

MA NARRATIVE ENVIRONMENTS
2014-2016

CONFLICT
STORY
AGENCY PUBLIC
THRESHOLD

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INTRODUCTION

MA Narrative Environments pioneers collaboration among architects, designers, artists, curators and other practitioners in a variety of media.

Students work in multidisciplinary teams to create experiences for cultural venues, visitor centres, exhibitions, museums, historic sites, entertainment venues, educational environments, sports events, retail destinations, branded environments, corporate events, product launches, urban and community environments.

The course is based on the premise that narrative is a fundamental and accessible way for people to make sense of places. Stories can be uncovered in and/or woven into the materials, structures, images, signs, sequences and uses of a space. Design can create, alter, add or subtract narratives from environments by integrating structures, objects, decor, text, sound, images, film and digital interfaces into the physical world.

Environments are explored and developed through: firstly, hard physical structures, materials and form, which tend to remain fairly fixed over time; secondly, text, light, image, and sound which can change quite rapidly; thirdly, the soft and most unpredictable dimension, human presence and interaction.

Students analyse these dimensions in some depth, using action-based design research methods and participatory research methods, spatial and narrative theory. Propositions are developed through an iterative design process. Students visualize the look and feel of the environment and when possible, build and test the design with real audiences and residents.

A broad understanding of story, location, and the expectations of clients, visitors and residents drives novel, multisensory, user-centred and user-driven proposals. The student projects take a critical perspective on people, story and place, developing programmatic strategies and physical design that have emotional, physical and intellectual impact on visitors and users.

Stories are used in a variety of ways: for example, people's stories are gathered as part of the research process; narrative scenarios are invented to trigger new ideas; narrative devices are used to unfold the story onto the space; platforms are created for people to share and exchange their own stories. The methods and approaches on the course provide an open forum for debate among students, academics and practitioners.

CREDITS

Enormous thanks are due to the staff team for their dedication, energy and insight, to the course affiliates, leading figures from commercial and cultural industries who have given lectures, attended crits, mentored students and provided placements.

Many thanks also to our sponsors and partners who provided opportunities for several live projects during the course: 'Room 3 and Meroe Bronze Head' undertaken in partnership with The British Museum; 'Rainham at the Centre of the World' kindly sponsored by the National Trust; 'The VAULT Festival' run in association with Heritage Arts Company; 'The Newton's Cottage event' in the Queen Elizabeth Olympic Park project kindly sponsored by London Legacy Development Corporation in partnership with the Canal & River Trust; 'The Future of Urban Resilience: Community Responses to Climate Change' project kindly sponsored by Arup and exhibited at the London College of Communication as part of the UAL Cultures of Resilience project led by Ezio Manzini; and the 'Parlour Games' undertaken with the residents of Sidney Estate, Somerstown, and supported Origin Housing, Wellcome Collection and the Crick Institute.

Course team and tutors: Sarah Featherstone, Kevin Flude, Cecilie Gravesen, Ingrid Hu, Stuart Jones, Andrea Liou, Jona Piehl, Inigo Minns, Noel McCauley, Benjamin Reichen, Bethany Shepherd, Sara Strandby and Ryo Terui.

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STUDENT

EVENTS

COLLABORATION

PROJECTS

JOURNEY

Il Gattopardo

Love before and after Tinder

CLOSENESS OFFLINE RELATIONSHIPS



Il Gattopardo incorporates a twenty-minute immersive visitor experience during which, through multi-sensory narratives, participants explore changes in dating habits from Italy's past to London's present. An accompanying inter-generational commentary mixes memories from the past with current realities.

Through these narratives, visitors sense for themselves the shifts that have taken place over time in the dating experience, such as quantity and quality of dates, feelings of closeness, community, attachment, partnership and networking.

At the end, the participants gather in Il Gattopardo's ballroom, and are invited to share their own courtship narratives.

Il Gattopardo aims to inspire reflection on our current dating habits and on the differences between virtual and non-virtual first-time encounters and relations.

This first event of a proposed series takes place at the Italian Cultural Institute in London and is targeted at 24-34 year olds living in the city who use online dating.

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Island Board Walk

Reaffirming heritage on the Isle of Dogs

PUBLIC OWNERSHIP HERITAGE



Island Board Walk offers a unique introduction to local heritage on the Isle of Dogs. The project centres on the renewal of defaced interpretation boards from the 1990s. In place of monologic, historical narrative, it offers dialogic views of the area's rich industrial heritage, representing history as a palimpsest.

Nine boards have been fully repurposed to feature a diversity of local voices, alongside rare archival images, from schools, individuals and local community organisations based on the island. An accompanying

audio trail is derived from exclusive interviews with local residents.

Island Board Walk emphasises that heritage is constructed, changes with each generation and needs repeated re-interpretation. It shows how design projects can help to secure community ownership of local heritage.

Island Board Walk also offers a model of process, showing how public bodies can harvest and incorporate different perspectives in neighbourhood regeneration projects, building inclusivity and a shared sense of place.

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Arisan di Pasar

Listening to the market's voice

KINSHIPS CONNECTIVITY WAYFINDING



Arisan di Pasar is a mixed media installation which utilises the kiosk shutters on the top floor of Santa Modern Market, Jakarta, Indonesia. It is designed to reveal the close kinships among the market trader community. Arisan di Pasar exposes the kinships through image and text on the shutters, connecting one trader to another and creating a trail. There are also sound installations on the shutters so visitors hear the voices of the market traders all around the market. Through graphics and sounds, this project makes the shutters the main actor, engaging visitors in a dialogue about the now mostly vacant market.

The Arisan di Pasar project is aimed at creative young adults who may be considering starting a business in the Santa Modern Market. The market was formerly a popular and very hip place. This project aims to help the market trader association promote the market and restore it as a creative hub, while celebrating its indigenous value as one big family.

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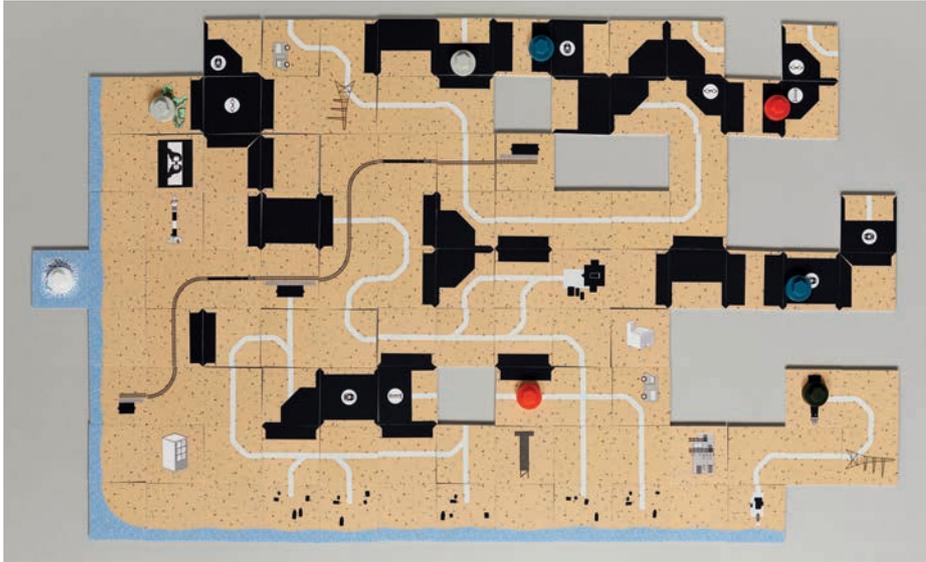
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Dungeness

A dangerous nose

DISPLACEMENT COMMUNITY PRIVACY



A Dangerous Nose is a game about Dungeness, a place whose shapes and forms, being built on shingle, slowly shift over time. Its aim is to open debate and to question the status quo.

