



CLASS OF 2020

BACHELOR OF PRODUCT DESIGN

GRADUATING PROJECTS SHOWCASE

UC  **PRODUCT DESIGN**

Te Kura Hanga Otinga

www.productdesign.ac.nz

SCHOOL OF PRODUCT DESIGN.

The School of Product Design at the University of Canterbury was founded in 2018 to meet growing demand from industry for graduates who are both creative and technically literate. A Bachelor of Product Design at the University of Canterbury brings together both design and engineering to produce skilled and creative designers who understand aesthetics and technology. There is also a business focus in this degree that helps cultivate an understanding of how to not only create and innovate but, also effectively take things to the market. With an emphasis on the end-user, as well as sustainability and ethical design, University of Canterbury is leading the way with its multidisciplinary Bachelor of Product Design. We offer degree majors in three areas: Industrial Product Design, Applied Immersive Game Design, and Chemical Formulation Design.



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4. APPLIED IMMERSIVE GAME DESIGN. (AIGD)

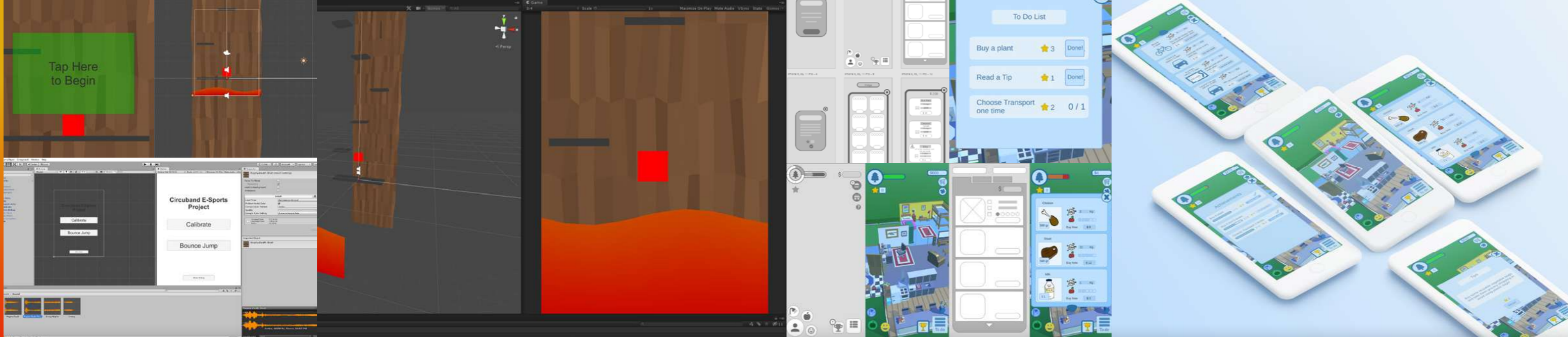


APPLIED IMMERSIVE GAME DESIGN.

(AIGD)

Immersive game design covers both virtual and augmented reality where the software and hardware are at the beginning of massive growth. The development of games for entertainment and applied games for training, education and the carrying out of remote activities are included in this major. Facilities for Game Design students include computer labs with some of the most powerful computers on campus and a virtual reality lab with leading-edge technology, motion capture and gaming consoles (strictly for educational purposes, of course!). Students use this latter space for VR experience testing, and game evaluation, the study of existing game design, and user testing of student-created games and applications.





ANDRÉ FREMAUX. (AIGD)

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CIRCUBAND ESPORTS PROJECT

The Circuband ESports Project aims to design a game experience around an experimental piece of sports technology. The technology involved, currently known as the Circuband Sensor, is a resistance band designed to measure the amount of force a user exerts when wearing the band during exercise. This project involved rapid prototyping and testing of various game mechanics using the Unity Engine. Through user testing, we had identified our chosen mechanic to develop further; a Doodle-Jump inspired experience where the user controls the horizontal movement using the Circuband Sensor.

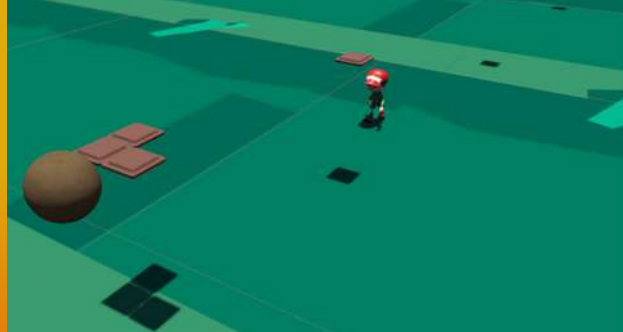


LUISA SORIANO. (AIGD)

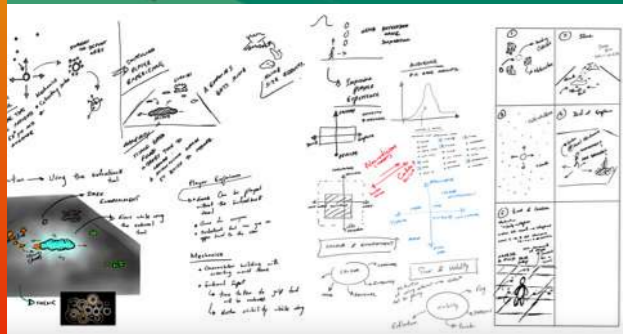
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ANTARCTIC CENTRE PROJECT

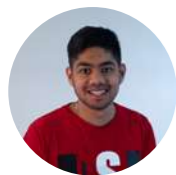
While the International Antarctic Centre has exhibitions which highlight how Antarctica is being affected by climate change and why it's essential to take action, there is no further information on how to take action after you leave. This project focuses on making people aware of how they impact the environment and aims to empower them to make more eco-friendly decisions by showing them alternative options. This is done by playing a game which shows how impactful your choices are to the environment.



PROJECT CHOCOLATE



```
public class ProjectChocolate {
    void Start()
    {
        maxGreenMeter = 300;
        greenMeter = maxGreenMeter;
        ShowerBar.fillAmount = cleanlinessAmount;
        HungerBar.fillAmount = hungerAmount;
        HappyBar.fillAmount = happinessAmount;
        greenMeterBar.fillAmount = greenMeter;
        StarsText.SetText(starAmount.ToString());
        MoneyText.SetText("$" + money.ToString());
    }
    // Update is called once per frame
    void Update()
    {
        ShowerBar.fillAmount = cleanlinessAmount;
    }
}
```



ASHAN PERERA. (AIGD)

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DEVELOPMENT OF A PATIENT USER INTERFACE FOR MEASURES OF PHARYNGEAL SWALLOWING

Patients with swallowing impairment due to neurological illness require continuous swallowing therapy to strengthen their throat muscles. These therapy sessions are generally carried out in clinics where the clinician's role is motivating the patient's activity during swallowing sessions while providing them with feedback.



BEN MCNEILL. (AIGD)

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ANTARCTIC CENTRE PROJECT

While the International Antarctic Centre has exhibitions, which highlight how Antarctica is being affected by climate change and why it's important to take action, there is no further information on how to take action after you leave. This project focuses on making people aware of how they impact the environment and aims to empower them to make more eco-friendly decisions by showing them alternative options. This is done by playing a game which shows how impactful your decisions are to the environment.



GAVIN ONG. (AIGD)

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FRAMEWORK FOR DEVELOPING COOPERATIVE MULTIPLAYER BOTS

Following a summer research project focused on Human-AI coordination, we explored, justified and validated potential applications of our research for product development. The product is a framework that enables game dev studios to develop bots that can adapt their behaviour to a human's playstyle, where the bots can be used to fill in multiplayer lobbies to meet a minimum player count (e.g., substituting for leavers). To evaluate its effectiveness, we developed adaptive bots to act as companion chefs in a simplified Overcooked game.

