Metaproject

Meta – (from Greek: μετά = “after”, “beyond”, “with”, “adjacent”, “self”), is a prefix used in English (and other Greek-owing languages) to indicate a concept which is an abstraction from another concept, used to complete or add to the latter.

Word Origin & History

Prefix meaning 1. “after, behind,” 2. “changed, altered,” 3. “higher, beyond,” from Gk. meta (prep.) “in the midst of, in common with, by means of, in pursuit or quest of,” from PIE *me- “in the middle” (cf. Goth. miþ , O.E. mið “with, together with, among;” see mid). Notion of “changing places with” probably led to senses “change of place, order, or nature,” which was a principal meaning of the Gk. word when used as a prefix (but also denoting “community, participation; in common with; pursuing”). Third sense, “higher than, transcending, over arching, dealing with the most fundamental matters of”

HermanMiller

Herman Miller

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Rochester Institute of Technology
Center for Student Innovation

College of Imaging Arts and Sciences

School of Design

Industrial Design

Industrial Design Department

Vignelli Center for Design Studies

04

metaproject 04

Rochester Institute of Technology | School of Design

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Contents

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“quote about the project”

Gary Smith

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Rochester Institute of Technology

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Industrial Design at RIT

At RIT, we believe that industrial design education lies at the nexus of theory, process and practice. Industrial design is a human-centered discipline which requires an understanding of the complex relationships between culture and commerce. Our varied and experienced faculty expose students to the history, context and state of the art, while imparting the skills necessary to compete as contemporary designers. Aesthetic sensitivity, technical competence, social and environmental awareness, and analytical thought are developed in a robust university environment where business, engineering, social sciences and scientific partners exist within arms reach as willing collaborators. Through hands-on experience in strategic design thinking, graphic visualization, technical drawing, model making and prototype development, graduates emerge with the skills needed to conceptualize, design, and develop new and improved objects and systems with an eye towards a better world-view. Our high profile internships expose students to formative experiences in the field. Our ever expanding international agenda links students to global thinking. The world renowned Vignelli Center for Design Studies is a unique resource that reveals the nuances of design process seen through the lens of some of the world’s most masterful projects housed on site in the center’s archives. With all of these opportunities, our students emerge as leaders in the field and our graduates redefine the profession as capable editors of content and 21st century story-tellers. The 2012 Design Intelligence Report ranked RIT’s Industrial Design undergraduate program third in the nation with it’s graduate program ranked at second. US News and World Reports placed RIT ID in eighth place. Overall, RIT was named by Business Week as one of the top ten design schools in the USA and Business Insider ranked RIT’s School of Design at #11 in The World’s 25 Best Design Schools.

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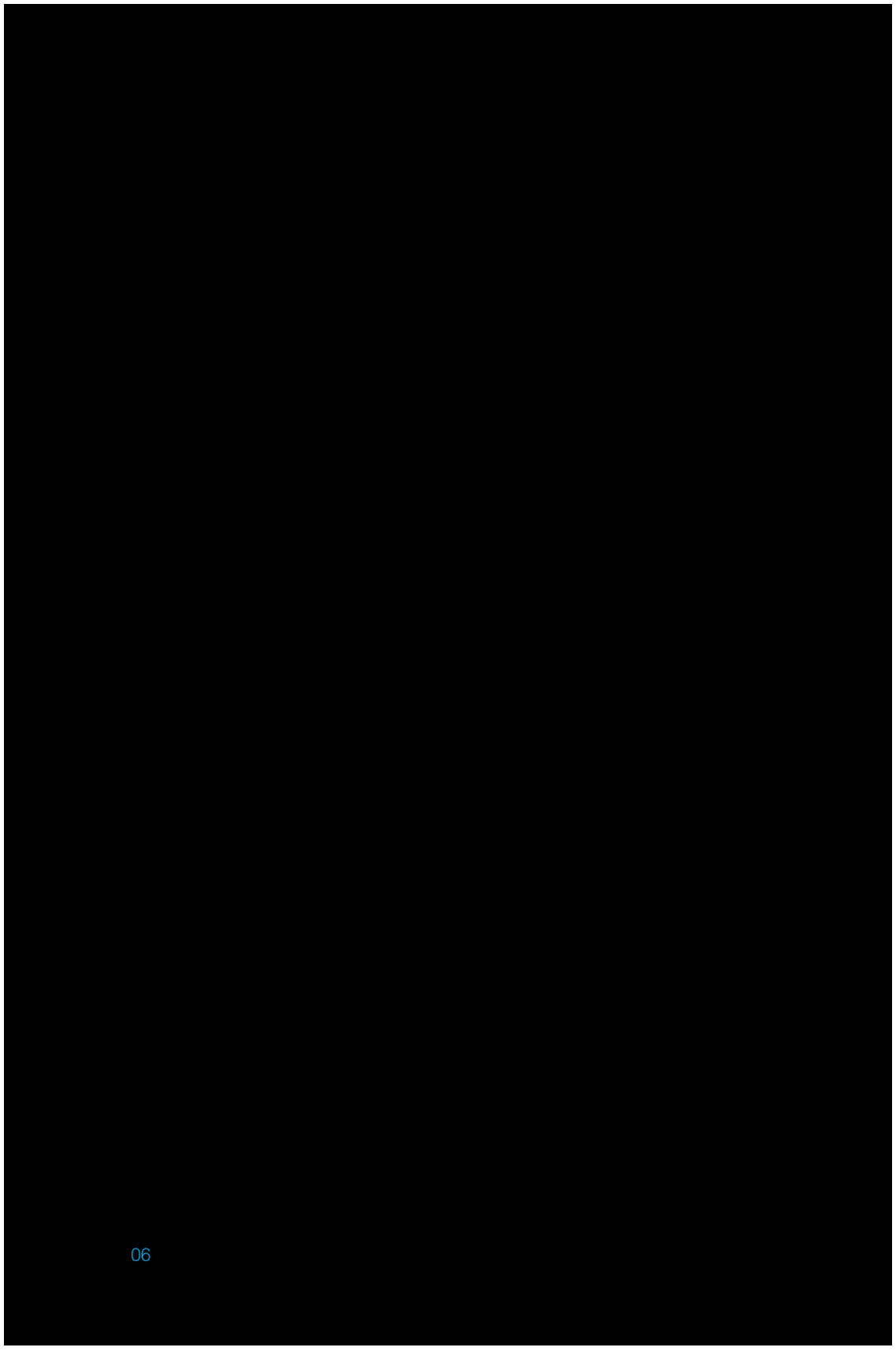