Players adopt the different personas found within Dungeness, choose whether to regenerate or preserve, and thereby define how the story of Dungeness unfolds through an evolving mix of local fishing tradition, high architecture and nuclear industry, while exploring the social implications of gentrification, placemaking and mass tourism.

The game is for anyone with an interest in the social, political and environmental issues of this curious place, but it also provides an opportunity for a secondary audience, who may happen upon this debate through play.

The game seeks to capture the unique characteristics of the place, the controversies it contains and the many discreet and, at times, contradictory things that make Dungeness ambiguous and intriguing.

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The Battle for Fresh Air

A creative alliance to safeguard public land and air

LAND PUBLIC RESISTANCE



The Battle for Fresh Air is a site-specific project by The Temporary Action Studio. Working closely with residents, artists, and councillors in Somers Town, this long-term project explores the extent to which art and culture play a role in social change and decision-making.

The creative ambition for the Battle for Fresh Air is to inspire the radical in the local. Working with specific creative approaches as methods for political protest it provides a stage on which to re-appropriate a contested public space and help give voice to possible alternatives.

The Battle for Fresh Air is the story of a neighborhood fighting for its identity, vitality and sanity in the 21st century. It demonstrates how art and activism can serve as strong agents for change and empowerment in a fast-changing global city, and how the result of these actions could impact on how we build our cities in the future.

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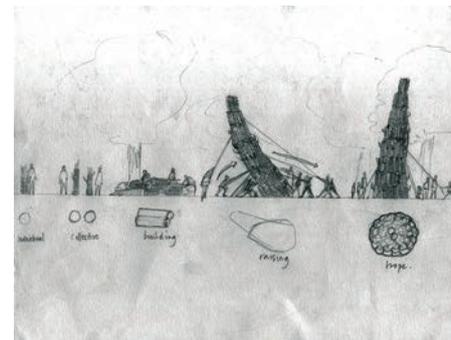
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Tom Butler, Creative Writing

Javier at Chalton Gallery, Residency space

Many wonderful Somers Town Residents

The Tree of Emotions

How to maintain emotional resilience in daily life

FEEL COLLECT REFLECT



The Tree of Emotions is a reflective exhibition made for and by students of the School of Life, who record their own daily feelings and experiences of emotional intelligence.

By attending classes, people hear experts' opinions on what constitutes emotional intelligence and resilience. However, in order to understand and gauge their own emotional wellbeing, they need to turn that abstract cultural knowledge into practice.



As an extension of the School of Life's core curriculum, people who enroll on the annual programme record their emotions and discover small pleasures hidden in their daily lives that enable them to maintain an emotional equilibrium. They select images that represent these feelings of wellbeing. The images are translated into objects by designers and then exhibited at the School of Life's shop in Marchmont Street, London in January 2017.

The installation will remain in the shop in order to attract future students and customers.

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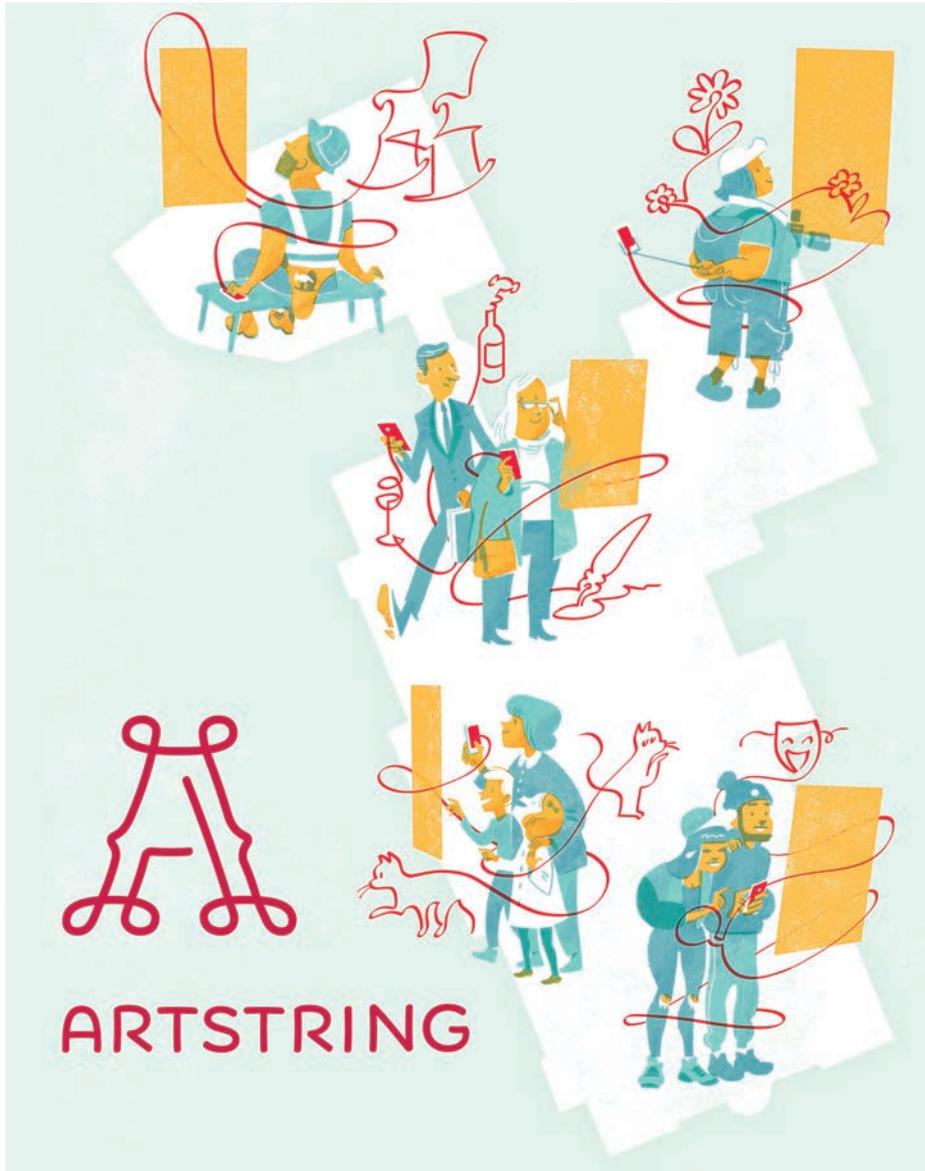
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ArtString

Shared experiences in the museum

SHARING PARTICIPATION INPUT



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ArtString is a smartphone app designed to transform museums into spaces of shared human and aesthetic experience. It is designed to enhance the visitor experience by allowing individuals to share with each other their reactions, knowledge and unique interpretations of the artworks in the space.

Through ArtString, visitors to the National Gallery in London are invited to follow 'strings', i.e. sequences of paintings connected to one another through a linking narrative, created by other users, which will lead them through a personally curated tour of the museum's paintings. These strings can range from highly detailed expert opinion, concerning for example a particular period of art history, to whimsical or entertaining interpretations of randomly selected paintings.



