Applications Now Open

Travelogue Summer School is pleased to announce that applications are now open for our first summer programme taking place on August 3–8, 2015 at the Faculty of Fine Arts in Porto (PT). A one-week forum for debate and collaborative practice dedicated to professionals and students in the fields of design, architecture, arts and related disciplines.

To apply, please visit travelogue.fba.up.pt.
Application deadline: 29th May

Oliver Walderhaug — BA2

10 words or less about yourself:
Science major one-eighty-ing into design with future concept art dreams.

Something most people don’t know about you:
I’m a die-hard Oasis fan. (Blur sucks.) I also used to work at a preschool before venturing into design.

An interesting fact from your country:
It’s still snowing in Kiruna right now while (apparently) it’s beach time in Malmö. Funny, right?

The New Black in DESIGN
OLLY MOSS! British graphic designer that does amazingly clever poster designs, among other things. (http://ollymoss.com/)

The New Black on the WEB
The Art of Griz and Norm (http://grizandnorm.tumblr.com/).
Griz is a character designer and visual development artist at DreamWorks animation and Norm is a storyboard artist at Disney Feature Animation. They post really cool works in progress, helpful tips and tricks and answer questions from readers.
#thelifeatuid

@deedeecarlson
Aylin and Helle shooting for Milou light amongst cakes
@vespertineee @htaanquist
#thelifeatuid

Thesis presentations begin:
Lene from BA3

@deedeecarlson
Aylin and Helle shooting for Milou light amongst cakes
@vespertineee @htaanquist
#thelifeatuid

@ezgisa
How to create good team dynamics? Make a badge out of every occasion and take turns to carry them with proud. Duh.
#thelifeatuid

IxD1’s concept gateway:
videowalk of Team Skypedivers

@Helletaanquist
A week of fun explorations has past! Now, ready for gateway presentation tomorrow!
#skypeproject #thelifeatuid #ixd

mustache enhancement
for Enrico

Share your projects, fikas and class moments with UID by sending your photos to: wozzop@gmail.com

We love hearing from you!

@andiminsweden
Sunday afternoon, workworkworkwork. 1 week left #thelifeatUID

Artur’s library lecture
‘The intersection of Music and Design’
2013 saw companies announcing the first wave of wearable baby products equipped with microchips and sensors. These products lure parents by promising to track sleeping patterns, monitor body vitals or promise quicker interventions in emergencies (such as Sudden Infant Death Syndrome*). But what happens when we equip pacifiers, toys and other baby products with sensors and connect them to the Internet? These are some of the questions Marcel, Julia, and me asked ourselves during our spare time at UID in Fall 2013. The following paragraphs describe the concerns we heard parents and fellow students express and a couple of ideas of how these concerns could be addressed.

We decided not to focus much on the medical aspects of Quantified Baby products – trained medical staff would be better qualified for this. Much rather we were curious what people thought about products that focussed more on parental convenience rather than health benefits.

So what do other people think of this? To make the most of our discussions we decided to anchor the discussion around a hypothetical product. This had two main reasons: we had no access to the then announced prototypes and felt like we wanted to push the tracking capabilities a little further into the future. We then came up with our smart pacifier and an Internet-connected drinking bottle that measures temperature, body vitals and more, by extrapolating from features seen in other products. In retrospective we weren’t that far off: just this January a smart pacifier that monitors a baby’s body temperature was announced at CES 2015 and even a smart drinking bottle on Kickstarter.

When we confronted parents and future parents with our concepts we found that their concerns could be summarised as listed below. (Note: Further studies with far larger sample sizes are necessary to validate these)

**Anxiety**

Do Quantified Baby products increase parental anxiety because parents now have access to information without professional guidance?

**Reliance**

Do Quantified Baby products make parents more reliant on getting their information from technology rather than relying on their parental intuition?

**Distance**

Do Quantified Baby products lead parents to miss out on the joy of seeing their children grow up because their focussing on the data rather than the human being?

Whether we like it or not, more Quantified Baby products will appear on our store shelves in the coming years. We hope that companies will not try to exploit young parents fears in order to push more sales. Well-designed Quantified Baby products certainly have the potential to have a lot of positive impact, but they need to make the right promise: to be a helpful tool, which will not to take over parenting. This way it can avoid giving a feeling of false security.

To address this we came up with the following three principles worth considering if you or somebody you know find yourself tasked with the responsibility of designing Quantified Baby products.

**Shape The Tone Of Information**

It is especially important to consider how health information is being communicated, utilising an appropriate amount of restraint if necessary. Given pure data values without medical context could lead people to wrong conclusions. We would not want parents to self-diagnose illnesses similarly as to what happens when we google symptoms online.

**Consider Parental Growth**

From our interviews we learned that parenting is a learning process. Good Quantified Baby products ought to take this into account and adjust the information they display not only based on the development stage the baby is in, but the parent’s level of experience.

**Respect Parental Bonding**

Studies suggest that children strongly benefit from closeness with either parent. Hence, well-designed Quantified Baby products ought to take this into consideration and design for this interaction. For example, could Quantified Baby products encourage moments of emotional intimacy even if that is not the primary goal of the device?
Prototyping The Future Of Sliperiet

Sliperiet is an incubator and work space for new technology related to design, architecture, media, games, film, prototyping, art and fashion, located on the Umeå arts campus.

Come and help us create how Umeå’s newest creative institution should look, sound and taste like in the future!

13.00 - Cardboard Architecture & Experimental Coffee
Drop in to: Cut, fold and tape an unlimited amount of cardboard to prototype the future interior and exterior structures for the entrance and cafe spaces. Make your own experimental coffee, add Tabasco, make a cappuccino using coconut milk, mix grounds with spices and herbs or use no coffee at all.

Free!

16.00 - Future Food & Craft Beer
Stop by for: Future food. How do we want Sliperiet to be in the future? And what is the future? Above all - how does it taste? Algae, super chick-peas and nutritional pellets are predicted to take over our plates leaving today’s animal proteins as a thing of the past.

Johannes Blomqvist is performance artist and vegetarian chef who has long worked on the themes of food and expression. In this workshop he will create, with the participants, prototypes on how we would like the future to taste!

A hand-crafted beer from Umeå brewery U&ME and a chat with the brewer.

Only 25 Kr!

Music all day!