workshopper

Politecnico di Milano Workshop Magazine

New Era of Fabrication

Making@Polimi

Il Sabato della Bovisa Global Service Jam Waterliving Kids Global Game Jam Unpacked



No. 08 LUG 2014



POLITECNICO DI MILANO





SINCE 1863



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The very unique thing about Politecnico di Milano is that many workshops are organised for stdents there. A couple of workshops are always a part of curriculum of Architecture and Design courses each year. Those workshops in curriculum are called official workshops because the participation is mandatory for Architecture and Design students. And, there are also "non-official" workshops that are not related to a curriculum and the participation is optional for students. Activities for those non-official workshops are very active in

Politecnico di Milano.

Many non-official workshops are constantly organised and there are **many different kinds** as well. In some non-official workshops, they collaborate with other universities abroad and well-known private companies. Participating in non-official workshops is a great opportunity for enthusiastic students to gain new skills, knowledge, unique experiences, large nerwork, and new projects for a portfolio. There are also a student association which organises workshops by students members and also, every Politecnico student can organise their own workshops by collaborating with them.

Since many interesting non-official workshops are organised in Politecnico di Milano, I decided to work on my thesis to encourage more students to participate in them and maximise their **workshop experiences.**

- Editor in Chief, Yu Hiraoka -

The



Figure: Yu Hiraoka / Photographer: Nikola Todorov

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FLASH

Edited by Yu Hiraoka



Astronaut: Steven Tyler / Photographer: Joe Perry

NEW ENERGETIC MATERIALS AND PROPULSION TECHNIQUES FOR SPACE EXPLORATION

After about 50 years of intense progress in space exploration, chemical propulsion for space access still relies on a relatively limited number of propellant compositions. The Workshop objective is to stimulate a discussion of new advances, identify common needs, and consider potential avenues for future progress in this area. Leading experienced global scientists will participate as speakers and observers for this event.

About 30 international experts in the area of energetic materials and space propulsion will offer lectures on the current state-of-the-art in propulsion chemistry. Well known experts from China, France, Germany, India, Italy, Japan, Korea, Russia, Sweden, UK, and the USA, will share their thoughts and experience. They represent countries currently involved in the research and exploration of space.

This Conference will offer technical sessions involving solid, liquid, hybrid and gel propulsion, including metallized formulations. In addition, special sessions will be dedicated to

1. Ammonium Dinitrammide (ADN) as a promising green and highperformance oxidizer;

2. New Propulsion Concepts including Nanotechnologies, Laser-Augmented Propulsion and Catalysts;

3. Ageing and Hazards of High-Energy Materials;

4. Environmental Impact and Disposal of High Energy Materials.

This is a unique opportunity to interact with a fine selection of qualified scientists, from all over the world, having an advanced technical competence in a keenly important technical field of propulsion and space exploration.

Admittance only by registration. Please contact: ilaria.palmucci@mail.polimi.it tel. 02 2399 8059



Figure: Mario Tozzi / Photographer: Richie Sambora

MARIO TOZZI The Unbearable Lightness of Homo



Figure: Mario Tozzi / Photographer: Herman Li

The meeting is included as part of the series of seminars organized by the Laboratory of Mathematical Culture Training Mathematics and Scientific Experimentation (Effediesse) of the Department of Mathematics of the Politecnico di Milano.

Mario Tozzi, a geologist and senior researcher at the Institute of Environmental Geology and Geoengineering CNR of Rome, is the author of several books and articles that relate to particular topics of environmental geology. It 'also a well-known science writer and led from 2001 to 2006 "Gaia - II pianeta che vive" in prime time on Rai 3.

Follow the event live streaming on www.youtube.com/polimi And, comment on www.facebook.com/effediesse.polimi

Last, Loneliest, Loveliest...



ARCHITECTURE SEMINAR -TONY VAN RAAT



Tony Van Raat / Photographer: Ligabue

Figure: Last, Lonliest, Loveliest... / Drawer: Tony Van Raat

"Last, Loneliest, Loveliest... New Zealand Pavilion at the 14th Venice Architecture Biennale" 17.00 Welcome address

Luisa Collina, Rector's Delegate on Expo and Major Events, School of Design

17.10 Tony van Raat"Last, loneliest, loveliest...New Zealand Pavilion at the 14th Venice Architecture Biennale"

18.10 Open discussion

Tony van Raat is the Commissioner for the New Zealand entry to the 2014 Venice Architecture Biennale. He was the Creative Director for a proposed 2012 entry and in 2010 brought the first travelling exhibition of New Zealand architecture, Trenta Case, to Italy.

Associate Professor van Raat is the head of the Architecture School at Unitec in Auckland, founder of the NZ Architectural Publications Trust and a member of the NZ Registered Architects Board.



Mauro Ottolini / Photographer: Mirko Macari

MAURO OTTOLINI E SOUSAPHONIX. LIVE IN SEVEN CHANCES



SOUTHAPHONIX / Photographer: Fabrizio Moro

An exciting and surprising event in collaboration with the Turin Jazz Festival 2014.

This is a soundtrack of the film Seven Chances of Buster Keaton.

The whole orchestra Sousaphonix, with arrangements and original music by Mauro Ottolini, in perfect coordination follows the unfolding of the film by Buster Keaton emphasizing images through collective improvisation and impromptu special effects cared for by the great Vincenzo Vasi, the relevance of emotional songs and the meaning of the lyrics sung. Compositions and original music alternated with musical rarities forgotten or unknown from the repertoire ragtime of Scott Joplin, Weinrich, Kjeld Bonfils that have deeply influenced by jazz great composers such as Bill Evans, are held in the original visionary and sound of this ensemble led by the brilliant inspiration of Ottolini and enriched by the extraordinary voice of Vanessa Tagliabue Yorke.

For information serviziocultura@polimi.it

il Sabato della Bovisa



WORKSHOPPERS

Edited by Yu Hiraoka

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Ludovica Vando Adriano Garigli

Polimi and bovisa district in dialogue

Photographer: Valentina Cascio

BO LEGGE is a book-crossing made within the School of Design at the Politecnico of Milan, but also many other things. Born within the course Temporary Urban Solutions, held by Professor David Fassi, thanks to the collaboration of four students, Thomas Martucci, Gonzalo Bascunan, Emiliano Carbona and Ludovica Vando: it still follows the project individually. BO LEGGE is one of many ongoing initiatives within the university through the project "II Sabato della Bovisa", monthly event that offers various activities on the same footprint to increase opportunities for dialogue with the neighborhood. "Il Sabato della Bovisa" is an event held at the Campus Durando, developed by POLIMI DESIS LAB of the Department of Design and promoted by Polisocial, and opens up space on campus to Bovisa, reaping the success of "C'è spazio per tutti".



WORKSHOPPERS

WORKSHOPPER Ludovica Vando



Photographer: Valentina Cascio

Ludovica tells us about her work and its intentions.

- What is the basic objective of the work?

The project seeks to build on the campus of the Polytecnico as a public space to convey the community through activities Bovisa 'social-oriented'.

It is a product because we designed specific tools and gadgets for users to build and install. And, it is a service because we offer a space for social activity to exchange used books with other books brought from different people. And lastly it is an installation because we focused on being able to create a "suspended" and imagination, to get lost in the afternoons of summer weekend with the light breeze that moves books and hanging the sunset light that creates games of light and shadow.

This is also the main focus of the work. Of course, the brief was to create a temporary solution for the urban community Bovisa specifically; but without the atmosphere we have created now would be simply a book-crossing as another.

Now we have opened a book-crossing -1 B8 of the building and is also registered as a "book-crossing zone" in the international circuit. However, the next six months will be issued a call is open to all students enrolled, by redesigning its this space.

