



# SIIDEE SIIDEE SIIDEE

Sewon International  
Industrial Design Fair  
An Exhibition Book:

# Act Locally Design Globally

Nor Jayadi, S.Sn. M.A.



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Publisher  
BP ISI Yogyakarta  
June 2025





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Industrial Design Fair

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Sewon International  
Industrial Design Fair

An Exhibition Book:  
**Act Locally Design Globally**

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--- Greeting Speech

# Rector of ISI Yogyakarta, Dr. Irwandi, M.Sn.

Assalamu'alaikum wr. wb,  
Om Swastyastu,  
Namo Buddhaya  
Great wishes for all of us

It is both an honor and a privilege to address you today as we inaugurate this important event, hosted at our university. SIIDEF 2024 is not merely a celebration of industrial design; it is a testament to the growing recognition of empathy's role in driving meaningful and impactful innovation. The theme, *"Act Locally, Design Globally: Empathy in Local Innovation,"* underscores a key principle that we uphold in academia—the notion that understanding the local context can serve as the foundation for globally significant solutions.

Empathy is a cornerstone of design education. By placing the user's needs, emotions, and experiences at the center of the design process, we empower designers to craft solutions that resonate not only on a functional level but also emotionally and culturally.

This event highlights how empathy can be combined with local knowledge, traditions, and materials to create designs that transcend geographical boundaries, offering solutions to both local and global challenges.

As an academic institution, we are proud to facilitate the exchange of ideas, knowledge, and creativity between students, designers, and industry leaders from around the world. SIIDEF 2024 presents an invaluable opportunity for participants to engage in dialogue, explore diverse perspectives, and showcase how local insights can be transformed into globally impactful designs.

It is our hope that this exhibition and its associated seminars will inspire new ways of thinking, encourage collaboration across cultures, and spark innovative design practices that are both sustainable and empathetic.

We are committed to fostering an environment that nurtures creativity, critical thinking, and an understanding of the social, cultural, and environmental dimensions of design.

I would like to extend my deepest gratitude to the organizing committee, our sponsors, and all the participants who have worked tirelessly to bring this event to life. I am confident that SIIDEF 2024 will be a source of inspiration and will contribute significantly to advancing the role of empathy in the future of industrial design.

Finally, I encourage all of you to take full advantage of the opportunities provided by this exhibition. Engage in meaningful conversations, share your knowledge, and open your minds to new possibilities. The future of design depends on our ability to act locally, with empathy, while keeping a global perspective.

Thank you, and I wish you all a fruitful and enlightening experience at SIIDEF 2024.

--- Greeting Speech

# Dean of Faculty Visual Arts & Design, Muhamad Sholahuddin S.Sn., M.T.

Assalamu'alaikum wr. wb,  
Om Swastyastu,  
Namo Buddhaya  
Great wishes for all of us

It is a great honor to host this event here at the Faculty of Visual Arts, ISI Yogyakarta. This year's theme, "Act Locally, Design Globally: Empathy in Local Innovation," highlights the crucial role of empathy in the design process. It reminds us that successful designs not only address functionality but also deeply understand and respond to the needs and culture of local communities, while offering solutions that can have a global impact.

Empathy is at the heart of human-centered design, and here at the faculty, we firmly believe that empathy is what sets apart great design from ordinary design. SIIDEF 2024 showcases not only innovative works that utilize local materials

and knowledge, but also how cross-cultural collaboration can lead to solutions that are relevant worldwide.

I am confident that this exhibition will provide great inspiration for young designers, professionals, and industry leaders alike. It is a unique opportunity for all of us to learn from one another, broaden our perspectives, and explore the potential that comes from the synergy between local insights and global influence.

As Dean of the Faculty of Visual Arts, I am immensely proud to witness this event growing into an international platform that brings together diverse and innovative ideas. It is a clear testament to how art and design can be powerful tools for change, both locally and globally.



I would like to express my gratitude to everyone who has contributed to making this event a success—the organizing team, the participants, sponsors, and our wonderful speakers. I hope SIIDEF 2024 will be a meaningful event for all, and that it will spark new ideas that we can carry forward into the future.

Enjoy the exhibition, and let us continue to create designs that are meaningful and impactful.

--- Greeting Speech

# Head of Study Program, Endro Tri Susanto, S.Sn., M.Sn.

Assalamu'alaikum wr. wb,  
Om Swastyastu,  
Namo Buddhaya  
Great wishes for all of us

As the Head of the Study Program in Industrial Design, it gives me immense pleasure to open this important event. SIIDEF 2024 is a celebration of innovation, creativity, and empathy-driven design. This year's theme, "Act Locally, Design Globally: Empathy in Local Innovation," perfectly reflects the values we aim to instill in our students—understanding the local context to design solutions that can resonate globally.

Empathy is a vital aspect of the design process. It pushes us to deeply understand the challenges and needs of local communities and to create solutions that are not only functional but also culturally meaningful. The projects on display at SIIDEF 2024

demonstrate how local insights, materials, and traditions can lead to innovations that have the potential to make a difference on a global scale.

SIIDEF is an important platform for our students and participants to showcase their work, engage with international perspectives, and collaborate with designers from different backgrounds. I am confident that this event will encourage you all to think more deeply about the role of empathy in design and how we can use our skills to create positive change.

I would like to extend my heartfelt thanks to the organizing team, the participants, and everyone involved in making this event a success. Your hard work and dedication have made SIIDEF 2024 possible, and I believe it will be a rewarding experience for everyone.

I encourage all of you to make the most of this opportunity—learn from one another, share your ideas, and be inspired by the innovative works presented here. Together, we can continue to push the boundaries of what design can achieve.

Thank you, and enjoy the exhibition!

--- Greeting Speech

# Chief of Committee, Nor Jayadi, S. Sn., M. A.

Assalamu'alaikum wr. wb,  
Om Swastyastu,  
Namo Buddhaya  
Great wishes for all of us

It is my privilege to stand before you today as we embark on this exciting journey, one that celebrates not only creativity and innovation but also the profound power of empathy in design. SIIDEF 2024 is not just an exhibition; it is a platform that brings together insights from diverse communities, celebrates local materials and knowledge, and offers solutions that resonate globally.

In today's interconnected world, empathy plays a critical role in shaping industrial designs that not only address functionality but also connect with users on a deeper emotional level. This year's theme emphasizes the importance of understanding local cultures and challenges to craft design solutions that have a global impact.

As designers, when we act locally with empathy, we are empowered to create solutions that are innovative, sustainable, and culturally relevant.

The significance of SIIDEF 2024 lies in its ability to foster cross-cultural collaborations, offering a space where local insights merge with global perspectives. The projects showcased in this event will demonstrate how empathy in design can inspire groundbreaking innovations. Our aim is to encourage you, the participants, to reflect on the local wisdom, materials, and traditions around you and use these as catalysts to create designs that transcend borders.

We are honored to host participants from three different countries this year, and I believe that this diversity will not only enrich the discussions but also spark new ideas that may transform the future of industrial design.

I would like to express my deepest gratitude to all of you who have contributed to making this event possible. From the organizing team, our sponsors, and the participants, to the keynote speakers and international guests—your dedication has been instrumental in bringing this vision to life.

To the participants, I urge you to seize this opportunity to connect, learn, and collaborate with your peers and industry leaders. Let SIIDEF be a source of inspiration as you work towards creating designs that embody empathy and innovation.

In conclusion, SIIDEF 2024 is a testament to how industrial design can drive meaningful change, not just locally, but on a global scale. Together, let's create, collaborate, and inspire the next generation of designers to continue this legacy of empathetic, impactful design.

Thank you, and I wish you all a successful and inspiring exhibition!

# INTRO

In today's interconnected world, the most impactful industrial designs are those that are empathy-driven, placing the needs, challenges, and experiences of people at the forefront. The theme "Act Locally, Design Globally: Empathy in Local Innovation" underscores the crucial role of empathy in the design process, emphasizing that truly effective and innovative solutions are those that deeply understand and address the local context while having the potential to create global impact.

## The Role of Empathy in Industrial Design

Empathy is the cornerstone of human-centered design, involving a profound understanding of the users' experiences, emotions, and needs. In industrial design, empathy leads to the creation of products, systems, and services that are not only functional but also resonate on an emotional level with users. Empathy ensures that design solutions are:

- User-Centric:** Focused on real user needs rather than assumed needs.

- Emotionally Resonant:** Connecting with users on an emotional level to enhance satisfaction and usability.

- Innovative:** Driven by deep insights that can lead to unique and creative solutions.

## Integrating Local Insights to Enhance Empathy

While empathy is the driving force, local insights provide the essential context that makes empathy-driven design more relevant and effective. Understanding local culture, traditions, and specific community needs enriches the design process by:

- a) Providing Contextual Relevance:** Ensuring that solutions are tailored to the specific challenges and opportunities of a local context.
- b) Inspiring Unique Innovations:** Leveraging local practices, materials, and knowledge to inform and inspire design solutions.

c) Ensuring Cultural Appropriateness: Creating products that are culturally sensitive and more likely to be accepted and cherished by local users.

### **Local Materials, Global Design Impact**

Rooted in a profound appreciation of local materials and cultural contexts, designers can craft solutions that are uniquely tailored and highly adaptable. By leveraging locally sourced materials and traditional techniques, these designs not only address specific community needs but also present innovative approaches to universal challenges. Sharing these material-driven, culturally resonant designs within the global industrial design community fosters collaboration and enriches our collective capacity to create meaningful, impactful solutions on a global scale.

### **Objectives of the Exhibition** The exhibition aims to:

·**Highlight Empathy-Driven Innovations:** Showcase projects that successfully integrate empathy into their design processes, demonstrating how local insights lead to globally relevant solutions.

·**Encourage Cross-Cultural Collaboration:** Facilitate dialogues and partnerships among designers, businesses, and communities from diverse regions to share knowledge and experiences.

·**Promote Sustainable Practices:** Emphasize the importance of sustainable design that leverages local insights and has global relevance.

·**Inspire the Industrial Design Community:** Motivate designers to incorporate empathy into their processes, considering the global implications of their work.





In collaboration among



Indonesia



Malaysia



Vietnam



Thailand



Germany

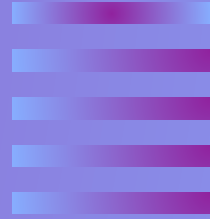
The exhibition was organized by

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Indonesia  
Yogyakarta

# Institut Seni Indonesia Yogyakarta

# "Bufallo Lazy Chair"

## Outdoor furniture

### PROBLEM STATEMENT AND IDEA

#### Problem Statement:

In today's fast-paced world, people are increasingly seeking refuge in nature to escape from the pressures of modern life. However, many outdoor furniture designs fail to capture the balance between sustainability, comfort, and aesthetic appeal. Additionally, there is a lack of outdoor furniture that can withstand varied climates while embodying local craftsmanship and cultural relevance, yet appealing to global tastes.

#### Idea:

The Bufallo Lazy Chair is a unique blend of local craftsmanship, sustainability, and modern design. It aims to reconnect people with nature through its ergonomic form and the use of locally sourced sustainable materials. Designed for global impact but rooted in local wisdom, it combines comfort, durability, and natural aesthetics to fit seamlessly into any outdoor environment.

### DESIGN CONCEPT

The Bufallo Lazy Chair draws inspiration from the natural strength and endurance of the buffalo, symbolizing resilience and relaxation. This chair, crafted from locally sourced teakwood, is both sturdy and sustainable. Its minimalist slatted design allows it to blend into diverse environments while offering maximum comfort for extended outdoor lounging.

#### Key Features:

- **Locally Sourced Sustainable Materials:** Utilizing eco-friendly teakwood that is durable and weather-resistant.
- **Ergonomic Design:** The slanted seat and backrest provide a comfortable seating posture for long periods of relaxation.
- **Universal Appeal:** The minimalistic design ensures it fits into various cultural and environmental settings, making it a global product with local roots.
- **Durability:** Designed to withstand different climates, from tropical to temperate, ensuring its functionality across regions.

### DESIGN PROCESS AND DEVELOPMENT

#### Inspiration:

Inspired by the strength of the buffalo and local craftsmanship, the design aims to merge natural beauty with global appeal.

#### Conceptualization:

Early sketches focused on creating a simple yet durable slatted chair for maximum comfort and versatility in outdoor settings.

#### Material Selection:

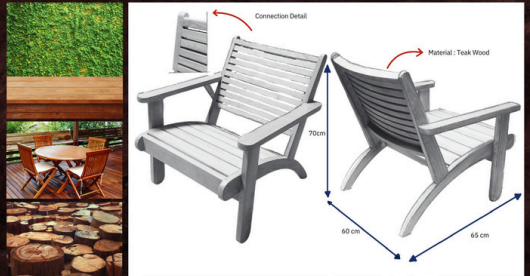
Locally sourced teakwood was chosen for its durability, sustainability, and resistance to outdoor weather conditions.

#### Prototyping & Refinement:

Prototypes were developed, tested for comfort and durability, and adjusted to enhance ergonomics and usability.

#### Final Production:

The final product offers a sleek, minimalist design that balances local craftsmanship with global design trends, making it suitable for any outdoor space.



### FINAL DESIGN

#### "REST WILD, RELAX ANYWHERE"

The Bufallo Lazy Chair is an outdoor furniture piece made from sustainably sourced teakwood. Its ergonomic design ensures long-lasting comfort, while the slatted structure promotes airflow, making it ideal for warm climates. The chair's natural finish highlights the beauty of the wood grain, ensuring it blends seamlessly into outdoor environments. With its sturdy yet minimalist construction, the Bufallo Lazy Chair is perfect for relaxing in both urban and natural outdoor settings, offering timeless appeal and functional comfort for users globally.



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SIIDEF Sewon International  
Industrial Design Fair  
2024







# LokaSeat

"Sit Close to Nature"

## Problem Statement and Idea

**Problem Statement:** In today's fast-paced, urbanized world, there is a growing disconnect between people and nature. Modern furniture often emphasizes style and mass production over sustainability and comfort. This shift has led to the rise of synthetic materials and designs that fail to reflect natural elements or connect with local craftsmanship. As consumers become more conscious of environmental impact, there is an increasing demand for furniture that blends natural, sustainable materials with modern design principles while maintaining comfort and functionality.

**Idea:** LokaSeat is designed to reconnect people with nature through a minimalist, ergonomically crafted chair made from sustainably sourced wood. Inspired by the natural beauty of wood grains and local craftsmanship, LokaSeat combines the simplicity of modern design with a deep respect for traditional craftsmanship. Its tagline, "Sit Close to Nature," reflects the chair's mission to provide a comfortable, eco-friendly seating solution that encourages users to experience nature in everyday living.

## Design Concept

The design of LokaSeat is inspired by the harmonious relationship between nature and modern aesthetics. This chair captures the essence of simplicity and elegance by showcasing the natural beauty of sustainably sourced wood. The flowing, organic lines of the seat and backrest follow the contours of the human body, ensuring ergonomic comfort. The vertical cut-out in the backrest is both an aesthetic element and a functional feature that allows ventilation, while also giving the chair a distinctive visual identity.

The structure of the chair draws on modern geometric forms, creating a stable yet visually light frame that supports the user while maintaining a sleek appearance. The minimalist approach, influenced by Japanese and Scandinavian design philosophies, focuses on reducing excess elements and highlighting the material's natural qualities. LokaSeat brings the tranquility and balance of nature into any space, seamlessly blending indoor and outdoor environments with a timeless, universal design.

## Design Process and Development



Step 1:

Research and Conceptualization

Step 2:

Prototyping and Material Selection

Step 3:

Craftsmanship and User Testing

Step 4:

Finalization and Launch

## Final Design

### Key Features:

- Minimalist Design: Sleek lines and organic shapes for modern aesthetics.
- Ergonomic Comfort: Curved seat and angled backrest for optimal support.
- Sustainable Materials: Crafted from locally sourced, eco-friendly wood.

### Inspiration:

Inspired by nature and traditional craftsmanship, LokaSeat brings the outdoors inside, promoting a deeper connection with the environment.

### Usage:

Perfect for homes, offices, and outdoor spaces, LokaSeat enhances any setting with its timeless elegance.

### Sustainability:

Committed to eco-friendly practices, LokaSeat is made from responsibly sourced wood with natural finishes.



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SIIDEX

Sewon International  
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Embrace comfort and style while supporting local craftsmanship. Experience LokaSeat today!

# Bed Sheet Set Design Based on the Pawukon Almanac



## INTRODUCTION

This study focused on the Pawukon almanac, a Javanese cultural, spiritual, and practical reference. Raden Wukir is a mythological figure known for his wisdom in puppetry.

## REASON

Wuku Wukir, part of Pawukon, is a digital batik motif designed to convey wisdom and reflect the local culture of Java. This study addresses the challenge of visualizing the Wuku Wukir batik motif, adapted from the Pawukon almanac, for product design applications.



Book of Pawukon Almanac

## PURPOSE

The objective of this research is to identify Wukir in order to develop it into an industrial design.

## ANALYSIS

We analyzed the data to show how the Pawukon almanac became the Wuku Wukir batik motifs.

## RESULTS

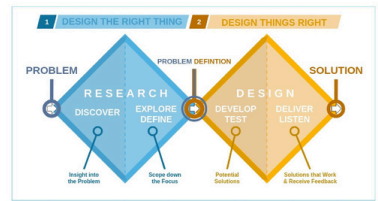
The study shows that Wuku Wukir can be used in digital batik designs without losing its cultural meaning.

