decisions, I feel unmotivated and stressed, affecting my productivity and wellbeing. This made me realise that I work best in leadership or decision-maker positions where my systematic thinking and prioritisation skills can be utilised. The experience of not being heard when trying to keep the exhibition on track and not get carried away but less priority material. I felt like there was a clear gender hierarchy forming so my team often made me feel unappreciated and judged. I therefore learnt that in my professional career, I need to actively seek environments where my colleagues listen, show respect, and share values that align with mine—this isn't just preference but a requirement for my optimal performance as a designer. This therefore would allow me to work productively rather than fight for what I believe in every time.

Working as part of a larger group for the first time for me was not something that I enjoyed as the variety of values within teams have crashed and I felt the teamwork was lacking as I felt mine and all groups were separated from the others and I was never in the loop. I felt like we were too big of a team with different values which made me learn the importance of when establishing a team, similar values are needed as well as collaboration amongst teams rather than isolation which made me feel isolated myself. I also felt that the process was going too slow for me as I was hoping for a faster pace due to the amount of people we had, however, it was interesting that this power of numbers did not show therefore, I learnt that even team needs to focus on ‘quality over quantity’.



I believe despite our efforts to stay on track through gantt charts which no one ever looked at and to ensure everything was organised. I believe there was lack of communication and the organisation team did not pull together the teams well enough as I have hoped for therefore the teams were scattered as well as the works and where they were placed. Therefore, I believe I was lost in the dark around what each group was doing and what I need to work with and align with. This for me created a stressful environment and disorganisation was present where no deadline was truly ever reinforced with no consequences of lack of action taken from others, which I believe significantly delayed progress for certain teams and individuals to proceed with their tasks, including me when collecting information around the requirements for the space and more as without knowing these, arrangements could not be made. I believe despite our best efforts to not establish a hierarchy, I believe the groups needed some voice of power and management; establishing a conventional professional work environment. After this teamwork experience, for New Designers, I intend to approach the exhibition with a more assertive stance on project management, advocating for transparent workflow systems and documentation that everyone can access with better preparation and communication.

BRANDING

Collective Exhibition Name Ideas

Fluidity	Tangible Futures	Ascend
Quality	Beyond	Resonance
Manifest	equilibrium	Ripple Effect
Design Waves	Envision	Helix
Futurism	Thrive	Bloom
Re-Imagine	Reform	Innovate
Changing Times	Invent	Emerge
Systems	Made for Change	Evolve
		New Roads

Maybe Pile

kinetic
Frequency
Catalyst

for your consideration

YES Pile

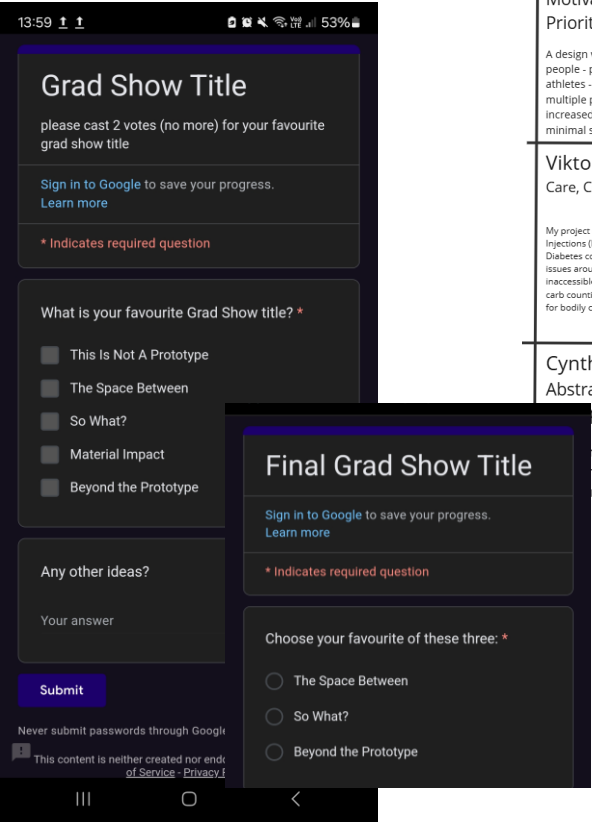
-
- This is Not a Prototype'

The Space Between

So What?

Material Impact

Beyond the Prototype



Collectively we have created a Miro board with various tasks including collectively ideating around the exhibition’s name.

Within the naming process, I have contributed the most, however, I experienced significant frustration around the naming conventions for the exhibition. Despite offering numerous thoughtful suggestions and iterations for names, my ideas were consistently dismissed as "too similar" to existing concepts, without meaningful consideration. Team members seemed unwilling to consider even minor refinements to their initial concepts, creating an environment where collaboration felt impossible.

I was personally very against many of these names as I felt like most did not align with my personal values and objectives as a designer or even the story I would like to convey. Although it was clear through discussions that So What was having a lot of positive feedback, it was something that many have heard throughout their studies however I was afraid this would not resonate well with the public as it does sound harsh and critical and I raised my voice that if we call it so what it might provoke thoughts around us not caring so what are we even doing. Although some might have found this phrase helpful, to me it was never a positive question, therefore I wanted to make sure the whole group is aware that there may be other interpretations of this.

I personally felt like these final names resonated more with the creators rather than me or others. Material Impact seemed like a sustainability exhibition, and the focus on prototype is not something that I felt needed highlighting as professional designers and

Describe your project

Johnnie Motivation, Prioritisation, Passion A design which can help people - particularly student-athletes - balance their multiple priorities with increased motivation and minimal stress.	Katayoun representation, Britain, furniture And then your sentence where you describe your project. La dee daaa	Bridget adaption, precariousness, futures Using designed objects to storyteller a possible future where our habits will be altered due to environmental changes.	Ollie your, three, words And then your sentence where you describe your project. La dee daaa	Lachlan Texture, Bacteria, Development How can a communal dining experience introduce young adults to biomaterials in a way that encourages acceptance and engagement before they become more prevalent in everyday life?	Vincent Heritage, Narrative & Transformation My project aims to examine how material storytelling can bridge traditional craftsmanship with modern innovation.	
Viktoria Care, Comfort, Assistance My project examines how Multiple Daily Injections (MDI) with Insulin Pens for Type 1 Diabetes could be more comforting by tackling issues around needle phobia, discomfort and inaccessible injection techniques and excessive carb counting whilst providing physical therapy for bodily comfort.	Jonny Interactive, motivation & connected My project uses interactive and connected design to explore how visual reminders and the psychology of accountability can encourage successful task completions	Sophie Layered, history, appreciation A design approach to embracing wear and tear as a symbol of time, love and life of the user.	Robyn Change, activism, empowerment A way to encourage aspiring environmentalist consumers to perform design activism so that designers, companies and legislators can address the abundance of everyday items and ultimately aim to a shift towards more mindful consumption.	Rachel Care, (re)shape and (re)define My work aims challenge the implications and applications of technology within care sector using - speculating the future of our care system	Kitty Redefine, Activism & Pivot My work aims to battle stigma surrounding menstruation making people feel more comfortable and confident in their bodies.	
Cynthia Abstractive, Compani o, Relief Providing Emotional Support through Animal-Inspired Communication and Healing.	Weiyl Nature, Perception, Reminder My project explores how natural elements can provide natural perception and be used to create a reminder for people to go out and reconnect with nature.	Ziye Memorable, Reflective, Seamless My project is a wearable camera that captures photos triggered by heart rate, seamlessly recording users' heart-fluttering moments by combining imagery with physiological data to aid memory recall.	Sherry Observation Creation Reveal This design gives travelers the ability to use sunlight to create artwork souvenirs during their travels, using traditional photography to allow travelers to slow down, Immerse themselves in observing their surroundings and reflect on the meaning of travel.	Nathan Empowerment, engagement, hope Using design to support and empower young people to make positive socio-political change, in response to growing disillusionment and disengagement.		

In order to ensure that everyone is collectively represented, we have decided to describe our projects as they stood at that time and look for commonality that could enable us to find words, phrases and visual language that could represent us and our projects well.

Aesthetic Range/ Types



Justification:

We don't want the colours to be too bright but they do set a theme and tone at the same time.

F9DEC9 Yellow-orange	7692FF Blue	1B2CC1 Dark Blue	3F403F Dark Grey	Johnnie	Lachlan	Katayoun	Kitty
Bridget	Sherry	Viktoria					
Vincent	Jonny	cynthia	Rachel				
Weiyl	Robyn						
982649 Red	7C8483 Grey	71A2B6 Teal	60B2E5 Blue				

Through a voting system, we have came to decisions around the colour scheme for the exhibition. However, we soon realised that voting can take time for us as we have been doing these votes remotely rather than in person which given us a delay in receiving responses in 1 go.


