



# BACHELOR CLASS OF 2021 PRODUCT DESIGN

GRADUATING  
PROJECTS  
SHOWCASE

# SCHOOL OF PRODUCT DESIGN

The School of Product Design at the University of Canterbury was founded in 2018 to meet growing demand from industry for graduates who are both creative and technically literate. A Bachelor of Product Design at the University of Canterbury brings together both 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 not only create and innovate but, also effectively take things to the market. With an emphasis on the end-user, as well as sustainability and ethical design, University of Canterbury is leading the way with its multidisciplinary Bachelor of Product Design. We offer degree majors in three areas: Industrial Product Design, Applied Immersive Game Design, and Chemical Formulation Design.







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# 3. APPLIED IMMERSIVE GAME DESIGN





# APPLIED IMMERSIVE GAME DESIGN

(AIGD)

Applied Immersive Game Design covers virtual and augmented reality, where the software and hardware are beginning 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, the study of existing game design, and user testing of student-created games and applications.









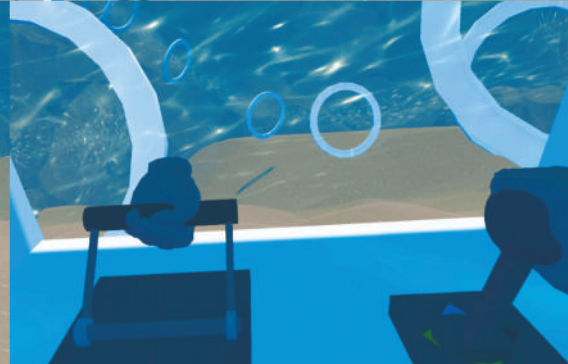
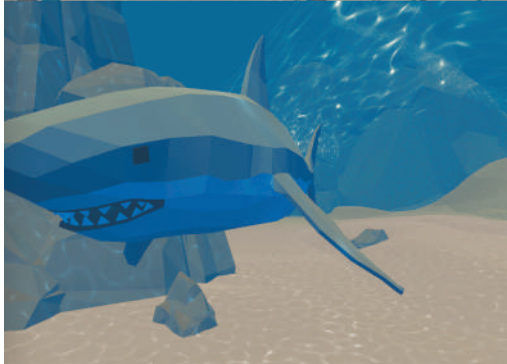
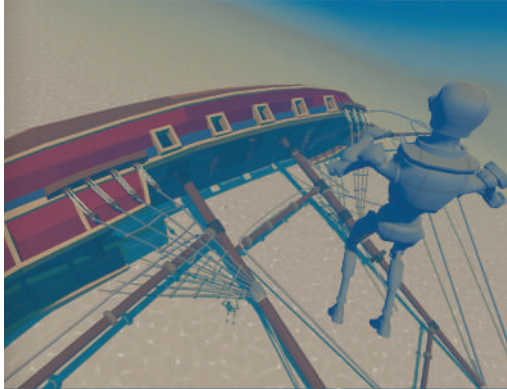
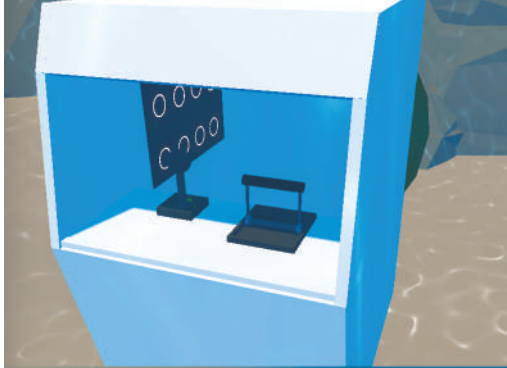
## DANIEL FELGATE

### Underwater Movement Mechanics in VR

The goal of this project was to develop two polished, novel underwater VR movement mechanics, as well as a scenario that showcases these mechanical strengths.

To accomplish this, the project involved initial rapid prototyping of many different movement mechanics, using base controls such as pulling the controller triggers to kick your legs, as well as using external objects in the virtual environment such as a submarine, before narrowing down the two most effective and fun mechanics to focus on.

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## BINYANG HAN

### Deep Dive

Deep Dive is an on-rails ocean photography game where the player travels the depths of the ocean in a submarine and takes photos of some of sea creatures. With the gacha upgrade system (metagame), the player can unlock and equip different abilities and upgrades through completing requirements (discovering species, capturing behaviors and interactions), which further allows the player to explore new environments and species.

In this project, I created the art, music and coding.

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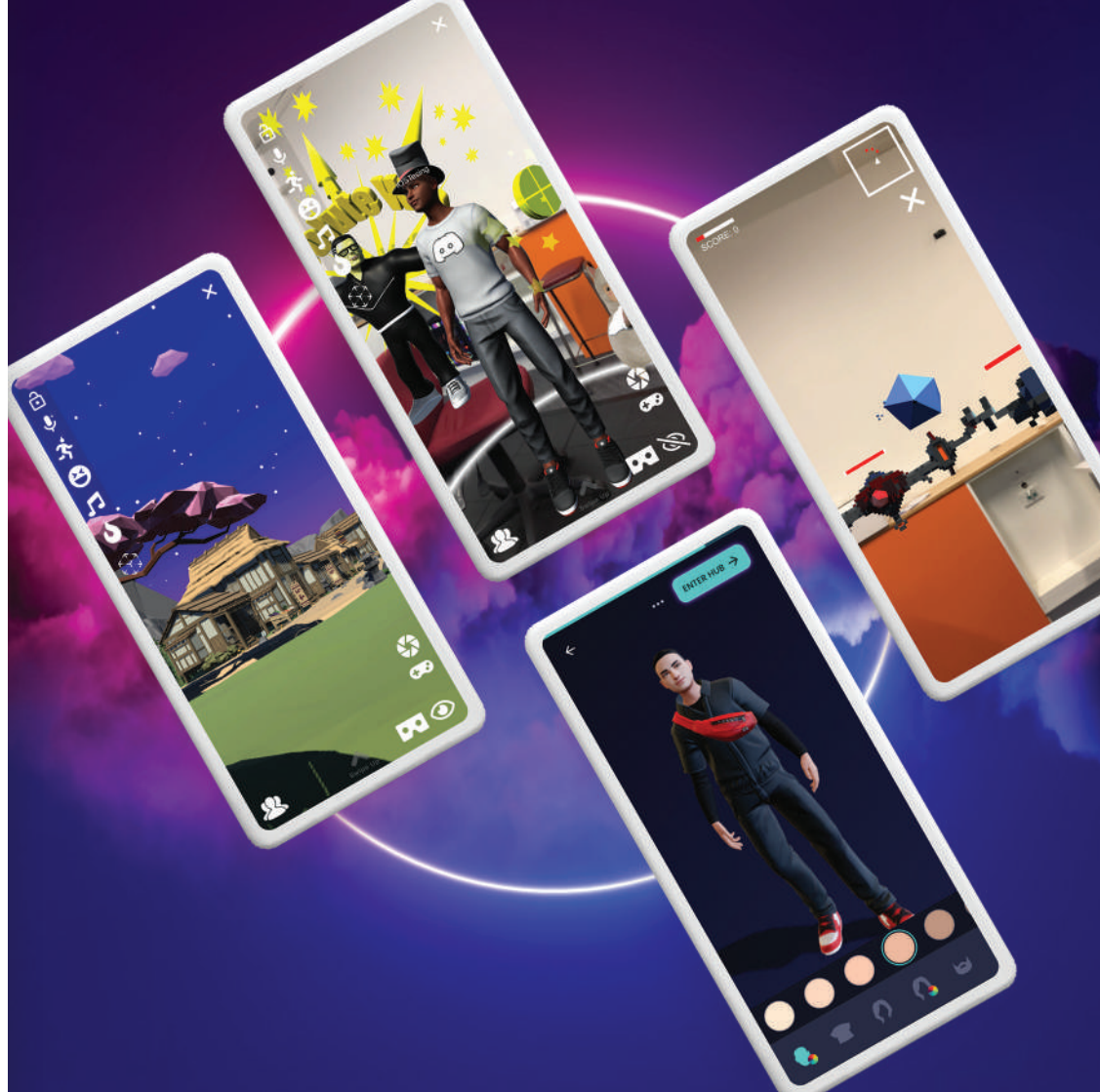


## DAVID HUANG

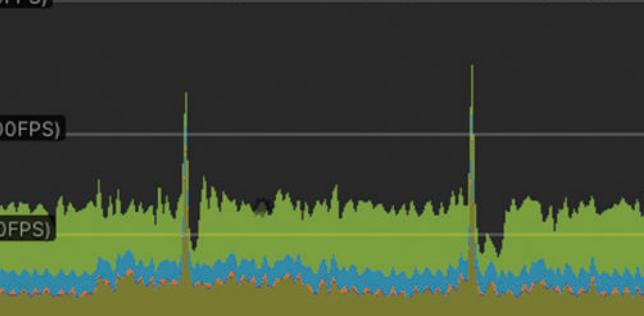
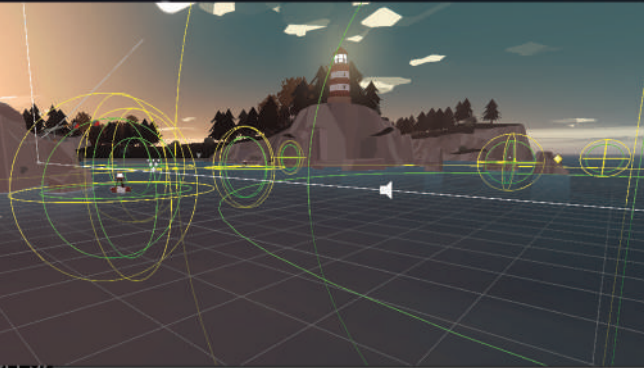
### OASIS AR

OASIS AR is the world's first augmented reality social application for the smartphone. We strive to use immersive spatial technology (AR) to solve the problems caused by social isolation. Users are able to create virtual avatars of themselves and then get into calls with their friends. During the call, users will see their friend's life-sized avatars projected right in front of them, so they truly feel like they're in the same room as their friends, even while they're far apart.

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## CATHERINE ILLINGWORTH

### Black Salt Games

#### *Art pipelines and optimisation*

My project was to find ways to optimise Black Salt Games' game named Dredge. Dredge is a Lovecraftian fishing game in where you send your boat to dredge up artifacts and fish up fish from the depths. The goal that Black Salt Games gave me was to find a performance overhead so that they can keep 60 frames per second on the Nintendo Switch. I looked at how different ways of placing static objects in Unity affects performance. I also looked at ways to improve shader performance, but as I did this I found a CPU bottleneck in the game, which allowed me to find a particular calculation issue to help them to improve framerate! Lots of graphs and data were made, and I learned a lot about profiling and optimising Unity games.

✉ [constelldev@gmail.com](mailto:constelldev@gmail.com)

