



SCHOOL OF PRODUCT DESIGN

— CLASS OF 2022 GRADUATING PROJECTS —



Product Design
Hanga Otinga

www.productdesign.ac.nz

UC SCHOOL OF PRODUCT DESIGN

The School of Product Design at the University of Canterbury was founded in 2018 to meet the industry's growing demand for creative and technically literate graduates. A Bachelor of Product Design at the University of Canterbury combines design and engineering to produce skilled and creative designers who understand aesthetics and technology. There is also a business focus in this degree that helps cultivate an understanding of how to create and innovate, and effectively take things to the market. With an emphasis on end-user, sustainability, and ethical design, the University of Canterbury is leading the way with its multidisciplinary Bachelor of Product Design. We offer Bachelor's Degree majors in three areas: Industrial Product Design, Applied Immersive Game Design, and Chemical Formulation Design. We also offer Masters' Degree in Product Design and Product Innovation.





TABLE OF CONTENTS

Introduction 1
Table of Contents 2

APPLIED IMMERSIVE GAME DESIGN — 3

Introduction 5
AIGD Graduate Projects 7

CHEMICAL FORMULATION DESIGN — 21

Introduction 23
CFD Graduate Projects 25

INDUSTRIAL PRODUCT DESIGN — 43

Introduction 45
IPD Graduate Projects 47

POSTGRADUATE PROJECTS — 109

Introduction 111
Postgraduate Projects 113

Members of Staff 115
Student Index 125
Student Photos 127
Credits 129

APPLIED IMMERSIVE GAME DESIGN



VIVE

SOLO

SEARCH

VIEW BY



ORIGINAL SOUNDTRACK VOL. 1

100 Hits

Album Track

Acoustic Pumping

Album Track

HEAT INDEX



1:30 100% 100%

MAX VOL



APPLIED IMMERSIVE GAME DESIGN

Applied Immersive Game Design covers virtual and augmented reality, where the software and hardware are beginning to massive growth. The development of games for entertainment and applied games (for training, education, and the carrying out of remote activities) are included in this major. Facilities for Game Design students include computer labs with some of the most powerful computers on campus and a virtual reality lab with leading-edge technology, motion capture and gaming consoles (strictly for educational purposes, of course!). Students use this latter space for VR experience testing and game evaluation, studying existing game design, and user testing of student-created games and applications.





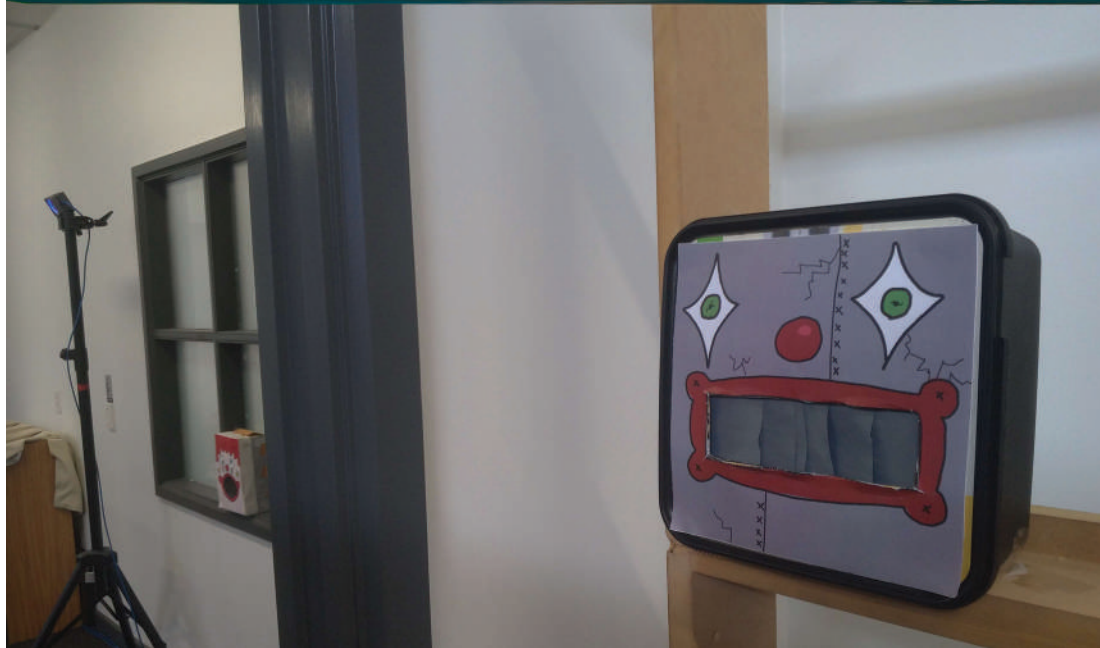
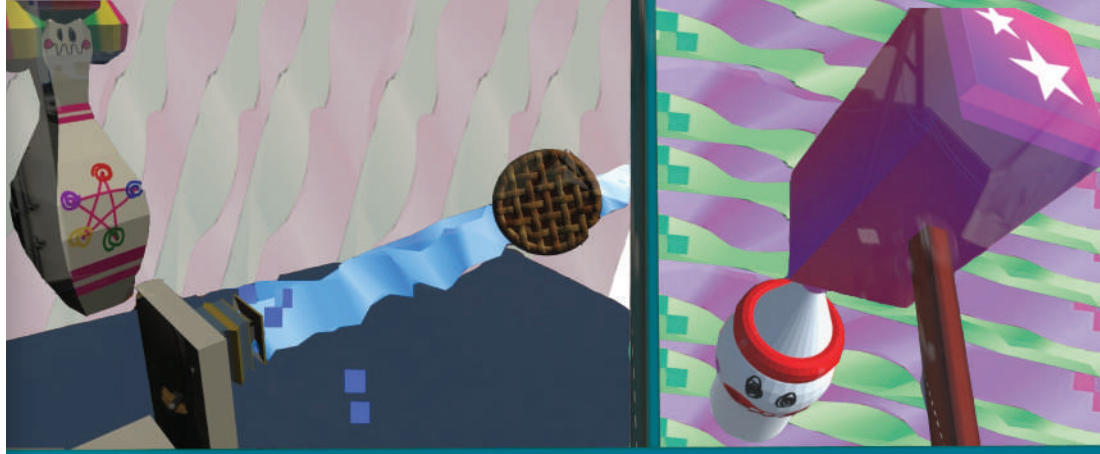


THOMAS BIVENS

Mr. Marlow's Manor of Mayhem

Mr Marlow's Manor of Mayhem is a clown-themed augmented reality escape room using the Microsoft HoloLens and the Optitrack motion capture system. The Manor is an experience that combines interactions with both the physical and digital worlds, and you'll have to use both to escape! Find the code to escape, summon an evil clown, defeat his minions and bring an end to Mr Marlow!

✉ worstonthenet@gmail.com



Phone Case Image by zlatko plamenov on Freepik



ALEX BULL

Cryptogram: Nature Facts

A rapid prototyped cryptogram mobile game created for Runaway Play. The gameplay revolves around solving cryptogram puzzles to learn more about our natural world and earn jigsaw pieces you can use to complete your jigsaw collection. Working alongside colleagues and our industry partner to bring this game to life has been a great experience. And as the lead programmer on the team, I gained invaluable experience in mobile game development and translating architecture design decisions into code and the game environment.

✉ bull-a@outlook.com

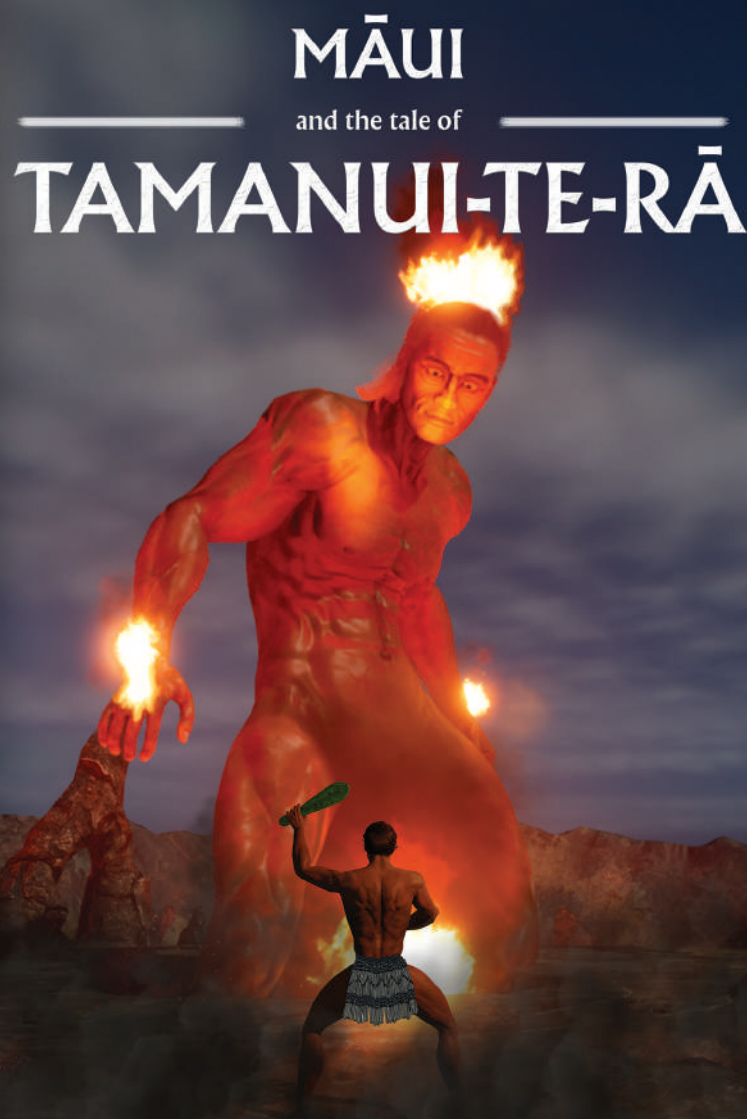


FRAZER COWAN

Maui vs Tamanui-Te-Ra

Maui vs Tamanui-Te-Ra was a game we developed with our clients Maui studios, who wanted an action-adventure game re-telling the story of Maui vs the sun. At the end of fifteen weeks, we developed an in-depth three-stage boss battle with different attacks for each stage and cut scenes in between to tell Maui's story effectively.

✉ frazer134@gmail.com



Phone Case Image by zlatko plamenov on Freepik



FI ENGEL

Cryptogram: Nature Facts

C: NF is a game concept from Runaway Play. It's a word-based puzzle game where players decrypt nature facts to complete jigsaw puzzles. With my project partner, I designed a prototype for C: NF that could validate its game concept for the market. I was the product manager for this design project. I used agile methodology to organize our development work into three prototype iterations—each prototype built off the previous one, leading to a solid final design.

✉ fengell87@gmail.com

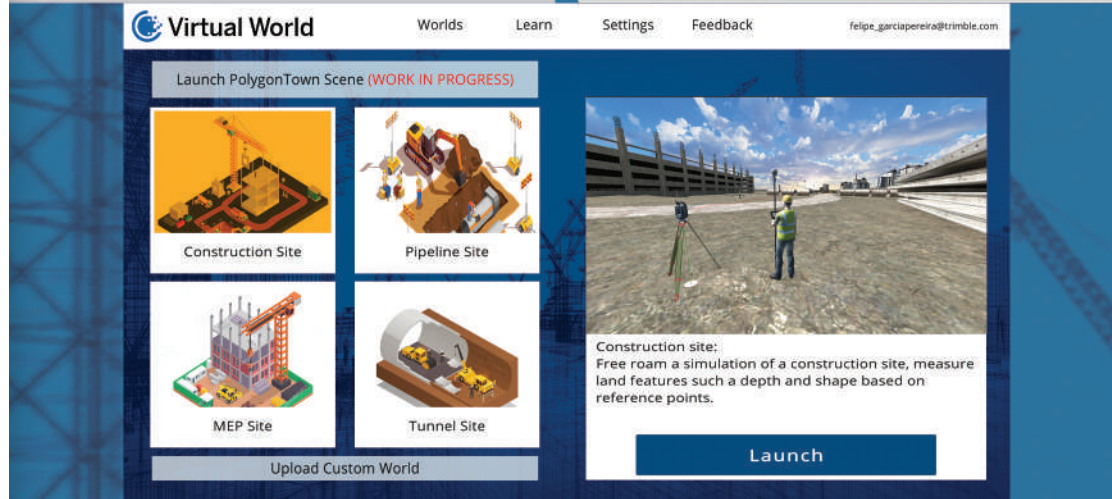
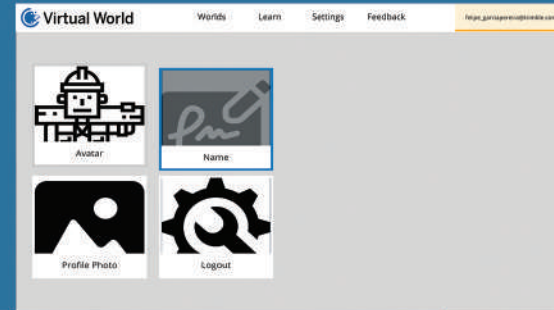
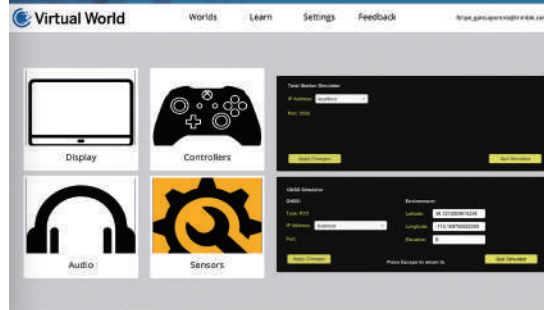


FELIPE ANDRES GARCIA PEREIRA

Trimble Virtual World UI

For my capstone project, I have designed and implemented an intuitive, engaging, and easy-to-use UI for Trimble Virtual World, an applied game created by Trimble Inc. The software provides a connection between real-world surveying and the virtual world using the Unity Engine. It allows the users to run simulations using real geospatial hardware and services inside a virtual environment.

✉ feangape.gamedev@gmail.com



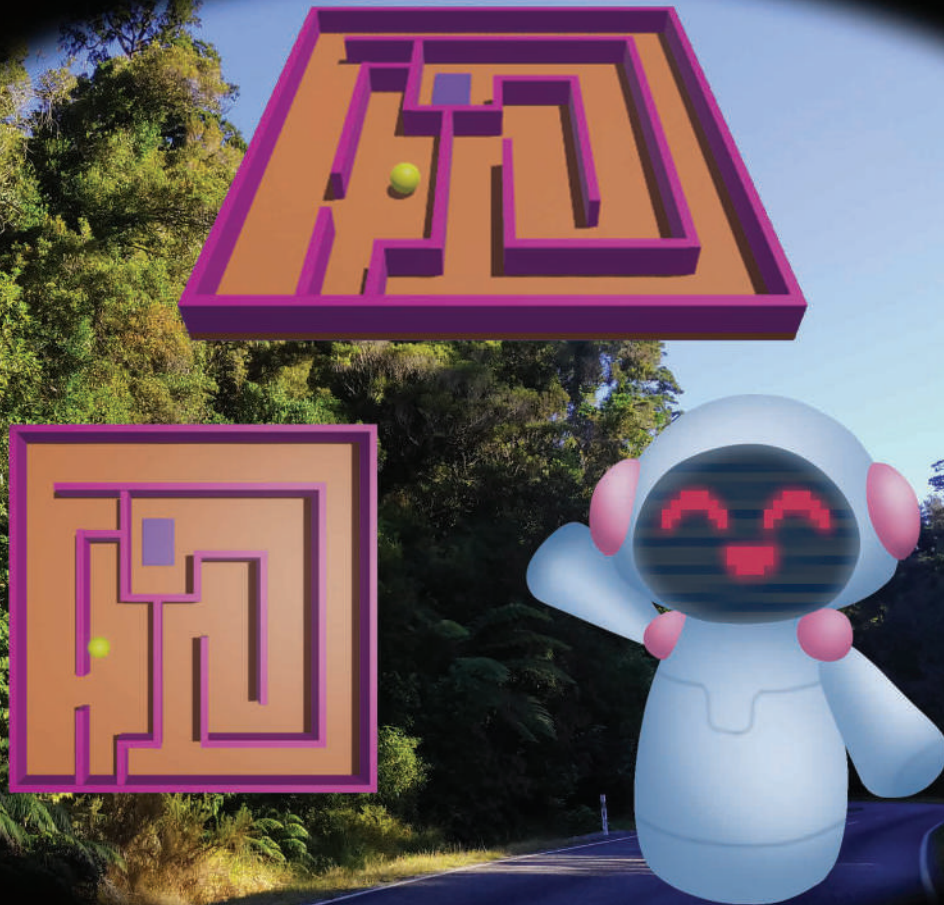


CARA KRUGER

oVRcome: A Game for Depression

Nikki and I were tasked with developing a game for oVRcome, a startup which provides VR therapy. The game is a supplementary activity for their depression programme. We designed a game which challenges working memory, an executive function which can be impacted by depression. After creating the prototype, we built upon it by each choosing a new focus—I designed a user flow that included a narrative and made some UX recommendations to improve engagement and retention.