BRANDING

Product Design Graduate Show 2025

Graphics Pack			
Hex	#F2E7D6	Hex	#7A8CC6
RGB	242, 231, 214	RGB	122, 140, 198
CMYK	4, 7, 15, 0	CMYK	55, 42, 0, 0
Antique White		Cornflower Blue	
Hex	#40413F	Hex	#36489E
RGB	64, 65, 63	RGB	54, 72, 158
CMYK	68, 60, 61, 47	CMYK	92, 84, 0, 0
Onyx		Persian Blue	

The Space Between

Show Title



Theming/Style Inspiration:

Images are sourced from Pinterest

Input Serif

Heading

Adobe Fonts

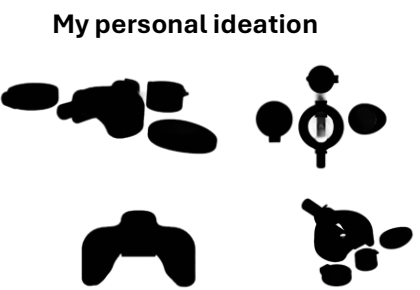
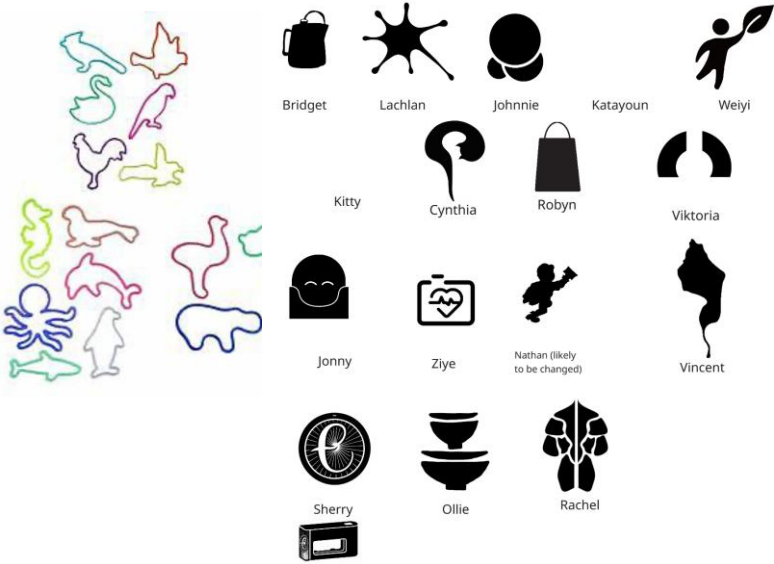
Alpino Regular

Body

Fontshare.com

Theming and style inspiration has been taken into ideation and iteration. The group wanted the visual language to be resonating with the words and name of the exhibition to allow us to tell a story.

Colour and fonts have all been chosen, aiming to create a modern and sophisticated design collection to showcase our professionalism. I personally really loved this aesthetic language and colour as it aligned well with my values more than any previous years’ exhibition aesthetics as this felt more professional therefore I learnt this language was so important to me to feel like I belonging to this exhibition as well as feel the celebration of my and our professional journey to here.



Considering everyone else’s project and silhouettes, I have felt my collection of designs had to be shown more simplistically, especially since my designs would be very unrecognisable for unfamiliar people. Therefore, eventually I decided the best way to showcase my collection would be the simplistic logo for it. I believed this abstract symbol would additionally draw curiosity alongside the one’s that may be more recognisable.

Symbols to identify each of our projects were developed were everyone collectively established this by creating their own project silhouette which was inspired by silhouettes of how animals for example may be shown and recognised through linework. As a group we believed this would be the best choice rather than identifying each project by name as visuals can be understood and memorised better which would be used for the group booklet and marketing as well as great idea for sneak peaks.

docs.google.com

Grad Show Cover

were attached 4 proposed grad show covers below. none are finished but just a concept... please choose your favourite just so we know what direction to work towards and feel free to add any notes about them in the space below so we can finish it asap! thanks!

Sign in to Google to save your progress. Learn more

* Indicates required question

Design 1

Product Design cover

Design 2

THE SPACE BETWEEN

Design 3

THE SPACE BETWEEN

Design 4

THE SPACE BETWEEN

Which is your favourite Design for the cover *

☐ Design 1

☐ Design 2

☐ Design 3

☐ Design 4

notes?

Your answer

ALSO, any technicians or people you want to specifically thank in the grad show booklet? write their names below

Your answer

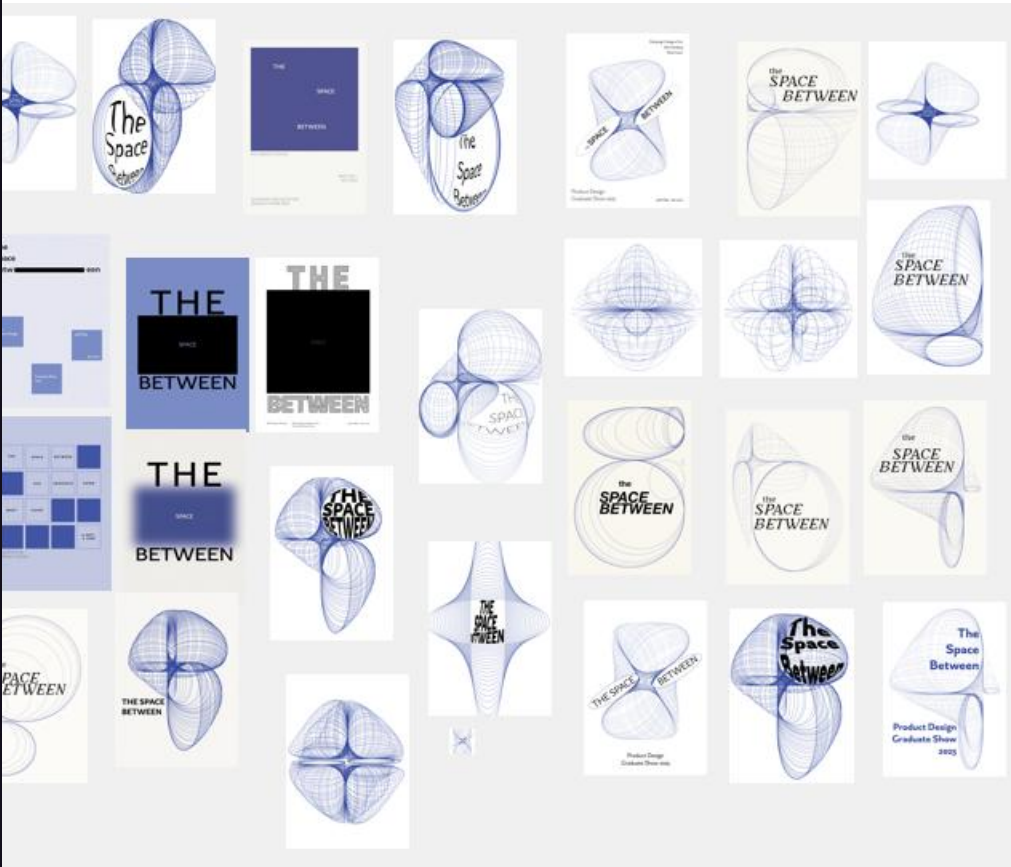
Submit Clear form

Never submit passwords through Google Forms.

This content is neither created nor endorsed by Google. Terms of Service

Does this form look suspicious? Report

Google Forms



After various ideation and iteration around the final exhibition name ‘The Space Between’. Once the graphics team has narrowed down their favourites, a form was made in order to let us all vote for our favourite and leave a comment at the bottom with any feedback.

I personally loved all of them therefore at this stage I was quite happy with any finalist. Eventually, the comments have influenced further developments in establishing the final design which has no longer been voted for. However, the iterations show clear consideration of the name of the exhibition, creating a story and clear visual language.