## CONCLUSION

The adaptation of Pawukon visuals into Wukir digital batik motifs offers significant potential for advancement in industrial product design, thereby contributing to the preservation of Indonesian culture.

## DOUBLE DIAMOND THEORY

Four phases in the design process on the double-Diamond Framework  
Discover / Research,  
Define/Synthesis,  
Develop / Ideation,  
Deliver / Implementation.



## DISCOVER/RESEARCH

The first phase of finding problems. Output: The results of the research, documentation, and findings are unstructured.

## DEFINE/SYNTHESIZE

The second phase define: The results of the research, documentation, and findings are unstructured.



## DEVELOPMENT/IDEATION

The third phase is to develop an illumination of the exploration and development of form into a decorative figurative synthesis.



## APPLICATION/PRODUCTION

The Pawukon Wuku Wukir digital batik motif designed and applied to the industrial design of bed sheet set and packaging.



## DELIVERY/IMPLEMENTATION

The fourth phase of the Double Diamond model is the final action, which focuses on implementing and launching the final solution. The objective is to guarantee that the solutions that have been designed and developed can be implemented effectively and have a positive impact in line with the set goals.

## SKETCH/DESIGN

The application of development results should be in the form of tangible solutions that are ready for use by end users. It is essential to guarantee that the solution functions in accordance with the design and meets the user's requirements.



The Pawukon Batik Digital Design, is the result of a collaborative research project between Universitas Kristen Maranatha Bandung and Institut Seni Indonesia Yogyakarta. The project commenced in 2023 and is scheduled to conclude in 2024.



**SIIDEF** Sewon International Industrial Design Fair 2024



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GREENLIFT is a multifunctional frame designed to support the vertical growth of plants, crafted from sustainable, recycled wood. This sturdy structure encourages upward growth, preventing branch breakage and enhancing plant health. The natural and elegant design not only guides plant growth but also serves as a plant pot stand, improving air circulation around the roots. This elevation allows for better drainage and simplifies indoor plant maintenance, combining functionality with eco-friendly principles.

1. Conceptualization and Ideation

- Begin with understanding the needs of plant growth, focusing on the challenges of supporting vertical growth and preventing branch damage.
- Explore ways to incorporate eco-friendly materials, particularly recycled wood, to create a product that emphasizes sustainability.
- Consider additional functionalities, such as improving air circulation and drainage, to enhance plant health and ease of maintenance.

2. Material Selection

- Source used or recycled wood as the primary material, ensuring that it is durable enough to support the weight of both the plant and the pot.
- Investigate treatments or finishes for the wood to ensure longevity while maintaining an organic, rustic aesthetic.

3. Design and Prototyping

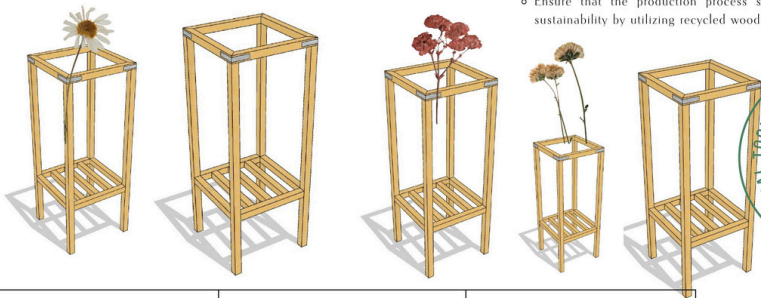
- Develop a frame design that naturally guides the plant to grow upright while allowing flexibility for various pot sizes.
- Create an elevated leg structure that lifts the plant pot off the ground to promote airflow and enable easy drainage after watering.
- Test different heights and designs for the legs to ensure maximum stability, while ensuring ease of cleaning under and around the pot.

4. Refinement and User Feedback

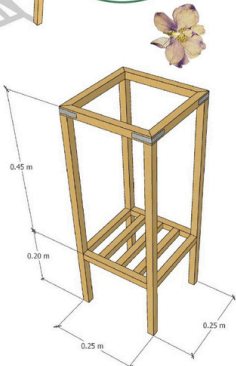
- Build a prototype of the frame and test it with different types of indoor plants, assessing how effectively it supports upright growth and drainage.
- Gather feedback from plant enthusiasts and home gardeners to refine the design, ensuring that the frame is easy to use and maintain.

5. Finalization and Production

- After refinement, finalize the design dimensions and material specifications for production.
- Ensure that the production process stays true to the concept of sustainability by utilizing recycled wood and minimizing waste.



Enhanced Plant Health	Optimized Space Usage	Eco-Friendly Design
Versatility for Various Plant Types	Improved Air Quality	Aesthetic Enhancement
Ease of Maintenance	Durable and Long-Lasting	Encourages Mindful Living



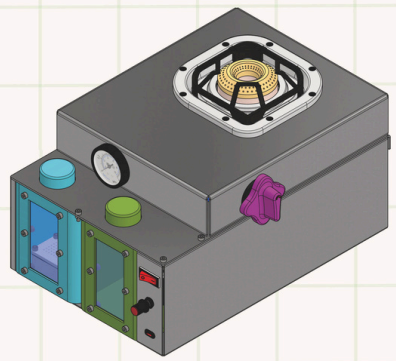
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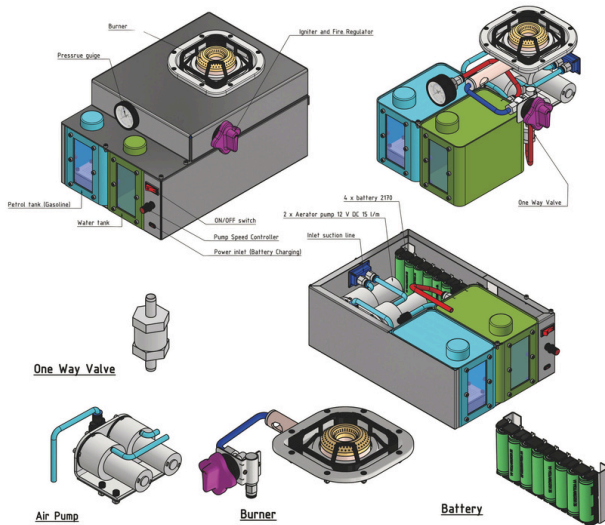
# GASOLINE STOVE

“Cooking with pertalite”



## PROBLEM STATEMENT AND IDEA

Household cooking fuel in Indonesia generally uses LPG gas, but it is often scarce, so it is not easy to obtain, and the retail price is more expensive. Pertalite fuel (gasoline) is more stable in availability even though LPG gas is scarce. In terms of efficiency, based on tests that have been carried out, pertalite has a higher heat intake value than LPG gas and has greater efficiency than non-subsidized LPG gas. The Gasoline Stove is a stove product that can use pertalite as fuel for cooking. This product can be an alternative for household cooking, and with a compact design, this tool can be more compact to move around than an LPG gas stove connected to a LPG storage.



## DESIGN CONCEPT

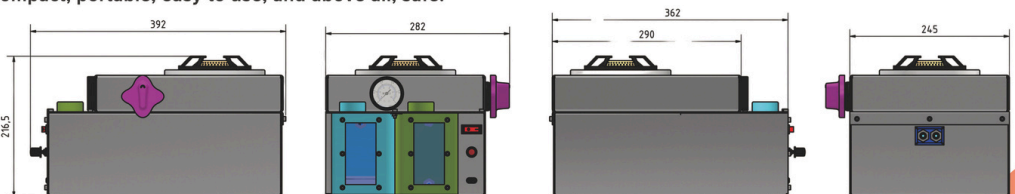
The gasoline stove is designed to process pertalite fuel into household cooking fuel efficiently. This product is designed to be as compact as possible but still functions well. This product can hold 2 liters of pertalite and can be used for cooking with 29.68% more efficiency than a non-subsidized LPG gas stove. The working principle of this product uses two aerator pumps (each pump with a discharge of 15 liters/minute) to blow air into the pertalite liquid to produce pertalite vapor. The steam is then passed through the water as the first safety and passed through a one-way valve as the second safety before being burned in the burner for cooking.



Research Process Article

## DESIGN PROCESS AND DEVELOPMENT

The design process of the Gasoline Stove was meticulous and thorough. It began with in-depth research on the potential of pertalite as a household cooking fuel, focusing on its processing and effectiveness. The result was a stove product that could efficiently convert liquid pertalite into safe-to-burn pertalite vapor. Throughout the design process, the product was continuously refined to meet the specific needs of household cooking, ensuring it was compact, portable, easy to use, and above all, safe.



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Fresh bread is a staple food other than rice in Indonesia. Fresh bread is made from flour and water. Roti tawar has a soft and rough texture, roti tawar has pores on its surface, some have large or small pores. Roti tawar has two colors, namely cream (in the middle) and brown (on the edges). Fresh bread has a shape like a mushroom and there is a box like a mattress. These are all inspirations that the creator got to create this sofa concept.

A sofa is synonymous with a chair that is comfortable, soft, well-fitting, smooth, and can relax the body. This sofa serves as a soft and comfortable sofa for someone who is relaxing, thinking, sleepy, or saddened by difficulties. This sofa is intended for users to feel the softness and comfort of bread when sitting on this sofa. How can users feel the softness of this sofa? So with an ergonomic shape, velvety soft fabric, safe corners/elbows (blunt) and thick sponge (more than 10 cm), this sofa will look and certainly feel soft like bread when they sit on it. Don't hesitate. Infective sofa is different and good! Translated with DeepL.com (free version)

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**IntEctIVE**

Sofa

MAKES YOU COMFORT  
AND MAKES YOU THINK!

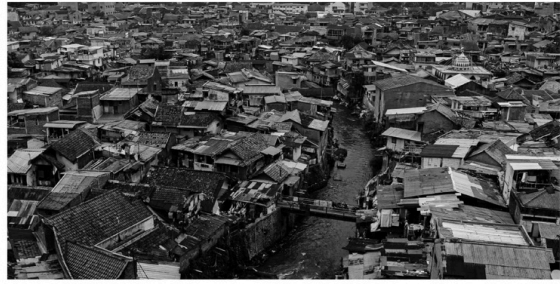


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[illegible][illegible]

# & HOPE INSINUATE



# IN TRO DUCTION

"Insinuate & Hope" is a curtain that functions as a window covering like ordinary curtains. However, in the work "Insinuate & Hope", the artist provides a visual in the form of a view outside the window in the form of rice fields and mountains.

b a c k g r o u n d

Green land in Yogyakarta is certainly getting narrower and less. New buildings have sprung up, shifting rice fields and gardens where trees grow. Concrete grows rapidly and visibility is getting narrower. The visuals created are very boring, even tending to stress the mind. People then miss the green rural atmosphere decorated with leaves and flowers.

People miss the green scenery, but continue to build and don't even provide a place for plants to grow. They only vent their visual longing by visiting places that are still beautiful, and even tend to destroy them with the tradition of selfies without paying attention to their surroundings.

# I D E A



This work is intended to satirize and hope for the mindset of urban society, as if they only want a beautiful visual without trying to make it. This work is realized as a product in the form of a window covering curtain that has the visual of a window with clear glass. The window with clear glass displays a typical, natural rural view.



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SIIDEF Student International  
Industrial Design Exhibition  
2024

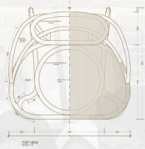
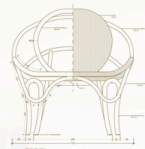
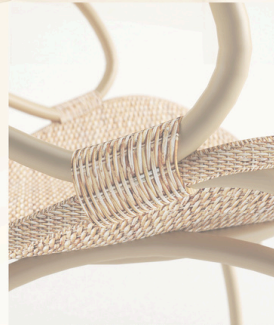




**Dakishi** (*dakishimete*; *hug*), designed for active individuals, features an ergonomic seat and broad backrest to ease fatigue (Kroemer, 2017). Its concave shape and angled backrest provide a comfortable; a hug-like experience (Giedion, 2020), while the ear-like accents offer privacy and protection (Norman, 2017).



The chair embodies **three core values** (コアバリュー) the use of rattan material for a **natural aesthetic**, an easy-chair model designed for **user relaxation**, and a **dynamic shape** created from bent rattan to enhance visual appeal.



Kroemer, K. H. E. (2017). *Ergonomics: How to Design for Ease and Efficiency*. Prentice Hall.  
Giedion, S. (2020). *Space, Time, and Architecture*. Harvard University Press.  
Norman, D. (2017). *The Design of Everyday Things*. Basic Books.  
Icons were downloaded from flaticon.com



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Industrial Design Fair  
2024



# RECYCLEAN

## Automatic Plastic Flake Washer



**Recyclean** integrates the concepts of "recycle" and "clean," designed to streamline the washing of plastic flakes in self-managed recycling processes. The design prioritizes user accessibility, making it easy to use for individuals with varying levels of technical proficiency. With an intuitive interface, ergonomic design, and simplified controls, Recyclean ensures efficient and straightforward operation. Its thoughtful design not only optimizes functionality but also encourages community participation in plastic waste recycling, supporting sustainable waste management practices by empowering users to engage in recycling with ease and effectiveness.

### PROBLEM STATEMENT

The key challenge is to design a tool that addresses the environmental impact of HDPE plastic waste by making recycling more efficient and user-friendly. Although HDPE is recyclable, current tools often lack intuitive design and aesthetic appeal, which limits user engagement. By prioritizing both functionality and design, the tool can support sustainable recycling practices and produce aesthetically pleasing recycled products.

### HOW TO PROCESS PLASTIC WASTE?



#### Shredding HDPE plastic

The plastic waste is broken down into small flakes using a shredder.

#### Washing plastic flakes

The shredded HDPE is thoroughly cleaned to remove contaminants.

#### Injection molding

The clean plastic flakes are melted and molded into new products using an injection molding machine.

### DESIGN PROCESS

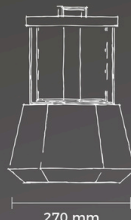
- 1 Explore the challenges communities face in plastic waste management through interviews and observations. The focus was on identifying the need for a well-designed, efficient tool to wash plastic flakes, informed by insights from users and design experts.
- 2 Conceptualize multiple design ideas for a compact, visually engaging, and easy-to-use washing tool, ensuring it is accessible for both individuals and communities.
- 3 The main issue identified was the absence of a user-friendly and aesthetically pleasing tool or washing HDPE plastic flakes. Current options are either too cumbersome or lack design appeal, limiting their use.



**Power Button**  
Turns the machine on and off.

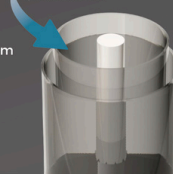
**Pause Button**  
Pauses the washing process.

**Start Button**  
Initiates a single automated washing cycle.



#### Insert Plastic Flakes Here

Acrylic allows visibility during washing, with a removable inner tube for easy removal of plastic flakes.



#### Plastic Washing Steps

- 1 Insert contaminated plastic flakes into the inner tube.
- 2 Press the power button to turn on the machine.
- 3 Press the start button to begin the washing cycle.
- 4 Wait for the machine to complete its operation.
- 5 Once the cycle is finished, remove the inner tube and pour the clean plastic flakes into a container.



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# YOO

SMART WALLET

## Problem Statement

Banyak orang mungkin merasa kerepotan karena kehilangan atau lupa kartu-kartu penting seperti KTP dan kartu kredit. Hal ini menciptakan kebutuhan akan dompet kartu pintar dengan teknologi deteksi yang dapat mengingatkan pengguna jika kartu mereka hilang atau salah taruh.

## Concept

Konsep dompet kartu pintar ini adalah sebuah dompet modern yang dilengkapi dengan sensor RFID atau NFC untuk mendeteksi keberadaan kartu-kartu penting di dalamnya. Dompet ini akan terhubung ke smartphone pengguna melalui Bluetooth dan mengirimkan notifikasi jika ada kartu yang tertinggal atau hilang. Ditenagai oleh baterai yang dapat diisi ulang, dompet ini dirancang agar pengguna tidak perlu khawatir lagi kehilangan atau lupa membawa kartu penting.

## Baterai

Baterai dompet pintar berfungsi sebagai sumber tenaga untuk mengoperasikan berbagai komponen elektronik seperti sensor pengenalan kartu, modul komunikasi (seperti Bluetooth), dan sistem notifikasi. Baterai ini memungkinkan dompet untuk terus mendeteksi kartu yang hilang atau ditinggalkan dan mengirimkan pemberitahuan kepada pengguna. Baterai ini biasanya memiliki masa pakai yang lama dan dirancang agar dapat diisi ulang untuk penggunaan jangka panjang.

## Sensor Kartu

Area sensor pendeteksi kartu pada dompet pintar dirancang untuk mendeteksi keberadaan setiap kartu di dalam dompet. Sensor ini merupakan sensor RFID atau NFC yang mendeteksi kartu terdaftar. Jika kartu hilang atau tidak terbaca saat dompet ditutup, sistem akan mengirimkan notifikasi atau alarm kepada pengguna untuk mengingatkan mereka bahwa kartu salah taruh atau hilang.