✉ carakruger9.5@gmail.com



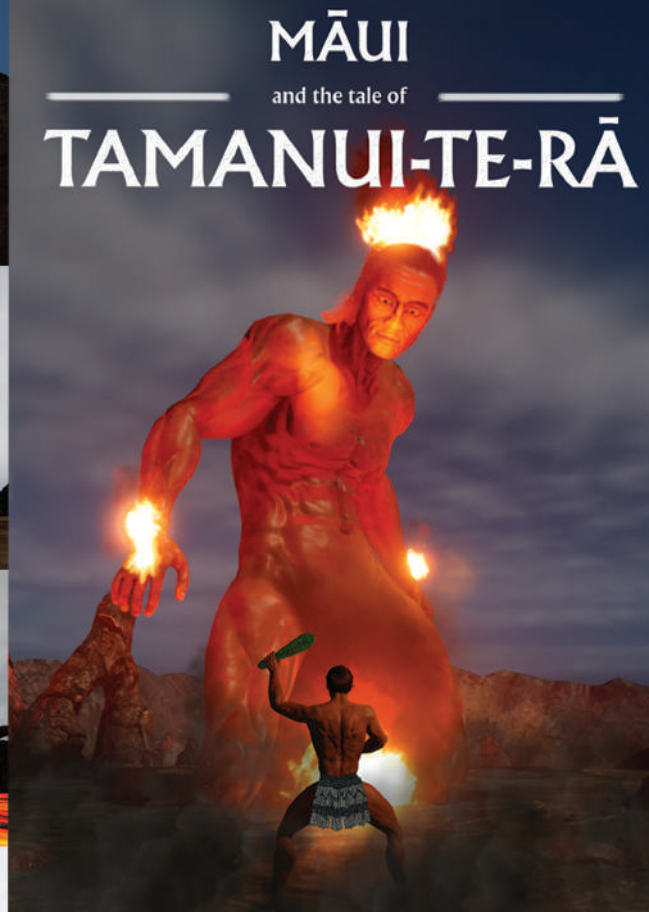


HAYDEN MCGEADY

Maui vs Tamanui-te-ra

Māui Studios is looking into developing a third-person adventure game that tells the story of the Māori hero, Māui. From this, we have developed a fantasy-style combat RPG that includes story elements from the legend to direct the flow of gameplay. The central part of the project is a boss fight between Māui and Tamanui-te-ra, the fabled sun god, depicting the legend about how he slowed the sun.

✉ mcgeadyhayden@gmail.com

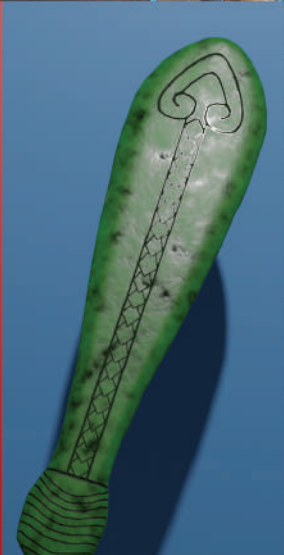


MĀUI

and the tale of

TAMANUI-TE-RĀ





ELI O'NEILL

Maui vs Tama-nui-te-ra

Māui Studios is looking into developing a third-person adventure game that tells the story of the Māori hero, Māui. We were tasked with creating a prototype version of the game where Māui is to defeat the sun god Tama-nui-Te-Rā. The game mixes exciting combative gameplay and an epic retelling of the classic story in a digital form.

✉ ewb.oneill@gmail.com

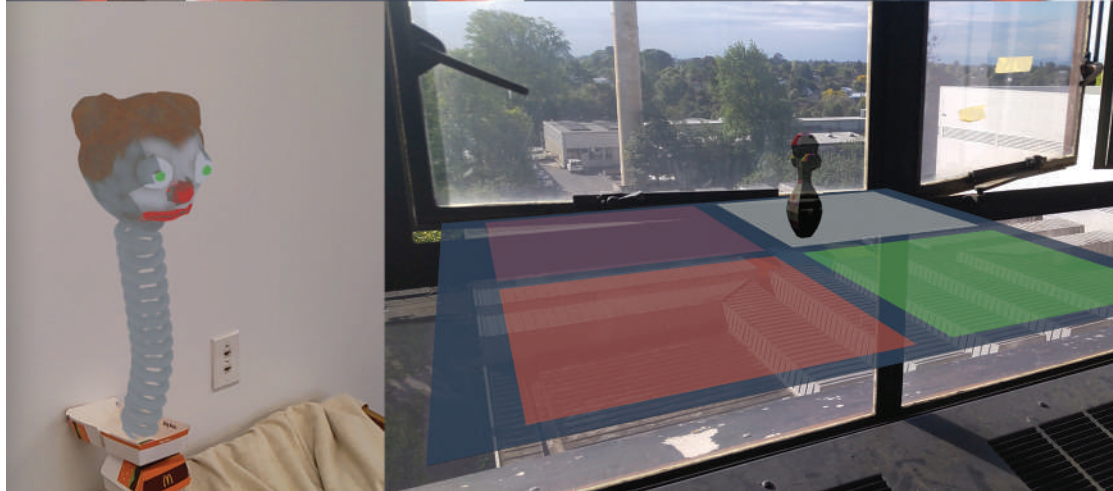
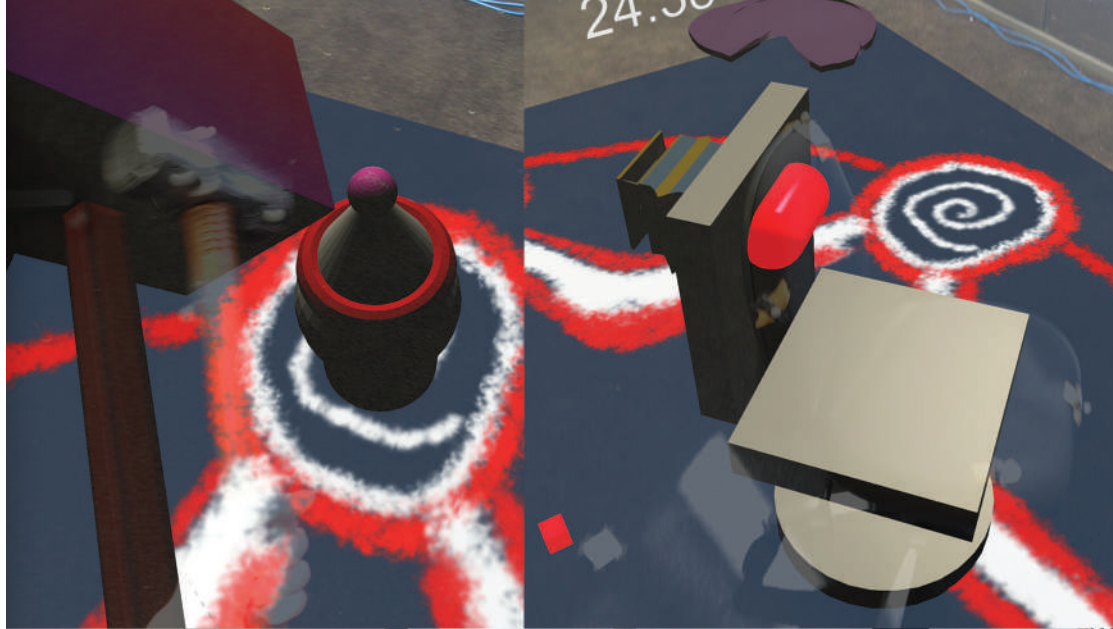


JAYDEN POPE

Marlow's manor of mayhem

Our project is an evil clown-themed augmented reality escape room. The goal was to develop a game with augmented reality mechanics which are unique and compelling, as well as get the player to interact with the physical world and the digital world together coherently. I worked on some of the mechanics, such as the jack-in-the-box and worked on pulling together the first act of the game.

✉ jaydenjpop@gmail.com



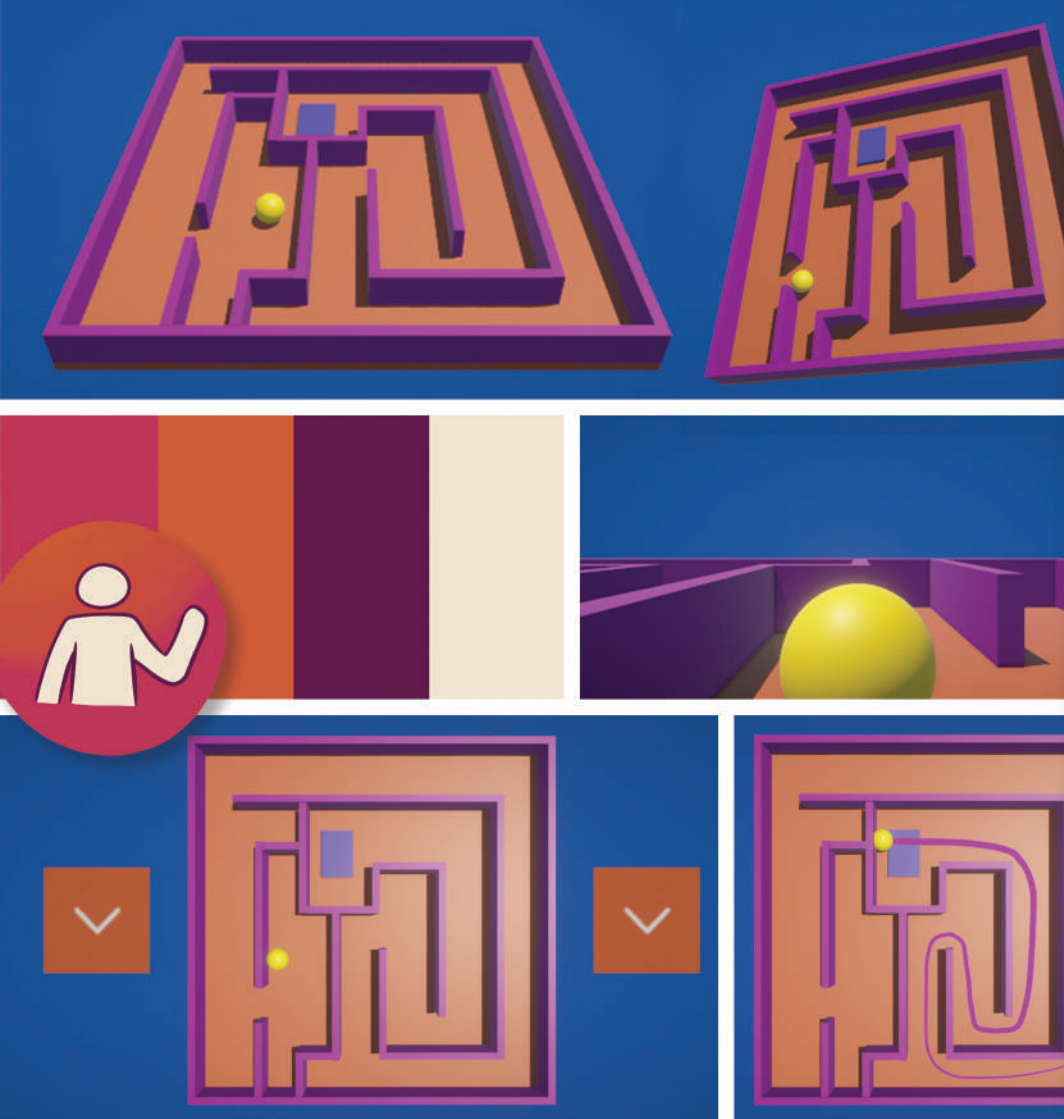


NIKKI SO-BEER

oVRcome: A Game for Depression

'Working memory' is the short-term memory used to execute a task—however, it can become impaired by depression. We designed a mobile VR game for oVRcome's mild depression treatment program to help players improve their working memory. Our game challenges a player's ability to remember a path through a maze and retrace that path backwards using gaze control. We developed four potential maze navigation methods and provided a style guide and narrative design recommendations for player engagement.

✉ nikkisobeer@gmail.com



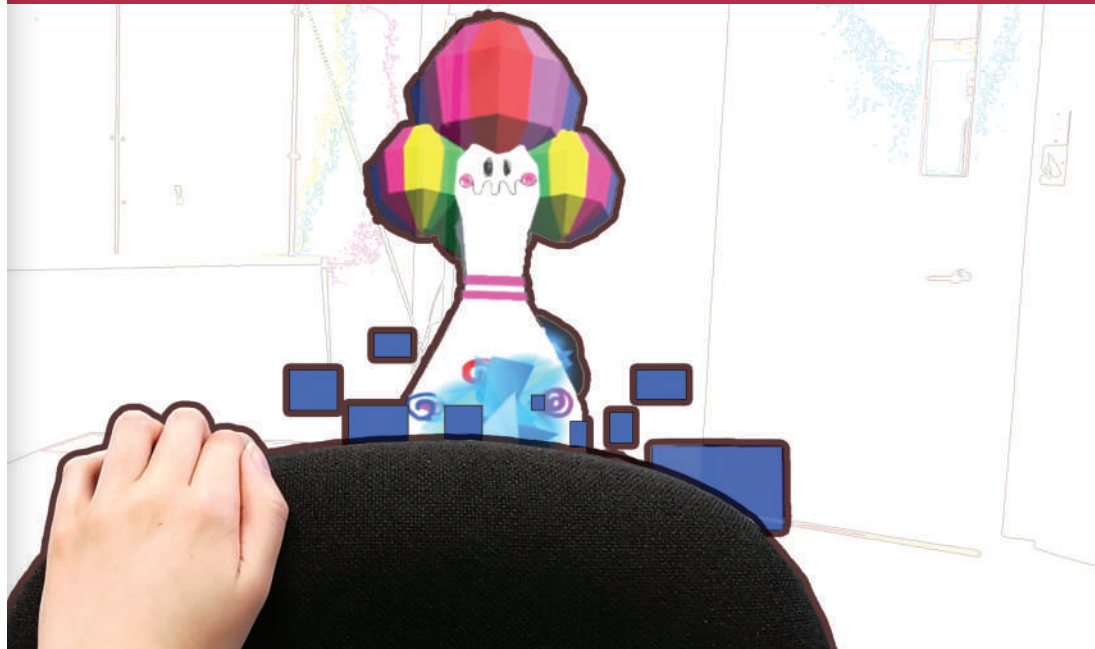
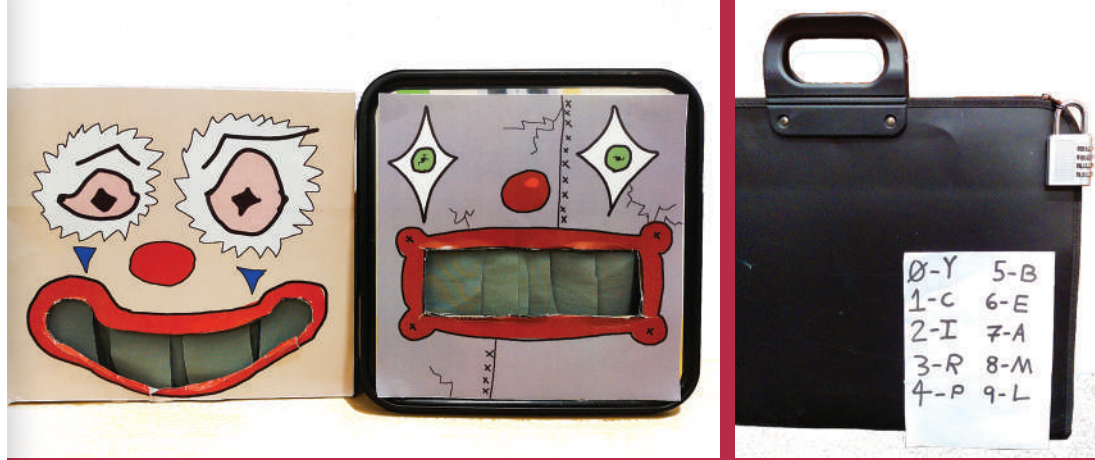


MIA SWART

Mr. Marlow's Manor of Mayhem

In our project, we sought to explore the potential of AR as a gaming medium, as we identified that many existing AR games need to use the space between the physical and the digital fully. We came to the solution of an augmented reality escape room with puzzles designed to facilitate engaging AR experiences. Players must use the physical and virtual world to their advantage to be freed from the clutches of Marlow the clown.

✉ mia@swart.co.nz



PERISHABLE MOTORS



CLEO THOMPSON

Perishable Motors

Perishable Motors is a 2D top-down strategy game where you play as a moving city in a post-apocalyptic land and must collect and manage resources to survive. The game's goal is to make it to the end goal, more fertile land, by collecting scrap and water to keep your city alive while maintaining its citizens and avoiding other mobile cities. The game and setting are based on the mortal engines movie, originally released in 2017.