The ArtString app creates a dynamic digital arena where visitor-to-visitor interactions are genuinely celebrated. Through ArtString, museums will have a rich environment in which to engage with their audience on an equal footing, promoting dialogue as a key element of the museum space.

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Nowhere to be Seen – The Stonebridge People Library

Reconnecting invisible and isolated people in urban landscapes

LONELINESS INVISIBLE NOWHERE



As Greater London has 23,000 people per square mile, it is difficult to imagine how anyone could become lonely, invisible and forgotten in such a crowded city. Yet loneliness is increasing, as are the social and financial cost of this malaise.

Isolated living on the Stonebridge Estate, NW10, typifies the epidemic of loneliness now affecting London and, increasingly, other world cities.



The Stonebridge People Library is a community facility designed for the residents of the Stonebridge Estate. It contains the collected images, stories and aspirations of people who live on and around the Estate. Users can access their neighbours' library contributions and meet with them at specially designed events.

The aim is to restore a visceral connection among people, to place residents' collective wealth of knowledge and life experience back in to the community and to inspire, reconnect and change the memory of the area for the Stonebridge Estate's residents.

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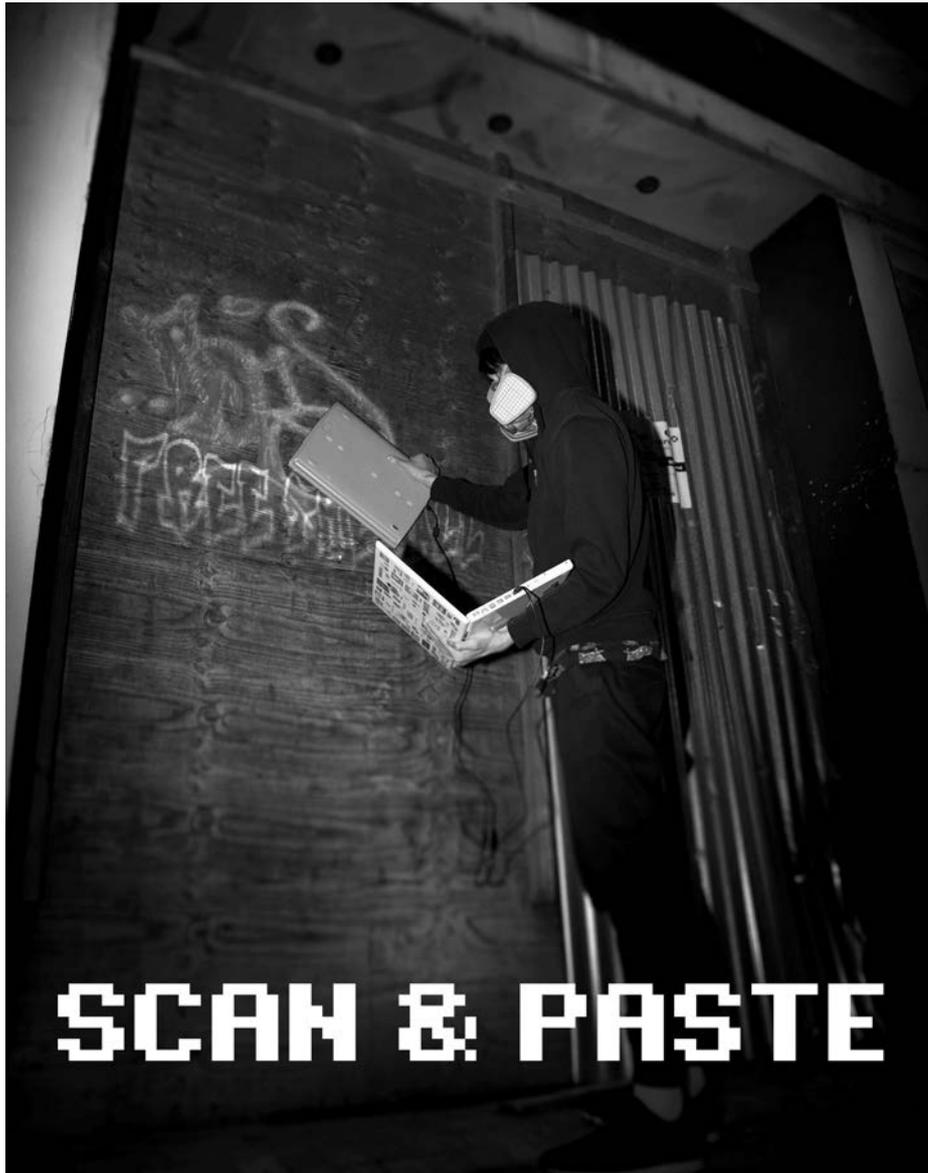
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Free the Walls

Re-thinking the public domain by sharing street art

GRAFFITI PROPERTY SHARE



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Free the Walls shows audiences a potential future for graffiti culture by introducing a new method of collaborative drawing. Invited graffiti artists join with the audience to explore the potential of a new means of sharing and developing graffiti art. It also provides audiences with a new perspective on the future of graffiti culture.



The project tackles the issue of the monopolisation of public space by private interests. Graffiti is one of the most obvious means through which this issue can be raised in London. Many of London's walls have been taken over by commercial art, although originally its street culture was a pure extension of locals' needs. To reclaim those occupied walls, Free the Walls raises our awareness of the colonisation of the public domain.

This project has been developed by street artists and software developers, as a collaborative

COLLABORATORS

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Mixedness

A narrative media space on mixed identities and perceptions

IDENTITY PERCEPTION VISIBILITY



Mixedness is a narrative media space to be hosted in gallery 198 Contemporary Arts & Learning in Herne Hill, south London. It consists of three audio-visual installations articulating and reflecting back the experiences of mixed-race people in London. This project aims to make people think about the racial aspect of their identity and its implication, especially for those who imagine that race is not a matter of concern.

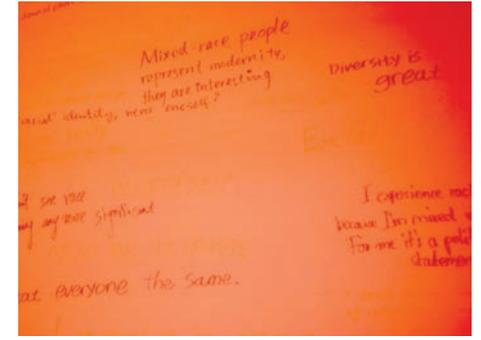
While the UK, in the past, experienced racial intolerance and tension, it has become a cosmopolitan and open multicultural society, with London

being the locus of this change. Today, mixed-race people are often seen as indicators of modernity, multiculturalism and diversity.

The exhibition challenges the common response 'Aren't we all mixed anyway?', and creates a tangible platform to consider why some people identify as mixed-race. Mixedness offers insights into the complexities of mixed-race perceptions, and initiates a dialogue about how race constructs identities.

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The Talking Canal

Half in the past, half in the present

LOCAL COMMUNITY RELATIONSHIP



The Talking Canal is a series of temporary sequenced installations alongside Regent's Canal that encourages reflection and offers shared experiences to the community that uses the canal. This community is then encouraged to share their evocative personal stories and memories from their daily experience of using the canal.



The project rearticulates people's stories and memories from the point of view of the canal. The interactive content provided by commuters and locals is made available in the fifteen speech bubble boxes that symbolise the Talking Canal, allowing passers-by to read the content and listen to the voice of the talking canal. Each box offers a different style of communication, from graphic illustrations outlining the project, interactive points of contact and the voice of the canal.

