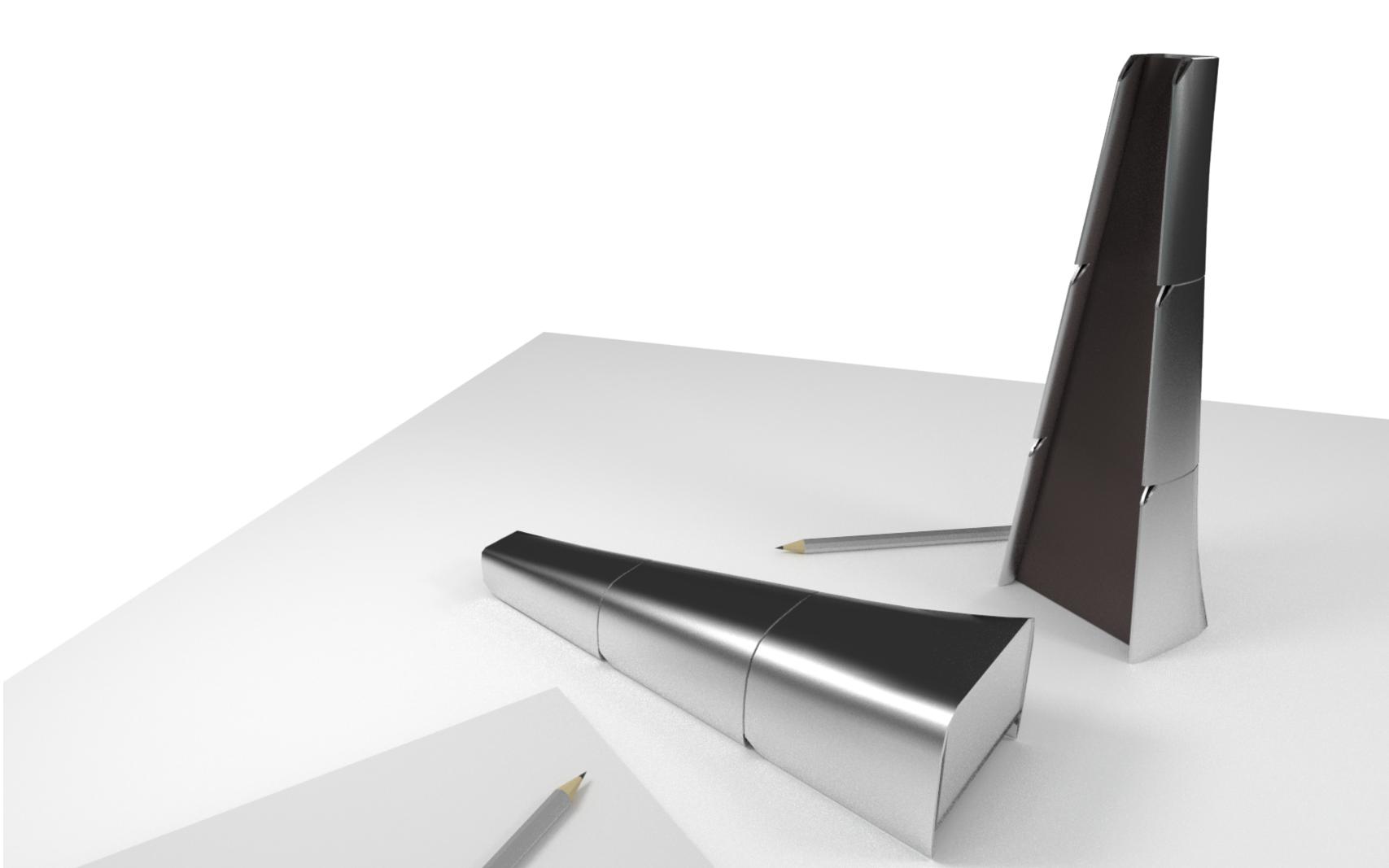
# PENCIL CONTAINER for muji







combining the satisfying act of breaking to use, with a mundane object that holds contents of great value.



THERE ARE SOME OBJECTS THAT WE HAVE TO BREAK IN ORDER TO ENJOY THE CONTENTS. THE ACT OF BREAKING MAKES PEOPLE FEEL A VERY FINAL YET UNCHARACTERISTIC SATISFACTION.

THERE IS AN INTERESTING CONTRAST AND DUALITY BETWEEN THE AESTHETIC VALUE OF THE OUTSIDE OF THESE OBJECTS AND THE VALUE OF THE INSIDE, WHICH ENCOMPASSES THE OBJECT THE AUDIENCE DESIRES.