✉ thompsoncleo4@gmail.com



AIDEN VAN ZUILEN

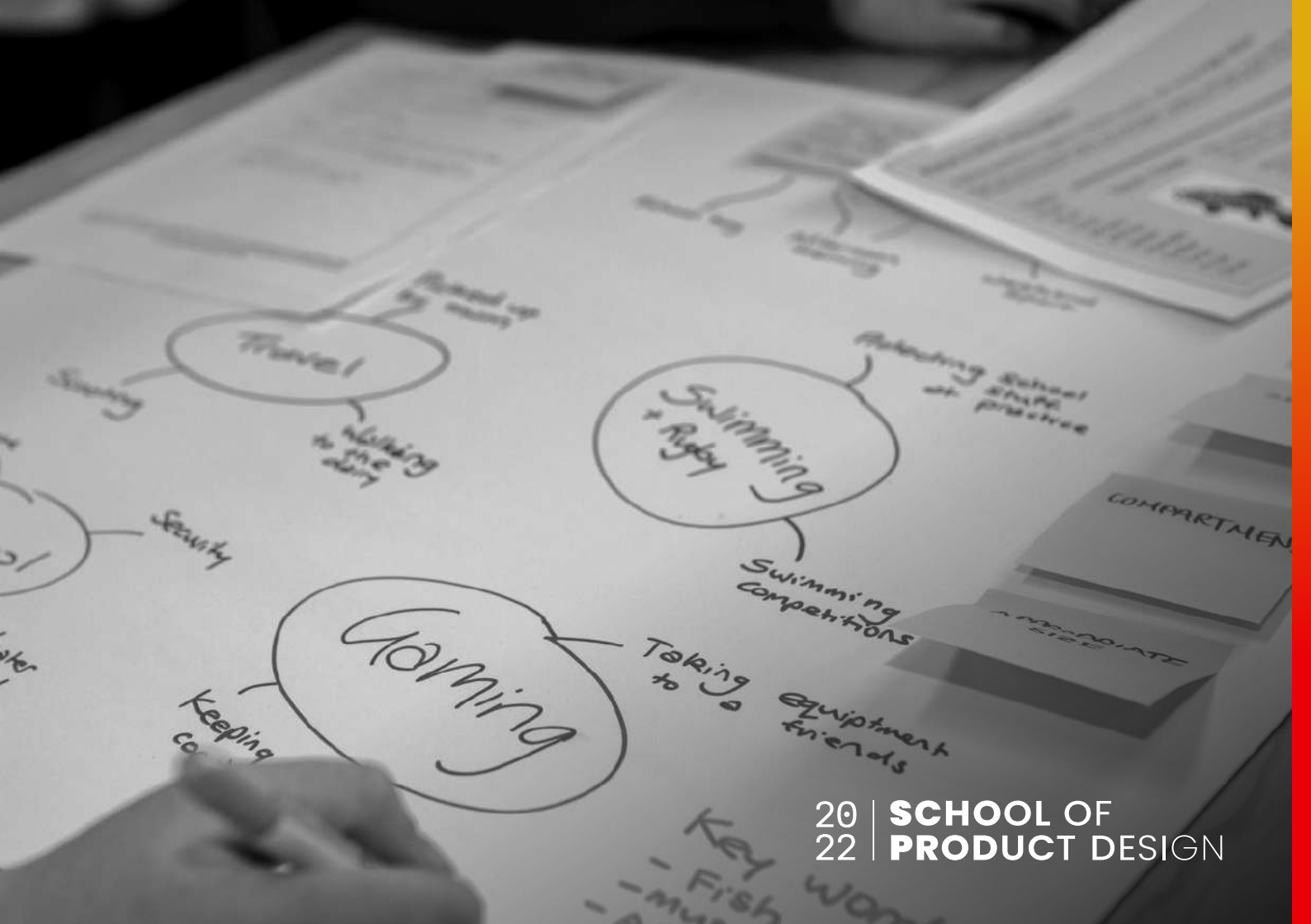
Perishable Motors

Perishable Motors is a 2D top-down strategy game where you play as a moving city in a post-apocalyptic land and must collect and manage resources to survive. The game and setting are based on the mortal engine's movie, originally released in 2017. I worked on the game mechanics and feature implementation in unity. The game aims to travel north to more suitable land by collecting and managing your resources.

✉ aidenvanzuielen@gmail.com

The image displays two screenshots from the game Perishable Motors. The top screenshot shows an 'Upgrades' menu with three options: 'Water Storage Upgrade', 'Engine Efficiency Upgrade', and 'Scrap Storage Upgrade'. The top left of this menu shows 'Total Upgrades 0/4'. The right side of the menu shows a small map with various colored circles representing resources or terrain.

The bottom screenshot shows a larger game map. On the left, a 'Traction City' is shown with the following stats: 'Structural Integrity: 9 / 10' and 'Scrap : 9 / 10'. A '-1 Water' label is also present. In the center, a blue lake is visible. On the right, a river flows, and a 'Citizens' panel shows 'Water : 7 / 10' and 'Population: 10 / 20'. Further right, a 'Tier' panel shows 'Max Turn Movement: 4', 'Remaining Turn Movement: 4', 'Tier 1 / 3', 'Tier Requirements: Scrap : 10, Water : 10, Citizens : 20'. At the bottom right, there are buttons for 'Increase Tier' and 'Next Turn'. A large dark brown banner at the bottom center contains the text 'PERISHABLE MOTORS' in blue. At the bottom left, there is a button labeled 'Upgrades'.



Travel
Study
Planning the day
Based on...

Swimming & Rugby
Reducing school staff at practice
Swimming competitions

Gaming
Keeping...
Taking to equipment friends

COMPARTMEN
A MIND MAP

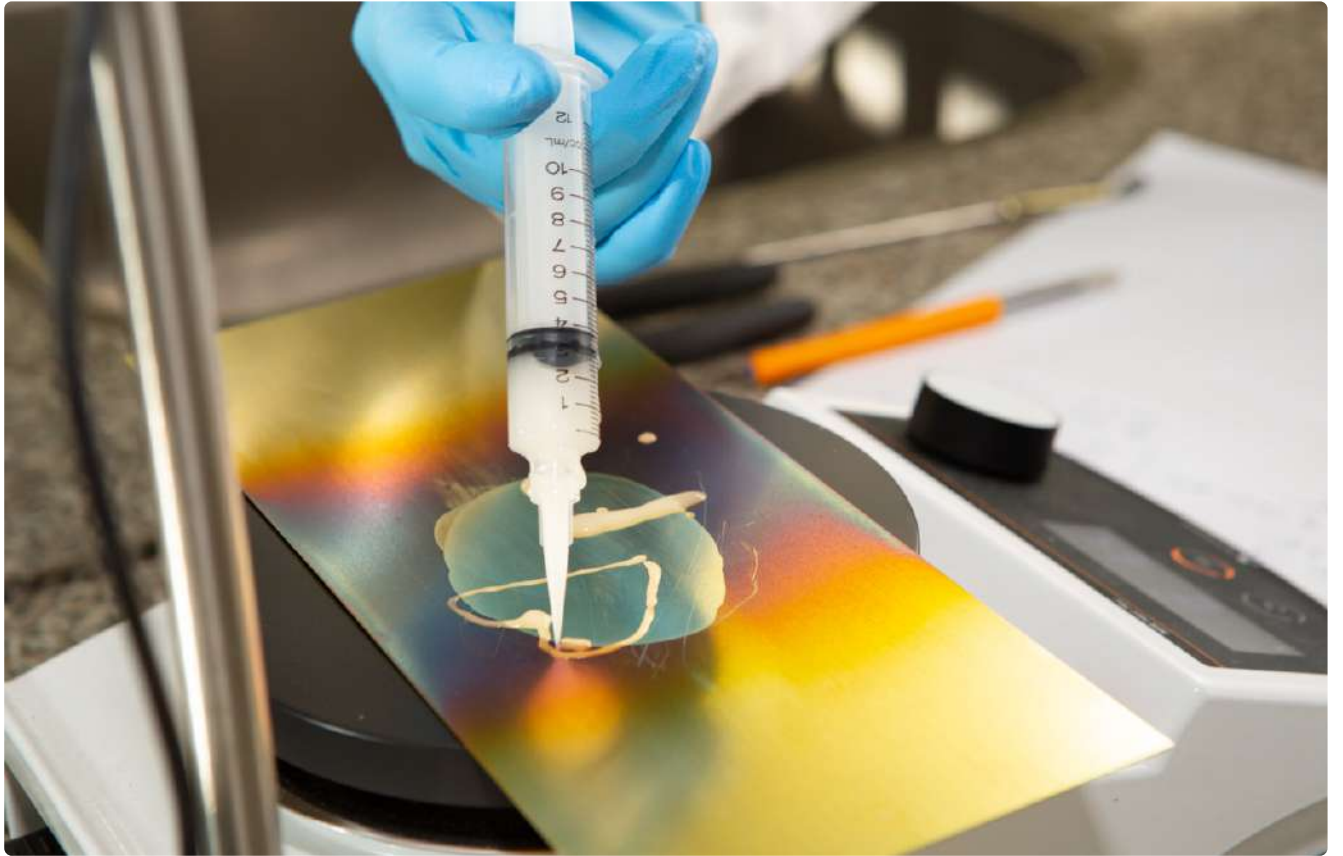
Key words
- Fish
- mu
- A

CHEMICAL
FORMULATION
DESIGN

CHEMICAL FORMULATION DESIGN

This stream looks at designing products from weedkillers to lipstick, healthcare and cosmetics. Formulation designers are needed in the innovator and generic pharmaceutical industries and for all sorts of chemical products, including cosmetics, fragrances, paints, foods, adhesives, and many household products. The Formulation Laboratories are where students create a range of formulations and conduct their research. The formulation labs include formulation science, a fully-equipped fragrance design lab and, from 2021, a new research lab and a food-grade formulation lab. Equipped with sophisticated scientific instruments such as a gas chromatograph-mass spectrometer, freeze dryers, blending and tableting machines, and equipment for extracting active ingredients from plants. Students attend formal formulation science labs and have flexible access during their main design projects to create their various lotions and potions.







JESSICA ALLOWAY

ASCEND Travel Care

ASCEND provides travellers with a functional, simple but effective travel care range that integrates seamlessly into their daily routine while travelling, allowing them to start their travels with the right foot forward. The range targets the leading cause of travel-related issues—dehydration. The collection includes a Barrier Protecting Cream, Rehydration Tablets, and Travel Support Capsules formulated using hydrating ingredients, including essential electrolytes and potent skin moisturising actives to improve body and skin hydration, allowing you to well and ascend.

✉ Jessica.alloway5@gmail.com





STEPHANIE BAIN

NOT COFFEE

'Not Coffee' is an innovative functional beverage range created as a convenient, non-sweet, and allergen-friendly drink alternative to coffee.

These products are designed to support balanced energy levels and enhance mental cognition by using whole foods and science-backed active ingredients. Roasted and brewed cacao creates a sophisticated and complex flavour profile for those who are more accustomed to drinking coffee. The product range includes a ready-to-drink cacao oat latte and cacao oat-milk latte powder.

✉ steph10799@gmail.com





TIANA FISK

EDEN

EDEN is an agrochemical plant care company designed specifically for houseplants. Our company values Sustainability, Reliability, and Safety, with a target market of working 25-55-year-old females looking for luxury agrochemicals to care for their plants. The two formulated products in this line are the Solid Fertiliser and Plant Protectant. Both use 100% renewable ingredients to provide nutrients and broad-spectrum protection, coming in the dosage forms of granules and a suspoemulsion to provide the best care for your plants.

✉ tiana.fisk@yahoo.co.nz





RUBY HAUS

Skinfuel—Full coverage skincare for men

Skinfuel is a full-coverage skincare brand for men that focuses on removing the stigma of men not wearing makeup. Offering beneficial products and ingredients covering the problem areas and making men feel confident in their skin. Skinfuel is there to create products with clean, natural and New Zealand-derived ingredients. The line consists of a scalp, beard fill powder, and a solid mattifying concealer.

✉ rubyghaus@gmail.com



NATALIE JONGEN

Rose Coast Skincare Line

Rose Coast aims to deliver a modern and sophisticated skincare product line that puts the beauty and health of ourselves and the planet first. The product line consists of 2 initial products: Sea Salt Scalp and Body Scrub and Sea Salt Infused Acne Patches. The product line combines the ocean's healing properties through Marlborough flaky sea salt blended with natural flower botanicals. The cardboard box contains wildflowers seeds that can be planted after purchase.

✉ nataliejongen@gmail.com





MONIQUE LAU

EndoSoothe

EndoSoothe aims to provide side-effect-free and natural soothing for women with endometriosis and chronic symptoms. We strive to deliver accessible, effective and natural products and empower women while increasing awareness of endometriosis. The products aim to soothe a range of symptoms common with endometriosis, including discomfort in the abdomen, lower back and breasts, nausea and chronic fatigue.

✉ monique.lau.nz@gmail.com



TOM LE FLEMING

Umoood.

Umoood's products aim at consumers wanting juice or gummies with immunity and mood-boosting benefits from our saffron extract and beta-glucan, both backed by science. Umoood has a company philosophy that "you matter", which emphasises that an individual's health is our main concern. We recognise that when you are physically sick, your mood is also affected, which often prevents you from doing everything you want to and being your best self.

✉ tomlf461@gmail.com





JIA LIU

AGRI+

AGRI+ specialises in controlling pests in gardens. The garden health product line consists of two formulated products. The first product, slug bait, is made of environmentally friendly and pet-safe ingredients to attract slugs, which can be used in conjunction with the AGRI+ slug trap to achieve better results. The second product is a biodegradable pesticide called All-Purpose Pesticide, which is powder-dose and can be used to eliminate aphids and other common garden pests.

✉ jli333@uclive.ac.nz



MADISON MAY

Rae Suncare

Created to reduce skin cancer rates in New Zealand, Rae is a line of sun care products designed to support Kiwis with sun safety. Inside the sunscreen pod is the recommended dosage for your face, neck and ears, relieving consumers of the responsibility of remembering how much they need to apply. The after-sun mist is enhanced with kanuka honey and harakeke gel, offering anti-inflammatory support and helping to soothe and replenish the skin.

✉ madisonellamay@gmail.com





MOLLY MCGURK

LUMI

Lumi is a skincare line aimed to protect against the effects of blue light on the skin. The skincare line consists of a water gel moisturiser and hydrating mist containing the active ingredient Halorubin. This active ingredient is responsible for the formulations' blue light protection. This activity combines glycerin and xanthophylls, making it an effective antioxidant, fighting free radicals, absorbing blue light and preventing water loss of cells.

✉ molly.mcgurk@xtra.co.nz



SKYLA MURRAY

Soular

Soular is an innovative sun care brand designed to protect and repair skin after exposure to UV rays. Not everyone enjoys wearing a hat, but most agree they dislike being sunburnt. Soular combines these needs to produce Halo—Powdered scalp sun protection and Revive—every day after sun serum. Each product has been efficacy tested and proven to block the sun or regenerate skin cells. This product range tackles the problem of increasing skin cancer in New Zealand.

✉ skyla.murray10@gmail.com



Co9

feel gorgeous without
guilt



ANA O'DONNELL

Co9 Hair

Co9 is a haircare brand focused on creating sustainable and efficacy-based formulations. Co9 boasts a unique biodegradable bioplastic bottle and scientifically backed formulations. Its product range includes a cream and a rinse hair sealant, which use Co9's remarkable combination of active ingredients called the Co9mplex™, targeted at protecting the cuticle, reducing frizz and balancing volume. Lastly, this range is positioned to appeal to 17-30 y/o females who want more out of their sustainable products, feeling gorgeous without guilt.

✉ anaclareodonnell@gmail.com





ELLA REARDON

CHEEK

CHEEK is a butt-obsessed skincare company giving the butt the attention it deserves. This collection was formulated as a solution to many widespread concerns that are seen as taboo to talk about. The products include an exfoliating oil for butt blemishes, a preventative chafing roll-on, soothing wipes for razor bumps, and a firming leave-on foam. Bottoms Up, Babes.

✉ ella.reardon1@gmail.com





ANNA TAYLOR

Go Dairy & Co

Go Dairy & Co brings you an inclusive and innovative fermented dairy snack brand so you can taste dairy differently. The product line includes Kefir, a probiotic yoghurt drink and the Zeebar, a dairy snack bar. This novel solution to dairy snacking is new to the New Zealand market. Each product has been hand-crafted with the finest ingredients to bring you a range of flavours that all can enjoy.

✉ annataylor0@gmail.com





SHARI WEBBER

echo

Post-acute Covid is the persistence of symptoms between 4-12 weeks after the initial Covid-19 infection. It is approximated 10% of Covid-19 cases become post-acute Covid. Echo strives to create products that support those suffering from the acute symptoms of post-acute Covid using natural ingredients used in traditional medicines and backed by science. The current product line consists of an energy gummy, focus & memory effervescent, and muscle & joint balm.