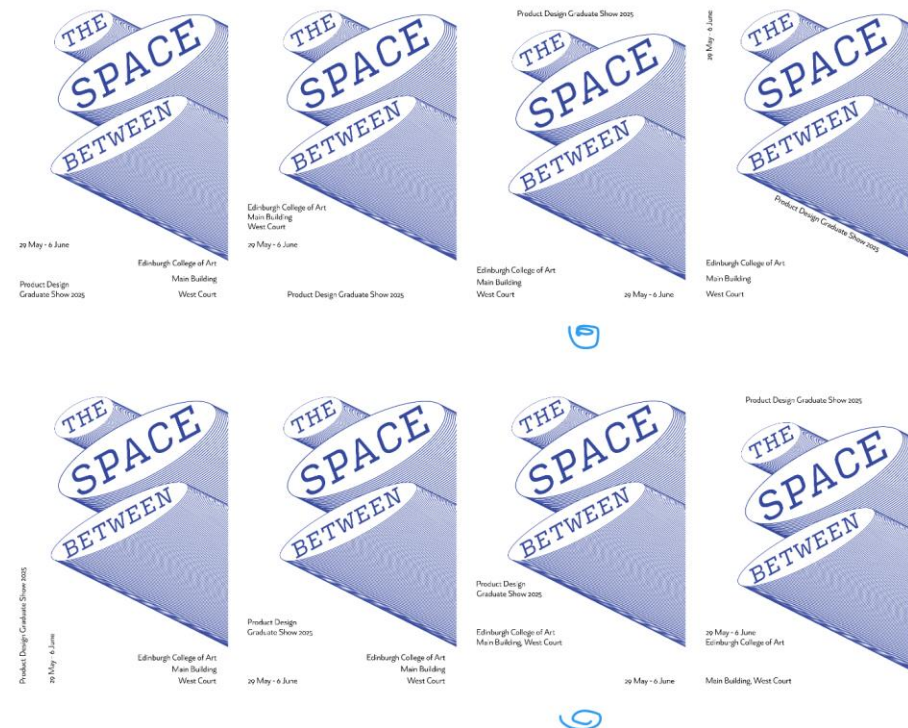
I felt like ‘The Space Between’ was an interesting concept. I felt it was very science or futuristic looking at times however I did start to feel it created curiosity even within me.

The name ‘The Space Between’ originates from the idea of us all designing for the space between what already exists.

LOGO AND MARKETING

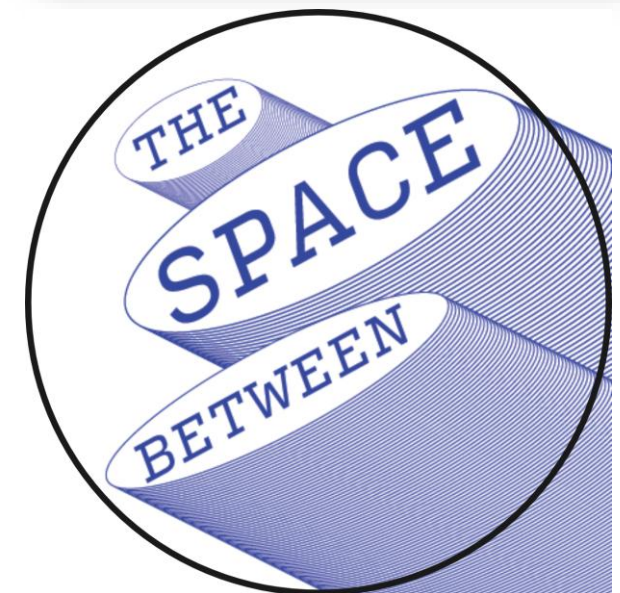
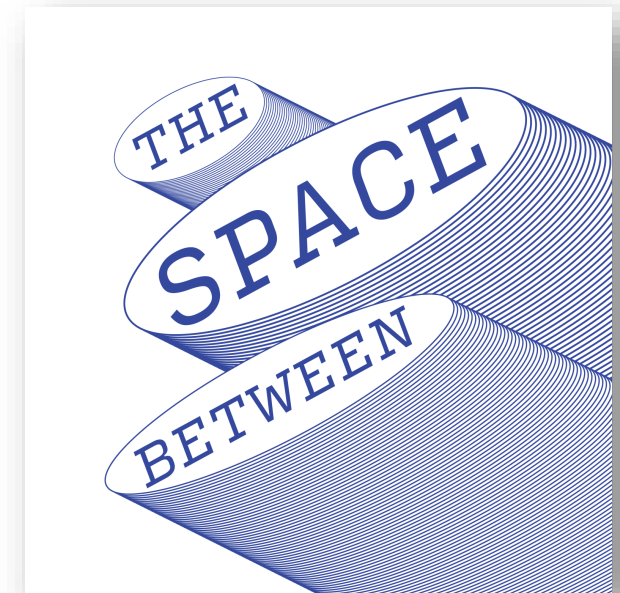


FINAL POSTER.



There has been various iterations around the layout once the elements have been finalised.

The name 'The Space Between' was collectively agreed to symbolise all our projects which explore the tensions, connections, and possibilities that happen in the space between; between people, between disciplines, between ideas. This therefore allowed us as a group to showcase our diverse nature as well as ensure we are all included and is broad enough to ensure all the sub-categories can be able to fit inside such space.



LOGO

The design was made in order to allow it to be adapted easily to new areas, including poster, booklet and social media as well as easy logo and profile photo for the product design Instagram.

GROUP BOOKLET

Content Pages *This will be a double spread*

Dining With The Future

Bringing biomaterials and people together



Lachlan Hope

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atur sum dolensedi senisicmo moia modis
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corum faciemum que piquis sibi. Offi-
cim quiam que distictet adignatis sunt re

Contacts

Website lachlanhope.co.uk
Instagram [lachlanhopedesign](https://www.instagram.com/lachlanhopedesign)
LinkedIn [linkedin.com/in/lachlan-hope](https://www.linkedin.com/in/lachlan-hope)

[Project Title]

[Project description, max 10 words... same as pitch]

[Project info/introduction, 100-150 words]

Your Image

[Your Name]

[About Me] 40-50 words

Contacts

Website

[URL]

Instagram

@User name

LinkedIn

[URL] *can be shortened via your LinkedIn Profile*

Bio Page

The overall group booklet’s layout was ept simple and in line with the posters in order to create unity, which would additionally include the same information but it would be captured within a booklet.



Image option 1



Image option 2

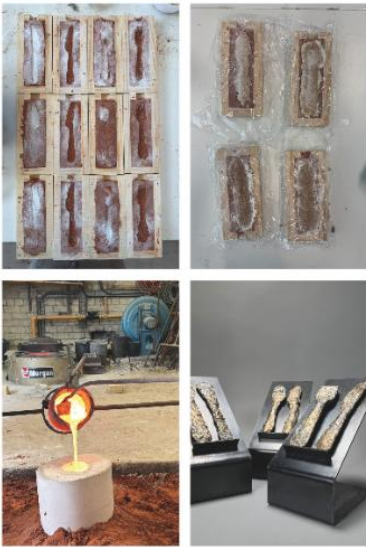
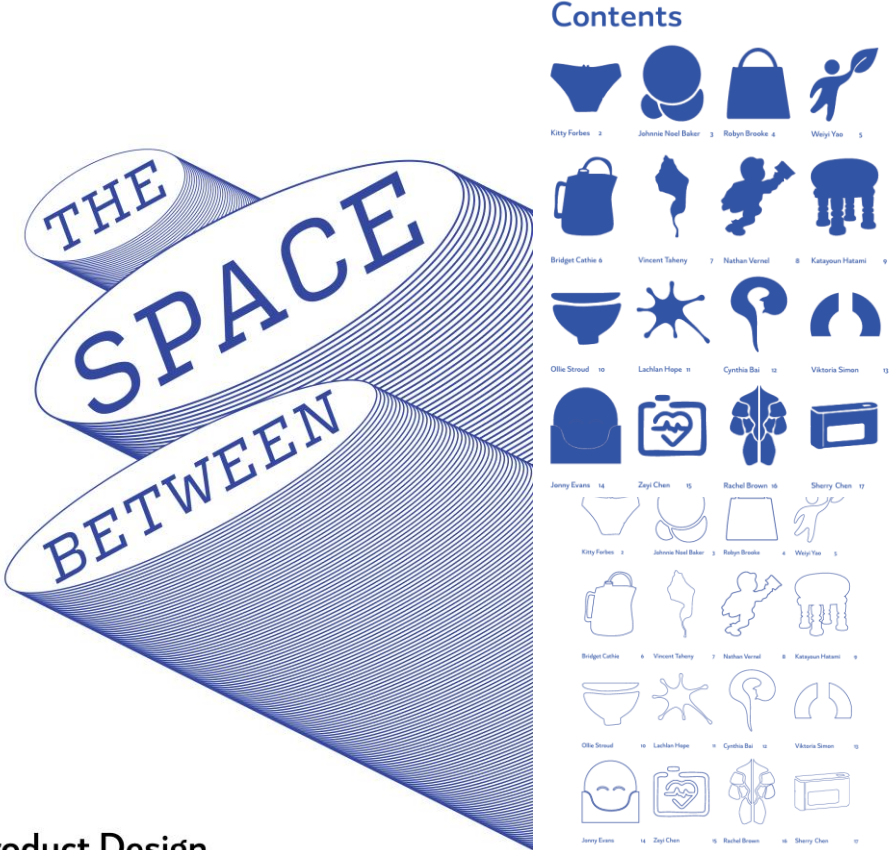


Image option 3



Image option 4

There has been 4 image options developed allowing people to feel individual and give some form of freedom and flexibility whilst additionally making sure unity is created.



