Wozzop
UID's Weekly Magazine

week 4
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A Fond Farewell

Hello Fellow Readers,

This issue marks my last issue as editor. After a year it is now time for me to pass on the torch. It has been great to see Wozzop evolving and a rekindled interest shown in our little school paper. From new and exciting content being published to great feedback from many of you. It’s been a nice ride. New editors for the spring semester will be Alyssa Ricken and Dimitrios Ikonomou, both from IDI, so hit them up if you have content, questions or suggestions about the future of Wozzop.

Thank you, and have a great spring semester!

Daniel Jansson,
Former Editor

P.S. Right now we’re also looking for 1-2 new positions for designers. So get in touch with wozzop@gmail.com if you are interested.

STAY IN THE LOOP

APD1
Design Methodology

APD2
Degree project

BA1
Design Presentation 1

BA2
Design Project 2

BA3
Design Presentation 3

IDI
Interaction design basics

IxD1
Form Workshop 1

IxD2
Form Workshop 1

TD1
Vehicle Design Theory

TD2
Degree project

SINGLE SUBJECT COURSES
Design Communication I
Industrial design for industrial economy

KITCHEN CLEANING
TD 1 & 2

WORKSHOP CLEANING
IxD2

WEEKLY TED VIDEO
All It Takes is 10 Mindful Minutes

When is the last time you did absolutely nothing for 10 whole minutes? Not texting, talking or even thinking? Mindfulness expert Andy Puddicombe describes the transformative power of doing just that: Refreshing your mind for 10 minutes a day, simply by being mindful and experiencing the present moment. (No need for incense or sitting in uncomfortable positions.)

Watch it here: http://on.ted.com/qMe

AIRBRUSH EQUIPMENT AT UID

Since the Prototyping the Future course last year the school has had in its possession an airbrush set with two airbrushes, paints, accessories and a compressor. This kit is available to borrow from the school for 24 hours at a time. The colors work great with adding shading to models, spraying in smaller masked off areas on bigger models or just general detailing. The colors available are both opaque and transparent which opens up for many different possibilities, and since they’re water based you don’t need to sit by strong ventilation and clean-up is easy. Take the opportunity and borrow the kit if you want to try it out. Speak with Erling in the workshop and he’ll set you up!

CREDITS

Thanks for your contributions. Future articles & photos can be sent to wozzop@gmail.com by Thursday evenings.

We love hearing from you!

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A Pocket Radar For Tracking World Happiness

Hello, fellow UIDers. A belated welcome back from Winter Break! The start of the New Year marks the start of a new format for Wozzop's interview section. As some of you may or may not know, apart from being a writer for Wozzop magazine, I am also a member of UID's newly founded Research Council. Along with many other appointed tasks, the Research Council will attempt to increase visibility and transparency amongst the different departments and the school. One problem the Research Council has identified is that the work done by our PhD and Post-Doctoral candidates is not well known by the rest of the student body. Hopefully most of you know that our school currently has a PhD and a Post-Doc program, but how many of you actually know what they are working on? On the 3rd floor of the UID building, some of the most groundbreaking studies are being performed, and there is no dialogue between the performers of those studies and the hundreds of creative minds on the two floors beneath them, a dialogue which could be beneficial to everyone involved. Therefore, the interview section of Wozzop Magazine will shift its focus in an attempt to open up said dialogue between students and researchers. We begin by focusing a spotlight on the research currently being performed by Tara Mullany:

What's your name?
My name is Tara Mullaney and I'm from Gloucester Rhode Island.

How do you like Rhode Island?
It's a great state. Right now, with the whole local organic food movement in Rhode Island is great. They have a lot of small farms in the region, so there's a culinary revolution going on. Providence has been voted the best food city in the country, the most restaurants per capita.

Did you receive your undergraduate degree nearby?
I went to MIT. I got two degrees; one in Biology and one in Cultural Anthropology. I did Biology because that's what I thought I was going to do with my life, and I got into Cultural Anthropology because I happened to really like the classes, so much so that I did enough classes to get a degree in that as well. I actually did better in Cultural Anthropology than Biology, but that's beside the point.

While I was there I was working in a lab doing cancer research during my Junior and Senior year. Then I went straight from there to Stanford, to complete a Master's and a PhD in cancer research. Two years in, I basically realized that it was not what I wanted to be doing. It was very prosaic and focused. I was studying telomerase, the enzyme that extends the ends of your DNA in your chromosomes. And that's all I did, for two years.

