



Why does the business world need arts & design?

Anna Valtonen 21.10.2024

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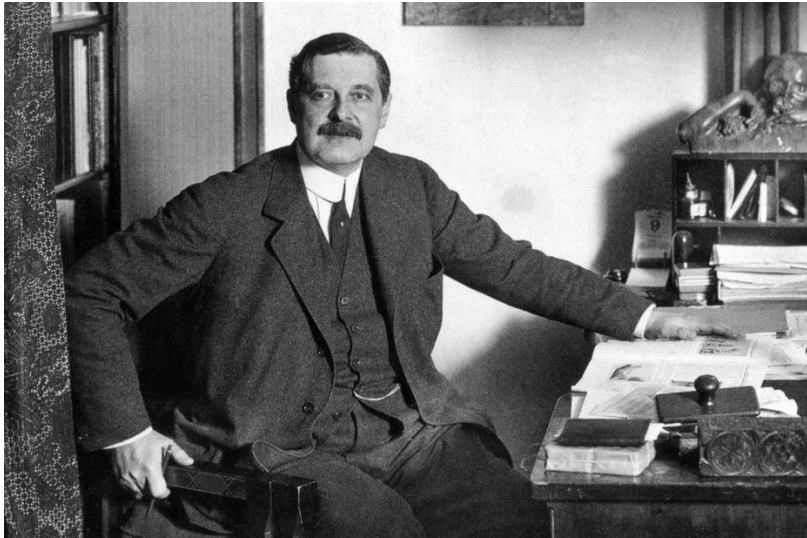
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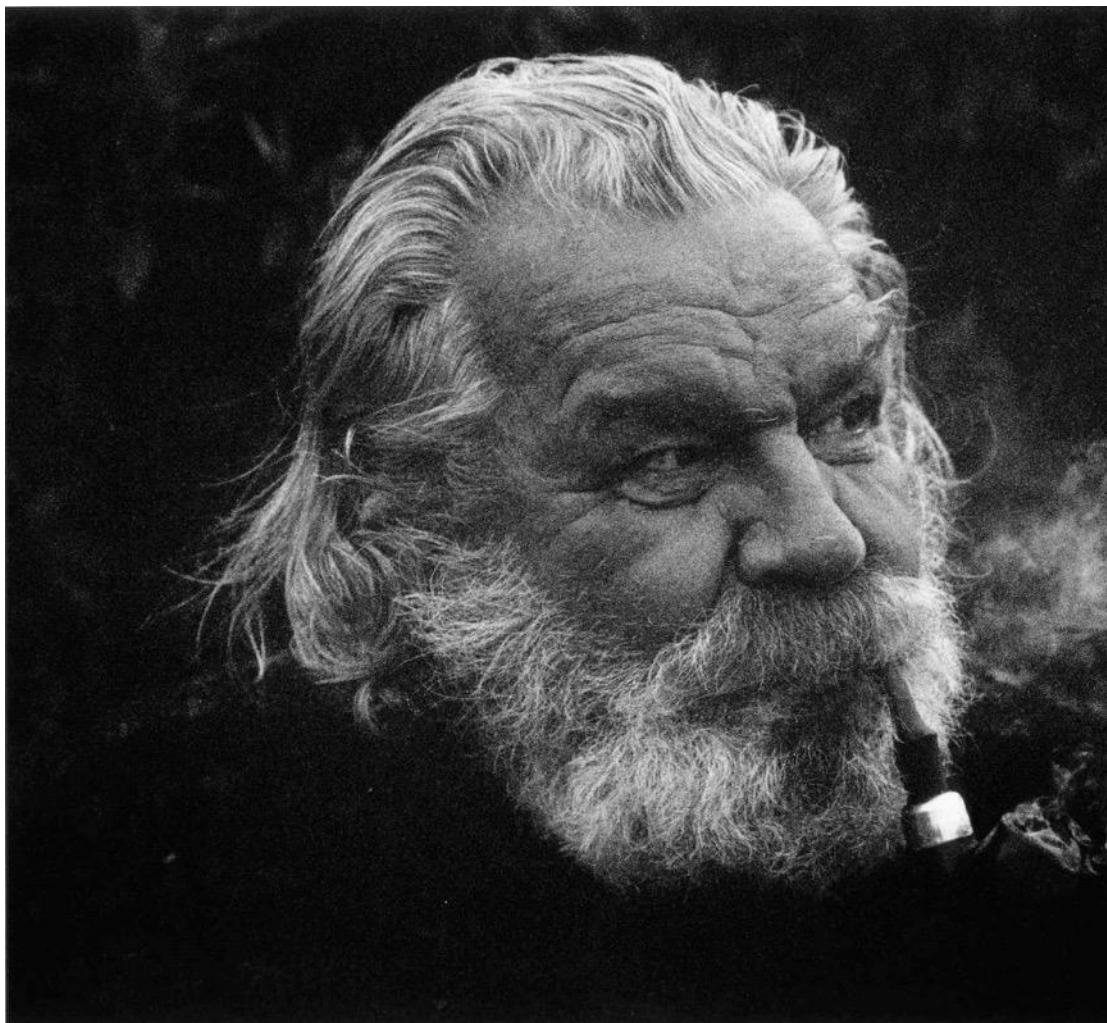