We have collectively decided to ensure our contents page and group booklet is as visual as possible. We have decided to use our symbols as a way to guide readers through the content much easier than words could.

HYLOW

Embracing comfort in every injection, confidence in every day.



Viktoria Simon

Viktoria is a product and industrial designer who thrives when solving complex challenges that improve quality of life. With an empathetic approach and meticulous attention to detail through research, she creates intuitive products that make everyday experiences more comfortable and rewarding. What distinguishes her work is the seamless balance between functionality and emotional consideration—designing not just for what people need, but how they want to feel while using it.

Hylow: Managing the Highs and Lows of Type 1 Diabetes.

The Hylow Care Collection transforms the challenging reality of Type 1 diabetes by addressing the physical and emotional burden of multiple daily insulin pen injections. Designed specifically for those beginning their diabetes journey or struggling with needle anxiety, this comprehensive toolkit demedicalises the experience.

The Hylow Injector automatically pinches the skin (normally requiring a second hand) while converting the traditional stabbing motion into a gentle “hugging” action. By concealing the needle and enabling true one-handed operation, it offers unprecedented discretion in any setting. The Hylow Shield reduces needle phobia through camouflage while its tactile patterns create distraction analgesia. The Hylow Connector provides larger gripping surfaces for painless needle attachment—crucial for those with sore fingers from blood checks. The Hylow Warm offers dual temperature therapy (warm/cold) to reduce injection site complications and control insulin absorption.

Contact:

Email: viktoriasimondesign@gmail.com
Instagram: [viktoriasimon_design](https://www.instagram.com/viktoriasimon_design)
LinkedIn: <https://shorturl.at/jmG3O>



MY PAGE

I felt like this is the most minimalistic display of my work ever which to me feels so joyful and fascinating. I learnt that simple design can go a long way at times therefore I hope to incorporate simple layouts in the future too.

I found it hard to find 4 images that collectively show my work well. I learnt here that created a rigid unity would not allow me to truly display my work in detail in comparison to someone who may have less components and intricate functions to display. Therefore for future, I would add more manufacturing photos in addition to showcase more of a story rather than just a showcase of the final design from different angles and compositions as I believe this is not the best way to display my work, therefore I would additionally add more pages after these.

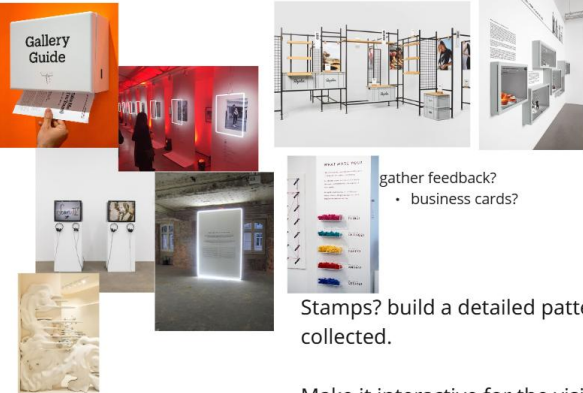
EXHIBITION REQUIREMENTS- STAMPS

There has been an template to fill out for everyone to ensure we are all aware of everyone’s exhibition requirements as they stand. Therefore, we started looking into how many ipads are available for booking and more which allowed us to understand the limitations of accommodation like only 3 ipads available for booking.



<input type="checkbox"/> Name (as it will appear)	<input type="checkbox"/> AV requirement	<input type="checkbox"/> Desire or need	<input type="checkbox"/> Justification	<input type="checkbox"/> Power sockets	<input type="checkbox"/> Grouping	+
Cynthia Bai	No	-	-	2	Mental Health and Wellbeing	
Robyn Brooke	Monitor	Need	Narrative explained through video	1	Sustainability	
Rachel Elizabeth Brown	Monitor	Desire	Need to show interaction if the final model doesn't work as intended	2	Personal Health	
Bridget Cathie	Monitor	Need	Narrative explained through video	1	Sustainability	
Xinrui Chen	iPad / Phone / Monitor	Desire	Application to show	1	Sociocultural	
Ziye Chen	Monitor	Desire	To show outcome of video capture	2	Sociocultural	
Jonny Evans	iPad / Phone / Monitor	Need	Application to show	2	Mental Health and Wellbeing	
Kitty Forbes	Monitor	Desire	Advertising campaign & website system run through	1	Personal Health	
Katayoun Hatami	Monitor	Need	Narrative explained through video	1	Sociocultural	
Lachlan Hope	Monitor	Need	Narrative explained through video	1	Sustainability	
Johnnie Noel Baker	iPad / Phone / Monitor	Need	Application to show	2	Mental Health and Wellbeing	
Viktoría Simon	iPad / Phone / Monitor	Desire	Application to show	1	Personal Health	
Ollie Stroud	No	-	-	-	Sustainability	
Vincent Tahery	No	-	-	2	Sustainability	
Nathan Vernel	Monitor	Desire	Website interface	1	Sociocultural	
Weyi Yao	Monitor	Desire		1	Mental Health and Wellbeing	

Exhibition Ideas



I have been charge in creating a new form for us to get a more up to date requirements form which ensured promotion of this. Weeks after filling out the first form, we decided that we need to ask again as many may have changed directions which we needed to be aware of.

Make it interactive for the visitors

Could do something with 3D-printing? Even with the uni?



Stand/Plinth Requirements

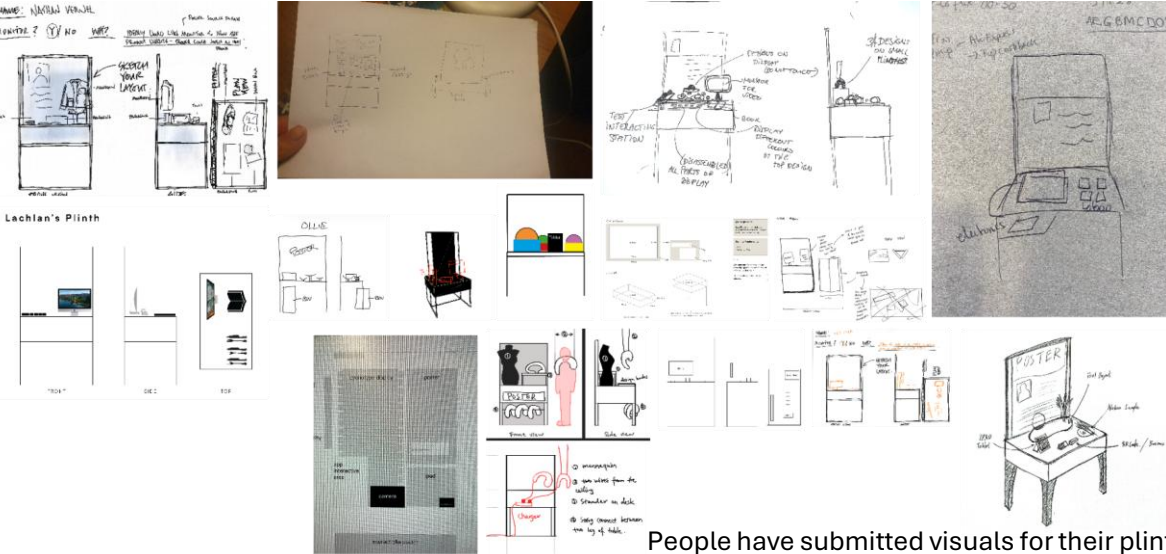
We will use this information to allocate the right space and equipments for you with consideration of all your needs! We will accommodate everything as much as possible so please specify and give as much detail as possible where applicable so we are prepared! :) Do your best and think about every aspect as much as you can in regards to how you vision your stand so we can plan how to accommodate your visions!

1. Stand/Plinth Size *

These can be seen in the studio so have a look if unsure about sizes.