# o p e n i n g

# A MODEL FOR PRODUCT DESIGN

# OBSERVATION ----- INSIGHT

examine your environment using your five senses in an open and unbiased manner

notice human behavior including problems and how they cope with unmet needs

interpret your observations to further develop an understanding of your surroundings

empathy can expand your personal knowledge of a situation

# (RE)FRAMING

assessing whether or not the problem discovered through insight is the fundamental problem

# **ASKING STUPID QUESTIONS**

questioning assumptions and re-evaluate the situation in an unconventional way

why does it have to be this way? How can it be done differently?

asking questions helps identify more important problems

# **REFINING PROBLEMS**

adjusting the definition of the initial problem creating a refined problem based on the needs discovered by reframing



# **CONSTRAINTS**

limitations that bound the project

embracing constraints makes for a better design solution

identifying and eliminating false constraints



MUJI + CASTIGLIONI



reduced aesthetic

no redundancy

low price + high quality

anonymity + no brand



splugen brau cafe



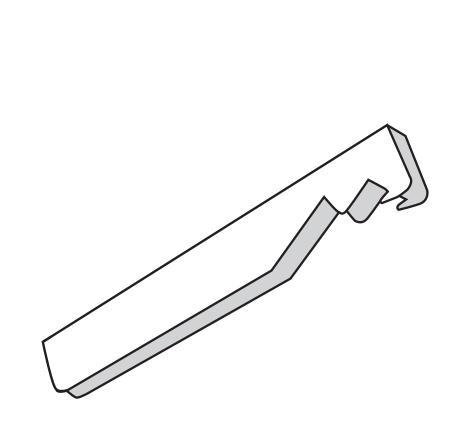


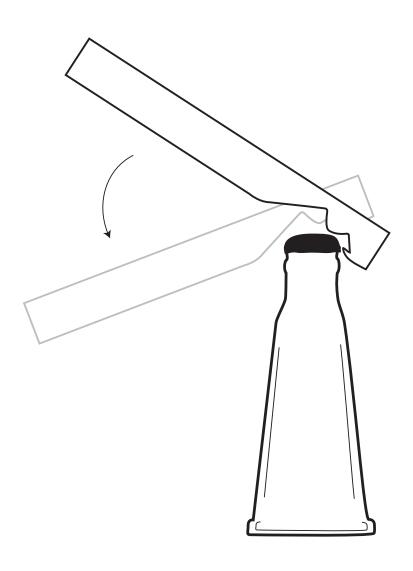


- + SCENOGRAPHY
- + PULLEY SYSTEM
- + BEEHIVE SHAPE
- + ALUMINUM MATERIAL



- + REDUCING PROCESS
- + ERGONOMICS
- + SIMPLE MANUFACTURING
- + LOW PRODUCTION COSTS





(re) framing

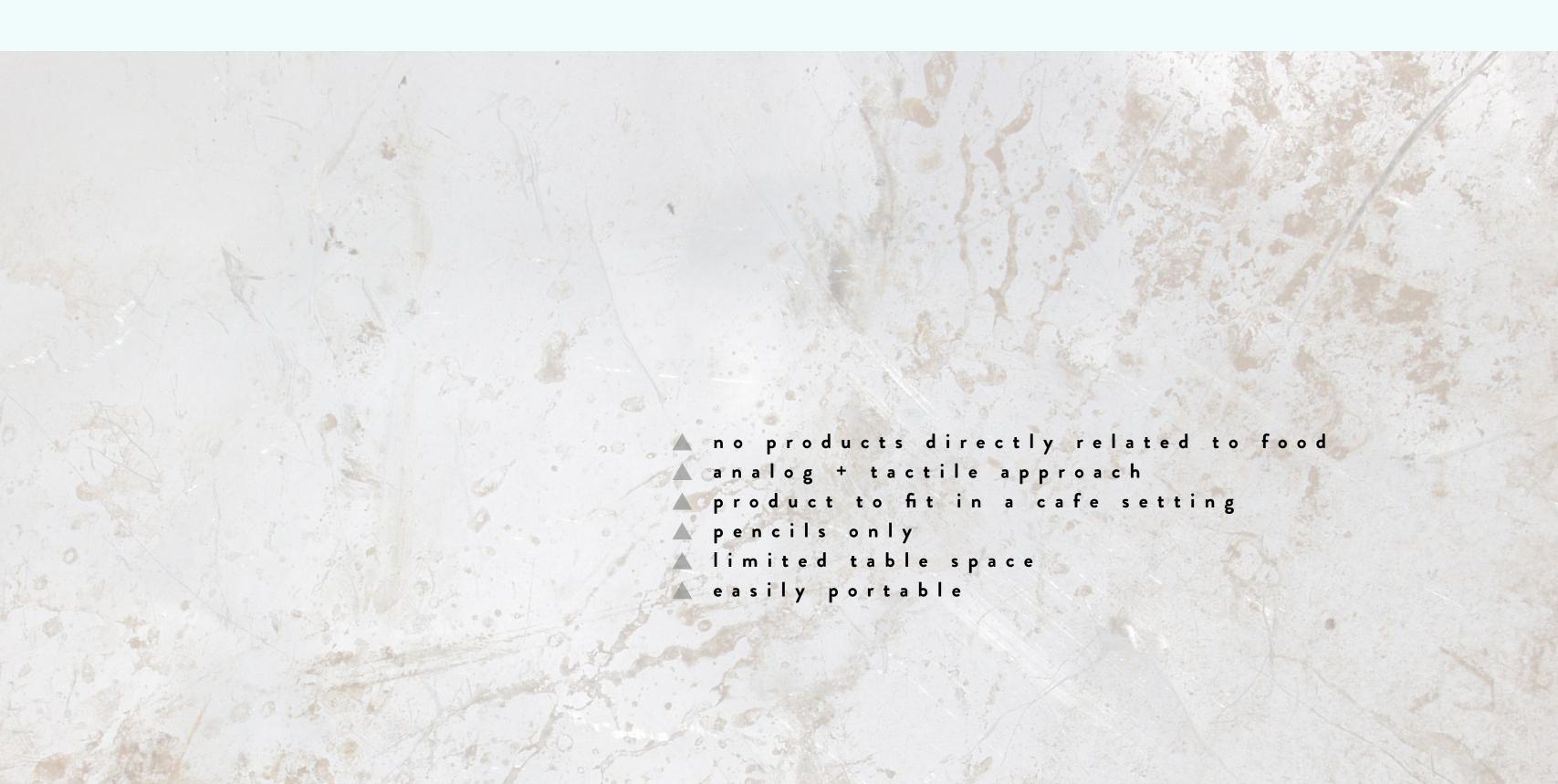
ONCE AN OBJECT BREAKS, DOES IT HAVE TO STAY BROKEN FOREVER?

IS IT POSSIBLE TO MEND THE PIECES BACK TOGETHER?

IS THIS SOMETHING THE AUDIENCE WANTS?

HOW CAN WE MAKE IT APPEALING ON ALL LEVELS OF DESIRABILITY (VISCERAL, BEHAVIOURAL AND FUNCTIONAL)?

# CONSTRAINTS



# FOR PRODUCT DESIGN

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entifying and eliminating false constraints

# **OPENING**

the initial idea or concept for the design solution