The Talking Canal aims to make the most familiar and ordinary events and objects of every day life intriguing, thereby forging a closer relationship between the local community and the place.

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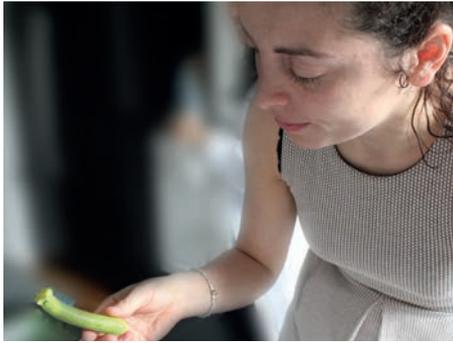
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London Food Rescue Clinic

Building a deeper relationship with food

ETHICS ENVIRONMENTAL ISSUE SOCIAL ENGAGEMENT

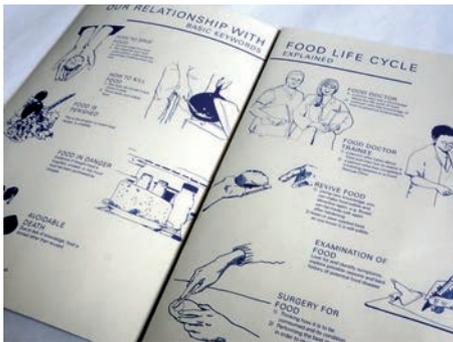


The London Food Rescue Clinic is a series of pop-up events held in the foyers of student accommodation and residential buildings. The events provide information to promote action on food waste. The project's research found that the most important factor in resolving this issue is people's attitude towards food.

Food waste issues range from required cosmetic standards for the appearance of food, to supermarket stocking systems and systems for household waste.

Emotional detachment towards food is responsible for a sizable proportion of food waste. People do not think about food waste due to the apparent abundance of food production.

Through experiencing the whole of the Food Rescue Clinic process, people are guided towards a closer and deeper relationship between themselves and food. They are made more aware of preventing waste and the value of these options to us and our planet.



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Swishwiffling Storyworlds

Lates at the Roald Dahl Museum and Story Centre

ROALD-DAHL100 TRANSITION MEMORIES



In the build-up to the centennial Dahl Day celebrations in September 2016, Swishwiffling Storyworlds is a series of events that are part of the first ever 'Lates' at the Roald Dahl Museum and Story Centre, Great Missenden, Buckinghamshire, England.

This children's museum currently does not offer much for adults to do, making them wish for 'just-a-little-more-Dahlness' every time they visit. The twisted book readings scheduled for Friday evenings are intended for adults between the ages of 25 to 40 who want to revisit the Dahl stories they read as children.



Swishwiffling Storyworlds encourages grown-ups to look beyond their romanticised memories of Dahl's characters, in order to understand and discuss their changing perceptions of the characters over the years, re-examining the role they had in their childhood.

Each event is located at a different spot within the Dahl Museum, complementing the featured story. The first, based on 'Matilda', is in Miss Honey's Classroom.

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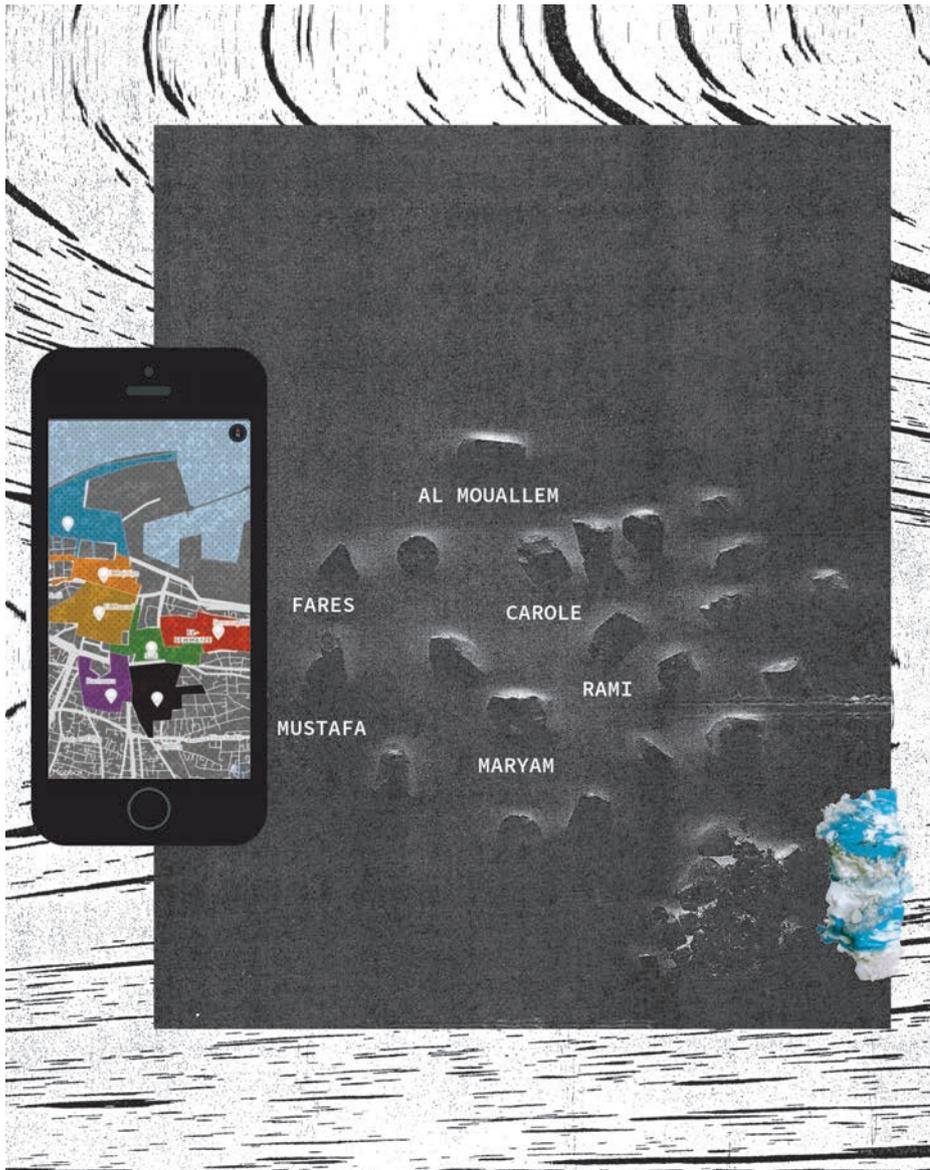
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Biruta

A well of echoes on the move

CONNECTIVITY SOUND PSYCHOGEOGRAPHY



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'Biruta' is an audio walk, blending fictional and factual narratives, guiding participants through seven sections of Beirut. It invites young Beirutis, who may feel disconnected from their city but have a strong appetite for its development, to develop different ways of thinking about the city. The walkers experience multifaceted soundscapes overlaying their individual exploration of the urban environment, altering perceptions of their surroundings, provoking them to see and read the city afresh.



Exploiting the fluid nature of Beirut, 'Biruta' enables space to be interpreted using aural stories and spatial cues by: creating random paths while listening to the stories; revealing unanticipated meanings and traces; and making the invisible visible through an emerging critical awareness.