Peter Behrens
AEG
1907-



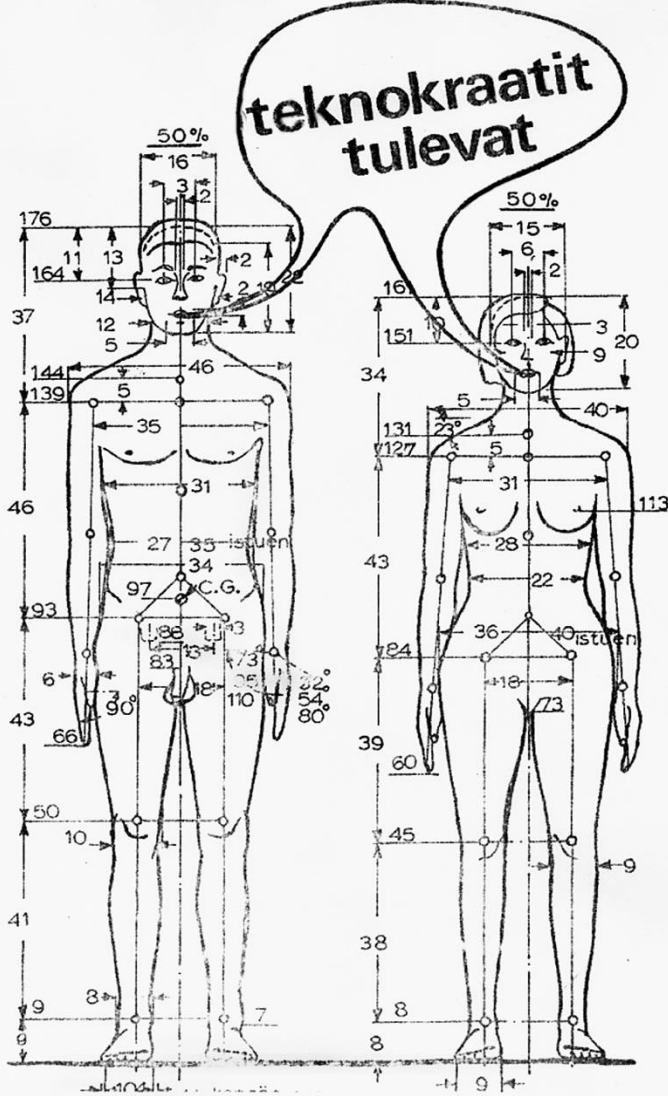
Tapio Wirkkala





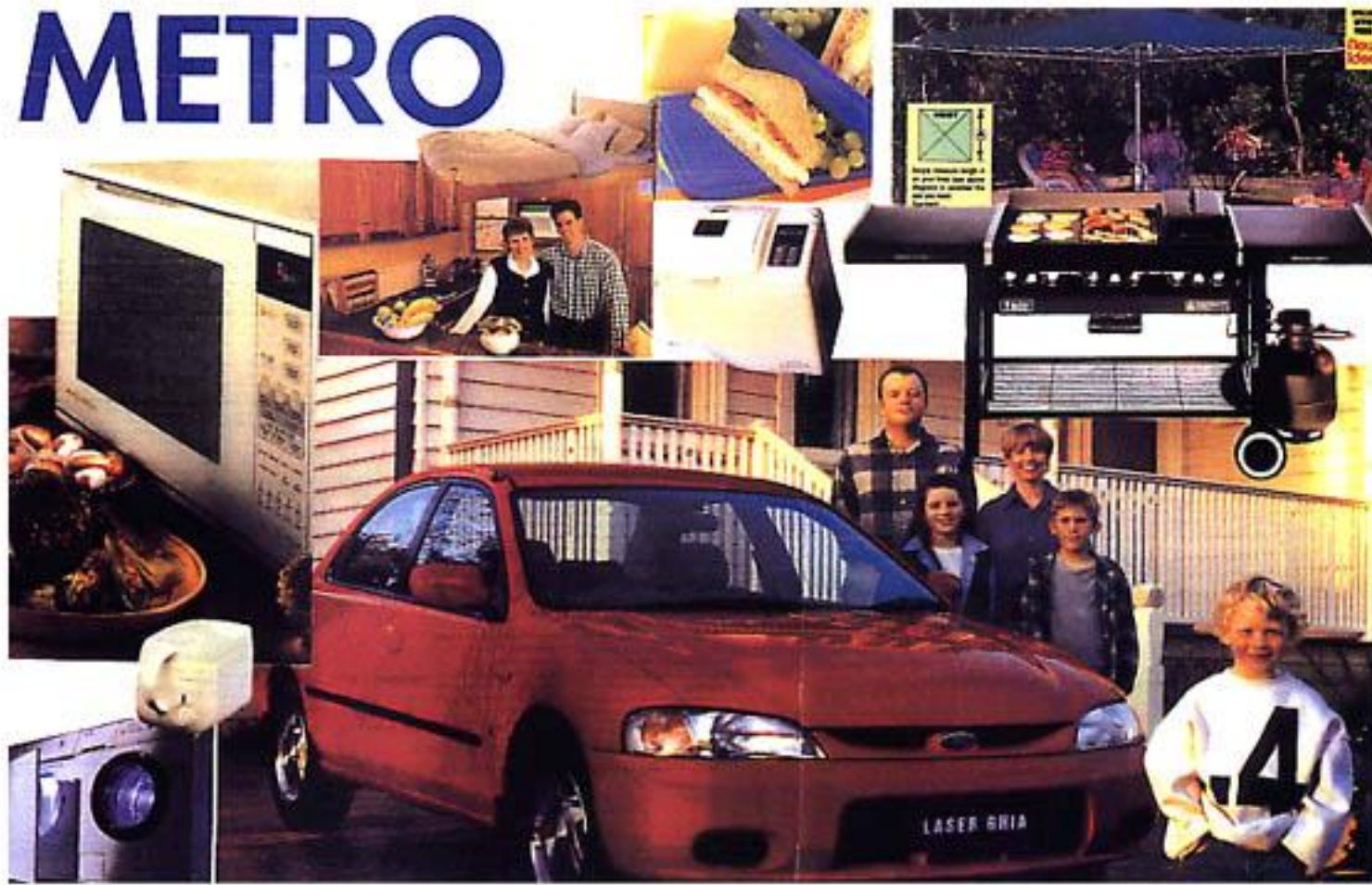
Pictures: Rauno Träskelin, Design Museum Archives, Saara Sappinens home album