## Leather

## Sketch



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# The Smerlaph

## APPLICATION OF FWCP MATERIAL AS FLATTRACKER CUSTOM MOTORCYCLE BODY WITH HONDA TIGER 200CC ENGINE

### The description of "The Smerlaph"

With the above understanding of the "Smerlaph" philosophy, we can see how this modification of the motorcycle represents that meaning :

- **Unconventional base** : The use of the Honda C90 frame as a base for a motorcycle with a powerful engine (Honda Tiger 200cc) is a bold and unusual choice. It shows the intention to create something different and unique.
- **Eclectic combination of components** : The incorporation of components from different types of bikes, such as the D Tracker 150 upside down suspension, KTM mono system rear shock and custom front brake, creates a very distinctive and striking look.
- **Extreme customization** : Almost all parts of the motorcycle have been modified, from the frame, suspension, to the body. This shows a very high level of customization and a desire to create a truly personalized bike.
- **The name "The Smerlaph"** : This name itself is already a strong statement. By choosing a name that connotes "rude", the owner of this motorcycle wants to emphasize that this motorcycle is something different and does not follow the rules.

The word "Smerlaph" in this motorcycle modification is more than just a name. It represents an attitude of rebellion and freedom of expression. Meaning "KURANG AJAR" in the Ambon language, "Smerlaph" reflects a passion for transcending boundaries and creating something unique, without being bound by existing rules or standards. The design of this motorcycle, with all its extreme modifications, is a visual statement of that spirit. It's not just about owning a vehicle, it's about expressing yourself through moving artwork.

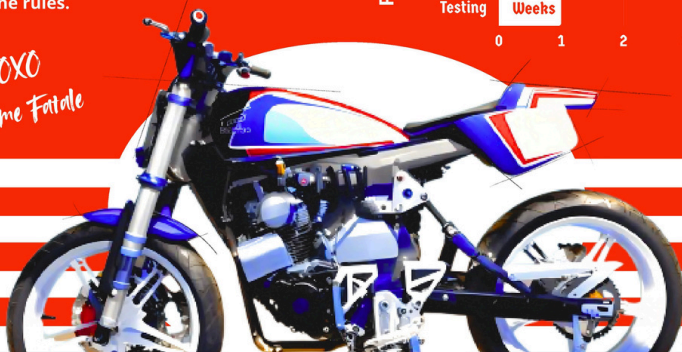
### Design Objectives

- **Appearance** : Unique, aggressive and eye-catching, reflecting the sporty and classic character of flat tracks.
- **Performance** : Precise handling, responsive acceleration, and strong braking.
- **Quality** : The use of high-quality components and neat workmanship.
- **Safety** : Meets applicable safety standards.

### Design Process

1. **Initial Concept** : Further discussion of design details, colors, and graphics.
2. **Design Sketching** : 2D and 3D sketching for design visualization.
3. **Prototyping** : Prototyping specific components if needed.
4. **Workmanship** : Fabrication and assembly process by AFMproductions.
5. **Testing** : Performance testing and final adjustments.

Timeline  
Productions



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# Giri Table

- From Forest to Form, Weaving Stories of Nature-

*The name "Giri" is derived from the Sanskrit word for mountain or natural landform, symbolizing the origin of the table's materials. The tagline emphasizes the journey from raw natural elements (wood and rattan) to a meticulously crafted piece of furniture that tells a story of tradition, sustainability, and timeless design.*

## Problem Statement and Idea

### Problem Statement:

In a world increasingly defined by industrialized production and modern living, there is a growing disconnect between people and the natural world. Furniture today is often mass-produced, stripping away the unique character and connection to nature that many consumers long for in their homes. As sustainable design becomes a priority, consumers are also seeking products that not only fulfill their functional needs but also align with their values of environmental responsibility and cultural significance. While modern designs cater to minimalism and functionality, they frequently lose the richness and depth that come with handcrafted and artisanal products. At the same time, local artisans, especially those skilled in traditional crafts like rattan weaving, are struggling to adapt their time-honored techniques to modern demands without losing the authenticity that makes their work unique.

### Idea:

The Giri Table was born out of a desire to reconnect people with nature while honoring traditional craftsmanship. It merges modern design with ancient techniques, using sustainably sourced solid wood logs that are turned on a lathe to create a sleek cylindrical form. The base and top are adorned with handwoven rattan using the Truntum motif, a pattern that signifies eternal love and guidance in Javanese culture. The table captures the essence of both the natural world and cultural heritage, offering a piece that is not only functional but also serves as a conversation starter and a reminder of the beauty of handcrafted work.

## Design Final

The Giri Table is a beautifully crafted coffee table that merges modern minimalism with traditional artistry. The cylindrical body, made from a solid piece of turned wood, showcases the natural grain and strength of the material. The handwoven rattan, using the Truntum motif, adorns the top and bottom edges, adding an element of intricacy and cultural depth to the otherwise simple form. Measuring 50 cm in height and 50 cm in diameter, the table is perfectly sized for contemporary living rooms. The natural finish allows the beauty of the wood to shine, while the rattan provides a warm, tactile contrast. The Giri Table is not just a piece of furniture—it's a statement of sustainability, craftsmanship, and the enduring value of tradition in a modern world.

## Design Concept

The Giri Table blends organic form with timeless craftsmanship. The table's body is carved from a single log of wood, with its natural grain left visible to maintain the connection between the piece and its origins. The handwoven rattan, using the Truntum motif, adds a delicate yet strong layer of cultural depth to the table, symbolizing harmony and balance in design.

This coffee table is designed to appeal to modern consumers who value both sustainability and artistry. The simple cylindrical shape contrasts beautifully with the intricate woven pattern, creating a striking visual that fits seamlessly into contemporary homes while still carrying the story of Indonesian craftsmanship.

### Key Design Elements:

- **Sustainable Solid Wood:** A log of teak or other locally sourced, durable wood is used for the table's form.
- **Rattan Weaving with Truntum Motif:** Woven rattan on the top and base provides texture and cultural narrative, making it a central decorative element.
- **Minimalist Yet Artisanal:** Clean lines and simplicity in form, while the details carry deep cultural and artisanal significance.
- **Natural Finish:** The wood's natural grain and color are maintained, highlighting the authenticity and eco-friendly approach of the design.

## Design Process and Development

### 1. Research and Inspiration:

The design is inspired by the natural beauty of wood and traditional Javanese weaving techniques. The Truntum motif was chosen for its symbolic representation of eternal love and wisdom, echoing the chair's purpose as a centerpiece in a space where people gather and connect.



### 2. Concept Development and Sketching:

Initial sketches explored the balance between the organic form of the wood log and the delicate craftsmanship of the woven rattan. The cylindrical form was chosen for its simplicity, allowing the materials to take center stage.



### 3. Prototyping and Testing:

Prototypes were created using teak logs, which were turned on a lathe to test the structural integrity and aesthetic of the table. The addition of the woven rattan was refined to ensure durability and a smooth connection between wood and rattan.



### 4. Sustainable Production:

The final design emphasizes the use of sustainable materials, such as responsibly sourced wood and natural rattan. Each piece is handcrafted by local artisans, ensuring that every Giri Table is unique, environmentally friendly, and rooted in cultural heritage.



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Sustainable  
Design  
Education  
Foundation





# Arunika Chair



## "Dawn's Grace in Design"

### Problem Statement and Idea

#### Problem Statement:

In an age where mass-produced furniture often lacks cultural identity, many consumers seek to own products that are not only functional but also carry a sense of heritage and craftsmanship. However, local artisans often struggle to connect their work to a global market without losing the essence of their traditional techniques.

#### Idea:

The Arunika Chair is designed to bridge the gap between tradition and modernity by combining timeless local craftsmanship—woven rattan with the Truntum motif—with a sleek, global aesthetic. This chair provides a functional seating solution that honors local craftsmanship while appealing to contemporary international tastes. It celebrates the dawn of new design possibilities, bringing traditional techniques to the global stage.

### Design Concept

The Arunika Chair takes inspiration from the natural world and traditional Javanese craftsmanship. The rattan weaving, featuring the Truntum motif, symbolizes everlasting love and guidance, reflecting the chair's connection to heritage and its emotional appeal. The design is minimalist yet elegant, with wooden frames providing a sturdy foundation. The chair's clean lines and ergonomic angles make it suitable for any modern interior, while the woven pattern ensures it retains its local cultural roots. This combination of traditional artistry and modern design makes the Arunika Chair not only a functional piece but a statement of cultural pride.

#### Key Design Elements:

- **Sustainable Materials:** Locally sourced wood and natural rattan, both eco-friendly and durable.
- **Truntum Motif:** The woven seat features a pattern deeply rooted in Javanese tradition, symbolizing guidance and love.
- **Timeless Minimalism:** A simple, modern form that allows the craftsmanship and materials to shine.
- **Comfort and Functionality:** Ergonomically designed to provide comfort in both home and public spaces.

### Design Final

The **Arunika Chair** is an elegant combination of modern form and traditional technique. The frame is made from solid teak or mahogany, offering a durable base that is both sustainable and stylish. The seat is hand-woven from natural rattan using the Truntum motif, a pattern rich in cultural significance.

Designed with ergonomics in mind, the chair provides a comfortable seating experience, making it suitable for use in homes, lounges, and public spaces. The minimalist wooden frame allows the beauty of the woven seat to stand out, showcasing the craftsmanship of the artisans involved in its creation.

With its fusion of local tradition and global design trends, the Arunika Chair is more than just furniture—it's a statement piece that carries a story of cultural heritage and innovation.

### Design Process and Development

#### Research and Inspiration:

The design process began with extensive research into Javanese cultural heritage, focusing on the Truntum motif and traditional rattan weaving techniques. This phase aimed to capture the essence of local craftsmanship and understand the ergonomic needs of modern users.



#### Conceptualization and Sketching:

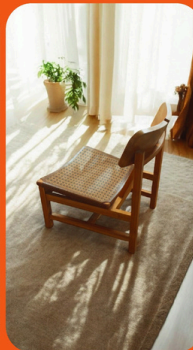
Initial sketches were developed to balance the traditional aesthetics of the Truntum pattern with contemporary design elements. Various concepts explored how to create a minimalist yet functional chair that honors cultural roots while appealing to global tastes.

#### Prototyping and Testing:

Prototypes were created using locally sourced materials to assess comfort, durability, and overall design. User testing provided valuable feedback, leading to refinements in the chair's ergonomic angles and structural stability to ensure optimal comfort.

#### Final Production and Sustainability:

The final design integrates sustainably sourced wood and rattan, emphasizing ethical production practices. Each Arunika Chair is crafted to maintain high quality and cultural significance, ensuring it meets both local and global standards for modern furniture.



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Indonesian Institute of Design Education and Research





# DYNAFORT

## LAZY CHAIR

### PROBLEM STATEMENT

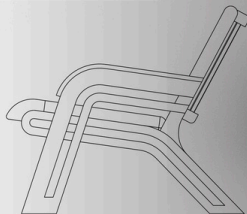
Kebutuhan masyarakat modern akan kenyamanan semakin meningkat, terutama dalam aspek penggunaan furnitur di rumah atau ruang kerja. Di tengah rutinitas harian yang sibuk, banyak individu mencari cara untuk meredakan stres dan memulihkan energi. Salah satu solusi yang diminati adalah penggunaan kursi malas (*lazy chair*). Kursi malas menawarkan kenyamanan optimal, memungkinkan penggunaannya untuk bersantai dan menikmati waktu luang, baik untuk beristirahat, membaca, atau menikmati hiburan. Seiring dengan meningkatnya permintaan akan kursi malas yang berkualitas, muncul kebutuhan untuk merancang kursi yang tidak hanya nyaman, namun juga inovatif

### IDEAS



Kursi Dynafort hadir sebagai jawaban atas kebutuhan ini. Dengan menggabungkan konsep "Dynamic" dan "Comfort", Dynafort dirancang untuk memberikan pengalaman duduk yang menyenangkan dan ergonomis. Kursi ini memiliki desain yang tidak kaku, menerapkan bentuk-bentuk lengkung yang terinspirasi dari logo F1 dan sirkuit balap.

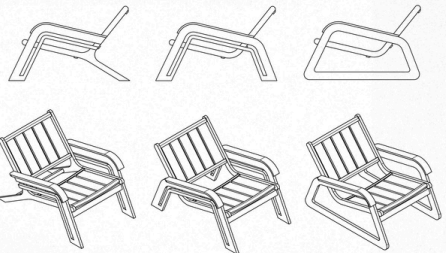
### FINAL DESIGN



### DESIGN CONCEPT

Desain kursi Dynafort mengambil inspirasi dari bentuk lengkungan pada logo F1 dan sirkuit balap. Inspirasi ini menggarisbawahi aspek dinamis dari kursi, di mana lengkungan-lengkungannya memberikan kesan kecepatan dan kelincihan. Bentuk lengkungan tersebut diterapkan pada bagian kursi yang memungkinkan untuk dibuat, selain untuk menciptakan kesan dinamis, bentuk lengkungan juga akan memberi rasa aman dan nyaman bagi pengguna saat duduk.

### DESIGN PROCESS AND DEVELOPMENT



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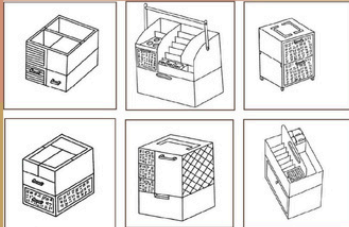
Bumbu dapur dan alat makan merupakan bagian yang tak lepas dari kegiatan memasak dan makan. Kedua hal tersebut perlu disimpan dengan baik dan benar agar lebih terjaga dan tertata rapih. Terkhusus bagi penghuni kos yang kesulitan membawa semua bumbu-bumbu mereka dari kamar menuju dapur umum. Selain itu dalam menyimpan bumbu-bumbu dan alat makan yang belum tertata rapih dikarenakan wadah penyimpanan yang kurang memadai dan terorganisir.

## RUMUSAN MASALAH

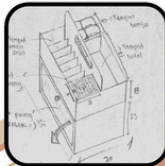
- Bagaimana cara mengatasi kesulitan saat membawa wadah bumbu dari kamar kos ke dapur umum?
- Bagaimana cara mengatasi kesulitan saat menyimpan bumbu-bumbu yang diletakkan di kamar agar lebih tertata rapi?
- Bagaimana alat makan yang dimiliki penghuni kos memiliki tempat penyimpanan yang lebih tertata rapi?
- Bagaimana perancangan desain wadah bumbu dan alat makan yang minimalis yang dapat dibawa dengan satu tangan serta dilengkapi dengan fungsi tambahan yaitu rak piring?

## IDEASI

Untuk mengatasi masalah ini, maka dirancang sebuah wadah penyimpanan bumbu dan alat makan yang praktis serta mampu menyimpan bumbu dan alat makan di kamar kos dengan baik. Juga memudahkan penghuni kos ketika membawa bumbu dari kamar kos menuju dapur umum kos.



## PROSES







## Problem Statement & Ideas

Keterlambatan perkembangan motorik dan gejala **speech delay** pada bayi sering kali terkait dengan kurangnya **stimulasi fisik** yang mendukung penguatan otot dan perkembangan sensorimotor, yang sangat penting selama periode pertumbuhan awal. Salah satu faktor sederhana namun krusial adalah **tummy time**, yang membantu memperkuat otot leher, bahu, dan punggung, serta mendukung koordinasi motorik kasar. Meski begitu, banyak orang tua yang kurang menyadari pentingnya tummy time atau tidak melakukannya secara konsisten, sehingga bayi berisiko mengalami keterlambatan motorik dan keterlambatan bicara.



## Design Concept



#1 Mengamati refleksi di Cermin membantu bayi memahami konsep tubuhnya sendiri

#2 Suara sederhana dan melengking dari Squeaker dapat menstimulasi indra pendengaran bayi

#3 Mengajak **father** dapat merangsang **father** pada gusi bayi saat masa pertumbuhan gigi

#4 Efek **light** dapat digunakan untuk memperkenalkan konsep dasar tentang cahaya dan warna kepada bayi

ketahanan saat produk digunakan sebagai **clip** matras, dan menghindari kecelakaan akibat licin

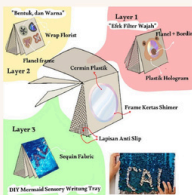
MirrorMagic Baby Sensory Mat dirancang untuk merangsang perkembangan sensorik dan motorik bayi melalui permainan interaktif dan visual. Mat ini menggabungkan elemen tummy time yang esensial dengan fitur-fitur sensorik yang menstimulasi penglihatan, pendengaran, dan sentuhan bayi. Salah satu fitur utama adalah cermin aman untuk bayi yang ditempatkan strategis, memungkinkan mereka untuk melihat refleksi diri, yang dapat merangsang kesadaran diri dan meningkatkan interaksi visual.

# MirrorMagic Baby Sensory Mat

## Design Process & Development

### Product Knowledge

Maksimalikan tummy time untuk mencegah terjadinya delay atau penundaan bayi mendapatkan keterampilan-keterampilan gerakan.



### User Market

Bayi usia 4 bulan keatas.

### Demografi

Ibu Muda usia 25 - 35 tahun  
Status Ekonomi Menengah keatas  
Tinggal di kota besar Related Activity : Parenting, Housekeeping, Education, Entertainment, Travel & Culinary

### Positioning

Media belajar interaktif yang mendukung aktifitas Tummy time exercise.

