

Exhibitions
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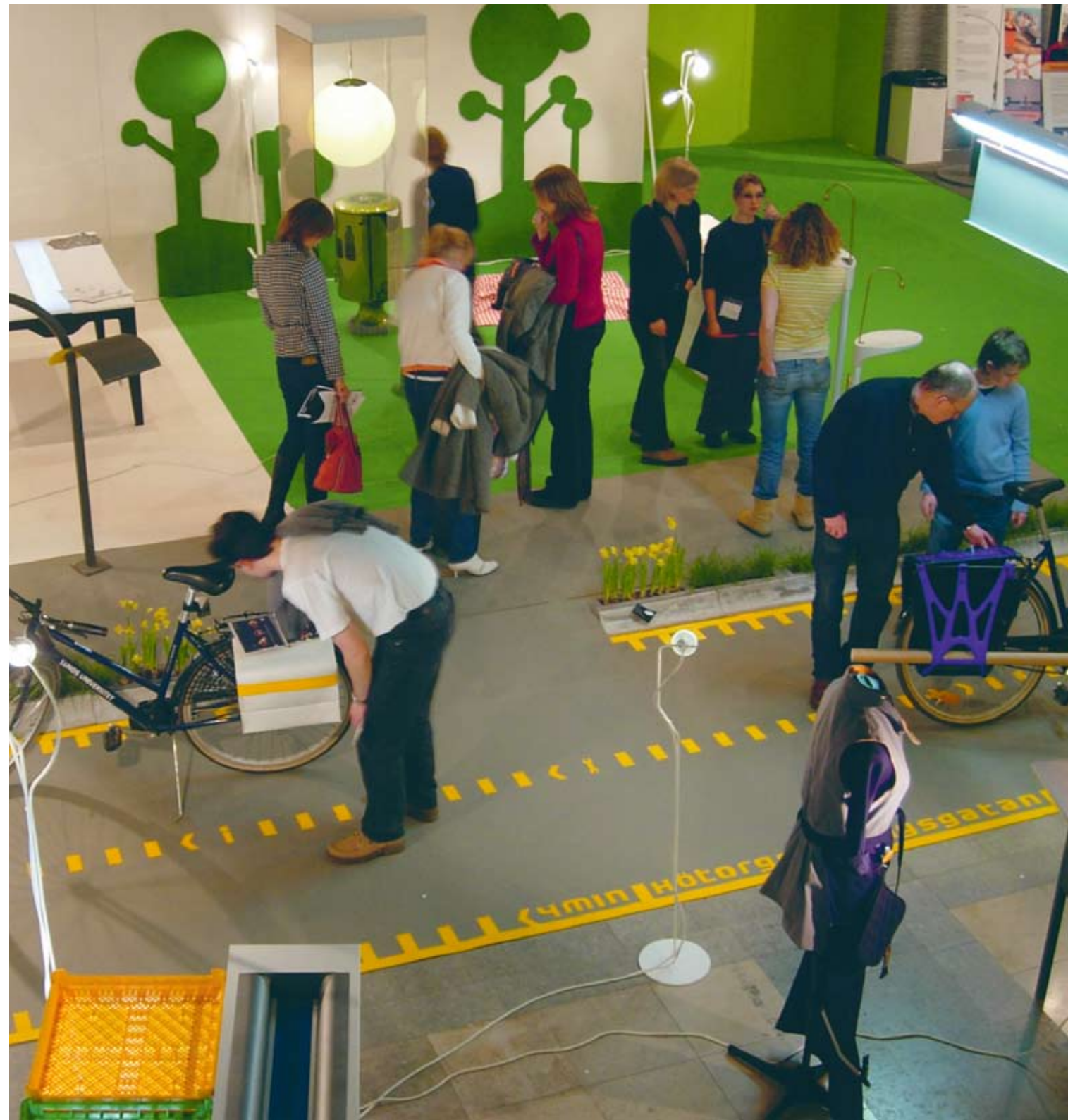


Stockholm Furniture Fair
February 5-9, 2003

In 2003, we exhibited in the "Greenhouse", a forum for design schools and independent designers, at Stockholm Furniture Fair for the first time. Among a few other projects of the academic year, we showed the entire result of the sustainable packaging project (Industrial Design project 3) from 2002. Since then, we have made it an annual tradition to exhibit the results of the industrial design project 3 at this fair, a project which is dedicated to ethical and sustainable development.