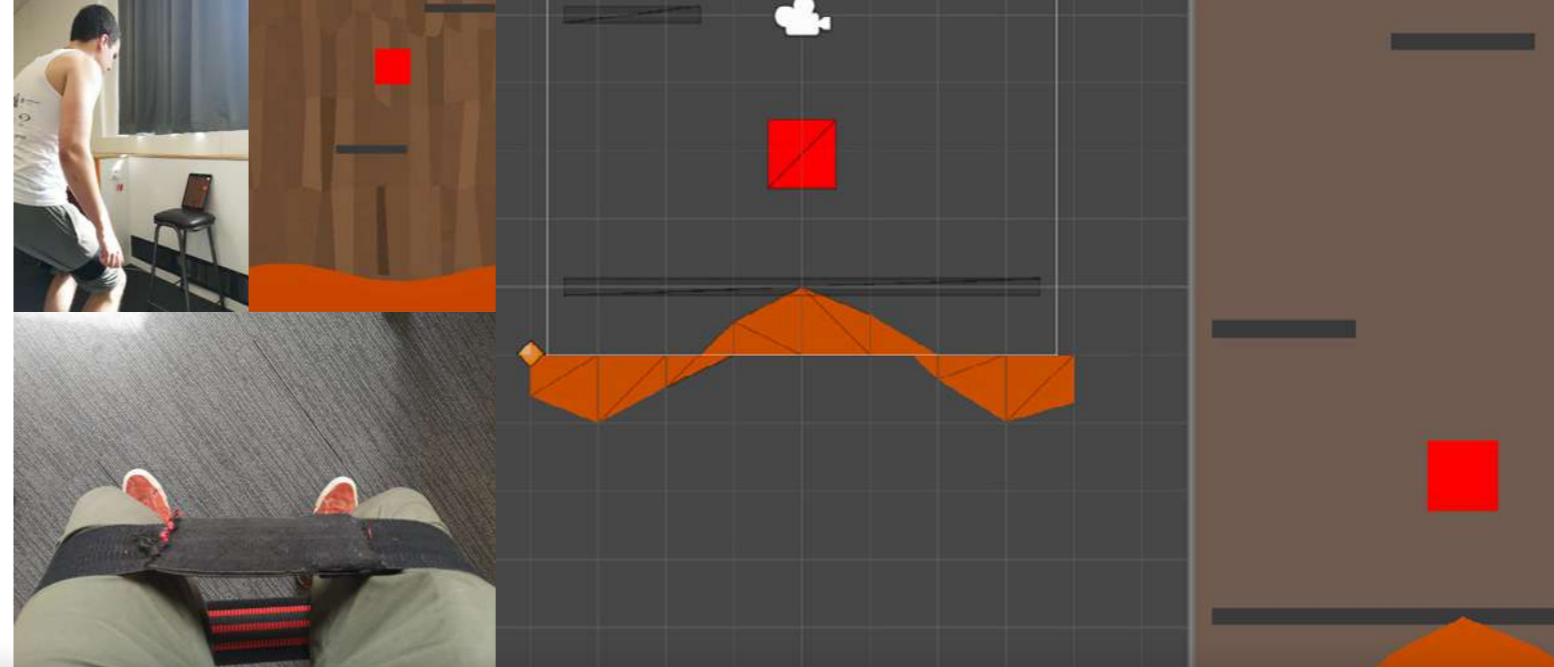
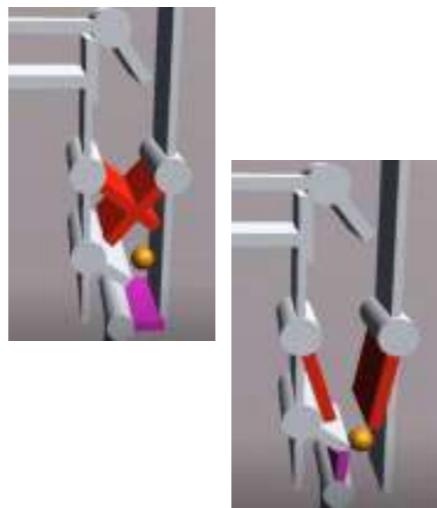
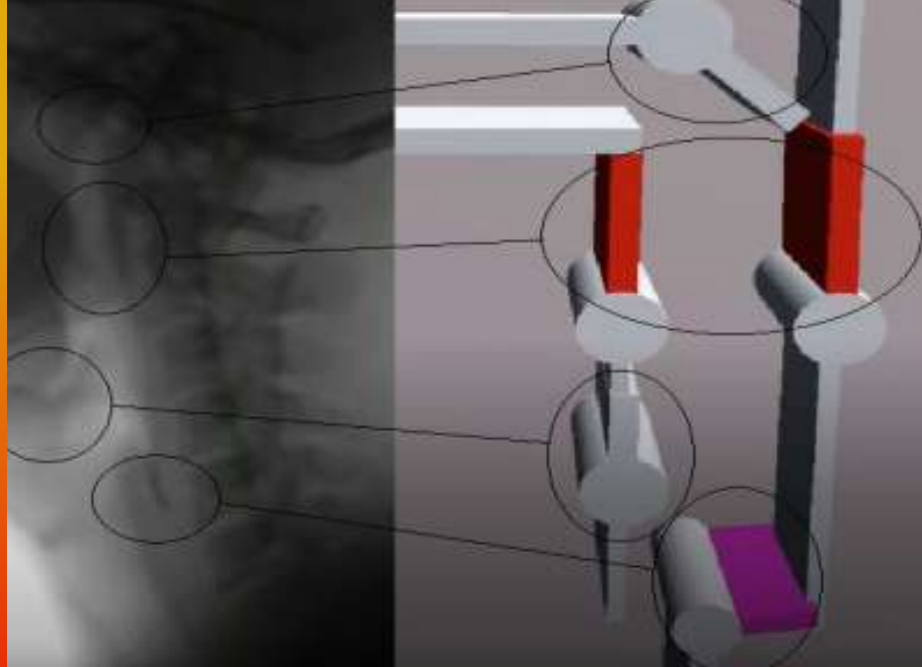


JAMES CAMERON. (AIGD)

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DESIGNING A SMART AND HELPFUL NURSE AI

My project was to test out what attributes make a smart and helpful nurse AI agent. In my investigation, I found that making a nurse more suggestive, in telling the user suggestions on how the surgery should work and reminding them where they are up to. The other nurses in the test were a passive nurse who did not tell the user anything, or a reactive nurse, which would already have the next step ready. Both nurses had lower average scores than the suggestive nurse.



JORDAN WIERSMA-MOORE. (AIGD) jordanwiersma.jwm@gmail.com

COMMUNICATING THE SWALLOW

Dysphagia is the term for swallowing difficulties, often referring to people who cannot swallow properly. It is common in people who have undergone a stroke. People can relearn the ability to swallow. This project focused on finding a way to communicate what was happening in someone's throat that was not two lines running across a screen. This led to creating a product that simulates the throat in a more straightforward way than how an actual throat works.



SVEN BALVAN. (AIGD) balsvan@gmail.com

CIRCUBAND E-SPORTS GAME

Circuband is a New Zealand based company that designs special gym resistance bands and has recently looked at "gamification" of their products by fitting special sensors that allow the Circuband to be used as a video game controller. The objective was to design a game demo prototype that uses a leg-exercise-based Circuband.

16. CHEMICAL FORMULATION DESIGN. (CFD)



CHEMICAL FORMULATION DESIGN.

(CFD)

This stream looks at designing products from weedkillers to lipstick, healthcare and cosmetics. Formulation designers are needed not only in the innovator and generic pharmaceutical industries, but also for all sorts of chemical products including cosmetics, fragrances, paints, foods, adhesives, and many household products. The Formulation Laboratories are where students create a range of formulations and conduct their research. The formulation labs include formulation science, a fully-equipped fragrance design lab and, from 2021, a new research lab and a food-grade formulation lab. Equipped with sophisticated scientific instruments such as a gas chromatograph-mass spectrometer, freeze dryers, blending and tableting machines, and equipment for extracting active ingredients from plants. Students attend formal formulation science labs but also have flexible access during their main design projects to create their various lotions and potions.





BETH MANNING. (CFD)

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FORM&FUNK

form&funk came from thinking about the form and function of current hair styling products, and my desire to provide products which provide the same quality of process while being in a new, more sustainable form. form&funk is a hair-styling product line consisting of 3 plastic-package free products: (1) Heatwave, a dissolvable form heat protectant and fixing spray. (2) Sidewalk Cement, a solid bar matte pomade. (3) Ocean Spray, a dissolvable form texturing sea salt spray. The line comes fully packaged in compostable cardboard, and supplies reusable stainless steel spray bottles.



NATASHA MILTON. (CFD)

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ATMOS.

Atmos body care was developed for a spa company in Christchurch. The line was designed to give customers an at-home spa experience and uses key New Zealand ingredients to provide naturally significant results, backed by scientific research. The line consists of an AHA body lotion featuring glycolic acid and an antioxidant bioactive extract blend. The luxury body oil contains harakeke oil, macadamia oil and apricot kernel oil. The Himalayan salt scrub combines Himalayan salt with green tea extract and harakeke oil.



CHRISTINA NELSON. (CFD)

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HYBRID BEAUTY

Hybrid Beauty is composed of cosmetic skincare hybrids with multiple functions rather than one specific use. Consumers should no longer have to choose between wearing cosmetics or taking care of their skin. We are designing new age cosmetics, custom-designed to fit consumer's needs. Different lines will cater for different skin types, the playful textures and multifunctional uses of the products are designed to provoke creative thinking from consumers around how makeup can be applied and used, to think beyond traditional makeup applications.



PHOEBE CLEMENTS. (CFD)

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ASTER

Aster is a high-end, genderless, colour cosmetics brand of elevated quality for the luxurious lifestyle. The product line immerses the user in a luxurious experience with every use. The line consists of a trio of trios, to provide freedom and choice for the consumer. It consists of nine formulations in a bronzer trio, cerise trio and opaline trio. Each set holds an iridescent powder, matte cream and gloss liquid formulation, the only variation from this is the highlighter cream which is shimmer, rather than being matte.