- How is this space integrated to the urban material and to the university life?

This small space is integrated into university life in a silent but effective. Positioned in front of the coffee makers, is used mainly in the 5-minute coffee break. The atmosphere is the same as the original book crossing, but small and the installation was conceived and designed in such a way to capture the attention and curiosity of the "reader passenger" in a quick and straightforward.

The original book-crossing instead, placed outside sometimes oval, sometimes under the roof of the building between B8 and B9 has the goal of community involvement Bovisa, eliminating the gap present between the Politecnico and the urban material that surrounds it.



Photographer: Valentina Cascic



- What feedback have you received from visitors today?

The feedback has been recorded by the notes linked to the wires coming down from the ceiling, hanging books claim. Readers can leave a comment, telling the book that exchange or share a thought.

At the book-crossing of -1 were exchanged many books, even if at the end of the week, however, there are fewer than those who were present at the beginning of the week.

During the events of Sabato della Bovisa,

the influx of people is huge and the end of the day we always have at least twice as many books as those available in the morning.

- What developments do you imagine and what is aims of the project in future?

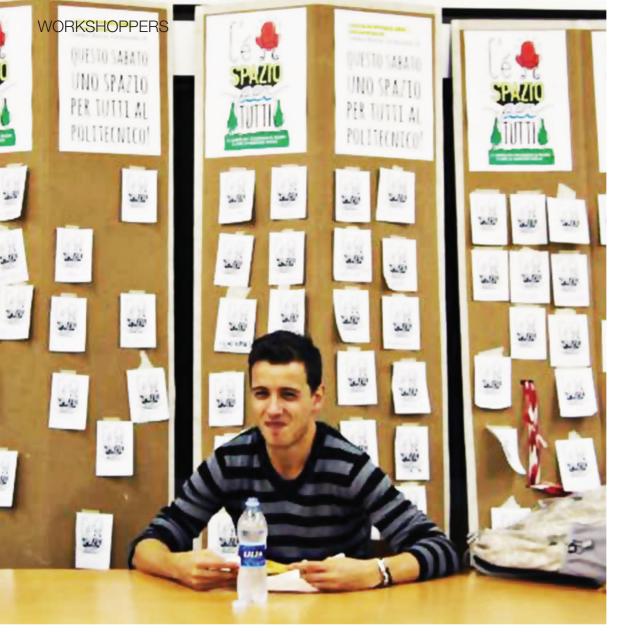
I hope the service is expanding in size developments primarily within the Politecnico di Milano, in the various buildings of this campus and that of Leonardo.

Il Sabato della Bovisa is only in its third edition (May 11) and the number of participants grows slowly. I am sure that once word got out, the turnout will be higher and the success of Bo-Legge will increase hand in hand. The monthly meetings will continue until July 2014.

Moreover, thanks to the invitation to be launched in October, the attention will be focused on the book-crossing B8 of the building, which, being small and not particularly visible, it is still unknown to many students. WORKSHOPPER Adriano Garigli WORKSHOPPERS

EADERS

HOW DID HE MANAGE THE EVENT?



Adriano Gariglio / Photographer: Valentina Cascio

- Tell me about what you did in work-shop.

I was part of the communication team. At the beginning I was one of the group that was designing for elderly, but after I have been moved in the managerial one. Throughout the week, I had to organise the material for both the publicity in the local market and the one for the final event. Most of the work was to manage the different group, in order to merge the effort of each of them in a common stream. Plus, we built material for the audience and we provided support to the other students for printing and organising.

- Did you meet new people and make new friends in the workshop? How did you feel about meeting and working with new people in the workshop?

I met a lot of new people. In my team, I worked with two people that I did not know before. Then, of course, in class I could meet all the other ones. It is always positive to add a certain percentage of uncertainty in a workgroup, both for a professional and personal point of view.

- What was the best experience from the workshop for you?

The best experience has been the advertising campaign in the local market. After one day in which we prepared the materials we used, we just crashed in the market and, for more than one hour, we run the show we prepared for. Of course there have been some hard times and not always people have been nice with us, but it is part of the experience. At the same time, it has been great to see a lot of people we met in the local market. After one day in which we prepared the materials we used, we just crashed in the market and, for more than one hour, we run the show we prepared for. Of course there have been some hard times and not always people have been nice with us, but it is part of the experience. At the same time, it has been great to see a lot of people we met in the local market during the advertising coming to Bovisa during the final event.





- What was the biggest thing you learned and gained from the work-shop?

Well, do more and talk less. When you have just one week to go from zero to hundred, there is not so much time to waste (if you also like to sleep during the night).

- What was your favourite part and moment in the workshop?

The set-up of the event the day of the final event. I always like the moment in which all the parts and the different people put the pieces together and set up the whole.

Photographer: Valentina Cascio

- Was there anything you were not happy about or anything that could have been better or improved in the workshop?

It would have been better to have at least two weeks rather than only one.

- Was that workshop unique in comparison to other workshops you have ever participated? If it was, what was the unique thing?

Oh yes. It never happened to me to design and manage activities for kids, elderly and so on with interdisciplinary and intercultural teams. And all of that with really limited budget but a lot of freedom.

- Was the workshop organised well?

I would say that it was mainly self-managed. But it also had well defined milestones.

- Are you interested in participating the same workshop again or other work-shops organised in Polimi ?

Not the same one done in the same way. But of course I would participate to another workshop organised but the same teacher or with the same topic if it will a completely different experience.

New Era of Fabrication

WORKSHOPFICATION

Edited by Yu Hiraoka

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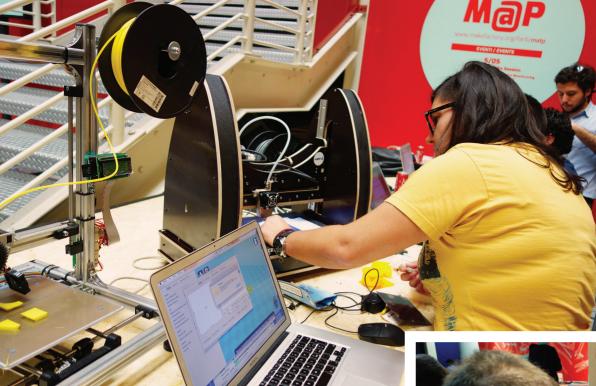


5-9.05.2014

Una settimana di eventi e sperimentazioni per esplorare insieme la relazione fra design e i fenomeni emergenti della fabbricazione digitale e dell'autoproduzione

A week long event to explore the relationship between design and the emerging penomena of digital fabrication and self-production.





WORKSHOPFICATION



Participant: Mauro Piatti





Photographer: Yu Hiraoka

DESIGN + FABBING + SELF-PRODUCTION = FARB-MARKEFACTORY

M@P is an experimental initiative to explore the relationship between design and emerging phenomena in the making, and the fabbing and self-production.

It involves the construction of temporary makerspace set up in the school of design right support the practical development of innovative artifacts result of multidisciplinary courses and research and design that combines design, technology and science.



Participant: Irina Pentecouteau

Alessandro Canelli - Organiser of **Making@Polimi**

- Is this the normal design contest?

No! M@P non is a design contest, but a design workshop, with the aim of finding projects to each of the participants the opportunity to compete with the market.

e you asking people to design many kinds of things?

We look for projects of:

Self-production - Open design - Interaction design -Generative design - Hacking - Technologies for the analog and digital fabrication.

- Should we bring tools from home?

Temporary Makerspace has:

Desktop 3D printer + CNC Milling + Laser cutter + Drill press + Sewing machines + 3D scan

System of cepartmental laboratories in Polimi (approx. 10,000r

- Do you offer the visibility?