Stockholm Furniture Fair, Shop Until You Drop
February 4-8, 2004



Stockholm Furniture Fair, Sustainable City Project and School Lunch Project
February 9-13, 2005



Stockholm Furniture Fair, Energy Project and Signs of Change
February 8-12, 2006



Le home

Salone Satellite 2003, Salone del Mobile, Milan 9 -14 April, 2003

In 2003, we were the first Swedish design school to exhibit at the Salone Satellite. This exhibition was and will continue to be one of the world's most renowned events allowing young designers and schools to present themselves within the framework of the Salone del Mobile. Our students organised a workshop, based on the theme of advanced home improvement products and developed a variety of design concepts based thereon. The collaboration between students of all levels proved to be very fruitful, smooth and inspiring.

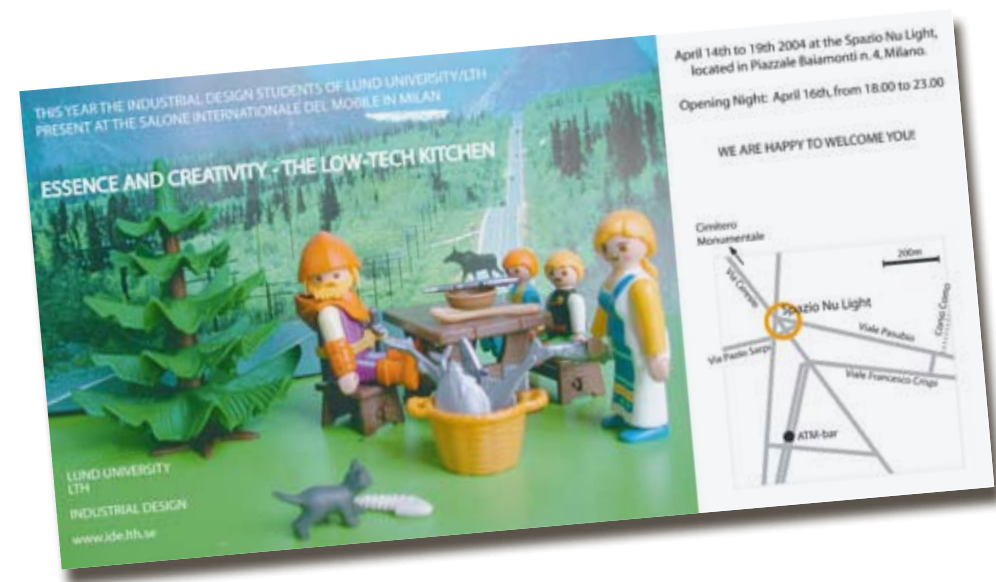
Everything went well, apart from a few stolen wallets and a flat tire.



Planning the exhibition in Lund.



Setting up the exhibition in Milan.



The Low-Tech Kitchen

Essence and Creativity, Salone del Mobile, Milan 14 -19 April 2004

The preparation of food in the western hemisphere seems to require the production of more and more complex kitchens. The fruits of technological evolution: management of fresh water and sewage, waste management, appliances for washing, cooling and deep-freezing, different heat sources such as electricity, gas, Ceran or induction hobs, microwave ovens, toasters, food processors, pressure cookers, coffee machines, etc., are components of a highly sophisticated environment. However, the creation, use and disposal of these products consume huge quantities of energy. Many of the appliances listed above are certainly comfortable and the final stage of a long industrial evolution; nevertheless, the question is how to maintain a high level of comfort and at the same time dramatically lower the environmental impact. How can we optimise the cooking process by intelligently reducing rather than adding

technology. Designers and architects discovered the kitchen a long time ago; the results are often reminiscent of more or less actual style trends, such as the professional laboratory-kitchen. The fundamental ways of preparing and storing food are merely questioned, though and are therefore only rarely subject to design work. Can we perhaps learn ways of cooking that are simpler but as good as ours, from other cultures?