the idea can manifest itself in any product or form

# TRANSFORMATIONAL METAPHORS

creating feelings of meaning and self worth through the use of familiarity in metaphors

# **JUMPING FENCES**

limitations that bound the project

the more often we jump fences, the easier it becomes

# **SMART RECOMBINATIONS**

not necessarily creating an object or product entirely from scratch

taking elements from two or more realms and combining them in an innovative matter

# **OBJECTIVES OVER OBJECTS**

the experience and feelings created by interacting with the product is more important than the product itself

what is the value for the consumer?

# **CREATING INNOVATION**

thinking outside of the box and creating something that is not mundane.

# **†**

# **RESEARCHING**

deep diving into specific project related information

exploring and thinking laterally

# **TYPOLOGY**

deep diving into specific project related information

FEASABLITY

is the idea capable of implementation within the near future?

will it be sustainable and effective in the long-run?
is there a market for this product?

DESIRABILITY

Do people want/need it?

# VISCERAL

responding to the appearance

esthetics and style are equally

# REFLECTIVE

personal feelings towards the product (happiness, satisfaction

creates association to produc

# BEHAVIORA

affected by aesthetics

ideation



smart recombination

spine + tape measure + pencil case construction process of bottle opener inserting pencil





# TRANSFORMATIONAL METAPHOR

- ++ CREATES A CHANGE IN PERSPECTIVE
- ++ ONLY ABLE TO PLACE A FEW VALUABLE PENCILS INSIDE THE CASE
- ++ IDEA RESEMBLES CONCEPT OF VERTEBRAE PROTECTING > SPINAL CORD

"WE WANT TO BE JUST LIKE WATER. WATER IS CALM, ESSENTIAL,

ALWAYS NEARBY

GIVING US REST AND RICHNESS"

- mr. masaaki kanai (president MUJI)



# scenography

HIGH FRICTION

LIMITED TABLE SPACE

MOBILITY IE. BACKPACK

USE OF PENCILS (SKETCHING)