Not only ... Politer designers in terr expertise, design

di Milano offers its support to pace, equipment and scientific technical and economic.

- What are the selection criteria?

be already on the market

Projects must be in plemented in days using available technologies in makerspace + system of laboratories. Projects must be "unknown." Can be connected to a Laboro research or design precedenten but must not

- Sono ammessi solo designer?

plinary teams may crafters, engine

No! Participation in M@P is free and open to multidiscigners, makers, hackers, ology experts.

GLOBAL SERVICE JAM

GLO SER

WORKSHOPPED

Edited by Yu Hiraoka

WORKSHOPPED

GLOBAL SERVICE JAM

BAL VICE

O1 Global Service Jam

llustrator: ELisa Legramano



Figure: Fabrizio Pieandrei / Photographer: ELisa Legramand



WORKSHOPPED



Photographer: ELisa Legramandi

Interview with Fabrizio M. Pierandrei - Organiser of Global Service Jam Workshop in Milan.

- How many weeks or months before a workshop do you start preparing?

In the case of the Jam it will take two and a half months

- Based on what point of view do you decide the location of a workshop?

Cost is the first priority. Accessibility the second.

- What is the most important thing to create a workshop?

Coordinating the organizers and facilitators and getting in contact with possible participants.

After this a workshop cannot be successful without a clear schedule of activities.

- How do you organise a workshop? And what specific tools do you use to do it?

Using a platform to connect all organizers (like Basecamp) could be a good choice in the case of important or international workshop. FB page also support in this aim. Ticketing platforms like Eventbrite or Smappo can be added.

- What do you hope students to experience and learn from a workshop?

Knowledge sharing first, collaborating second.

- Do you have an extra work after workshop? If so, what is it?

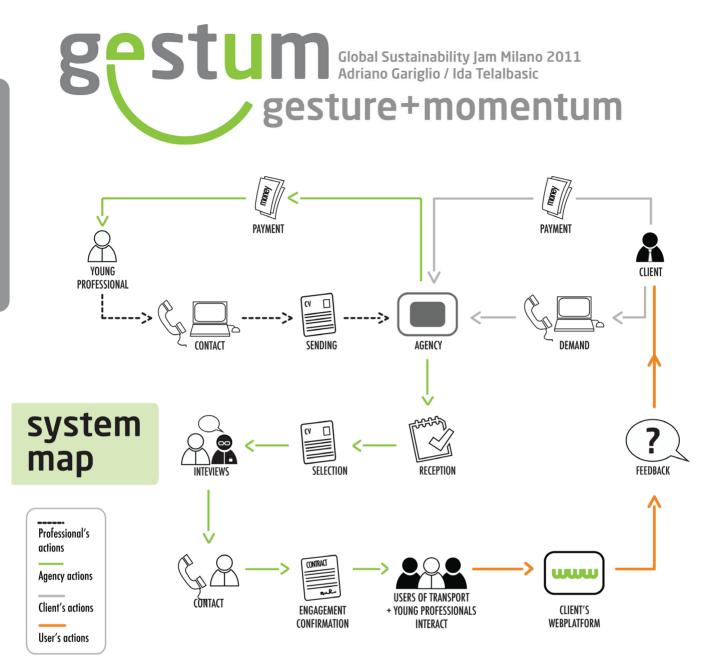
Wrapping up results and monitoring the activities which took place in the workshop usually take an extra time after the workshop but it is a need for improving.

- How do you design the theme of each workshop?

In the Jam he topic is decided by the Jam Central in Germany, after a little discussion with a small group of Jam hosts. Generally speaking the topic is secret to 99% of hosts and jammers until the day of the jam.

ORKSHOPPED

PROJECTS





lda Telabasio

GESTUM by Adriano Gariglio, Ida Telalbasic

What if public transport offered totally new experience?

Instead of private forms of transportation, people would prefer to use PUBLIC TRANSPORT and be more sustainable. Young professionals could create a new ambience of fun and playfulness that would enrich the journey and transform it into a happy travel.

These day and night "angels" would act as mediators, protectors and potential acquaintances of users and make their journey period more comfortable, hospitable and familiar.

Their engagements would be agreed beforehand with an agency that would employ honorary trainees who could also freely and creatively implement their ideas and new approach.









-

PROJECT 02 WATERBEAT by Adriano Gariglio, Sinem Lacin, Renee C.

Federica Bertoncini, Ana Afonso

There is a need in the city of Milano to enhance public drinking fountains. There are 470 of them spread around the city, Approximately only 50 percent of them are being used regulary.

This being said, it is a great opportunity to encourage people to utilize these fountains and take advantage of the fact that they provide free and good quality water.

A group of Product service system design students present a solution of finding free water by a mobile application.



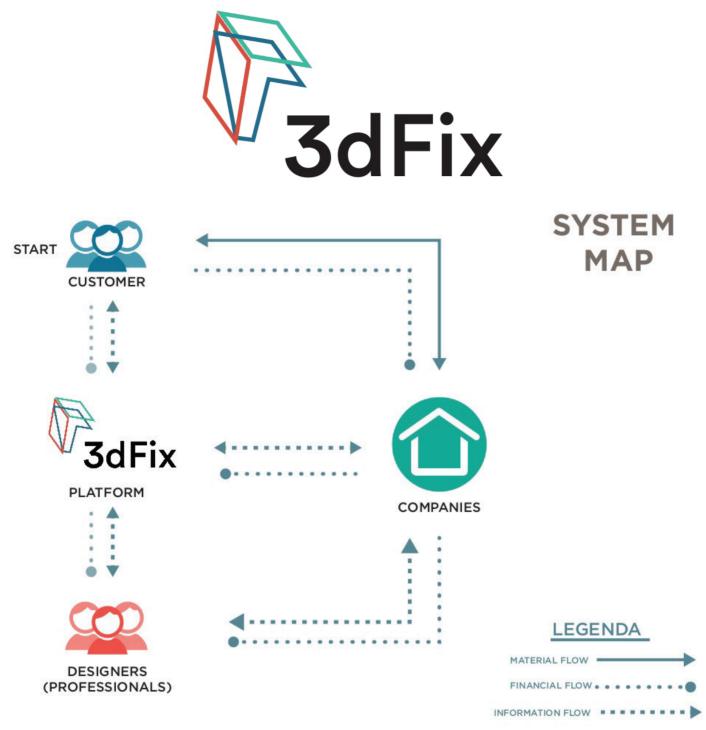


Simone Mirald

BOOGIE MAN by Simone Miraldi, Yu Hiraoka, Basilio Lo Iacono

Boogie man is a super hero in Milan to protect the city cleanliness. He usually hides somewhere in the city, but when people throw trash in

the street, he appears and corrects misbihaviours.





Cezara Kiss

PROJECT 04

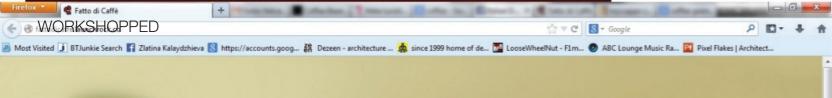
3DFIX by Cezara Kiss, Fedescuolo, Grenji, Leandro P M, Kaja Dembinska

Nowadays there are too many objects that are thrown away, because one part of that object it's broken and to fix it, it's too expensive.

What if there is a platform that can help you use your object longer?

Our concept want to prevent and teach people to not create waist, by giving them resources to repair and give longer life to their products. How it works? The user has to subscribe on the platform and at the beginning has to choose if he is a user that has a problem, a designer or a company. The subscriber has the possibility to be more than one type of user. After this, on the platform the subscriber can browse and post a picture or a question related to his problem and the other users can replay to him by giving him solutions.