Rather than looking at standard geographical spatial measurements, 'Biruta' captures rhythmic nuances. By using Arabic, English and French, it reflects Beirut's multiplicity, unmasking underlying narratives through the reflections and connections of the city's inhabitants.

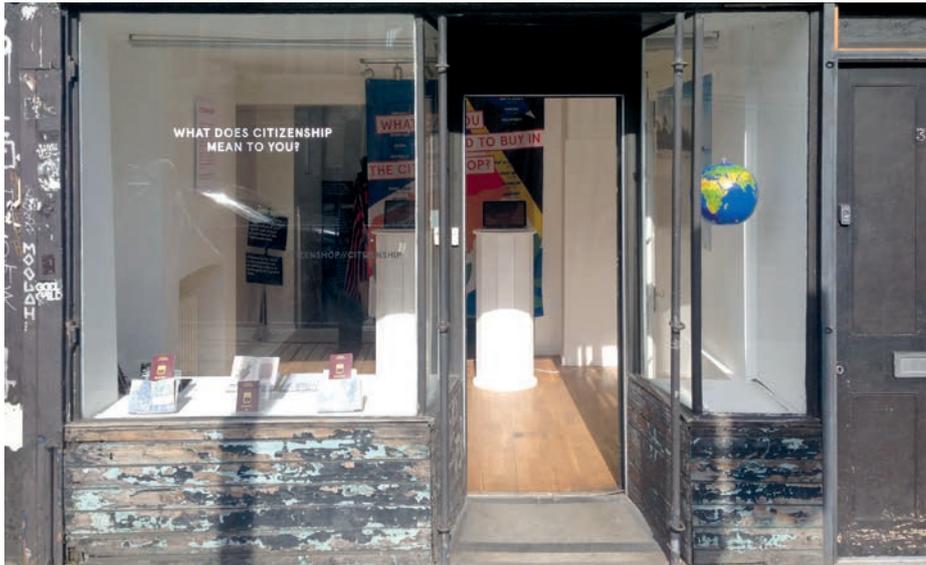
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Citizenship

Exploring the multidimensional means of citizenship in a neoliberal world

HUMAN RIGHTS CRITICAL INSTALLATION POST NATIONAL



Citizenship is an interactive travelling installation. It opposes the neoliberal concept of the acquisition of citizenship by investment, as is offered by an increasing number of governments across the world today. Instead, it asserts the multidimensional needs and interpretations of citizenship by the world's people, and instigates a radical humanistic inquiry that seeks to stimulate new answers.

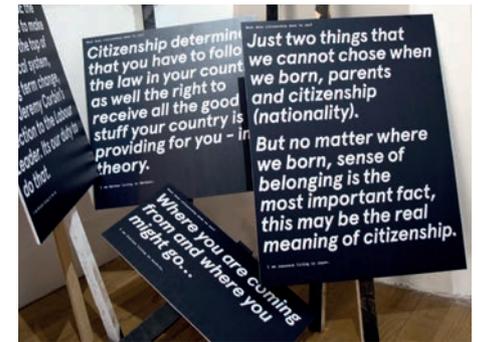
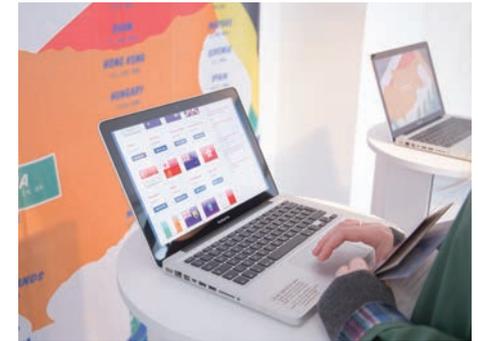
The installation interrogates emerging questions surrounding citizenship, such as the economic privatisation of the nation state, the worldwide increase in migration, cross-border interlinked

technologies, and the disadvantages faced by the majority of people under these new international circumstances.

The installation incorporates an online web shop where questions about data collection by policy makers and sociologists are raised and an assemblage of personal voices talking about citizenship is presented. The visitor experiences the government's point of view alongside her/his own multidimensional needs, moving from being a spectator to becoming a co-author of the installation.

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Real Life/Real Time

Wild lifetimes on urban sites

NATURE URBAN RECONNECTION



'Real Life/Real Time' is a large video screen installation in a public space. It shows, in real time, the complete breeding cycle of a Black Stork family in Latvia. It explores the relationship between human beings and nature, reminding us and resetting nature as a focal point that connects all life on Earth.

This project aims to create a direct human connection to the simplicity, power and rhythms of nature, through progressively deepening engagement in continually re-thinking our place and role on this planet. Perhaps, too, it is an expression of our human drive to seek a connection with nature.



Further, through co-creation with improvisational playback theatre performance, it encourages us to reflect further on our lives and to find the intrinsically fundamental link between ourselves and the natural world through sharing our life stories and watching those stories being re-enacted on stage in 'real time.'

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Unbundled!!!

Behind the scenes at the Edinburgh Festival Fringe

INTERACTION GUIDE FESTIVAL



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Unbundled!!! is an interactive exhibition that takes the viewer through the key processes needed to prepare for the Edinburgh Festival Fringe. It is aimed at small and medium-sized Taiwanese theatre companies who are interested in bringing their work to The Fringe in the future.

The exhibition is divided into six sections which introduce the key topics that need to be addressed by prospective participants: The Fringe's history and background, the venues, technical aspects, marketing, media, and life during The Fringe.



As they pass through the exhibition the audience collect stickers that contain extra information from each section. The stickers can be pasted onto the accompanying guidebook to make a customised Edinburgh Festival Fringe Guidebook. The exhibition will place at Huashan 1914 Creative Park, Taipei, Taiwan.

The project aims to minimise production confusions and difficulties for Taiwanese theatre companies, and raise their awareness of the Festival's working processes and cultural differences.

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Street Grammar

Exploring the voices of London's homeless

ASSUMPTION PUBLIC SPACE KNOWLEDGE RESOURCES



Street Grammar, an installation that challenges assumptions about homeless people, is based in the Chelsea Library, a safe and calm environment for everyone, including homeless people. The borough of Kensington and Chelsea is full of irony because of the mixture of extremely rich and poor people living there, a microcosm of London as a whole.

Sadly, the generally-held assumptions about the homeless cause many people to misread and mistreat them. To tackle such negative perceptions and treatment, Street Grammar encourages people to share their

philosophy, observations and life stories, as a way to increase understanding of the homeless.

Since starting Street Grammar, Takayuki has been working with Jeremy Hunt, who has acted as a mentor, providing insights and knowledge about homelessness, having experienced it first hand.

Takayuki's concern for the plight of the homeless began when he came to London and realised that he had to do more than simply give them money.

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Supported by



Remake London

In our changing city, how can ideas shape bricks?

CITIES PEOPLE PLANNING



Remake London is a speculative urban plan for the City of London developed through a reimagined public planning process.

Against a backdrop of densification, large-scale regeneration, international property investment, local housing demand and changes to building regulations, this project is intended as a critical reflection on London's changing built environment and public participation within it.

Timed to coincide with the 350th anniversary of the Great Fire of London in September 2016, Remake London comprises guided site surveys through London's 'unbuilt' layers followed by a planning workshop at the Museum of London. The new site-specific ideas will then be collated and brought to life in a speculative atlas of London.

By bringing the techniques of psychogeography into the heart of a playful alternative masterplan, Remake London aims to challenge our experience of the built environment and stimulate further and deeper public engagement.