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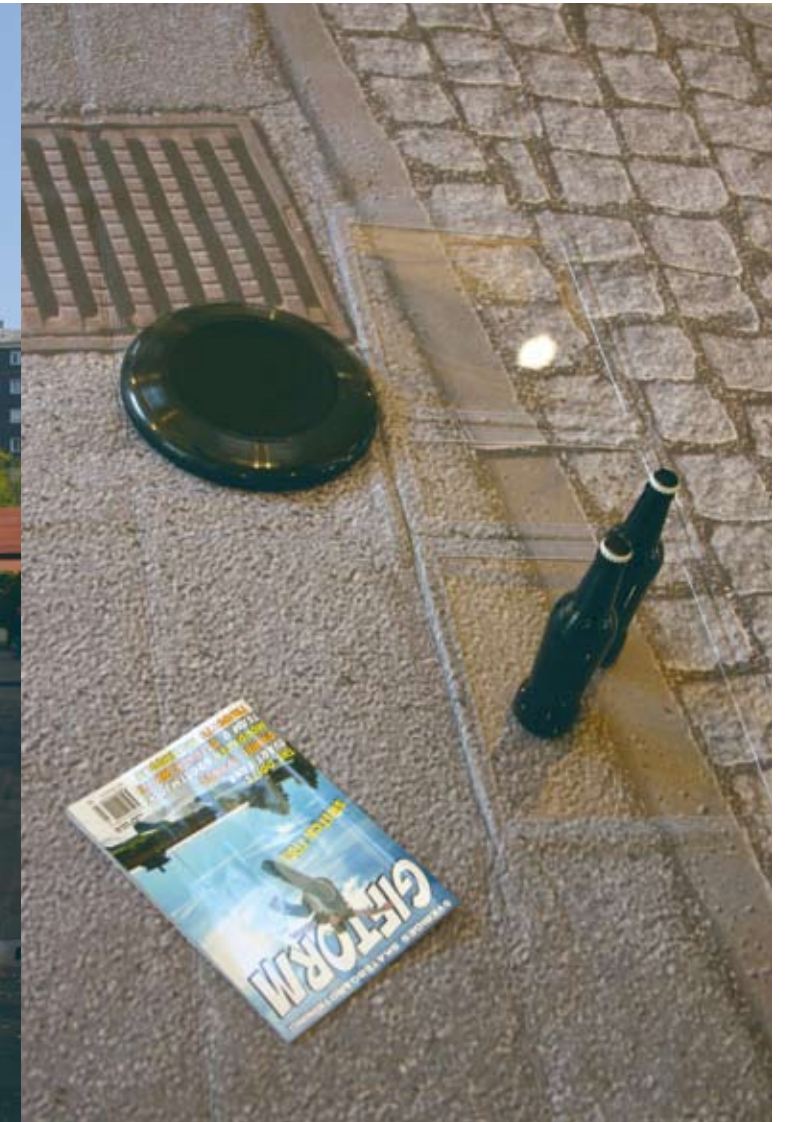
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That is where the project for the Low-Tech Kitchen starts: it is about creating a well designed working environment without the excessive use of resources. It is composed of few elements: a fireplace which is optimised to avoid unnecessary loss of heat for grilling or cooking with pots and pans – or the spit, a water reservoir plus basin for washing, a large and resistant working surface and several volumes for storage underneath. The layout of this kitchen is monolithic rather than a composition of separate modules; the unit is placed atop any surface or under the open sky and is always accessible from all sides. Kitchens from other, so called “primi-

tive” cultures as well as kitchens from our own pre-industrialised history serve as a source of inspiration. The challenge was to create a kitchen that allows for a maximum of creative freedom for cooking and staying together with your friends. Since it does not require external attachments, it can be installed anywhere in no time and therefore qualifies for alternative or temporary housing.



