

# Graduation opportunities (DfI/IPD)

## Inspiration in Design Heritage

### Augmenting design heritage collections through tracing its inspirations



What makes something a good or bad design? What makes something a successful design? How did a designer (or design team) arrive at that design? What inspired them? This leads us to ask: what can we learn from design *history* (collections), that can inspire us to design the product of *today* and *tomorrow*?

In the first year bachelor course 'Understanding Design', we use the IDE design heritage collection, to create awareness for different aspects of design, and offer students the vocabulary to actively deal with their sources of inspiration, through the analysis of historical design artifacts.

The learning process is currently kicked off with encountering historical design artefacts, on display, at the entrance of the IDE building. Reflections, and development of ideas take place in the classroom. However, for the future, we envision an digitally augmented exhibition, feeding back the insights and learning outcomes obtained by the students, to the exhibition, which can then be food-for-thought for the wider design community at the IDE faculty.

In this assignment you will develop one or more demonstrators, exploring augmenting design historical products for inspiration. The target audience is (1st year) design students, and the IDE design community at large. The initial focus will be on using smartphone-based augmented reality.

Are you:

- An IPD/DfI student?
- A student with a hands-on prototyping mentality?
- And do you have a keen interest in or experience with augmented reality, design education, and/or design history?