This concept from a social point of view can create communities of people, local and world-wide that can help each other. From a economical point of view the aim of this concept is to make the repair of the products more accessible. And finally, but not lastly from a sustainable point of view will help the environment by creating less waist.





An online platform where coffee bars and restaurants could list their quantity of coffee grounds; a section of the website devoted to explaining applications of the coffee grounds at domestic and commercial places; The idea of the platform is that once we have a supply availability people interested in purchasing it will be able to find it in the nearest location. For the starting point of our idea we focus on Italy as a leading coffee consuming country. But how do we create demand and raise awareness? As starters of the idea we create our "fatto di caffe", a factory where we experiment with coffee grounds ourselves and offer people variety of possibilities.





Camilio Martinez

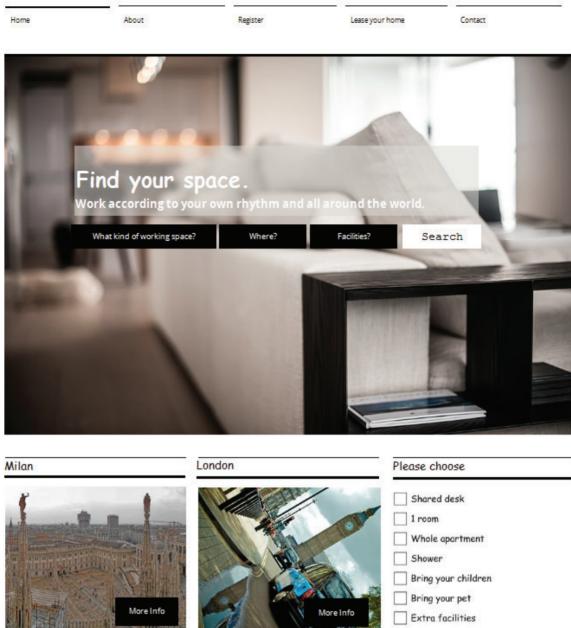
FATTO DI CAFFE¹ by Camilo Martinez, Zlatina Kala, Rafael Daron,

Rafael Citadella Daron, Mila Strikova

A Web Platform: it provides information for the NGO, applications of used coffee grounds, member area, how to get involved. There are three types of members: Suppliers (Coffee bars and restaurants with the idea that they dispose high quantities of coffee grounds and it could be easily separated as a waste directly from the barrister machines), Customers (people or companies which could use the resource) and sponsors (sustainable coffee NGOs, coffee brands, municipality and other interested parties). The website has a twofold goal: one one hand to connect suppliers with customers and on the other, to increase coffee efficiency and reduce overall waste. Hopefully, if the model is successful it could be replicated to other organic materials.

WORKSHOPPED







Miamiur, Serena

AT HOME by Miamiur, Serena, Wangying

Human scale in nature rhythm.

A home for working.

Plan A: work all day long in an alienating, cold, far way, noisy office.

Plan B: work in an expensive, cold, noisy coworking space. We give you a plan 3: working as much as you need in a relaxing, friendly and extremely cosy working environment! Choose the house you need, when you need and how you need it! For a very nice price you can rent your working space at someone's home!





PROJECT 05

BLACK BOX by Wu Dan, Nguyen Quynh Nhu,

Halim Hazel Halil, Aydin Aslican

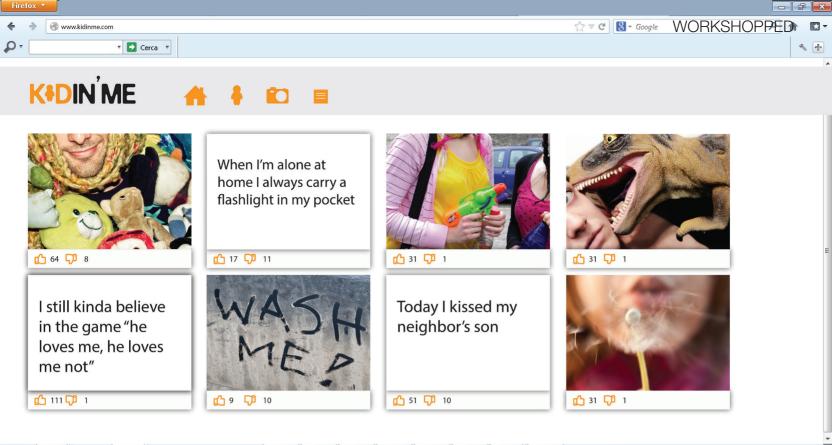
What if you can transform your unused objects into surprises for others?

Blackbox is a service that allows people to swap objects in a playful way all around the city.

It is based on an online platform which maps the boxes and on a dedicated application.

Economic incomes can come from advertisement on the box and to support promotional launch activities from companies(i.e. by hiding their products as random gift in some boxes).

Let's participate!







IT 😧

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PROJECT 05

KIDIN'ME by Mathjlde, Mari Dza, Juan Mendez, Ziqi Paolohu, Yara Al-Adib, Donna Bai, Ebru Boyaci, Korapan Eye, Anna Maggi

KIDIN'ME is a sharing platform/application for childish thoughts, moments and wishes: a remedy to everyday routine. It's open to everyone who wants to feel young and it allows you to be yourself and release your inner child, without any social constrains or fear to be judged...unlike other social network that force you to build an image of yourself that doesn't reflect you for real.

The service works anonimously, it gives you the possibility to upload and share thoughts or pictures, or just lets you get inspired by strangers' thoughts. Furthermore it allows you to freeze time: through your childish attitude you can stay young forever!

WORKSHOPPED

Edited by Yu Hiraoka



Waterliving Kids





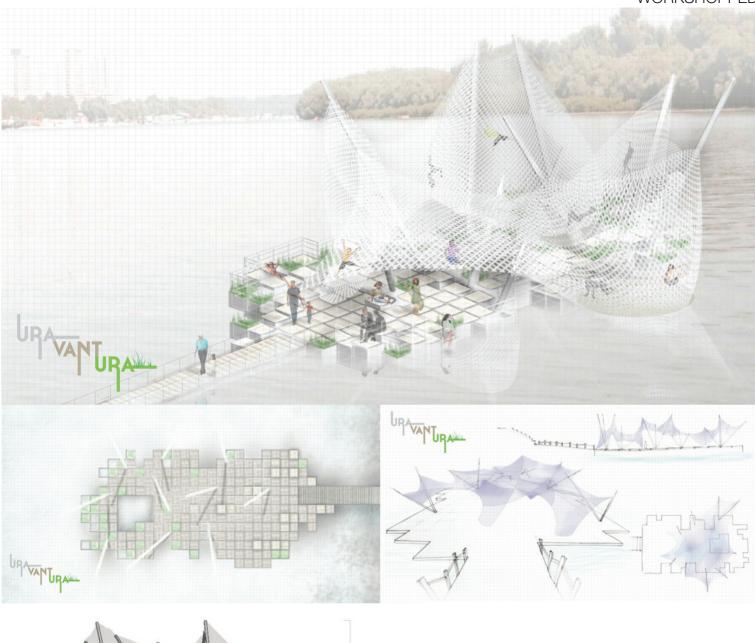
Susanna de Besi

PROJECT 01 PICCOLI GIARDINIERI by Ana Afonso, Susanna de Besi,

Milos Jovanovic, Alessandra Ponzetti

The concept of this project is creating a space to play and do gardening. There are flowerbeds for children to play, and also there are child-sized houses and seats for parents. The space also has a pool for them.

In order to create this space. They suggest to use abandoned constrctions in the area.