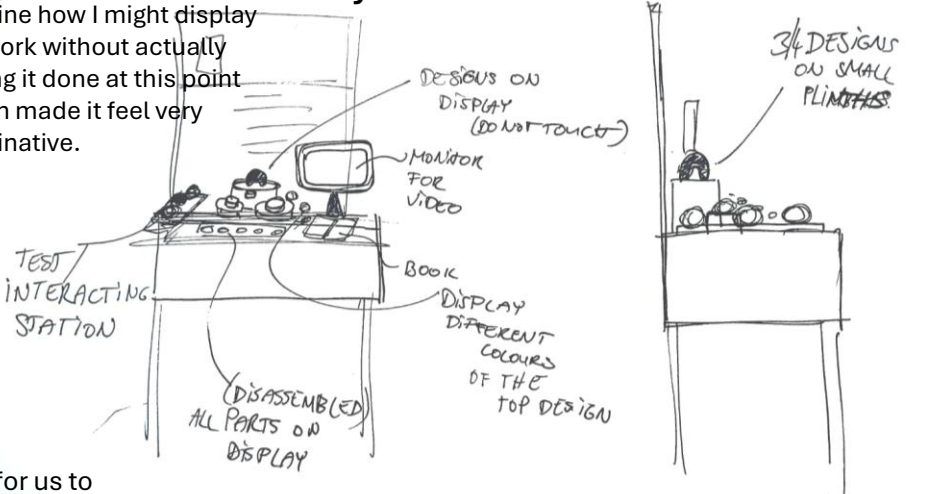
☐ Long Plinth (Standard)

	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	AB	AC	AD	
id	Start time	Completion time	Email	Name	Stand/Plinth Size	How many power	Please Draw your design	Do you need a USB	What do you need	If your answer is NOT None, Please specify why you need the following? What would you do	Do you need an extra thing built in order to display your design	Will there be any in	Any Special Requirements																	
1	4/5/2025 13:56	4/5/2025 14:46	x2153156@ed.ac.uk	Yao Weyi	Long Plinth (Standard)	1	https://use-my-sharps.com	Yes	ipad/tablet (have access to max 5 from Bookit so only select if it is essential);				People might insert the natural samples into my design project.																	
2	4/6/2025 19:35	4/6/2025 19:36	x2212453@ed.ac.uk	Lachlan Hope	Long Plinth (Standard)	1	https://use-my-sharps.com	No	Monitor;	To display an accompanying video for my project		Hold cutlery I have made																		
3	4/7/2025 18:33	4/7/2025 18:35	x2206413@ed.ac.uk	Kitty Forbes	Long Plinth (Standard)	1	https://use-my-sharps.com	No	Monitor;	I am going to display a website and an advert.																				
4	4/7/2025 20:24	4/7/2025 20:25	x2224394@ed.ac.uk	Vincent Tahery	Long Plinth (Standard)	2	https://use-my-sharps.com	None;				Not really, interacting with the monitor at most probably.																		
5	4/11/2025 19:01	4/11/2025 19:06	x2073156@ed.ac.uk	Bridget Cathie	Likely I will need one to 1	https://use-my-sharps.com	Yes	Monitor;	I need a desktop to showcase my video which is part of my final product.	As above- I need a low plinth to fit my installation plus a	Potentially touching my	Will there be any in	Any Special Requirements																	
6	4/13/2025 16:18	4/13/2025 16:26	x2206724@ed.ac.uk	Xinrui Chen	Long Plinth (Standard)	2	https://use-my-sharps.com	Yes	ipad/tablet (have access to max 5 from Bookit so only select if it is essential);	Need iPad to display the visual part of my project which is a pattern video made by touch design/A u light box if possible	Yes, eyetracker print making.																			
7	4/13/2025 22:40	4/13/2025 23:11	x2231194@ed.ac.uk	Johnnie Noel Baker	Long Plinth (Standard)	2	https://use-my-sharps.com	No	ipad/tablet (have access to max 5 from Bookit so only select if it is essential);	Yes, I will build a stand/false wall to hang up my design.	T Yes, people would move the circular components of my design.																			
8	4/14/2025 11:24	4/14/2025 11:28	x2233129@ed.ac.uk	Rachel Brown	Long Plinth (Standard)	2	https://use-my-sharps.com	None;				Interactive samples people can inflate with hand pumps																		
9	4/14/2025 11:58	4/14/2025 12:10	x2245811@ed.ac.uk	Robyn Brooke	Long Plinth (Standard)	1	https://use-my-sharps.com	No	Monitor;	I will be displaying a video of people interacting with the museum. Just to note, where I have ans	Maybe a rug/floor sticker under my product and my plint Yes! People look through Yes, I will be wanting to display a poster as part of my design. However, it may be that this is not essential as the poster is part of a zine that people can unfold.																			
10	4/14/2025 15:01	4/14/2025 15:03	x2180687@ed.ac.uk	Chen Ziye	Long Plinth (Standard)	2	https://use-my-sharps.com	Yes	Monitor;Phone;	Monitor;Phone;																				
11	4/14/2025 17:16	4/14/2025 17:20	x1963597@ed.ac.uk	Katayoun Hatami	low standard plinth plu	1	https://use-my-sharps.com	No		Monitor;	unsure, it would be nice to have a plinth of varying heights/ two plinths one high (sorry bout the haggis pic just wanted to give u a quick idea of my stand. I will draw something asap)																			
12	4/18/2025 9:23	4/18/2025 9:28	x2204869@ed.ac.uk	Oliver Stroud	Long Plinth (Standard)	1	https://use-my-sharps.com	None;		None;																				
13	4/18/2025 12:19	4/18/2025 12:26	x2214197@ed.ac.uk	Nathan Vernel	Long Plinth (Standard)	1	https://use-my-sharps.com	No	Monitor;	Will have a website that is part of my concept - currently thinking monitor, but could be an app, it's Undecided currently, though will want a mannequin (not	Interact with website and the tools that come with the jacket																			
14	4/18/2025 14:54	4/18/2025 14:55	x2079167@ed.ac.uk	Jonny Evans	Long Plinth (Standard)	2	https://use-my-sharps.com	No	ipad/tablet (have access to max 5 from Bookit so only select if it is essential);	ipad/tablet (have access to max 5 from Bookit so only select if it is essential);		Interacting with APP on tablet. Interacting with artefact when it waves and when it will be popped on the head																		
15	4/21/2025 19:04	4/21/2025 19:34	x2235851@ed.ac.uk	Bai Yuh	Long Plinth (Standard)	2	https://use-my-sharps.com	No	None;	paper work	I can hang my artwork from the ceiling with two wires	yes	some where I can hang my artwork from the ceiling with two wires																	
16	4/29/2025 21:55	4/21/2025 19:57	x2197483@ed.ac.uk	Viktoría Simon	Long Plinth (Standard)	1	https://use-my-sharps.com	No	Monitor;	To show animation, how the parts and design assemblies and how it all functions as it is hard to	little displays maybe?	People will be able to interact with the design.																		



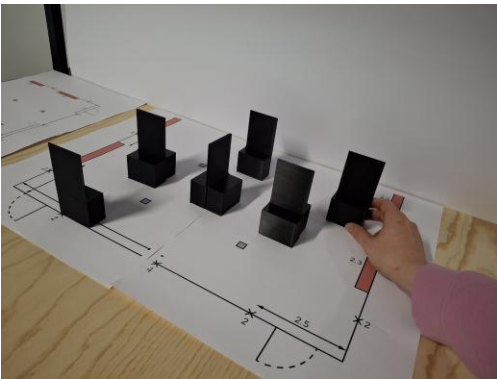
I learnt it was very difficult to imagine how I might display my work without actually having it done at this point which made it feel very imaginative.

My Plinth Plan



The form and images submitted of how the plinths are imaged for each individual, our team managed to work out the best placement and arrangements needed for the space which meant ideation could be started.

People have submitted visuals for their plinths in order for us to understand their vision much better than through words.



nathan

Weiyl

jonny

johnnie

Empowerment & Motivation

viktoria

rachel

cynthia

Redefining Care

kitty

Robyn

Lachlan

Katayoun

Bridget

Changing Perspectives

Ziye

Vincent

Sherry

Ollie

Story Telling

We have included sub-categories in order to allow us to showcase minimal key information about each project which we have changed from

PLINTH POSTER



Headshot

Self bio

Flow Stack

by Johnnie Noel-Baker

Smart Priority Planner

Johnnie Noel-Baker found design following a journey of education through high level sports and the modern, while discovering the passion.

All great things start with a burning passion to encourage others to believe in their untapped potential, by inspiring confidence, balance and creativity. His design aims to create the mindset and origin for dreams to be realized.