HomewearHomewareHomewhere

CP Company showroom, Via Savona 54, Salone del Mobile, Milan 14 - 20 April 2005

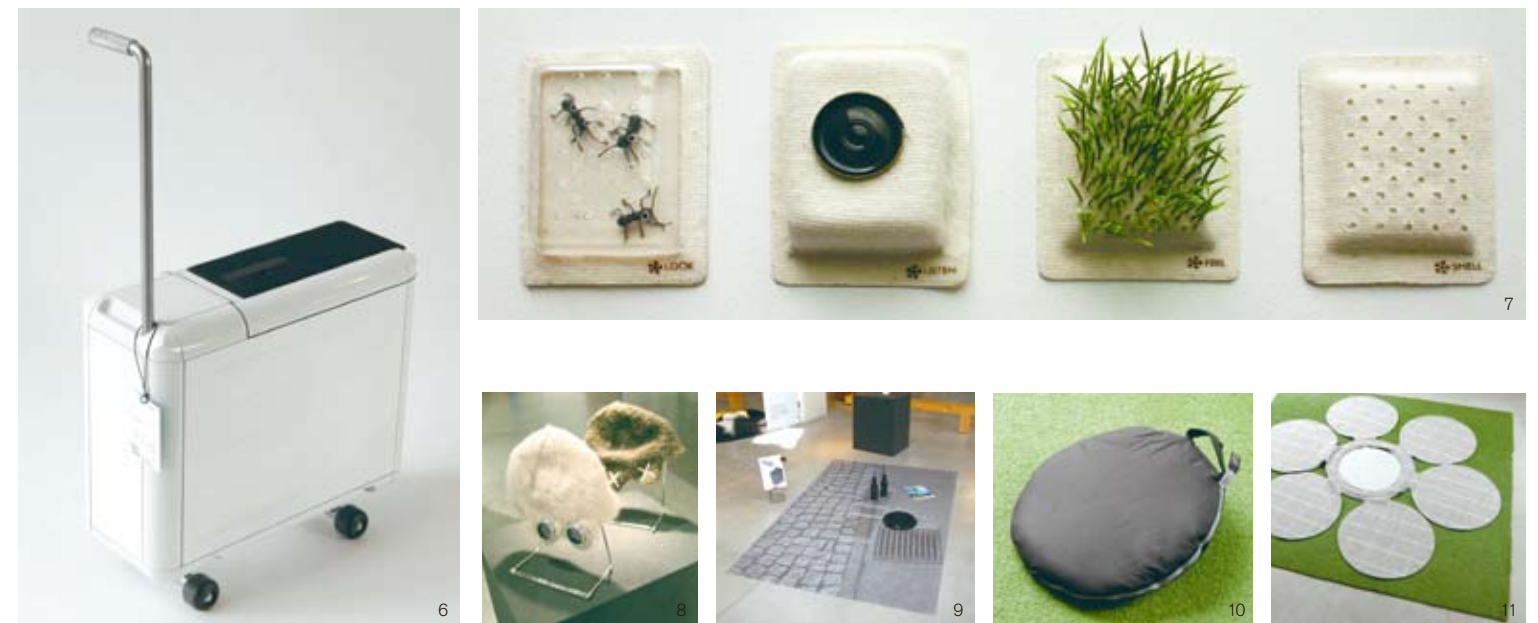


HomewearHomewareHomewhere

CP Company showroom, Via Savona 54, Salone del Mobile, Milan 14 - 20 April 2005

A collaboration between design students at the Facoltà del Design, Politecnico di Milano, Lund University, Industrial Design, School of Architecture and Design, University of Brighton. A project exploring the theme of homeware for the fashion brands CP Company and Stone Island. The thought-provoking assignment to design homeware for a clothing company to be exhibited during a furniture fair requires a reassessment of the notion of home – particularly in relation to clothing designed as a protective shell for transitory peoples. If contemporary nomadic life is about the mobile office and the freedom to cross borders, what are the goods and accessories that we shall require on the move?