HOT + COLD BEVERAGES

NATURAL LIGHT

CAFE SETTING



# OBSERVING BEHAVIOUR

- + NATURE OF HOW KIDS PLAY WITH THEIR TOYS INCORPORATED ON AN ADULT LEVEL
- + BREAKING OBJECTS FIRST TO ENJOY THE CONTENT INSIDE
- + PENCILS ARE OBJECTS THAT CHANGE IN SIZE AS YOU USE THEM



# **ESIGN**

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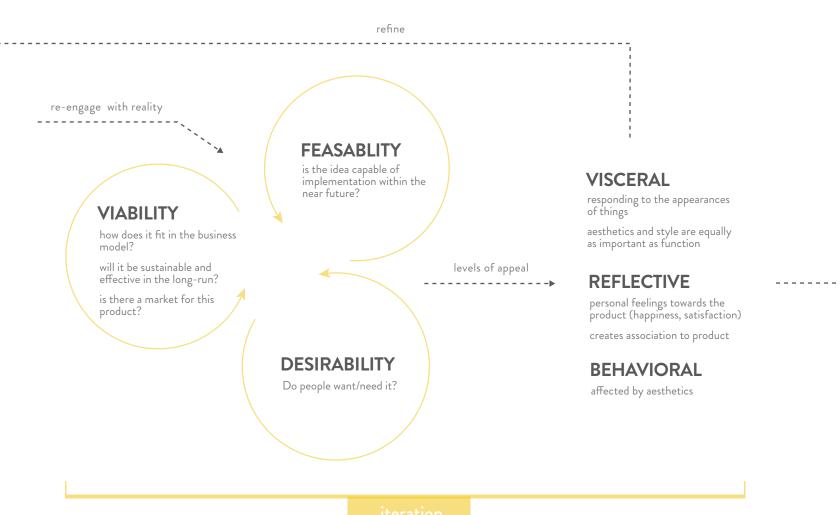
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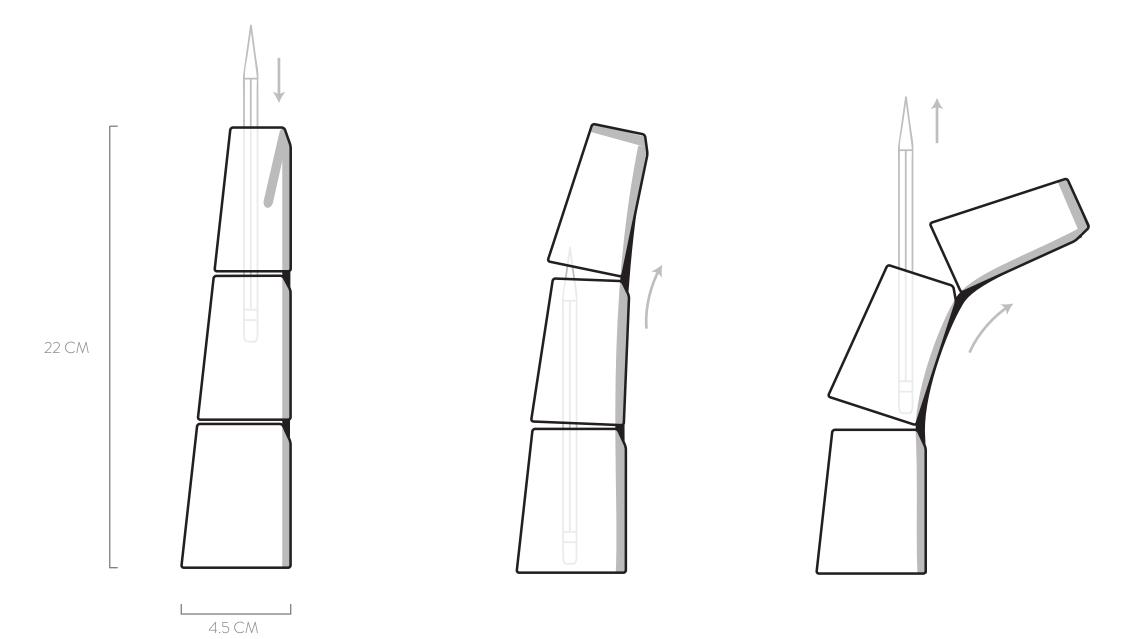
## TYPOLOG'