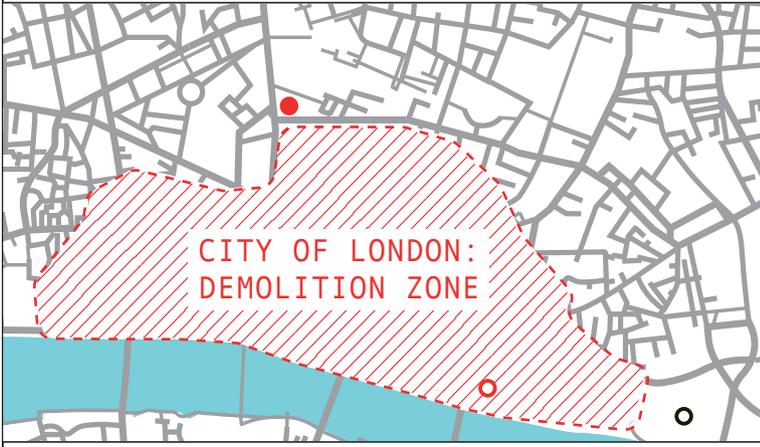
COLLABORATORS

- Abby Legge, *Graphic Design*
- Maria Rego, *Event Management*
- Peter Twist, *City Guide*
- Amber Raney-Kincade, *City Guide*
- Lea Nagano, *Filmmaking*
- Georgia Jacob, *Concept Development*
- Julie Howell, *Concept Development*

Tom Butler

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 @RemakeLondon



 DEPARTMENT OF THE UNBUILT ENVIRONMENT		Central London Redevelopment: Phase 1
		<ul style="list-style-type: none">  Demolition Zone  Planning Office (Museum of London)  Site HQ (The Monument)  Tower of London <p>Demolition subsequent to site survey.</p>
Approved by Mayor of London, Thomas Farriner: 		 Date: 2/9/16

Metamorphoses

Intermingling of human and nonhuman bodies

MATTER SENSES PROCESS



Metamorphoses is a curatorial and artistic research project that investigates the relationship between human mind and nonhuman matter. As a concept, metamorphosis is a process of inner and outer transformation, in which bodies from across human, animal, vegetal, sea and mineral realms intermingle. It typically occurs in moments of crisis, and thus reflects present environmental and ecological transformations. The idea of metamorphosis opens up an alternative to the dualistic worldview, seeing the earth as a vibrant and heterogenous landscape of ever-changing shapes.

Between October 2015–February 2016, the project carried out investigations in London, Gothenburg, Copenhagen, Brighton and Bristol. Five experimental workshops and installations were developed together with a group of international artists and designers. In a second phase of the project, the ideas from the exploratory process have evolved into an assembly of situation-specific works, in the form of a digital exhibition.

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WORK BY MATILDA SÖDERBERG



WORK BY NINNA BERGER SHOWN IN METAMORPHOSES BOOK



WORK BY SANNA LINDHOLM



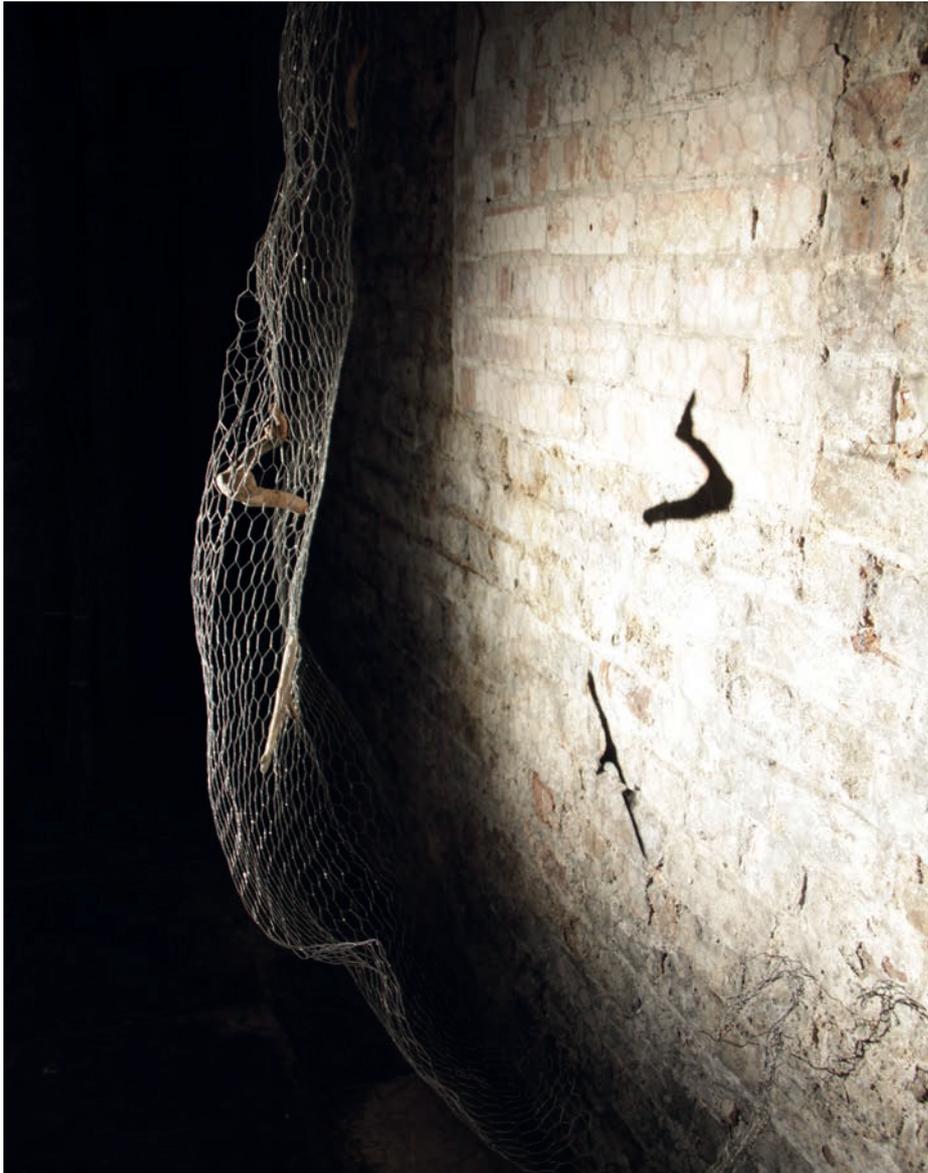
COLLABORATORS

Astrid Linnéa Andersson, *Illustration*
Sonia Bensouda, *Spatial Design*
Shan Yin Hsieh, *Spatial Design*
Sanna Lindholm, *Design*
Hanna Bergman, *Graphic Design*
Eiko Soga, *Art*
Natasha Rosling, *Art*
Matilda Söderberg, *Fashion Design*
Alison Taylor, *Material Design*
Louise Waite, *Art, Curation*
+ 10 more artists, designers

Over Time

The poetic image of the urbanscape

EXHIBITION INTERPRETATION THEATRICALITY



Xi Li

Curation

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The Over Time project is an exhibition exploring the possibilities of adopting techniques and devices from theatrical staging to heighten the viewer's experience. It took place in The Crypt Gallery, London.