1/ 2/ Balloon Buoy: Inflatable helium balloon marker for lost children and adults. 3/ Filter Scarf: An air pollution filter with built in warning system for bad air. 4/ Shower Belt: Connect to any tap and use the buckle as shower head. 5/ Bag-in-Bag: This compact all-in-one solution is for backpackers who want to keep their luggage and themselves safe when sleeping – anywhere, anytime. 6/ Gate Skate: Skateable cabin bag with retracting wheels and handlebar. 7/ Sensation Aid: A band-aid to stimulate your senses; a quick and easy self-treatment.



The exhibition suggests three possible approaches to this subject:

HOMEWEAR – wearable objects that have an ambiguity between furnishing the body and furnishing the house.

HOMEWARE – nomadic home accessories to be carried with oneself and to create a personal domestic landscape anywhere.

HOMEWHERE? – provocative objects that remind us of the condition of being urban nomads, on the move in relentlessly unfamiliar environments.

8/ Sleepy Banie: With the sleepy banie you can put the lights out – wherever and whenever you feel like. 9/ Urban Picnic Blanket: A city picnic blanket with street-related prints. Easily folds into a practical bag 10/ 11/ Bonfire Blanket: Using a flat electronically illuminated fabric, a metaphoric bonfire glows in the centre of this fold-up blanket.



It's all in your head

Designersblock, Via Donatello 2, Salone del Mobile, Milan 5 -10 April 2006

It's All in Your Head is a project about human behaviour and ways of thinking. It's time to pay attention to those odd behaviours and feelings that are part of all our daily lives. Exploring these rather insignificant nuisances that we usually like to push aside, we discern many similarities and associations in people's behaviour and thinking. All projects address common situations by solving inherent problems and/or commenting on them – some are just plainly inspired by typical incidents. The outcome is intended to be thought-provoking. The objective is that you should be able to reflect yourself in the designs and relate to the targeted situations. "It's all in your head" is an exhibition based on a workshop outside the compulsory curriculum, executed by students from the Industrial Design Programme at Lund University.

The exhibition suggests four possible approaches:

- Superstition – walking under a ladder means bad luck...
 - Embarrassment – the awkward silence in the middle of a conversation...
 - Silliness – checking that you locked the door ten times after leaving...
 - Phobia – the fear of being watched without noticing...
- How can these states of mind trigger and translate to design?



Designersblock
The London Design Festival, October 2004

Designersblock provides a platform from which to promote design products and services to an international and UK audience, founded and operated by Rory Dodd and Pierce Roberts 1998. The event coincides with The London Designweek and the trade fair, 100%