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**FINAL** 

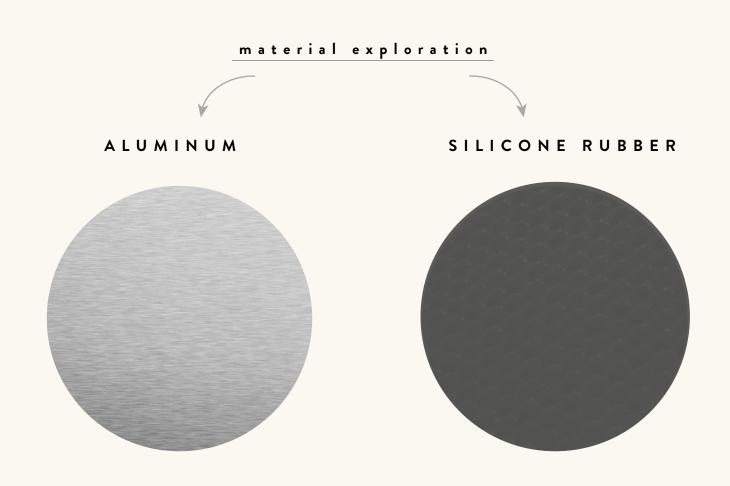
**FORM** 

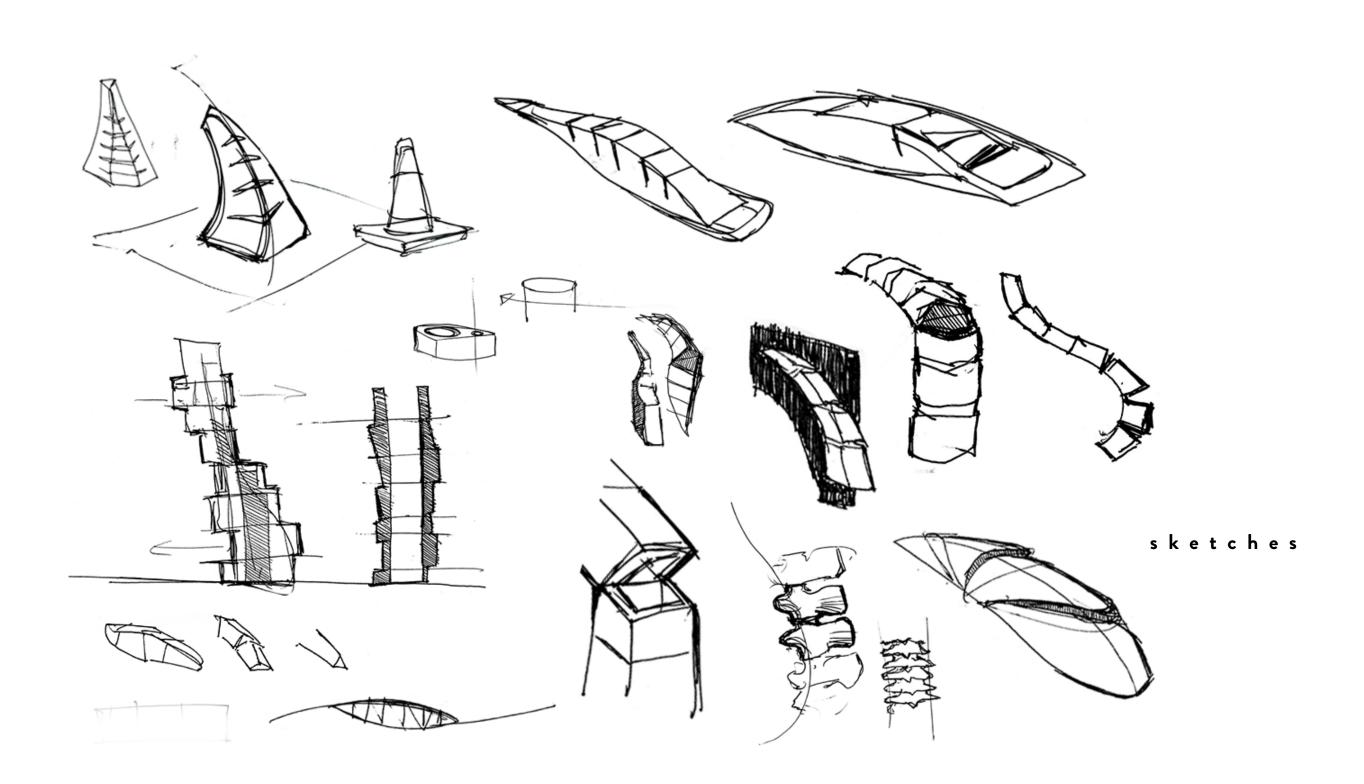


INTERACTION poetics versus function



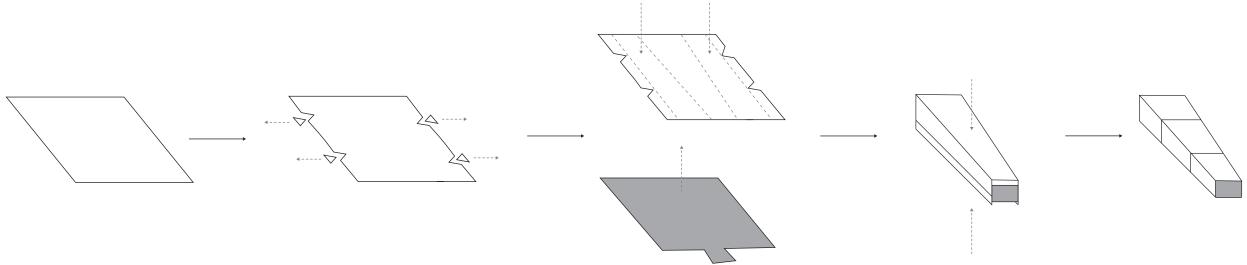
"MATERIALS ARE NOT ONLY EXTERNAL STIMULATION BUT ALSO MASSIVE AMOUNTS OF MEMORIES AWAKENED BY STIMULATION. DESIGN HIGHLIGHTS SUBTLE DIFFERENCES BETWEEN RECALLED MEMORIES AND REALITY."