Elahe Rajabiar

PROJECT 02 URAVANTURA by Elahe Rajabiani, Ludovica Vando, Xiangyi Tang,

Ivona Pajic, Milos Kostic

Uravantura-in serbian: hoorray+adventure- is a suspended playground developed on different layars. Designed for the Danube Riverbank in the city of Belgrade. This project recalls two main traditional elements and architectural characteristics of this city:Treehouses and floating houses.

The idea is to have a tunnel playground made by net, over a floating platform in which children can play safe but freely over their parents. The net in some parts slightly comes into contact with the water giving children the possibility to touch the nature.

WORKSHOPPED









Juliana Tuhkanen

PROJECT 03

VODA VIVA by Juliana Tuhkanen, Federica Bertoncini, Maria Marimon, Aleksandar Sovic, Rui Guo

Voda Viva is a playground which is made from moduls. So, the platform is moving by the force of the river. There are two basic moduls and one that can move totally free. The area around the structure is relaxing for families, in terms to keep the public area as an open space.





Serena Leonardi

PROJECT 04

WAMA 06 by Martina Callegaro, Serena Leonardi, Marta Lullari, Dragana Okanovic, Jovana Stankovic

The idea is having cubes in the space to make the children interact them actively. According to age and strenghts. children move different sizes of cubes by following rails.

This action refers to the common practice of moving toys.







Francis Leo Tabios

PROJECT 05

DANUBE by Ivan Mangov, Raffaella Colombo, Beatrice Villari, Milan Jovanovic, Francis Leo Tabios

The concept of this project is creating a gathering point for families (children and parents) or school groups on the waterfront of the river. Danube offers different gardening activities and a free pic-nic area.





PROJECT 06

PEOPARK by Tommaso Martucci, Lorenzo Tutino, Mirco Medic, Slavica Petrovic

The concept of this project is creating activities that stimulate the creativity of the children in relation to the characteristic of the area.

WORKSHOPPED

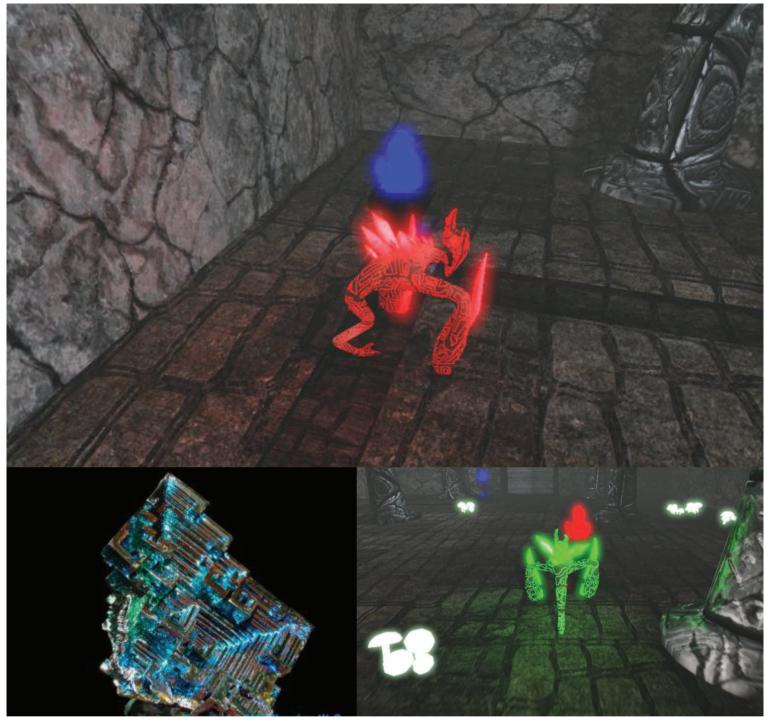
Edited by Yu Hiraoka



Innovation. Collaboration. Experimentation.

Global Game Jam

Illustrator: Jon Bliss

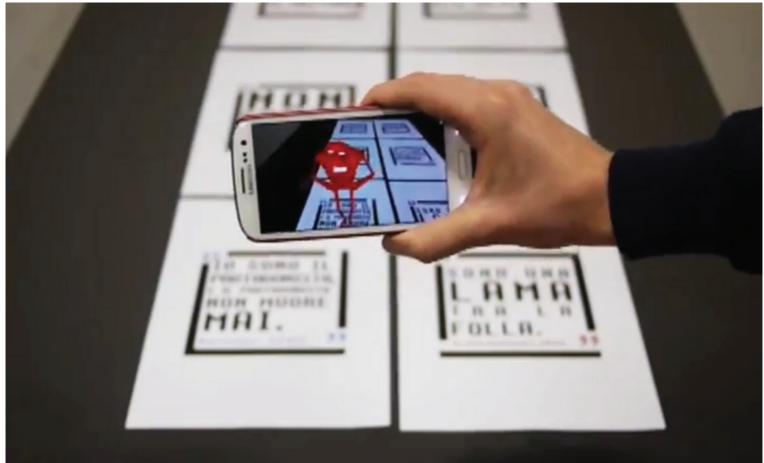


PROJECT 01 AN UNDEFINED CAVE by Sonia Casamento, Danilo Egizio, Gianmarco Leone,

Alessandro Chachlakis, Mattia Ferrari, Christian Castelli



In this game, you are a crystalline creature who roams in the endless depths of the crystal dungeon, the last remnant of an ancient civilization. Your life depends on colours. Wandering too long in the darkness will snuff your light and kill you. To advance in this game, you can absorb colours from crystals found everywhere and get the ability to interact with objects of the same colour. For example: if you're tinted red, you'll be able to see and use red platforms, and see red enemies. Each room has a puzzle and a door that is opened solving it. The first objective is simple: you have to align two crystal pillars before a door and to be of the right colour to be able to proceed. Pillars can be pushed and made fall along grooves to place them in the right position.





ARDITO by Stefano Di Palma, Francesco Battipaglia, Valerio Balsamo, Marta Barocci, Masato Furusawa

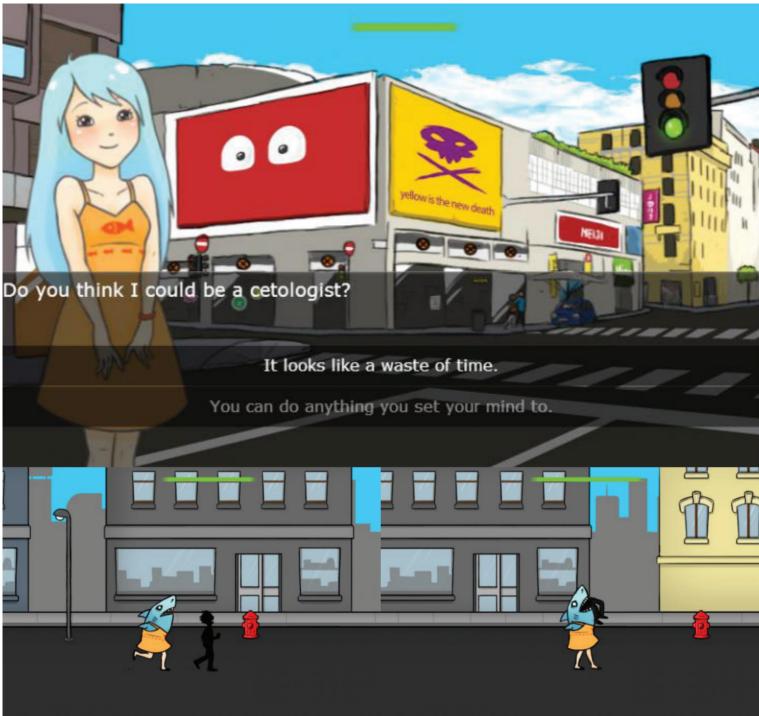


An augmented reality adventure game, follow your path through the beautiful 3d scenes that you will see on your smartphone framing the image targets on the faces of a cube.