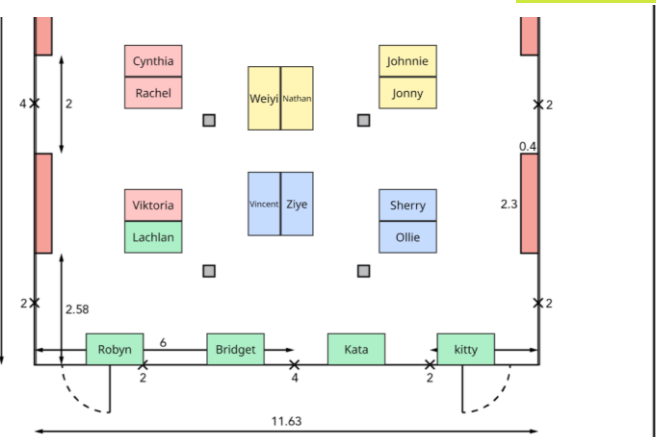
Project Title

Full name

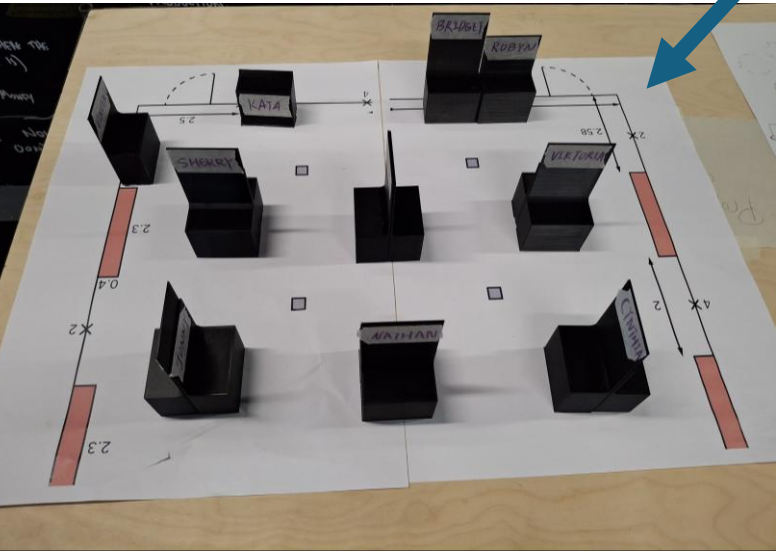
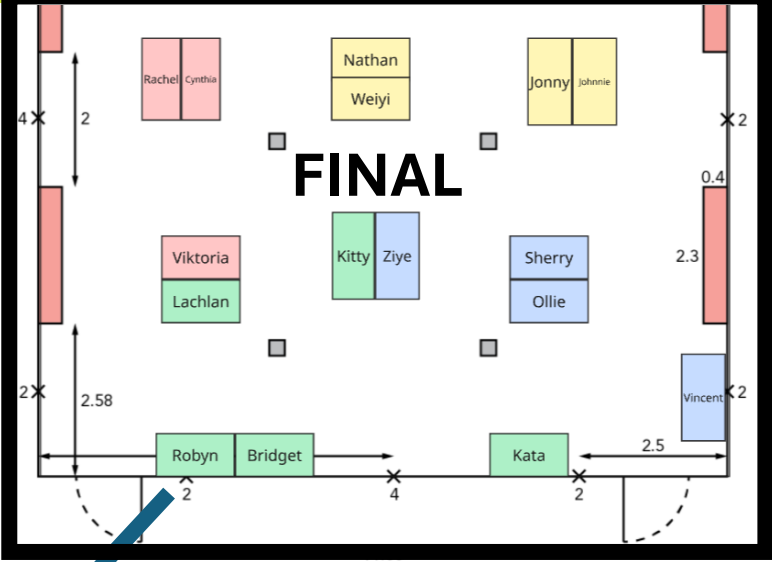
Project Slogan

Project info

The plinths poster would include important information and most people would be back to back with double sided posters.

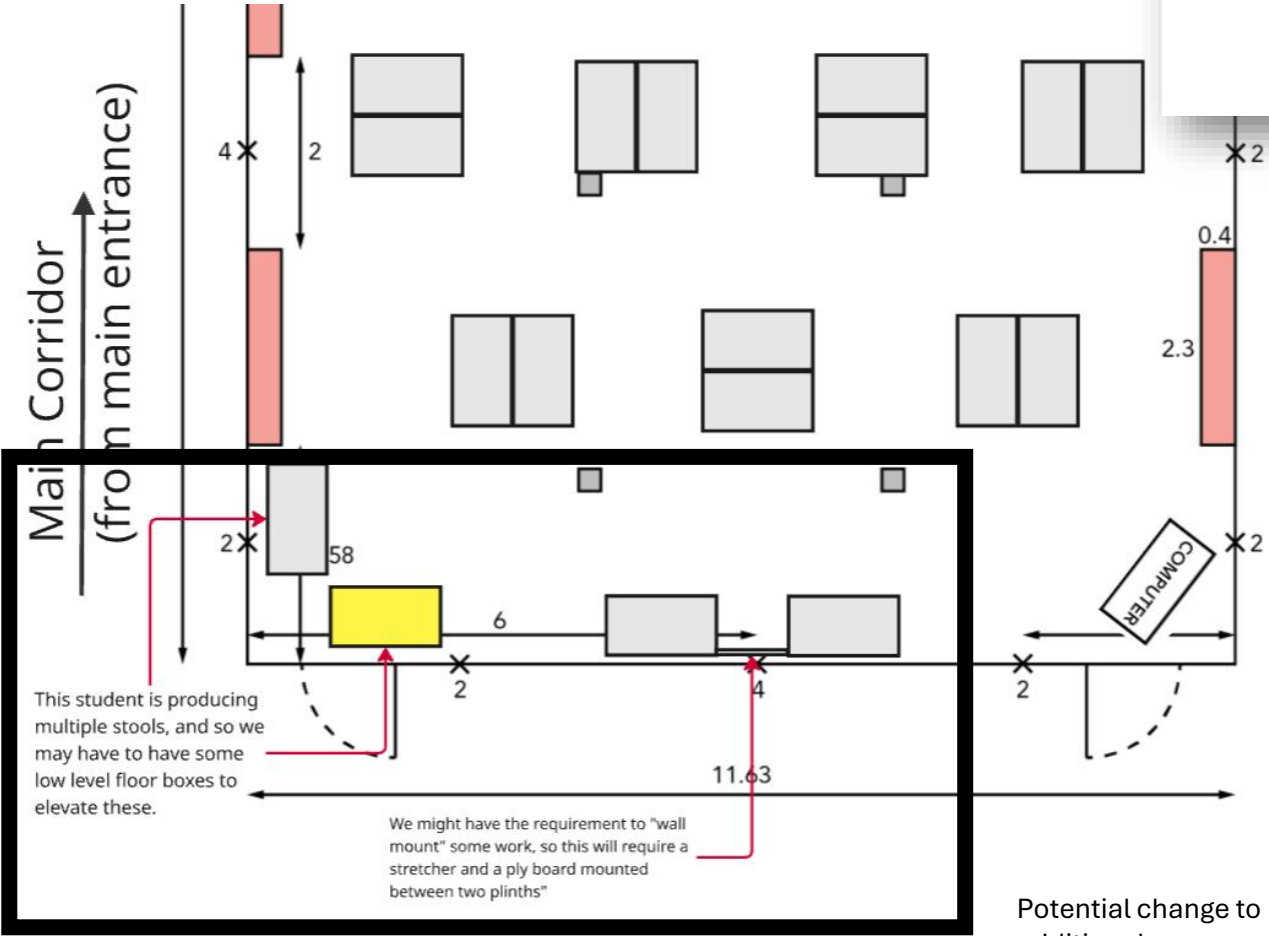


Some initial layouts and experiments with to scale printed floor plan and plinths – this allowed us to visualise everything much better than 2D and see the space that would be present as well as understand the atmosphere given.



FINAL

Although at first we decided not to, we have eventually grouped everyone with their categories, this allows use to keep similar projects together as well as to allow visitors to make sense of it rather than having to search.



Plinths

Potential change to be made for people at the wall – possible additional rearrangement on the day.

EXHIBITION VISITOR EXPERIENCE - STAMPS

Stamp Idea

Why the stamps?

- To make the exhibition interactive
- To have a souvenir
- To ensure all plinths are approached and looked at closely rather than just from a distance

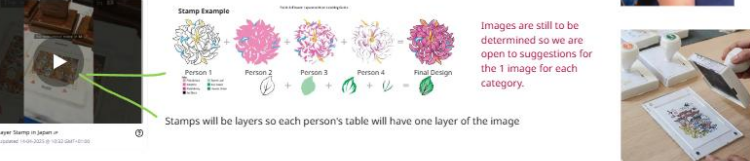
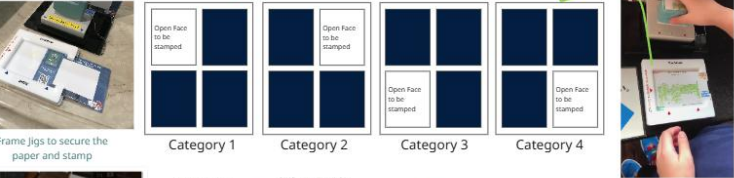


Design Leaflet/Passport for the show to collect the stamps

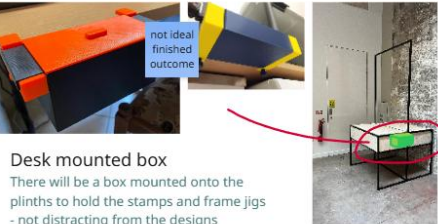
(TBC) The outcomes will be able to be glued into the leaflet/passport

What the stamps will show?