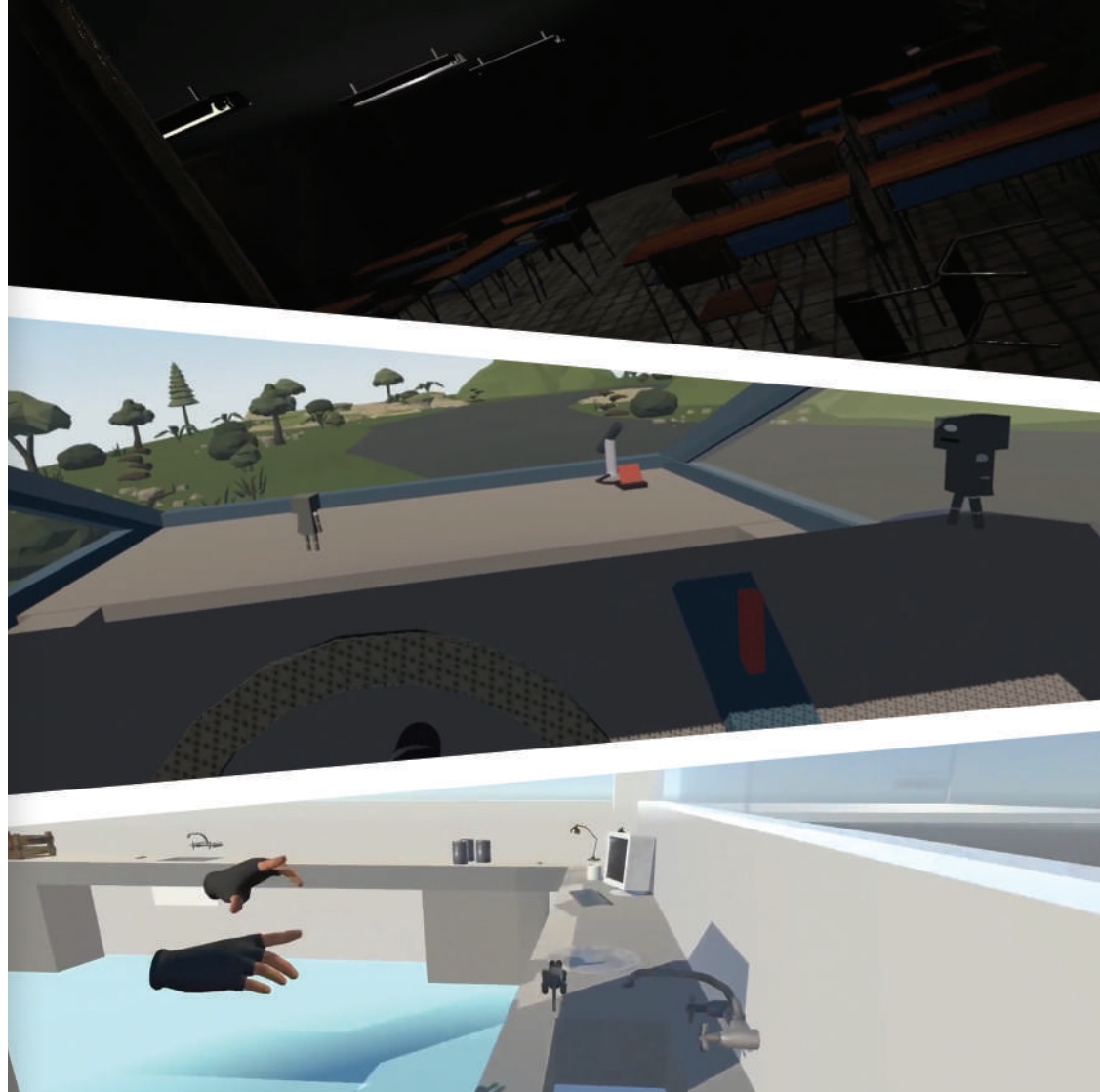


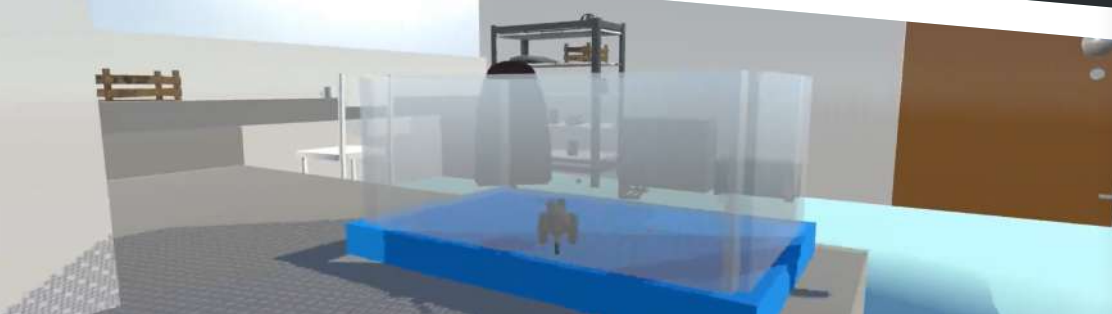
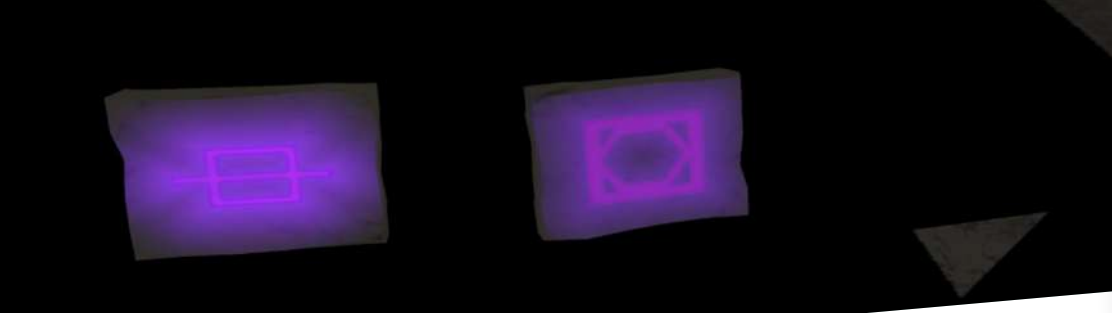
## LEROY JACKSON

### Asymmetric VR Party Games

Asymmetric VR games are games where one player plays in VR, and other players interact on a different medium, such as PC or mobile devices. We were tasked by our client, Backyard Games, to investigate potential game ideas and mechanics in the relatively underexplored asymmetric VR party game genre. We delivered three tested prototypes exploring a range of unique mechanics. These prototypes are a Horror Puzzle game, a Car Fixing game, and a Lab Rats Escape game.

✉ [Leroy.Jackson1001@gmail.com](mailto:Leroy.Jackson1001@gmail.com)





## JARED LEITH

### Asymmetric VR Party Games

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## ANGELINE MONEDA

### EMDR Digital Experience

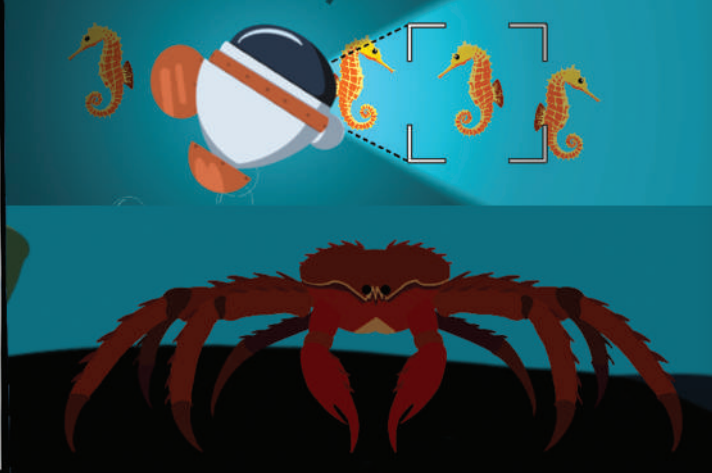
Eye Movement Desensitization and Reprocessing (EMDR) is a psychotherapy technique typically used to treat Post-Traumatic Stress Disorder (PTSD) and other mental disorders. It traditionally involves activating the two hemispheres of the brain, a process known as bilateral stimulation. In this project, I developed a digital recreation of the preparation stage of the EMDR process which has visual (screen), haptic (two Xbox controllers), and audio (headphones) feedback available. This is so people could practice the technique outside of their clinical sessions.

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Fishes



## MELISSA TA

### Deep Dive

Deep Dive is an on rails photography game with gacha upgrade mechanics. The player explores the depth of the ocean using a submersible and takes photographs of species and their inhabitants. The player discovers species, captures different behaviours and interactions to unlock boosts and upgrades, which can be used to modify their submersible to explore new maps with new environments and species. In this project I worked on artwork, level design and music.

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## HALCY THOMAS

### VRDU

#### *Interactable VR Music Performance*

Working closely with the local radio station RDU, we've been designing and developing a Virtual Reality music application which not only lets the user immersively experience a performance in 360 degrees, but also allows them to mix and add effects to the individual instruments, uniquely customising the music and involving the audience like never before.

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## ANNA TREFFER

### WhoDunit?

WhoDunit is a game with a unique combination of elements—multiplayer VR, procedural dialogue and real time text to speech. Set in a beautiful Victorian mansion, the player wakes up the morning after a masquerade ball, only to discover that the host has been murdered. Hungover, no one remembers a thing. Everything you find out about yourself is through conversations with other players. Accuse or be accused, the murderer could even be you!

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## CAMERON URBAN

### WhoDunit

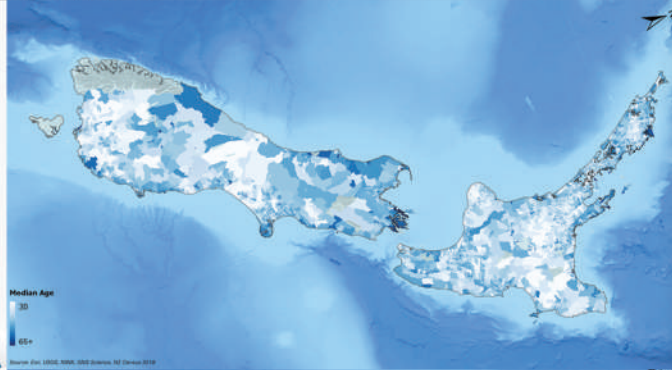
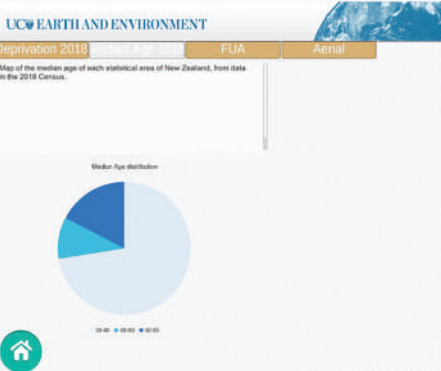
Inspired by the board game Cluedo and the murder mystery genre of games, our videogame is designed to let players become part of the story and uses virtual reality to immerse you with up to five others. Players will find themselves in a mansion filled with guests yet devoid of answers. Only by hunting down clues and strategically selecting responses during conversations may they slowly piece together the evidence they need to catch the murderer.

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## SEE Aotearoa Display

Click on the categories above to get started and view more maps!



## KEVIN WANG

### Interactive Projector Kiosk

The aim of this project is to redesign and create a user-friendly interface for a Kiosk that controls a projector that projects different types of geographic, environmental, and geological maps onto a 3D model of New Zealand. The interface will display on the Kiosk, and it has a main menu and six different categories, in each category there will be related map options. There will be features such as videos, graphs, sliders to illustrate and visually display geographic data.

✉ [kevinaustin707741939@gmail.com](mailto:kevinaustin707741939@gmail.com)



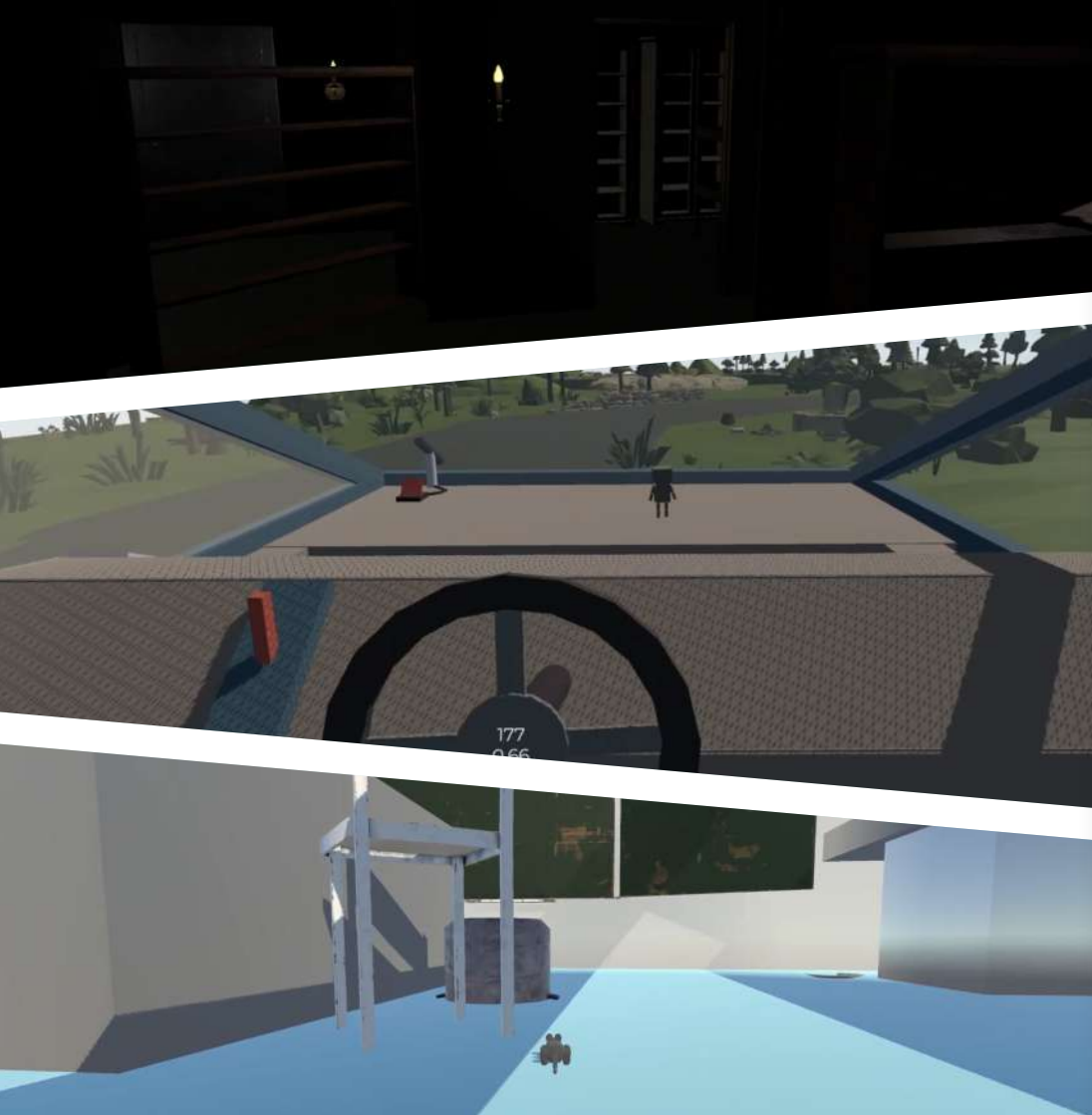
## XIAOJIE WANG

### 3D Minesweeper

This project aims to explore how about user experience when traditional 2D minesweeping games are converted to 3D mode. By analyzing and evaluating the existing 3D minesweeper games on the market to find out their problems and differences, try to optimize and improve the 3D minesweeper. Finally, through the user's play test, compare the finished product of this project with the existing 3D minesweeper game to get feedback.