EMMA GLOVER. (CFD)

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SUNWORKS – CAREFREE HAIRCARE

Sunworks has a carefree brand identity. It's designed for the girl who's on the go; wanting sun protection without the fuss. The line consists of protecting and repairing hair care products that shield the scalp and hair against their most damaging environmental factor; the sun's ultraviolet radiation. Sunworks offers its consumers a simple solution; multipurpose products that provide both suncare and haircare together in single products. Sunworks has the mission to promote sun safety attractively, helping to work towards reducing skin cancer in New Zealand.



RAPUNZEL RAZ. (CFD)

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GRASYA

The sense of smell is undoubtedly an essential sense that our bodies have. Individuals can smell through a single cell that inhabits a receptor, to detect the small molecules in the external environment. In this case, fragrance molecules (Sell, 2014). Grasya wants to bring that value of fragrances to consumers. A reminder that scents are not just a pleasant smell. Grasya achieves this by introducing into the market a seasonal, customizable perfume, and candle and an oil primer. These products will provide that value of using the sense of smell to bring back nostalgia to the target market.



ERIN CHISNALL. (CFD)

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SPUR

Spur has formulated a product line for taking tramping, focused on recovery. The line consists of two products, a muscle film and a repair balm. The muscle film is a lightweight, biodegradable film. The film delivers relief from painful muscles and joints, providing a cooling sensation. The balm is multi-purpose and can be used on grazes, sunburn, dry skin, and insect bites. The balm contains scientifically proven ingredients which reduce transepidermal water loss, help with wound healing, and relieve insect bites.



SOPHIE BAIN. (CFD)

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ELSKIN COSMETICS – HYBRID SKINCARE & COLOUR

Elskin Cosmetics is a hybrid skin care and colour cosmetics company. The product line consists of a foundation with four customising serums: hydrating, anti-acne, brightening and mattifying; a concealer; a cream colour palette; and a set of hydrogel makeup removal pads. The serums can be added to the foundation to suit an individual's skin. All the products in the line contain skin-benefiting ingredients, making them hybrid skincare-colour. Elskin Cosmetics' brand values include inclusivity, creativity and minimalism.



ESTHER KIM. (CFD)

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MIRO

Miro was established in 2020 to address a gap in the market of creative personal care products for women and more specifically, career women or women that are working towards their goals. This is from the realisation that consumers should take time to have fun and take care of themselves. To address this gap, two products were created—a jelly paint sleeping mask set and a cooling hydrogel patch. Our company strives to develop innovative products that integrate self-care and art for an interactive user experience of stress relief.



THEA ROUGHAN. (CFD)

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STOPIT

Elemant is a personal care brand targeted toward men from ages 18-30. The brand created a product line called 'StoPit' that includes deodorant, a soap-on-a-rope and an armpit toner. Elemant has a purpose of changing the way men view personal care in hopes to encourage and improve the attitudes the market has towards hygiene. The brand examines and experiments what a simple routine-based product line would look like and how it may potentially impact this specific audience.



GEMMA THOMPSON. (CFD)

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LÉTTA

Létta has created a high-end sophisticated product line explicitly formulated to help relieve stress symptoms using scientifically-proven ingredients. Létta aims to help combat the negative impact increasing stress in society is having on consumers today and aid in creating a healthier lifestyle for the user. The product line is made up of the stress-relieving deodorant with reusable holder—the soothing foot serum with encapsulated Aloe beads and the ergonomic muscle relief neck patch. The product line is targeted at sophisticated, hard-working businesswomen.



JESSICA GOSLING. (CFD)

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FRANK'S FIXES SPORTS NUTRITION

Frank's fixes aim to simplify the labels of sports supplements; delivering delicious, nutritious products in sustainable packaging.



GEORGIA JURASOVICH. (CFD)

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FAUX GLOW

Faux Glow is a product line of gradual tanning products with added UV protection. The product line consists of a Gradual Tanning Moisturiser SPF20, a Gradual Tanning Mist SPF20, and a Gradual Tanning Serum SPF10, in a light-to-medium, and medium-to-dark shade range. These do-all products take the place of your self-tan, skincare, and sunscreen. Faux Glow not only gives individuals a hydrated, and healthy bronzed glow to enhance their natural features, but also ensures the individual is protected with broad-spectrum sun protection.



GEORGIA MCBRIDE. (CFD)

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CHILLS WINTER SKINCARE LINE

I have formulated a Skin Screen and Lip Balm that are designed to prevent the damaging effects of winter conditions on the skin. These products have specific ingredients that prevent sun damage, moisture loss and windburn. I have designed unique packaging that allows the products to be applied with one hand, making it easy to use during winter activities. I have also created the marketing branding and business model for this product.



HEDY WONG
C.F.D. 2020



HEDY WONG. (CFD)

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MOMENTS WITH YOU

Moments With You is a conceptual brand that infuses memorable moments into cosmetic products. Each eyeshadow palette is inspired by a moment in life, hence the quote 'life as a palette'. The overall main objective of Moments With You is to bring small moments of joy into the user's life. Therefore, it can be said that Moments With You acts as a gentle reminder of the good moments in life and is a brand that can give joy and hope to the user.



LUCY HAYES. (CFD)

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THE OLIVE BAR

The Olive Bar project was based around finding the use of the bar by-product from the product of olive oil. This is an antioxidant-rich resource and therefore is beneficial to a skincare line, mainly to help protect from sun damage. This product line was designed to be as sustainable as possible. Therefore, all the products are a solid dosage form to help minimise packaging and to be a concentrated product.

36. INDUSTRIAL PRODUCT DESIGN. (IPD)

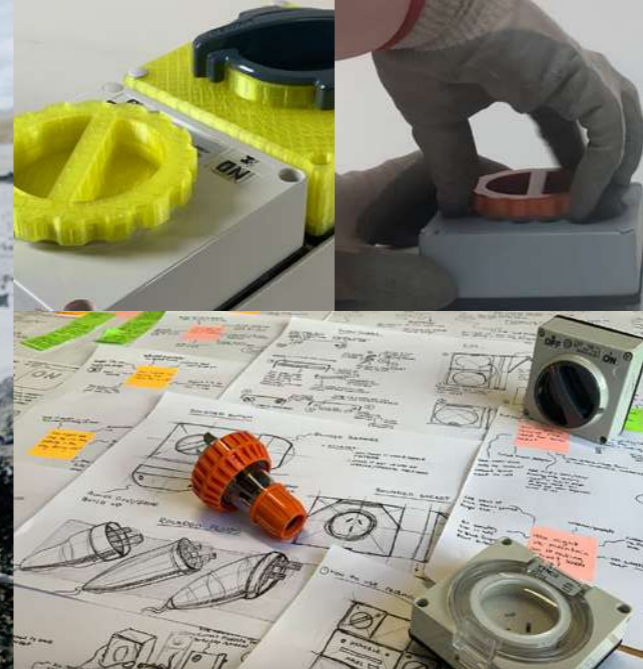


INDUSTRIAL PRODUCT DESIGN.

(IPD)

Every product we buy has a combination of elements in both design and usability. This major teaches how to design products which both solve a problem and create the desire in consumers, using hand sketching and ideation methods, computer-aided design (CAD), and physical prototyping. Our Makerspaces is where students develop, design and produce handcrafted models as well as assembling and finishing high-quality prototypes. Available equipment covers an enormous range of modern maker needs, including 3D printers, laser cutters, vacuum formers, hand mills, numerous workshop machines, electronics, a CNC router and other equipment to turn digital designs into physical concept models. Materials used by the students include foam, cardboard, wood, plastic, steel, resins, textiles, glass and more, depending on what they have designed and the intended functionality.





ANDREW BANNOCK. (IPD)

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PORTABLE AI BOX

This project was set by Nelson AI and is looking to create an 'AI box' that can identify shellfish with desirable qualities quickly when compared to current practices for gathering shellfish, which are time-consuming and labour-intensive.



HARRIET GRAYDON. (IPD)

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IP56 INDUSTRIAL PLUGS AND SOCKETS

This project provided by Vynco aimed to design a new product for the electrical IP56 range to create competition within the local market. The research highlighted difficulties for gloved users during operation of switches currently on the market, which lead to the development of a user-centred design. The final product was the result of many iterations and tested prototypes. The new switch can be operated externally using a spherical grip, making handling easier for gloved users, while still offering traditional methods for others.



ANDREW GLOVER. (IPD)

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MODULAR CARGO BIKE BOX PROJECT

The Modular Cargo Bike Box is an industry project with Cargo Bike World. The client and I worked together to produce three box options that end-consumers can select from when purchasing the cargo bike. These Cargo box options are all constructed from 9 mm and 12 mm plywood panels, cut using a CNC router. These panels are connected using slots and tabs which are glued in place. The design reflects the geometry of the bike frame to create a coherent cargo bike product.



HAYLEY CHEN. (IPD)

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DOBBY THE PET ROBOT

The brief was to design a product that can reduce the feeling of loneliness within a short period in the day and for user aged 20–25 years old. Dobby the pet robot is designed for people to reduce the impact of loneliness, and enjoy the fun time with Dobby.