tokyo tiedot 6 1970
tekninen design





METRO



NOKIA
DESIGN





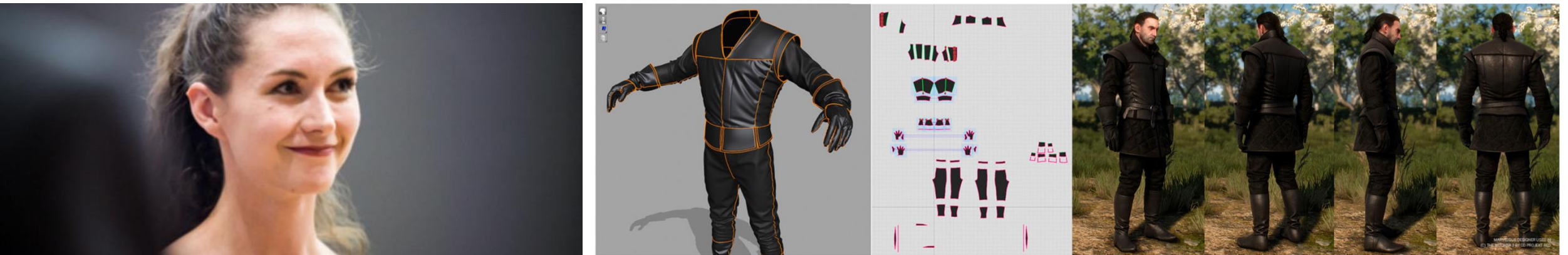
Pictures: Metso Paper, Industrial Design Center



JACK JOYCE



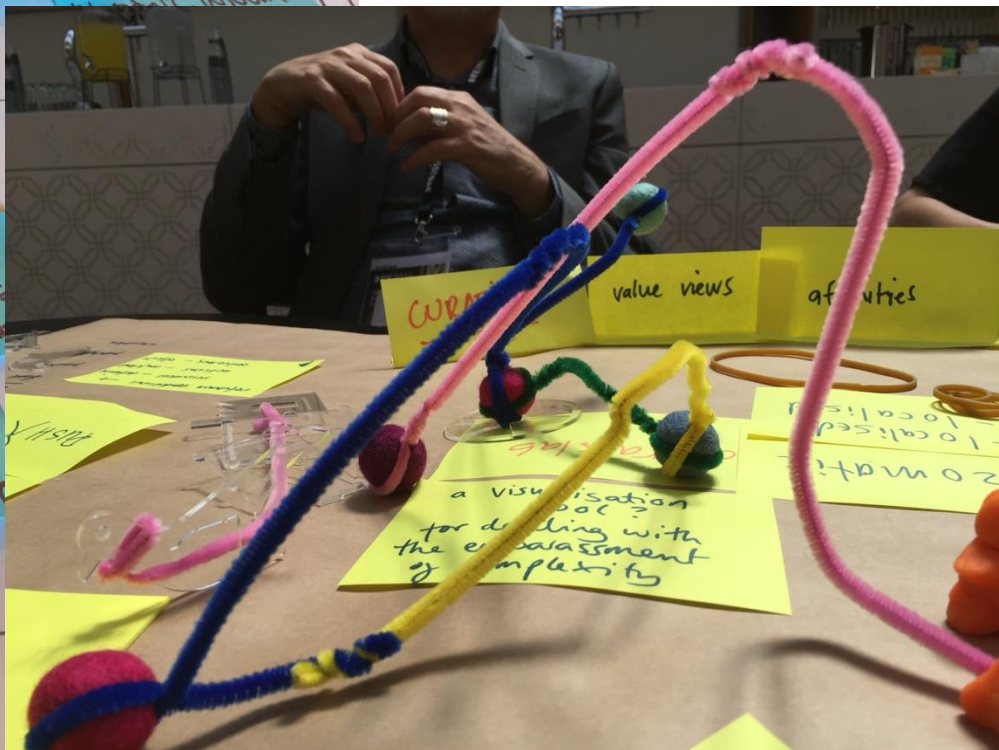
Figure 21 Costume board of the final outfit of the *Quantum Break* protagonist Jack Joyce (Remedy Archives, [no date]).