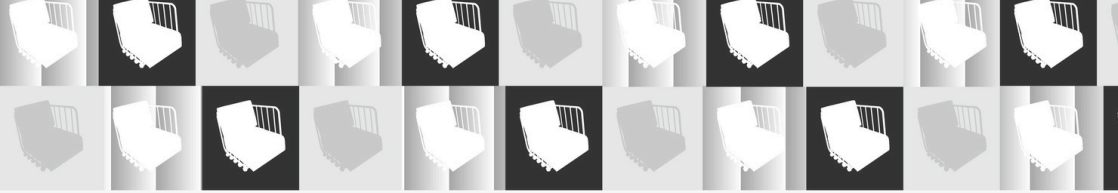
## Final Design



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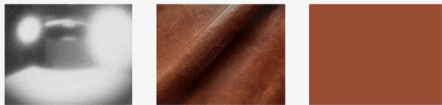




# Bisku Chair<sup>2024</sup>

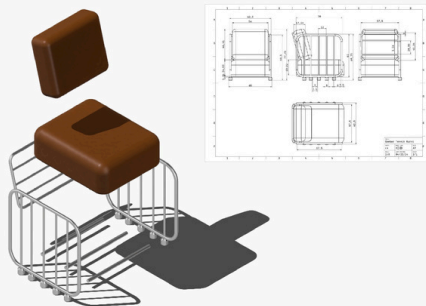
## PROBLEM STATEMENT

Sulitnya menemukan kursi yang memadukan kenyamanan maksimal dengan estetika yang menarik di zaman modern seperti saat ini. Banyak kursi yang fungsional, tetapi kehilangan sentuhan desain yang mampu menyatu dengan gaya interior unik, terutama yang terinspirasi dari era retro



## IDEAS

Dengan memadukan kekuatan material stainless steel, kelembutan kulit sintetis coklat, serta inspirasi dari gaya furniture tahun 1970-an, kursi ini dirancang untuk menghadirkan pengalaman duduk yang nyaman dan estetika retro-modern. Bentuknya menciptakan nuansa industri yang kuat namun tetap hangat.



## DESIGN CONCEPT

Kursi ini menawarkan dudukan pendek yang lebar untuk kenyamanan duduk lama, dengan sandaran empuk yang dapat dilepas-pasang. Desainnya yang terinspirasi dari furnitur tahun 1970-an membawa nuansa vintage-retro ke dalam ruang modern. Penggunaan material dan bentuk yang tegas menghadirkan keseimbangan antara estetika retro dan fungsionalitas ergonomis

Ergonomis

Statement Item

Nyaman dan Unik



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## Our Forest is Declining.

Globally, we lose ~10 million hectares of forests each year. As the 'lungs of the world', Indonesia still loses around 578,000 hectares of forest annually, placing our nation as the second top country with the highest deforestation rate.

As furniture and wood-derived products demand continues to rise, demand for sustainable material made from byproducts also grows.



### Land Conversion

Agricultural expansion, mines, and urbanization accounts for ~80% of global deforestation.



### Wood Extraction

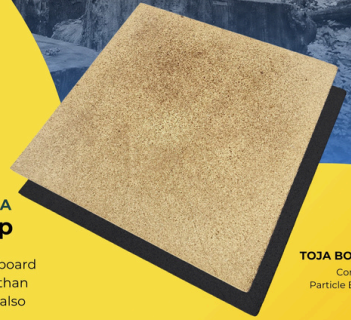
Logging / wood harvesting takes about ~14% of deforestation. 80% of Indonesia's timber are considered illegal.



### Infrastructure & Housing Needs

Housing needs, from timber building material, furniture, and interior products, use wood-derived material.

**KEEBON**  
*Connecting Impacts*



**TOJA BOARD**  
Corncob  
Particle Board

## .THE IDEA Corncob the New Wood Chip

The majority of the wood chip supply for particleboard and MDF comes from newly grown trees, rather than solely from timber leftovers. Most particleboards also contain formaldehyde adhesive that releases carcinogenic VOCs over time and is non-biodegradable.

On the other side, agricultural waste such as corn is still underutilized, usually burned or thrown away. Posing new issues, such as air pollution and respiratory problems.

## Why Corn Cob?



**Underutilized  
& Abundant**



**Fast-growing  
Material**



**Suitable  
Characteristics**

### INDONESIA PRODUCE

**14.77**

million tons

corn production/ year

=

**4.4**

million tons

corn cob production/ year

Source: "Corn Production in Indonesia 2022" (BPS, 2024)

## .DESIGN PROCESS

### Designing with Local Farmers

Keebon works together with local corn farmers in Sri Gethuk, Gunung Kidul through every steps of designing Keebon material and products. Through series of sawing activities, Keebon dives deeper to get a better view of Sri Gethuk farmers needs and obstacles they faced with agricultural waste.

Experimental workshops serve as a platform for both parties to discuss and evaluate different techniques for repurposing corn waste, with the objective of finding the most practical and efficient production method.



Milling Kori Sri Gethuk 2023

## .OUTCOME Products

**210 kg**

Since 2021, Keebon has reused more than 210 kilograms of corn cobs into various types of interior products, such as set table, chairs, and stools.



Keebon is open for collaborative projects with product designers, artists, and companies to utilize Toja Board material together.

Keebon x BlikKudapan at Pekan Kebudayaan Nasional 2022



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# MEGATHRUST

Trail Running Shoes

## PERSONA



### TRAIL RUNNER

Krisdi Manunggal  
32 Y.O  
Healty Living

**Fear :**  
Ankle sprains

**Frustration :**  
Gear tidak *safety*,  
kurang *support*  
diberbagai trek, dan  
bobot terlalu berat

**Need :**  
Sepatu yang *support*  
di berbagai trek dan  
sesuai karakteristik  
lari, *safety*, dan ringan

## USER PROBLEM

**Foot Pronation :**  
Tipe lari *underpronation* membuat  
tumpuan lari berpusat di telapak kaki  
bagian luar

**Running Technique :**  
Teknik lari user pada dasarnya  
menggunakan *heel strike*. Namun trek  
lari di gunung membuat teknik lari  
cukup berbeda ketika *uphill* dan  
*downhill*. Saat *downhill* cenderung  
menggunakan *heel strike*, saat *uphill*  
cenderung menggunakan *forefoot*  
*strike*.

**Trek Lari :**  
Trek *trail run* di gunung memiliki  
karakter yang beragam. Baik berbatu  
dan berpasir, tanah basah, serta jalan  
setapak dengan dinding-dinding  
dibagian samping.



## IMAGE BOARD



## IDEATION

**Design Keywords :**  
Protect  
Multiple Terrain  
Lightweight



## FINAL DESIGN

Megathrust menggabungkan antara *stability shoes* dan *neutral shoes* yang mana bagian sole tidak terdapat *stability support* mengingat trek lari yang medannya bervariasi. Megathrust mengadopsi permainan motif grip agar mendukung stabilitas untuk pelari *underpronation*. Sepatu ini didesain dengan feel yang *wrapping* untuk memproteksi semua bagian kaki, terutama dibagian lateral. Megathrust juga dirancang dengan material yang ringan seperti *mesh*, *nosew TPU*, *phylon*, dan *rubber* serta menggunakan *easy lacing system* agar tidak mengganggu performa lari.



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**SEPULUH**  
DESIGN COLLECTIVE



# ODD ONE OUT

## SOCIETY'S PERCEPTION OF MENSTRUATION



Based on SDGs Goal No. 5: Gender Equality, Odd One Out (OOO) is an awareness campaign featuring an interactive installation in the Jakarta Mass Rapid Transit. This installation addresses a topic still considered taboo in Indonesian society: menstruation. OOO's awareness campaign aims to spark discussions about the negative stigma surrounding menstruation and how this stigma affects the lives of women in Indonesia.



### Design Background

Based on the concept of sustainable development, specifically SDGs Goal No. 5: Gender Equality, the taboo surrounding menstruation is a crucial topic to discuss. In this modern era, menstruation has been normalized as a part of women's lives through policies such as menstrual leave and others. However, societal perceptions of menstruation remain largely negative. Many still view menstruation as:

Taboo

Dirty

Improper

Disgusting Topic

Etc.

Considered Impure

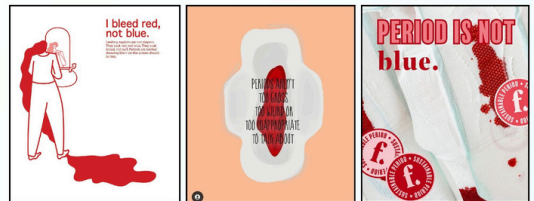
Abnormal,

This stigma has directly shaped society's perception of menstruation in a negative way. Even the simple act of being seen carrying a pad is considered shameful, further perpetuating the silence and stigma around the natural bodily function, and reduces safe spaces for women when it should be treated as something normal.

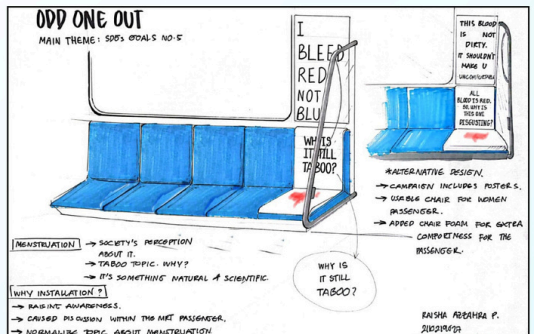
### Design Ideation

The OOO installation utilizes the stigma surrounding menstruation in public spaces. Given that menstruation is considered a taboo topic in public, the presence of a "blood stain" on the seat cushion is intended to provoke discomfort and curiosity among MRT users. This easily noticeable display is further promoted by people's tendency to share what they deemed "unusual" on social media. The seat is not just an installation; the white cushion also provides extra comfort for female passengers who are menstruating.

### Moodboard



### Design Concept



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# Arumo

## Bagasse Watch



Starting from the many concerns about the less optimized processing of natural waste, which if utilized properly can produce a product that helps our lives. One of them is a watch from sugarcane waste.

### Problem Statement

- Prolonged use of a watch causes deposition of sweat and dirt on the underside of the watch and strap.
- Watch sizes that are too large can interfere with daily activities.
- The shape of the back of the frame is generally flat and does not follow the shape of the arm.



### Color Scheme



### Design Concept

**Arumo watch** uses bagasse material with a combination of wood glue, while maintaining the natural color of the bagasse. To provide comfort to the user, air circulation is added to the bottom of the frame.

### Design Process



Grinding



Filtering



Molding



#### Dirancang oleh:

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# Kursi Alit

*"Inkarnasi tersembunyi"*

Dibuat dengan bambu laminasi, Kursi Alit mengutamakan keberlanjutan baik dalam material maupun proses produksinya. Desainnya yang minimalis memberikan sentuhan hangat dan elegan, sempurna untuk melengkapi ruang Anda. Mari duduk dan nikmati keindahan yang ramah lingkungan!

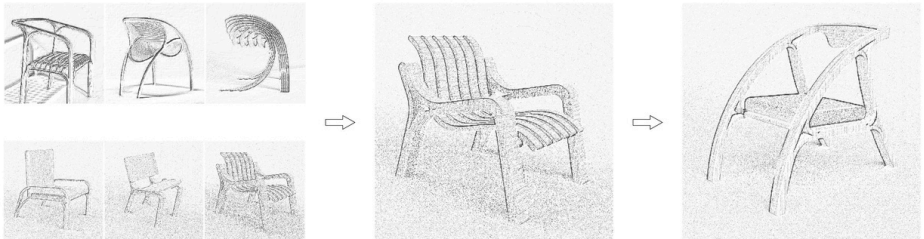
## Latar Belakang

Perancangan Kursi Alit dimulai dari keinginan untuk menciptakan furnitur yang indah dan ramah lingkungan. Dalam era yang semakin peduli terhadap isu lingkungan, banyak orang mencari pilihan yang lebih berkelanjutan. Kursi Alit terbuat dari bambu laminasi, bahan yang cepat tumbuh dan dapat diperbarui, sehingga membantu mengurangi dampak terhadap alam. Proses produksinya juga efisien, mengurangi limbah dan emisi karbon. Selain itu, kursi ini mendukung pengrajin lokal dengan menggunakan teknik tradisional dan material lokal. Kursi Alit bukan hanya sekadar tempat duduk, tetapi juga simbol komitmen untuk keberlanjutan dan gaya hidup yang lebih baik. Mari kita ciptakan masa depan yang lebih hijau bersama Kursi Alit!

## Metode Perancangan

Metode perancangan Kursi Alit melibatkan beberapa tahap, mulai dari penelitian bahan hingga prototyping. Pertama, kami melakukan studi tentang sifat dan keunggulan bambu laminasi sebagai material berkelanjutan. Selanjutnya, konsep desain dikembangkan dengan fokus pada kesederhanaan dan estetika. Setelah itu, prototipe dibuat untuk menguji kenyamanan dan ketahanan. Terakhir, umpan balik dari pengguna diintegrasikan untuk menyempurnakan desain, memastikan Kursi Alit siap memenuhi kebutuhan dan harapan pengguna.

## Ideasi Sketsa



## Visualisasi Produk



Dirancang oleh:



**Muhammad Vava Almu'in**  
NIM 2110229027



## PERSONA



**Ozan Makmur**  
25 Y.O  
*Graffiti Writers*

### Fear:

*Tremor Psikogenik*

### Frustration:

mengalami kesulitan saat menggambar, terutama saat lelah dan banyak pikiran.

### Need:

Perancangan alat bantu menggambar graffiti yang efisien untuk street artist dengan mobilitas tinggi yang dapat mengurangi getaran saat tremor agar hasil gambar tetap rapi.

## USER PROBLEM

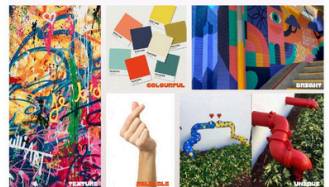
Seniman graffiti dengan **tremor psikogenik** mengalami **kesulitan menggambar** saat gejala muncul, terutama saat **lelah** dan **banyak pikiran**. Ini **mengganggu mobilitas** dan menimbulkan ketidaknyamanan.

**Pengembangan alat menggambar graffiti** yang **fleksibel** dapat di **bongkar pasang**, guna untuk memudahkan penggunaan yang diakibatkan oleh gangguan tremor datang secara tiba-tiba dan mengembalikan rasa percaya diri ketika digunakan.

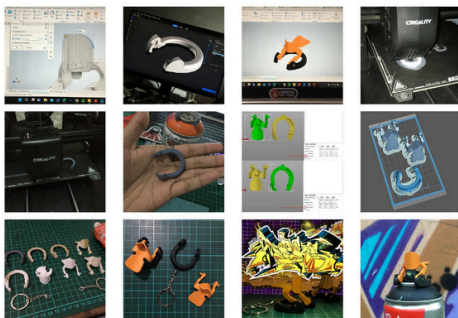
## IMAGE BOARD



### MOOD BOARD



## DESIGN PROCESS



## FINAL DESIGN

Produk ini bertujuan mengurangi gangguan tremor, sehingga seniman dapat menggambar dengan efisien dan menghasilkan karya yang rapi meskipun membutuhkan waktu yang lama.



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# DECK !!! IT'S A LAZY SIT

## SKATEBOARD DECK LAZY CHAIR



bentuk ergonomis yang menyesuaikan dengan postur duduk.



memberikan posisi duduk yang lebih rileks, ideal untuk bersantai.



nyaman untuk duduk dalam waktu yang lama atau bahkan untuk tidur singkat.

### About This Chair

Kursi yang tampak pada gambar ini terbuat dari skateboard bekas yang dimodifikasi menjadi furnitur yang unik. Dudukan dan sandarannya menggunakan papan skateboard, mempertahankan bentuk asli dari skateboard dengan lekukan khas di bagian ujungnya. Bagian sandaran memiliki elemen dekoratif yang tetap terlihat, sementara dudukannya dilapisi busa yang ditutupi kain berwarna hijau toska, memberikan kenyamanan ekstra bagi pengguna.

Kursi ini memiliki kaki yang terbuat dari besi batangan, memberikan kesan kokoh dan stabil. Material besi yang digunakan terlihat kuat, dengan potongan-potongan besi berbentuk persegi panjang yang disusun menjadi kerangka kaki kursi. Meski menggunakan material logam, desainnya tetap simpel dan minimalis, berpadu dengan elemen papan skateboard bekas yang digunakan sebagai dudukan dan sandaran.



### Concept

Dalam olahraga skateboard, grind adalah trik yang melibatkan pemain skateboard meluncur di sepanjang permukaan besi bar, melakukan kontak dengan truk skateboard. Grind dapat dilakukan pada benda apa pun yang cukup sempit untuk muat di antara roda dan dapat dilakukan pada tepi jalan, rel, jalan skate, funbox, teplan, dan berbagai permukaan lainnya.

Konsep itu lah yang dibuat pada kursi kali ini, papan skate dibuat sebagai dudukan dan sandaran diatas besi bar yang menjadikan seolah olah skateboard melakukan grind diatas rail flatbar

### Scraps

Salah satu karya paling populer di zaman modern, rekreasi ini dimulai dengan mencari inspirasi pada sandaran kepala, yang sangat mirip dengan deck skateboard.

Penggunaan kembali barang-barang bekas dapat memberikan hasil yang unik, terutama jika barang-barang tersebut benar-benar berbeda seperti halnya papan skateboard bekas. Bayangkan deck skateboard bisa diubah menjadi furnitur bagus? Dibuat untuk bersantai dan melamun, itu tujuan dibuat lazy chair.



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# HIROGETA TABLE



## DESIGN CONCEPT

Dari permasalahan yang didapat, solusi yang tepat adalah meja lesehan lipat extendable, meja yang dapat diperluas sehingga pengguna bisa lebih produktif. Terdapat juga laci, yang bisa digunakan untuk menyimpan barang - barang kecil. Selain itu, meja ini dilengkapi dengan tatakan penghangat (heater coaster) agar menjaga suhu minuman. Untuk material menggunakan multiplak dan HPL.