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## JACK WARBURTON

### Asymmetrical VR Party Game

Asymmetric VR games are games where one player plays in VR, and other players interact on a different medium, such as PC or mobile devices. We were tasked by our client, Backyard Games, to investigate potential game ideas and mechanics in the relatively underexplored asymmetric VR party game genre. We delivered three tested prototypes exploring a range of unique mechanics. These prototypes are a Horror Puzzle game, a Car Fixing game, and a Lab Rats Escape game.

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## BEN WHITESIDE

### WhoDunit?

'WhoDunit?' Is a real time multi-player murder mystery game for VR. The game uses procedurally generated dialogue to produce a story that adapts to the players' actions. Cooperation is not required to win but players will need to share information in order to solve the murder. The game can be played by up to 6 players, with any remaining character roles being filled in by AI.

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## TIMOTHY WILSON

### Deep Dive

We created a prototype for Runaway Play's fish photography game *Deep Dive*, targeting mobile devices. Players control a submarine as it explores the depths of the ocean and takes pictures of its inhabitants. At the end of each expedition, photos are scored on their framing, contents, and rarity. These points can be used to unlock new upgrades and abilities. I mostly worked on programming but helped with other parts of development too.

✉ [grunlocked@gmail.comz](mailto:grunlocked@gmail.comz)

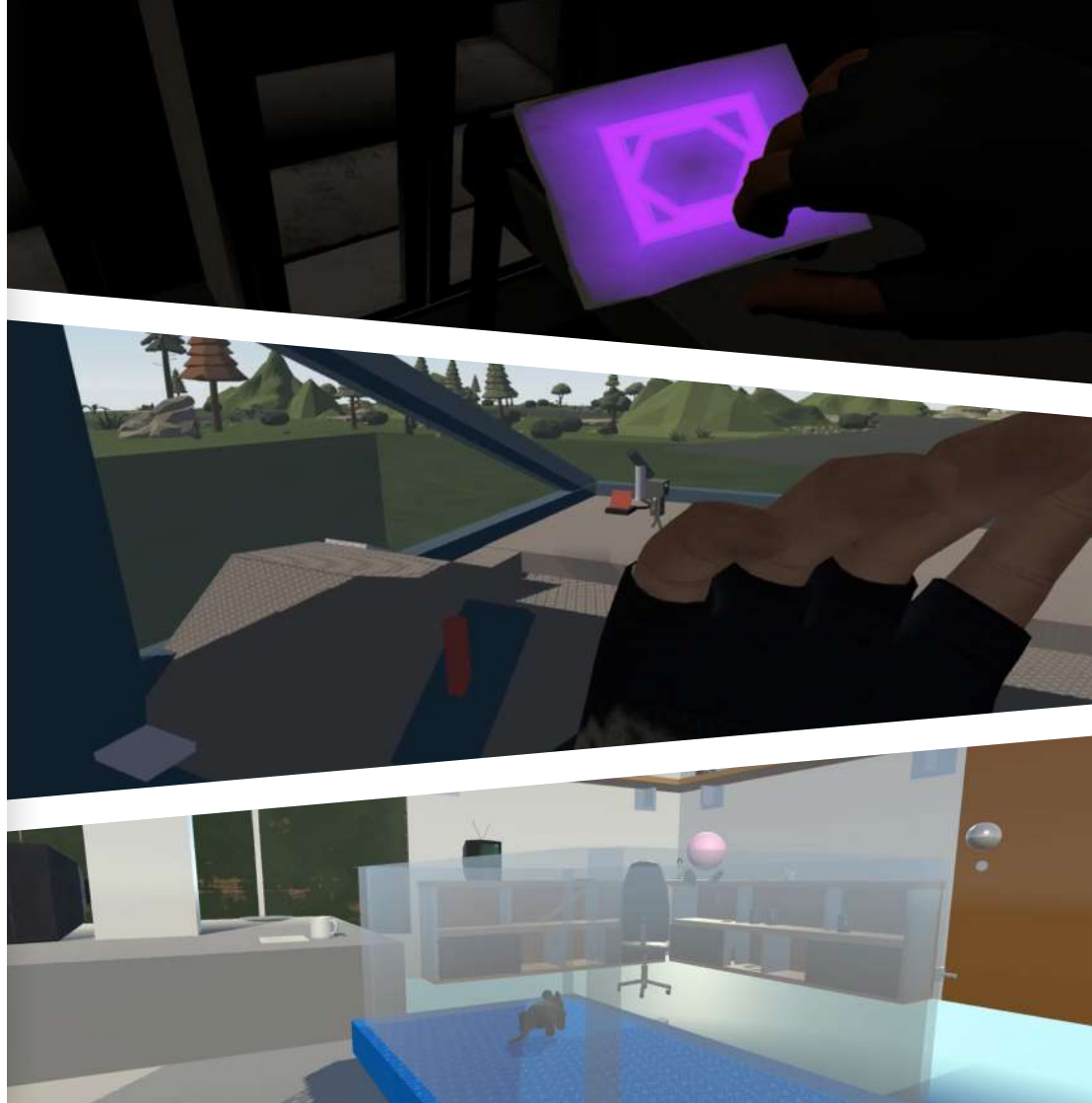


## ALEX WOODS

### Asymmetric VR Party Games

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## TROY WOODS

### VRDU

*Interactive VR Music Performance*

I worked with Halcy Thomas and local radio station RDU 98.5FM to create a virtual reality application that allows users to experience a local band's performance in a 360-degree space, and interact with each individual instrument in the song. For example, they can change volumes and directional panning, mute the instrument completely, adjust the equalization of the instrument, and scrub through the song to replay their favourite moments and finetune the mix.

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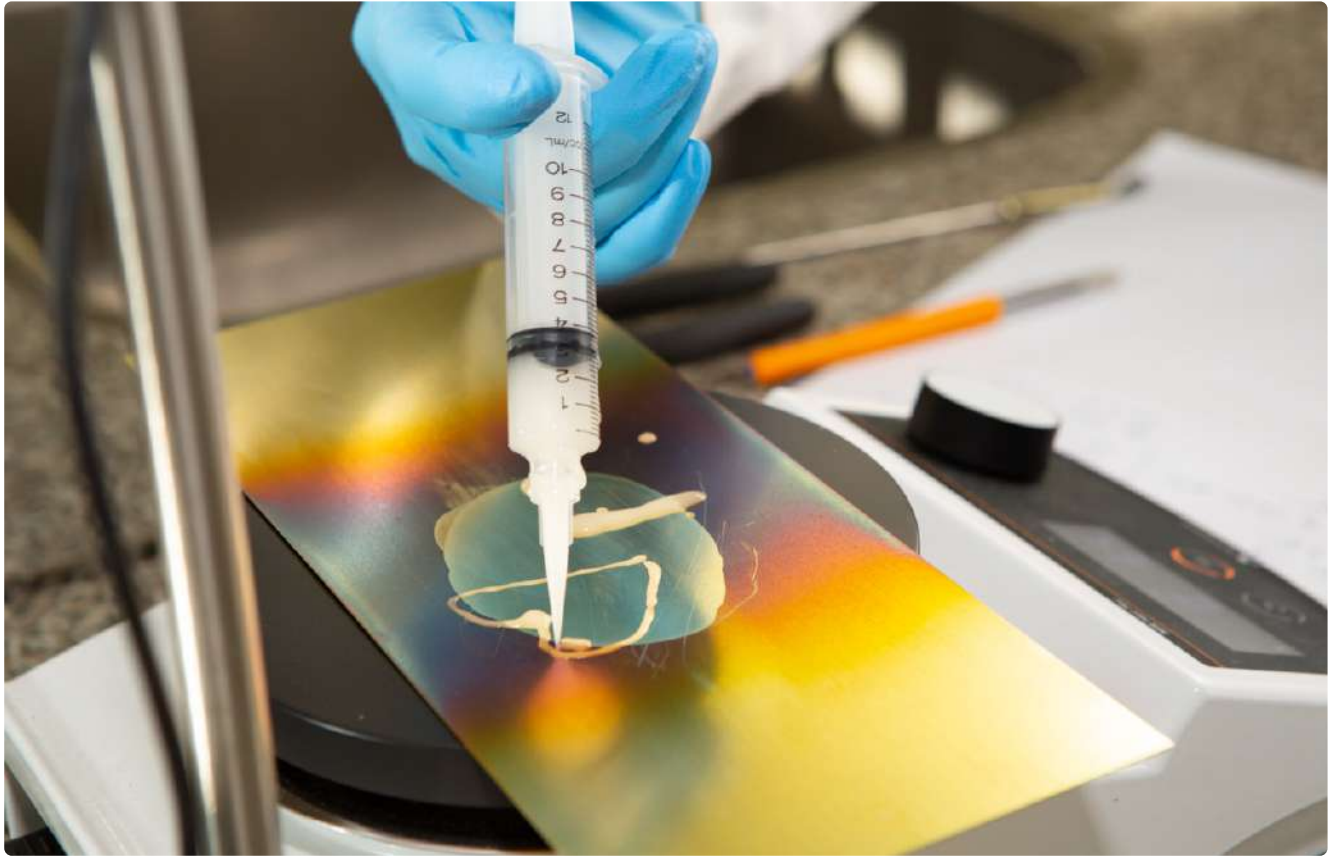
# 25. CHEMICAL FORMULATION DESIGN



# CHEMICAL FORMULATION DESIGN (CFD)

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.









## STEPHANIE BEATTIE

### Peita Waikano

Peita Waikano—meaning ‘watercolour’ in Te Reo Māori, offers a line of naturally pigmented paints using a combination of native plants, spirulina’s and earth minerals to colour their products. Their watercolour palette comes with a selection of eight vibrant colours and is packaged in a recycled Rimu box. Also in the product line is a set of liquid paints in the primary colours. Their product’s are non-toxic, hand-crafted and made with aroha. Creating a more sustainable and eco-friendly option for the artists of Aotearoa.

✉ [stephaniebeattie13@gmail.com](mailto:stephaniebeattie13@gmail.com)





## EMILY BOSMA

### Mercury Scalp Care

Mercury is an innovative new scalp care range for adults experiencing the early stages of hair loss. The collection contains a shampoo, conditioner, serum, and mask. Each product targets a scalp-related concern and work in synergy towards promoting healthy hair growth. Mercury aims to help users feel more confident in their hair, restoring a core part of their personal identity and improving scalp health for healthier, stronger hair.

✉ [emilyjanebosma@gmail.com](mailto:emilyjanebosma@gmail.com)







## ISEABELLE ELLIS

### Kōaka

*Skincare range; an industry design project*

The products created within this skincare range are based around the incredible ingredient hemp. These products have been made with New Zealand grown organic certified hemp. Hemp seed oil features in the daily face cleanser and the facial moisturiser. The powder exfoliant is created using the hemp heart (which are de-hulled hemp seeds) and hemp protein. These products work in synergy together to leave your skin feeling luscious and smooth.

✉ [izzy.j.ellis@gmail.com](mailto:izzy.j.ellis@gmail.com)



# M+ Skin

“safe and effective skincare  
for melanin rich skin”



## NIHINSA GUNATHILAKA

### M+ Skin

M+ Skin is focused on closing the race gap in the skincare market by providing safe and effective skincare for melanin-rich skin tones to fight hyperpigmentation. A gentle mandelic acid cleanser bar, a photoprotective face serum, a moisturizing body milk and a brightening deodorant, target areas where hyperpigmentation occur in people of colour. M+ Skin is formulated using research backed actives such as mandelic acid, vitamin C, niacinamide, wool powder, shea butter & coconut oil, in the most effective combinations.

✉ [nihinsa2620@gmail.com](mailto:nihinsa2620@gmail.com)





## ISABELLA HARRIS

Y2KOSMETICS presents

### THE BADDIE COLLECTION

Y2KOSMETICS was created by combining the Y2K (2000s) era of attitude and style with quality cosmetics to cater to individuals who are not celebrated in today's conservative society. The brand is an outlet of expression for confident, unapologetic and independent "baddies". The collection contains a 10-pan eyeshadow palette, 3 lip glosses in clear, pink and rosy brown shades, 2 blushes in pink and rosy brown shades and a pair of heart-embellished lashes to finish the perfect baddie look.

✉ [bellahanita@hotmail.co.nz](mailto:bellahanita@hotmail.co.nz)





## ALISON KINDLEY

### Effortless drinks

Making cocktails at home can be difficult, messy, expensive and timely. Effortless drinks aim to take the hassle out of cocktail making by producing concentrated cocktail flavourings in solid and liquid forms. The solid flavouring is a dissolvable cocktail bomb, dispersing flavour, colour and fragrance in an entertaining, bubbling manner. The liquid flavouring is packaged in a convenient squeeze-snap package to easily pour the concentrate into your glass. All you need is a liquor of choice and water with Effortless drinks.