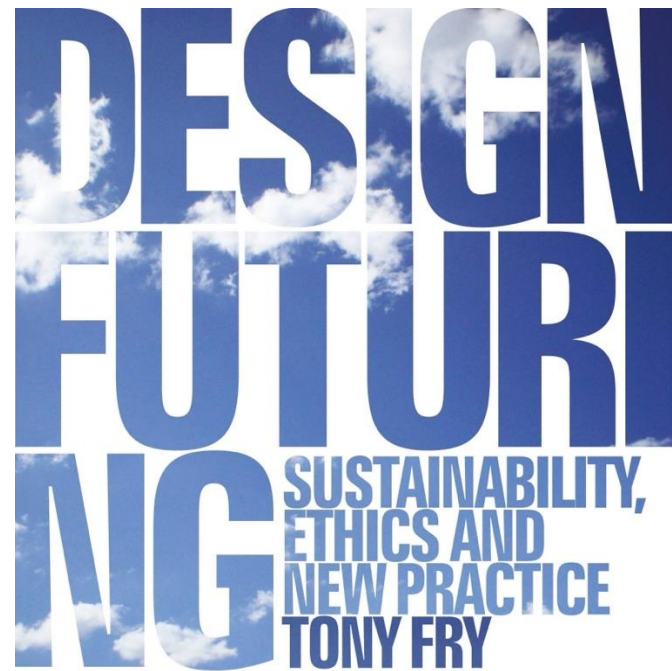
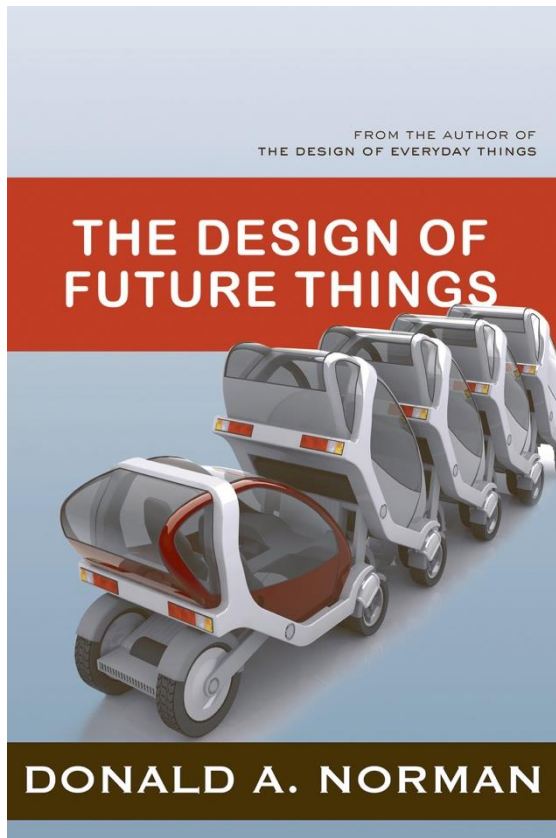


Heli Salomaa: "Video Games and Costume Art - Digitalizing Analogue Methods of Costume Design"(Aalto Univeristy 2018)

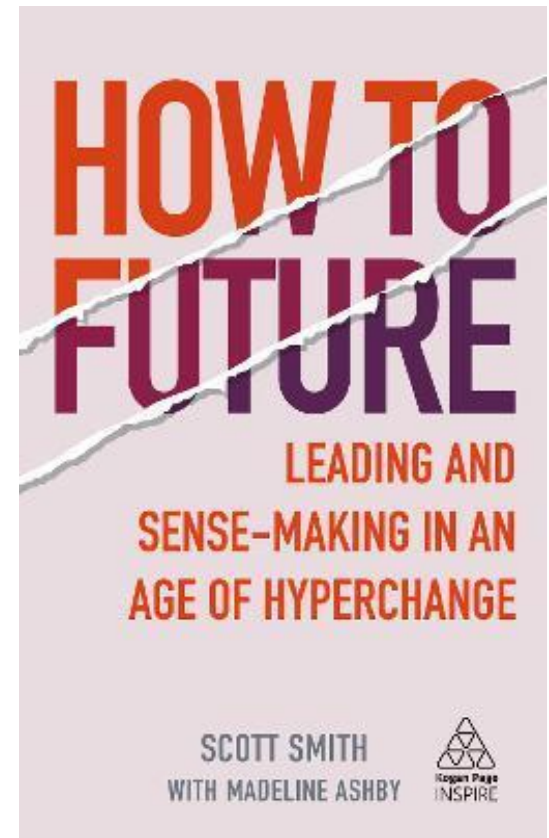


Pictures from Aalto University's Department of Design Service Design projects






BLOOMSBURY





Robert Smithson: Spiral Jetty

A person is shown in profile on the right side of the image, looking towards a large, curved, interactive data sculpture. The sculpture is composed of a grid of small, glowing lights that change color and intensity, representing traffic flows and air quality data. The lights are arranged in a circular pattern, and the colors transition from white to blue, green, and red. The background is dark, making the illuminated sculpture stand out.