The exhibition explored the sensations of the urbanscape, presented from the perspective of two artists. Printmaker Xiaoqiao Li collects and captures the different moments that touch him in the city; while artist Kelly Bishop aims to highlight the subtle power of places usually seen as supplementary to what is considered to be the true landscape.



The main target audiences are artists and curators who are looking for new ways to present artworks and alternative methods of display. The project also presents artists with the opportunity to discuss the audience's reception of the artwork. It encourages them to reconceptualise the visual presentation of their artistic concept during the display and to develop an interaction with the audience.

COLLABORATORS

Kelly Bishop, Artist

Xiaoqiao Li, Artist

Shanshan Liu, Graphic Design

Weikang Yuan, Video

Glory Xia, Music

Junru Qu, Photography

Zilin Lin, Photography

Tsung-Hsien Wu, Visual Effects

Wei-Chih Ou, Visual Effects

Art Lab

Liberating children's creativity

EXPLORATION ARTS CREATIVITY



The Art Lab project is a series of participatory workshops for children aged 6-10 years. The workshops employ multi-sensory and interactive methods to inspire children to develop their creativity. The workshops took place at Flat 301, Building 10, Guangcai Community, Xichang City, China.

Art Lab aims to expose the current limited thinking around art education in the Xichang area in order to develop new ways of thinking in a creative direction.

The project provides a platform for children to experience the freedom of taking part in the act of creating artwork. It seeks to open discussion on, and stimulate an awareness of the importance of creativity. The project enhances the learning experience within an educational environment in order to stimulate children to explore and discover ideas for themselves.



COLLABORATORS

Daniel Hu, *Graphic Design*
Nigel Meager, *Art Education Content*
Susan Coles, *Art Education Content*
Susana Cortes, *Art Education Content*
Laura Carle, *Art Education Content*
Dolores Victoria, *Art Education Content*
Zhenhua Luo, *Spatial Design*
Xiang Guan, *Strategy*
Sicong Sun, *Strategy*
Fly Chen, *Strategy*
Liuqing Yang, *Film Editing*

Yaqi Zhang

Spatial Designer

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Re-kindling our Routes

A psycho-geo-therapeutic narrative journey for couples

RELATIONSHIP HEALING NATURAL



Re-Kindling Our Routes is a participatory event using the physical environment to nurture and strengthen couples' relationships.

Audiences undertake both a topographical journey through real London locations, and an emotional journey, through creative interventions developed from psychotherapy. This adventure aims to enable the couple to rekindle their passion for each other and heal their relationship through a geo-therapeutic experience.



The project aims to enable couples to regain their autonomy and to express their emotions freely in the context of the city environments where they first arose.

Through their participation couples experience a narrative that interweaves five therapies developed for relationship healing. In addition, the exercises help them translate insights they gain about partnership into lifetime relationship skills.

COLLABORATORS

Madeleine Böcker, *Relationship Therapist*
William Price, *Strategy*
Yingping Yu, *Script Writer*
Jingren Wang, *Story Drawer*
Yijing Wang, *Visual Designer*

Zhongxi Liu

Exhibition Design, Graphic Design

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Human Animal Machine

Newton's Cottage



Live Project

Queen Elizabeth Olympic Park



Students from MANE were invited by curator Moira Lascelles to design and run an event that would interpret and animate the sculpture 'Newton's Cottage' in the Queen Elizabeth Olympic Park. Newton's Cottage was designed by the art/architecture collective *Observatorium*. It echoes the form of the lock keepers cottage that once sat at Carpenter's Road Lock, a historically significant lock over the River Lea located in the heart of the Park.

The artwork and associated events aimed to engage a wide variety of people who visit the park with the themes and narratives of this historically significant site.

CREDITS

Arif Wahid
Hannah Rogers
Nele Vos
Pei-Hsin Chen
Takayuki Ishii
Yaqi Zhang

The students' research revealed that the canal systems in London rely on many things – humans, animals, and machines – all of which can be linked together by the use of rope. They conceived an event with three activities: firstly rope making led by expert rope makers Des & Liz Pawson; secondly knot tying in a variety of colourful materials; and thirdly they designed and made a life size wire horse that represented the shire horses that used to tow barges on the canals. Visitors were invited to tie their ropes and knots onto the horse so that it transformed over the duration of the 4-hour Saturday afternoon event.

Courtyard Parlour Games

A co-designed social innovation project with and for the residents of Sidney Estate, Somers Town, London



Live Project

Sidney Estate in Somers Town

Outreach and community engagement teams from the Wellcome Collection and the Francis Crick Institute celebrated the UN-designated 'International Year of Light' with a series of events and workshops in the local community of Somers Town, Kings Cross.

As part of the legacy of this celebration MANE students were asked, in partnership with Origin Housing who own and manage the Sidney Estate, and together with all the residents, to co-design a light-themed transformation of their rather bleak courtyard into an 'Outdoor Living Room'.

Three tangible design proposals were developed through co-design workshops, in-depth research and analysis. The 'Courtyard Parlour Games' concept was selected by residents as it responded to their

desire to recreate the estate's historical community spirit. The design evoked the game playing, in parlours and the courtyard, by the first Victorian families to live on Sidney Estate, while also referencing the current changing landscape surrounding the estate. The visual language of the Victorian game 'Pick Up Sticks' also chimed with images of DNA, Francis Crick's key scientific discovery.

As if dropped from high above the Sidney Estate Courtyard, the giant pick up sticks, coded with today's residents' stories and images and glowing softly with solar lights, create a magical space and act as information repositories for the future of Sidney Estate.

Courtyard Parlour Games will be installed later this year.



CREDITS
Julie Howell
Zhongxi Liu

The Future of Urban Resilience

Community responses to climate change



Live Project

King's Cross in 2025



This was a collaborative knowledge exchange with Arup Foresight + Research + Innovation. Multi-disciplinary teams of students explored the future of community responses to four climate-change events: persistent cold, extreme heat, violent storms and severe flooding.

The setting was Kings Cross in 2025 and the teams produced short stories or scenarios, each from the viewpoint of a different persona. They all explored resilience for cities as the capacity to function so that citizens survive and thrive no matter what stresses or shocks they encounter.



The students used foresight techniques to envision four possible worlds based around two axes: reactive adaption to stress versus proactive planning, and centralized top down processes versus decentralized bottom up adaption. The outcomes were four animated storyboards and four physical artifacts from the future.

The project was exhibited as part of a four day public programme: The Cultures of Resilience Exchange the platform for actions and evidence held at the London College of Communication featuring performances, lectures, presentations and exhibits that explored and presented new cultural discourse on resilience.

STUDENT DESIGN
BIOGRAPHIES MULTIDISCIPLINARY
INTERACTION

Alice Barsottini

Architecture



Alice has a Masters of Architecture degree from the University of Florence. She has worked as a spatial, interior and exhibition designer and interpretive planner with Florence City Council, within a multi-disciplinary team. While studying for her Masters in Narrative Environments, her teams proposal won the design competition for makeup brand Sephora's flagship store design in Paris.

Anna Lincoln

Multidisciplinary Design, Curation



Anna is a multidisciplinary designer from London. She combines a background in exhibition design, communication design and digital design to develop and project manage collaborative projects with strong social purpose and outcomes. Since graduating, she has worked for fashion brands, on community-led projects and for national-level cultural institutions. In 2014, she was awarded the Print Futures Award.