## PROBLEM STATEMENT & IDEA

Diambil dari permasalahan meja belajar lipat yang digunakan kalangan mahasiswa dan pelajar. Dimana terdapat beberapa masalah, masalah pertama karena tidak adanya tempat penyimpanan hampir barang-barang kecil selalu diletakkan diatas meja dan berserakan begitu saja. Permasalahan kedua ialah ukuran meja yang terlalu kecil, sehingga pengguna tidak bisa melakukan dua aktivitas sekaligus. Masalah ketiga, karena kebiasaan pengguna begadang dan membuat minum, dibutuhkan juga produk tatakan penghangat (heater coaster) agar minuman yang dibuat untuk menemani begadang selalu hangat.

## FEATURE

**Storage**, tempat penyimpanan diisi kiri meja, membantu pengguna untuk menyimpan barang-barang kecil di atas meja yang bertujuan agar barang tidak berserakan.



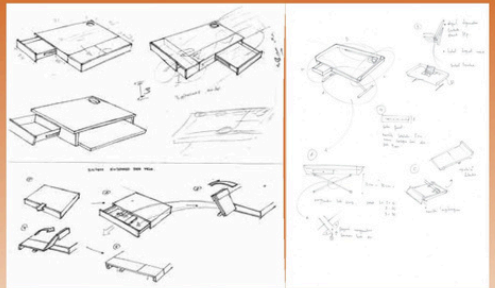
**Extendable**, meja bisa diperluas yang itu bertujuan dapat menambah produktivitas pengguna di atas meja.



**Water Heater**, menjaga minuman tetap hangat untuk terus siap menemani pengguna beraktivitas di atas meja.



## DESIGN PROCESS & DEVELOPMENT



**HARIS SETYAWAN**

2110209027

# RASENA

## Contemporary Shoe Storage

Rasena offers innovative shoe storage solutions, providing compact and versatile storage options to maximize space efficiency



### Problem

With the increasing cost of urban living, consumers are seeking innovative storage solutions that can efficiently maximize limited space and accommodate their diverse storage needs

### Ideas

A design tailored for those with limited space, providing efficient shoe storage and a comfortable seating area

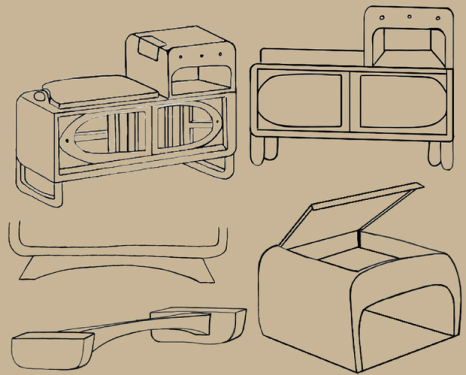
### Concept

Rasena offers more than just a shoe rack. With its multi-functional and flexible design, Rasena provides convenience and comfort for users

### Final Design



### Design process



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# LET'S CO

"Fun Play, Know the Animals, Boost Counting and Hand Skills!"

## Problem Statement

Berbagai tantangan ditemukan di sejumlah taman kanak-kanak di Yogyakarta terkait penggunaan mainan sebagai media pembelajaran. Beberapa di antaranya adalah harga yang kurang terjangkau, material yang tidak tahan lama, serta kebutuhan akan mainan edukatif yang mendukung perkembangan anak. Selain itu, terdapat masalah mainan yang mudah hilang karena penggunaan komponen kecil. Tantangan lainnya adalah minimnya pemahaman anak-anak terhadap hewan endemik Indonesia akibat kurangnya mainan yang mengangkat tema tersebut.

## Desain Concept

Let' Co dirancang sebagai solusi inovatif untuk mendukung pembelajaran anak melalui permainan. Terbuat dari material kayu yang tahan lama, mainan ini ditawarkan dengan harga terjangkau. Selain berkontribusi pada berbagai aspek perkembangan anak, Let' Co dirancang agar dapat dimainkan secara individu maupun bersama, menciptakan pengalaman belajar yang interaktif, efektif, dan menyenangkan.

## Idea

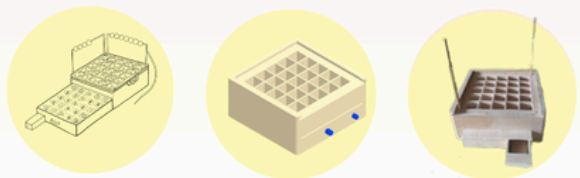
Let' Co adalah mainan edukatif yang dirancang untuk anak usia 3-5 tahun, mendukung perkembangan optimal pada fase golden age. Dengan tema hewan endemik Indonesia, mainan ini melatih koordinasi mata-tangan melalui aktivitas mencocokkan bentuk, warna, dan angka, serta memasukkan bola ke dalam lubang. Let' Co menawarkan pengalaman belajar yang interaktif dan menyenangkan, sambil mengenalkan 25 hewan dari berbagai pulau di Indonesia.



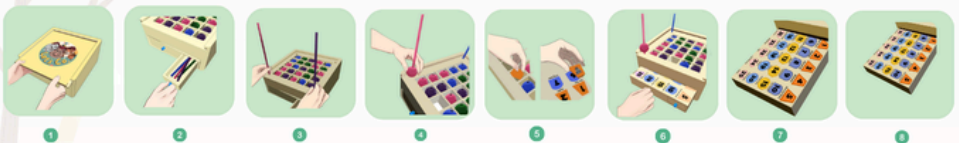
## Gambar Hewan



## Design Process & Development



## CARA BERMAIN



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Email : fadiafitrihidayah@gmail.com



# Meedi Rattan Chair

## BACKGROUND

Rattan chairs have the advantages of being lightweight, flexible and durable. However, in today's market, the existing designs are not yet optimal or lack variety in form. Therefore, the **Meedi Rattan Chair** is designed to combine modern chair design trends while highlighting the flexibility of rattan, helping to further promote rattan as a well-known local material.

## DESIGN PROCESS

Prototyping & testing materials



Develop design alternatives



## DESIGN SOLUTION & OUTCOME



The key feature of this product is to highlight the chair with **curves** as attractive as possible, as such curved designs would be difficult to achieve using materials other than rattan.



## CONCLUSION

The Meedi Rattan Chair blends modern style and flexibility with its standout curved design. The use of a fabric and rattan material combination aligns with current furniture trends, making the chair versatile and suitable for various room styles, offering both aesthetic appeal and functionality.

## REFERENCE

Pooja Khanna Tyagi. (2024). Reviving Rattan: A Contemporary Take on Classic Style. Diakses 14 September 2024 dari <https://www.yankodesign.com>



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Laga Cerita Rakyat

## Perancangan Board Game : Warlore Dengan Tema Cerita Rakyat Sebagai Edukasi Untuk Anak Usia diatas 8 tahun

Dalam era digital saat ini, anak-anak cenderung lebih tertarik pada permainan berbasis teknologi, seperti video game dan aplikasi seluler, yang sering kali mengurangi interaksi sosial langsung dan pemahaman terhadap budaya lokal. Cerita rakyat, sebagai salah satu warisan budaya yang kaya akan nilai-nilai moral, kearifan lokal, dan pesan edukatif, semakin jarang dikenalkan kepada generasi muda.

### Rumusan Masalah

- Bagaimana merancang permainan untuk anak usia sekolah dasar mempelajari cerita rakyat?
- Bagaimana mengurangi scree time
- Bagaimana merancang permainan yang penuh strategi sekaligus menambah edukasi?

### Desain Proses

Dengan mengidentifikasi masalah dan menentukan tujuan perancangan yang dikumpulkan datanya melalui Data Primer dan Data Sekunder. Data primer meliputi pengamatan dan kuesioner, sedangkan Data Sekunder meliputi studi literatur. Berlanjut dengan menganalisis data dan menentukan konsep perancangan.

### Desain Final



### Ide

Mengambil topik dari tokoh cerita rakyat. Ada 6 tokoh dalam permainan; Malin Kundang, Sangkuriang, Roro Jonggrang, Joko Tingkir, Danau Toba, dan Timun Mas. Didukung dengan mengangkat cerita identik mereka sebagai pelengkap permainan juga bahan edukasi.

### Desain Konsep

Permainan Papan

Budaya Lokal

Cerita Rakyat Indonesia

Strategi

Edukasi

### Moodboard



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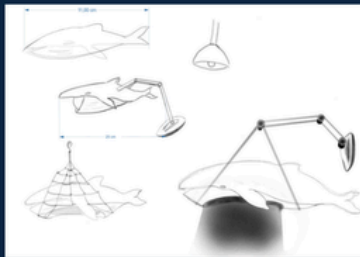
# BARUDAK WHALE

## BACKGROUND

Perlindungan ikan paus di seluruh dunia dewasa ini menjadi salah satu isu penting di dunia Internasional. Ikan paus merupakan salah satu hewan yang di lindungi karna hewan ikan paus terancam akan punah. Ikan paus telah menjadi sasaran pemburu liar yang memburu ikan paus hanya untuk memenuhi kebutuhan manusia seperti memakan ikan paus sebagai santapan makanan. Ikan paus juga di buru oleh pemburu termasuk juga oleh beberapa negara seperti Jepang dan Denmark

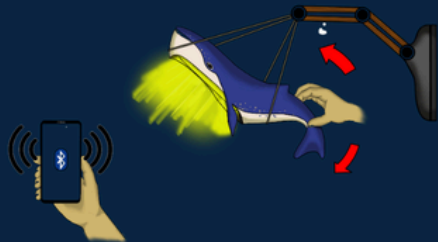


## REKA VISUAL



## DESIGN CONCEPT

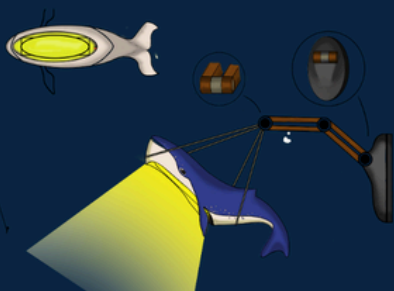
Ide lampu whale ini di buat untuk bentuk sindiran terhadap para nelayan yang memburu ikan paus hanya untuk di ambil minyaknya untuk pelumas dan penerangan sehingga dari produk ini dapat menggambarkan kalau ikan paus ini digunakan untuk penerangan di angkeringan dan bisa juga untuk lampu tidur.



## PENGAPLIKASIAN



## FINAL DESIGN



**BARDAN ABDUL WAHHAAB**  
2110231027



# WINDEND STOOL

RATTAN SWIVEL BAR STOOL

**Windend**, is a bar stool that uses a swivel mechanism, allowing users to rotate as needed. Embracing a natural concept and utilizing the flexibility of rattan, **windend** becomes a seamless part of the "natural bar" aesthetic.

## PROBLEM STATEMENT

Bar stools, typically known for being tall, narrow, and rigid, pose a particular challenge for bars that adopt a natural or garden concept. The selection of furniture that aligns with the ambiance becomes crucial. **Windend** is specifically designed to address this challenge.



## CONCEPT

Applying a natural concept with a minimalist style, along with a swivel mechanism to support users' needs while interacting at the bar, this stool uses rattan as the primary material. It is designed with curved shapes and angles, utilizing the flexibility of rattan to enhance its form.



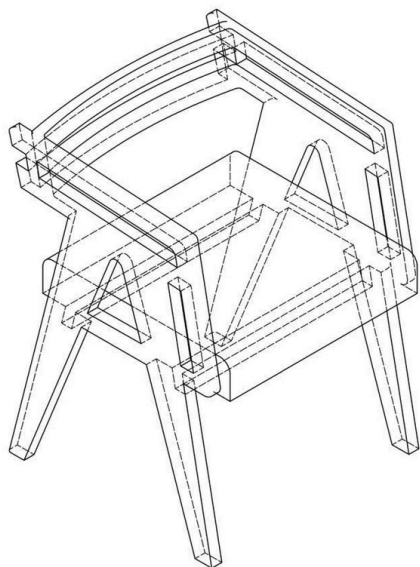
**Dirancang oleh:**  
Arrafi Resta Gustiansyah  
2010192027

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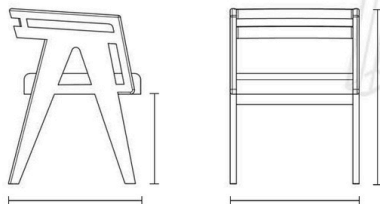


m



## Design Concept

## Dimensions



## Design Process



## Materials



2  
2  
2

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# PADU Modular Bench

PADU adalah bench outdoor yang terbuat dari limbah kantong plastik yang tak bernilai, menggunakan sistem modular sehingga mudah disusun dan dapat menyesuaikan layout taan secara lebih fleksibel

## Rumusan Masalah

Sampah plastik telah diidentifikasi sebagai barang yang memiliki tingkat penguraian yang rendah sehingga banyak menjadi sumber permasalahan terhadap lingkungan. Pada negara berkembang, sampah plastik tergolong sampah yang susah untuk diolah karena infrastruktur pengolahan sampah plastik belum seanggih negara-negara maju. Regulasi yang mengatur penggunaan plastik daur ulang untuk produk industri sangat lemah sehingga sedikit industri yang mau berurusan dengan sampah plastik. Secara garis besar permasalahan yang ingin diangkat pada proyek ini adalah bagaimana cara mendorong pemerintah sebagai pembuat kebijakan untuk membuat regulasi yang kuat terkait penggunaan dan pengolahan plastik daur ulang.



Recycled Plastic

Government

Public Facilities

## Ide

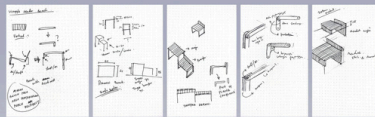
Peran desain dalam hal ini diperlukan untuk membantu mendorong pemerintah untuk menetapkan regulasi penggunaan dan pengolahan plastik daur ulang. Metode yang dilakukan ialah dengan menciptakan desain fasilitas publik alasan yang mendasari ide perancangan ini adalah bahwa pemerintah memiliki peran besar dalam pengadaan fasilitas publik. Perancangan desain fasilitas publik dengan memanfaatkan material plastik pada saat yang sama juga berperan untuk mengimplementasikan dan mensosialisasikan agenda ke-11 SGD's berupa Sustainable cities and communities



## Konsep Desain

Beberapa fasilitas publik seperti skatepark, taman kota, dan kebun binatang dipilih karena memenuhi kriteria jumlah kerumunan orang paling banyak dari fasilitas publik lain. Aktivitas publik seperti jogging, skateboarding, rekreasi, dan refreng banyak dilakukan pada area publik tersebut. Bench satu seater dengan sistem modular dipilih sebagai produk yang dirancang karena keberadaannya yang sangat cocok untuk area outdoor tersebut. Terlebih sistem modular memungkinkan bench untuk dapat disusun sesuka hati menyesuaikan layout fasilitas umum.

## Pengembangan dan Proses Desain



## Desain Akhir (Menggunakan Studi 3D)

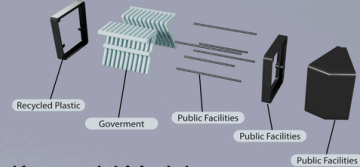


## Jenis Bahan

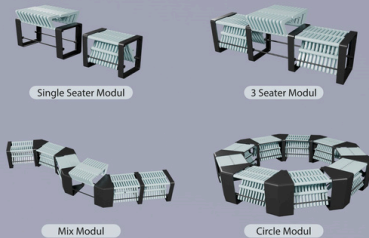


Bahan yang digunakan merupakan sampah kantong plastik yang tidak bernilai. didapat dari sungai dan mustahil untuk diterima di tempat pengolahan sampah karena proses pembersihannya yang rumit.