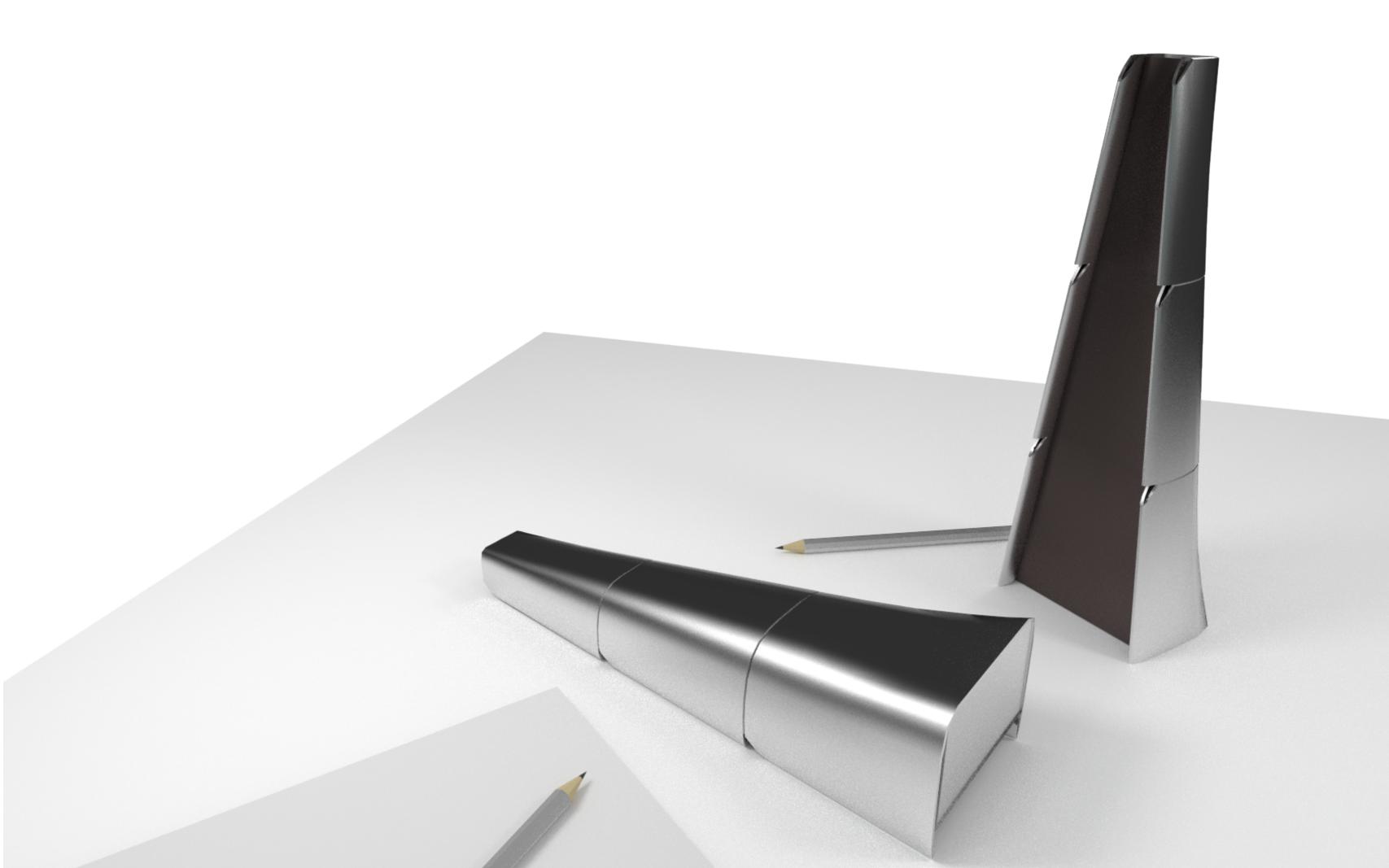




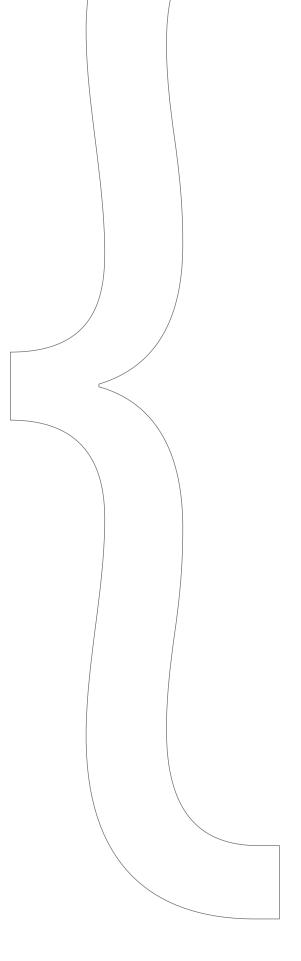
# PRODUCTION METHODS



influenced by castiglioni's splugen bottle opener







engaging act of breaking to reveal beauty and contents of value resemblance to spinal cord and functional relationship



# OBJECTIVES

concerned about how to get the audience to break something to experience the pleasure of the greater value that resides within the object being broken



# S M A R T R E C O M B I N E

vertebrae + breaking to enjoy
readjusting measuring tape sha pe + rubber material