✉ shariwebbernz@gmail.com



find your
rhythm



Circa



XANTHE WHALLEY

Circa

Circa focuses on helping to restore the natural rhythm of burnt-out young professionals and vegetarians/vegans. By creating formulations that help boost levels of amino acids, vitamins and minerals and pairing them with powerful adaptogens and botanicals, Circa aims to help the next generation change the world.

✉ xanthewhalley@yahoo.co.nz





TALIA WIREPA

Soule

Creating products directly from the soul for the sole. The Soule brand ignites passion and encompasses the history of sneaker culture in everything it does. This exclusive product line has been carefully crafted to assist in the maintenance of sneakers. Combining elements of luxury and quality, the range includes the Soule Quartz cleaner, Soule Ice sole restorer and the Soule Arome fine fragrance. Formulations that not only preserve sneakers but preserve the lifestyle of the sneaker community.

✉ taliawirepa@gmail.com

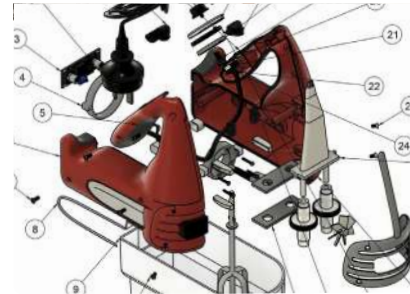
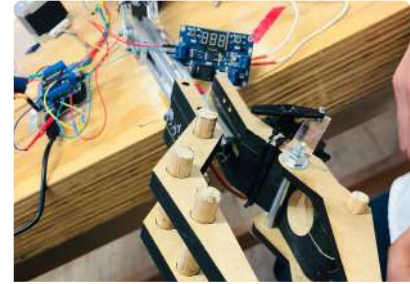




**INDUSTRIAL
PRODUCT
DESIGN**

INDUSTRIAL PRODUCT DESIGN

Every product we buy has a combination of elements in both design and usability. This major teaches how to design products that solve a problem and create the desire in consumers, using hand sketching and ideation methods, computer-aided design (CAD), and physical prototyping. Our Makerspaces are where students develop, design and produce handcrafted models as well as assemble and as well as finishing high-quality prototypes. Available equipment covers an enormous range of modern maker needs, including 3D printers, laser cutters, vacuum formers, hand mills, numerous workshop machines, electronics, a CNC router and other equipment to turn digital designs into physical concept models. Materials used by the students include foam, cardboard, wood, plastic, steel, resins, textiles, glass and more, depending on what they have designed and the intended functionality.







RYAN AMER

Bloom

Bloom is a mental agility application catered towards the elderly. This application provides the elderly with cognitive games to test their problem solving, language, maths, speed, and memory skills. It provides TV trivia to combat passive media consumption which can be played solo or with friends. It also provides a social hub which connects users' interests to real world event suggestions to create social opportunities and spark new connections.

✉ rtamer12@gmail.com



Bloom

Mental Agility Application
for the Elderly.

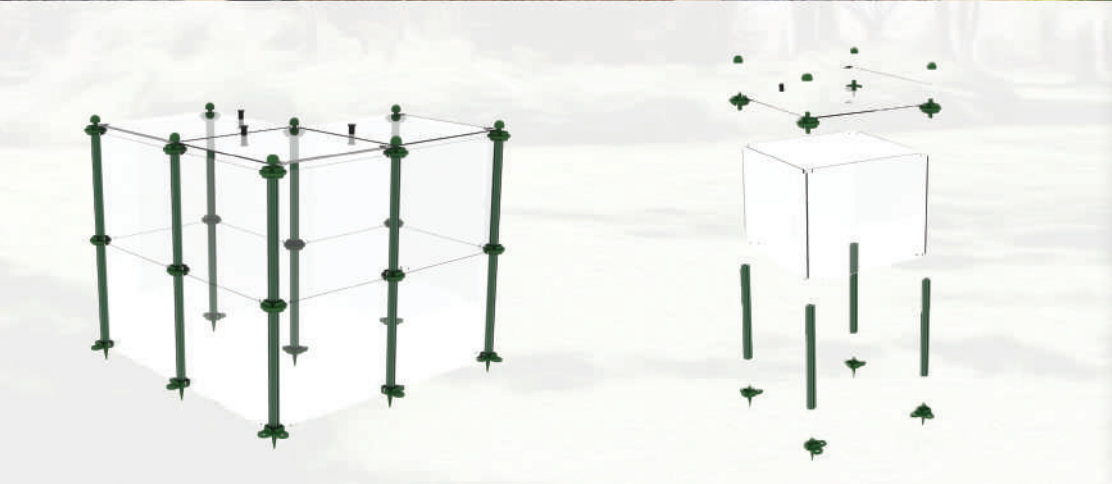


KATE ATKINSON

Grow Home Greenhouse

Grow Home Greenhouse is a modular greenhouse that encourages New Zealanders to grow and cultivate vegetables in urban environments. It enables all ages to gain the physical, mental and emotional benefits that come from a home garden. The design includes nine parts that can be used in endless configurations to create a greenhouse that can fit any garden size from a balcony planter box to a large, raised backyard bed.

✉ kateemilyatkinson@gmail.com





REUBEN BEARPARK

ESCAPADE Outdoor Communications

The main aim of this project was to develop a simple, easy to use and marketable product that allowed users to easily communicate and have on demand location data on group members when needed, doing this all without the use of traditional Infrastructure such as cell networks or internet. The end product delivered on this with a super compact, pocketable, lightweight and affordable device capable of long-range messaging in the outdoors.

✉ reubens062@gmail.com





DOMINIC BELL

Kaitiaki

This product is the Kaitiaki, designed for spear divers to combat ocean waste. It's a chest harness with a pouch on the front for securing diving knives, with a GPS system on the back for tracking information on dives. The GPS sends information to an App that is designed to promote sustainable and healthy living within communities, so that spear divers can lead their communities in looking after the ocean and keeping the ocean clean and healthy for future generations.

✉ dombell1010@gmail.com



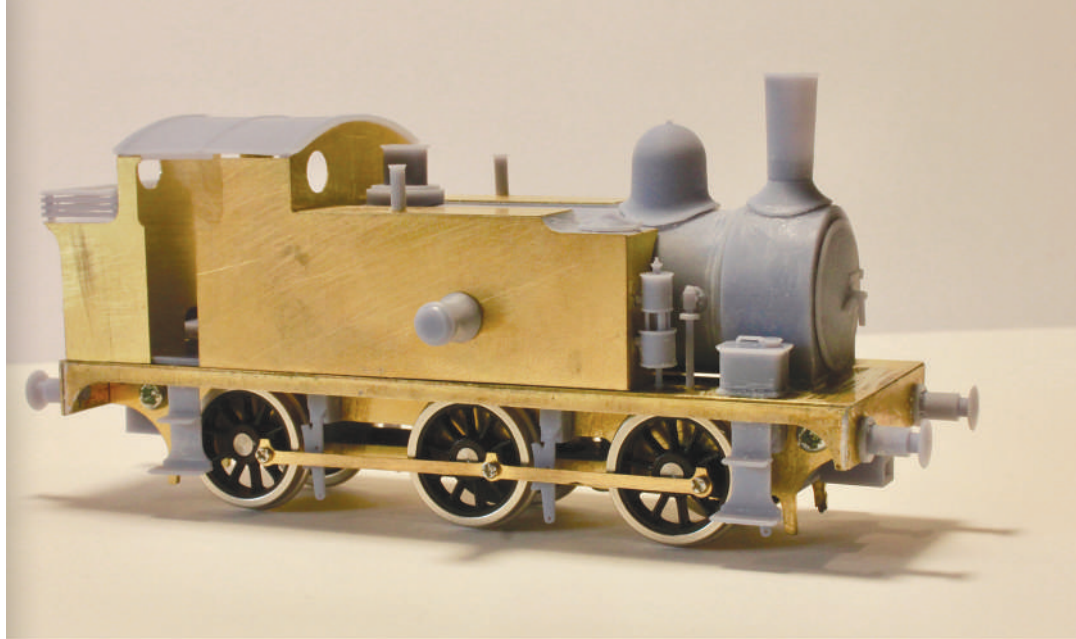
CELYN BENNET

Model Locomotive Construction Aid

This project looked at designing a model locomotive kit for beginner modellers who are passionate about railway modelling but do not feel they have the skill required to build a model locomotive.

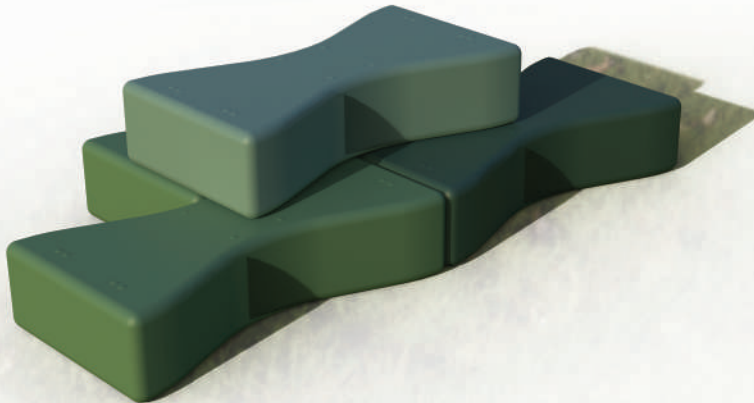
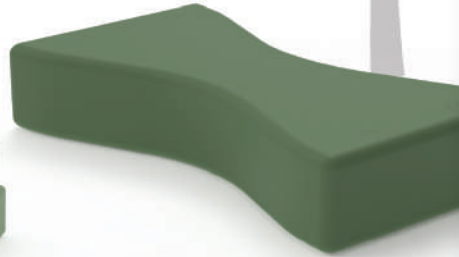
This project used the Great Eastern Railways Class S56 as the prototype for the model, and the kit was designed in 1:76 scale for 00 gauge track. The product needed to support and educate beginner locomotive modellers while sustaining motivation, encouraging perseverance and building community.

✉ Bennet.celyn@gmail.com



PARK UP

Recycled for Recreation



MOLLY BIRD

PARK UP—Recycled Urban Furniture

Ōtākaro Avon River Corridor, once a residential area, is now neglected land. PARK UP delivers an alternative stacking approach to street furniture to restore its potential. Recycled HDPE provides design flexibility as opposed to the use of traditional materials. Purpose-built to adapt to varying locations along the OARC. PARK UP offers a range of uses, including a place to rest, play or exercise. Offering more public spaces will increase users' interaction with the area, regenerating the communities spirit. Come park up.

✉ mollybird08@gmail.com

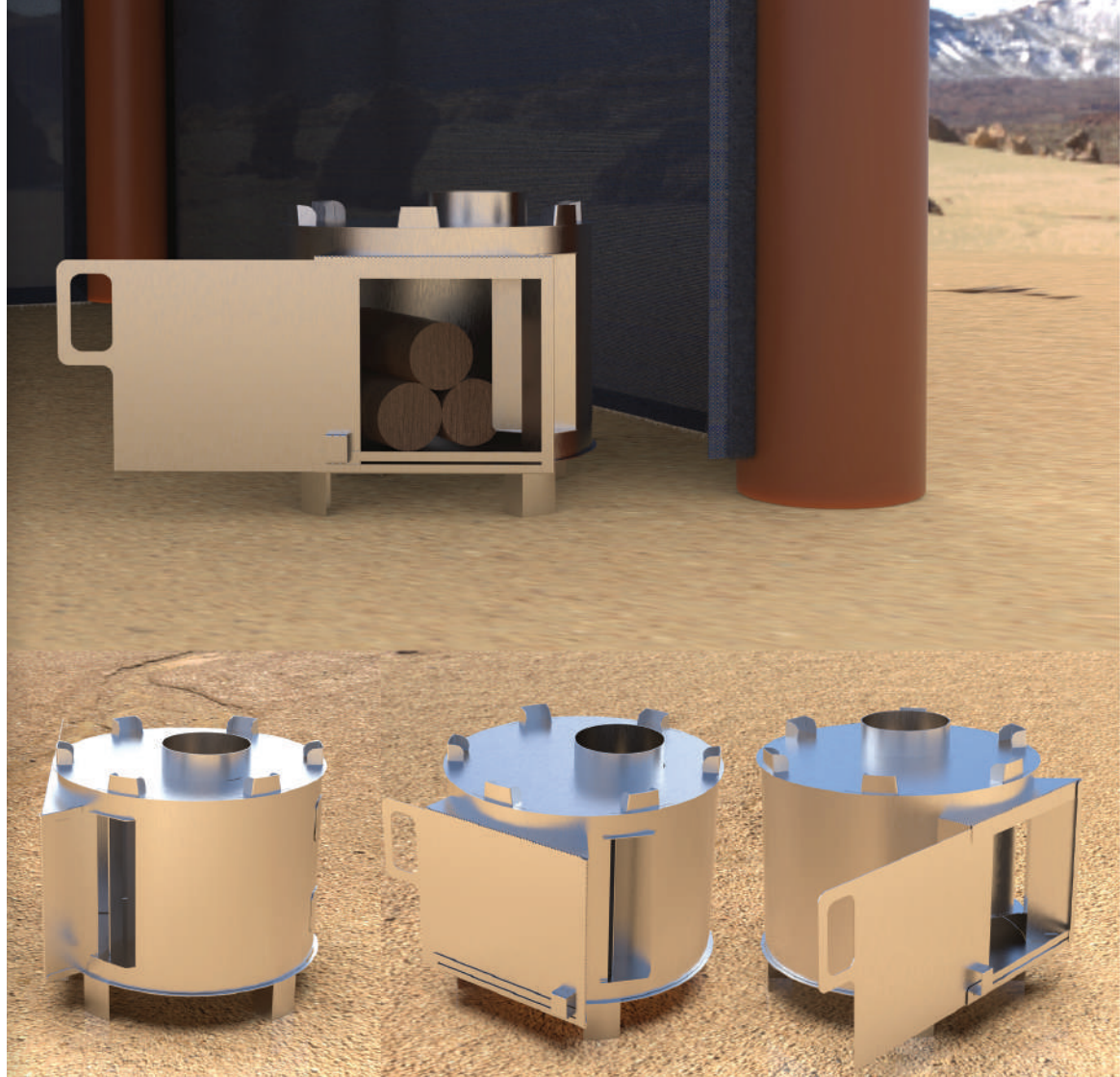


ALEC CALDWELL

Tent Fire Woodstove

This design aimed to create a safe and highly efficient flatpack stainless steel woodfire stove for less than NZD 16.40 that can be assembled with essential tools with no fasteners. These woodstoves are to be laser cut in New Zealand, shipped to Syria and assembled by locals for a daily wage.

✉ alecc1108@gmail.com





JOSHUA CAMMOCK-ELLIOTT

Take Charge

Take charge is a service that aims to empower EV owners charging habits. Take charge is powered through the design of a 7.2kwh portable battery pack, that is capable of being dropped beside users vehicles and charged during the night.

✉ jca8126@gmail.com



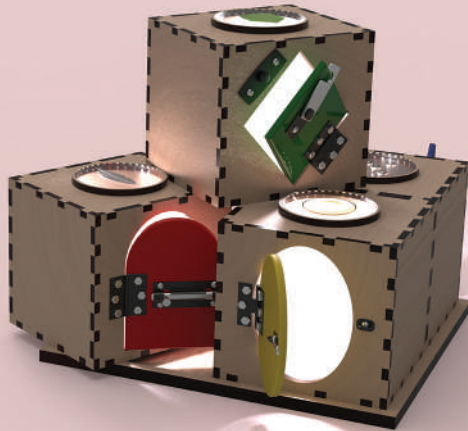
JAY KENNETH CAMPUGAN

Nature Fall v1

Nature Fall v1 is a fully sustainable playground tile, made out of high-density cork and recycled rubber, for the modern playground. It utilises a honeycomb structure to improve mechanical performance while using less materials.

✉ jay_campugan@outlook.com





JASON CHEN

The Mystery Lockbox

The Mystery Lockbox is a piece of multi-sensory interactive equipment that is meticulously designed for people who experience autism.

People with impairments feel rejection from society. Inclusivity and diversity are frequently seen as fundamental principles by people, whether it's from an ethical or moral standpoint. However, when people tried applying these traits, they just tended to avoid them.

The goal is to reunite the community so that disabled people can live with others in a secure and inclusive environment.

✉ jasonchenblackops3@gmail.com





ANGUS CRAMPTON

SeaBoard

SeaBoard is a natural redevelopment of plasterboard. Much like standard plasterboard, SeaBoard is primarily made up of gypsum, a naturally occurring and abundant material, however SeaBoard substitutes harmful additives such as fibreglass and vermiculite for seaweed and hemp. Together seaweed and hemp are “the best combo for the tradie since the pie and V.” They provide excellent carbon sequestering, fire retardancy and flexural strength capabilities whilst allowing any SeaBoard waste to be recycled into fertilizer and mulch for agricultural use.