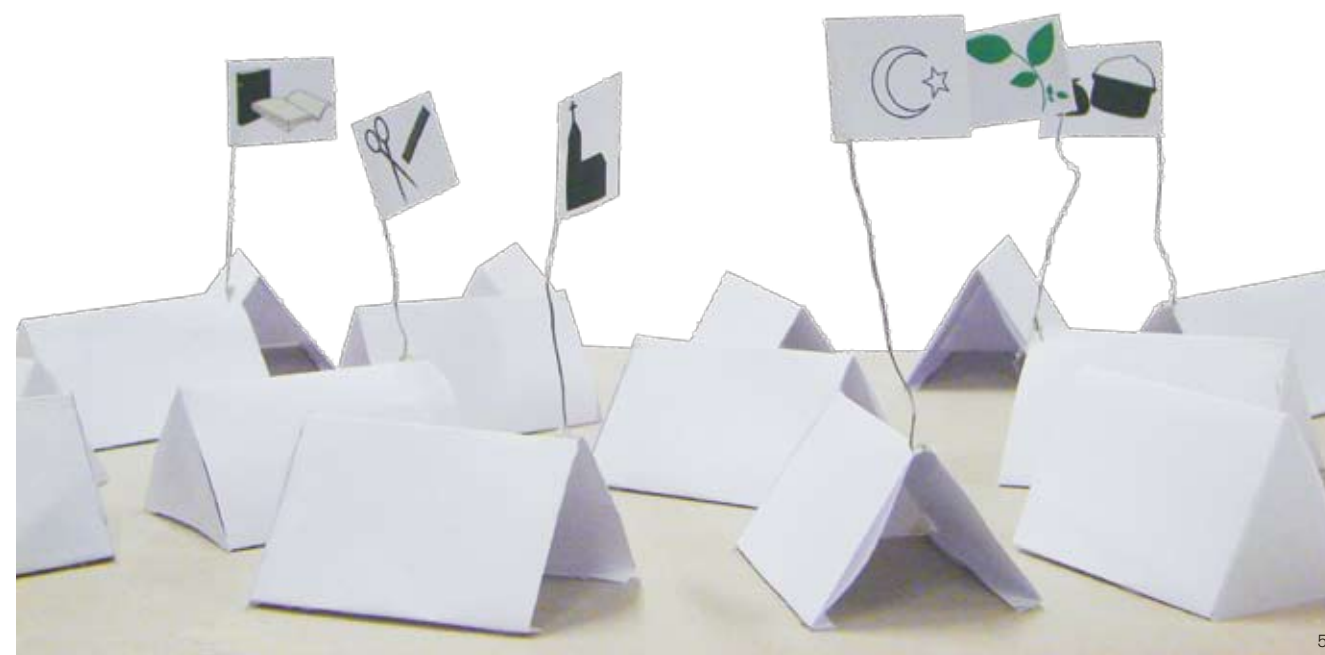


Design. Industrial Design LTH has participated twice. In 2004 represented by three master projects by Jenny Forsberg, Annika Nordberg and Stina Moreaus and with the project Low-Tech Kitchen (also shown in Milan the same year).



Designersblock
London, September 2005

In 2005 Industrial Design LTH participated with three master projects by Rani Leoson, Lina Maltesson and Olga Shchukina.



Designmai

Berlin, May 2006

Community Tags

A refugee camp can consist of thousands of people, and with a collapsed society lots of skills within the camp get lost because of insufficient organisation. It is a poor solution that outsiders construct a community for these people; from a financial, but also from a humanitarian point of view. What happens to the individual self-esteem when your life is in the hands of someone else? Community Tags is a system based on the idea that the refugees by themselves should be able to build their own community. The flags would be put up in various places at the camp to create meeting places where people can find each other, work and share knowledge. A student could find a teacher; a person in need could find a preacher, etc. The aim is to offer a chance to express identity, to give the opportunity of starting a new life and to encourage creativity among the refugees, in a respectful way.

Foam Home

In, for example, the deserts of Pakistan, refugee camps are struggling with the complex process of providing durable solutions for living in an extreme climate. Earthquakes, cold winters and intense heat during the summer demand lightweight constructions with great cold and heat resistance. These are the characteristics of polyurethane with its superior insulation capacity, low weight and low price. For less than 200 US\$ per shelter, the Foam Home provides instant housing for sleeping in high-low temperature zones where a tent wouldn't be life sustaining. We have been focusing on the refugee camp as a temporary solution, where a clear vision of what comes next has to be well integrated, since this would bring a sense of hope. The core of our concept is that after one year the shelter should be taken down and be used as insulation in the building of a conventional home.