✉ [alison.aok@gmail.com](mailto:alison.aok@gmail.com)





## HOLLY MILLAR

### A Dam Good Idea

Safe sex products are not always easy to access or are cumbersome and not fit for purpose, I am on a mission to provide options to keep everyone safe! A Dam Good Idea is a brand whose mission is to provide vulva owners, particularly in the LGBTQ+ community, better alternatives for personal protection (starting by redesigning the dental dam) and provide better access to all who need these products.

✉ [hmmillar00@gmail.com](mailto:hmmillar00@gmail.com)





## COURTNEY NEWELL

### Māe

Māe creates easy to use and effective skincare products that are safe to use during pregnancy. Māe's products are designed to help with skin conditions caused by pregnancy such as acne, dry skin and melasma. The ingredients used are safe and effective at treating skin. Māe's range forms a simple skincare routine that is designed to be quick and easy to use. It has four steps including a foaming cleanser, hydrating serum, moisturising face cream and exfoliating clay mask.

✉ [cjnewell.nz@gmail.com](mailto:cjnewell.nz@gmail.com)







## MAGGIE PEACOCK

### niho oral care

Kia ora and aere mai to niho—a brand created specifically for kiwi tamariki to enjoy and be excited to take care of their teeth. 50% of kiwi tamariki have one or more dental cavities by the age of five, and this rate is significantly higher for Māori and Pasifika. Niho's mission is to change this. Our products include an oral spray, gummies, and lollipops, all 100% sugar free and contain safe and innovative actives to fight bacteria causing tooth decay.

✉ [maggiepeacock@gmail.com](mailto:maggiepeacock@gmail.com)





## KAMLA PHAL

### Elevate

#### *Brain Care System*

Elevate is a brain care system that caters to stressed and busy individuals with high demanding lifestyles. The system is designed to care for the brain during every task throughout the day, by supplementing nutrients that are essential for the brain health, stimulating brain cognition to decrease stress and providing aromatherapy techniques to calm and relax a busy brain. The Elevate brain care system includes Energy Effervescent Tablets, Focus Capsules and an Aromatherapy Balm.

✉ [kamlaphal@gmail.com](mailto:kamlaphal@gmail.com)





## EMMA PICKUP

### nine . nine

nine . nine is a functional food brand created for breastfeeding mothers. The products are convenient, delicious and active ingredients to promote lactation are scientifically backed, a current market gap. nine . nine supports mothers to grow healthy, strong babies, but also to help end global malnutrition through donating profits to charities that actively work to reduce such inequalities. nine . nine is a vehicle for change and envisions a future where everyone can be happy and healthy.

✉ [emma.jane.pickup@gmail.com](mailto:emma.jane.pickup@gmail.com)







## KAITLIN REID

### Restorative Cosmetics

Since I was 16, I have suffered with panic attacks. I find myself looking dull, grey, and almost unrecognizable in the mirror. Over the past four years, I have found one of the most effective ways to help ground my mind was through doing my makeup, in particular, eyeshadow. I created 'Restorative Cosmetics' to share this technique with others, as well as provide skincare to help with the dullness and acne that can come from having a panic disorder.

✉ [kaitlinreid@gmail.com](mailto:kaitlinreid@gmail.com)





## BRITNEY SELL

### Sola Skincare

Sola Skincare produces environmentally friendly products for acne prone skin. A major focus of the brand is extracting ingredients such as starch and cellulose from potato peel waste to use in our products. By doing this we help to reduce food waste and carbon emissions. The product line consists of a Barrier Repair Moisturiser, Blemish Patches and an Exfoliating Powder. Each product is packed with effective active ingredients that help to support the skin while treating and preventing acne.

✉ [britneyrosemarie@gmail.com](mailto:britneyrosemarie@gmail.com)





## LOUISA TAN

### SWYM Haircare

*Swimcare for Swimmers*

SWYM Haircare is designed to prevent and eliminate chlorine damage from hair whilst using non-harsh chemicals to restore moisture and hydration to the strands. Enriched with macadamia oil as our hero ingredient, we aim to provide clean, travel-friendly hair & body care products for swimmers. Simply clip our travel pouches onto your swim bag for a lightweight, easy-to-find, travel-friendly option. The SWYM haircare line includes the Pre-Swim Hair Barrier Cream, Moisturising Shampoo, Hydrating Conditioner and Clarifying Treatment Powder.







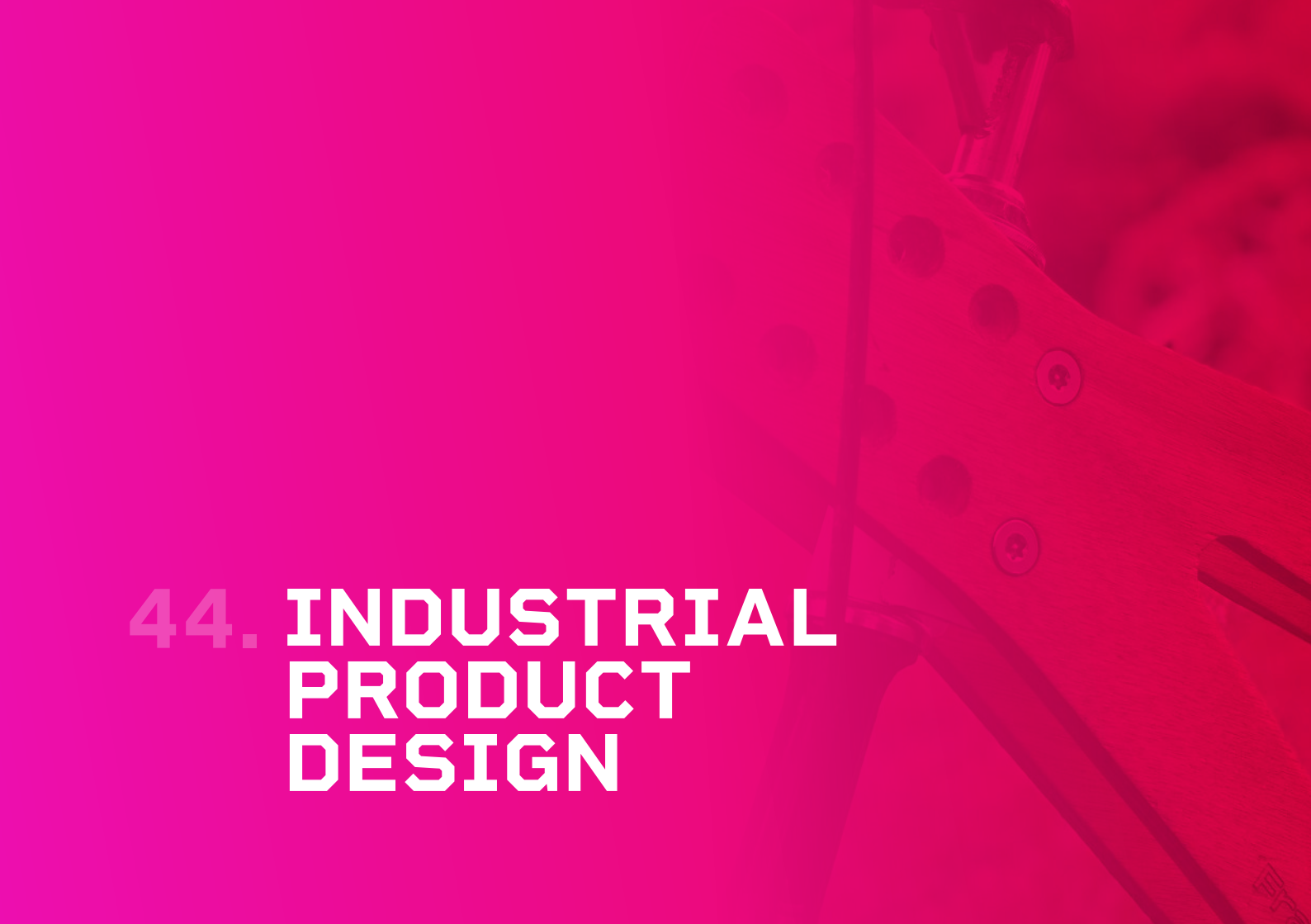
## LISA WILLIAMS

### WAVE Hair

WAVE Hair is a brand that caters for any gender with wavy, curly and coily hair. We want to create clean formulations that use ingredients that are backed by research to make sure that consumers are getting everything their hair needs and nothing it doesn't. The products' overall function is to hold, enhance and protect natural curls all day, every day against different environmental factors. The product line includes a shampoo bar, a conditioner, a hair oil, and hair gel.

✉ [lisa.nz.williams@gmail.com](mailto:lisa.nz.williams@gmail.com)



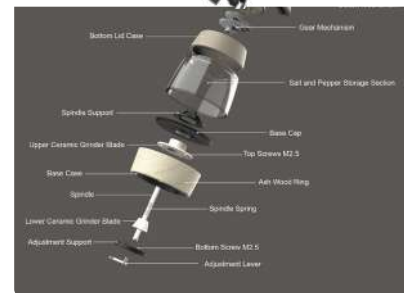


# 44. INDUSTRIAL PRODUCT DESIGN



# INDUSTRIAL PRODUCT DESIGN (IPD)

Every product we buy has a combination of elements in both design and usability. This major teaches how to design products which both 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 assembling 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.







## BOON YONG ANG

### The Hygienic Home

#### *Mobile Mop*

The Hygienic Home project aimed to assist the elderly in cleaning floors in their homes while encouraging them to remain as independent as possible. The Mobile Mop is a dedicated design solution for the elderly that provides unique dual handling ergonomics, an intuitive microfiber attachment method and precise manoeuvring and mophead movement, ultimately creating a more comfortable and easier experience for the target user group while also accounting for their common symptoms.

✉ [angboonyong6@gmail.com](mailto:angboonyong6@gmail.com)







## KEVIN BACH

### Hemp face mask

This project sought to find a solution to the problem statement; How might I incorporate hemp into an Allbirds product for consumers involved in activism against climate change? The final solution was a hemp face mask, and it is designed to be worn at a climate change protest. The mask symbolises a sustainable and alternative material that helps to mitigate the effects of global warming through hemp CO2 absorption, instead of polluting the planet with petrochemical plastic products.

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## ANNA BENNETT

### Macpac Circular Backpack

The aim of this project was to design a backpack with a focus on designing for circularity, durability and repairability. This meant developing a backpack that could be easily disassembled into clear mono-material groups and recycled in a circular system at its end of useful life. The Macpac Circular backpack is entirely Nylon, fitting perfectly into the fibre-to-fibre recycling process. Its fully adjustable straps and expandable storage options make it the ideal backpack for the active commuter.

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## MEGAN BOL

### One Man's Waste

This project explored how microalgae can play a vital role in delivering sustainability to our planet. This design involves an at home photobioreactor used for the production of spirulina microalgae. It encapsulates how the biomass can be cultivated and harvested at home every day, providing a reliable, nutrient dense protein source. Not only this, but the microalgae in the migrow absorbs great amounts of carbon dioxide from the air, thus simultaneously making it an ideal solution to air pollution.

✉ [meganabol@gmail.com](mailto:meganabol@gmail.com)







## HARRISON BROWN

### Shrewsbury Gym Bag

Brief : To create a gym/work bag that has functional compartments alleviating disorganisation often found in bags. Aesthetically suitable for young professionals to take to their work and gym.

Final Design: A neoprene duffle bag that provides a way to organise and keep your bag decluttered. The bag is aesthetically suitable to take to both a professional job and the gym.

✉ [harrybrown@hotmail.com](mailto:harrybrown@hotmail.com)





## RENATA BURNETT

### Standards Stakka

Every year, farmers in New Zealand use break fencing as a method of allocating crops efficiently to their animals to ensure their feed lasts the winter. The equipment used can often be clunky and time consuming to assemble. The Standards Stakka is a body-worn carrier that stacks 20 standards and keeps them bundled at all times to prevent this and the insulators include rollers to reduce friction, breakage and saves the farmers time and money in the long run.

✉ [renataburnett26@gmail.com](mailto:renataburnett26@gmail.com)



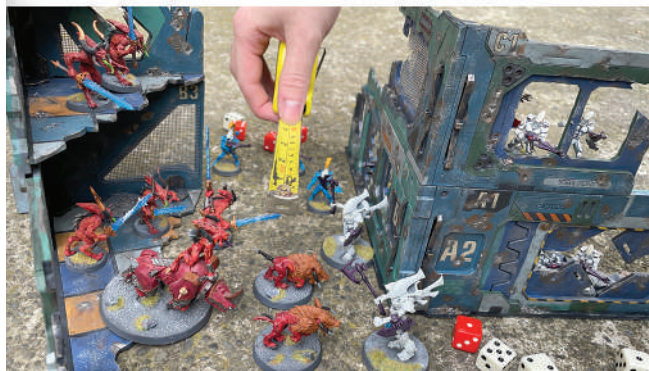


## ALEX CAMERON

### Tabletop Terrain Set

The tabletop terrain project focused on creating a set of tabletop scenery for 28mm scale wargames. The outcome uses laser-cut MDF panels to create a visually unique set of terrain to be used for both modern and sci-fi wargames. The design is modular and can be disassembled, reassembled, and stored flat for a space-saving design.