## Komponen Produk



## Komposisi Modul



## Warna Produk



#889BA7



#32343E

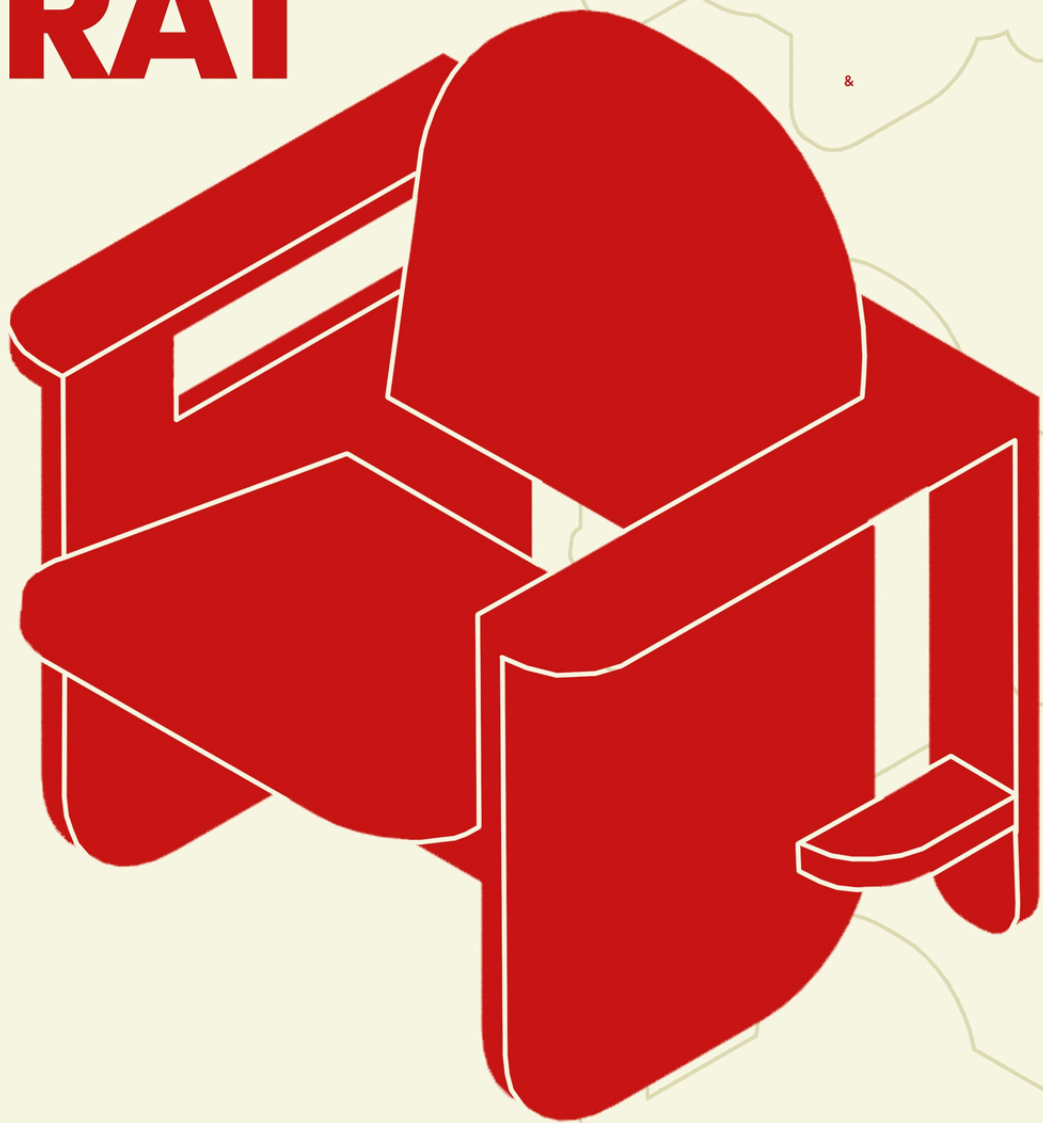


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# MAD RAT



RAKHA BRAMASTA





# TêtnPeñgan

Mengenal Budaya Lewat Makanan yuk!

## Problem Statement

33,4% anak usia dini (0-6 tahun) biasa menggunakan ponsel dalam keseharian mereka (BPJS, 2022). Dalam kesehariannya, anak-anak tersebut lebih sering menonton tontonan luar negeri yang seiring berjalannya waktu anak memiliki pola kebiasaan terhadap apa yang mereka tonton. Salah satunya yaitu kebiasaan 'Picky Eating' pada anak, dikarenakan oleh pengaruh tontonan animasi mengenai fast food serta makanan luar lainnya.

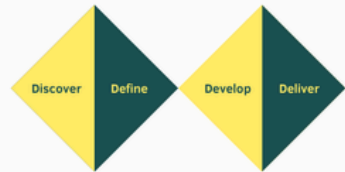
## Design Concept

Dari permasalahan tersebut terciptalah ide untuk membuat rancangan desain mainan anak yang akan dibuat terinspirasi dari makanan Tumpeng. Bentuk dan komponen pendukung dibuat semirip mungkin sehingga anak mampu mengenali bentuk sesuai dengan makanan yang asli, hal ini bertujuan meningkatkan rasa penasaran anak sehingga ketika melihat makanan yang asli, anak akan terbiasa dan mampu beradaptasi dengan makanan tersebut.

## Design Progress & Development



## Method



Desain perancangan ini menggunakan metode perancangan Double Diamond, merupakan sebuah sistem perancangan yang merujuk pada empat tahap utama yaitu, menggali, mendefinisikan, mengembangkan, dan memberikan solusi.

## How to Play



## Reference

Badan Pusat Statistik Jakarta Pusat, (2022). Persentase Anak Usia Dini yang Menggunakan Telepon Seluler dan Mengakses Internet. Jakarta Pusat : Badan Pusat Statistik.  
Kamus Besar Bahasa Indonesia (KBBI). (Online). <https://kbbi.web.id/Loka>. Diakses pada tahun 2023.



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# DA / MI / U / MI

## COMPOFRIDGE

d a r i   k a m i ,   u n t u k   k a m i

### problem statement

Overkonsumsi dan produksi di dunia ini sudah menjadi suatu isu yang marak di permukaan bumi ini. Oleh sebab itu, masalah ini telah dijadikan salah satu target SDG - lebih tepatnya SDG ke-12: **Responsible Consumption & Production.**

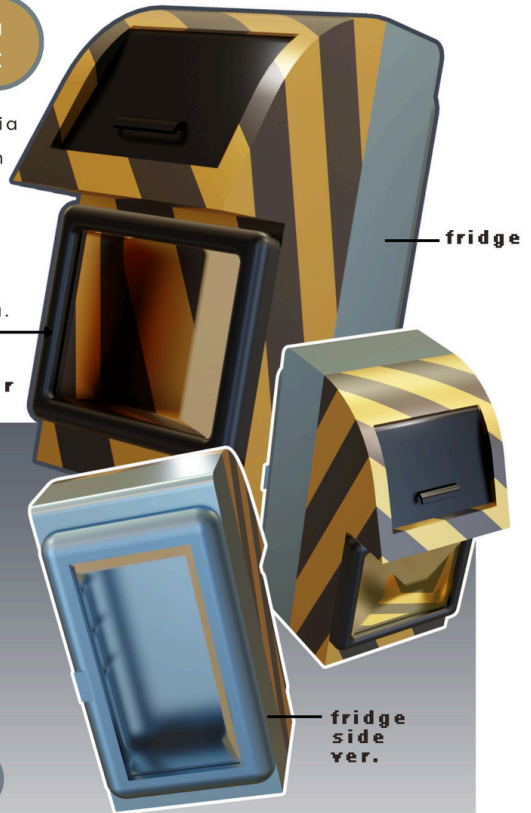
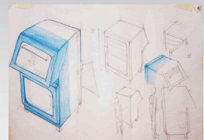
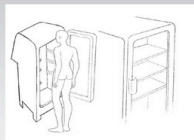
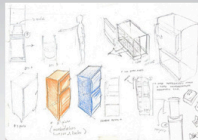
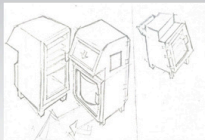
Designer memilih untuk fokus terhadap konsumsi & produksi makanan yang terjadi di Indonesia.

### idea

Diantara sampah makanan yang biasanya dibuang oleh rumah tangga, terdapat **makanan yang masih layak dimakan, serta makanan yang sudah basi dan tidak layak makan.**

Maka dari itu, kami membuat produk yang **menggabungkan composter tradisional dan kulkas tanpa freezer.**

### design process



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# SANGKAR

lazy chair

Sangkar chair adalah sebuah kursi santai yang dirancang mengutamakan kenyamanan saat digunakan.

## CONCEPT

Kursi ini terinspirasi oleh sarang burung, dimana sarang merupakan tempat istirahat sang burung untuk melepas penat setelah seharian mengudara di langit. Sangkar diharapkan bisa menjadi wadah untuk istirahat yang nyaman dan ergonomis bagi pengguna dan bisa merasakan feel seperti istirahat di sarang burung

## PROBLEM

Kursi berbentuk setengah lingkaran ini masih banyak yang kurang ergonomis serta variasi yang tersedia di pasaran hanya sedikit. sehingga

## IDEA

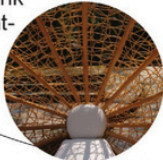
Ideasi sangkar sendiri terinspirasi dari sarang burung, sehingga menghasilkan bentuk yang sangat unik dan menarik serta ergonomis tentunya.

## MATERIAL

Sangkar terbuat dari 100% rotan yang dibuat oleh pengrajin rotan di daerah Trangsan, Solo, Jawa Tengah, Indonesia

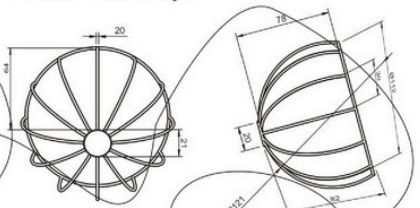
## PROSES PRODUKSI

Proses produksi dikerjakan selama 3 bulan oleh Pak Hjsk di Desa Transan, Klaten, Jawa Tengah, Indonesia. Proses pembuatan dikerjakan secara manual dan detail



## SAHDGFDS

sgdhsjgjsdgadjsdffdsgd jdfjdsf hdghjfgjs  
jghdsasgdfgfgfjga fdhgdsf jfdhkdshfkj  
fhdsjgf ffgjsdshfkj jdfhksjh jkdfhdksjhfk  
fgdshgj jhdksfhkj shdksdf jhdsfkjhsdk  
hsdhdhsf khfdshfjd



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# JAJAN PASAR

Jajan Pasar merupakan set mainan edukasi untuk anak usia 3 - 5 tahun berupa puzzle yang memperkenalkan aneka jenis jajanan tradisional khas dari Indonesia. Selain mendorong anak agar gemar mencoba ragam makanan Indonesia, Jajan Pasar juga menunjang perkembangan motorik halus dan kemampuan sosial anak dengan bermain peran menggunakan mainan ini.

## PROBLEM STATEMENT

Mayoritas tontonan anak yang berasal dari luar Indonesia dan mainan bertema makanan yang beredar di toko mainan maupun playground daerah Kota Yogyakarta saat ini masih cenderung mengadaptasi makanan cepat saji dan makanan populer internasional dapat berdampak negatif pada preferensi makanan anak, mulai dari terbatasnya varian makanan yang diminati anak, timbulnya pola makan pilih-pilih, hingga keengganan anak untuk mencoba memakan jenis makanan lain.

## IDEAS

Berdasarkan paparan masalah yang ditemui, muncul sebuah gagasan desain berupa set mainan montessori puzzle yang mengadaptasi bentuk bentuk makanan daerah. Selain montessori puzzle yang melatih perkembangan motorik halus anak. Mainan ini juga bisa dimainkan dengan bermain peran atau pretend play sehingga social skill anak bisa terasah

## DESIGN PROCESS & DEVELOPMENT



Imajinasi



Motorik halus



Sosial skill



Keingintahuan



Name : Silvia Rendy Yuridianti  
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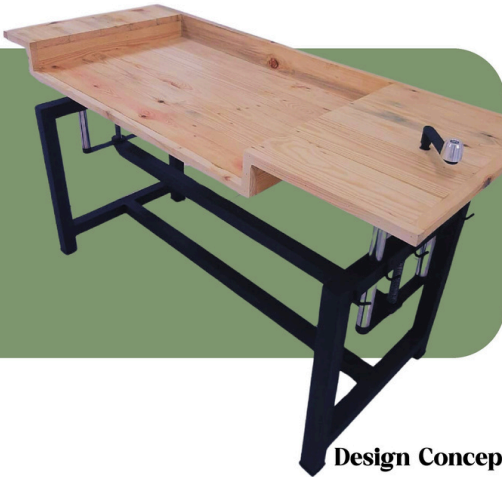
# Kitchen Table with Adjustable Height for Dwarfism

## Problem Statement

Kaum dwarfisme membutuhkan alat yang dapat membantu kegiatan memasak mereka yang dapat disesuaikan dengan kebutuhan dan kemampuan tubuh mereka dengan mengedepankan keselamatan dan meningkatkan kemandirian.

## Idea

Dengan permasalahan tersebut, didapatkan ide untuk merancang alat bantu bagi kaum dwarfisme untuk meningkatkan produktivitas dan mengurangi resiko cedera khususnya di dapur.

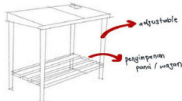
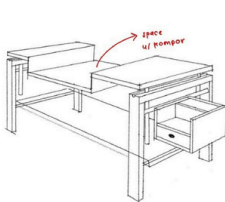


## Design Concept

Mengembangkan desain meja dapur yang dapat disesuaikan tingginya dengan ukuran badan kelompok dwarfisme serta ruang yang minimalis agar dapat meningkatkan efektivitas kerja dengan aman dan nyaman untuk mengurangi effort badan yang berlebih pada aktivitas memasak kelompok dwarfisme di dapur. Meja ini dirancang dengan ukuran tinggi yang dapat di adjust dari 50cm - 80cm yang disesuaikan dengan tinggi kelompok dwarfisme



## Design Process & Development



Sketch



adjustable



3D Model



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# Galbé

Two-seater waiting chair

## LATAR BELAKANG

Perancangan kursi tunggu Galbé berawal dari kebutuhan akan furnitur yang tidak hanya fungsional, tetapi juga mampu memperkaya estetika ruang publik. Dengan konsep eclectic, desain ini menggabungkan elemen-elemen dari berbagai gaya untuk menghasilkan tampilan yang menarik dan harmonis.

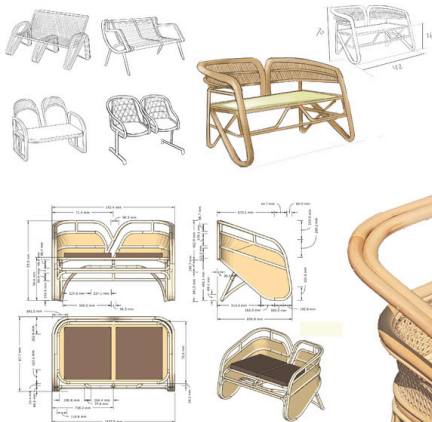
Penggunaan material rotan memberikan sentuhan alami yang hangat, sementara bentuk 2-seater dipilih untuk fleksibilitas penempatan di berbagai ruang, dari kecil hingga besar. Galbé dirancang untuk memenuhi kebutuhan area hospitality, memberikan kenyamanan sekaligus memperkaya suasana dengan sentuhan gaya yang beragam, dari bohemian hingga kontemporer.

## PROBLEM STATEMENT

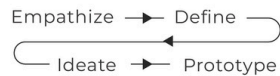
Di banyak ruang publik seperti klinik, bandara, dan salon, kursi tunggu sering kali kurang memperhatikan aspek kenyamanan dan estetika. Banyak kursi yang berfokus hanya pada fungsi dasar, tanpa mempertimbangkan kenyamanan pengguna dalam antrian panjang atau bagaimana kursi tersebut dapat berkontribusi pada suasana ruang.

Selain itu, kursi tunggu yang ada sering kali tidak fleksibel untuk dipadukan dengan berbagai tema interior yang semakin beragam. Oleh karena itu, diperlukan desain kursi tunggu yang tidak hanya ergonomis dan nyaman, tetapi juga memiliki estetika yang fleksibel untuk berbagai gaya ruang publik.

## DESIGN PROCESS



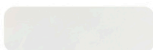
## METODE



## MATERIAL



Rotan



Linen



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# Youngest. Chair



## "Sophisticated Comfort for the Forever Young"

Youngest atau dalam Bahasa Indonesia berarti "yang termuda" Adalah tema utama sekaligus Nama dari kursi ini. Kursi ini Juga di desain sedemikian rupa dengan tema tersebut Mengusung lazy chair sebagai bentuk utama dengan konsep Minimalis menguatkan nama yang digunakan Seperti layaknya Anak muda yang ingin selalu bersantai dan tidak mau ribet Namun di satu sisi selalu ingin terlihat berbeda



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Email : Kidungsabian19@gmail.com  
Student ID : 2110236027



Supported by **SIMPLE CYCLE**

# CICLO

## ECO-RECYCLED LOUNGE CHAIR

### "Recycle for the Lifecycle"

Kursi **CICLO** menggabungkan garis-garis melingkar yang menyerupai bentuk logo recycle, menciptakan tampilan unik yang menonjolkan pesan tentang pentingnya daur ulang dan menjaga lingkungan. Selain itu, kursi ini dirancang agar tahan lama, nyaman, dan sesuai dengan berbagai gaya dekorasi interior khususnya furnitur outdoor. Dengan memanfaatkan limbah plastik, kursi **CICLO** berkontribusi pada pengurangan limbah dan mendukung gerakan menuju keberlanjutan dalam industri furnitur.

### BACKGROUND

Kursi **CICLO** adalah produk yang mengambil inspirasi dari logo daur ulang, menggambarkan komitmen terhadap keberlanjutan dan siklus hidup produk.

Kursi ini dirancang dengan menggunakan material limbah plastik, memberikan solusi kreatif dalam mengatasi masalah limbah plastik yang sulit diolah.

Kursi **CICLO** mengusung tema sustainable design, dengan bentuk yang mencerminkan estetika elegan futuristik dan ergonomi yang menekankan aspek fungsionalitas sebagai kursi santai.

### CONCEPT



REDUCE



REUSE



RECYCLE

3R

3P



PEOPLE



PLANET



PROSPERITY

**REDUCE** - Mengurangi limbah plastik yang sulit terurai.

**REUSE** - Memanfaatkan limbah plastik yang tidak berguna menjadi produk fungsional dan memiliki nilai tambah.

**RECYCLE** - Mengolah limbah plastik industri sebagai material utama.

**PEOPLE** - Melibatkan masyarakat dalam produksi lokal dengan memanfaatkan limbah plastik industri.

**PLANET** - Mengurangi jumlah sampah dan membantu menjaga kelestarian lingkungan.

**PROSPERITY** - Produk berkelanjutan memberikan peluang sektor industri bersaing di kancah internasional dengan mengusung tema sustainable.