✉ aclacrampton@gmail.com



SeaBoard



JOEL CUTLER

The DiaBand

The DiaBand addresses the issue of the new self-monitoring sensors used in Diabetes management being easy to break and limit the users in their everyday lives. The DiaBand was created with heavy user input and was made to address problem areas, such as physical exercise, labour-intensive work and water use, which is where the sensors were found to be damaged. The three sizes were designed to allow the user to find the right size for them.

✉ joel.cutler7@gmail.com





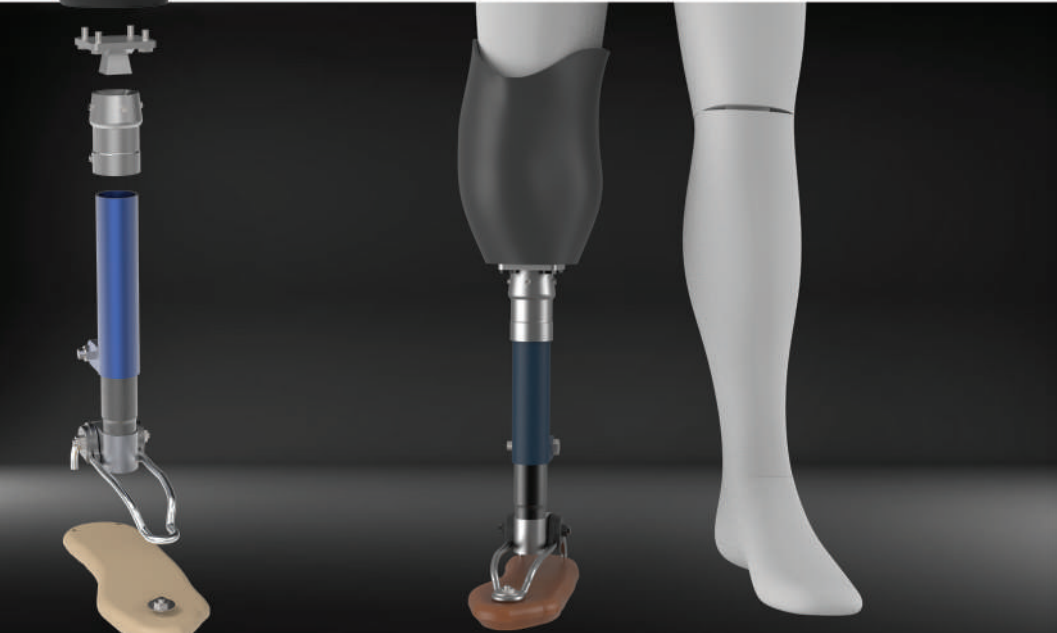
GINA DAVIS

Keep Racers Riding

KRR was inspired by convenience and design for the future. Racing mountain bikes and downhill bikes on such variable terrain causes punctures and mechanical issues to occur. During a race, this is not desirable as time needed for repairs may detrimentally impact the rider's ability to qualify for the next round. KRR aims to assist riders to utilise the optimal tyre pressure for the terrain they are riding and the weather conditions they are faced with. This is a system which will inflate tyres quickly and read internal tyre pressures, while being as environmentally conscience as possible.

✉ gda65@uclive.ac.nz





BEN DODDS

Design an Adjustable Transtibial Prosthetic For Amputees in Cambodia

The impact of losing a limb or limbs due to contact with land mines in developing nations has had severe consequences on people's health and ability to continue to work. This project aims to design a prosthetic limb that can be adjusted as limbs grow. The project has been commissioned by co-founder and CEO Russell Taylor of EcoCARE Pacific Trust, whose primary aim is to provide a viable prostheses design that suits the Cambodian climate and considers the sociological impacts of wearing a prosthetic limb.

✉ bmd54@uclive.ac.nz



JAMES DUNNE

Hydrofoil Ski Biscuit

The project was to join a hydrofoil and ski biscuit that would allow three riders to control the direction and height of the biscuit by shifting their bodyweight(s). The aim was to replicate the unique ride experience of earlier flying ski biscuits, without the risk of injury or death that resulted from falls from flying biscuits.

✉ jpd79@uclive.ac.nz





LUCAS DUTTON

OptiSeats

This project was centred around using generative design to create an optimized and customizable bike seat for high performance cyclist. In my project I designed the sub structure that is attached to a carbon fibre seat post. The generative design is set up so that it can be fully customizable to a persons weight, seat angle, post geometry, saddle size, and have the padding altered to a persons sit bones.

✉ lucas13dutton@gmail.com



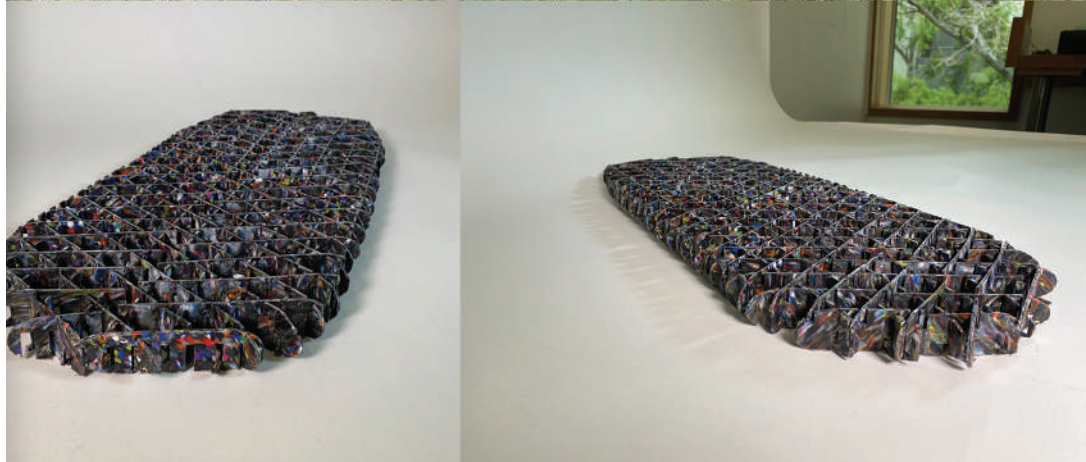
LOCHIEL ESPINER

Eco—Core

Surfboard development has come a long way from the traditional solid planks of wood of the past, to lightweight performance based polystyrene boards. However, this evolution has come with environmental issues. This project aims to re-design the internal core of surfboards, making them more sustainable, pushing the next step of surfboard evolution by using PLA plastic to create a recycled modular core that helps combat these issues.

“High performance doesn’t mean high environmental cost”

✉ lochielespiner@gmail.com





ZHENGQING FU

Edit Planet

Edit Planet is a 3D puzzle game for children or adults that can be offered for multiple players to compete or play independently. It consists of five pentagonal puzzles with different terrains. By combining puzzles to create your own planet and then discovering the animals that may live on it based on the puzzles you put together, players can learn about animals and their environment as they play.

✉ zfu19@uclive.ac.nz



POPPY FULTON

Pack-It Jacket

The Pack-It Jacket is designed specifically for the traveller who always seems to have overweight bags. The jacket has a total of sixteen pockets for storing excess luggage, creating a puffer-like jacket when filled with items and can fit around 4kgs. It can be worn in two different lengths as well as having the ability to zip off the sleeves to create a vest. Simply fill the jacket with items and wear on the airplane to avoid additional luggage fees.

✉ poppyfulton@gmail.com

PACK-IT JACKET

Wearable Luggage

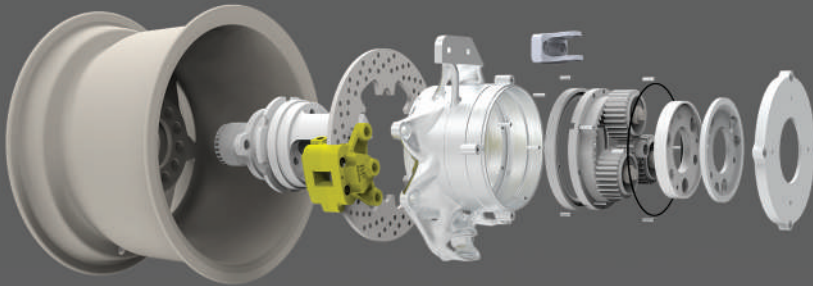


Long jacket stuffed Short jacket stuffed Short vest stuffed Long vest stuffed



Long jacket unstuffed Short jacket unstuffed Short vest unstuffed Long vest unstuffed





TOBY GAIRE

Generative Design for Formula Student Racing

This project utilizes cutting edge technology to create optimised parts for the suspension system of the university of canterbury's FSAE teams electric race car.

✉ toby.gaire73@gmail.com



LAURA GANT

Ecohedron

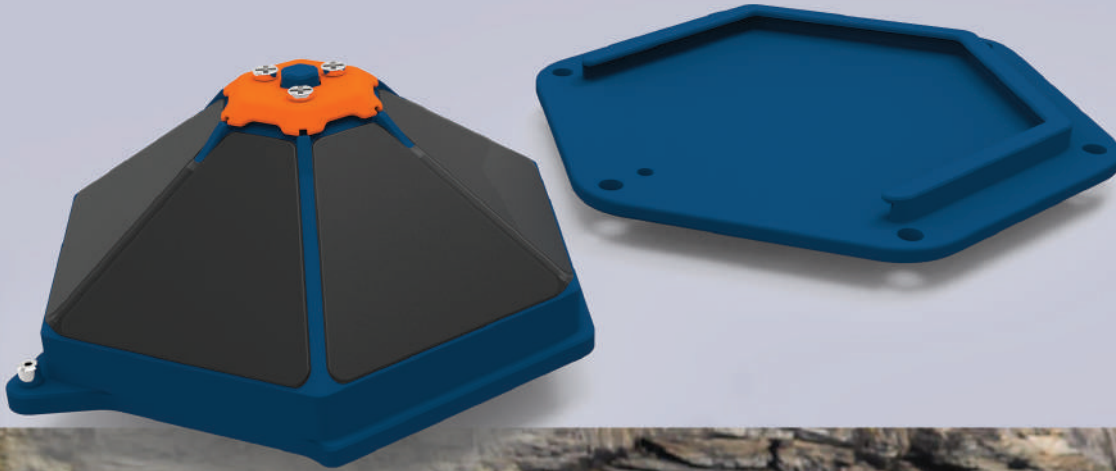
Ecohedron is a tabletop game, delivering an enjoyable, educational and tactile experience all in one package. Each player must roll the coloured dice and pick corresponding NZ bird, food and environment tiles to magnetize to their dodecahedron ecosystem. Action cards teach players about climate change, sustainability and biodiversity loss. The winner of Ecohedron is the first player to complete their ecosystem—however all players are able to enjoy the tactile experience of creating their own ‘world.’

✉ lauragant14@gmail.com

ECOHEDRON

LEARN THROUGH PLAY





OSCAR GOODMAN

Rearguard

Gearguard solves one of the causes of fishing gear loss. 1 million tonnes of fishing gear is lost into the ocean annually, killing marine life and destroying ocean health. Gearguard provides a solution for cost effectively tracking fishing gear. This allows fishing companies to keep their fishing gear in operation for as long as possible, while limiting the occurrence of fishing gear loss. Gearguard also makes it easier for fishing companies to recover fishing gear once lost.

✉ oscar@novation.nz



LEWIS GUY

Tools for Woodfire

The majority of current wood fire tools on the market are old fashioned, many taking design cues for the iron blacksmithing age. This kind of design works well with the vintage style stand-a-lone fireplaces that are in many New Zealand homes and still available on the market today. However, they create a stark contrast with the design of modern, classy wood fires that Escea are providing. My project covers my fresh, modern take on this product.

✉ lewissguy@gmail.com





JASON HALL

Duel Fit Roller

The Duel Fit Roller is a new, more compact and portable foam roller. Its sleek design eliminates the bulkiness of traditional rollers.

✉ jasonhall706@gmail.com





BEN HOFMANS

StratoCyclone

The StratoCyclone is an all-in-one package designed to be flown aboard an aircraft at 65,000ft—where it will collect samples of Interplanetary Dust Particles (IDP's) and Microplastics present in the air, storing them safely to be analysed by scientists on the ground.

A few key focus points for this project were:

- Eliminating contamination (only collecting particles at high altitude!)
- Reducing risk of damage to (often fragile) IDP's and lastly,
- Improving the user experience for technicians and eliminating risky sample handling

✉ keimpe@hofmans.info





AYA HONZAWA

FIT Chair

Home office workers suffer from excessive stress and burnout even after the pandemic due to the rapidly changing work environment. This project explored solutions that positively impact workers' mental health and well-being. The final solution was a chair with a fitness ball designed to improve inactivity and sedentary lifestyles. Constructed with a durable birch wood frame with a polyacrylic finish to enhance wear and scratch resistance. In addition, the breathable mesh fabric seating also provides a comfortable home office experience.

✉ honzawa.aya@gmail.com



LIAM HOOPER

Kind Cup

Kind Cup is an alternative to conventional single use coffee cups.

Kind Cup arrives at a cafe folded flat reducing the size of transport packaging and reducing the amount of space needed in a cafe to store the same number of conventional single use cups and lids.

Kind Cup also has an integral lid eliminating the need for plastic removeable lids.

Unfolding Kind Cup is easy as, just squeeze the sides of the flattened cup for it to pop open.

✉ liamjameshooper@gmail.com



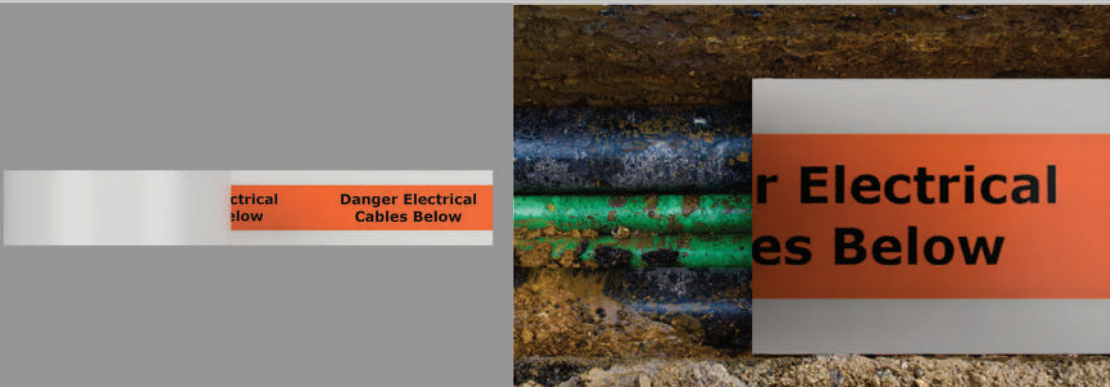


THOMAS HUGHES

EcoRoll

The EcoRoll is a hard cable cover designed to protect electrical cables underground. It is lighter, thinner and safer to install than any other products on the market.

✉ tomjhughes12@gmail.com





HANNAH JEPSEN

BioForge

BioForge is a living wall system with a focus on promoting biophilic cities and human centered design to bring underutilised urban spaces to life. It makes use of locally sourced compostable waste materials and a soil-less substrate to produce a lightweight system that can be installed onto existing temporary construction fences. BioForge is ideal for screening off building work and ensuring privacy for the site, while simultaneously providing a greener frontage for passersby.

✉ hannahmjepsen@gmail.com



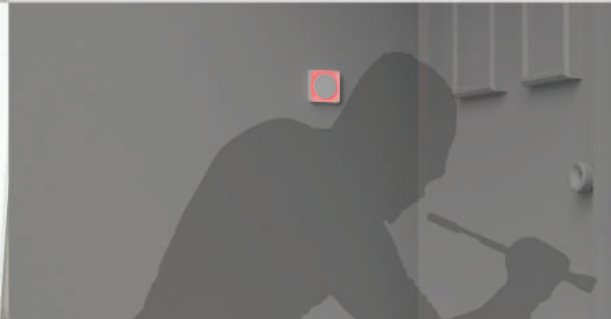
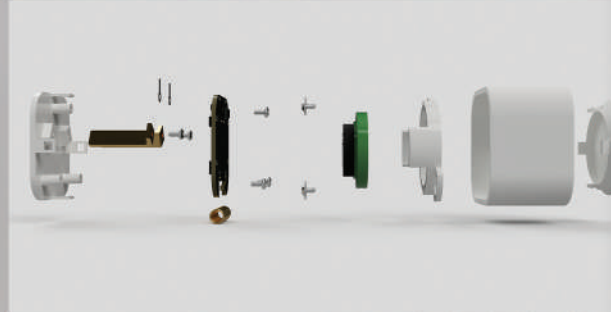


CHENGJUN JIANG

GUANG

GUANG is an intelligent exterior light that effectively works as a home deterrent. It utilized research from multiple psychology fields into the design and combined wireless doorbells as an additional function to offer users more convenience. Also, it enhances the connections between neighbours to build a safer community.

