

WORKSHOP PROJECT SHEET

Academic Year 2023/2024

Title and subtitle:

What if? Rethinking dialogs of body+space+object

Curated By:

Proposed by: Meltem Eti Proto
Entrepreneur: Inci Deniz Ilgin

Intended audience:

-all students

Participants

MIN 12-MAX 20

Requirements

Language: English

The phases of the workshop include research+design+execution+presentation. Students will work in teams of 2 or 3. They will need laptop and sketch books for the research and design phase. Depending upon the work, student may finalize their work either digitally or with scaled model. Students are encouraged to produce their final works using materials such as waste or recycled material, cardboard, foam, recycled fabrics, ready-made objects, etc. The presentation will be choreographed by students and may include any relative means such music, dance, performance and likewise.

Duration and Credits:

30 hours – 2 FC

Dates:

17/21 June 2024

Timetables, type of classes necessary, instruments and equipment:

Monday 17 from 10.00 to 17.00 (1 hour break)

Tuesday 18 from 10.00 to 17.00 (1 hour break)

Wednesday 19 from 10.00 to 17.00 (1 hour break)

Mod. 05-11-C - Rev. 0 del 10-01-2018

RUFA · Rome University of Fine Arts

00199 Rome, Italy · Via Benaco, 2

T +39 06 85.86.59.17

rufa@unirufa.it · unirufa.it

Accademia di Belle Arti legalmente riconosciuta dal
Ministero dell'Istruzione, dell'Università e della Ricerca.
Certified UNI EN ISO 9001:2015

Thursday 20 from 10.00 to 17.00 (1 hour break)

Friday 21 from 10.00 to 17.00 (1 hour break)

SEDE RUFA VIA AUSONI 7 – CLASSROOM A13

Short description

In the realm of design, a significant portion of activities revolves around the reconfiguration and redesigning of existing solutions. Yet, the essence of design goes beyond this, encompassing the exploration of solutions that have yet to take form. Such endeavors emerge when one dares to pose seemingly absurd questions, tries to bring together the impossible and push the boundaries looking further beyond of what is commonly accepted.

In this workshop, the goal is to encourage students to think creatively beyond the norm and to explore unconventional ideas, asking questions that initially sound absurd, and venture into uncharted design territories. It's all about breaking the mold and pushing the limits of what's commonly accepted. To achieve this, students should maintain a constant sense of curiosity, conduct thorough research, and approach the task from interdisciplinary perspectives and some humor as well.

The core idea revolves around examining everyday situations where people interact with spaces and objects. The objective is to identify previously unnoticed problems/needs and transform them into design or artistic concepts that are on the cusp of functionality but possess a unique, almost whimsical quality. These innovative solutions may seem unconventional now, but they could serve as valuable sources of inspiration for the students' future creative endeavors.

One of the inspirations for this workshop is Chindogu which literally means unusual (chin) tool (dogu) that was coined by Kenji Kawakami who is a Japanese inventor and the editor of the Mail Order Life. Kawakami defines Chindogu as an "un-useless" objects as they are not perfectly useful but aren't totally unuseful. Other inspirations are artists and designers such as Erwin Wurm, Hans Hemmert, Sarah Ross, Lucy McRea, Bart Hess, Jeppe Hein.

Keywords: Chindogu, body architecture, parasite object, parasite architecture, wearable architecture, wearable sculpture, wearable furniture, installation

Exemplary visuals



Erwin Wurm, GAIA, Chindogu, Matali Crasset, Arne Van Herk and Sabine de Kleijn, Hans Hemmer



Hans Hemmer, Yellow Blobs



Sarah Ross, Archisui



Unknown, Jeppe Hein, Chindogu, Lucy McRea, Bart Hess, Joo Youn Paek, Didier Faustino, Raw Color

Short Biography

Inci Deniz Ilgin's areas of interest include design culture, design theories, sense of place, sense of belonging, displacement, public spaces, digitalization, and spatial relations. She holds an Interdisciplinary Doctoral Degree, with the focus on design and integration of sociology, and history from Washington State University, USA. She has taught design over thirty years in Istanbul, TR-Marmara University and in the US - University of Cincinnati and Washington State University. She has been leading an online course with Prof. Mariella Poli from California College of the Arts since 2013. She led international and national exhibitions, conferences, triennials, meetings, talks, workshops, and research projects. She served as the Dean of Marmara University Faculty of Fine Arts (2012- 2019). Her coffee table "Envelope" is produced by an Italian firm Airnova and exhibited at the Salone del Mobile, 2010 and the outdoor furniture "Porch Chat" received mansion from the PAD Design e Mediterraneo and exhibited at the International Design Week in Istanbul. She has been leading a documentary project "Tatbiki Bellek" tracing first 25 years of an applied fine art school which was established after Bauhaus principles. She founded UMii Design Studio in 2023, where objects of daily life reconfigured, experimented and produced with the focus of repurposing waste and recycled materials.