The Metaproject Series

The Metaproject initiative from RIT is now running in its fourth iteration. In keeping with the Design is One philosophy espoused by RIT's Vignelli Center for Design Studies, Metaproject aims to encourage students to produce design that is "semantically correct, syntactically correct, and pragmatically understandable, but also visually powerful, intellectually elegant and timeless".

Metaproject 04:
Herman Miller

The title for this project and corresponding exhibition is reflective of the projects ongoing initiative: to impart a deeper understanding of problem-solving with the goal of exposing the intricacies of design thinking through the execution of a project brief. This exhibition demonstrates that education partnered with industry can be a successful vehicle for fostering innovative thinking and product excogitation.

In the fall of 2013 twenty Industrial Design Seniors taking a course with Professor Josh Owen were given the task of addressing the challenges associated with one of following types of interactions in the workplace: face-to-face, digitally mediated or human-to-tools. The projects consider how furnishings and space can empower and enable interactions that extend beyond a simple point of connection.

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Introduction by Daniel Rucker
Design and Technology Strategist
Herman Miller, Inc.

As Herman Miller, we are humbled by the opportunity to work with world-class independent design talent on a daily basis. We are constantly abandoning ourselves to allow these designers to lead us to new heights, through their ideas and perspectives. The responsibility of the designer is paramount to our process, and it is through this dynamic relationship that we are able to create truly important, life-changing innovations together. This unique position within the design community has enabled our organization to grow and position ourselves as a leading design institution, never to be taken for granted. A part of honoring the design community as it exists today, is investing in the future of it. This is at the core of our work with RIT on Metaproject04.

We see opportunities like Metaproject04 as a way for us to educate and inform students about what it means to be a designer. We do not seek to treat the students like students, but as designers on an equal playing field as those with years of industry leading experience. This is the only way that the gravity and weight of the responsibility as a designer can be fully conceived. It is the only way that a designer can realize their gifts. It is Herman Miller's goal to support the growth of these gifts, and teach these young designers about what it means to change a life, or accomplish something truly important through their work- an uncommon opportunity for designers at this stage in their development.

The charter for this year's Metaproject04 assignment was deeply tied to our beliefs and tenets as an organization- To always remain grounded in human-centeredness, to be purposeful, to have integrity, to be original, and to maintain the spirit and beauty of what embodies both the Herman Miller and Metaproject brands.

We are deeply thankful for this opportunity to teach and be taught by these gifted young designers.

Daniel Rucker

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Prologue: Pedagogical Context
By Josh Owen
Faculty and Metaproject Author

Course Description

This semester-long course introduced industrial design students to a working relationship with a client using a combination of seminar and workshop formats. The first half of each session presented aspects of the history, theory and the practice of product design as it related to the Herman Miller project agenda in the design and development of a solution to one of the aforementioned interactions in the workplace.

The second half of each session consisted of group and one-on-one critiques, discussions and materials workshops. Guest lecturers and critics engaged at regular intervals throughout the course to share their insights.