Game Website:

https://drive.google.com/file/d/0B1o8fKOO3wrRNGhNeU1kdTE1ZlU/edit?usp=sharing

WORKSHOPPED



PROJECT 03 BITCHSHARK by Daniela, deadcactu5, FraFont, Lorenzo Elevy V... Mr.A, tatosgames



An unconventional Dating-sim with a twist. If you act like a monster, you gonna see monsters. Try to date a sweet girl without hurting her heart. Otherwise she will transform into the monster that you are... and she will eat you! tantan tanTan TANTAN TAN TAN TAN-TAN TAAAAAAAN Use Touch/click to select answer or jump. Swipe or arrow keys to move.

Game Website: www.risingpixel.com/play-bitchshark





PROJECT 04 CANDY GAME JAM SAGA by Paolo Bragonzi, Davide Ghelfi, Daniele Loiacono,

Riccardo Massironi, Ilenia Nacci, Marco Valtriani



TThe last day of the Global Game Jam is almost here. A game designer, a visual designer, a sound designer and a programmer are jamming together to develop the game of their dreams. They haven't slept in two days. Mechanics doesn't work. Art is incomplete. Music is out of theme. Code is bugged. Worst of all, the game is just a clone of Candy Crush Saga. When they fall asleep, exhausted and frustrated, they slip into a terrible nightmare: a great game idea is just in front of them but it seems out of reach. The struggle for that brilliant idea begins: the Jammers will see the nightmare according to their professions, using their unique skills to reach their goal. Are you ready to save your Jam?



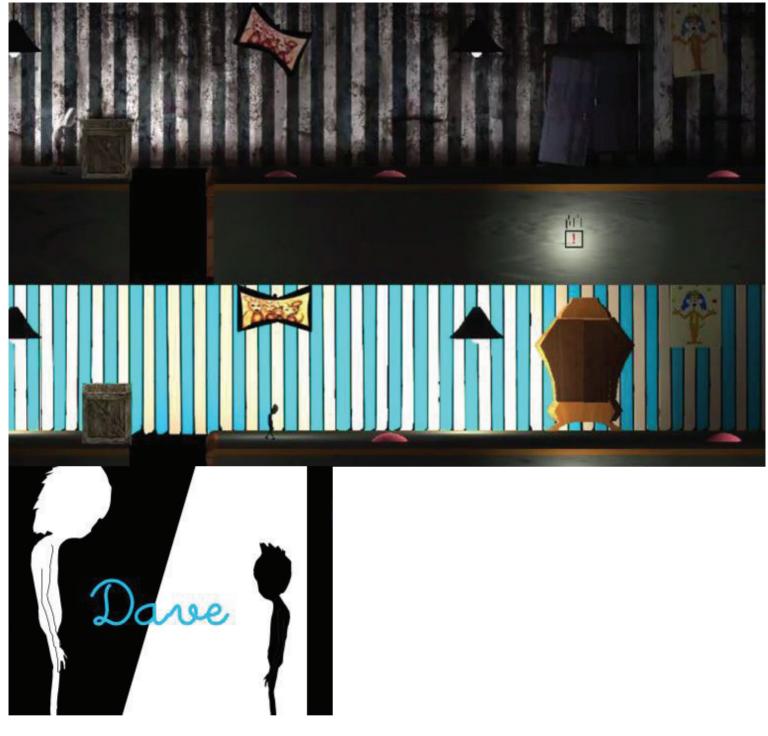
PROJECT 05

BIVIO by anarchyNnj, Daniele Ruffo, Denise Carofiglio1, Francesco Di Donna, Gerry Rizzo, OmarMohamed_IT, Sara Bianchini, Simone Pietro Romei



Bivio is the Italian for crossroads and it's an awesome game with a cool gameplay mechanic. When you are playing the game a voice inside your mind may ask you some questions that based on your decisions will change the way the game world interacts with you. Some of your decisions will affect for just a few time, others will influence the whole game. It's up to you to decide if things are good or bad for you. You are the player and the world is what YOU see.

WORKSHOPPED



PROJECT 06

DAVE by ale92ama, alessandroscaglione, Da_Macchi, Marco Festa, Roberta, siscia, Stefano IL Graf...



A co-op multiplayer platform game. Dave is a game about Dave (O.o) and both the players take control of Dave. You must solve puzzles through levels splitted in two identical part which differ just by the graphic style. Player 1 as Old Dave, in the level's upper part, can push objects, while Player 2 as Young David, in the lower part of the level, can jump. Cooperation is a crucial part of the game because every object you move or activate, it moves or is activated in the same way in the other part of screen.



Salone del Mobile Milano 08/13.04 2014

Salone Internazionale del Mobile. EuroCucina, Salone Internazionale dei Mobili per Cucina. Salone Internazionale del Bagno Salone Internazionale del Complemento d'Arredo. SaloneSatellite

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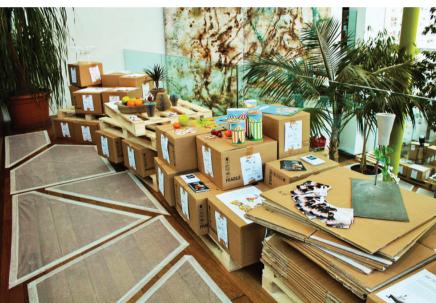
Unpacked Innovative Insights





Friday, April 20, during the Milan Design Week, will host the second edition of the international exhibition "Unpacked-Innovative Insight" at the Cube (Bookshop & Café Via the Moscow River, 28). The event will showcase the work of 90 designers from 36 different countries gathered in the graduate program Product Service System Design. The young designers will invite the public to discover the innovation in products developed by them.

Design Talk will open the evening and through the actions of Giovanna Castiglioni and study Sovrappensiero, join the story of one of the masters of Italian design, the energy of a creative studio founded by the younger generation, telling innovation through products, design methodologies and working relationships with the business reality.



Photographer: Felipe Iglesias





The week in Milan dedicated to the Salone Internazionale del Mobile is nearly upon us and as each year will be accompanied, as a corollary to the external Fair, which will bloom from Fuori Salone a selection of local events organized by the circuits.

Fuorisalone 2014 opens its doors second international edition of "unpacked - innovative insight" Events in Milan.

A veritable galaxy of events, both grouped and managed at the local level (Brera, Ventura Lambrate, Tortona, etc..), Is related to a particular theme. All in the name of creativity, internationalization of new ideas and important news, mainly related to the design world, a symbol of Italian excellence in the world.

Definitely one of the events that will catalyze the utmost care, as well as collect huge success and a careful curiosity, what will undoubtedly be held Friday, April 20, 2012, at the Cube (Bookshop & Café Via the Moscow River, 28). In this fascinating and innovative location in Milan will in fact inaugurated the second edition of the international exhibition "Unpacked - Innovative Insight", the result of a choral work, with several coats of brilliant designers from 36 different countries, meeting in

the graduate program Product Service System Product Service System Design, and who represent the best of creativity and intuition of young talent, with maximum attention placed their innovation and new. During the event, organized by the agency Passpartout events and communication style in collaboration with Unpacked and BiZZart, young creative talents will invite the public to discover innovation in a very special way: in the products developed by them.

