STAY IN THE LOOP

APD1
CAID - Advanced level, step 2

BA1
Design process 1

BA2
Design Project 2, Design Project - Hot Team 3

BA3
Design Project 2, Design Project - Hot Team 3

IxD1
Graphic Design 1

IxD2
Form Workshop 2

TD1
Project 1: Vehicle Design

Single subject courses
Service Design
Strategic design and product development
Life drawing, mon & wed, 16:30

Visit the UID Facebook page!
http://www.facebook.com/uid

Tweet with UID with: #lifeatuid hashtag
Or follow us: wozzop

Check out the UID vimeo pages: vimeo.com/uid & vimeo.com/ixdumea

Halloween Party

This year’s Halloween Party is in collaboration between the Design, Architecture and Art schools, and it’s looking to be better than ever! For the first time the party will be in the Old Art School, with 2 dancefloors, 2 bars, a lounge and a wide range of music to tantalize your eardrums. It all kicks off at 20:00 the 3rd Nov and finishes at 02:00.

Tickets will be sold by the Party group during lunch time until wed 31st of October. During this time tickets will only be sold to current students at the Arts campus!

From 1st of November ticket sales will be open to all students and their +1’s, ticket price will increase to 100kr for all tickets sold after this date. PLEASE NOTE: IF YOU HAVEN’T BOUGHT YOUR TICKETS BEFORE THE 31 OCT YOU ARE NOT GUARANTEED ONE!

All ticket sales will close on Friday 2nd of November at 18:00.

Tickets are personal and the ticket number is registered to your name!

Buy your tickets early; secure your entry and save money!
And get ready for a truly amazing Halloween Party!

Hugs!
/Ställverket
http://www.thisiscolossal.com/ - A blog that explores the intersection of art, design, and physical craft, specifically artwork that is tactile, physical and non-digital in nature.

http://designtaxi.com/ - A daily-updated news and editorial site focused on Creativity and Innovation

http://abduzeedo.com/ - Graphic Design Inspiration and Photoshop Tutorials

Do you have any inspirational sites or blogs that you want to share with the rest of the school? Send them in to wozzop@gmail.com

Music

Forss
One of Sweden’s most innovative music producers. The most recent album release from Forss is based on sampled church choirs with electronic rhythmic backgrounds that will tickle your mind just the right way to make your troubles be forgotten.

listen: http://forssmusic.com/

Swedish

This week’s instalment of the wozzop Swedish course is decidedly food related as your purveyor of Swedishness is hungry.

Korv - [koohrv] - A word that means both sausage and hot-dog at the same time. Sweden, maybe more so than anywhere else, has embodied the “låda på magen” (box on the belly) where vendors sell steaming hot korv around town and events.

Pannkaka - [pahnn-ka-kah] - Almost exactly what it sounds like, pancakes. Swedish pancakes are however closer to what much of the rest of the world would call crêpes and not as similar to the thicker American pancakes.

Kanelbull - [kah-nehl-bull-eh] - Cinnamon bun, a very important staple in the Swedish fika table, just as “småkakor” (small cookies) and coffee.

Weekly TED video

David McCandless turns complex data sets (like worldwide military spending, media buzz, Facebook status updates) into beautiful, simple diagrams that tease out unseen patterns and connections. Good design, he suggests, is the best way to navigate information glut -- and it may just change the way we see the world.

Think it’s all puppies and flowers for the would-be kings of Silicon Valley? Think again.

In reporting this month’s essay (http://www.fastcodesign.com/1670679/good-design-is-good-business-an-introduction) about the convergence of design and business that’s being ushered in by Silicon Valley, a handful of companies kept cropping up: Apple, obviously, but also some less obvious ones such as Google and Twitter.

Each of these companies has, in some way or another, caught the design bug. Google has begun to realize that it can’t continue as a simply scattershot grouping of products and services. They’ve realized that they need to think in terms of product ecosystems and user delight. We’re only seeing hints of this new ideal, via projects such as Google+. But the intent is there. Twitter, meanwhile, is very much a company that sees itself in Apple’s mold: That is, design-driven, savvy about every last detail, and hyper user-focused.

So it’s no surprise that each of these companies faces a specific design challenge, as they seek out more and more sustainable growth:

**Design Dilemma #1**

**Apple**

Success can be a bitch. Design made Apple a behemoth, but its products are showing signs of strain: OSX is getting bloated; iOS feels like a jail cell; iTunes needs to be cleaned up. Worse, rivals are raiding Apple’s talent and customers expect a Jesus product biannually. Can the company find new product paths for innovation? And will its product design chops translate to managing a sprawling ecosystem?

**Design Dilemma #2**

**Google**

As the search giant battles Facebook and Apple, it’s hiring designers at a rapid clip. Results have been mixed. Google’s Nexus 7 tablet is a winner, but the Q media-streaming device was DOA. Can it shift its data-driven mindset to a design-oriented one? Will design at Google always feel like a kid playing dress up?

**Design Dilemma #3**

**Twitter**

What began as a simple experiment in hyperfast information sharing is now info overload to the 10th power. Twitter is already both news feed and watercooler for many folks, but to keep growing, its design must evolve from an exhausting experience to one of smarter filtering and organization. In short, Twitter needs more user experience wizards.

Author: Cliff Kuang

Source: http://www.fastcodesign.com/1670679/good-design-is-good-business-an-introduction
CREDITS

Thanks for your contributions. Future articles & photos can be sent to: wozzop@gmail.com by Thursday evenings. We love hearing from you!!

Editor: Daniel Jansson
Graphic Designer: Sebastian Dragu
Contributors: Daniel Jansson, Jesper Målsten, Aaron Wansch, Sebastian Dragu ©2012 UID