Interactive data sculpture illustrates the cycle of traffic flows and air quality in Mall of Tripla. What does data look and sound like?

The data sculpture offers an audiovisual experience demonstrating cyclic changes in air quality in the Mall of Tripla. A 24-hour clock which plots different indicators of air quality whilst simultaneously converting their values into music. The installation activates by movement: the visitor can use and play it by moving closer and farther. The information is displayed both as colors on a ring screen and as sounds. The work is created by the Media department of Aalto University and utilizes indoor air measurement data from the Mall of Tripla compiled using the MegaSense platform. The sensors for measuring air quality use the 5G network and were installed in the Mall of Tripla in collaboration with the City of Helsinki, Mall of Tripla, YIT and Telia.





Art and design used to explain quantum physics

Quantum Jungle, a playful art installation that simulates quantum particle movement using Schrödinger's equation.

Post-doc Caterina Foti at Aalto University: “Quantum will be the future technology, and our society will be reshaped by these new technologies, therefore I find quantum literacy very important. We need to educate not only the future workforce: everyone should have at least the possibility of understanding quantum physics. Quantum physics is not yet a well-known topic at all, but there is a lot of interest in quantum science and technologies.

The springs and the leds of Quantum Jungle are attached to a computer running a real quantum simulation. Each spring represents a node, and each node is connected to six neighbors. The visualization shows the spread of the quantum evolution. It is a beautiful piece of art in itself and even cooler once you know that there is some quantum physics going on behind the installation.”





OPEN

NO BOUNDARIES

COMPLEX

MANY ELEMENTS AND RELATIONSHIPS

DYNAMIC

CHANGE OVER TIME

NETWORKED

ACROSS ORGANIZATIONS

The nature of contemporary problems according to
Kees Dorst: Framing Innovation. Create New
Thinking by Design. The MIT Press 2015.

What is AI?



Will a robot take my job? How is artificial intelligence likely to change my job in the next ten years? Where are AI technologies being used right now and where will they come next?

In Chapter 1, we will cover the following sections. Click below to get started:







Media Factory Aalto Fab Lab – 1 week workshop with local school. School kids designing interactive games.