ANNIE FLEURY. (IPD)

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BUZZY HIVES

BUZZY Hives are a set of hives designed for kids aged 5 to 15 years old. They are modular so can be purchased as a singular hive or as a set to make the whole structure. The hive is designed to be interactive, exciting and easy to use across all ages.

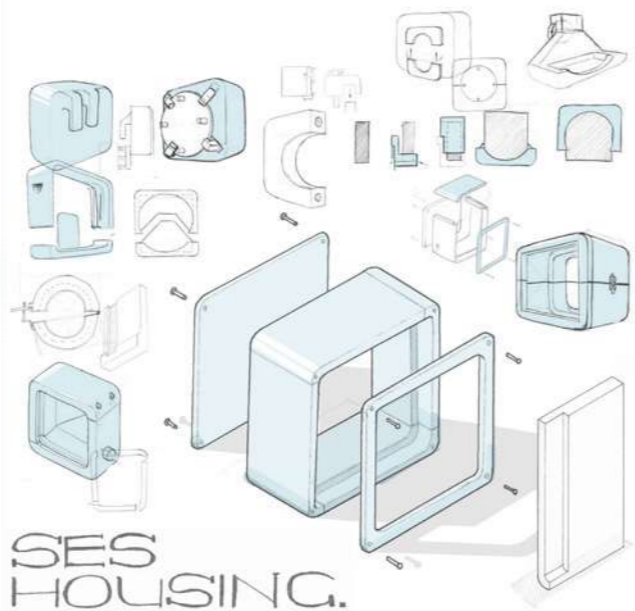


HOLLY ROSE HUNT. (IPD)

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BLEND – CONVERSATIONS OVER COFFEE

This project was structured around the awareness of sustainable design. The research focused on the choice of material to centre around the by-product waste of coffee, looking specifically at how this can reduce environmental impact and enhance the emotionally sustainable design. The by-product is used as the leading story throughout the process. The final product is a coffee table made from coffee grounds and lids from a coffee cup. It encourages conversations on sustainability for the 'coffee drinker' and the 'coffee producer'; connecting with both cafés and their customers.



ASHTON CLARK. (IPD)

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SEGMENTED ELECTRODE PROTOTYPE HOUSING

The Electrical Power Engineering Centre at the University of Canterbury are developing Joule heating technology as an alternative to Methyl-Bromide fumigation. A small-scale demonstration prototype is being built to display the capabilities of a new high-resolution design. This design project focused on creating a housing unit for the electrical components of the small-scale prototype. Main points considered in the design were accessibility of internal parts, weight, and resistance to environment and predicted loading cases.

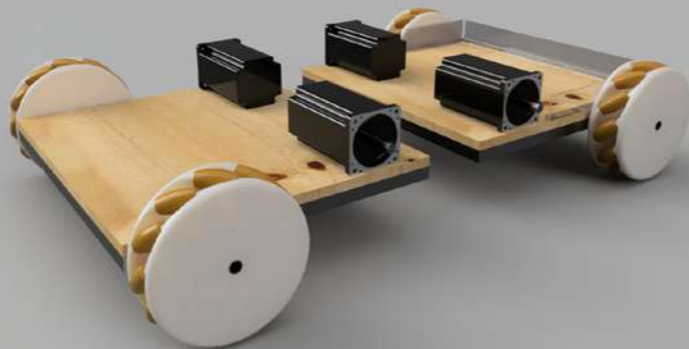


IAN BRESLER. (IPD)

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NOISE BARRIER WALL

This project aimed to design, develop, and build a portable noise barrier wall that could reduce loudness by being placed in specific environments, such as around machinery, workstations with noisy hand tools, and construction sites. The 15-week project included research, ideation, concept generation and development, prototyping and testing, and delivering a final model of the Noise Barrier wall for Gracol. It would allow them to use it as a starting ground for their new product range of Portable Noise Barrier Walls.



BANON HOPMAN. (IPD)

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OMNIDIRECTIONAL RUGGED ROBOT

This project, in its simplest form, is making an electric skateboard with Mecanum wheels for the sponsor. The problem with this is it has been done before, so once this has been completed, then the project will expand again to the customisable manufacturing platform with the theme of this project been under-promise, over-deliver. This will mean everyone is happy while getting something worthwhile out.



JAMES WONG. (IPD)

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ROUTINE BUDDY

The Routine Buddy product set is meant to facilitate routine in the life of a person with dementia and their family. There are three parts to the collection: the Box which contains the information cards (with three sections—morning, noon/afternoon and night), the information cards (which include the custom steps to complete an activity—made in the corresponding app) and the Weekly Display Piece which holds the information cards for a whole week. There is also an app where family members can make their information sheets.



BEN ALLOWAY. (IPD)

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BIKEBAY

There are more and more bike thefts in Canterbury and nationwide in recent years as bikes are becoming more expensive and locks are easy to steal from. The goal of this project was to create a product which could combat this problem to reduce the number of bike thefts taking place. Through iterating design and constant feedback from supervisors and stakeholders, I was able to produce a product which helps to solve the problem of bike theft in Canterbury.



JORDAN LLOYD. (IPD)

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POLAR – X SPECIAL

This project was conducted to help raise funds for the Antarctic Heritage Trust through the design of merchandise which could be manufactured and sold on their behalf. It was required that the merchandise needed to be both interesting, unique and compelling to be satisfactory for the industry to sell as their own. With guidance from my industry partner, I was able to design a product that was suited against the brief provided along with the target market for this merchandise.



BEN BROUGHTON. (IPD)

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NEXT-GEN AGRI

Next-Gen Agri provided the design brief. Next-Gen Agri is an agricultural firm based in Christchurch. The brief provided was to design and develop a camera AI housing system that would be able to monitor the growth, breeding and grazing patterns of sheep in a field.



KHAI LIT. (IPD)

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HELPOCUS

Helpotus is a revolutionary medical mobility aid device with a smooth organic design aesthetic. The product aims to aid the user through relieving pressure/strain on the injury. It seeks to assist the wellbeing of the end-user and improve their rehabilitation outcome and their quality of life during use. The design consists of four pre-set angles at 0°, 30°, 60°, 90°, extendable handle tube length for users with lengthier forearms, and height adjustment. It's able to assist users ascending stairs or from a resting position.



BEN GRAHAM. (IPD)

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ROAMHOME

The RoamHome provides a portable, compactable living area which travels on the tray of a ute. It features insulating technology to protect and comfort users from harsh environmental conditions. The product creates a living space for nearly all types of utes on the market and provides room for a queen mattress whilst leaving sufficient room for personal items. Its slim, compact profile allows it to be easily carried and stored when not in use due to its lightweight properties.



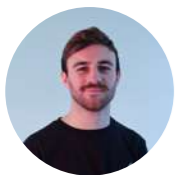
KIERAN MORGAN. (IPD)

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QUICK-STANCE SNOWBOARD BINDINGS

This project is centred on creating a snowboard binding that will allow the user to customize their stance position quickly and easily, and it will give the rider the ability to discover what style of riding is best suited for them and their riding conditions. This will be an inclusive design allowing anyone the ability to jump on this snowboard and start riding straight away.





HAMISH SMITH. (IPD)

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THE NATIVE STATION

The Native Station is an attractive and functional native bird feeder. This product aims to promote and bolster the health and populations of New Zealand's indigenous birds. The Native Station provides a sugar syrup for Tui, Bellbird and Silvereye, whose primary food source is nectar. The Station is intuitive and easy to use, for both humans and the birds. This product will bring joy to all its customers with the flocking of feathered creatures into their backyards.

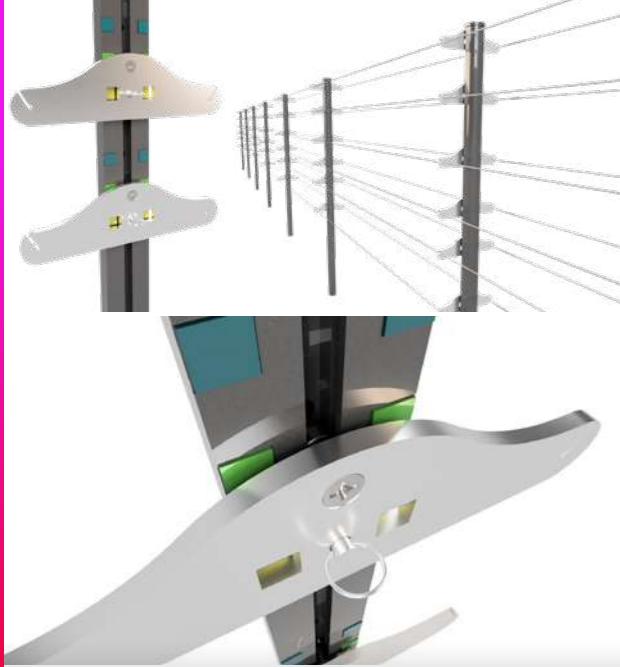


KIOTA CHEN. (IPD)

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FIREBREED ANTARCTIC HEATED VEST

The Firebreed Antarctic heated vest utilises existing technologies of heating systems on the market. Its features of a specially designed 5-layer structure, 10 hours of minimum runtime on the high-temperature setting, and control of the core body temperature. The response of the system in an emergency make the product stand out from the existing competitors. The functions of this system include reducing the occurrences of hypothermia, keeping researchers/ adventurers warm in freezing weather, and enabling them to do cold-weather activities without wearing too many layers under different scenarios.