Project Goal

Each student was required to explore the factors and challenges associated with building and enhancing relationships in the workplace and how furnishings and space empower and enable interactions that extend beyond a simple point of connection in that context.

Procedures

The judges used the following guidelines:

Execution of object
craft and performance

Design of object
aesthetic and implementation of concept

Correlation to Given Work Relationship

Project Deliverables

Students each designed and produced a high-quality, finished functional prototype from actual materials using available on and off-campus resources. They were expected to carefully archive their process and document their final product with design-control drawings, graphically compelling use-scenarios and the written word to convey their overall concept. Students were given the opportunity to art-direct the final documentation of their product using a professional product photographer to deliver press-quality communication materials.

Outcomes

In addition to the considerable media exposure given to the projects selected by the jurors, the winning project along with all of the runners-up were brought to New York City and exhibited in the context of the International Contemporary Furniture Fair (ICFF) and Design Week. Several were earmarked for potential further development in order to explore their feasibility as products suitable for manufacture. Each student retains the ownership of the intellectual property of his/her design.

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Institutional Value

The furtherance of a strategic course plan

As demonstrated by this forth generation of the course, Metaproject is a repeatable template to be used as a thematic umbrella. The program of study can be used as a model for other courses to follow the strategic plan of the institute which addresses innovation and globalization. Because of the professional nature of the output (production of working prototypes) the course was designed during the former quarter-system to anticipate a semester agenda. As such, it was scheduled into both fall and winter quarters in the form of sequential courses keeping the same student enrollment to allow for ample time to complete the project. Having made the switch to the semester system this year, Metaproject 04 successfully fit into the new system as planned and now operates in a single semester.

A partnership with the industry

In the case of Metaproject 04, the partnership was with world-renowned furniture and office systems manufacturer Herman Miller. In this project, the company donated materials and services, educational site visits from their members and partners and the transport and exhibition of student projects to New York City in a partnership they forged with the International Contemporary Furniture Fair and the Javitz Center at the culmination of the project. In exchange, twenty students designed products which were crafted in synergy with the sponsor's core values.

An exhibition of RIT student work

Together with students from the course and a support team, which included a graduate teaching assistant and members of the sponsor's groups, an exhibit was designed to showcase the course output in a consolidated vision at the Simone Center for Student Innovation at RIT in January of 2013, during the judging.

A global venue

The venue for further dissemination of the results of the student research in this project was the May, 2014 International Contemporary Furniture Fair (ICFF) in New York City. The ICFF, in conjunction with "Design Week" in New York City, is the most visible design-related event in the United States. During the Fair's four days, 145,000 net square feet of the Javits Center are filled with more than 23,000 designers, architects, retailers, manufacturers, representatives, distributors, developers, students, educators, curators and media. More than 550 exhibitors display contemporary furniture, seating, carpet and flooring, lighting, outdoor furniture, materials, wall coverings, accessories, textiles, and kitchen and bath fixtures for residential and commercial interiors. Selected projects from universities and design schools are also showcased. Together with the many lectures and presentations held on site during the fair, and the hundreds of off-site events held throughout New York City and Brooklyn as part of Design Week, this assemblage of national and international exhibitors and visitors affords the chance to experience the most selective scope of the globe's finest, most creative, individual, and original avant-garde home and contract products showcased in one venue. This year's installation was housed within the Jacob Javitz center.

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A case study book & a project identity

This book chronicles the methodology and output from the course, shedding light on the project results. The design of the book itself reflects the “Design is One” philosophy espoused by the Vignelli Center for Design Studies which is overlaid into the project linking the student work and the print collateral thematically to the Vignelli Center. Together with a press-kit of images and information, this book is printed in edition of 3,000 and used as collateral to accurately communicate the course and its representatives to the scholarly world as well as to the media and to the professional sector when it is disseminated during the ICFF. Extra copies are used by the ID department to seed future projects and by SoD to promote further, trans-disciplinary collaboration as well as by the Dean’s office and Development for their purposes.

A trans-disciplinary team to focus & communicate course output

Bridget Sheehan, a second year graduate student from RIT’s ID program took the lead this year in developing the graphic materials for this course. Elizabeth Lamark, Photography Services Supervisor, RIT Production Services photographed and processed the student projects together with her team of photography students under the art direction of myself and the students in order to provide press-ready high quality documentation of the work for use in all communications. The Simone Center for Student Innovation hosted the project’s final on-campus event and displayed the student work for the university community and the judging event. Lucas Barber, Marketing Communications Manager at RIT made sure that the University’s interests in promoting the project will be well represented working in concert with the sponsor’s outreach efforts.