✉ [alexcameron3111@gmail.com](mailto:alexcameron3111@gmail.com)







## GRACE CHEY

### Forty5

Forty5 is a redesign mop designed for seniors over the age of 70. Forty5 has been designed to enhance cleaning experiences whilst meeting the target market's wants and needs. Forty5 is designed with many features to make cleaning easier and more effective, enabling maintenance of senior independence. The product's name originates from the mopping angle of 45 degrees as it is at a 45-degree angle, preventing injury and back pain. Consequently, "Forty5" promotes the benefits of comfort and safety measures.

✉ [grace.chey01@gmail.com](mailto:grace.chey01@gmail.com)



## MATT CRAIGEN

### Adapta-Bag

My brief was to design a piece of luggage that is adaptable and modular for commercial travellers. By making luggage more adaptable it becomes more easily repairable and broken parts can be repaired rather than bags being thrown away in the landfill. A modular design means that the bag can be independent to the frame and can be modified or replaced

✉ [mcraigen90@gmail.com](mailto:mcraigen90@gmail.com)





## ARIA CRESSY

### LivingKind

This design hopes to bring life into homes which are unable to breathe. With mould growth being rampant in New Zealand, there's a need for an economical solution to reducing the humidity in rooms, to lower harmful impacts on the well-being of those that live within.

✉ [aria.cressy@outlook.com](mailto:aria.cressy@outlook.com)







## ZACHARY FREUND

### Think Flat *Platypus Light*

Think Flat is the design philosophy behind Fozzils. It is about light weight, simple products that save time, space, and waste. The Platypus Light is a new addition to the line-up. The Platypus Light uses curved creases and slide locks to form the final shape from a single sheet of polypropylene. This facilitates easy transportation in backpacks and an aura of ambience and focused light wherever you go.

✉ [zacharyafreund@gmail.com](mailto:zacharyafreund@gmail.com)

Fozzils  
Think flat.™





## TIMOTHY GRIGG

### Nippy Surf Gloves

Since the late 1800, surf attire has constantly been developing. Although along with many other materials, neoprene has been recognised as an environmental burden to both produce and dispose of; enticing the drive to design and produce a surf product that can be used in oceans without ruining it. Using innovative and unique materials, the Nippy surf gloves are capable of competing with any other surf gloves on the market right now in a unique and eco-friendly way.

✉ [timmgrigg@gmail.com](mailto:timmgrigg@gmail.com)





## REBECCA GUMBLEY

### TAC

*Post-operative transtibial  
adjustable cast for below knee  
amputees*

The TAC is a single use adjustable post operative cast for transtibial (below knee) amputees to contain and protect the residual limb. The TAC is custom fit by heating and moulding to the patients limb as well as being able to cut to fit. It requires little training and can be applied with only one staff member.

✉ [rgumbley2@gmail.com](mailto:rgumbley2@gmail.com)







## PANASHE GWAVAVA

### A.K.I.T.T

This project is a redesign of Amazon's Echo Auto for cars between 1990–2005. The Echo Auto is a hands-free device for your vehicle. It utilizes Amazon's Alexa software. The project guides you through the design journey of Discover, Define, Develop and Deliver. The final chosen design is called A.K.I.T.T. The redesigned product is now a voice-activated car radio. It utilizes the same features as the Echo Auto as well as has two new features.

✉ [panashe.work@gmail.com](mailto:panashe.work@gmail.com)

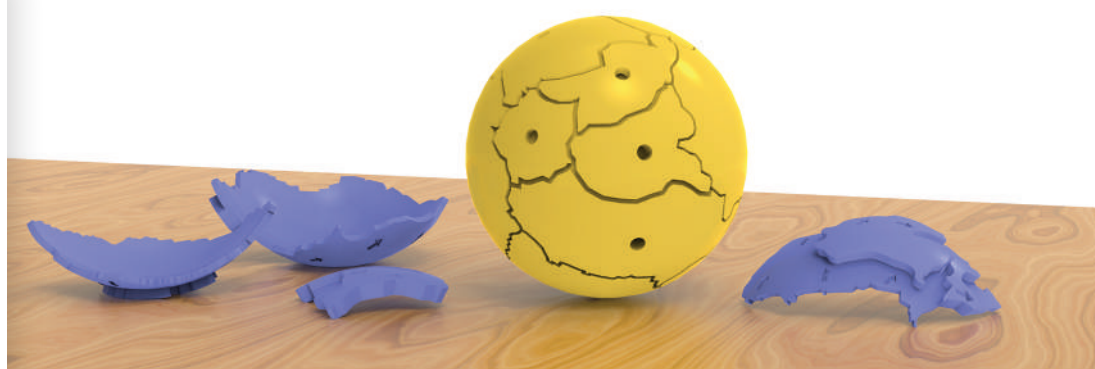


## REBECCA HAISMAN

### Tectonica

Tectonica is a 3D tectonic plate puzzle which engages 7 to 12-year-olds in science and improves their understanding of geological concepts. The puzzle pieces replicate Earth's tectonic plates, incorporating physical features such as crust thickness and boundary types. Upon completion of the puzzle, the globe unlocks to reveal Earth's inner layers: the mantle, outer core, and inner core. The clue set, map, and information booklet enhance the educational value, making this product ideal for use in schools, libraries, and museums.

✉ [rebeccashaisman@gmail.com](mailto:rebeccashaisman@gmail.com)



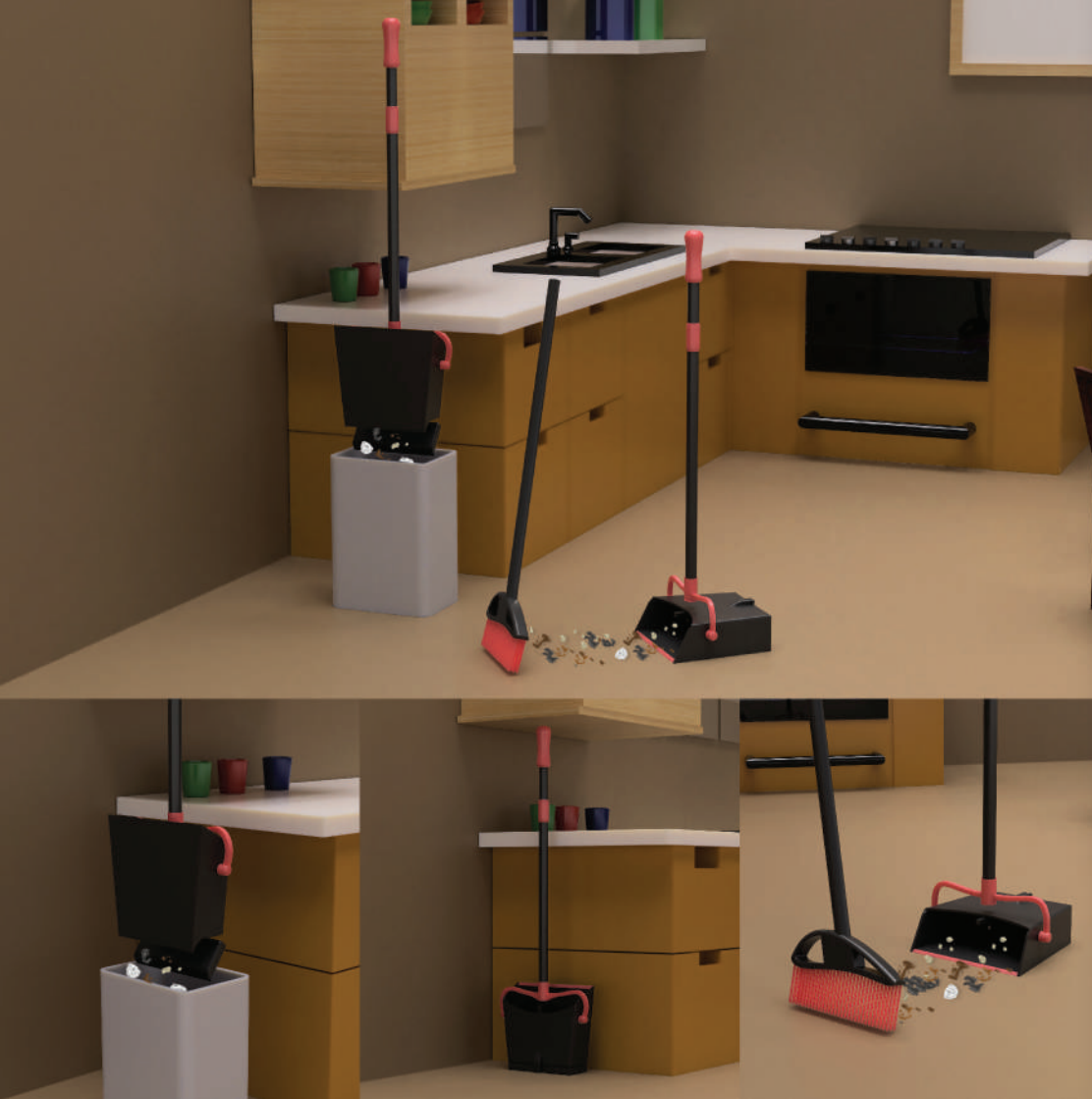


## YOJI HAMADA

### LIDU dustpan

The LIDU dustpan is a newly designed foldable dustpan which makes collecting, transporting and disposing rubbish easier than ever, by introducing an innovative lid opening mechanism. This product was designed to make hard floor cleaning easier, especially for those who are aged 65+ so that they could maintain independence for longer.

✉ [yoj1224ham@gmail.com](mailto:yoj1224ham@gmail.com)







## CALEB HUSTON

### Cargo Bike Frame Refinement

This project sought to refine the frame design and certain components of a locally produced electric cargo bike. The primary purpose was to improve structural efficiency and ease of manufacture. Finite Element Analysis principles were applied, eventuating in a conceptual CAD design that provides substantially improved structural properties over the existing offering. The frame design utilises robust steel material and has been thoroughly simplified, resulting in a bicycle which could very well be the future of urban mobility.

✉ [caleb.huston@outlook.com](mailto:caleb.huston@outlook.com)





TIGHTENING BOA MECHANISM



## KATE HUTCHINSON

### Desirable Orthoses

The aim of this project was to design a functional wrist splint into a more contemporary and desirable device that incorporates social, cultural, and personal perspectives. The final design is aesthetic, breathable, completely waterproof, and functions with the minimal amount of material possible. The three layers of the splint provide comfort, support and a customization aspect, while the holes allow water to drain through it. This is an aesthetically pleasing wrist splint that won't hold its users back.

✉ [kate.hutchinson23@gmail.com](mailto:kate.hutchinson23@gmail.com)



## ALESHIA INGHAM

### Kids Front Mounted Bike Seat Locking Mechanism

This project aimed to improve the user experience for kids front mounted bike seat attachment mechanisms. This project focused on the usability under the stem area, ensuring that no tools were required and integrating a quick release mechanism for ease of use. Due to NDA's, the final design is not able to be shown however a selection of the ideation, process and prototyping can be seen here.

✉ [aleshia.ingham@outlook.co.nz](mailto:aleshia.ingham@outlook.co.nz)







## JOSEPH IVORY

### Local, Sustainable, Custom Road Bike Shoe

Recreational cycling allows people to explore and enjoy their local environment. Indirectly, the gear being used can cause excess harm to that environment.

This project set out to design a road bike shoe that uses local manufacturing tools. This allows for manufacturing to be closer to the user, reducing transport emissions. Generic workshop tools can be more flexible than mass manufacturing, allowing for novel materials (in this case, a hardwood sole) and a custom fit to the individual.

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## BENJAMIN KIM

### Rolley

The model was designed to support the users in need of a surface when going outside. By designing a portable table, the users are encouraged to take it around conveniently wherever they go. It could be used by ages ten and above as there are no hazards to it. The design delivers a smooth, clean look to look professional, and the folding mechanism is simplified to allow users to interact easily.

✉ [ben.yojinkim@gmail.com](mailto:ben.yojinkim@gmail.com)







## MICHELLE KIM

### KOFEX

KOFEX is a fully biodegradable shoebox to storage solution, made entirely with coffee grounds and bio-resin. It utilises this waste material to provide packaging that positively benefits the environment. The organic colour of the coffee ground mixed in a clear resin, along with the imperfections created during the moulding stage creates a natural and aesthetically pleasing product. With its unique characteristics, KOFEX fits the modern home style, blending in nicely with its environment.