Each Category will have a different stamp



Where will the stamps be?



Desk mounted box

There will be a box mounted onto the plinths to hold the stamps and frame jigs - not distracting from the designs



We will have multiple stamps and every individual will have a different layer on their plinth

We have come up with the idea of creating stamps. This has been an idea brought up during our first whole group meeting which allows our exhibition team to have a starting point for visitor experience enhancement. We decided to come up with a stamp that becomes more like a passport where visiting each project will allow a stamp to be collected.

We have used miro boards to allow individuals to comment and leave feedback for us to work with. Whilst we had a business card stamp suggestion, this was something that we decided not to go with as contact information would be displayed through QR codes and on the group booklet.

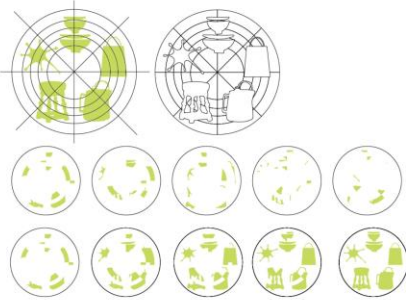


There's another structure. But this really stable.

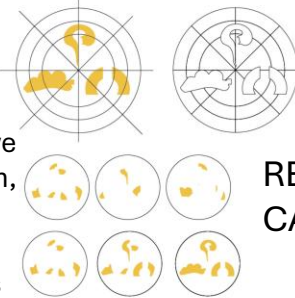
Good size tho!

Perfect!!! Much better!!

We have decided to come up with an interactive method of creating layer stamps therefore using multiple stamps to create one final image. We decided we wanted the sub-categories to all be connected to one another and therefore have their group stamps. Our decision to do this interaction was coming from my experience of being to exhibitions and looking at projects from afar which does not allow true appreciation of one's work. Therefore, with this concept we decided we wanted to ensure the plinths and projects are approached and the plinths are interacted with and drawing all visitors to all of the plinths to collect their stamps.



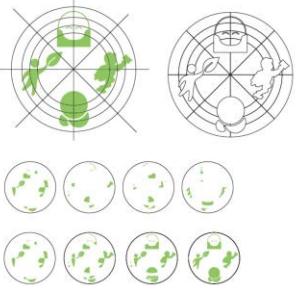
CHANGING PERSPECTIVES



REDEFINING CARE



STORYTELLING



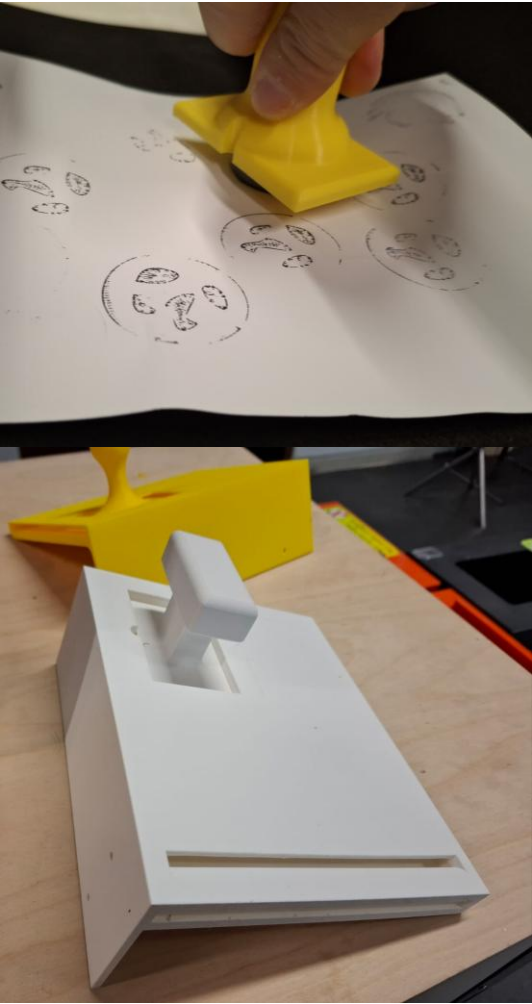
MOTIVATION & EMPOWERMENT

After many meetings, we could still not decide on the graphics which we wanted to create in order to limit the work of the graphics team. I have suggested using our logos but revealing it in a rather abstract manner in order to not have the symbols be stamped at once but rather split it up and each stamp should have one bit of each symbol. This was effectively allows us to allow visitors to have a memory and token from the experience whilst reminiscing on our projects.



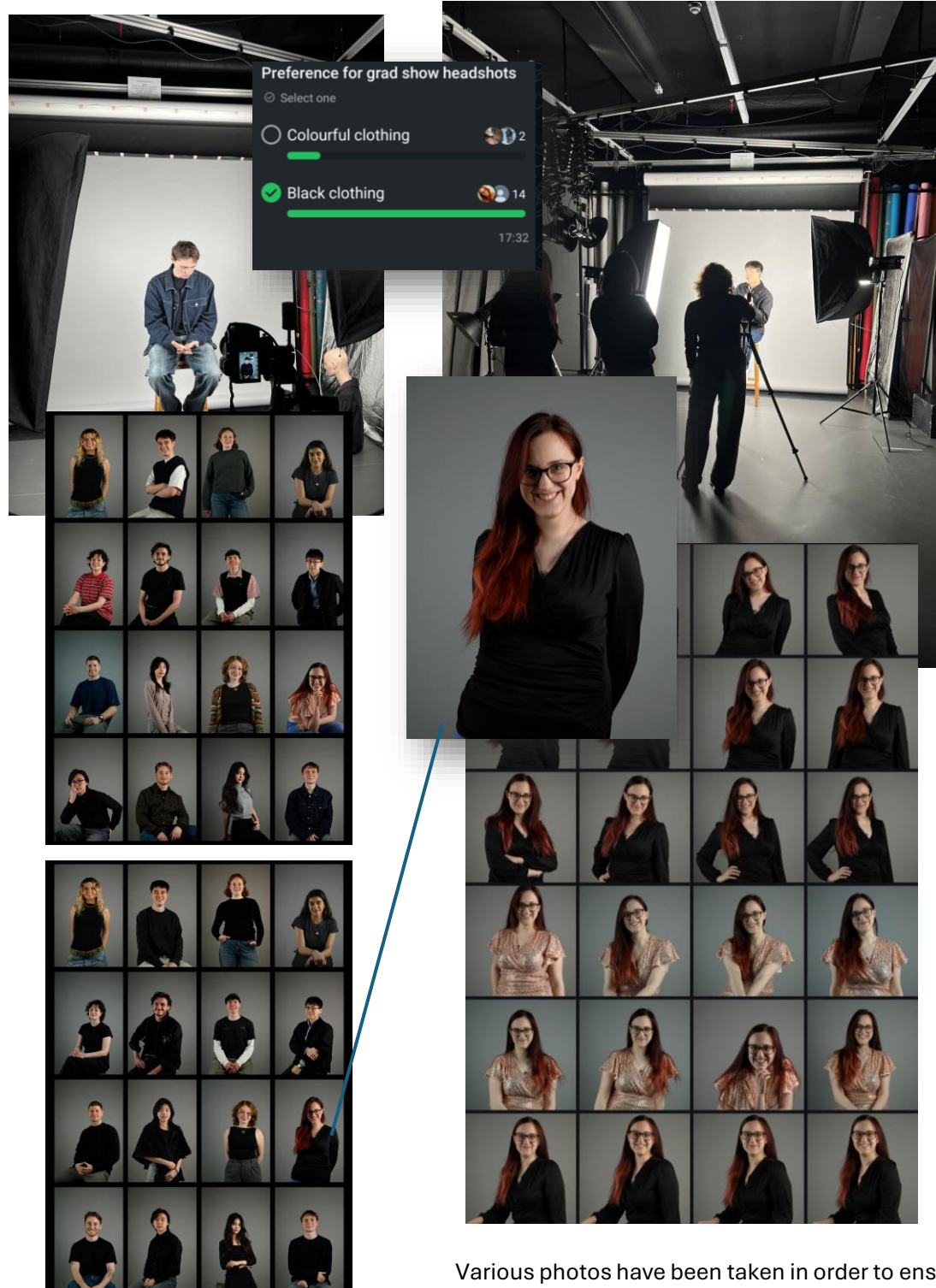
We have decided to test the idea of 100 and 200 graded printer paper which would be used at the exhibition. We have decided to experiment with ink and how effective stamping and the stamp would be for visitor usage.