A process-oriented support website

Professor Adam Smith mentored two seniors from New Media Design, Joey Bright and Andrew Mikulski to generate the original Metaproject global website in 2012. This site consolidated the work from all Metaprojects and created a platform for future iterations of the project. The current website serves as an on-line portal for the project, however it does not duplicate the efforts of the book. Where the book focuses on project results, the website focuses on the project back-story and linkages to the institution. This site is also used for dissemination to media and other interested parties. As with last year, the new site content will be timed to be made live on the opening day of the event in New York City. This year, the website was revisited by students James Curtis and Steve Godlewski in order to follow new trends in technology and to remain current.

Bringing in industry luminaries

Herman Miller’s team are leaders from industry and acted as visiting jurors for the project. Outside perspectives of this nature are invaluable in selecting the most promising projects to be shown in a critical venue. The jurors were:

Gary Smith
Vice President, Product Design and Exploration

Daniel Rucker
Design Exploration Leader,
Technology Researcher

Tony Rotman
Design Exploration Leader

Chris Hoyt
Design Exploration Leader

Building the future

Efforts like this project require extensive planning and the coordination of many resources beyond the classroom. It is our hope that the above methods of documentation, dissemination and exhibition initiatives will facilitate the generation of more such projects in the future.

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Metaproject 04

Student Designers

Heather Allen
Killian Castner
Ariel Christopher
Joe Colleran
Ryan Fox
Edward Fry
Ramsey Haefner
Stephanie Lawrence
Oscar Rodriguez
Alex Romeo
Kyle Sheth
Kyra Wilson-Houck
Emily Gammon
Maritza Garcia
Kat Given
Tony Han
Richard Luo
Tal Rosenblum
Gino Santaguida
Alexander Bennett

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Heather Allen
Plant Bench

Relationship Focus

Human-to-Tools

Context

The Plant Bench allows workers to escape from their desks for short breaks to connect to nature by tending to plants. Procrastination can leave people feeling uninspired, unmotivated, or stagnant; my object brings an alternative focal-point to the office, allowing coworkers to participate in the care and maintenance of a community plant. Gardening and the presence of plants in office are both proven to be therapeutic; by offering the worker an opportunity to garden within the office, I am offering them a chance to have a mental break from their day and a chance to relieve stress. The Plant Bench is of an adequate size to accommodate a large variety of plants, allowing the consumer to customize.

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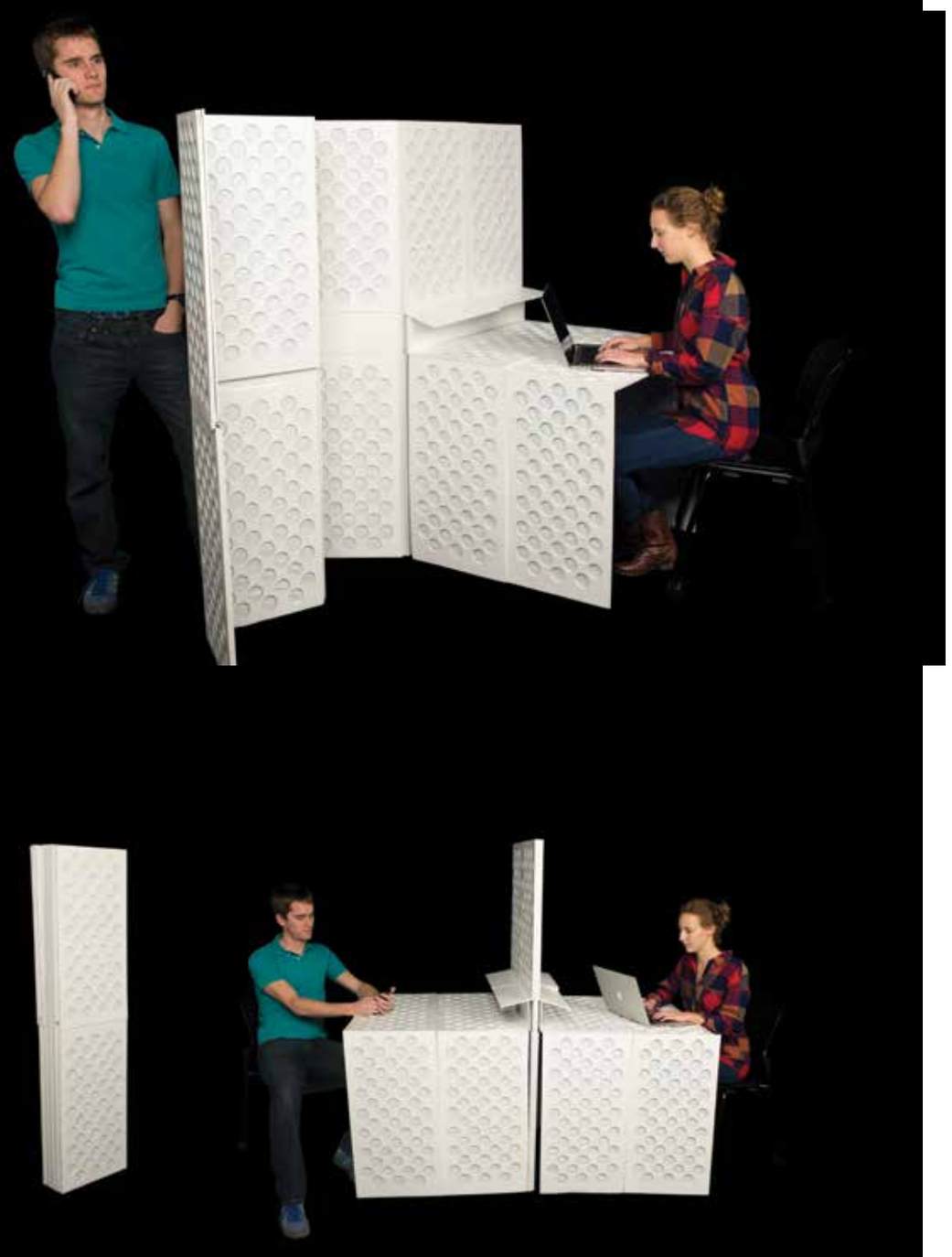
Killian Castner
Transforming Room Divider