straw inserting action + pencil inserting action



# BEHAVIOUR

suggesting a new, almost toy-like interaction with a pencil case providing multifunctional dwelling on a tabletop with space constraints in mind



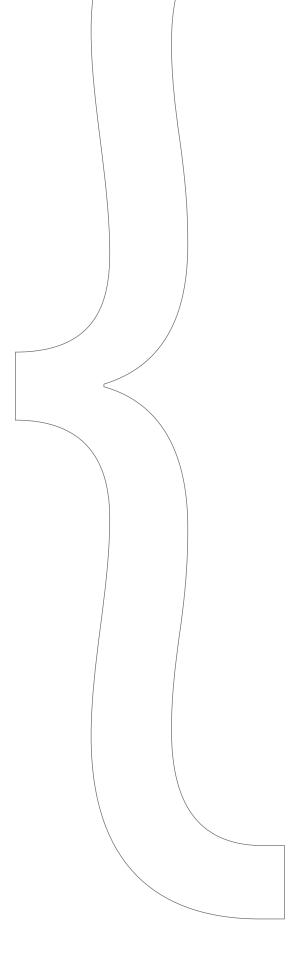
# MATERIALS

rigidity and sound of aluminum strengthens breaking metaphor functionally, rubber is flexible but returns to natural shape



# PRODUCTION METHODS

# LAYERS



# GESTALT

engaging act of breaking to reveal beauty and contents of value resemblance to spinal cord and functional relationship