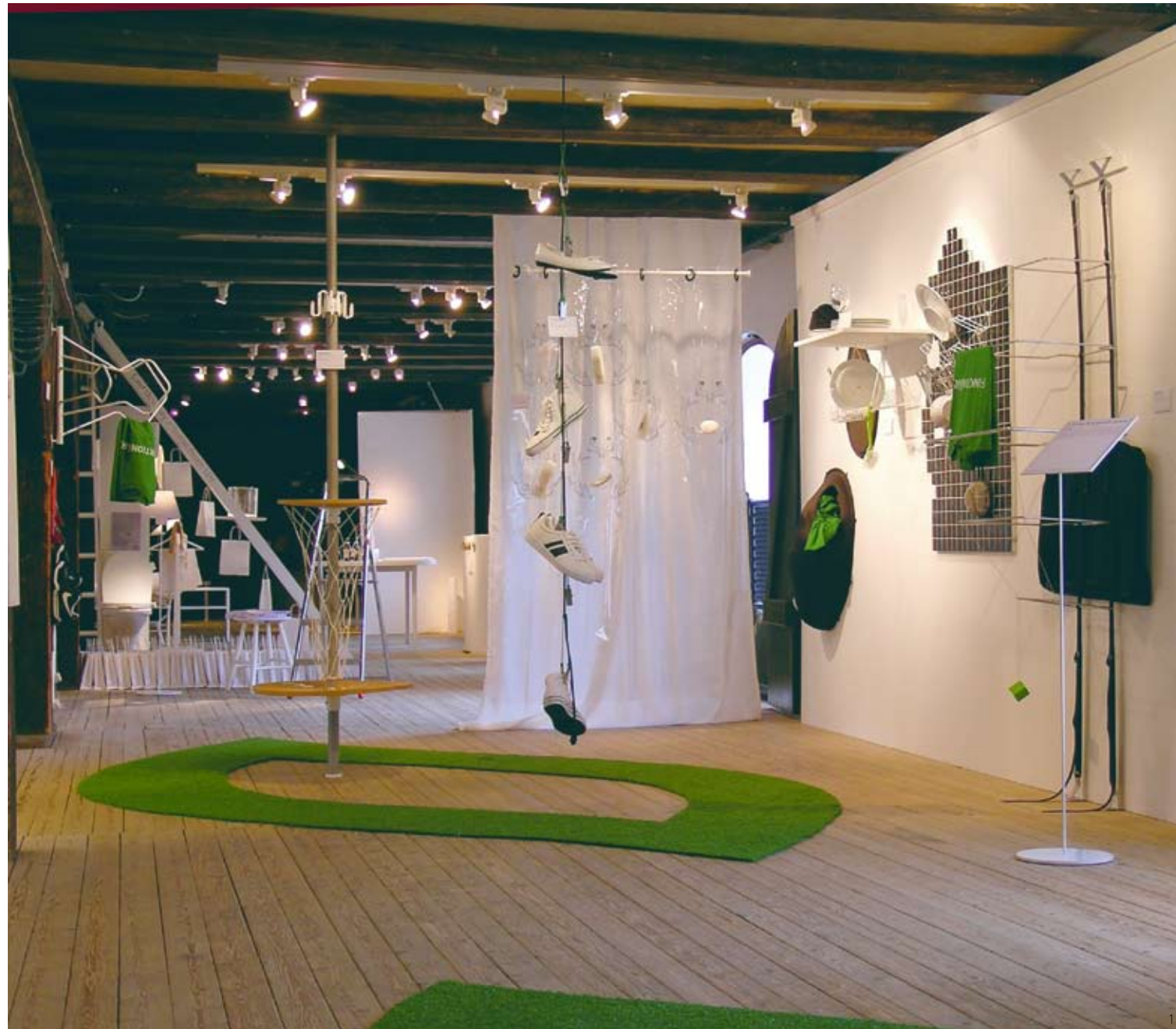
Spargel dinner
Berlin, May 2006





Down Town 2004, Klara, Färdiga, Gå 2005, Uthållig Design/er 2006
Form/Design Center, Malmö

We have participated in an event and exhibition at the Form/Design Center in Malmö in cooperation with the local design and architecture programmes in the Malmö-Lund region since 2004.



Down Town 2004, Klara, Färdiga, Gä 2005, Uthållig Design/er 2006
Form/Design Center, Malmö