Relationship Focus

Human-to-Tools/Face-to-Face

Context

Working at home poses a variety of issues, including the constant starting and stopping of work, maintaining a sense of privacy, and keeping work files organized. The Transforming Room Divider addresses these problems with it's multi-functional nature. As a traditional divider, it allows the user to isolate their space and create a quiet, private, and more comfortable environment in which to work, and serves as a signal to other people in the space that they are working. The divider was created to transform into a mobile desk along with varying degrees of built in boundaries giving the user the ability to set-up a workstation anywhere in their home. By allowing both sides of the divider to be transformed into
a mobile desk, the Transforming Room Divider offers a larger workspace for a single user, the opportunity to collaborate with a second user, or allow both users the chance to use the divider simultaneously with a temporary divider between them.



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Ariel Christopher
Tesserae Chair

Relationship Focus

Human-to-Tools/Face-to-Face

Context

Waiting is a universal activity, however the experience is often not seen as positive. The Tesserae Chair is not simply a chair, it is an improved experience. The geometric shape of the chair allows users to position their chairs in a variety of arrangements and customize their waiting experience. The chair has a compartment that allows for the temporary storage of personal belongings. From an office lobby to an airport terminal, the design of this chairs allows it to be used in a variety of contexts. Interior designers can arrange a waiting space by using the chair's geometry and tessellate them into a fixed formation.This chair is designed so users are at the same seat height as wheelchairs, which encourages inclusivity within a group and is ideal for a healthcare waiting space.

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Joe Colleran
Kitchen Wall Desk

Relationship Focus

Human-to-Tools

Context

The kitchen is often the central hub of activity within a home. This Kitchen Wall Desk takes advantage of the kitchen's role as headquarters within a domestic context by providing a space for users to multitask.
It is mounted in such a way that, when open, the desk is at a standard bar height. As a compact, wall mounted desk, it eliminates the need for users to walk between rooms while completing certain tasks. When closed, it features a flat black chalkboard surface that can be written on in clean chalk markers. Within the structure there are a variety of compartments which hold everyday electronics, including cell phones, laptops, and tablets. By including a variety of power sources within the unit, users are able to charge and store their everyday objects in one convenient location.

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Ryan Fox
Cube Presentation Tool

Relationship Focus

Human-to-Tools

Context

The Cube Presentation Tool provides a platform for communicating images and information in a clean, organized manner with the additional function of adding the ability to “overwrite” with dry erase markers. The positionability of the item also engages conversations mediated by webcams.

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Edward Fry
Personal Work Surface

Relationship Focus

Human-to-Tools

Context

The Personal Work Surface table enables a user to use and store their personal tools within their workspace efficiently and securely. The center surface is solid allowing the user to write and work on it efficiently; while the side surfaces are tambour sliding doors that give the user storage and extra surface area. The compartments feature power outlets and fit a variety of laptop sizes comforatably, with room to accommodate chargers. Storage can also be used for notebooks, textbooks, and office supplies.

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Ramsey Haefner
Signpost Hub

Relationship Focus

Face-to-Face

Context

The transitional moments that occur in an office can be some of the most important yet over-looked aspects of office relationships. The Signpost Hub influences the gravity or flow of movement through a work environment by creating a gathering space for people passing by. In gathering around a common messenging post, people will converse and bond through shared information of interests, forming a more empathetic work environment. As well as serving as a communication point, the space created should allow people to break from standard work patterns. The Signpost Hub can function in a variety of locations, adapt to different situations and allow users to alter it's physical appearance through interaction.