✉ [jcyj991201@gmail.com](mailto:jcj991201@gmail.com)



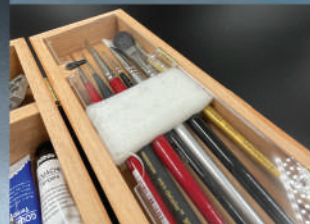


ANDIE JUDGE

Wayfarer Artistry Box

The Wayfarer Artistry Box is a storage solution for artists that travel. This project aimed to solve the problem of paint brushes and other art supplies getting damaged both during travel and in a home setting. This product solves that problem by giving artists multiple compartments for storing different types and sizes of art supplies, one of those compartments being specifically for brushes to protect them from damage. It is strong and durable while also being aesthetic for home use.

✉ andiebug16@outlook.co.nz





LUKE KAY

Quick Guard

The Quick Guard is a life jacket designed for surf Lifeguards in New Zealand and worldwide. It is designed to cut down on the time it takes to put on and take off the life jacket which ultimately cuts down on rescue times, it does this while also being slim fitting and comfortable to wear. This design also works well in other applications as well such as outdoor water sports like jets skiing, water skiing, wakeboarding and fishing.

✉ lukekay532@gmail.com



ANGUS KEAST

Take a Seat

Redesign of the 'Shooting Stick Seat' to allow for a more comfortable user experience when spectating sports from the sideline without negating from the social aspect of sport watching. The design is height adjustable to be appropriate for all user sizes and suitable for use on all surfaces. The design also doubles as a walking pole.

✉ anguskeast17@gmail.com





SEBASTIAN KERR

Cobra Collapsible Electric Guitar

The main goal of this project was to design an electric guitar that could collapse down into a size that could fit inside an everyday backpack. I wanted the guitar to have the same functionality and feel of normal electric guitars in order for it to be a seamless transition for guitarists. The neck hinges backwards and the strings are tensioned through a lever above the neck. The body of the guitar also folds in and out through metal bars.

✉ seb.b.kerr@gmail.com



THEO KRAUSE

Cradle

Hello, I'm Theo and I designed the Cradle.

The Cradle is intended to offer pet owners a way to commemorate their pet's life through a living memorial. At the centre of the Cradle is a compartment for keepsake items such as collars or ashes with a plant resting on top. When watering the plant, the added weight will allow the Cradle to unfurl. The Cradle is transportable, allowing the memory of your pet to travel with you wherever you go.

✉ theowithajt@gmail.com





FLORENCE LEE-JONES

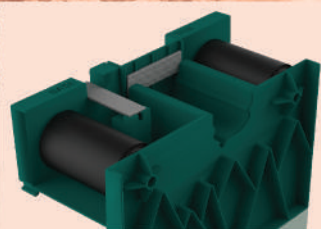
EZtune—Ski Servicer

The EZtune encourages skiers to tune their own skis in an approachable and intuitive fashion, helping to improve knowledge and understanding of how skis are made and function. Edge sharpening and wax removal can be achieved by using files, brush and scraper provided. Movement of ski over tools is facilitated by rollers allowing easy sideways motion, so user can focus on pressure applied. All provided tools can be stored in the closed position, which is ideal for storage and transport.

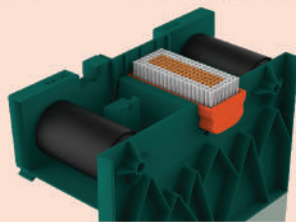
✉ flolejo@icloud.com

Open in use
Position

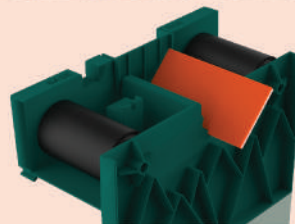
Closed
Position



File Attachment



Brush Attachment



Wax Scraper Attachment



ANNEKE LOCKHART

Sonar Sight

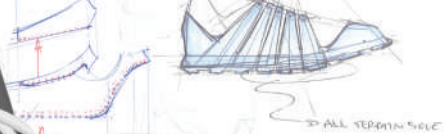
Sonar Sight is a wearable harness fitted with ultrasonic sensors. The sensors provide feedback of objects within 2.5 meters to the user through vibration motors which are embedded in the belt of the harness.

The vibration of the motors indicates the distance of the objects; the closer the object the more frequent the vibration.

Sonar Sight is designed to facilitate independence of blind and low-vision individuals by alerting the user of obstacles around them to facilitate navigation and mitigate injury.

✉ anneke.lockhart4779@gmail.com





stitch

a lighter footprint



JOSH MALLET

Stitch

Stitch is an environmentally ethical modular sneaker, designed to live forever. This simple design provides an innovative solution to the over consumption that currently dominates the shoe industry. The glueless construction challenges the ordinary product life cycle of the modern day sneaker by allowing the user to easily interchange broken components for new ones, keeping the rest of the sneaker alive!

✉ joshmallett22@gmail.com



JAMES MCNEIL

Press Play

Press Play is about designing a product that can help support early childhood teaching at home. The Culture Pad is a plastic drawing tablet that helps children utilise all cognitive functions in their brains through the use of writing, drawing and colouring. Using an LED screen, the users will have the ability to trace over supplied imagery or implement full creative freedom to their drawings. The end goal is to have created a short story that can be stapled together.

✉ jamesmcneil2002@gmail.com





GERALDINE MOFFAT

The Polynesian Voyage

For my final year project, I designed an interactive board game that teaches children aspects of Polynesian voyaging techniques used to migrate to New Zealand. My goal was to create an interactive activity to support positive family relationships through learning knowledge from the past. This game is centred around learning the different sections of the “star compass” which is the key technique used to stay on course where voyagers would memorise star positions to track their journeys through the ocean.

✉ geraldine.moffat23@gmail.com



KATE NIELSEN

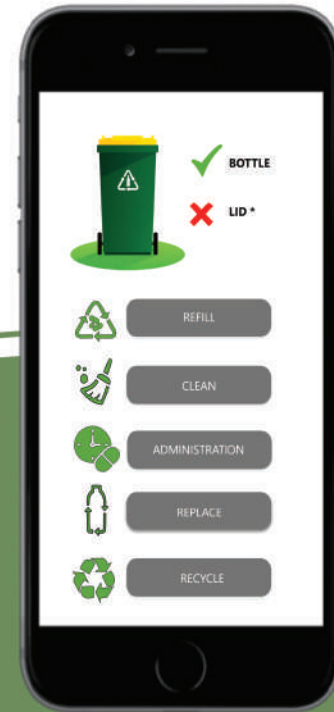
Without the Waste—Recircle

This project re-imagines nutraceutical packaging by offering a re-use scheme for iron supplements as an alternative for the single-use packages that currently dominate the market. The product consists of two stackable glass containers with twistable lids as well as an app containing all vital product information such as cleaning, refilling, recycling information. This provides health and environmentally conscious consumers with a more sustainable method of renewing their iron supplements without the waste.

✉ kelizanielsen@gmail.com

RECIRCLE

a reuse system for iron supplements



Grow

the reuse recycle system



FRANCESCA PADRUTT

Grow—The Reuse Recycle System

Grow is a reuse recycle plant pot system, designed to reduce the amount of plastic plant pots entering landfills. This project was inspired by my love of plants and the growing mountain of single use plastic plant pots in my garage. Due to excessive consumption, many plastic plant pots aren't recycled correctly, resulting in their entry into landfills. The three-part "Grow" system aims to tackle this growing problem by implementing a deposit system, a unique plant pot, and an app.

✉ padruttf@gmail.com





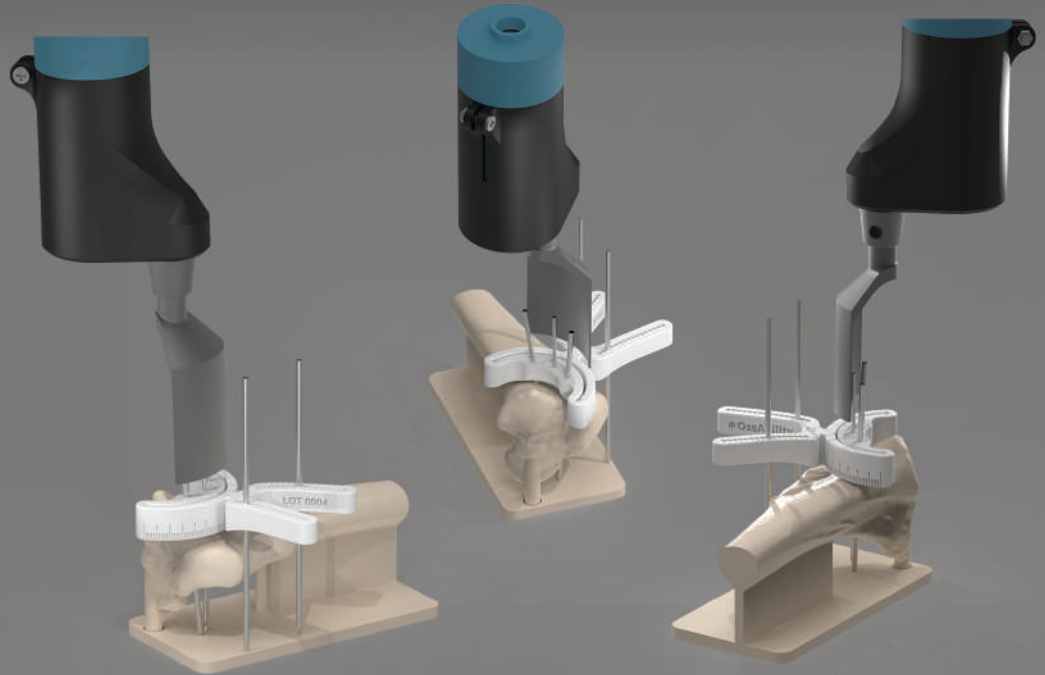
BRYN PARISH

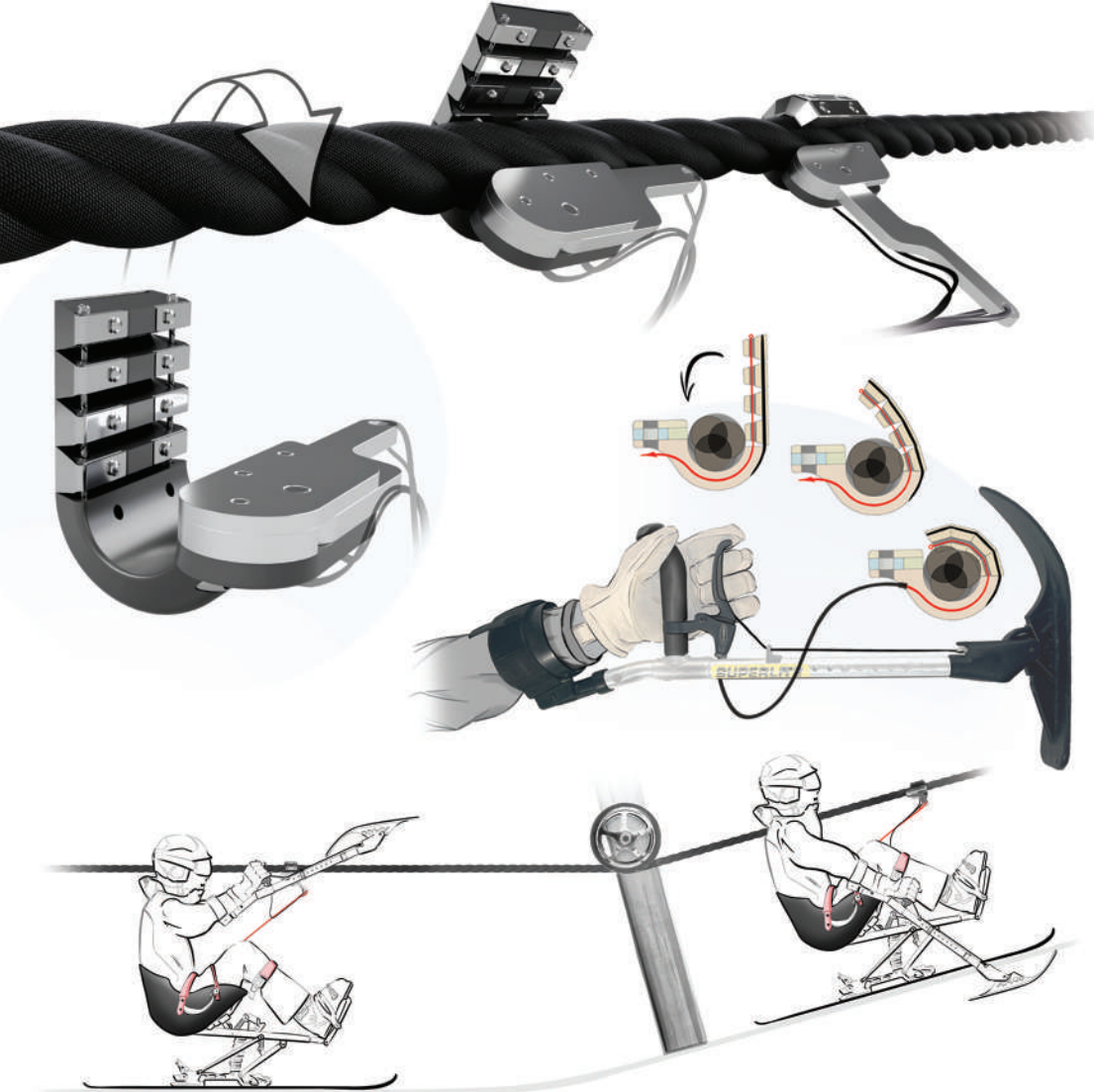
TPLO Saw

TPLO is a surgery designed to help repair the cruciate ligament in canines. With the surgical tools costing up to \$10,000NZD, there is a large barrier to entry for new veterinarians to learn how to complete this surgery. In partnership with OssAbility, a low cost alternative is required to aid these veterinarians in training before investing in the surgical tools to complete the job. This product simply attaches onto a household tool turning it into a TPLO saw.

✉ bryn.parish725@gmail.com

TPLO Saw





ED PARKER

Adapt Ascend

The simple rope tow has long been an efficient means of alpine ascension. Commonplace throughout the club fields of New Zealand, skiers use a nutcracker clamping device to grip the rope, ascending the mountain via a tethered harness. This requires the use of both hands, which is problematic for adaptive skiers who use outriggers for stability. Adapt Ascend is rope gripper designed to enable independent use of rope tows for adaptive skiers.

✉ edparkerdesign@gmail.com

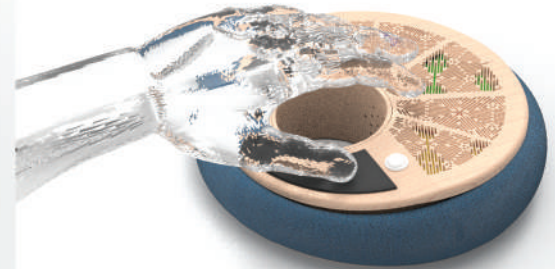
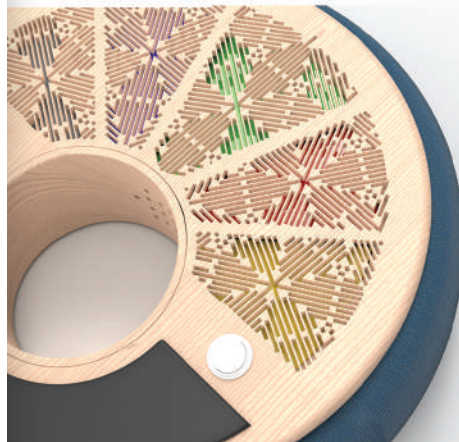


DARYL PEREZ

Mind Sync

Mind Sync is designed for people aged 65 and up. It provides a variety of sensory information to engage the user's brain and minimise cognitive decline. To activate this device, a series of tones and lights are produced, and the user is required to repeat the sequence, which improves their memory and encourages them to use the device more frequently.

✉ pdaryl30@outlook.com





BEN PETRIE

LoRa Predator Tracking Collar

The LoRa tracking collar is designed for New Zealand's invasive predators of a wide range of weights and is easily reusable and modifiable.

The collar contains GPS and LoRa electronics and battery currently being developed for Manaaki Whenua Land Care Research. The LoRa feature of the collar transmits the GPS data directly to the researcher making it easier to retrieve the information. This will help researchers to better understand the pests that are more resistant to traditional pest management strategies.

✉ ben.petrie@uclive.ac.nz



OLIVIA POWELL

City Haven Homeless Shelter

This project concentrates on the problem of not enough adequate shelter for the individual segment of the homeless population. The design process I took lead me to a shelter concept which incorporated existing structures and decoration seen within major cities, in this case being billboard posters. This idea gives a unique point of difference from existing shelters as it can be utilised both day and night, as well as by both the homeless population and local businesses.

✉ livvyrose.p@gmail.com



The Future of Functional Shelter Design





JOE ROBERT

Tu Ki Te Waahi—Stop in Place Snowboard Brake

Runaway snowboards have created a danger to all mountain users due to modern snowboard leashes becoming shorter and an ever-increasing number of snowboarders not using a leash. The Tu Ki Te Waahi Snowboard Brake is designed to prevent these events from occurring and engages through the user simply stepping off their board as they usually would. This engages the brake, hooking the board in place so it cannot travel down the mountain and risk injuring others.