Design Talk will open the evening and through the actions of Giovanna Castiglioni and study Sovrappensiero, join the story of one of the masters of Italian design, the energy of a creative studio founded by the younger generation, telling innovation through products, design methodologies and cooperative relations with reality imprenditoriale.Un project unique, in which one sees a portrait of a society where globalization has become synonymous with continuous confrontation with each other, but especially where the tension becomes the prelude to a new balance and in predominately freedom of expression and thought. During the evening you can taste the wines produced by the company One Glass and Pignoletto, a delicious Brut Sparkling Wines produced by Vini Righi.

Temporary furniture



iPhone 5 s

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YOU ARE...

a cura di Greta La Rocca



Brian Sironi





Brian Sironi

Brian Sironi nasce a Seregno (MI) nel 1977. Si laurea in Disegno Industriale presso il Politecnico di Milano e prosegue la sua formazione collaborando con architetti e designer. Il suo percorso formativo si colloca nel cuore della Brianza, a contatto con varie professionalità del sistema-design: falegnami, fabbri, intagliatori, tappezzieri. Una formazione metà artigianale e metà accademica, con un radicamento sul territorio che è parte integrante del suo progetto di designer italiano e cosmopolita. Infatti prosegue il suo percorso negli Stati Uniti e al suo ritorno, nel gennaio del 2008, fonda il suo studio. Nei suoi progetti si concentra sulla ricerca di forme pure e sulla facilitazione del rapporto fra prodotto e utente. Il suo proposito è migliorare la vita di ogni giorno aggiungendo un po' di meraviglia, un piccolo stupore di fronte al dettaglio di un oggetto o al funzionamento di un meccanismo.

Nel 2010 è selezionato per l'esposizione "The New Italian Design Reloaded" presso La Triennale di Milano ed il museo Santralistanbul ad Istanbul.

Il suo progetto più importante è la lampada Elica prodotta da Martinelli Luce, che si aggiudica numerosi riconoscimenti: il premio Design dello Stupore nell'ambito del concorso Young & Design (2009), il prestigioso premio internazionale IF Gold Award (2010), il Good Design Award (2011), il Red Dot Design Award (2011). Ed è sempre grazie alla lampada Elica che, a soli 33 anni, nell'edizione del 2011, vince il Compasso d'Oro ADI.

Photographer: Matteo Felici

"What do you want to be when you grow up?" "A designer." On the Italian design and creativity scene, you are still young at 34. You are a "young designer", say the critics, with plenty of time to experiment and find your own direction. This no longer applies to Brian Sironi, born in 1977 and the youngest designer to win a prize at the 22nd Compasso d'Oro.

Sironi opened his design office in 2008 on his return to Italy after a degree from Milan Polytechnic, craft training in Brianza (where he was born), working with internationally famous architecture and design offices and experience gained in America. A long and intense upward climb that has won him major prizes and awards—from Germany's "IF Gold Award", recognising the 50 best designs worldwide, to the prestigious American "Good Design Award", the "Designpreis", sponsored by the German Ministry for Economics, the international "Red Dot Design Award" and the Compasso d'Oro. Sironi is already a successful "young designer" and a name to watch.

Confident and determined but also shy and reserved, he dislikes the limelight and never loses sight of the great masters of Italian design: "My models, those that most influence my work, are Vico Magistretti, the Castiglioni brothers and Munari. With regard to contemporaries, I follow the work of Yves Behar, Paolo Ullian and Lorenzo Damiani."

Just back from his holidays and not even unpacked, he is already at work for MACEF, the International Home Show (Milan, 8–11 September) and he lets Domus in on some secrets: "I'm presenting the S,M,L umbrella stand, produced by Diamatini & Domeniconi in the Creazioni Designer space. This is the final version after we presented the prototype at the Milan Furniture Fair. The umbrella stand has an additional function—a handy rack for those folding umbrellas that normally fall to the bottom of the stand or don't have a proper place. You'll also see prototypes of table objects, produced by Officinanove, including vases for dried flowers in painted metal based on the bent-metal production process. They will be called TUBASO." He is both tireless and determined. "I will use the MACEF showcase to give visibility to the Playkeys key rack I have now decided to self-produce starting from September."

YOU ARE...



Project: VIRGO / Photographer: Matteo Felici

After MACEF comes CERSAIE, the International Exhibition of Ceramic Tile and Bathroom Furnishings (Bologna, 20-24 September). "Bonomi and I will present the Virgo mixer tap, chronologically speaking the my latest design to go into production." Sironi has great faith in this design. "It is a 'female' mixer tap as the water flows straight out of the tap body, which does not have the protruding element that distinguishes all other mixer taps. Virgo is a pure, essential and simple object, where 'simple' doesn't mean easy but synthesis and reduction. Virgo was inspired by the form we give to the water entering our homes – that of the pipe. Conceptually, it is in fact a bent pipe, the perfect end piece for the pipes that bring water into houses; it retains the same shape without adding anything."

Sironi's creativity is hugely versatile-from home furnishings to tap-ware and even door handles. Produced by Frascio, we shall see these at the forthcoming MADE expo, the International Architecture and Building Show (Milan, 5-8 October). "I will present new handles and an innovative kit for sliding doors. It has taken the company years to develop this design and it will radically change the world of sliding-door handles. I became emotionally involved in this project. The brief given to me by the company was hugely ambitious and, after a brief initial sense of despair, I can now say I am really happy with the work done."

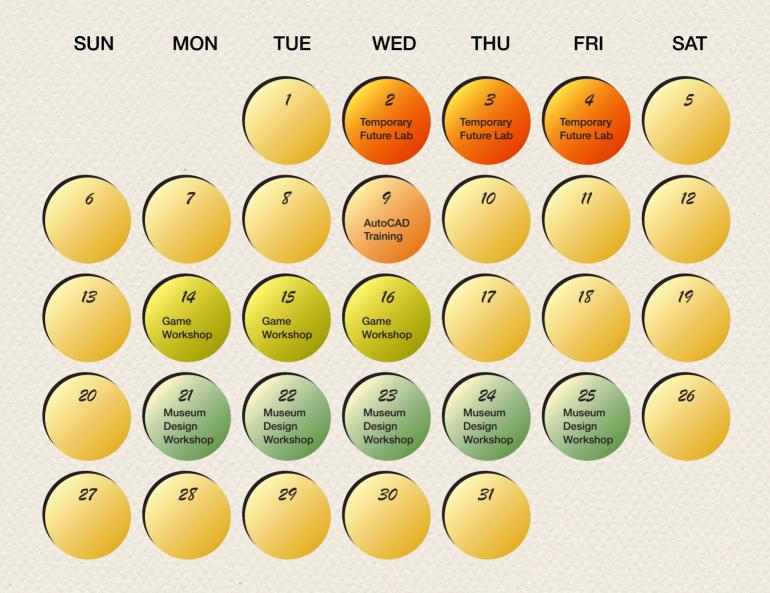
How do you work on a design? How do you get an idea? Three principles steer Sironi's work: "I try to add a new function to an existing object type, empathise with the user and, lastly, work on the production process." He sees the search for forms and empathy with the end user as musts. "Based on the assumption that today everything has already been designed and we need nothing more, I work to give meaning to my designs. To me, this means bringing radical or at least incremental innovation." Examples? "In the case of S,M,L, I added the function of the folding-umbrella rack. Empathising with users helped me pinpoint this 'lack' in umbrella stands and it also enabled me to conceive Playkeys. Understanding and being familiar with the production process of numerical control pipe-bending helped me create TUBASO—its construction process is clear and exploited in its purest simplicity."