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Stephanie Lawrence
Task-Track Desk

Relationship Focus

Human-to-Tools

Context

The Task-Track desk allows its users to maintain a task-focused workflow by reducing
the lag time and distraction caused by shifting from one task to another, such as from reading a book to using a laptop to drawing on paper. The table is designed to accommodate the needs of a drafter working on large sheets of paper, with a need to refer to a computer. The swiveling shelf allows the laptop to rotate on a track around the desk as the user moves to draw and the cantilever provides clearance for working. The shelf's ability to move allows the user to bring the laptop closer without walking around or reaching over the desk to view the screen. The table is also designed for a user needing to refer to multiple sources smoothly. A slot in the shelf for the laptop allows a book stand to slide in, allowing the user to swivel to and from a book, paper, or tablet. When not in use, it fits on a peg on the side of the table.

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Oscar Rodriguez
2D/3D Modular Display System

Relationship Focus

Human-to-Tools

Context

On a daily basis we interact with horizontal and vertical display surfaces. However, most forms of display are designed for two-dimensional presentation or for the presentation of three-dimensional objects, but not both. The 2D/3D Modular Display System allows a user to manipulate surfaces in order to display a variety of both two- and three-dimensional objects. As a mobile unit it allows users to place the system in a variety of locations, including meeting rooms and lobbies.

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Alex Romeo
Messenger Desk Seat

Relationship Focus

Human-to-Tools

Context

The Messenger Desk Seat redefines what tools are necessary in order to work outside of a typical office. It redefines what a chair and desk are in aesthetic, but maintains their function. The Messenger Desk Seat creates a proper workstation complete with flat work surface, seating, and storage for tools in one compact and mobile product. Similar to the messenger bag, it allows the user easily transport their work, tools, and workstation in one product.

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Kyle Sheth
Swerve

Relationship Focus

Digitally Mediated

Context

In today's technology driven work force, a traditional work table is not sufficient for the collaboration that occupies our day to day lives. By adding components to increase the dynamism and enhance the ease of group work surrounding the laptop, the Swerve table has removed the frustration of physical space from the equation. When this aspect is removed, the ability to focus on the tasks at hand strengthens.

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Kyra Wilson-Houck
Lectern

Relationship Focus

Face-to-Face, Human-to-Tools

Context

The Lectern stands between the presenter and the audience. It can be a barrier, a comfort object, a status symbol or merely a place to store electronics. It is a tool that enhances the relationship between the audience and presenter but is often overlooked. This lecturn focuses on the hierarchy of the room and embraces it through materiality and form exploration. This lecturn encourages the presenter to move around, keeping the audience involved while relaxing the presenter. As an object designed specifically for Herman Miller in mind, the fiberglass shell pays homage to the material language explored by Ray and Charles Eames.

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Metaproject 04
Runners Up

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Emily Gammon
Maritza Garcia
Kat Given
Tony Han
Richard Luo
Tal Rosenblum
Gino Santaguida

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Emily Gammon
Task Stones

Relationship Focus

Human-to-Tools/Digitally Mediated

Context

Focused work is best accomplished when stress is well managed. By using a system of physical objects which directly correlate to a person's capacity for work, individuals can minimize worry about taking on more than they can handle. An individual stone is an elegant representation of the task it marks; as a whole, the set serves as a visual reminder to the user, and those around them of, "what's on your plate." The Task Stones come in three sizes. The smallest stones are made to mark quick and easy tasks, the medium stones represent moderate tasks, and the largest stones represent the tasks of greatest importance. A computer interface allows users to further sort their tasks. Here they can also select a category to subtly illuminates its stones with a soft halo of light —an elegant visualization of workload.

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Maritza Garcia
Mobile Divider

Relationship Focus

Human-to-Tools

Context

Open offices that encourage collaboration and inspire creativity have become a common theme in modern office design and planning. Introverts and extroverts have different means of generating ideas; introverts psychic energy tends to expand through reflection and dwindle during interaction. Some of the greatest ideas come in a moment of reflection. However, in an environment that is designed for constant interaction it is sometimes difficult for a person to create their own space to retreat into. The Mobile Divider allows a user to create a visual barrier, and gives them an opportunity for personal reflection. It can quickly and quietly open to create a temporary barrier, and can be used as a signaling device to inform others that you wish to be left alone. When closed, the Mobile Divider is elegantly stored and is unobtrusive as a simple box.

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Kat Given
Personal Space Bar

Relationship Focus

Human-to-Tools

Context

The Personal Space Bar allows the user to sit in a variety of comfortable positions and choose between open and private environments. The object consists of two components which creates two spaces: a desk just above bar height for an open environment for face-to-face meetings, and a cushioned interior space which allows a user to relax and retreat to a more private and isolated environment. The cushion is mobile, allowing for meetings with others outside of the desk space. It also functions as a seat which fits into the interior space and allows the user to sit-up or recline comfortably while underneath the desk space. By giving a user a variety of ways to work within their space, the Personal Space Bar provides them with a few of the comforts of home, and allows them to change positions throughout the day so they do not become stiff and stagnant.