We have additionally developed the stamp to be able to hold the stamp in place and the paper to be able to be slid in and out easily to not allow this to be a time-consuming process.



We have decided not to simply put the stamps onto everyone's plinths in order to not take away any valuable space or draw attention away from their work. Therefore, we decided to put an additional small shelf to hold the stamp and pad in place.

PHOTOGRAPHY, MARKETING & SOCIAL MEDIA

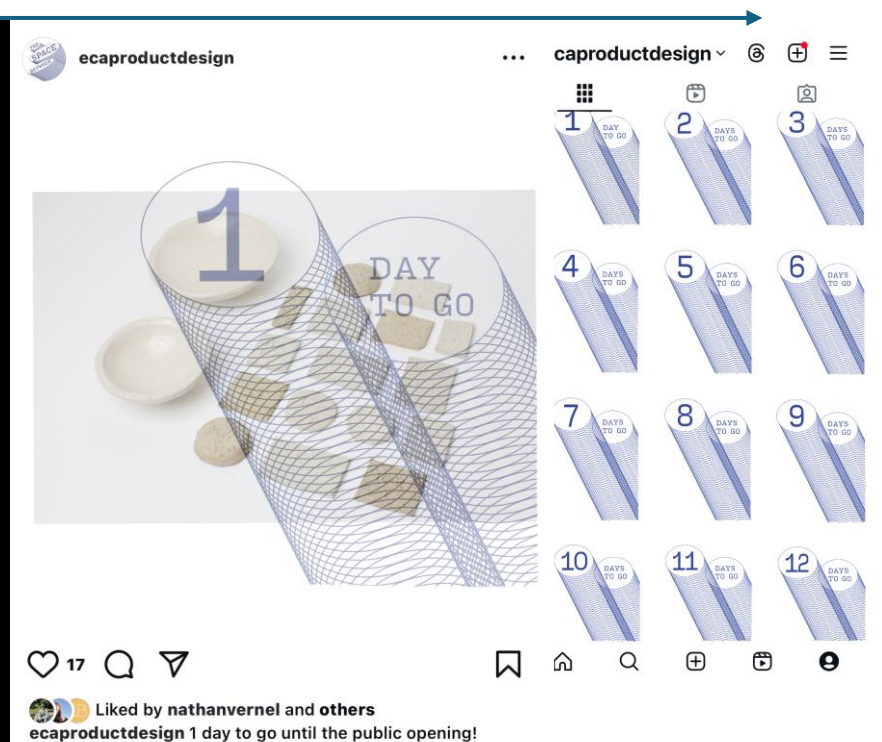


We have chosen to do 2 versions for photos, 1 being black clothing for unity and the other being smart-casual clothing. This allowed us to decide on how we would like to display ourselves as a collective. We then voted to being more uniform whilst we still believed it showcased our individuality through our poses and presence.

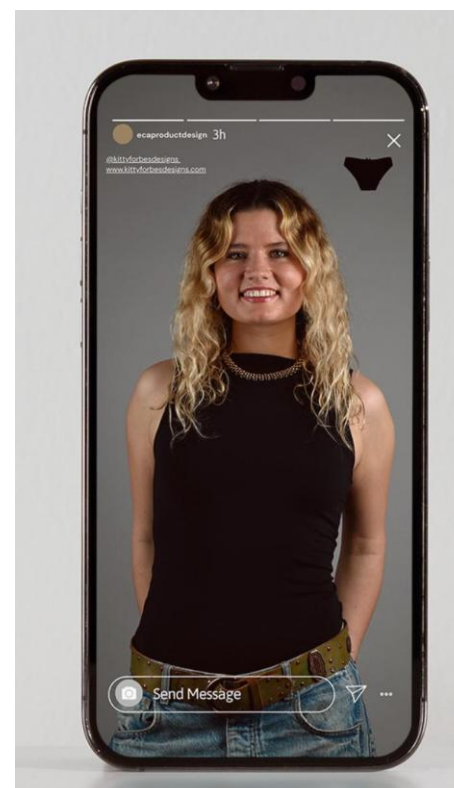
Various photos have been taken in order to ensure everyone finds one that they like and have a collection for future and present purposes. We wanted to make sure everyone is happy with their photos. I had many favourites and I found it quite difficult to choose due to all the options which as it turned out, might have been a bad option despite its flexibility. I did feel I got too many which restricted me from knowing what to pick. However, I wanted to ensure I am a little different as well as looked for photos that felt right and conveyed my positive and professional personality.



We have used our symbols alongside our photos in order to allow us to be connected with our project and provide a sneak peak of our countdown projects as our first social media post.



We decided to count down and count down in alphabetical order of our names and display an image of our design.



Our further campaign decision was to promote our designs on stories, highlighting the people who have been showcased through the countdown and highlighting their name and website link alongside closer looks at their designs to draw attention to the posts and create interest.

MY PERSONAL PLAN



Arrangement Ideation

I have started experimenting with how I could best display my designs on the plinth and I learnt that simply putting it on makes it look less professional and therefore I decided to have an extruded area for them whilst I also considered removing the manikin as I started to believe it would take away attention as well as not add much value to showcase the function which photos can convey.

Personal Reflection on Displaying my Work

I feel very accomplished by the display of my work as it has stayed minimalistic as much as possible whilst it additionally showcases the complexity I am capable of. I am very happy to display my products on a raised surface to highlight them and give them something that honours them. I wanted to make sure that my display additionally shows images and text and describe the products well as by the look of them they are not easy to figure out. Therefore, I believe I have managed to create a comprehensive layout and information delivery that will allow visitors to find the information they need as well as observe every bit of my design. I additionally believe that by having them on the stand it is less likely to be touched however I am interested in seeing how this layout would be understood and how much the public will react the way I intend them to and read what I want them to which I believe will test my capabilities of delivering the right information at the right area.

I believe that even the exhibition colours, name and philosophy aligned well with my design which allows it to fit well with our narrative we collectively established.

Although the process of getting here was tough and slow at times with the team, I did learn that patience will allow us to learn how to work together and be able to learn the best ways to communicate with one another better than at the start as well as learn from each other. By learning from the graphics team’s layout I believe I will be able to expand my communicational skills more for the future presentation of my work with more comprehensive sturtures.

I have chosen this main image in order to focus on the interaction of my main product rather than the aesthetics which will be presented on display.



HYLOW

by Viktoria Simon

Embracing comfort in every injection, confidence in every day.

Hylow: Managing the Highs and Lows of Type 1 Diabetes.

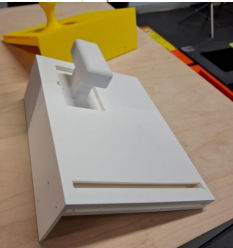
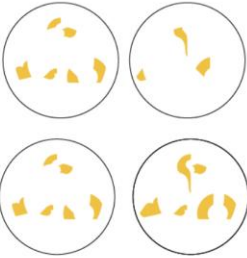
The Hylow Care Collection transforms the challenging reality of Type 1 diabetes by addressing the physical and emotional burden of multiple daily insulin pen injections. Designed specifically for those beginning their diabetes journey or struggling with needle anxiety, this comprehensive toolkit demedicalises the experience.

The Hylow Injector automatically pinches the skin (normally requiring a second hand) while converting the traditional stabbing motion into a gentle “hugging” action. By concealing the needle and enabling true one-handed operation, it offers unprecedented discretion in any setting. The Hylow Shield reduces needle phobia through camouflage while its tactile patterns create distraction analgesia. The Hylow Connector provides larger gripping surfaces for painless needle attachment—crucial for those with sore fingers from blood checks. The Hylow Compress offers dual temperature therapy (warm/cold) to reduce injection site complications and control insulin absorption.

Viktoria is a product and industrial designer who thrives when solving complex challenges that improve quality of life. With an empathetic approach and meticulous attention to detail thorough research, she creates intuitive products that make everyday experiences more comfortable and rewarding. What distinguishes her work is the seamless balance between functionality and emotional consideration—designing not just for what people need, but how they want to feel while using it.



Design Book



Stamp at my stand

I would have the stamp as well as my design book placed on my plinth.



Final Arrangement

My final arrangement involved presenting various images, packaging, and notes to describe what the parts are and what value they bring and the context of the project. I wanted it to be filled and look playful rather than intimidating therefore I wanted to include more than 1 version and place it around for some products.

The information will convey the context as seen.