✉ [michellekim210400@gmail.com](mailto:michellekim210400@gmail.com)





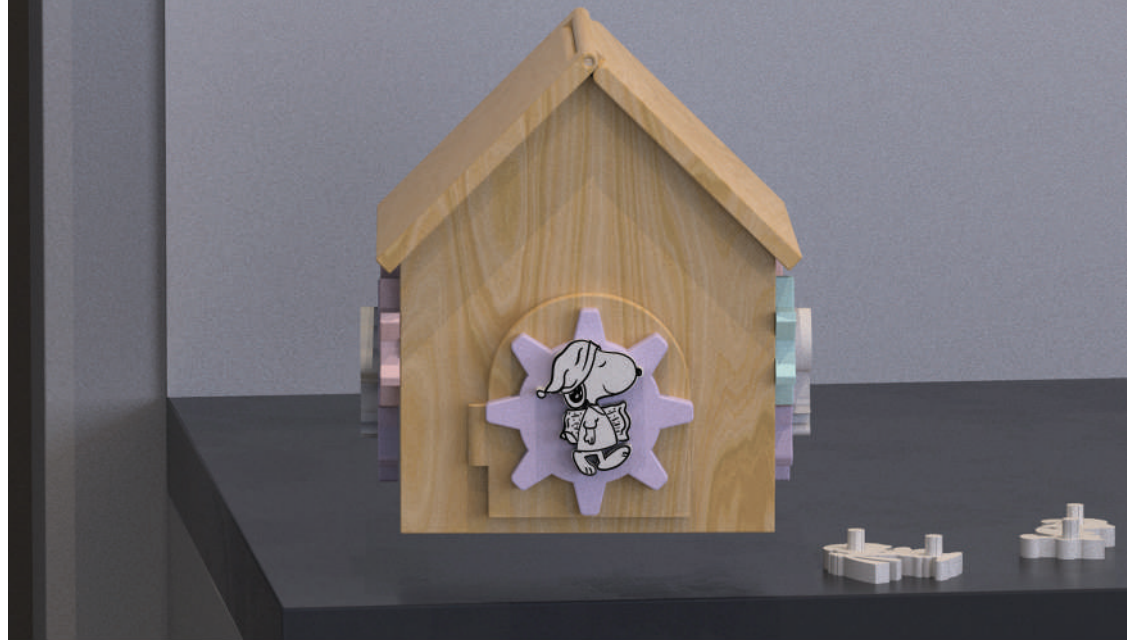
## ROCHELLE KIM

### Mixi

#### *Sleep Matters*

The RSA Sleep Matters brief focuses on creating a product, service or system that will be able to enhance the quality of sleep for individuals. Mixi is an interactive schedule sleep toy, which focuses on helping autistic children with their nightly bedtime routine. It is a fun way for children to complete their routine, with a purpose to reach the end, as the final step unlocks a door, and exposes the child to a surprise.

✉ [rk.mina123@gmail.com](mailto:rk.mina123@gmail.com)





## WOOCHAN KIM

### LuxTemp

My project was based on the brief of improving and enhancing the lifestyles of young adults (18-24) by designing a product that encourages the user to adopt healthy sleeping habits and achieve higher quality sleep. This design ended up being the LuxTemp, a bedside lamp that is designed in the form of an hourglass that displays the current status of the user's sleeping habits. The lamp also discourages the use of mobile devices before sleep through the wireless charging system, encouraging users to leave their phones on the LuxTemp.





## JASON LAU

### Akedo

This is a personal project to solve problems with the portability of an arcade machine. An arcade machine is traditionally quite large, heavy and very immobile. They are also quite expensive and fragile. The objective of this project is to create a solution for a portable arcade machine that can be moved or carried around with ease.

✉ [yuem2202@gmail.com](mailto:yuem2202@gmail.com)







## IVAN LEE

### Colour Me Safe

Develop a way to contain two reactive hair colouring chemicals separately for a deliverable allergy patch testing kit.

✉ [cfl.ivan@gmail.com](mailto:cfl.ivan@gmail.com)



## FLYNN MACNAMARA

### Magwave Radio

*re-imagining of a body worn  
speaker/microphone system*

My project is the redesign of body-worn radios commonly used by emergency services to improve on current downfalls of the design.

✉ [macnnylf@gmail.com](mailto:macnnylf@gmail.com)





## OSCAR MARSH

### Allbirds Nature Commuter

43 billion tons of CO<sub>2</sub> carbon emissions are produced every year, the main contributors towards this growing figure are transportation, material and manufacturing. The Nature Commuter is a bicycle that has been designed around the function of considering and reducing carbon emissions in every state of its life cycle process. The design specifications have affected the material and manufacturing resulting in a change of how we think about current bicycle manufacturing. The Nature Commuter has been designed to be seen on the front lines of a climate march where Allbirds as a brand stands on making a true difference to carbon emissions.





## PATRICK MARSH

### Adaptdefy Pedals

This project was completed for industry client Adaptdefy. Adaptdefy is designing a two wheeled mountain bike that paraplegics and other wheelchair users can use independently.

In this project I developed a pedal system for the bike. It allows riders to engage and disengage their feet from the pedals while ensuring they cannot come loose over rough terrain or in a crash.

✉ [patrickmarsh97@gmail.com](mailto:patrickmarsh97@gmail.com)





## JOE MARTIN

### Nomad PowerUp

*Power for Construction Sites*

PowerUp is a cable management hook designed for heavy construction applications. The premise for designing this hook is based on the new trends and legislation in construction that requires mandatory elevation of power cables. The cables must be suspended off the ground to avoid creating trip hazards and prevent damaging electrical equipment. The project defines the process for creating an affordable and extremely durable hook to support the new need for safer construction practice.

✉ [jbm85@uclive.ac.nz](mailto:jbm85@uclive.ac.nz)



## SAM MASON

### Generation Global *Aircraft Seat Cushion*

An Aircraft seat cushion, designed to adapt to suit most airframes. The seat cushion, comprises of a main foam moulded body, and features three different level inserts, of which all can be changed to suit the customers specifications, regarding flight time providing premium comfort to users, while being a cost effective solution for Generation Global. The design was tested against a range of different shape designs, and was shown to be the most comfortable to the user.

✉ [sammason2000@gmail.com](mailto:sammason2000@gmail.com)







## IMOGEN MCRAE

### Creating Attractive Urban Environments Using By-Products

Ask anyone in Timaru—the CBD’s slippery tiles need to go! This project proposes a circular-design solution: a waste-material paver made from diatomaceous earth and waste polypropylene. The project aim was to engage in community-based design to develop a feasible urban design solution that promotes an attractive, sustainable environment in Timaru, using food industry by-products outlined in the ‘Sustainable is Attainable’ initiative. The proposed layout concept to develop is ‘Ki uta ki tai’ (from the mountains to the sea).

✉ [imogen.mcrae@gmail.com](mailto:imogen.mcrae@gmail.com)



## TEAGHAN MOWER

### GULPS Glove

The Guided Utility in Pharyngeal Swallowing (GULPS) glove is a collaborative project between the UC Rose Centre and the UC School of Product Design. It has been designed to assist post-stroke dysphagic patients recover their swallowing reflex through skill-based rehabilitation. The user presses the 3 haptic motors to their throat and receives vibrotactile stimulation. The timing of the activation of each of these motors can be controlled to replicate the patients current swallow, time of a normal swallow (utilising established manometric data), or any other timings that the clinician deems appropriate.

✉ [tmower44@gmail.com](mailto:tmower44@gmail.com)





## **WILLIAM MURRELL**

### **Continuous Harakeke Composite**

The overall aim of this project was to test the secondary properties of unidirectional harakeke fibre provided by KiwiFibre Innovations and determine a possible engineering application. This project has determined the preliminary acoustic properties of harakeke reinforced with epoxy resin and determined a Cube Satellite as a potential application to showcase these properties. The KiwiSat is designed to absorb intense acoustic and vibrations felt by a payload during launch.





## JELMER NAP

### The Sitehold

The Sitehold, a workholder/vice that construction workers or DIYers bring anywhere thanks to its accessible design. Using its strap loop feature it is able to be mounted to the back of a Ute with ease, but if that isn't your style using the free screw holes it is able to be mounted to any right angled hard surfaces. Using a strap to secure material, makes the Sitehold lightweight and easy to carry around.

✉ [jelmer.nap@gmail.com](mailto:jelmer.nap@gmail.com)





## DANIEL NOETZLI

### Forever Fresh

For users that wear gumboots regularly for extended periods of time, an issue that commonly arises is the build-up of internal moisture due to Perspiration. This build-up causes discomfort and can also lead to medical issues. This project will seek to solve this issue and improve the user experience for the thousands of people who work in New Zealand's Agriculture Industry.

✉ [d.noetzli@outlook.com](mailto:d.noetzli@outlook.com)



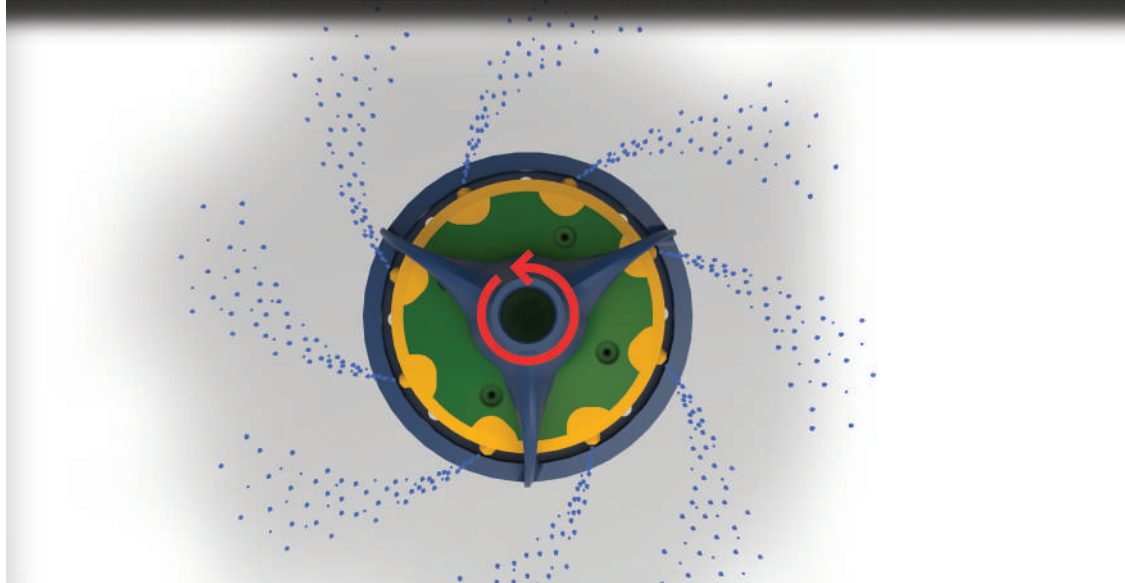


## DANEEL OVTCHARENKO

### Nanobubble Nozzle

The purpose of this project was to research, design and manufacture a sprayhead and nozzle which enables nanobubble water irrigation from centre pivot irrigators.

✉ [dov13@uclive.ac.nz](mailto:dov13@uclive.ac.nz)







## LEVI PAINTER

### Sleep Rhythm

The aim was to design a product that helps improve sleep for people with ADHD and anxiety aged 18-64. People with ADHD and anxiety often experience difficulty gaining the quality and quantity of sleep required, which can amplify symptoms. The Sleep Rhythm promotes healthy sleeping patterns by allowing the user to create morning and night routines on the paired application. It limits phone usage before bed and helps reset the human body's circadian rhythm by using natural light and sounds.



## ANDY PARK (MINHONG)

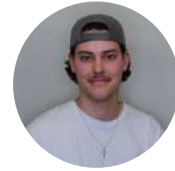
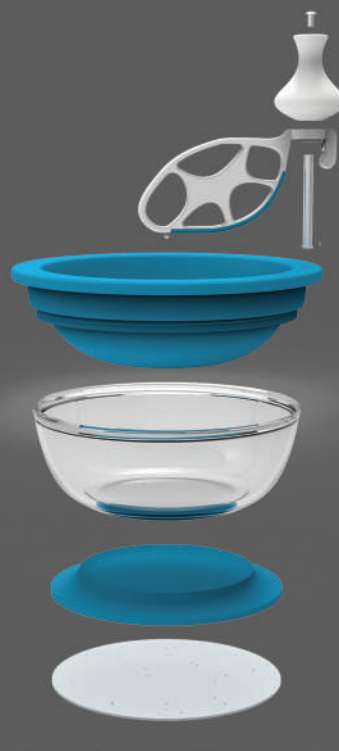
### Seaweed Plasterboard

The Seaweed Plasterboard project aims to develop a fire-resistant, moisture-controlling biocomposite panel for the wall and ceiling to eventually replace conventional plasterboard.

Seaweed panels cannot only reduce the carbon footprint of building materials but also help to contribute to safer and more livable homes in Aotearoa/ New Zealand.