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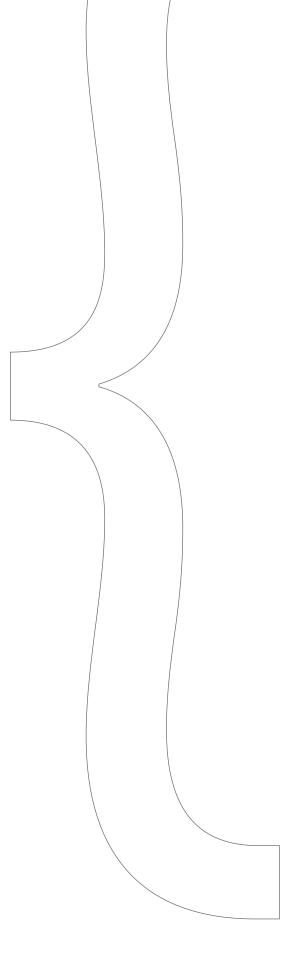
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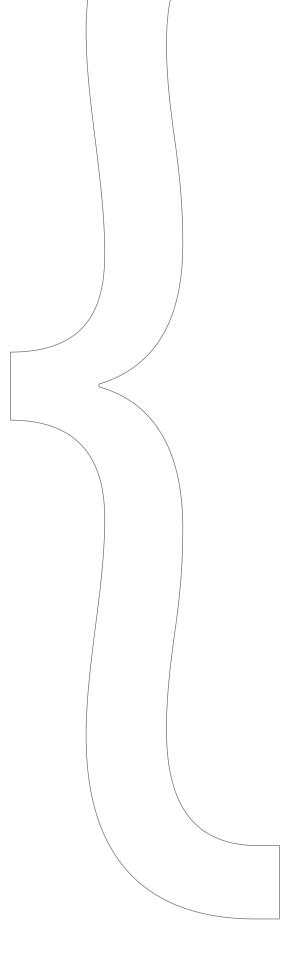
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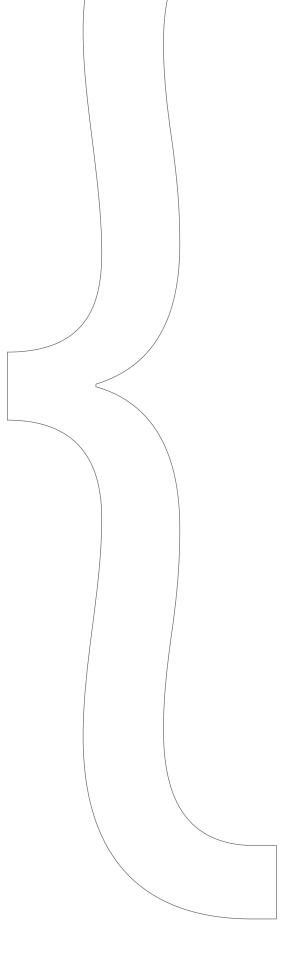
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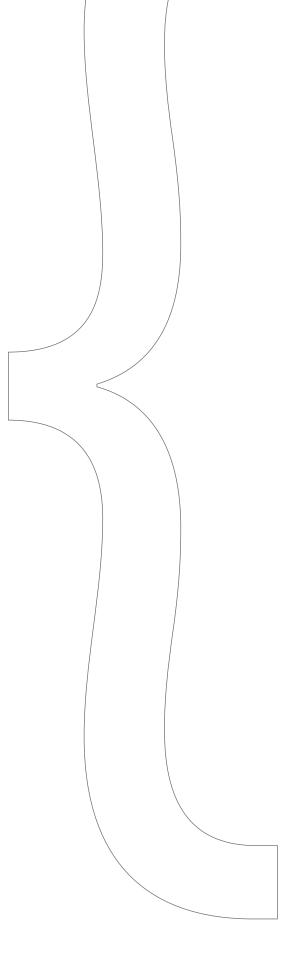
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# PRODUCTION METHODS

# A MODEL FOR PRODUCT DESIGN

re-engage with reality OBSERVATION ------ INSIGHT **REFINING PROBLEMS I---→ JUMPING FENCES** adjusting the definition of the initial problem examine your environment using your five senses in an open and unbiased manner interpret your observations to further develop an understanding of your surroundings limitations that bound the project **FEASABLITY** creating a refined problem based on the needs discovered by reframing is the idea capable of implementation within the near future? the more often we jump fences, the easier it becomes notice human behavior including problems and how they cope with unmet needs **VISCERAL** empathy can expand your persona knowledge of a situation responding to the appearances of things VIABILITY **SMART RECOMBINATIONS** aesthetics and style are equally as important as function how does it fit in the business not necessarily creating an object or product entirely from scratch taking elements from two or more realms and combining them in an innovative matter **FINAL** CONSTRAINTS will it be sustainable and effective in the long-run? levels of appeal REFLECTIVE ----limitations that bound the project **FORM** is there a market for this product? (RE)FRAMING ---embracing constraints makes for a better design solution personal feelings towards the product (happiness, satisfaction) **OBJECTIVES OVER OBJECTS** the experience and feelings created by interacting with the product is more important than the product itself assessing whether or not the problem discovered through insight is the fundamental problem identifying and eliminating false constraints **DESIRABILITY BEHAVIORAL** what is the value for the consumer? **ASKING STUPID QUESTIONS** Do people want/need it? affected by aesthetics **CREATING INNOVATION** questioning assumptions and re-evaluate the situation in an unconventional way thinking outside of the box and creating something that is not mundane. OPENING <----why does it have to be this way? How can it be done differently? the initial idea or concept for the design solution asking questions helps identify more important problems the idea can manifest itself in any product or form **RESEARCHING** TRANSFORMATIONAL deep diving into specific project related information **METAPHORS** creating feelings of meaning and self worth through the use of familiarity in metaphors exploring and thinking laterally **TYPOLOGY** deep diving into specific project related information

# REFERENCES

# websites

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# books

kenya hara: designing design

kenya hara: white

paola antonelli: achille castiglioni

jennifer hudson: process

sergio palano: achille castiglioni

rizzoli new york: muji warren berger: glimmer

achille + pier giacomo: achille castiglioni marc stickdorn: this is service design thinking