BETH VERSEY. (IPD)

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WIRE-LIFTING

The brief for this project was to find a new approach to wire-lifting in vineyards through either a new canopy or mechanical/automated tool approach. My final design takes the form of a new trellis system. It consists of an extruded aluminium post with sliders that move the wires up and down the pole in a simple way combined with a colour-coded system. My product makes wire-lifting physically simpler to carry out and more straightforward for vineyard supervisors to teach and for workers to learn.



KYLE BURNS. (IPD)

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HANDY VAC

Handy Vac is a wet and dry handheld vacuum, designed for cleaning in a variety of situations. The design includes interchangeable containers and attachments, making the product suitable for all cleaning needs. The charging base creates easy charging and storage for the product and accessories.



GEMMA BURNSIDE. (IPD)

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THE SEAWEED SOLUTION

This is an oceanic free-floating biodegradable structure to grow *Macrocystis pyrifera* (giant kelp) as a means of 'carbon farming'. The structure sinks after 90-250 days and stores the sequestered carbon at the bottom of the ocean. The system is designed to facilitate the first 'Blue Carbon' credit in the world and would be the first deep-sea aquaculture globally. Ideation, development and refinement design stages were completed to design the structure and buoy alongside ways for the system to sink.

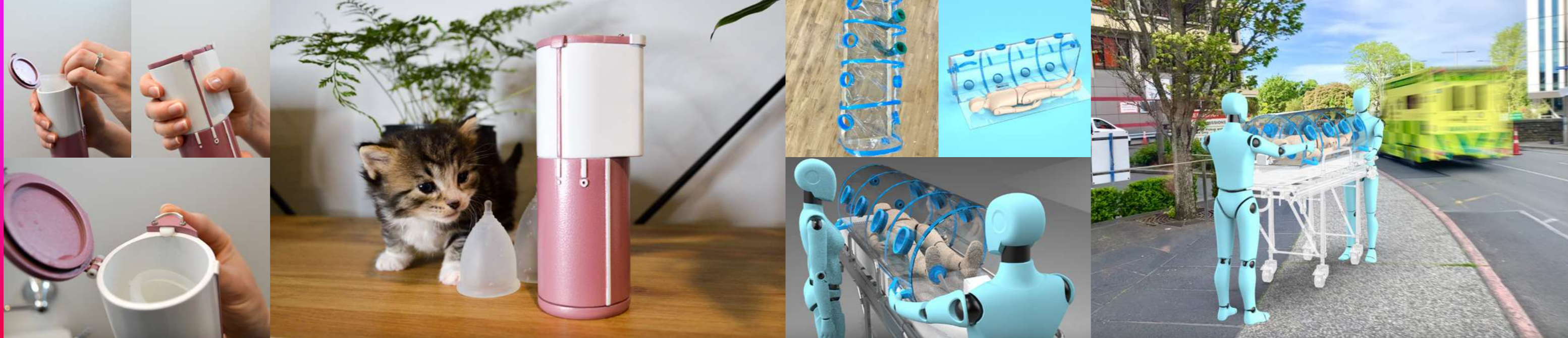


KYLE MACE. (IPD)

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SKI BOX

Thousands of people go skiing every year, but one thing everyone can agree on is the struggle of transporting skis and poles. The Ski Box is an innovative stackable ski trolley that helps people such as families carry their gear in between long-distance walks. It has six slots available to put any style or size skis and poles into. It has an adjustable handle so that any user can maintain a good posture while pulling to enhance the skiers' overall experience as carrying skis becomes hassle-free.



CAITLIN DOW. (IPD)

PURIFY – YOUR PERIOD, YOUR CHOICE.

Purify is a menstrual cup sterilization unit which offers a portable, sustainable and convenient alternative to sterilizing a menstrual cup. Currently, the most common method of sterilizing a menstrual cup is in the kitchen, using the stove, microwave or kettle which is often uncomfortable in shared spaces. Purify offers the user a fully portable option for sterilizing a menstrual cup, allowing users to sterilize more often and in any location. Purify is providing menstruators with a choice in how, when, and where they sterilize their menstrual cup. Your period, your choice.

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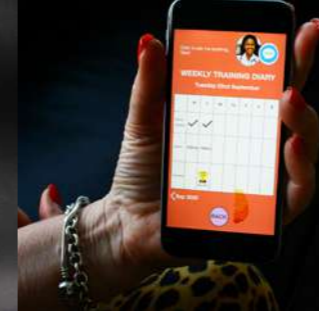
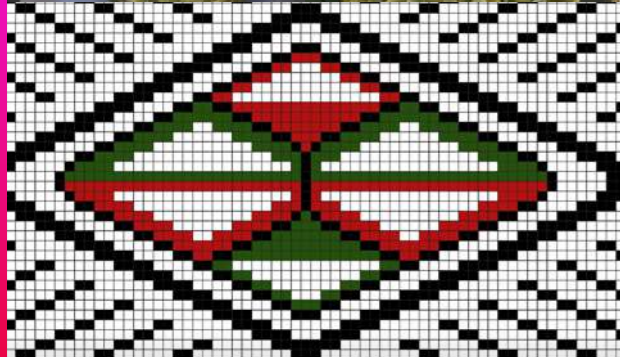


LAWRENCE ZHOU. (IPD)

TENT ISOLATION CHAMBER

TENT isolation chamber is a sustainable, portable and collapsible medical isolation system which is designed for rapid setup of infectious disease prevention. It biologically isolates a patient from the environment outside the chamber. The purpose is to minimise cross-infection between the paramedics and patient during transportation and safely transferring a patient from one facility to another, as well as provide high-quality medical care for the patient.

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CALEB PHILPS. (IPD)

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HARAKEKE PIKAU KURA

This project's main goal was to look at the use of harakeke that is relevant to the 21st century, providing an incentive for the New Zealand flax industry to be revived. I also wanted to incorporate elements of Māori culture into the design, to pay homage to the rich history and culture around the plant. The reason a bag was chosen is that historically Māori used harakeke to make storage devices like baskets (kete). I thought a bag appropriate, as it is also a storage device.



MADISON TAIT. (IPD)

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GULP GLOVE

Pharyngeal dysphagia is a swallowing impairment that occurs as a result of a neurological injury. Keeping within the provided brief, the GULP GLOVE is a training device designed to assist with measures of pharyngeal dysphagia, in collaboration with the GULPS device (created by The Rose Centre). The GULP GLOVE uses visual and haptic neuron-sensitive cues to promote motor learning of the patient, to enhance understanding of the evidence-based feedback GULPS emits and increase the overall success of the patient's swallow.

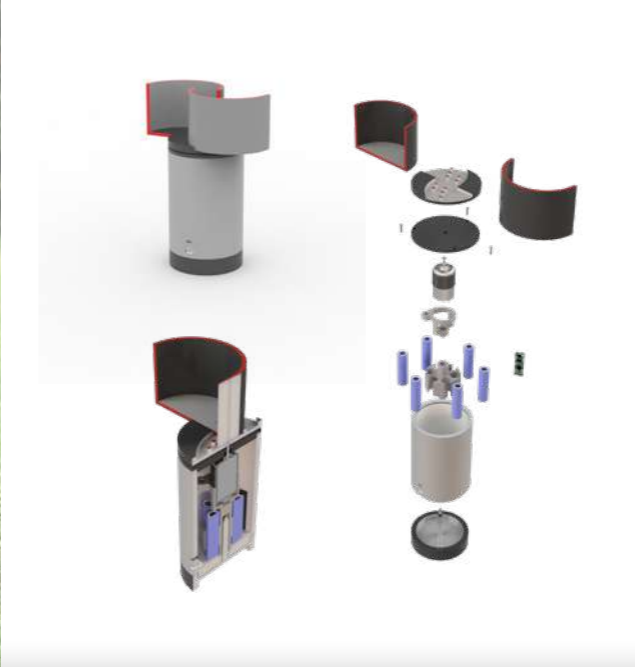


CALLUM MCGREGOR. (IPD)

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THE ONE BIKE

The ONE bike replaces five bikes used when learning to ride with a system of trade and swap. The bikes are constructed of a laminated timber side panel frame with steel support, structure and fasteners. The ONE bike is designed to encourage an eco-friendly and healthy mode of transportation for children, to help maintain good habits into adulthood.