Different Styles of Champagne/Sparkling Wine Glasses



Coupe



Flute



White Wine
Glass



Tear-Drop
Glass



WineWing
Glass











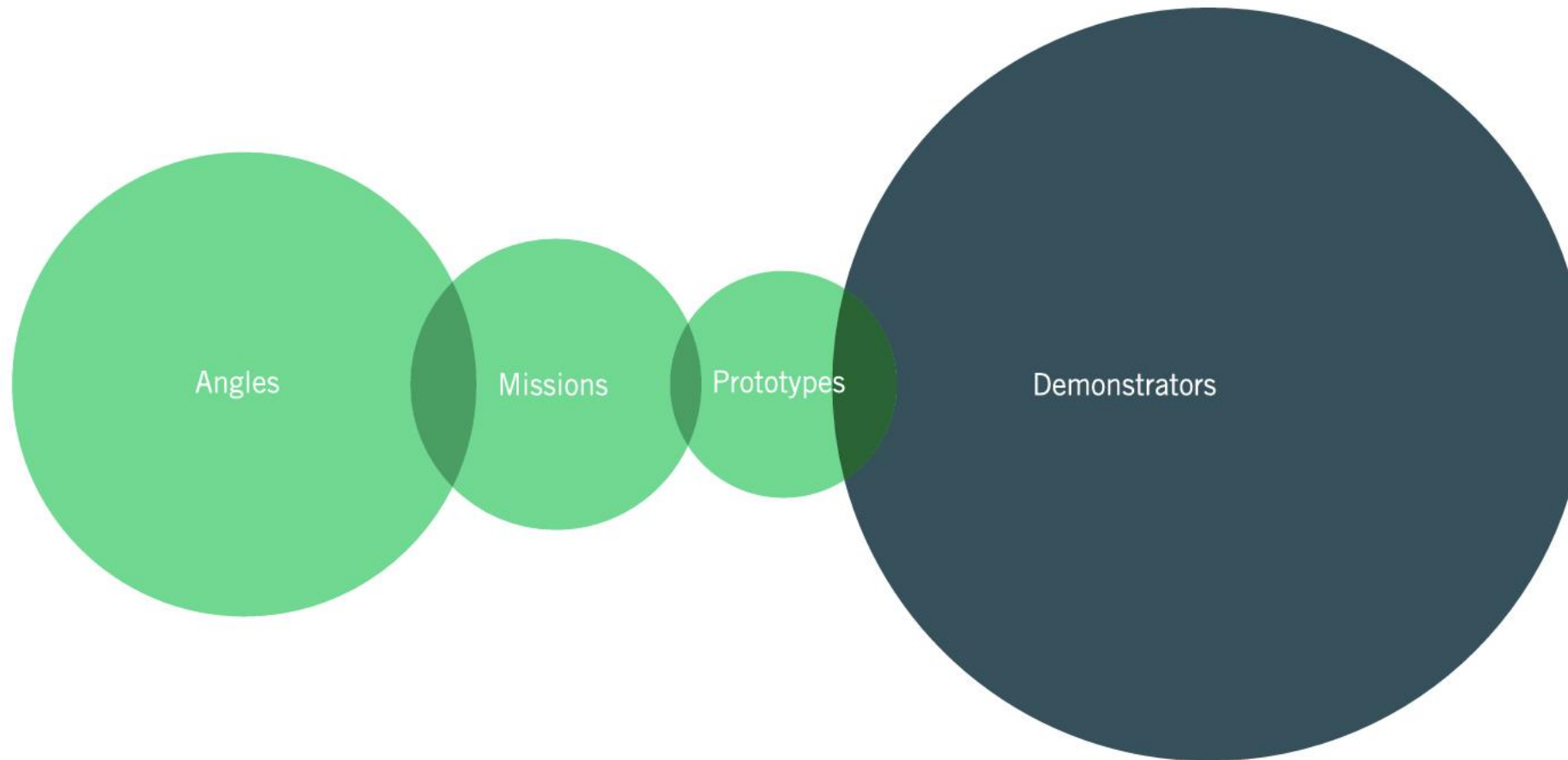


Designing missions

Mission-oriented innovation in Sweden—
A practice guide by Vinnova

Written by Dan Hill, and featuring contributions
from Brian Eno, Pernilla Glaser, Afton Halloran,
Mariana Mazzucato, Darja Isaksson, Anja Melander,
Marco Steinberg, Jakob Trollbäck and Amanda Wood.

VINNOVA
Sweden's Innovation Agency



1 Angles

Co-design an initial view of the system, proposing angles of intervention

Form networks to co-design angles for intervention, via bilateral meetings, interviews and Actors Workshops. Usually many meetings, and several workshops, around the country. Counterpoint with sector analysis, domain research activities, and field research. Output is Systems Canvas and refined set of angles suggesting possible mission framing.

2 Missions

Develop angles into missions and design principles

Co-design missions in Design Workshops from developed angles. Use systemic change principles, as well as portfolio analysis and alignment and synthesis of research questions. Commission exploratory research and run public events around emerging themes.

3 Prototypes

Co-design portfolio of prototypes to articulate mission

Design, commission, and deliver Prototypes to articulate, test and develop mission themes. Assess Platform strategy. Align with associated programmes. Run public events around initiative themes, and develop international engagement. Devise initial Mission Advisory Group, and/or Mission Board.

4 Demonstrators

Build system demonstrators from prototypes

Informed by insights from prototyping, the System Demonstrator is the large-scale demonstration of various systems and cultures scaled, indicating how the mission is achieved, within Sweden and globally. Scaling takes multiple forms.

material cultures
for interspecies cohabitation





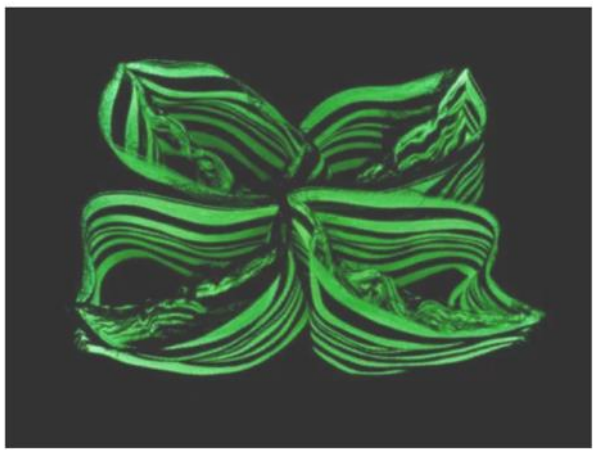


Pallkragar för salamandrar?

Pallkragarna som står här vid dammen är en del i ett forskningsprojekt om biologisk mångfald i städer. Projektet undersöker hur vi kan designa föremål som inte bara är till gagn för människor. Pallkragarna används för odling men det understa lagret har öppningar som ger salamandrar från dammen möjlighet att komma in för att övervintra. Jorden fungerar som ett isolerande lager och vi undersöker om det kan hålla temperaturen på en lagom nivå för salamandrarna under vintern. Salamandrarna finns i flera dammar i Stockholm men är ofta utsatta när de behöver korsa vägar för att ta sig dit de övervintrar.

Detta är en del av projektet Material Cultures for Interspecies Cohabitations (MCFIC) som under 2023-2026 drivs genom ett forskningssamarbete mellan designer Martin Ávila, ekologen Erik Andersson, ekosemantikern Nelly Mäckivi och designer Jonathan Berglund.