✉ joerobert2000@outlook.com



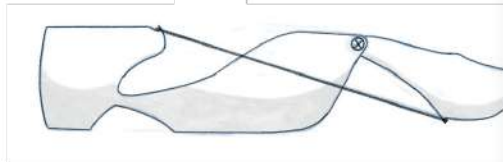
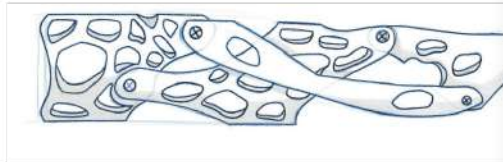
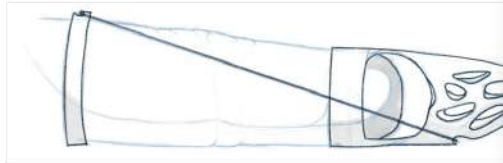
SAMUEL ROBERTS

TETRA Reefscape

'TETRA Reefscape' is a modular artificial reef structure, designed to mimic the look and function of sub-massive coral in areas where they are unable to grow. Coral reefs are one of the most diverse ecosystems in our world. It protects coastlines from storms and erosion, provides habitats for many marine organisms, and supports our fishing and tourism industries. Ocean acidification, climate change, and pollution are killing these ecosystems. TETRA aims to remedy this by being functional, versatile, customisable and biophilic.

✉ samadam.roberts@gmail.com





CHARLIE SHEPHERD

Flexi Prosthetics

The aim of this project was to develop a finger prosthetic for adults aged 18-40 years old, with a fingertip amputation. The prosthetic needed to restore function to the remaining finger, while remaining affordable. The final prosthetic is made from Polypropylene, which facilitates bending without breaking under repeated stress. The fingertip and base are made from elastic resin, with the fingertip insert increasing friction between the fingertip and an object, while the base insert makes the prosthetic more comfortable.

✉ charlieamshepherd@gmail.com



TOMMI SIITONEN

Happy Lunches

Single-use packaging for yoghurt that has been designed to minimise environmental impact and to improve the ease of opening for young children. The packaging has been designed for the recycling systems in New Zealand by complying with the material and dimensional criteria specified by waste management organisations. The mono-material design embodies the principles of the cradle-to-cradle concept and the intention of the design is to help us move past the current environmental issues of packaging without creating new issues.

✉ tommisiitonen97@gmail.com



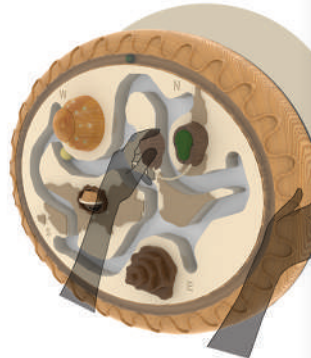
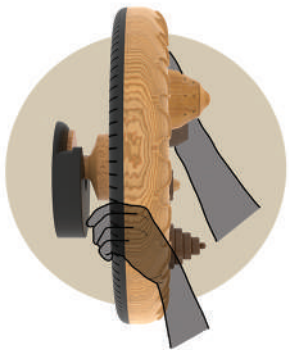


GEORGIA SOLLY

Multi-Sensory Tilt Maze

The Multi-Sensory Tilt Maze is a highly interactive product where the user's main goal is to tilt the frame to manoeuvre the ball around the track. This design is the perfect product for those looking for a positive sensory experience and stimulation. It is an all inclusive design fit for any sensory room whether personal or public with adjustable positioning for users with limited mobility. Build proprioceptive movement, develop visual tracking, and experience positive emotions through tactile and auditory moments.

✉ georgiasollydesign@gmail.com





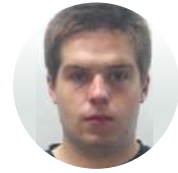
MAXIMUS STEVENSON

Luxury Outdoor Furniture Set

I created this project to create a luxury outdoor furniture set that would last and be easy to keep protected from the environment without compromising on looks, combability or ease of use.

✉ maximus.stevenson@outlook.com





SCOTT SYDER

Lego Brick Organiser

"Sorting through Lego bricks is a very time consuming process when it is done 100% manually. This product will work to reduce the time taken to sort through Lego bricks so users can spend more time building!"

The Lego Brick Organiser separates the bricks by relative size. The filters between the layers catch the bricks based on the stud width of each brick. Allowing a user to sort out Lego bricks with just a pour and a shake.

✉ ss.syder123@gmail.com



NICHOLAS SYKES

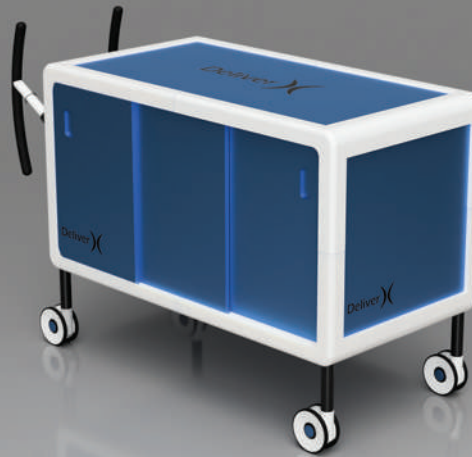
Christchurch Hospital Meal Delivery Trolley

I was tasked with designing a 'Food Delivery Trolley' for the Christchurch hospital campus. The food services department at Christchurch Hospital delivers approximately 650 patient meals at each meal service. The brief was to design a trolley that 'minimises moving and handling risk to the operating staff'.

The trolley I have designed incorporates an emergency brake system, folding handles, and a raised lowest tray height to accomplish making the trolley safer to use.

✉ Nick.b.sykes215@gmail.com

101



Deliver X



REINHARD TAY

Custom Chocolate Bar Mould Making

This is a custom 3D printed PLA chocolate bar mould designed for She Universe, a chocolate making company. They wanted a mould that fits the industry size with their logo, 3D design and at least a mass of 75g in a food-safe material. The mould has dimensions of 275mm x 175mm x 12mm that fitted the industry size well while the cavity size inside the mould is 82mm x 163mm x 6mm to get the ideal mass of roughly 75g, with extruded up logo and 3D design parts of 0.5mm.

✉ tay.reinhardjs@gmail.com



ABEL VAN BRUCHEM

The Organic Waste Issue

The Waste Sorted bin is a waste management solution, particularly for organic waste. This events focused bin is made to stand out and act as a stylish piece, unlike most common trash bins. It is also made to open up flat, allowing for waste to be sorted and waste diverted from landfill. Some benefits include: eliminating the need for plastic bin liners that create more waste, and reducing landfill costs for events.

✉ abelvb8@gmail.com

Waste Sorted



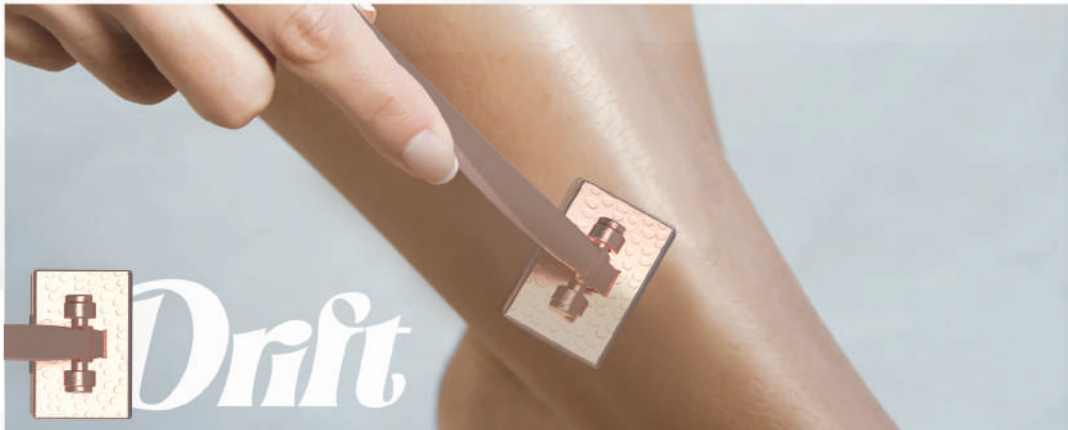


GRACE WALDEN

Drift

My mission was to design a sustainable razor that caters to the needs of women. Most disposable razors available are wasteful and non-recyclable. Existing eco-friendly razors often cause skin irritation due to poor ergonomics. Drift is the new sustainable razor that safely delivers a smooth shave. Drift allows for the individual blades to be replaced without disposing of the entire razor cartridge. The razor has a head that pivots and can easily glide over harsh contours.

✉ gracewalden13@gmail.com





ELLA WATERREUS

ReTyre

This project worked at finding the best possible method for extracting material out of a standard car tyre. The material found was rubber coated nylon, making it durable, flexible, wear resistant and provides grip. The brief was to generate another end-of-life alternative for tyres, there are millions disposed of annually, and recycling of them is rare, especially in smaller countries. Extracting these fibres, utilises an abundant waste material, and the process was developed into safe and consistent varying stages of automation.

✉ waterreusella@gmail.com



RETYRE
EXTRACTION PROCESS



OSCAR WEBB

Bloody Good Biochar

Bloody Good Biochar is an organic, carbon-negative fertiliser, which can be used to increase crop yields and sustainably sequester carbon for decades. Biochar production is a viable method of slowing the effects of climate change, and bringing the world closer to net-zero emissions by 2050. When used alongside other sustainable methods of land management, such as reforestation of marginal agricultural land, and the end of synthetic fertilisers, Biochar represents a vitally important step forward in sustainable agriculture.

✉ fairweatherinnovation@gmail.com

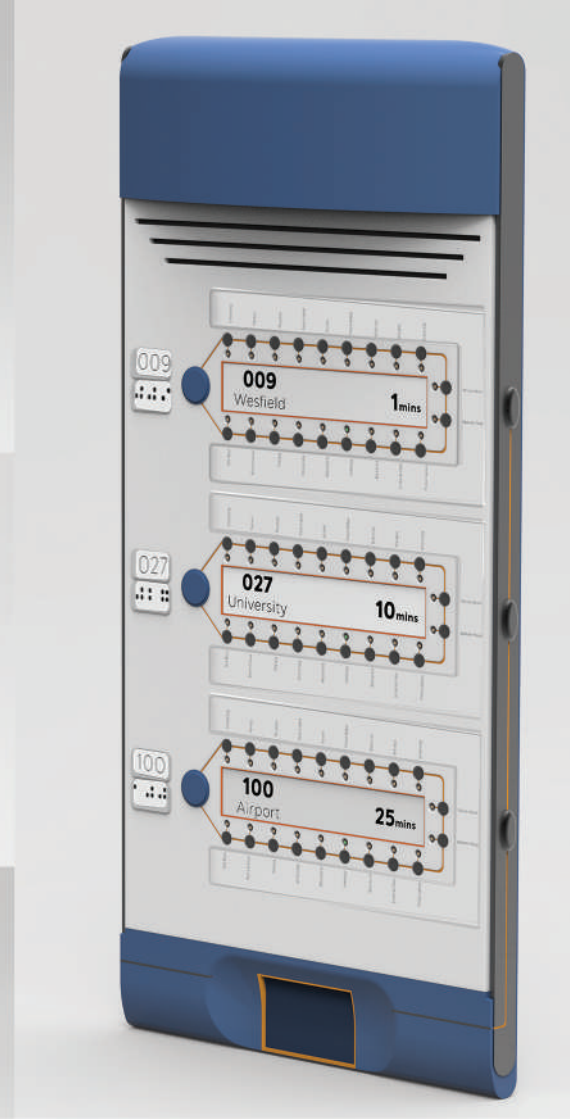
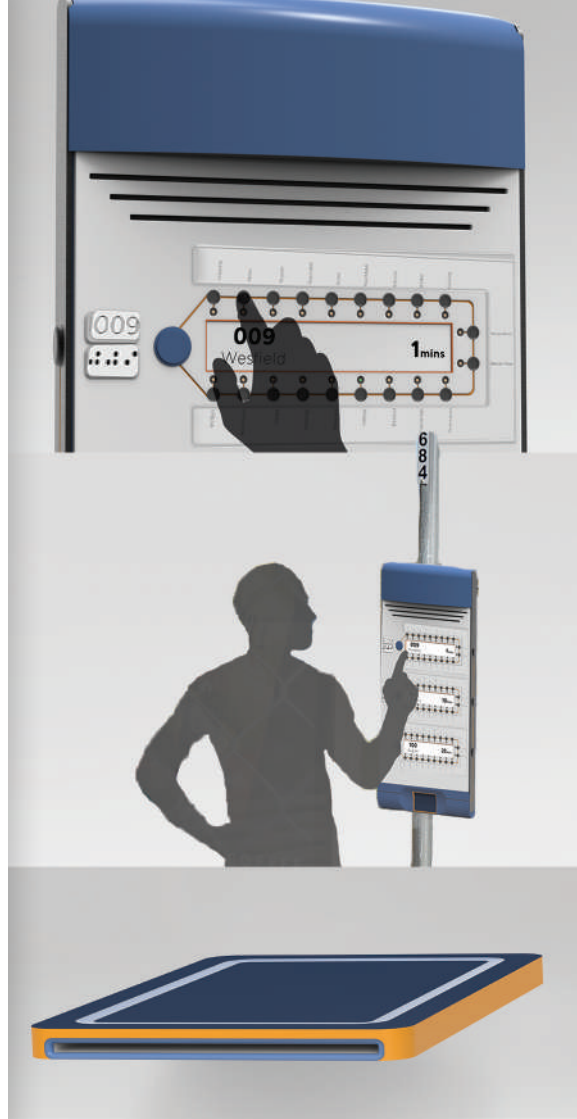


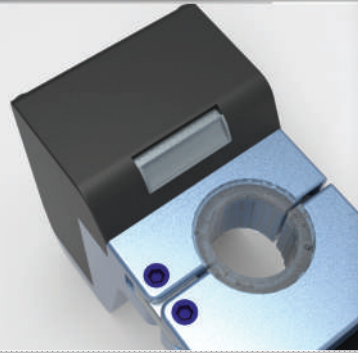
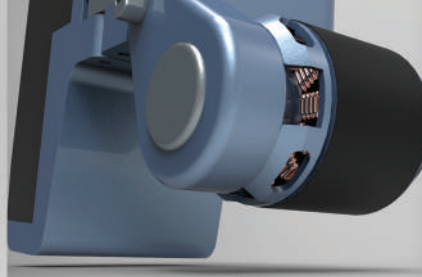
AIMEE WOOD

Inform Me

Inform Me is a bus information system to help those that are visually impaired using bus transport. Inform me allows the users to program and plan one's journey by selecting a bus and end stop via audio. This information is saved on a smart card that goes into a sleeve that vibrates with the bus information. When the bus is two minutes away the sleeve will vibrate twice. Will also vibrate to inform when to hop off the bus.

✉ aimee.wood234@gmail.com





XIAO ZHAO

Active Journey

"This design is a portable motor based on a bicycle. It is lightweight and small in size, can be quickly installed and dismantled without tools, and can be adapted to a variety of bicycle models. A variety of colors are available to meet the needs of different people. The purpose of the design is to help people reduce their dependence on cars and encourage them to travel green while increasing their physical fitness."

✉ zhaoxiaodggyx@gmail.com

POSTGRADUATE



MASTER OF PRODUCT DESIGN

The Master of Product Design (MProdDesign) takes advantage of UC's research expertise in a range of commerce, IT, and engineering fields. The programme provides a mixture of practical work and theory with original supervised research. Postgraduate studies in Product Design present students an opportunity to prepare for the ever-changing consumer market with advanced design, manufacturing, and business analysis skills. Students use dedicated facilities for creating and testing product ideas, e.g., design studios, laboratories, workshops, 3D printers, and a gaming lounge with AR and VR spaces and equipment.





MASTER OF PRODUCT INNOVATION

The Master of Product Innovation (MProdInnovation) is opened to students of any study background. The programme offers a perfect opportunity to access specialised facilities and industry experts at university while beginning to develop their product or business ideas. Product designers have an exciting and ever-changing career, needing to understand and anticipate market trends, design innovative concepts, and create interest in new products. Students get one-on-one support and guidance to help bring a project to life and ensure business success.