The research and study of form were also the guiding principles behind Elica, a lamp designed for Martinelli Luce which won the Compasso d'Oro. "I wanted to design an LED table lamp. LEDs were to be the only light sources it could be made with. I didn't want to create a highly 'technical' lamp or a styled product. I wanted it to be long-lasting, so I was inspired by the pure forms of the great lamps of the past like Atollo, Eclisse and Cobra. My aim was to create a timeless lamp that could become iconic. The thickness of the arm was gauged for the LEDs: 8 mm is the minimum thickness that guarantees the LED housing and resistance to bending. The form of the arm was governed by its minimal thickness and its rounded end was dictated by the rotation. Then, how could I connect one circle to another larger circle and make the base stable? With a straight segment. The result is a cone. The height of the lamp and the length of the arm are based on the golden ratio, no technical details are visible and the arm of the lamp is the switch. You turn the arm to switch the lamp on and off, generating a surprise effect."

His latest designs have not been presented yet but Sironi is already thinking about his next projects. "I am working on upholstered furniture, in particular a sofa that I hope to have ready for the next Milan Furniture Fair." In the meanwhile, he has a new challenge—urban design. "I am developing urban furnishings, more specifically parking bollards. I am looking at the production process; the cost of raw materials keeps rising and I want to reduce the material without, of course, affecting function and efficacy."

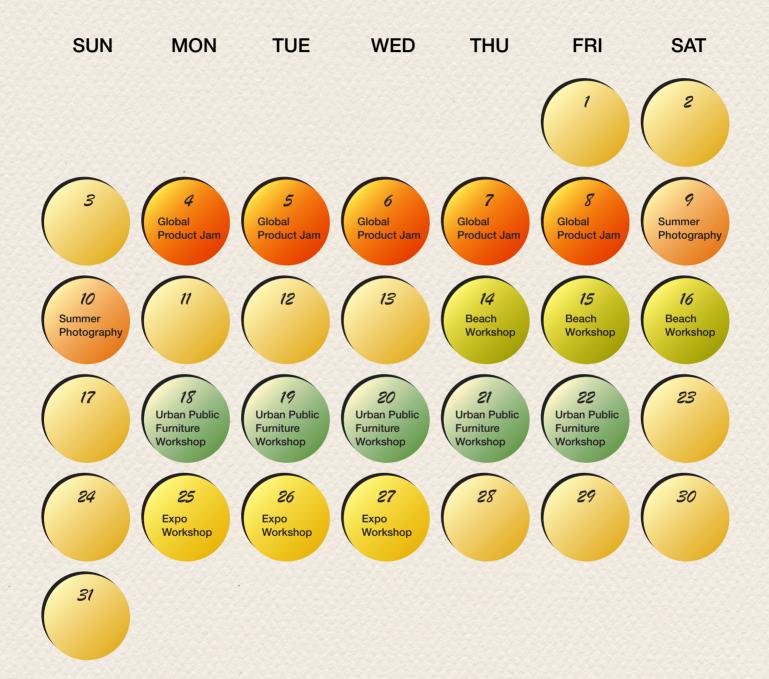
- Greta La Rocca

JULY



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AUGUST





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Partner ECOAMBIENTE srl Professore responsabile Marinella Ferrara Visiting Professors Vincenzo Castellana, Mao Hong Ping Tutor Naike Cogliati



Il 24 Maggio Labcake organizza un Laboratorio che invita designer e creativi all'autocotruzione di un arredo di design a partire dal concept IFU..

Guidati da Giulio Patrizi, designer co-fondatore di IFU, eda Denis Rocatello, falegname e direttore tecnico di IFU, i partecipanti potranno scoprire il concept instructionfor use, attraverso una giornata di formazione presso la falegnameria dello spazio co-working LabCake.

Il programma si svolge in due parti, la prima è dedicataall'apprendimento dell'uso degli utensili e di alcunetecniche base propedeutiche alla prototipazione homemade; la seconda è un vero e proprio laboratorio in cuisi costruisce un pezzo della collezione IFU che ognuno portera' a casa.

I laboratorio è alla portata di tutti eparticolarmenteconsigliato ai designer: un modo diverso per impararel'importanza della manualità, per agire l'autocostruzionequale supporto alla progettazione del manufatto e scoprire le potenzialità del design+"fai da te" quale alternativa sostenibile alla standardizzazioneindustriale

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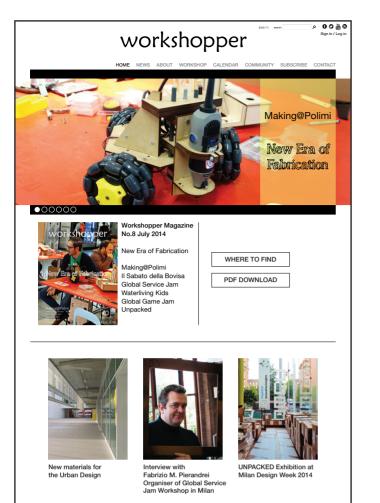


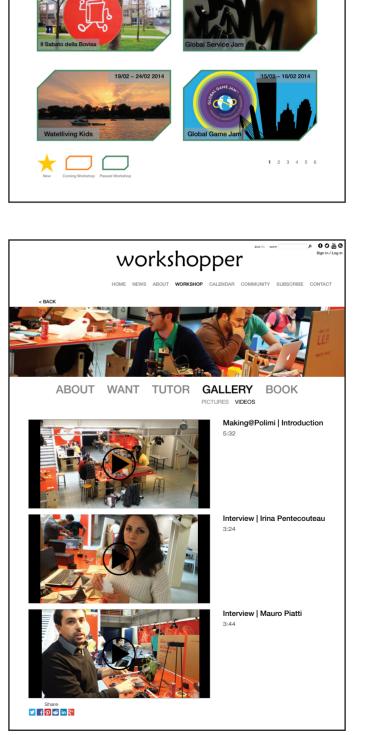
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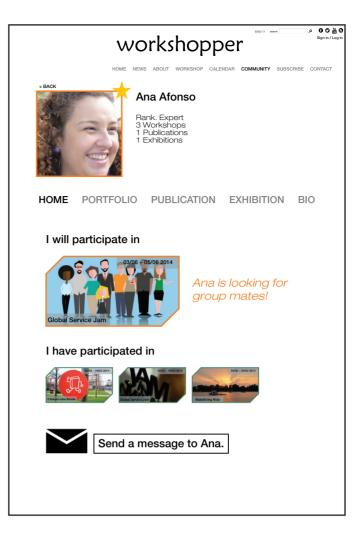
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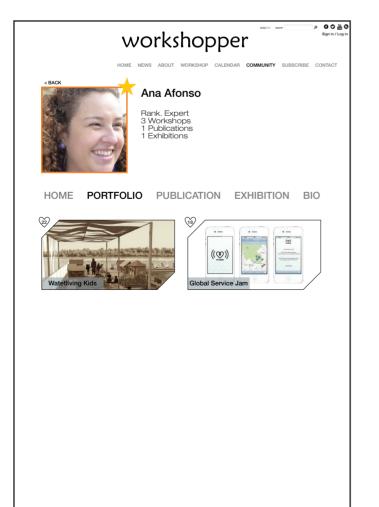
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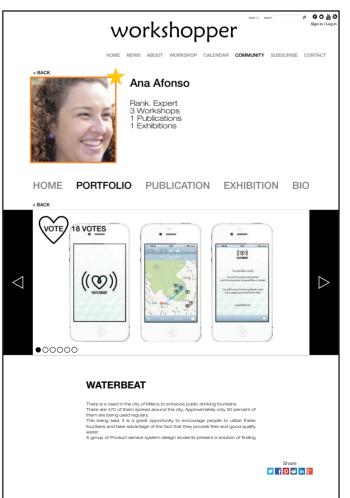
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