The threads of the Entangled prototype contain molecules and nanoparticles that are light-reactive. They can be used to weave fabrics that, for example, convert light into heat or movement. Photo: Bryan Saragosa



Entangled: Functional textiles that change shape and react to light and temperature. Photo: Bryan Saragosa



The exhibition includes a 14-meter Metsähovi space telescope model, which offers a unique perspective on studying the Sun using radio waves. Photo: Mikko Raskinen



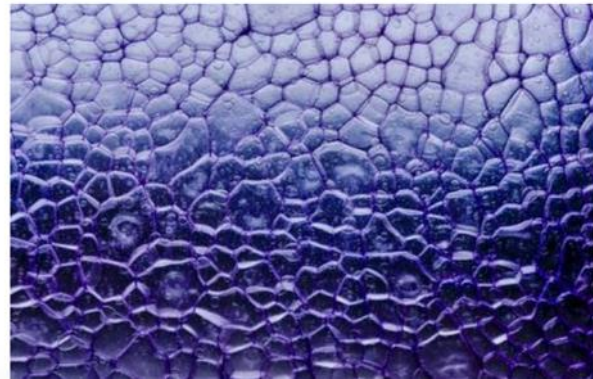
Sofia Ilmonen's modular and adjustable outfits that are dyed with natural colors. Photo: Diana Luganski

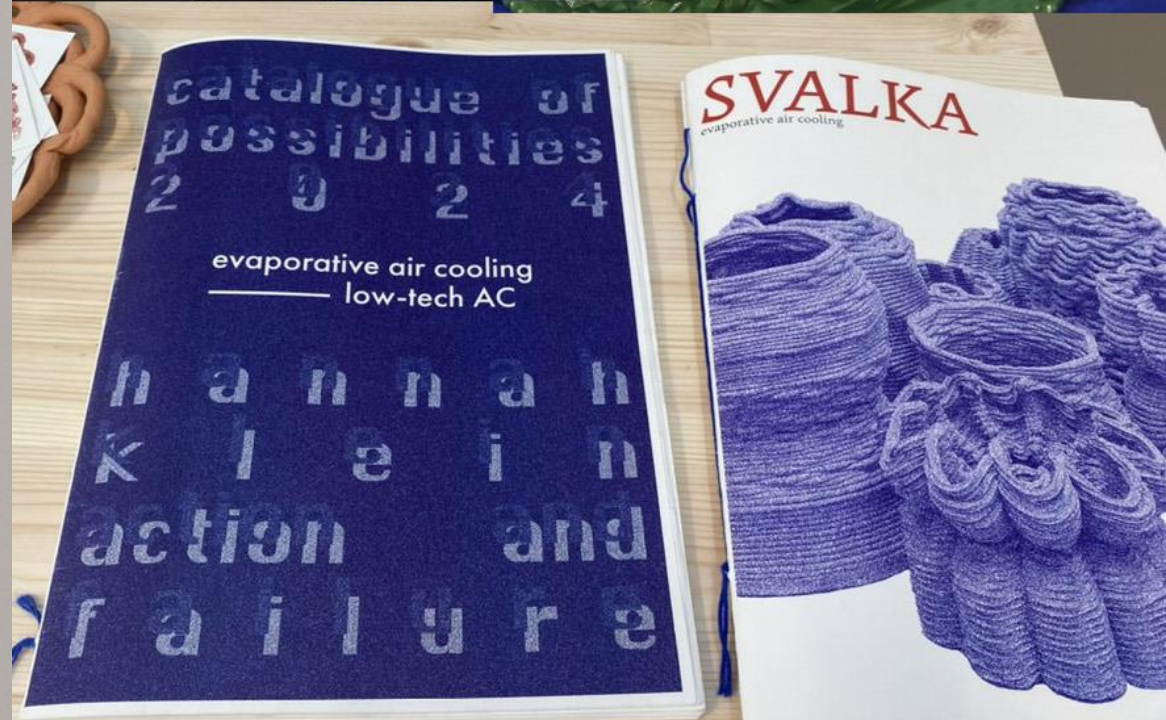


Henrik Jansson and Mattia Anderle 3D-printed seaweed into various organic shapes. Photo: Bryan Saragosa



A strong wooden structure, which the architect of Pikku-Finlandia, Jaakko Torvinen, has constructed of large tree branches