### Style n Theme

Recycle form  
Sustainability Design

### Materials n Color

Recycle Board - Jati Wood  
Mahoni Wood - Duco  
Natural Plastic Board - Natural  
Jati wood - Navy Blue Duco Finishing

### Dimension

L83 W64 H86



Gregorius Matthew Nada Dewana  
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Nadadewana



3P  
SUSTAINABILITY



JATI WOOD



PLASTIC WASTE



RECYCLE BOARD

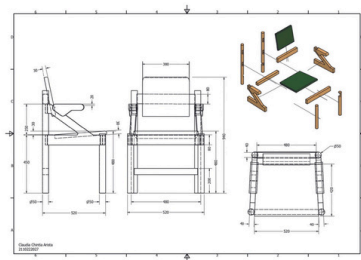


# Rolasan

## Dining Chair



Rolasan adalah kursi serbaguna untuk ruang makan indoor. Bentuknya yang minimalis dan strukturnya yang sederhana menjaga kenyamanan dalam suasana makan. Material utama yang digunakan adalah kayu mahoni, pada bagian rangka dan kulit sintetis pada dudukan



### Design Concept

Rolasan adalah kursi ruang makan indoor yang dirancang dengan desain minimalis dan struktur sederhana, memberikan kenyamanan sekaligus mendukung suasana makan yang santai. Sandaran tangan dengan bentuk z memiliki bentuk yang ramping untuk membantu duduk dengan nyaman. Kursi ini berkonsep dengan ukuran yang bisa dicustom oleh customer dengan ukuran standar atau ukuran yang di kehendaki.

Nama Rolasan sendiri di ambil dari istilah para pekerja ketika menyebut waktu untuk istirahat makan. Nama ini dipilih setelah saya melihat para pekerja menghentikan aktifitasnya dan merasa bahwa 'Rolasan' mencerminkan momen santai dan menyenangkan saat menikmati waktu makan."

### Material



kayu Mahoni



Kulit Sintetis



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Industrial Design Fair  
2024



# I am Fresh



## GEROBAK AYAM POTONG

**I am Fresh** adalah gerobak ayam potong yang dirancang khusus untuk menjawab berbagai permasalahan yang sering dihadapi para pedagang, seperti limbah air potongan ayam yang membasahi jalanan dan kualitas ayam yang menurun akibat penyimpanan di suhu ruang. Dengan fitur-fitur yang mendukung kebersihan dan kesegaran, I Am Fresh menjadi solusi cerdas bagi pedagang ayam potong dalam menjaga kualitas produk dan efisiensi kerja.

### Problem Statement

1. Bagaimana menjaga kebersihan gerobak ayam potong keliling agar lebih menarik minat konsumen?
2. Bagaimana mencegah kontaminasi debu dan suhu yang tidak stabil agar daging ayam tetap segar?
3. Bagaimana mengatasi cairan potongan ayam yang mencemari lingkungan dan menimbulkan bau tidak sedap?
4. Bagaimana menjaga daging ayam dalam suhu ideal untuk mencegah pertumbuhan bakteri?

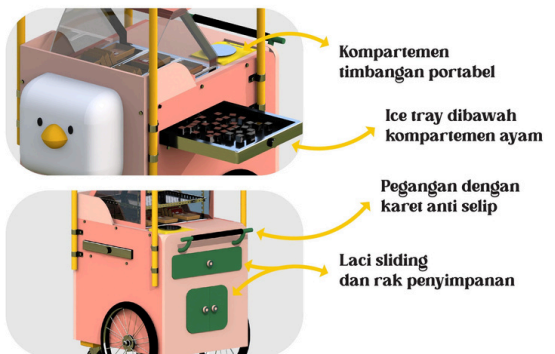
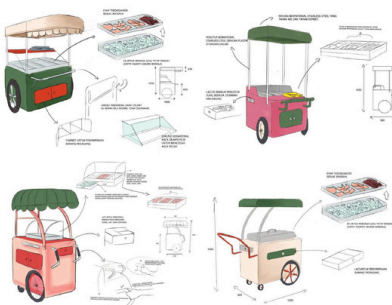
### Objektif Perancangan

1. Mendesain gerobak yang higienis dan mudah dibersihkan untuk menjaga kualitas ayam dan lingkungan.
2. Mengintegrasikan sistem penyimpanan suhu rendah agar daging ayam tetap segar lebih lama.
3. Menambahkan fitur pengelolaan limbah cair agar lingkungan tetap bersih dan bebas bau.
4. Meningkatkan desain gerobak agar dapat memperpanjang masa simpan ayam di suhu luar.

### Target User

Pedagang ayam potong      Jenis Kelamin: pria dan wanita  
Usia: 25-45 tahun          Struktur Sosial: menengah

### Design Process



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# MIYU TOY SET

## Problem Statement



### Orang Tua Karir

Ingin bermain bersama anak tetapi kurang waktu karena tuntutan pekerjaan.



### Golden Age

Usia anak 0-24 bulan mengalami tumbuh kembang yang cepat.



### Keseharian

Akibat anak bermain sendiri, akan merasa kurang dukungan dan tidak percaya diri.

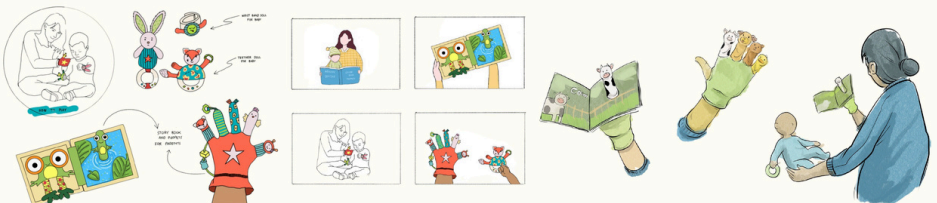
## Ideas

Dari masalah tersebut didapat solusi berupa ide rancangan mainan dengan konsep keluarga-sentris dimana orang tua dan anak berperan di dalamnya dengan tujuan untuk menciptakan bonding kuat dalam interaksi.

## Design Concept

Mainan dengan konsep keluarga-sentris dengan tujuan untuk menciptakan bonding kuat antara orang tua dan anak dengan tema hewan sekitar sebagai media pengenalan sebelum anak berinteraksi langsung dengan hewan.

## Design Process & Development



## Final Design



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## PROBLEM STATEMENT



Perancangan mainan peternakan sebagai stimulasi yang tepat agar perkembangan fisik dan mental anak usia 3-5 tahun

Mainan peternakan diusung sebagai sebuah konsep untuk memperkenalkan dan mendidik anak-anak tentang kehidupan di peternakan secara interaktif dan edukatif

## IDEATION

## FINAL RESULT



Mainan ini akan dirancang dengan perhatian pada aspek visual, sensorik, dan pembelajaran yang cocok untuk anak usia 3-5 tahun. Terdapat tombol interaktif pada atap kandang yang dapat mengeluarkan suara hewan. Tombol ini menggunakan modul ISD1820 sebagai Voice Recording untuk suara suara hewan yang di hasilkan



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# WQJO

Advance Comfort and Hygiene



## Background and Design Idea

Along with the increasing consumptive nature of society, the mushrooming also a central expenses. But with the development of the shopping center, apparently not supported by adequate facilities, one of which is a toilet. The Toilet should be clean and suitable for public use, in some places at this time impressed dirty and people are reluctant to use public toilets. the closet is a needs in a toilet.

From the above problems, researchers want to create a multifunctional toilet, clean, practical, elegant, has a form that does not exist in the market, suitable to be put in place general, and can reach all circle. Cleanliness is a factor the main must be met for a public toilet.

## Features

### Cefiontect

ceramic glaze or very fine ceramic stain that coats the toilet bowl. Its microscopic surface is much smaller than that of waste particles, so that no place for waste to stand on, as well as resist stains to keep surface cleanliness.

### Tornadoflush

coming out of the front of the toilet bowl, it flows in a narrow channel along the indentation, powerful streams of water converge and rotate 360 degrees, washing away every part inside the toilet bowl with a strong pressure of water cleans the area where waste is easiest to collect and then clean the entire bowl thoroughly.

### UVTech

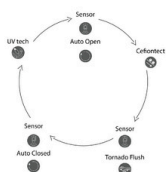
Consists of bacteria-neutralizing ultraviolet rays and a fueled toilet bowl titanium dioxide, this amazing technology initiates a photocatalytic process that breaks down even microscopic waste particles. Operates every 8 hours maintain hygienic conditions.

### Sensor

Eliminates the need to touch the surface of the toilet. On the lid it automatically opens and closes when the toilet is approached and left. On its flush part will emit a stream of water if the sensor detects the palm.



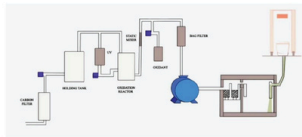
## Cycle Features



Cefiontect is hydrophilic, hydrophilic describes organisms and materials that attract water. Water spread easily on top of the toilet bowl, so that the particles waste is easily lost.



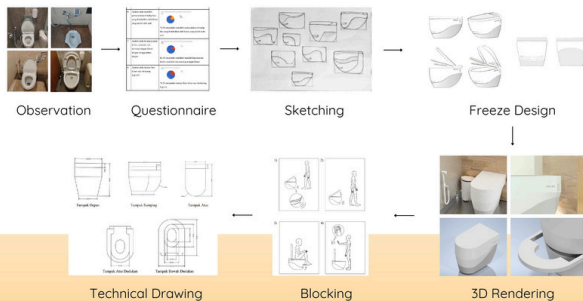
## Sewage Treatment System



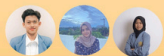
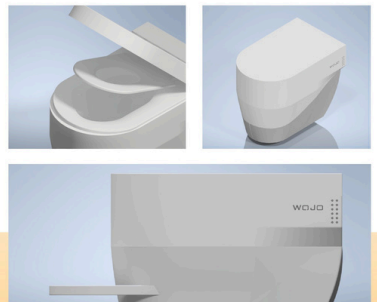
AOP is a chemical treatment designed for organic removal material (sometimes inorganic material) in water and wastewater with the process oxidation utilizing hydroxyl radicals. UOS is a refinement (modernization) of the AOP in terms of design, quality Equipment, instrument, etc



## Design Process



## Final Design



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vegetable stall

## Background

Pedagang sayur merupakan salah satu profesi penting dalam masyarakat. Mereka menjajakan bahan makanan yang merupakan sumber kebutuhan pokok setiap individu. Alat niaga bergerak yang digunakan memberikan banyak sekali faktor terhadap kebersihan, keefisienan, kenyamanan, penggunaan tenaga, dll dari kegiatan jual beli nantinya.

## Problem Statement

Kondisi alat-alat yang sudah kurang bagus dan tidak memadai. Penempatan barang dagangan yang kurang teratur sehingga kesulitan untuk mencari sayur atau bahan makanan tertentu. Hal tersebut juga berpengaruh terhadap kebersihan yang kurang terjamin karena kontaminasi dari bahan makanan yang bercampur.



### 1-EMPATHIZE

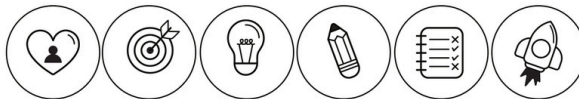
Melakukan observasi dan berinteraksi langsung dengan pedagang. Kita bisa menanyakan apa saja kesulitan yang dialami dan pengalaman serta kendala yang dihadapi.

### 3-IDEATE

Membuat alat niaga bergerak yang dapat melindungi barang dagangan dari udara dan debu yang kotor dengan memberikan penutup yang transparan agar jenis sayur dan yang lainnya tetap bisa terlihat dari luar (memudahkan penjual dan pembeli).

### 5-TEST

Tahapan ini adalah percobaan uji produk (trial & error) terhadap prototipe.



### 2-DEFINE

menemukan dan mengumpulkan berbagai temuan yang dapat kita jadikan sebagai rumusan permasalahan.

### 4-PROTOTYPE

Tahapan ini adalah percobaan pembuatan produk dalam skala kecil untuk dilakukan proses pengujian nanti.

### 6-IMPLEMENT

Pengujian/penggunaan secara langsung (real).



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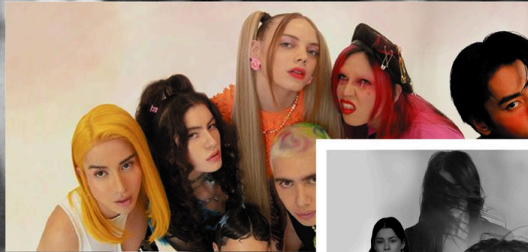
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*potherm*

is a basic form concept for an SUV car in 2035 that I have designed during my internship at Toyota Motor Manufacturing Indonesia. The prospective user of this concept is Generation-Z who have some interesting issues that I used to obtain the idea of this concept. The concept promotes a solution for one of many Generation-Z issues which is their privacy in maturity.



### ISSUE : PRIVACY PARADOX

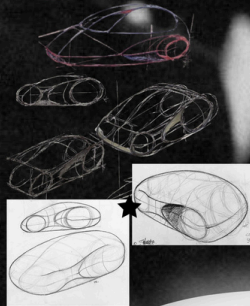
Generation-Z is the generation that appreciate their surrounding more than the other generation. They often flaunt their experience to get attention from the people. They use their social media to help them with their activities.

I forecast in the next ten years Generation-Z are going to experience a state of maturity where they will care and worry more about their privacy. On the other hand I forecast they will still want to flaunt their action for this nature is in the blood. It became a paradox in the lifestyle of the generation.



### SKETCHING

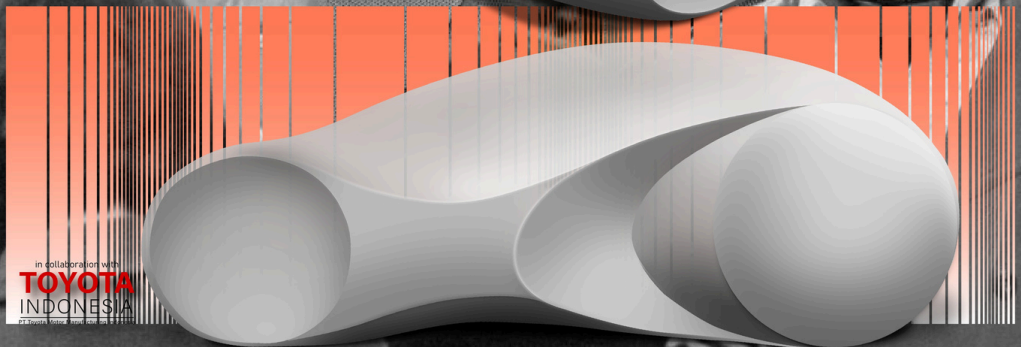
As Daft Punk is being the mood board, sketches must follow the mood board. I tried to find the basic shape of the helmet and later on I had to explore the shape so that I could find the key-sketch which is the starred one. This key-sketch would be turned into final output: Photoshop rendering as it is the images below.



### MOODBOARD

#### PERFORMANCE OF THE MYSTERIOUS

As the issue's solution, Daft Punk becomes the representation of the ideas for over 28 years hiding their identities but still showing up their performance. The helmet shape would later be explored on the hand sketches to find the basic form of the forecasting.



in collaboration with  
**TOYOTA**  
INDONESIA



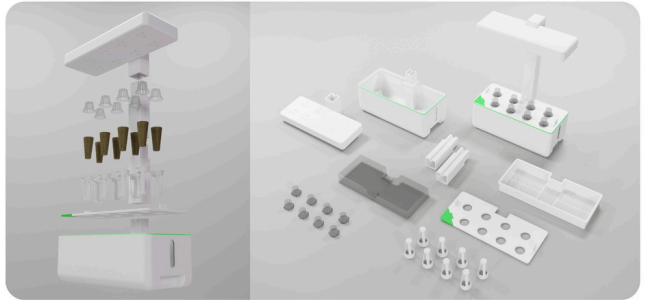
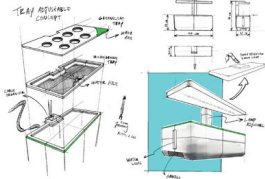
Harvesting Happiness with your own Pot

## What is Urpot?

Urpot is an innovative indoor farming tool on a household scale that offers convenience in farming because this tool is equipped with various features. Urpot can be a planting medium as well as a room decoration for your home. With a minimalist and modern design, Urpot can be the right solution to facilitate your interest in farming while decorating your home space.

## Design Concept

It responds to the needs of the younger generation who are concerned about a healthy lifestyle and the environment. The simple and contemporary design makes this appliance a statement piece in their home.



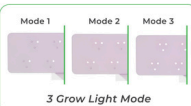
## Design Final



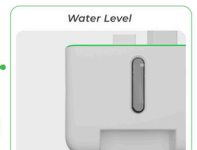
## product PLACE MENT

Customize this product to your taste! Its flexible design can easily adapt to a variety of room themes, from the most classic to the most contemporary.