CALLUM MCGREGOR

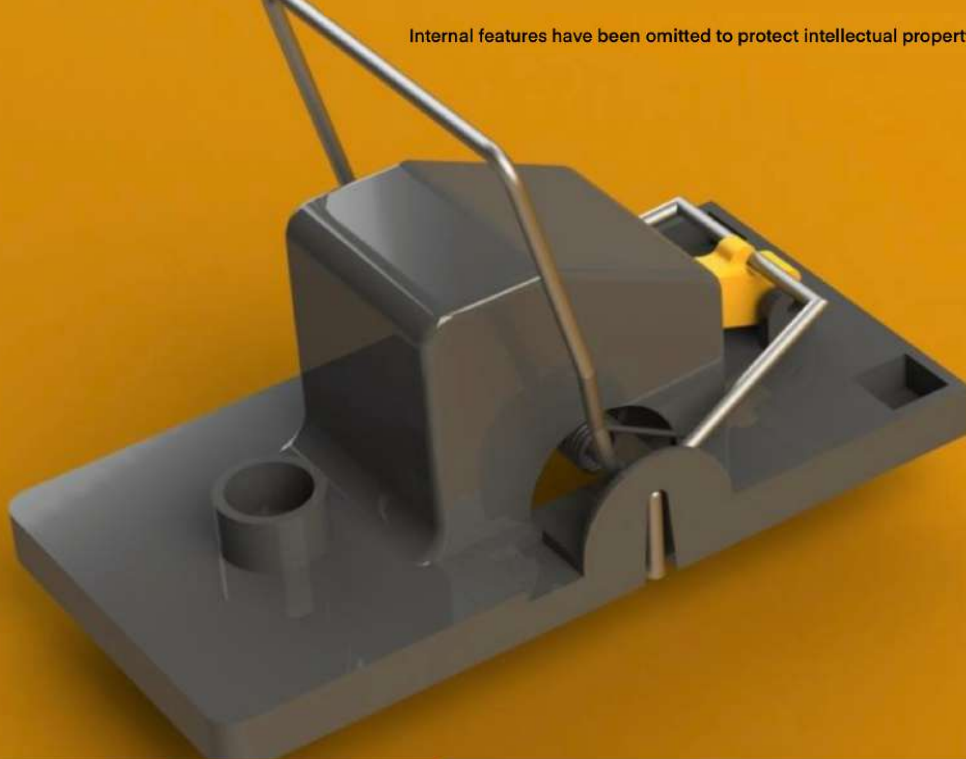
A Hybrid Design and Manufacture Approach for a Bespoke Prosthesis

My research began with looking into the current design manufacturing processes for orthotics and prostheses. This then extended into the study of more contemporary approaches using more digital design and manufacturing methods. A hybrid approach, using both manual and digital processes allowed for the design and generation of a custom assistive device used in deadlifting, using a large amount of iteration and testing due to the repeatable digital nature. Producing a working device with a high user satisfaction rating.

✉ callum172@gmail.com



Internal features have been omitted to protect intellectual property.

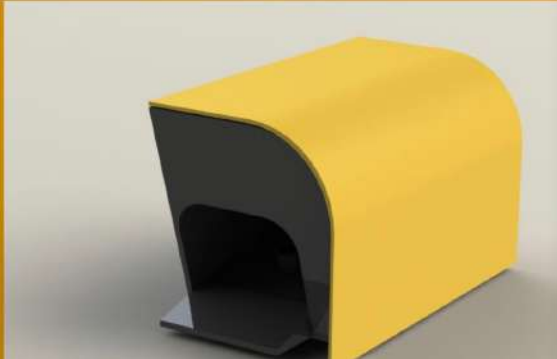
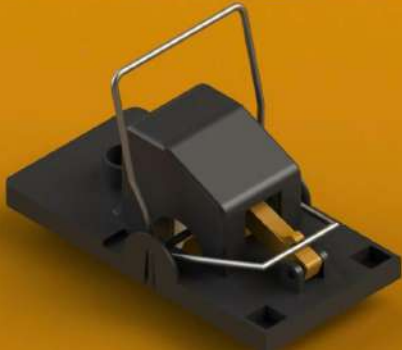


SOPHIE WILLIAMSON

Advanced, Accessible Rat Trap Redesign.

This design uses an electrical trigger mechanism to bridge the gap between traditional mechanical traps and incoming technological advancements. The electrical system opens doors for pairing spring traps with trigger notification technology for labour efficiency, species recognition, proximity sensors and daylight sensors to reduce by-catch. While initially designed for rats, it can be scaled and modified to suit a range of existing trap components and target pests. It targets a gap in the market in which advanced innovation is affordable.

✉ sw.industrialpd@gmail.com



— SCHOOL OF PRODUCT DESIGN —

MEMBERS OF STAFF

UC SCHOOL OF PRODUCT DESIGN

A message from the Head of School...

The graduating showcase and booklet provide the School of Product Design's whanau with an excellent opportunity to reflect upon the hard work and dedication of our graduating students. The cohort of 2022 have faced three challenging years of study and have risen to that challenge admirably. Through lockdowns and beyond, this cohort have shown incredibly creativity, resourcefulness, and tenacity to create the design solutions you see here. For our graduates, this booklet provides a snapshot in time as they

start their design careers. I invite you to keep a copy, and to reflect upon where you started, where you are, and where you plan to be.

I'd like to take this opportunity to thank our academic team, who have devoted themselves to creating our degree programmes and supporting our students' learning and development. I'd also like to take thank our technical and administrative staff, who work tirelessly to support our students with endless enthusiasm and professionalism. I'd also like to thank ProdSoc, our student led and operated Product Design society, for ensuring our students are part of an exciting and fun community on campus.

It gives me great pride to formally congratulate the class of 2022 on their graduation. On behalf of the School of Product Design, I recognise your incredible efforts and wish you every success in your future. The school is honoured to have been part of your journey. Know that you leave us with fond memories of your time here, and that you will always be welcome back to share tales of your adventures in the world of design.



DR NICK EMERSON

*Head of School,
Senior Lecturer,
Industrial Product Design
Director of Studies*

✉ nick.emerson@canterbury.ac.nz



ACADEMICS

APPLIED IMMERSIVE GAME DESIGN



DR ADRIAN CLARK

*Associate Professor,
Director of Studies*

✉ adrian.clark@canterbury.ac.nz



NIKITA MAE HARRIS

Senior Tutor

✉ nikita.harris@canterbury.ac.nz



DR SIMON HOERMANN

Associate Professor

✉ simon.hoermann@canterbury.ac.nz



DR THAMMATHIP PIUMSOMBOON

*Senior Lecturer,
Director of Postgraduate Studies*

✉ tham.piumsomboon@canterbury.ac.nz

CHEMICAL FORMULATION DESIGN



DR PRAM ABHAYAWARDHANA

Senior Lecturer

✉ pram.abhayawardhana@canterbury.ac.nz



PROF. CONAN FEE

Professor

✉ conan.fee@canterbury.ac.nz



DR SARAH KESSANS

Senior Lecturer

✉ sarah.kessans@canterbury.ac.nz



DR ALI REZA NAZMI

*Senior Lecturer,
Director of Studies*

✉ alireza.nazmi@canterbury.ac.nz

INDUSTRIAL PRODUCT DESIGN



DR EUAN COUTTS

Senior Lecturer

✉ ewan.coutts@canterbury.ac.nz



BARRO DE GAST

*Senior Lecturer,
Deputy Head of School*

✉ barro.degast@canterbury.ac.nz



DR THOMAS WOODS

Lecturer

✉ thomas.woods@canterbury.ac.nz



DR BAHAREH SHAHRI

*Senior Lecturer,
Director of Studies*

✉ bahareh.shahri@canterbury.ac.nz



DR HOSSEIN NAJAF ZADEH

Lecturer

✉ hossein.najafzadeh@canterbury.ac.nz



DR WENDY ZHANG

Lecturer

✉ wendy.zhang@canterbury.ac.nz

ADMINISTRATION STAFF



ALISON LOWERY

Administrator

✉ alison.lowery@canterbury.ac.nz



ANDREA FINDLAY

Administration Assistant

✉ andrea.findlay@canterbury.ac.nz



CATHERINE NAKAJIMA

Administration Assistant

✉ catherine.nakajima@canterbury.ac.nz

TECHNICAL STAFF



EMLYN WRIGHT

Technical Design Leader

✉ emlyn.wright@canterbury.ac.nz



LEIGH BEATTIE

Game Design Technician

✉ leigh.beattie@canterbury.ac.nz



ROBERTO CARVALHO

Design Workshop Technician

✉ roberto.carvalho@canterbury.ac.nz



RANDALL GRENFELL

Design Workshop Technician

✉ randall.grenfell@canterbury.ac.nz



ANNA HUA

Chemical Formulation Technician

✉ anna.hua@canterbury.ac.nz



PREETI KUNDU

Research and Instrument Technician

✉ preeti.kundu@canterbury.ac.nz



MICHAELA LAWN

Design Workshop Technician

✉ michaela.lawn@canterbury.ac.nz



PAUL TOLSON

Workshop Technician

✉ paul.tolson@canterbury.ac.nz



KHOA TRAN

Chemical Formulation Technician

✉ khoa.tran@canterbury.ac.nz

PRACTICE TEACHING FELLOWS



WILL DUNCAN

Design Practice Teaching Fellow

✉ will.duncan@canterbury.ac.nz



TOSHI ENDO

Design Practice Teaching Fellow

✉ toshi.endo@canterbury.ac.nz



STACEY FRASER

Design Practice Teaching Fellow

✉ stacey.fraser@canterbury.ac.nz



TOM KEEN

Design Practice Teaching Fellow

✉ tom.keen@canterbury.ac.nz



PAL RICARD

Design Practice Teaching Fellow

✉ pal.ricard@canterbury.ac.nz



MARK RICKERBY

Design Practice Teaching Fellow

✉ mark.rickerby@canterbury.ac.nz



MATT SMITH

Design Practice Teaching Fellow

✉ matt.smith@canterbury.ac.nz



UTKU YALCIN

Design Practice Teaching Fellow

✉ utku.yalcin@canterbury.ac.nz



STUDENT INDEX

APPLIED IMMERSIVE GAME DESIGN (AIGD)

Thomas Bivens (7)
Alex Bull (8)
Frazer Cowan (9)
Sophie Engel (10)
Felipe Garcia Pereira (11)
Cara Kruger (12)
Hayden McGeedy (13)
Eli O'Neill (14)
Jayden Pope (15)
Nikki So-Beer (16)
Mia Swart (17)
Cleo Thompson (18)
Aiden van Zuilen (19)

CHEMICAL FORMULATION DESIGN (CFD)

Jessica Alloway (25)
Stephanie Bain (26)
Tiana Fisk (27)

Ruby Haus (28)
Natalie Jongen (29)
Monique Lau (30)
Tom le Fleming (31)
Jia Liu (32)
Madison May (33)
Molly McGurk (34)
Skyla Murray (35)
Ana O'Donnell (36)
Ella Reardon (37)
Anna Taylor (38)
Shari Webber (39)
Xanthe Whalley (40)
Talia Wirepa (41)

INDUSTRIAL PRODUCT DESIGN (IPD)

Ryan Amer (47)
Kate Atkinson (48)
Reuben Bearpark (49)
Dominic Bell (50)

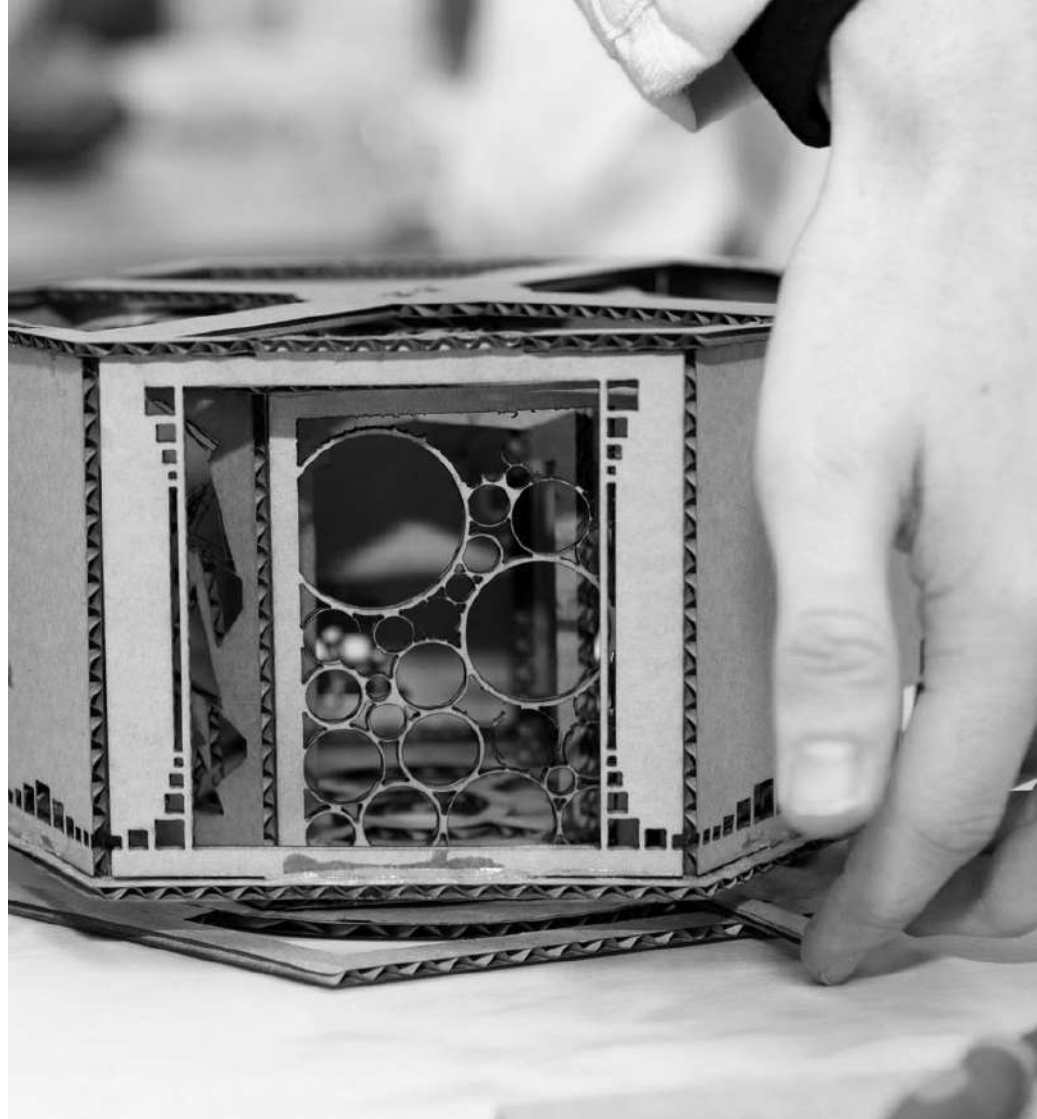
Celyn Bennet (51)
Molly Bird (52)
Alec Caldwell (53)
Joshua Cammock-Elliott (54)
Jay Kenneth Campugan (55)
Jason Chen (56)
Angus Crampton (57)
Joel Cutler (58)
Gina Davis (59)
Ben Dodds (60)
James Dunne (61)
Lucas Dutton (62)
Lochiel Espiner (63)
Zhengqing Fu (64)
Poppy Fulton (65)
Toby Gaire (66)
Laura Gant (67)
Oscar Goodman (68)
Lewis Guy (69)
Jason Hall (70)
Keimpe Hofmans (71)
Aya Honzawa (72)

Liam Hooper (73)
Thomas Hughes (74)
Hannah Jepsen (75)
Chengjun Jiang (76)
Andie Judge (77)
Luke Kay (78)
Angus Keast (79)
Sebastian Kerr (80)
Theodore Krause (81)
Florence Lee-Jones (82)
Anneke Lockhart (83)
Joshua Mallett (84)
James Mcneil (85)
Geraldine Moffat (86)
Kate Nielsen (87)
Francesca Padrutt (88)
Bryn Parish (89)
Edward Parker (90)
Daryl Perez (91)
Benjamin Petrie (92)
Olivia Powell (93)
Joe Robert (94)

Samuel Roberts (95)
Charlie Shepherd (96)
Tommi Siitonen (97)
Georgia Solly (98)
Maximus Stevenson (99)
Scott Syder (100)
Nicholas Sykes (101)
Reinhard Tay (102)
Abel van Bruchem (103)
Grace Walden (104)
Ella Waterreus (105)
Oscar Webb (106)
Aimee Wood (107)
Xiao Zhao (108)

POSTGRADUATE

Callum McGregor (113)
Sophie Williamson (114)







20
22

2022 SHOWCASE & BOOKLET TEAM

Creative Director / Coordinator

DR WENDY ZHANG

Portrait Photographer

DR ALI REZA NAZMI

Administrator

CATHERINE NAKAJIMA

Lead Graphic Designer
& Content Manager

TOMIE SATO

Well done to the graduating cohort of 2022.

GET IN TOUCH!

School of Product Design

- Reception WEST310
- Len Lye & West Buildings

9 Engineering Road,
University of Canterbury,
Illam, Christchurch,
8041, New Zealand

Enquiries

Monday to Friday 9:00 am–5:00 pm

☎ +64 3 369 0299

✉ productdesign@canterbury.ac.nz

Let's Connect

- 📘 @UCProductDesign
- 📷 @uc_product_design_nz
- 🐦 @ucnzspod



Product Design
Hanga Otinga

www.productdesign.ac.nz