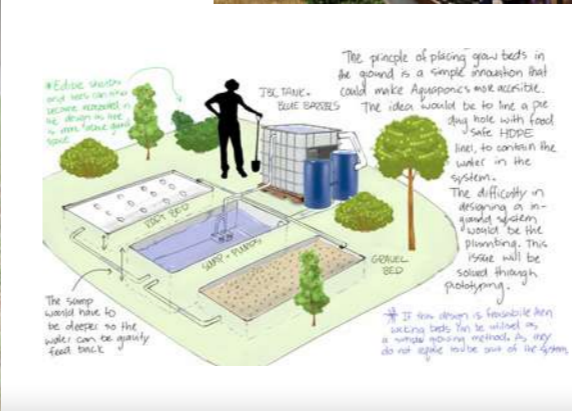


NICK WEIL. (IPD)

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MICRO-GENERATION OF POWER FOR THE OUTDOORS

This project set out to develop a product for the micro-generation of power for use in the outdoors. Due to the product being used in the outdoors, the product needed to be both lightweight and small enough to fit easily in a hiking pack, and can adequately charge electrical devices several times. The generation of power required to be done utilizing the elements to ensure the user would always have a source of energy, no matter what the weather is like or where they are.



CALLUM RIX. (IPD)

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FLYPACK

FlyPack is an all-inclusive flywheel exercise system. The FlyPack design uses inertia from the flywheels to create resistance for the user. What makes the FlyPack stand out from the competition is its transportability and space-saving form factor. The FlyPack uses integrated p-hinges to allow the entire system to fold in half. With everything the user needs for a full workout, the FlyPack is the perfect home and travel gym.



ORLANDO K.D. WOODCOCK. (IPD)

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AQUAPONICS FOR THE DISPLACED

This project is about designing an Aquaponics system for refugees. The innovation that was developed in this course was an In-Ground grow bed. This simple solution allows aquaponics systems to be a viable growing method in poor, remote refugee camps. This innovation makes implementing an Aquaponics system cheaper and more accessible.



CATE BRIDGMAN. (IPD)

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BRUSH PATH

Brush Path is a sonic electric toothbrush that restores confidence and control into the oral care of people impaired by degenerative diseases. The unique range of brush heads have been designed for a range of needs, containing two multi-directional brush heads, that can clean more than one side of the tooth at once. Alongside this, the toothbrush connects to the Brush Path app, downloadable on smartphones. The app is automatically run by the toothbrush giving visual and audible cues of where the user has brushed. The features make the process of brushing teeth easier and measurable for those who have lost the ability to brush their teeth effectively.

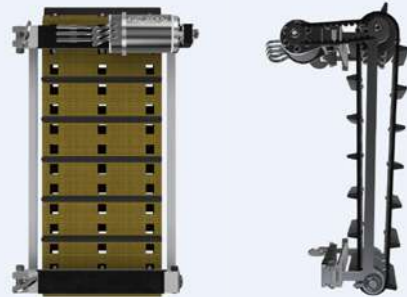


PATRICK MORRIS. (IPD)

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PARASKI

Currently, no waterskis are being made for people with paralysis. Unfortunately, this means that anyone with any disabilities in the lower half of the body cannot enjoy the sensation of gliding across the top of the water. This inspired me to design a social waterski for people who are paralysed below the waist, which led to the creation of the Paraski. This seated waterski allows people with disabilities below the waist to enjoy skiing on water.



UPH!LL



CHARLIE MOFFETT. (IPD)

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UPH!LL

UPH!LL is the world's first electric ski touring setup. This product was designed to solve the problem that traditional ski touring ascents take a long time and are very physically demanding. The product consists of two units, each with a track powered by an electric motor, which connects to the user's skis to drive them up the mountain. The units are powered by a battery in the user's backpack. When they finish their ascent, the user takes the product off their skis and puts it in their backpack for the ski back down.



REBEKAH GUTSELL. (IPD)

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BEYOND THE KITCHEN – FRESH MINT

Fresh Mint is a 'playful' pot that allows mint to spread in a contained manner, and is based off the redefined brief 'to inspire people to grow their herbs, such as mint, to use in fresh home-cooked meals'. Three variations of the pot are offered to the consumer. One has no holes, one with two, and the third has three. The user can place the pots in any order, and the opportunity to spread the pots themselves as a gift.

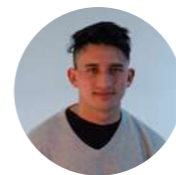


CHLOE POON. (IPD)

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CROSSING NEW HORIZONS

Crossing New Horizons is a merchandise product with a mission of helping Antarctic Heritage Trust to raise funds for its outreach programmes. It is a cooperative-based game, specially developed for young children who are aged six years old and above. The game provides a sense of excitement and educational information about Antarctica—played between 2 to 3 players. Inspiring the players' inner adventurous spirits and delivering a way for the players to remember the past Antarctic legacy. The play experience is designed uniquely by incorporating actual ice melting visual effects as part of the playing process to create a sense of urgency, for players to learn the importance of teamwork.

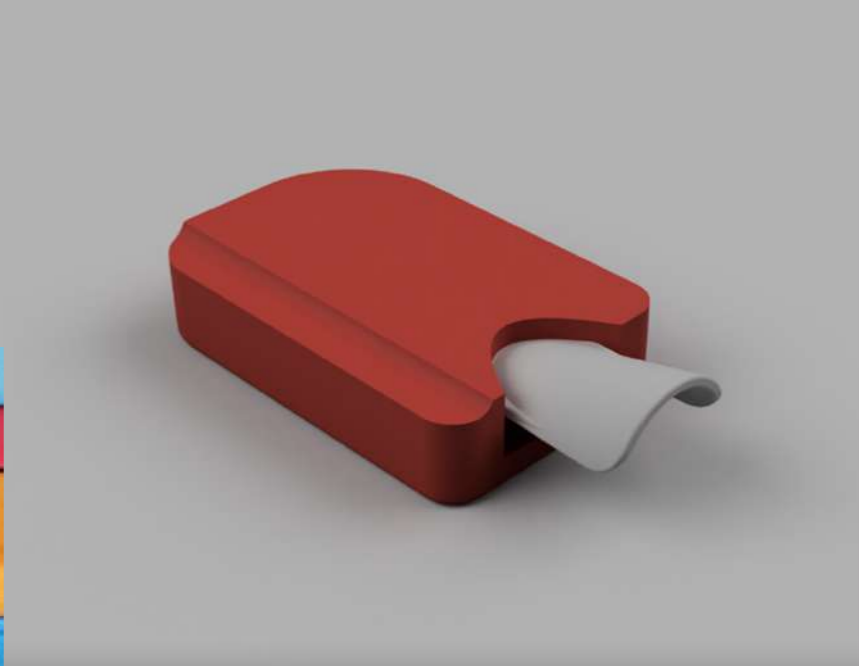
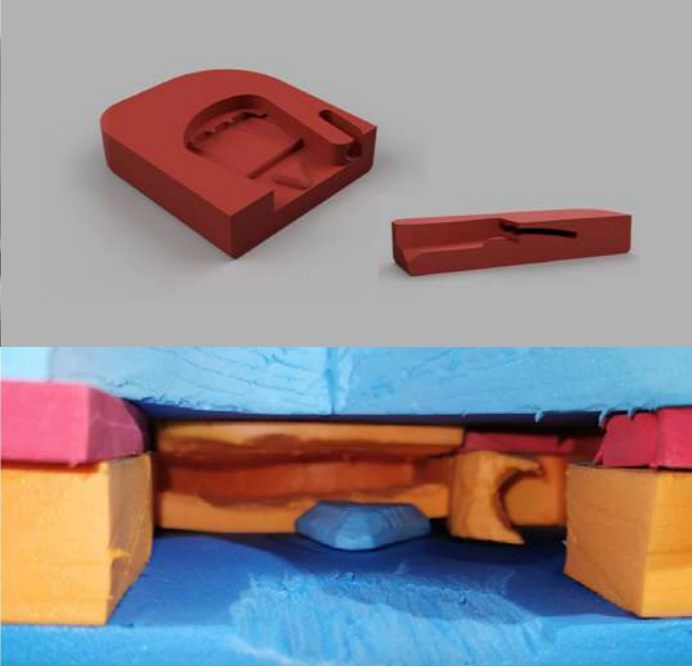


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RS DESIGN – BOOSTBAND

The project aims to create a wearable device that is capable of keeping users safe when attending celebratory events. This project focused on assessing the troubling statistics of drug culture in youth and young adults, particularly in New Zealand. While not being a traditional choice of project for a university assessment, I believe the findings of the research involved in the project goes a long way towards influencing the scope of safe drug use in a positive manner.



CRAIG ROXBURGH. (IPD)

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IMPROVEMENT OF THE BONDING USED BETWEEN THE UPPER AND SOLE OF A WATER SHOE.

This project investigated different bonding mechanisms that could be used in a water shoe. The main problem with the current shoes was hydrolysis of the glue, causing it to break. Through prototyping and testing, the mechanical bonding concept was developed to refine the geometry. This produced the final design.