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Tony Han
Snack Station

Relationship Focus

Face-to-Face

Context

From sharing food to sharing a conversation to sharing ideas, the innate sociability of communal eating facilitates collaboration and enhances relationships. In order to promote a healthy lifestyle for employees, grabbing some quick healthy snacks without disrupting a conversation fulfills that critical need in a working environment. The Snack Station does this by offering a series of surfaces to place a variety of communal snacks for employees to enjoy. The structure and surfaces encourage users to interact and connect around a central hub within the office.

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Richard Luo
Social Furniture System

Relationship Focus

Face-to-Face

Context

Workspace stress can interfere with productivity and impact both physical and emotional health. Creating social space for informal conversation and providing opportunities for social interaction among employees is a efficient way to release stress as well as enhance relationships with co-workers. This pie-shaped modular furniture concept is designed to empower and enable interactions in the office area while creating a sense of sharing. It has twelve pieces of identical sections that can be joined to create endless arrangements in a variety of shapes and functions as stools, side tables, footrests, or bookcases. They can be used as an intimate communication space, where employees could relax and share of information, encouraging creative thinking, as well as serving as an entertainment center to release workspace stress. The pie-shaped modular system is minimalist, with a clear and functional use of its essential form. The curved lip creates a minimal stacked system that prevents each piece from moving around when stacking on top of each other. It also forms a subtle edge, preventing things from rolling or sliding off from teh storage space. Additionally, the curved lip leaves a finger space at the bottom edge for people lifting piece when needed.

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Tal Rosenblum
Intelligent Workflow Journal

Relationship Focus

Digitally Mediated

Context

The Intelligent Workflow Journal is intended to track what is being accomplished on the computer, visually reporting it to the user when requested. This empowers the worker to visually experience their thought process anytime during their work. At the end of the day, the user can request a visual-story of what they have done to use as their personal journal. The Intelligent Workflow Journal also ranks the worker providing a reflective feedback on how the user can improve their workflow. These rankings will be intelligent because they will be calculated from the workflow trends of the user.

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Gino Santaguida
Discretion Barrier

Relationship Focus

Digitally Mediated

Context

In today's society people are relentlessly on the go, while remaining constantly connected to the world via their digital tools. A simple phone call often disrupts our productivity and transit. The Discretion Barrier provides privacy without total isolation, and acts as a physical division for spontaneous behaviors that require a layer of privacy, such as phone calls. The frame also acts as a coat rack, providing additional layers of privacy for the user.

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Metaproject 04
Winner

Student Designer Alexander Bennett

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Alexander Bennett
Invitation Chair

Relationship Focus

Digitally Mediated

Context

The office serves as a hub of interaction, much of it predicated on digtially mediated conversations. An object within that context should further encourage and enhance those interactions. The Invitation Chair allows for the creation of a temporary shared space to collaborate, by allowing a user to share their seat with someone. The chair facilitates short bursts of interaction between two people who must focus their attention upon a computer screen while seated. By making it easier for workers to collaborate including the computer as a ‘third entitiy’. The Invitation Chair promotes a stronger workplace camaraderie and encourages creative thinking.

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Student Designers' Statement
By Ramsey Haefner and Kyra Wilson-Houck

The hype of Metaproject as an educational initiative has grown since its introduction in 2011. Prior student successes heightened our knowledge and anticipation of the course. We saw it as more than a class, but instead as a unique opportunity and experience. Seeing prior winner's work in design shops is thrilling and empowers the brand of the RIT Industrial Design department. The buildup of the course itself was only the half of the excitement. The best part was the unveiling of our corporate sponsor and being able to work with furniture design icon Herman Miller, Inc. Cooperating with such an esteemed brand was nerve-wracking in the expectations we created for ourselves.

Herman Miller's success in redefining and exploring what a workplace could be excited us. With the openness of the brief anything seemed possible.

Fortunately, we had the assistance of Dan Rucker, a Herman Miller employee and RIT ID alum, who acted as an ambassador to support our process. He also helped us to understand the philosophy of Herman Miller.

We all chose different project directions to pursue, from mobile to static, large to small. It took multiple iterations of defining and redefining our problems in order to arrive at the right paths. Often, we found ourselves outside of our comfort-zones.

We all have grown over the process; we've expanded our experience, our communication, our problem definition, our model-making, our bonding between peers, and our empathy. For most of us, this was our first experience working with a real client and our future interactions on a professional level will benefit greatly from our experiences in Metaproject 04.