Design Orienteing
 Ingvar Kamprad Design Centre, September 2004

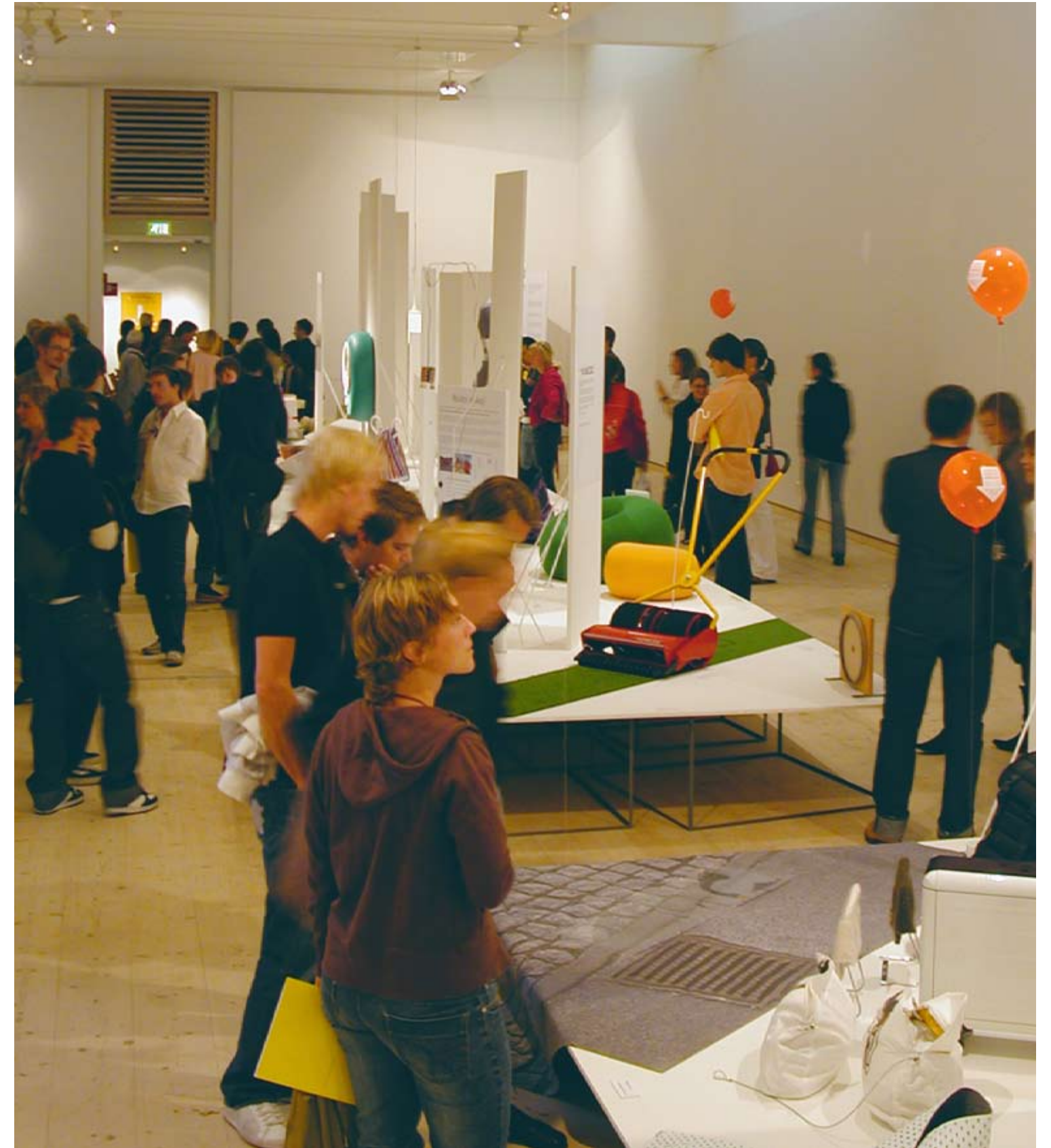
In 2004, we arranged an exhibition in the format of an orienteing competition. Works by graduating students were exhibited in many parts of the building, inviting visitors to explore all facilities of IKDC.



Inställning

Skissernas Museum, Lund, September 2005

On occasion of Designåret, the national design year 2005, we were invited to exhibit at the Museum of Sketches in Lund.





DesignVal 2006

The University building, Lund, 18 - 29 September 2006

Continuing our tradition of having our master projects exhibition at different places in Lund, this year we had the opportunity to use the hall of the main building of the University.