✉ [parkandy333@gmail.com](mailto:parkandy333@gmail.com)





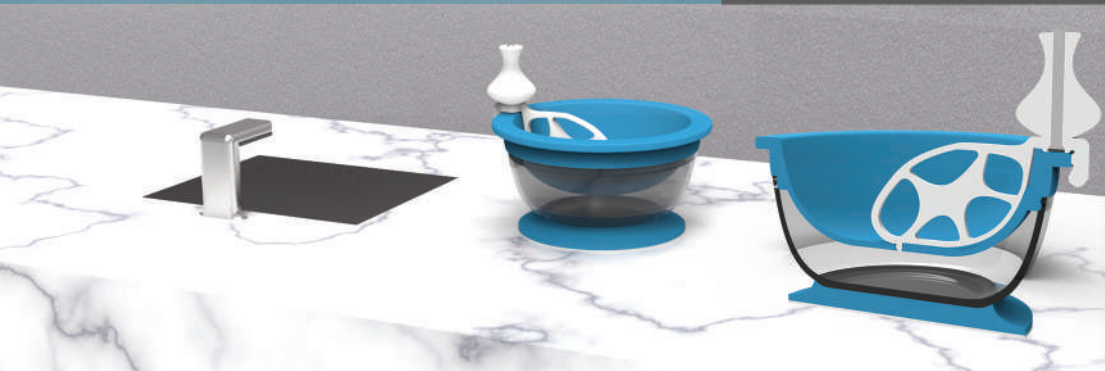
## LUCAS PARRY

### MixUs

*Beyond the kitchen table*

When trying to incorporate an inclusive lifestyle into multigenerational homes, differing user abilities or capabilities can become a barrier. This mixing bowl, caters towards a market ranging from young children, to elderly users. The features on this product allow users from many backgrounds to have fun, learn, develop and effectively interact together whilst cooking or baking. This project positively influences its users of diverse ages and abilities to prepare food in an inclusive and engaging manner.

✉ [lucasparry433@gmail.com](mailto:lucasparry433@gmail.com)





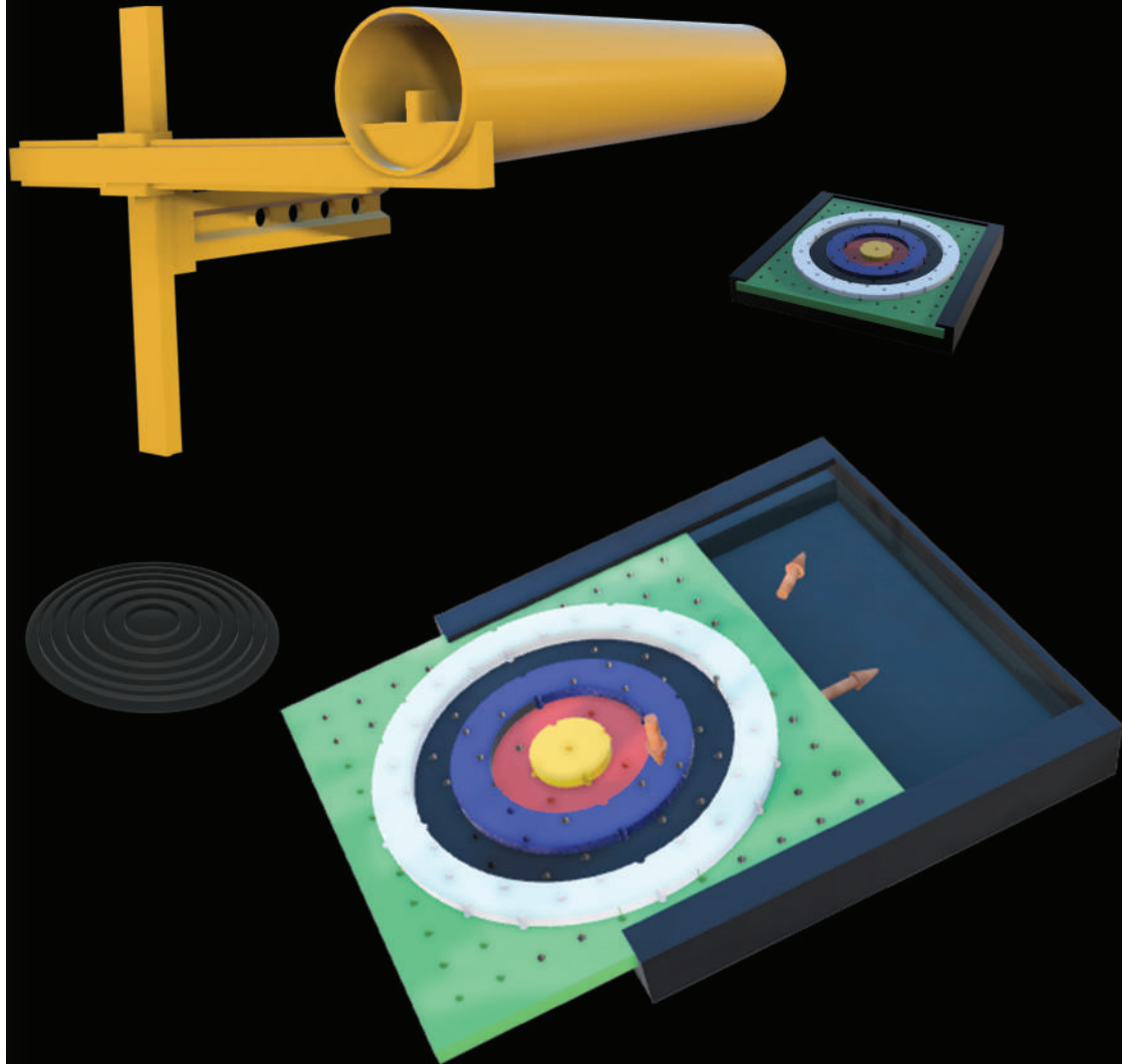


## BHUMIKA PATEL

### Aoteroa Adaptive Archery Project

This project was proposed by the Aoteroa Adaptive Archery Club to help children with visual impairment learn archery. This project looks into ways to make the sport safer for children to engage with, and help them learn the sport without much difficulty. After much research the final product is a telescopic scope which aids children who are partially/low visioned, and a spotter board which allows the shooter to locate where they shoot without getting injured.

✉ [bhumikapatefj@gmail.com](mailto:bhumikapatefj@gmail.com)





## RENATO POIENAR

### Raven Roof Top Tent

Designed a Pop-up roof top Tent that sleeps 2 people. The design also functions as a roof box when closed that has a 35kg capacity. The ABS thermoformed shell is unique in it's design compared to regular roof top tent and roof boxes. The design has inner storage compartments for more accessible storage use. Side and rear vents help to dry the canvas and provide ventilation during the night.

✉ [altum.design.nz@gmail.com](mailto:altum.design.nz@gmail.com)



## RUBY POULTON

### Allbirds at the front lines of a climate march

My project focused on sustainable materials as they are an important factor in sustainable design; my main focus being on leather—one of fashions most damaging and commonly used materials. My final Product includes Kombucha SCOBY leather, cork and Allbirds very own Sweetfoam®. The bold design was inspired by the bold fashion trends that are seen around the world today, as a statement that sustainable design doesn't have to be boring and conventional.

✉ [ruby.em.poulton@gmail.com](mailto:ruby.em.poulton@gmail.com)



*allbirds*

Allbirds at the front lines of a climate march

# The Mother Slides

Made from nature, for nature

CARBON FOOTPRINT  
+  
**2.0**  
KG CO2E

MOTHER EARTH  
MOTHER NATURE & A  
KOMBUCHA MOTHER  
THATS IT!

**Kombucha SCOBY**

Dried and waxed Kombucha SCOBY, a planet-friendly solution to leather—one of fashion's most damaging and most commonly used materials. It's naturally pigmented and fully biodegradable, leaving a much smaller footprint after its time is up. This bacterial cellulose strap lets us re imagine what's possible with sustainable innovation.

**Sweetfoam®**

Allbirds' very own sustainable material Sweetfoam® made from sugarcane incorporated into a bouncy footbed, engineered for serious foamy comfort. With a bold and fun added texture that increases comfort and grip, pushing both you and fashion forward into the future.

**Natural Cork**

100% hand-harvested cork from super carbon-absorbing cork trees in the mediterranean. A sculpted and contoured ergonomic sole that molds to your feet for ultra instep comfort.



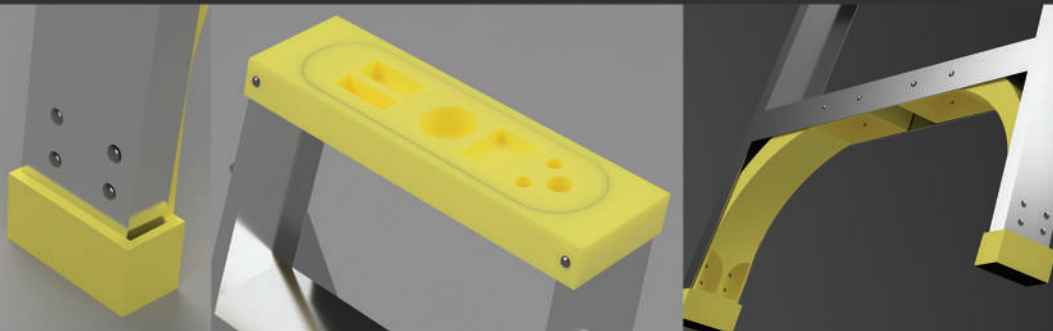


## HUNTER PRICE

### The Better Ladder

A single sided step ladder with two new features. A redesign of the current ladder bottom metal bracing mechanism in plastic, for increased safety and manufacturing ability, and a modular top system where inserts can be swapped out from a frame on the top of the ladder to better accommodate the job being done, for storage and tools and other helpful parts.

✉ [hpr2200@gmail.com](mailto:hpr2200@gmail.com)



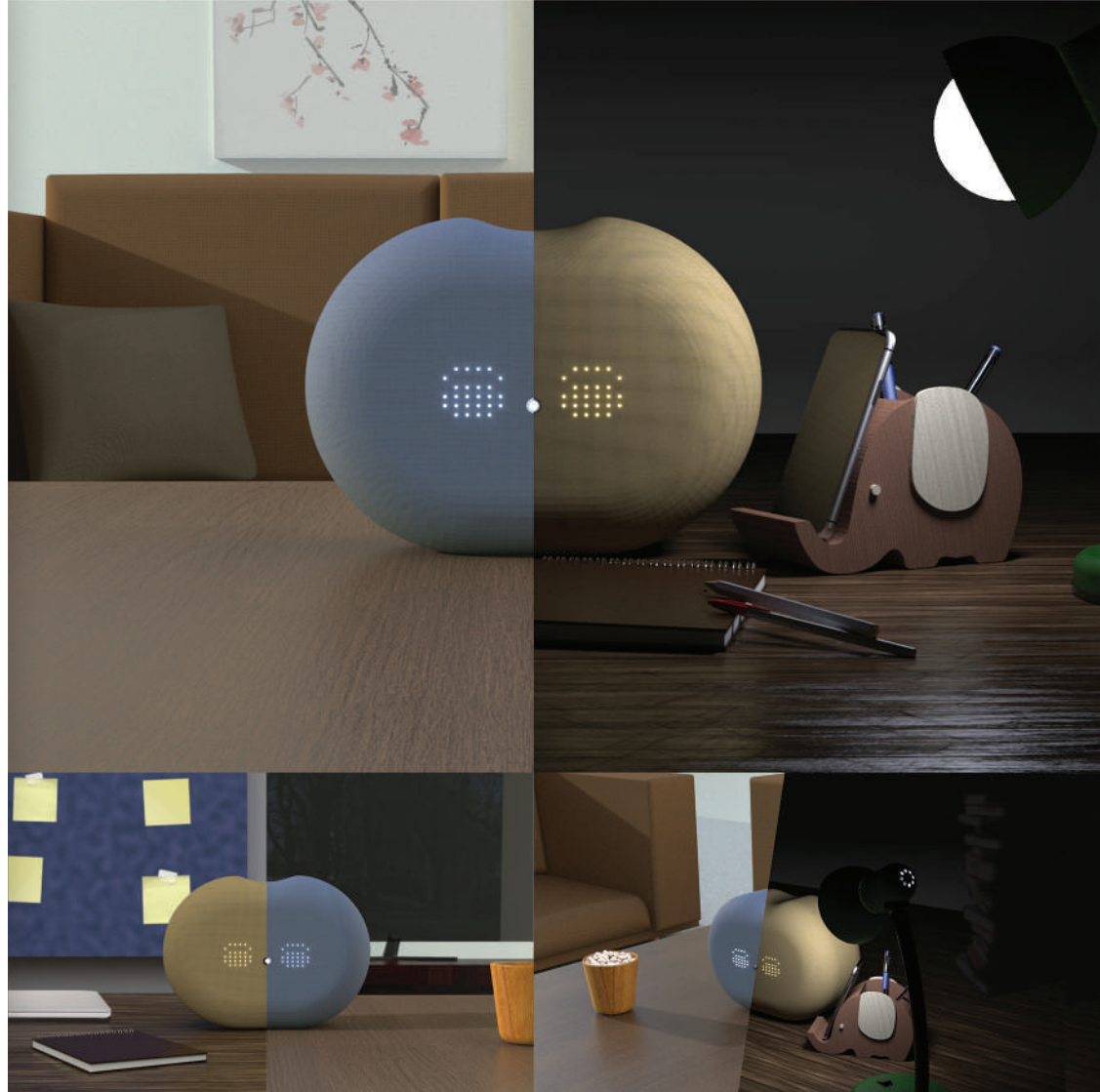


## SAMUEL REYES

### Fuwadatchi

Fuwadatchi is a portable communication device and pillow which acts to reduce loneliness within users through facial tracking technology and a pillow structure. This is to imitate a face to face interaction with the pillow adding physicality often lost when digitally communicating. Designed with a Japanese interpretation of minimalism which reduces an object/subject to its basic essence. The Fuwadatchi is also able to be customised with different colours, unique pillow ears, and other accessories.