In the end, each final project felt as if it did not come from a single individual, but from a collection of efforts. Congratulations to the eight projects selected to be shown at ICFF in New York City. A special thanks to Rick Auburn for his assistance. Thank you to the professionals in the Rochester area that helped us produce our prototypes and taught us new techniques that will remain with us. A big thank you to Tony Rotman, Gary Smith, Chris Hoyt and Dan Rucker for their support and for giving us this opportunity. You made this client experience a memorable one. Thank you to Professor Josh Owen for facilitating the project and teaching us each day. Thank you to Bridget Sheehan for her never-ending encouragement and willingness to help. Thanks to Elizabeth Torgerson-Lamark and her team for their ability to capture the project in compelling imagery. Last but not least, thanks to the students in the class; the project would not have been a success without all of the hard work put in.

Ramsey Haefner and Kyra Wilson-Houck

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Project Team

Industry Collaborator

Herman Miller is a 100-year-old-plus company that places great importance on design, the environment, community service, and the health and well-being of our customers and our employees. Innovative ways to improve the performance of our customers' organizations have become our hallmark. Our award-winning furniture and related services and technologies are available through dealers and retailers around the world. Whether your world is an office, a school, a home, or a hospital - and whether you are a customer, an employee, a shareholder, or a member of our community - we work hard to create a better world around you.

Judges

Gary Smith
Vice President, Product Design and Exploration, Herman Miller, Inc.
Daniel Rucker
Design Exploration Leader, Technology Researcher, Herman Miller, Inc.
Tony Rotman
Design Exploration Leader, Herman Miller, Inc.
Chris Hoyt
Design Exploration Leader, Herman Miller, Inc.

ICFF Exhibition
Concept / Art Direction Josh Owen
Product Photography Elizabeth Torgerson-Lamark, RIT Production Services
Process Photography Bridget Sheehan, Elizabeth Torgerson-Lamark
Portrait Photography Elizabeth Torgerson-Lamark, RIT Production Services
Graphic Design Bridget Sheehan
Primary Author Josh Owen
Contributing Writer Daniel Rucker

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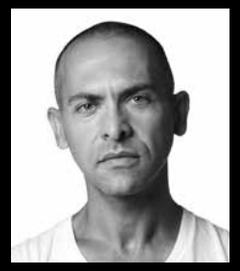
Studio Professor



The work of industrial designer and educator Josh Owen is at once simple, practical and creative. Although typologies that Owen creates are commonly described as refined, iconic or minimalist, he defines function in humanistic terms, combining clarity of purpose and functional efficacy with emotive and tactile qualities chosen to align strategically with industry. Owen is the president of Josh Owen LLC and is an Associate Professor and the Chair of the Industrial Design Department at The Rochester Institute of Technology. His projects are produced by major manufacturers and have won many awards. Owen's work is included in the permanent design collections of the Centre Georges Pompidou in Paris, the Corning Museum of Glass, the Musee des beaux-arts de Montreal, the Denver Art Museum, the Philadelphia Museum of Art, the Chicago Athenaeum, the National Museum of American Jewish History and the Taiwan Design Museum in Taipei. His work has been featured in major exhibitions, numerous books on design and is regularly included in critical design discourse.

Project Coordinator

Dan Rucker joined Herman Miller through their acclaimed Fellowship program and since has transitioned into his current role serving as a Future Technology Researcher and Design Manager at Herman Miller where his work focuses on the ongoing exploration and research efforts associated with designing user experiences. In a research capacity he aims to inform, and envision how the future workplace can better support the use of emerging technologies. Additionally, Dan works hand-in-hand with Herman Miller's network of independent, world-class designers to push them to develop solutions in partnership with the company. Before joining Herman Miller, Dan worked as a studio manager within the architecture and industrial design industries in New York. He holds a BFA in Visual Communication and an MFA in Industrial Design with a focus on Innovation Management.

Teaching Assistant

Bridget Sheehan holds a Bachelor of Fine Arts degree in Visual Communication from Ball State University. She is currently pursuing her Masters of Fine Arts in Industrial Design at Rochester Institute of Technology. Prior to attending RIT, Bridget lived and worked in Chicago as a freelance graphic designer. In addition to her professional work, she began honing her woodworking skills by designing and building custom pieces, focusing primarily on furniture. At RIT, Bridget worked as Teaching Assistant to furniture designer Wendell Castle, which led to her employment as an intern/ apprentice at Castle's Scottsville, NY studio. In 2013, Bridget was recognized by world-renowned software company, Autodesk, for her work as a beta-tester for Fusion360. Bridget was the recipient of the 2014 GlassLab Fellowship Award from RIT Industrial Design and will participate in a GlassLab Design program at the Corning Museum of Glass after graduation.

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Peter Byrne, Administrative Chair, School of Design, CIAS
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Josh Owen, Chair, Industrial Design

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Our friends in industry:
Kyle Blalock, kyleblalock.com
Timothy Copeland
Mark Zeh
Jim Turner, Honeoye Falls Millwork
KEK Associates
Smidgens Laser Cutting

And of course all of our friends and families.

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