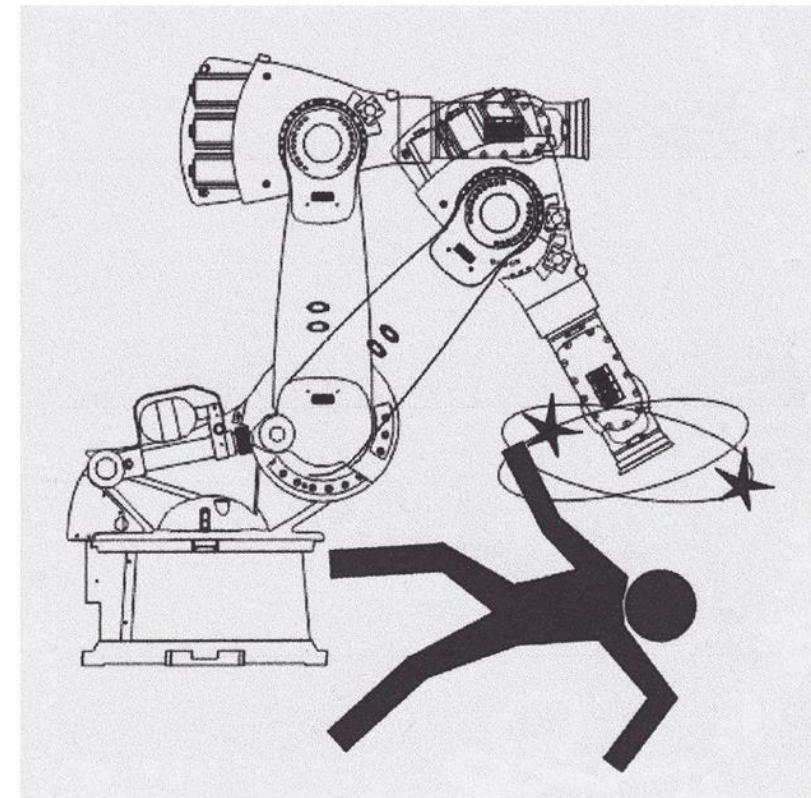




Matilda Söderberg

Matilda Söderberg

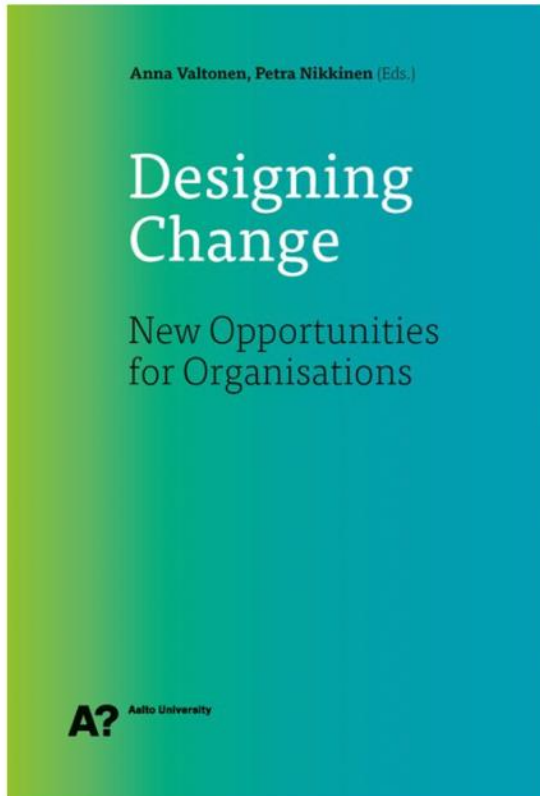
Epitome in 60 Parts



[epitome = a person or thing that is a perfect example of a particular quality or type]

Epitome in 60 Parts is an assembly of inflated renderings springing from the surface of an industrial robot arm. Originating in a piece of equipment installed in the workshops at Konstfack University of Arts, Crafts and Design – an educational institution inhabiting an old factory, this degree project investigates the cultural imagination surrounding technological advancement along with the intermingling of STEM and the arts.





Anna Valtonen & Petra Nikkinen (eds.)

Designing Change

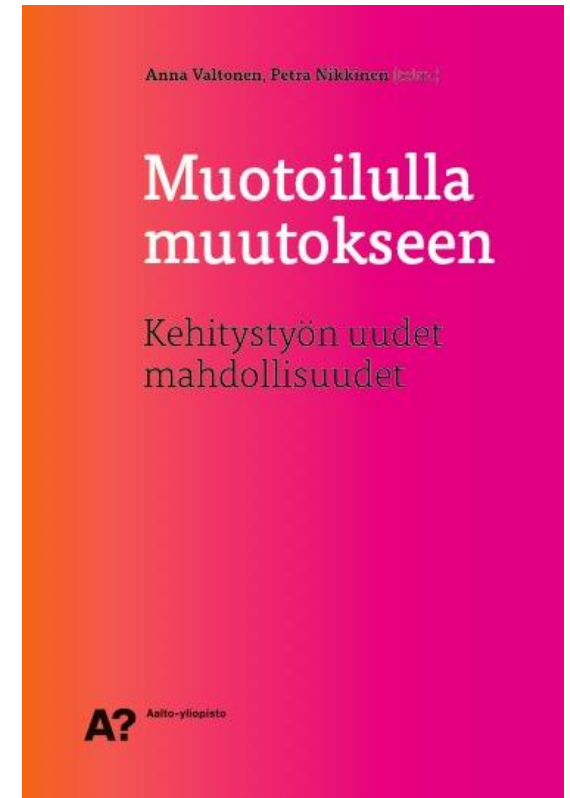
New Opportunities for Organisations

100485

The world around us is changing. We are constantly faced with challenges related to the environment, technology and inequality. How can design and design research help in addressing these issues? With the help of design, companies and organisations can tackle complex challenges that lie ahead, thereby also facilitating change. This book offers inspiring examples and practical tools for taking the first steps of change in our rapidly transforming operating environment.

The content also introduces opportunities that design research can offer, as well as prompting new insights for change work in the reader's own organisation. Join us in taking a step towards change!

The book's authors include 30 professors, teachers and researchers at Aalto University.



<https://shop.aalto.fi/p/1699-designing-change/>

The background of the image shows a close-up of water with concentric ripples. The ripples are most prominent in the lower half of the frame, where they are dark and well-defined. As they move towards the top, they become increasingly blurred and lighter in color, eventually merging into a soft, out-of-focus light blue and white background. The overall effect is one of depth and movement, with the text 'Thank you!' centered in the lower portion of the image.

Thank you!