✉ [samuelreyes175@gmail.com](mailto:samuelreyes175@gmail.com)





## CHYNAE RIGTER

### Gidget

I have set out to design a fidget accessory; a fashionable fidget product that can be carried and used in any environment. It aims to remove the social stigma around bringing a specialty designed product into stressful situations. Instead, it will be disguised as an accessory. A fashionable product which appears to be a single purpose item to the blind eye.

✉ [chynaerigter@gmail.com](mailto:chynaerigter@gmail.com)





## BEN SCALES

### Natural Fibre Centred Design

We must rethink the materials in our products and shift towards sustainable materials. Harakeke and coarse-wool are abundant in Aotearoa, but became obsolete when synthetic materials entered the market. The Perendale Chair project aimed to identify a product application for a material employing non-continuous harakeke and coarse-wool fibres to support a regeneration of harakeke and coarse-wool industries. It provides material exposure while embracing natural fibre aesthetics. The user can experience the material, connect with the product and is encouraged to question their consumption.

✉ [benscales23@live.com](mailto:benscales23@live.com)





## HARI SINGH

### Reflex Stem

With mountain bikes constantly becoming faster trails have also evolved to become faster and more technical. This increase in the speed and technicality of trails has resulted in more forces being transmitted into the rider's hands and arms which causes pain and discomfort. The Reflex Stem offers the rider a level of compliance when descending trails that is unmatched. It lets the rider tune the vibration damping of the stem to their preferred amount creating the perfect balance between comfort and handling.

✉ [hari.singh31@yahoo.com](mailto:hari.singh31@yahoo.com)





## AIDAN STAMATAKOS

### TM10000

*Mobile Radio Future  
User Interface Design*

The TM10000 is a complete user interface redesign of the current mobile radios from Tait Communications. This redesign incorporates a range of new technological features, including a wireless handset, Bluetooth connectivity, and a large OLED touchscreen display. The overall styling of the new mobile radio has a more contemporary and squared off design. These updates, along with the ergonomic buttons and knobs, will increase the user's efficiency and safety.

✉ [aidanstamatakos@gmail.com](mailto:aidanstamatakos@gmail.com)







## AUSTIN SUE

### ABSORB.

ABSORB is a shock absorbing derailleur hanger for frames using the SRAM Universal Derailleur Hanger mounting system. The hanger is designed to flex upon impact, absorbing it and then returning to the optimal position for pedalling and descending use. This allows the user to continue on with their ride as the hanger remains intact allowing the race run to be finished without the derailleur bouncing around into the spokes. It also allows the rider to make it back to the car or home instead of walking.

✉ [AustinSue380@gmail.com](mailto:AustinSue380@gmail.com)



## SAM TE WHARE

### Sustain Nopal 1.0 SG

Sustain Nopal 1.0 SG is the product of a design brief which looked at improving the sustainability of modern day rugby boots for adult male rugby players, whilst retaining high performance features. Incorporating renewable and recycled materials such as cactus biomass, recycled plastic bottles, fishing nets, carpets and foams. As well as sustainable manufacturing and extended product life cycle methods to deliver a cleaner, greener product.

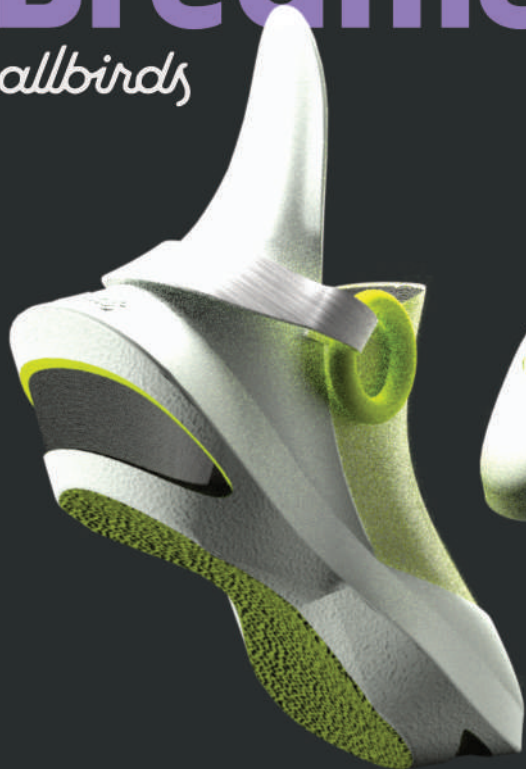
✉ [sam.tewhare@gmail.com](mailto:sam.tewhare@gmail.com)





# Urban Breather

*allbirds*



"Breathing'  
urban air to  
make urban  
air breathable.

Urban Breather comes in two shades representing the colour scheme of the air pollution series.



## EMILY WANG

**Allbirds**

*Urban Breather*

Urban Breather shoe will be the forerunner of a new Air Pollution product series by Allbirds. It helps the climate and the vulnerable by harvesting the energy from walking to filter urban air. This is done by compressive vessels and filters located in the soles. The energetic design and technological aspect serves to make an impact on the market, and emphasise the importance of reducing air pollution.

✉ [emily.yg.wang@gmail.com](mailto:emily.yg.wang@gmail.com)





## SINÉAD WASHINGTON

### Sensity

#### *Non-Newtonian Sensory Play*

The Sensity non-Newtonian sensory play toy is designed to encourage infants to use their senses of touch, smell, and sight. The Oobleck provides an opportunity for them to engage with a fluid that is unlike anything they would usually encounter, and squeezing and handling it improves fine motor skills. The five different scents and colours, and the shapes of the play tools help infants associate what they smell with what they see, developing different parts of the brain without overstimulation.

✉ [swash.industrialdesign@gmail.com](mailto:swash.industrialdesign@gmail.com)



# Solstice

A time telling game.



## KAYLEIGH WATFORD

### Time Teaching Learning Tool

The incorporation of technology into our everyday lives has largely reduced the need to read analogue time, meaning that many children lack this skill. This project's aim was to 'design an engaging learning tool for 7 to 10-year-olds that encourages them to learn how to tell analogue time.'

Solstice is a seasons themed board game that is designed to combine learning and fun. Children will learn by answering time related quiz questions, and matching up digital, analogue, and written-word times.

✉ [kayleighwdesign@gmail.com](mailto:kayleighwdesign@gmail.com)







## ON-JIN YOOK

### Tri Bag Swing

The Tri-Bag-Swing is boxing equipment that is designed to be set up at a gym or household. The boxing equipment is designed to rotate, which exercises the user's defensive ability to avoid/block a swinging arm. The triangular punching target is suspended by 3 elastic bands, which allows the target to oscillate backwards and forwards. This exercises the user in strike timing, strike accuracy and reduced the impact back to their fists/wrists.

✉ [onjinyook@gmail.com](mailto:onjinyook@gmail.com)





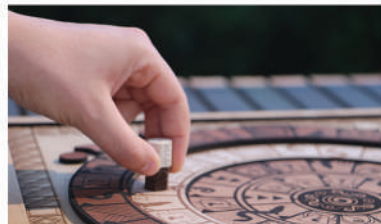


## ALICE YORKE

### Eels & Ferns

Eels and Ferns is an educational school kit for tamariki (children) aged 10 to 13. This kit is split into three sessions; discover, create and play. In discovery tamariki learn about Kaitiakitanga and the three principles of circular design. In session two tamariki create biodegradable game pieces, which correspond to one of the circular design principles. This culminates in the board game with question cards that test their discovery knowledge. The game pieces can be planted at the end of the third session and the kit passed onto the next class.

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## AMIRUL ZAHARI

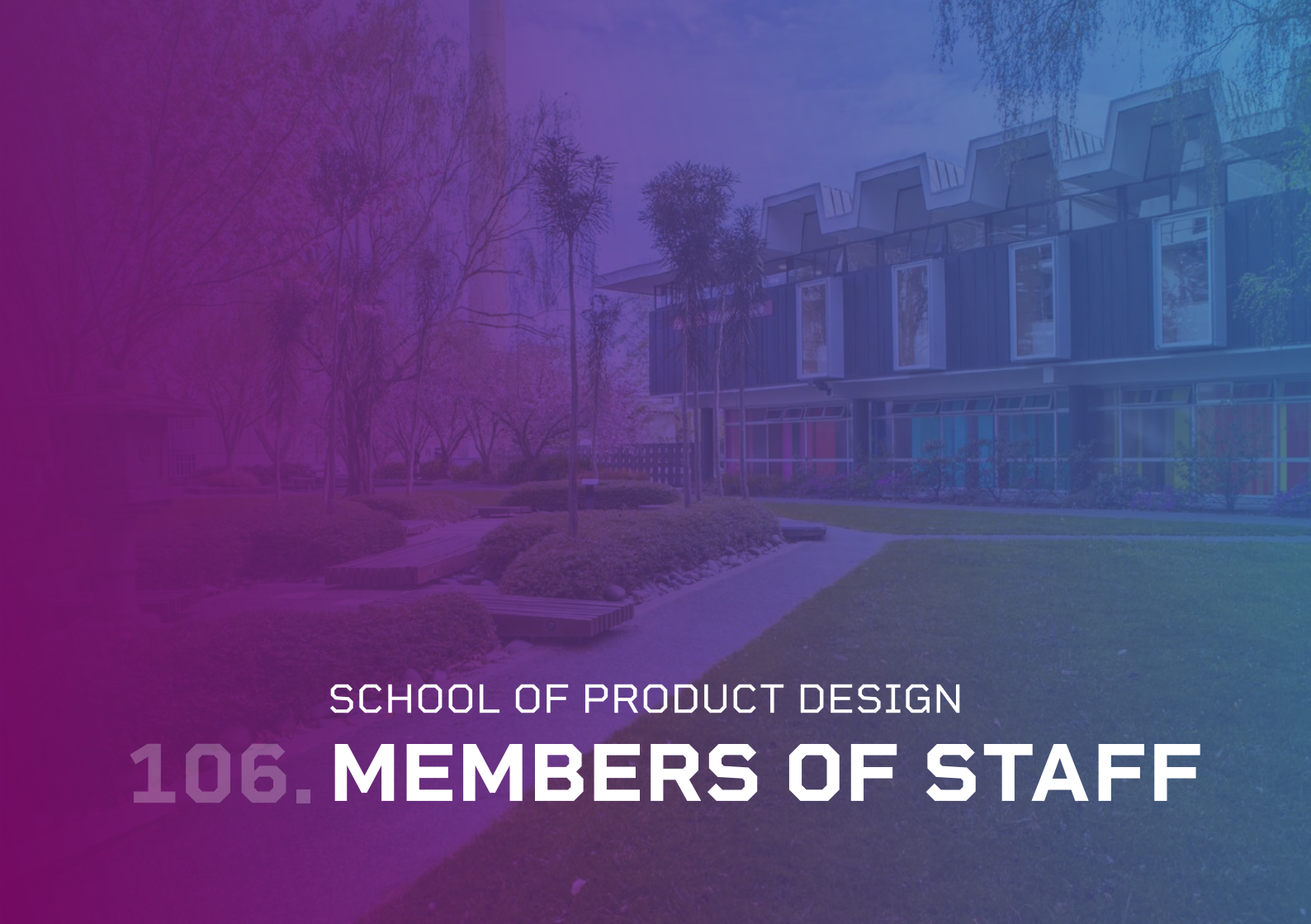
### Flatpack PC Desk Case

The Urbanza Flatpack PC desk case looks to create a new path into the PC desk case market by creating a new form PC desk case that differs from the current competitor, and bringing this category of product into the mainstream. The Urbanza PC desk case caters towards heavy PC users, who primarily use their PC for either gaming or professional use such as photo/video editing who require a solution for insufficient space on top of their desk.

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SCHOOL OF PRODUCT DESIGN

**106. MEMBERS OF STAFF**



# SCHOOL OF PRODUCT DESIGN

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“

As we approach the end of another action-packed year in the School of Product Design, it is wonderful to pause for a moment to reflect on the hard work and the successes of our 2021 graduating cohort. The School of Product Design aims to teach modern, real-world degrees that prepare our graduates for a successful future, but it is our students who brighten our lives with their insightful knowledge and wonderfully creative designs. This booklet provides a snapshot of the incredible efforts of our graduating students, and I invite you to keep a copy to reflect back upon how the class of 2021 worked through some incredibly challenging circumstances to become the promising designers you see here.

I wish to thank our academic team, who have devoted themselves to creating our degree programmes and supporting our students' endeavours. I'd also like to take the time to acknowledge the hard work and dedication of our technical and administrative staff, who work tirelessly to support our students through their dedication, 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 design community.

It gives me great pride to be in a position to formally congratulate the class of 2021 on their graduation. On behalf of the School of Product Design, I recognise your exceptional efforts and wish you every success in your future. No matter where life takes you, know that the school will remember you, and that we are so very excited to hear about your adventures in the world of design.”



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BACHELOR OF  
PRODUCT DESIGN  
GRADUATING  
COHORT!

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Well done to the graduating cohort of 2021.



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