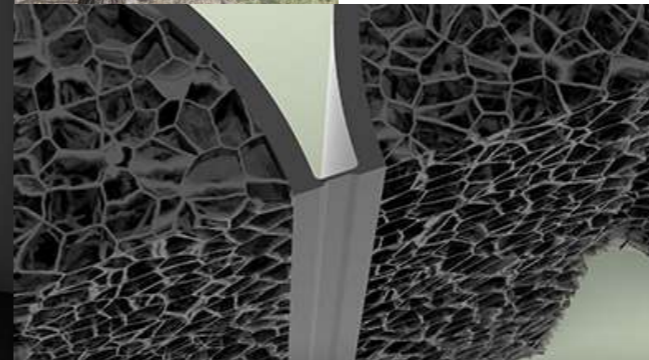
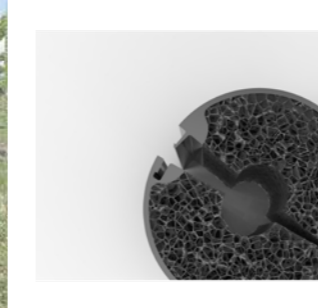


SCOTT SOMMER. (IPD)

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GOALKEEPER LEFT HAND PROTECTOR

The aim of the project to Redesign OBO's Left-Hand Protector (LHP) for field hockey goalkeepers that improves its usability and effectiveness. The redesign was based off specifications defined by the user's opinions on the current LHP. The new LHP is designed as a one-size-fits-all, that fits the user's hand based on the vertical variation of the hand rather than horizontal. This is because the size of people's hands varies much less vertically than horizontally.



DEREK CHOW. (IPD)

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MORPHEUS – CPAP FOR THE MODERN TRAVELLER

Morpheus is a CPAP device (Continuous Positive Airway Pressure) for those who suffer from obstructive sleep apnea. Unlike conventional CPAP devices, Morpheus is designed with portability and ease of setup/storage in mind. Morpheus emphasises compactness by incorporating built-in storage for the mask and pipe. This allows Morpheus to take up less space than a conventional CPAP system, which encourages and enables adherence to CPAP treatment while travelling.

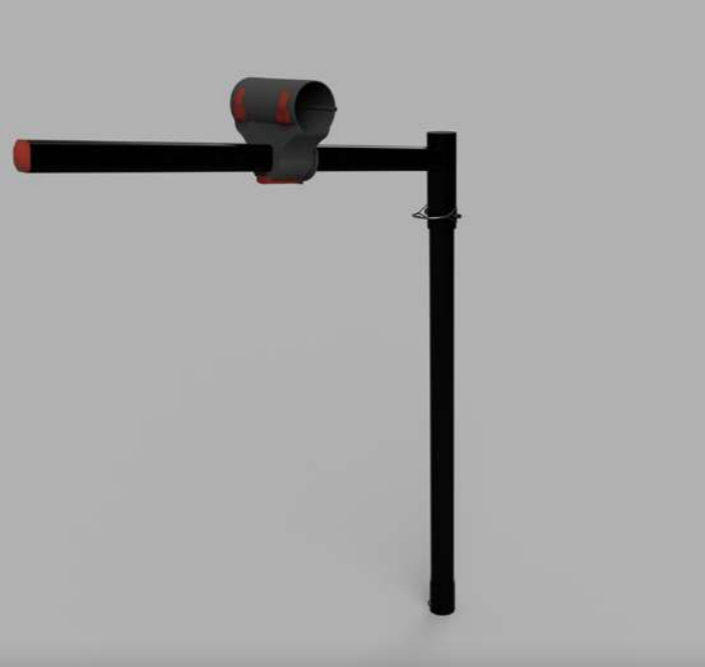


SOPHIE WILLIAMSON. (IPD)

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THE BETA GUARD

Beta Guards are sustainable, low-cost, non-lethal pest management for winegrowers in the Awatere valley facing a persistent wētā pest. The wētā are unable to climb the slippery outer surface to feed on new vine growth. The filter foam inner allows for water drainage and gradual vine growth, compressing overtime for a long product lifetime. A simple snap-fit and an inbuilt hinge makes for minimal application time and ultimately low labour costs. The outer shell is recycled plastic, with every part Biochar reinforced for UV-stabilisation and carbon storage.



DUNCAN SCOTT. (IPD)

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THE WORK-RACK

The Work-Rack combines two mountain bike accessories, a bike rack and bike work stand. This started from the markets need for a quality, affordable work stand. There has recently been a boost in sales of bikes, bringing new riders into the industry, who want to save some money. It features an intuitive squeeze lock clamp to keep bikes safe, as well as a spring-loaded, lockable pivot system to allow the user to orientate their bike at any angle while working on the bike.



THOMAS RATLIDGE. (IPD)

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SINGLE USE INSTRUMENT PACKAGING

Since starting the investigation, the critical issues related to packaging hip replacement instrument sets were mounting the acetabular reamers. This comes down to the reamer's potential to cut into plastic packaging while varying in size between 42 & 66mm. To minimise inventory, a universal packaging scheme needed to be implemented. This would accommodate any reamer size & securely store them in thermoforming to meet Enztec's needs. Other aspects that needed to be considered were external packaging and graphics. This involved the development of a custom card box that will act as secondary packaging, with the graphics on the peelable Tyvek lid & box.



DYLAN LEE. (IPD)

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ASCEND LEARNING TOWER

Ascend is a multifunctional learning tower that helps children safely reach the kitchen bench to engage in activities. Ascend has three unique use-cases a stool, chair, and children's activity table. It also has two adjustable height positions to grow with the child. It comes in two child-friendly designs, a dinosaur and giraffe.



TIM PROCTOR. (IPD)

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SCSUPPORT

This project aimed to help people with incomplete spinal cord injuries to do exercises and stretches from home to increase independence and quality of life. This device allows the user in later stages of rehabilitation to do upper body and lower body exercises and stretches.



EMMA LINDSAY. (IPD)

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NEST

The project identified the need for a sensory escape for diverse learners between five to eight years of age within the collaborative classroom, to develop self-regulation strategies, restore and calm their emotions. The minimalistic design reduces sensory stimulation as a result of form and felt material, which also creates a feeling of comfort. Experiential entry differentiates environments, to associate Nest with a feeling of retreat. Internally a ‘hug’ like feeling is created through an elevated seat for the child to sink into, whilst engaging their vestibular sense.



GEORGIA WALKER. (IPD)

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OR.STOOL

As the world continues to change in response to the COVID-19 pandemic, socialization is being challenged. Street furniture creates a practical means for people to socialize and spend time in an urban setting. The design will focus on various forms of street seating—however, a potential of branching out to other forms of street furniture may be considered further down the design process. The final design will be marketed globally and thus should fit in any urban scape—however, Christchurch City will be the scape to model solutions upon in this project.



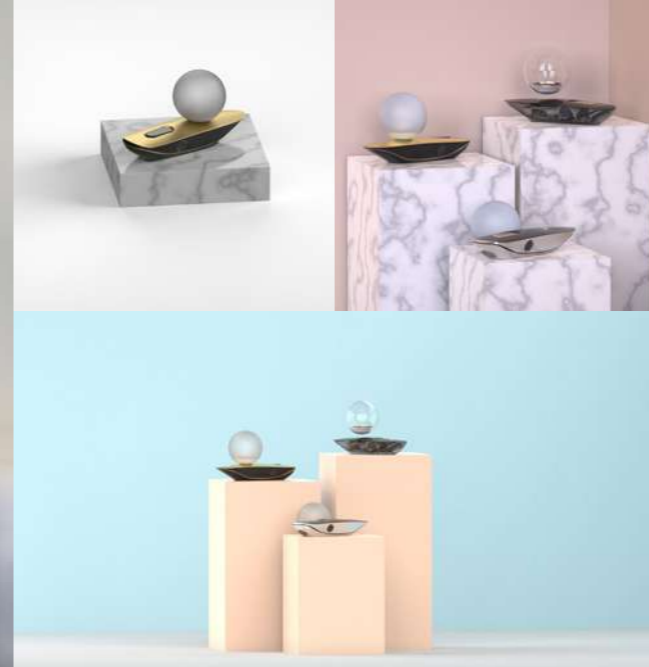


FIN MARTIN. (IPD)

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PHYSICAL HARM REDUCTION FOR FRONTLINE AMBULANCE PERSONNEL

With workplace violence and assault common in the ambulance sector, this project aims to reduce the physical harm that staff experience through the means of a non-Newtonian fluid-based covert stab and blunt force weapon proof vest. Working with St John staff, a design outcome was found that satisfies the aim, objective and brief. This capstone project has a focus on iterative design with an MVP being assessed throughout the design process.



YUNFAN ZHANG. (IPD)

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SLEEP MATTERS

The brief of the project is to design an ecosystem or several connected products to improve the sleep quality of users by strengthening sleep environment and correcting sleep habits. The product should be able to adjust the sleep environment and enhance the quality of sleep of the users. The price of the product should not exceed \$400 NZD, and the design of the product must be visually attractive. The target users will be people who at the age of 20–50, live in large cities and are suffering from lousy sleep caused by uncomfortable sleep environments and incorrect sleep habits.