Georgia Jacob

Art, Creative Production



Georgia is interested in the relationship between art and society. With a background in theatre her recent work involved producing large scale outdoor art projects. She has worked on commissions for the Barbican Centre, the Tate galleries, as assistant producer for Artichoke. She also works under the name of The Temporary Action Studio to produce exciting projects that tell exciting stories.

Joanna Laskarina Mylona

Spatial Design



Joanna came to the UK from Greece with a background in spatial design. Since graduating from the University of Derby with a BA and MA in Interior Architectural Design, she has been working on online PC games and as a designer in the construction group, TECHNOGROUP. Her current interest focuses on spaces that use interaction to improve people's life conditions.

Arif Rahman Wahid

Interior Architecture



Arif's interest in integrating media in space began at the Interior Architecture course at Universitas Indonesia. After graduating, he worked as a research and lecturing assistant at the university. His projects focused on educational spaces and community engagement. His team was awarded an Honourable Mention in FENN Young Designer Awards 2012.

Dan Mifsud

Furniture Design



Dan's career is predominantly within design. With a background in furniture and product design, his recent projects have involved collaborations with a social and cultural dimension. Since taking up his current teaching post at University of the Creative Arts, he has worked freelance for a number of national museums, including a recent furniture commission for the Victoria and Albert Museum.

Julia Mariani

Graphic Design



Having moved from Brazil to London to study graphic design at Central Saint Martins, Julia began her career at the Madefire start-up in 2011, where she transformed the engaging components of comic book media into an interactive app. She then went on to work in the highly interdisciplinary and wide-ranging world of branding at Moving Brands.

Julie Howell

Installation Art, Experience Design



British designer Julie Howell has produced experiences and exhibitions for companies and institutions as varied as Walt Disney, Jaguar, Andrew Martin and Wandsworth Prison. Her award-winning interior and landscape installation pieces inform her current work interests in designing for the social and arts sectors. A builder's daughter, she finds most problems can be solved with a good DIY shop.

Kohei Kanomata

Interaction Design, Graphic Design



Kohei has been studying design since he was a high school student at Salesian Polytechnic in Tokyo, Japan, specialising in product design, graphic design, furniture design and information design. When he was studying his BA for Information design at Tama Art University in Japan, he focussed on developing a multidisciplinary practice to bring greater creativity into people's lives.

Lyu Bi

Visual Communication Design



Lyu has a BA (Hons) in Visual Communication Design from China Central Academy of Fine Arts. Since studying abroad in 2014, she has worked for Designersblock, London as a design assistant, working across exhibition planning, graphic design and communication. She has won awards, a scholarship from CAFA and an excellence prize in 'The 14th Platinum Originality National University Graphic Design Competition'.

Lea Nagano

Motion Design, Visual Art



Lea received her BA in Motion Design at the University of Art and Design Berlin with distinction and started her career as a collaborative freelance artist and designer in video art and media environments. Her work explores audio-visual media in space. With a German and Japanese background, she focuses on the topics of culture, identity and perception.

Mamiko Yamazaki

Communication Design, Graphic Design



Mamiko Yamazaki has a BA in Information Design from Tama Art University in Japan. Since graduating in 2005, she has worked as a graphic design director and a marketer with clients such as Shimamura Music, the musical instrument company and music school, Panasonic and Meiji Seika Pharma. Her design focuses on communication and social engagement in retail spaces.

Mamta Khanna

Thematic Spatial Design, Storytelling



Mamta is a curious, geometry-loving Thematic Spatial Designer from India with a flair for the dramatic. Using what she has learnt from MIT's Institute of Design and Central Saint Martins, she loves to incorporate storytelling in projects. She has worked with a range of clients from Walt Disney Company India and Tata Motors to The National Trust and Rustumjee Builders.

Nele Vos

Design, Strategy



Nele is a London-based German designer who, after achieving a degree in graphic design, worked for eight years for international clients in the USA, UK and NL. Her projects cover subjects such as information and environmental graphics and visitor experiences, exploring the boundaries, connections, ownerships and narratives of space and identity.

Maya Merhi

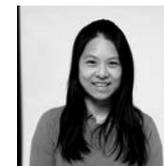
Graphic Design



Maya Merhi, from Beirut, graduated from the American University of Beirut, where she acquired a set of communication tools aimed at delivering stories. She has the mindset of both a designer and a human geographer, driven by an inherent curiosity about the richness of situational experience. She approaches projects with an emphasis on research and experimentation to create poetic experiences.

Pei-Hsin Chen

Architecture, Exhibition, Theatre Management



Pei-Hsin majored in Architecture and worked as an executive manager in URS127 Design Gallery, which is the first urban regeneration hub in Taiwan. She also co-founded HøH Design Studio, which supported the Gallery with exhibition design, event organisation and helping people define the identity of their environment, and The Seven Plays Theatre Company, which produces works in narrative spaces.

Pei-Shan Su

Spatial Design, Curation



Pei-Shan comes from Taiwan with a theatre and landscape design background. She has contributed to over 20 landscape design projects and assisted in more than 20 theatre projects. In 2013, she moved to London and started working with Performance Infinity as a liaison responsible for the Taiwan Season that was presented in the 2014 Edinburgh Festival Fringe.

Takayuki Ishii

Community Design, Graphic Design



Takayuki studied brand design at Musashino Art University in Tokyo. After graduating, he joined a graphic design company producing advertising, packaging design, and brand guidelines for large companies. He also participated in local projects in the countryside. That led him to question the differences between urban industrial design and small scale community design.

Xi Li

Curation



Xi Li is from China. She graduated with BA (Hons) in Art Administration from China Central Academy of Fine Art. After graduating, she worked in K11 for two years, focusing on art environments based in malls and also within art collections. Her research focuses on exhibition making, exploring the relationships among artworks, space and audience.

Yaqi Zhang

Spatial Design



After gaining a BA in Digital Entertainment Design from Guangzhou Academy of Fine Arts, Yaqi Zhang worked in China as an interior designer and assistant curator. While studying for her MA in Narrative Environments at Central Saint Martins, she has worked on a live project in Queen Elizabeth Olympic Park in London and has done a placement with Ministry of Stories in Hoxton.

Tom Butler

Writing, Editing



Tom has over 10 years' experience in communicating urban identity and engaging audiences. A native Londoner, he has also lived in Edinburgh, Hong Kong and Shanghai, and worked with organisations including the British Council, London & Partners, Arup Foresight and the Museum of London. He is now expanding his discipline into research, strategy and narrative-led design.

Vilma Luostarinen

Curation, Research



Vilma Luostarinen is from Stockholm. Her work spans research, concept development and the direction of creative processes and sensory experiences. With a background in art and business studies, she practises both artistic and strategic thinking. As an independent curator, she collaborates with multiple disciplines to create poetic and critical projects, that lie somewhere in between theory and making.

Yewon Shim

Spatial Design



Yewon Shim, from South Korea, has a BA in Industrial Design from Hongik University. She has studied spatial design in interior, public and exhibition settings and worked on city narrative and exhibition design projects with Korea's cultural ministry and Seoul Design Foundation. Yewon aims to develop her spatial expertise within multidisciplinary teams, focusing on visitor experiences and narratives of place.

Zhongxi Liu

Exhibition Design, Graphic Design



Zhongxi Liu is from China. He graduated from East China Normal University with a BA in exhibition and interior design. After graduating he worked for the Shanghai Jazz Festival, in charge of visual design and a series of events. He joined Vetta Ltd and has also participated in numerous international exhibitions held in Las Vegas, Munich and Shanghai.

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