

DESIGN EXHIBITION 2022

MAKIN
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KAWALAN

College of Creative Arts, UiTM Kedah Branch

INDUSTRIAL DESIGN

DESIGN EXHIBITION 2022
MINDAREKA
HYBRID

College of Creative Arts, UTM Kedah Branch

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ARMA

ROCKING CHAIR (FURNITURE DESIGN)

Design Advisor : MR AHMAD FAZLAN AHMAD ZAMRI

ARMA is a comfortable and durable rocking chair designed with a combination of modular system, and embedded with living animals and living plants. This bench designed for users to socialised while being accompany by natural living elements. The purpose of the aquarium or a terrarium is as starting topic for making conversation. Users can talk about what kind of fish, sharing their knowledge and many more.

The aims of this design allow users to communicate and interact with other people. For introverts, the natural living elements can encourage a connection between them (but it still depends on their preferences towards the living things, as Introverts can be biophobic as well). Based on researches humans tend to experience, reflect and bond with nature physically and mentally, and recent studies have proven the benefits of nature in the built environment for people's health and avoid wellbeing nearby natural elements can promote relaxation, depression and make people behave, emotionally and mentally



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PCW-01: WALLET

POST COVID WALLET (PRODUCT DESIGN)

Design Advisor : MR MOHD HAMIDI ADHA MOHD AMIN

After the Covid-19 pandemic, basic activities are back to normal with few restrictions and all citizen must follow standard operation procedures (SOP) that has been provided by the government. One of the activities is money transaction, even with the rise of digital payment it still comes with its drawbacks. Physical money transaction also comes with drawbacks such as the risk of being infected being higher.

PCW-01 is a wallet that reduces the user being infected by the virus. The main function of this product is one hand operation paper money dispenser. Additional functions are refillable hand sanitiser spray, cards and coins compartments. This product used no electronic components, just simple mechanisms which can be easily replaced or repaired. The user can easily identify the moveable parts visibly and feel by using high colour contrast and hemisphere texture. The objectives of PCW-01 are (1) to dispense paper money using one hand only (2) to reduce the risk of being infected by the virus, (3) able to hold cards and coins in the wallet and (4) has a refillable sanitiser spray.

An online survey with 20 questions is given to 31 participants virtually. This is used to acquire relevant information from the respondents regarding their behaviour before, during and after making money transactions physically, their view on digital payment and its drawback and their opinion on a wallet. Based on the online survey, it is shown that most of the respondent has a problem while using digital payment, the most frequent are slow Wi-Fi or data connection, the app unable or slow to respond and the phone or electronic device is unable to scan the QR code. Furthermore, their main payment method in a physical store and sometimes sanitize their hands after paying to the cashier. Hopefully, this product can reduce the risk of being infected while making physical money transactions in a physical store. PCW-01 may not replace the traditional wallet but in our current issue, it provides an alternative option to people.

TOSHIBA



JKKN
JABATAN KEBUDAYAAN
& KESENIAN NEGARA

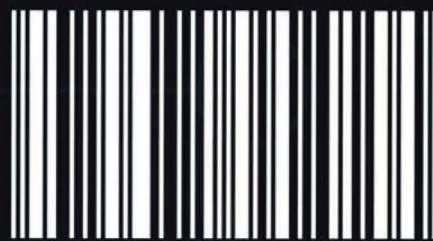


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