FLORENCE TAYLOR. (IPD)

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REMINISCENT

This project is centred around the idea of scent therapy to promote positive activities for individuals with dementia. The final product is a kit that is to be used within a dementia care unit with eight different forms, each representing, through scent and sight, meaningful places and activities the user may have experienced. The fragrance has a powerful ability to transport an individual to specific moments of their lives instantly. The experience is enhanced through the tactile elements of the physical forms, promoting the use of senses.

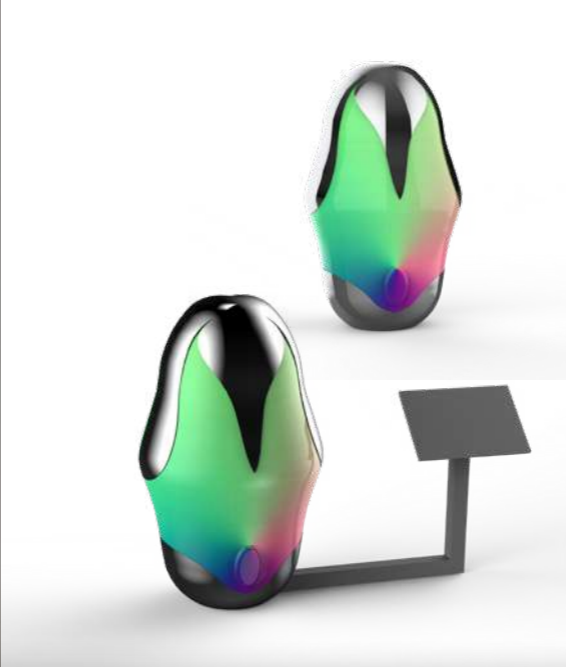


WILLIAM PAGE. (IPD)

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FUNCTIONAL WINE LABEL

A functional wine label and packaging series to address issues and add value to the supply chain and improve a consumers experience. Identifying if a bottle has been subjected to temperatures which can be damaging to the product quality. A system to prevent wine fraud/counterfeiting and ensure authenticity. Telling the marketing story, provenance and vintage information relating to the wine entertainingly and delightfully.



CAIMIN SUE-TANG. (IPD)

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THE WILDERFRESH TRAVEL CASE + WILDERFRESH MANUFACTURING IMPROVEMENT

It is based around the Wilderfresh Gas Shower, a lightweight, hot, pressured shower that is intended for the hiking, kayaking, cycling market. For safer, more accessible storage and transportation of the Wilderfresh Gas Shower. Rigid ABS plastic shells prevent the parts housed inside from impact damage. Inside the case, one side has an upholstered foam cushion to prevent the pieces from moving around during transport. The velcro strap is in place to secure the tubes and wires. The brain is pocketed separately to avoid damage to the screen from the metal hooks.



BONNIE DUGGAN. (IPD)

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LUNARTICA

Lunartica is a visual digital art project. Lunartica's goal is to bring life-size emperor penguins to the city. Lunartica's primary focus is to illuminate the community and bring the people of Christchurch together through an interactive sculpture. Themes of Lunartica will include, Antarctica, environment education and climate change education.



ASHLEY KNIGHT. (IPD)

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HEARTMIND

Protector was created through traditional industrial product design techniques from research analyses, concept ideation, development, refinement, testing and prototyping with two final versions of the product model to demonstrate the intended function, ergonomics and aesthetics of the design. The final outcome of Project: Protector is the Heartmind wearable device for children to learn self-regulating mindfulness techniques. This device was developed through its aesthetics, electronics and ergonomics using various methods such as CAD, user testing and coding.

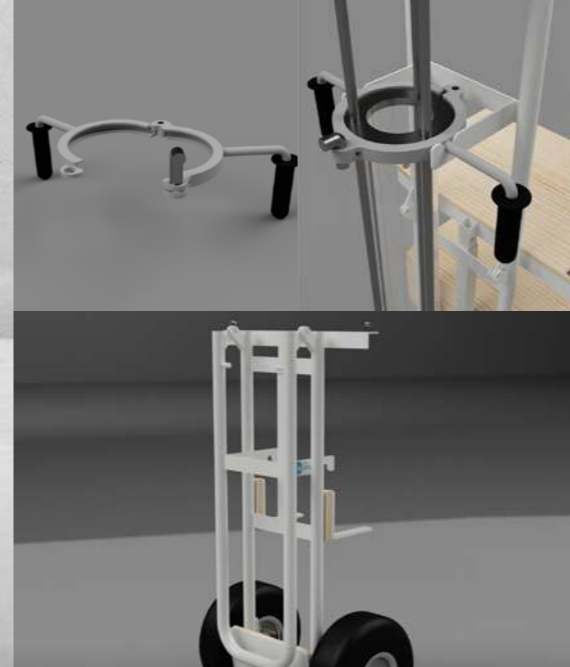


LUKE PRATTLLEY. (IPD)

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OUTDOOR ELECTRIC VEHICLE CHARGER

This project aimed to undertake the development of an enclosure to house the specified hardware and componentry for an Outdoor Electric Vehicle Charger, primarily utilising sheet metal, and being designed with the manufacture, installation, personalisation and aesthetics in mind.



NATALIE PEARCE. (IPD)

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ART THERAPY FOR MENTAL HEALTH

The product that I have designed is a tool to be used by a university student to help them practise art therapy and daily mental health maintenance. The product is an art kit alongside an app. The art kit is made from different types of wood and has a topographic mountain on the lid—this represents the journey people go through to conquer their mental health mountains. The app gives the user step by step instructions to complete art therapy tasks.

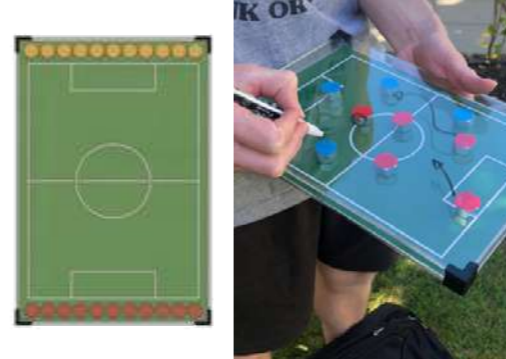
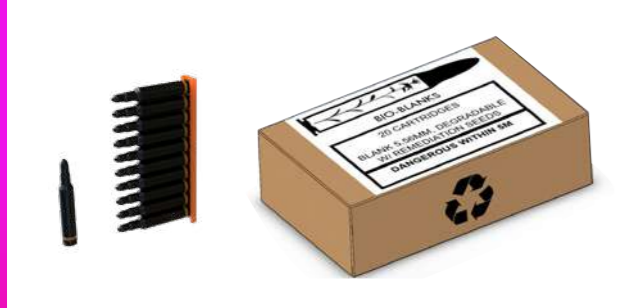


SOFIA SANCHEZ. (IPD)

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FOLLEY – FOLDING TROLLEY

The 'Folley' is a folding trolley designed to carry the specialised piece of equipment, the Ultimate Mole Measurement Device. The product is a versatile, compact, and a rugged design built for increased safety, manoeuvrability, and convenience.



Coach Mate

Tactics Made Simple



NICK COLE. (IPD)

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BIO-BLANKS

The Bio-Blanks products is a redesigned Biodegradable blank cartridge designed for the military with the environment in mind. The cartridge case is comprised of nontoxic Biopolymers from PLA, PCL, and natural flax fibres for maximum strength. The interior features two cavities contains both a front powder cavity and a separate seed cavity that contains specially bioengineered remediation seeds that are designed to germinate once in the soil. To facilitate this design, a central steel primer housing and an integrated extended firing pin are used.



LIAM MILLER. (IPD)

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COACH MATE

The Coach Mate is an innovative tactics solution for sports coaches, to assist them in their role. It is focussed on football, but also extremely applicable to other sports. While improving on a range of critical issues seen in similar products, its primary aim is to eliminate the large number of accessories often used for tactics boards. The final design represents a culmination of thorough research, development and user interaction, producing an effective and satisfying solution.



SCHOOL OF PRODUCT DESIGN

98. MEMBERS OF STAFF.

SCHOOL OF PRODUCT DESIGN.

HEAD OF SCHOOL



PROF. CONAN FEE.

HEAD OF SCHOOL | CHEMICAL FORMULATION DESIGN

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“ This is a special year for the School of Product Design. We launched the School at the beginning of 2018 and are now seeing the outcomes, as we see our first cohort of students graduate in December. I can say that I am enormously proud of both students and staff and everything we have achieved together. As our first cohort of students, you placed a great deal of faith in us choosing to come to a new degree and I want to thank you for that. In return, I think you have gained a modern, real-world degree and that you are well prepared for the workforce. As well as our hardworking academic staff, I also want to acknowledge our technical and administrative staff—the School just could not deliver in the way it has without their dedication, enthusiasm and professionalism. Additional thanks go to ProdSoc, the student led and operated product design society, for ensuring our students are part of an exciting and fun community. On behalf of the School of Product Design, it is a great pleasure to congratulate our graduating Class of 2020. I extend a continuing welcome to all of you, no matter where life takes you in the future, to return and engage with us or just to let us know what you are doing and where you are. ”

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Well done to the graduating cohort of 2020.

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