I ended up leaving Stanford after two years with my Master's. Then I worked for three years, trying to figure what in the sciences I would want to do as a career. I worked as a veterinary technician in a horse hospital, running the anesthesia on horses. I thought about medical school but decided against it. I worked for a pharmaceutical company developing anti-cancer drugs for a really nice paycheck, but didn't enjoy the work. So I moved back home to Rhode Island, where I worked part time at a holistic veterinary office and part time at Starbucks, trying to figure out what I wanted to do with my life. That's when I applied to design school.

The aspects that I like about doing lab work actually match very well with design work; it's very hands on and analytical. But with design, your projects are constantly changing. Suddenly, I realized that I was learning something, or I'll get bored. So I decided to try design out. So I got into the School of Art Institute of Chicago Master's of Design and Designed Objects Program. I really enjoyed that experience. It's very different from UID: it's an art school in nature. The program was therefore very crafts focused and not industrial. My Master's thesis was about creating emotional connections with objects, but doing that by animating them, giving them their own little personalities; a teapot that shivers when your tea has gone cold, or a frying pan with spines on the handle that raise up when it too hot to touch.

When I got out, I was trying to figure out what I wanted to do. I know I didn't qualify for a product design position; I can't sketch for beans. I can build stuff, I just can't draw! At the same time I started interviewing for positions, and I realized I didn't know how to market myself; I wasn't really an interaction designer; I wasn't really a product designer. I am a researcher, but I haven't done much ethnography yet at all. Also, I was selling myself as a designer, but I have this huge background as a biologist, and that wasn't even coming into play in my future plans. So I started rethinking my next step, and I began thinking about design and healthcare, which could help me draw on my science background. That's when a friend showed me the PhD program here at UID, an EU funded project working with the radiation therapy department at a local hospital, trying to improve patient experience. So I applied, and I got in! I've been here for two and a half years, and I am just starting to write my thesis now.

What is the topic of your thesis?
I have been studying cancer patients that are undergoing radiation treatment. I am interested in the emotional experience of the patient: are there parts of the treatment experience that negatively impact the patient? I found that there is a lot of anxiety linked to the technologies that are used to provide the treatment, and I've been looking at ways to help reduce this anxiety. I want to try and use design to remove the triggers of anxiety found in the treatment.

For instance, there's a machine that they have nothing to look at while in the treatment room, a machine that's not interactive. They are being logged by themselves for up to ten minutes under this machine, and all of them have to look at arcading tiles. A few of them have expressed that they have no idea how much time is passing, they just spend their time counting the tiles in the ceiling, and they wished there was something for them to look at. So I intervened in the space, and put up a projector that showed videos of clouds moving in the sky on the ceiling. With the movement of the clouds, they can tell the time is passing; it's a frame of reference, as opposed to the tiles which are static. Now, that idea has developers: the patients can select the movie they want to see as well as the sounds they want to listen to. The intervention is also a form of distraction from the anxieties caused by the treatment technology.

For my next design I would like to work not with creating distractions from the technology, but changing the technology in a way that will remove the anxiety from the treatment experience. For instance, there's this machine called the fixation device, which helps position the patients in order to target the radiation treatment towards the tumor. The patients have to be put in the same position, every single time they receive treatment. So, the nurses have certain props to position the patients, and one of them is a mask, which inhibits the patients from moving at all. Not only does the mask immobilize the patients, but it is the nurses who put them into this immobilizing position: the patients have no control, physically or mentally, of the situation.

But what if we enabled the patients to position themselves, make them aware of where they are so they know not to move instead of having this horrible mask to restrain them. What if we could remove the technology completely and replace it with something else? So that will be my next proposal, an alternative that will be empowering for the patient.

I am also working on a new project with the Swedish Children's Cancer Foundation, and anxiety in children undergoing cancer therapy. This is a project that I will be working on with the IDE first year students this spring for their Service Design course, where we will come up with proposals for what could be done to ameliorate children's treatment experiences. Then, this summer, I will be hiring two interns from UID to help implement the proposals that we will come up with. We will then follow up with evaluation of these designs, and see if they really help with overall patient experience.

We will be looking at the preparation for the therapy, how to inform patients and children of what the treatment program will be like. We will then look at the treatment itself, which can be very scary for the children, who need to be in the treatment room by themselves, which sometimes causes so much anxiety that the children need to be put under sedation.

Thanks for the interview! No problem!

If you are interested in Tara's research and would like to intern with her this summer, the applications will open this March!
“INNOVATION STARTS WITH A MEANINGFUL QUESTION”

JOHN THACKARA