## product FEA TURE



- Mode 1 for Greenfarm & Microgreen
- Mode 2 for Herbs Plant
- Mode 3 for Edible Flowers



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2024





# KOVERLY

personalize to best fit your aesthetic



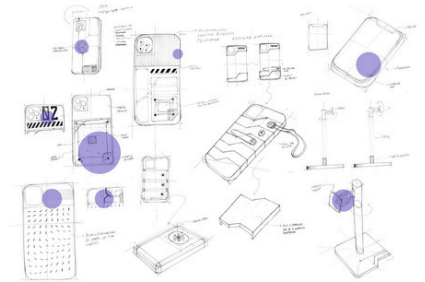
## PROBLEM STATEMENT & IDEAS

In today's age, plastic waste is a major problem that the world faces and will continue to confront in the future. It has become ingrained in our society, making it hard to avoid single-use plastic in our daily lives. One big contributor to this issue is the mobile phone accessory industry. Consumers often need to buy multiple accessories to add extra features to their phones, leading to a lot of plastic waste over time. Phone accessories are usually designed to serve only one function at a time, which means people have to keep switching between different accessories. This is complicated and adds to the growing problem of plastic pollution.

To tackle this issue, we can develop modular and sustainable accessories using eco-friendly materials. Promoting universal compatibility with standardized ports and universal adapters can reduce the need for multiple accessories. These solutions not only cut plastic waste but also improve usability. Modular accessories make it easy for users to attach and switch between different items, eliminating the hassle of dealing with cases that are hard to remove. This approach streamlines the user experience and encourages more sustainable consumption habits.

## DESIGN CONCEPT

Koverly delivers a futuristic yet acceptable solution with dual textures from recyclable material, offering a distinctive tactile and visual experience. Inspired by MagSafe technology, this modular system enables every phone to enhance its functionality and aesthetic through seamless customization that embracing inclusivity.



## DESIGN PROCESS & DEVELOPMENT

Koverly cases combine the practical use of aluminum and recycled plastic materials. The integration of neodymium magnets ensures a secure attachment for accessories, maintaining a firm hold.

The design incorporates snap-fit and dovetail joints for straightforward assembly and disassembly. This allows users to easily change and personalize their cases, adapting to different styles and preferences with minimal effort. Koverly cases offer a simple and efficient solution for those seeking both protection and customization for their devices.

## FINAL DESIGN

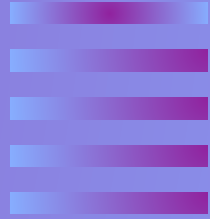
The outer case, crafted from aluminum, serves as a protective layer for both the phone and the first layer, shielding them from damage. The recycled plastic finishing adds a strong accent to the overall design, offering a simple and compact look.

With a detachable cover, users can effortlessly change the appearance of their device to match their personality or occasion. Simply press the edge to detach and customize as desired.



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Indonesia  
Jakarta

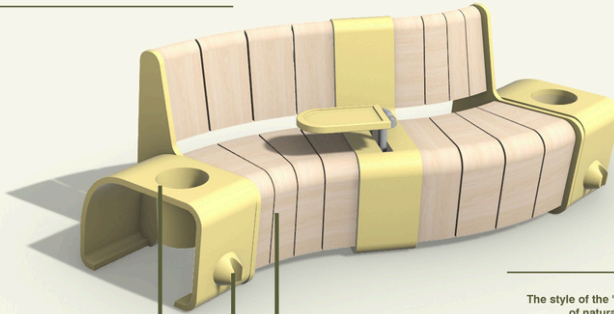
# Universitas Trisakti



Currently, many parks do not have ergonomic seating and parks are public spaces that are actually important for physical and mental health, because being active in the park can make a better mood and can gather with the community.

# SKALL

Park Bench



The style of the "skall" product have a combination of natural materials and wave-like shapes.

The "skall" design concept is inspired by the shape of the shell in the seating shape. "skall" comes from the Swedish word for shell.



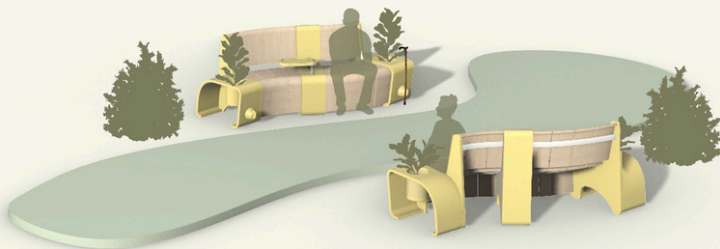
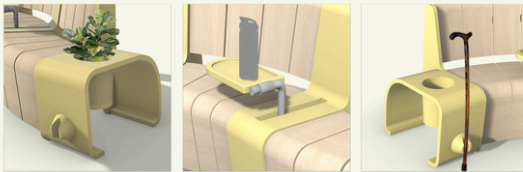
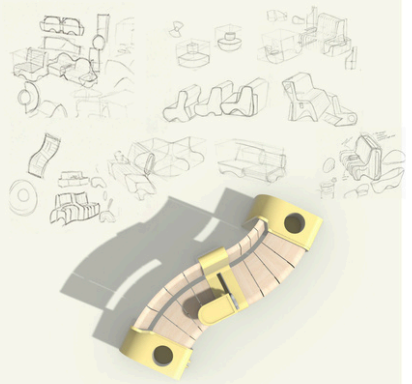
Powder Coating Steel.



ABS Plastic.



Acacia Wood.



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# Scootz: E-Scooter Dock Station and parking shelter for commuter

## Problem statement and Idea

E-scooter users are usually going out to work or for recreation in their spare time by taking the bullet train for commuting. There are main problems that are faced by e-scooter users: Running out of battery because there are no charging facilities E-scooters easily break because of exposure to extreme weather such as heavy rain. The problems above can be solved by providing an e-scooter dock integrated with the parking shelter to protect the e-scooter while parked for safety purposes.

## Colors Implementation



Using the colors of blue, green, and white. These three colors are taken from the MRT Jakarta logo.

- Blue: Symbolizes professionalism and trustworthiness.
- Green: Symbolizes environment and sustainability.
- White: Symbolizes modernity.

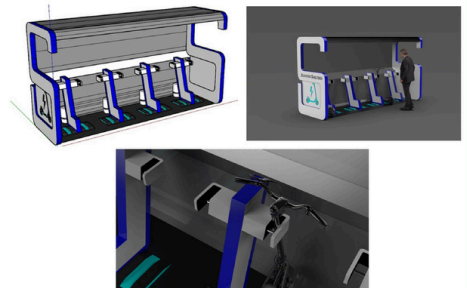
## Design concept

The parking shelter form is inspired by the letter "S" from the beginning words of "Scooter" and "Sporty" based on the targeted users. While for the e-scooter dock, form is inspired by the spirit of the thunderbolt symbol that has its meaning electricity.

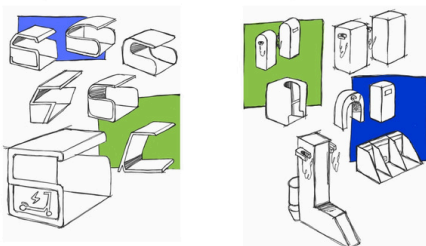
The parking shelter is made out of an aluminum plate for the "S" frame because it is easy to form the plate with a thickness of 10 cm so it can stand strongly. While, the shelter roof is made out of transparent fiber sunroof because it is high-resistant material so the e-scooter will be protected from extreme weather such as heavy rain, extreme heat wave, and strong winds.

The E-scooter dock is made out of aluminum material because it has good electrical conductivity, making it useful in electrical appliances. This material is suited for charging.

## Final design



## Design Process and Development



## Mockup



1:12 scaled mock-up



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# Rena

## Dog Hygiene Station

### Problem:

Locals are struggling with the hygiene problem caused by dog pets in Jogging Park 1, Kelapa Gading, North Jakarta, Indonesia.

### Ideas:

'Plastic Dispenser'

'Trash Bin'

'Drinking Station'

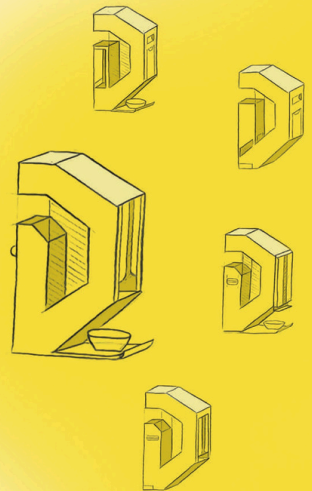
'Diaper Dispenser'

### Concept:

'A dog hygiene station that consists of plastic dispenser, trash bin, drinking station, and diaper dispenser for the Jogging Park 1 visitor.'

### Process & Development:

1. Problem Analysis - Made a survey about local problems in Jakarta surrounding area.
2. Gathering Data - Go for a location survey and collects all the main and supporting data needed.
3. Observing Data - All the data that was collected was sorted into categories and had them observed.
4. Analyzing Data - Analyzing the data available and jotted them down according to the categories that was made.
5. Data Study - Comparing the data that was collected with facts and studies that was already made. Comparing the design idea with similar existing products.
6. Design Criteria - Specify the things that must exist or available on the product.
7. Design Concept - Simplify the whole idea of the product idea into a simpler statement.
8. Sketch - Start brainstorming all the design idea in the form of sketch and developing them into the final design.



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# Electric Bike Parking for Offices

## Problem Statement and Idea

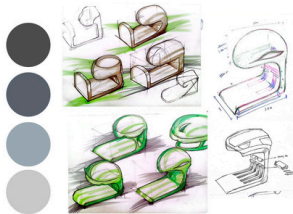
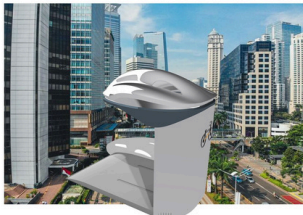
In the face of increasing urban mobility challenges and growing awareness of environmental sustainability, the use of electric bicycles as an alternative means of transportation has become increasingly popular. However, adequate parking infrastructure for electric bicycles is still lacking in many office areas, including in Sudirman Street. The unavailability of public parking facilities specifically for electric bicycles in offices along Jalan Sudirman means that users have to find a parking lot far from their workplace, adding to their travel time or parked in the available motorcycle parking lot without extra security.

## Design Concept

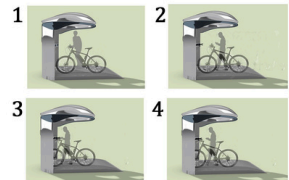
The design concept takes inspiration from the idea of safety, reflecting its primary function of protection. Such as the safety measures implemented to protect individuals when riding an electric bicycle, such as helmets. This design embodies the same principle by providing a reliable and effective shield against potential threats.

The product uses stainless steel material as the main material, the base of this parking lot uses a solid material such as concrete, the locking part uses a sturdy steel material. In the charging dock section using polypropylene (pp) plastic material. The locking system contained in this product is using a magnetic lock which is paid to access. This product has dimensions of 2.1m long, 1.8m wide with a height of 2.3m and the size of the locking bars is 25.5mm in diameter.

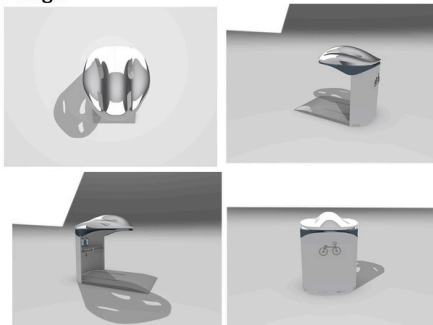
## Design Process & Development



### Instruction



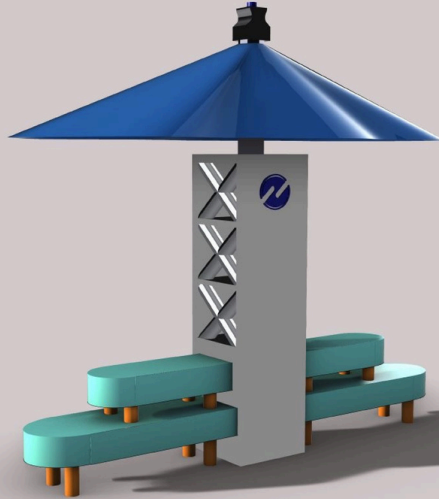
## Final Design



## Prototype



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# Transforming Transjakarta Bus Stop Sign: A Modern Solution for Jakarta Mobility

## Problem Statement

Many Transjakarta bus stops lack adequate protection from weather conditions such as rain, intense sunlight, and wind. This exposes passengers to discomfort while waiting for the bus, especially during peak hours and harsh weather. Without proper shelter, passengers are less likely to have a positive waiting experience, which can reduce overall satisfaction and discourage the use of public transportation.

## Idea

Designing a transjakarta bus stop with a protective hood and adjustable seating that is not as big as the suburban bus stop which will be placed in Martha Tiahahu Park, Blok M. Using steel as the main material, and has 4 seats.

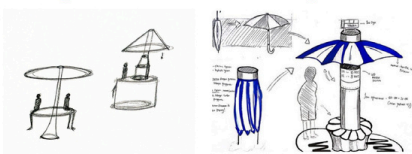
This product will use an operational system that does not take up much space. Namely using an umbrella framework system.

The "Transeat" design concept was inspired by several tents placed haphazardly and unstrategically at a distance from where the bus stops, which makes the area look chaotic and unsightly.

## Design Concept

The "Transeat" design concept was inspired by several tents placed haphazardly and unstrategically at a distance from where the bus stops, which makes the area look chaotic and unsightly.

## Design Process and Development



## Color Implementation



**transjakarta**



Inspired by TransJakarta buses, this product uses the colors of old blue, white, toska, and orange.

Old blue: Symbolizes tranquility.

White: Symbolizes health.

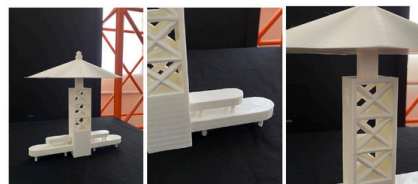
Tosca: Symbolizes peace, tranquility, and balance.

Orange: Symbolizes warmth and spirit.

## Final Design



## Mock-up



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# CYCLE NEST

## Public Bicycle Locker

### PROBLEM

The problem that led to the design of the "Cycle Nest" is the lack of bicycle parking facilities at Transjakarta bus stops. This forces cyclists to walk from their homes or other locations to the stops, which consumes both time and energy.

### IDEA

- Secure Storage
- Convenient
- Modular
- Outdoor
- Ergonomic
- Weather-Resistant
- Digital Technology

### CONCEPT

The design concept of "Cycle Nest" revolves around creating a secure, modular, and weather-resistant bicycle storage solution for outdoor use at Transjakarta bus stops. It integrates modern digital technology, such as digital locks and surveillance cameras, with ergonomic features like bicycle lifting aids to enhance user convenience. The modular design allows the lockers to be customized according to the needs and capacity of each location, addressing the lack of bike parking facilities and promoting cycling as a sustainable urban transportation option.

### PROCESS & DEVELOPMENT

#### 1. Problem Identification:

- The first step was recognizing the issue: the lack of bicycle parking facilities at Transjakarta bus stops. This problem forced cyclists to walk from their homes or other locations to the bus stops, which was time-consuming and inconvenient.

#### 2. Research and Analysis:

- A thorough analysis of existing transportation infrastructure and cyclist needs was conducted. This likely included studying the behaviors and preferences of cyclists, the current state of bike parking in Jakarta, and the specific challenges of integrating bike storage at bus stops.
- Research on materials suitable for outdoor use and capable of withstanding Jakarta's weather conditions was essential. Fiberglass was selected for its durability, strength, and weather resistance.

#### 3. Conceptual Design:

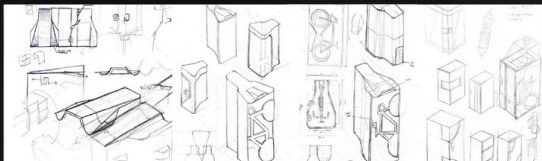
- The design concept was developed with a focus on creating a secure, convenient, and modular solution. This involved brainstorming and sketching different design ideas that would meet the identified needs.
- The integration of digital technology, such as digital locks and surveillance cameras, was planned to enhance security. Ergonomic considerations, like the inclusion of a bicycle lifting aid, were incorporated to make the lockers user-friendly.

#### 4. Prototyping:

- A prototype of the "Cycle Nest" locker was created to test the design's functionality and shapes in 3rd dimensional perspective..

#### 5. Final Design Development:

- After successful prototyping, the final design was developed. This included detailed drawings and specifications for production.
- The final design combined modern technology, practical user needs, and aesthetic considerations to create a functional, safe, and visually appealing product.



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Indonesia  
Bandung

# Institut Teknologi Bandung

# Designing for Adoption: Participatory Approaches to Waste Processing Solutions in Bekasi, Indonesia

## Abstract:

This research examines the gap between designers and communities in participatory design practices, using community-adoptable waste processing as a case study. The research was conducted in Mekarmukti and Tanjungbaru, Bekasi, West Java. Key motivational factors within the community, such as economic benefits and pride, influenced the acceptance of proposed solutions while constraining them to options that aligned with local preferences. Designers formulated solutions that sought to accommodate these preferences. This qualitative study employed a participatory action research approach, with material exploration methods integrated during the implementation phase. Laboratory-scale experiments were conducted prior to the broader application of the findings. As of this writing, the preparation phase is ongoing. The results suggest that waste processing solutions are more readily accepted when they align with the community's technical preferences, do not require substantial investment, and avoid significant disruptions to daily routines. A process model is proposed that emphasizes solutions minimizing additional work and behavioral changes. The artifact model remains under development.

## Identified driving factors

1. Economic motivation
  2. Pride
- Monetizing residual waste  
Becoming an observational learning experience for other communities

## Residual treatments

- Using existing community facilities  
Proposing affordable tools  
'Residual waste' refers to any residual waste as defined by the community  
Minimizing extra activities

## Internal Challenges

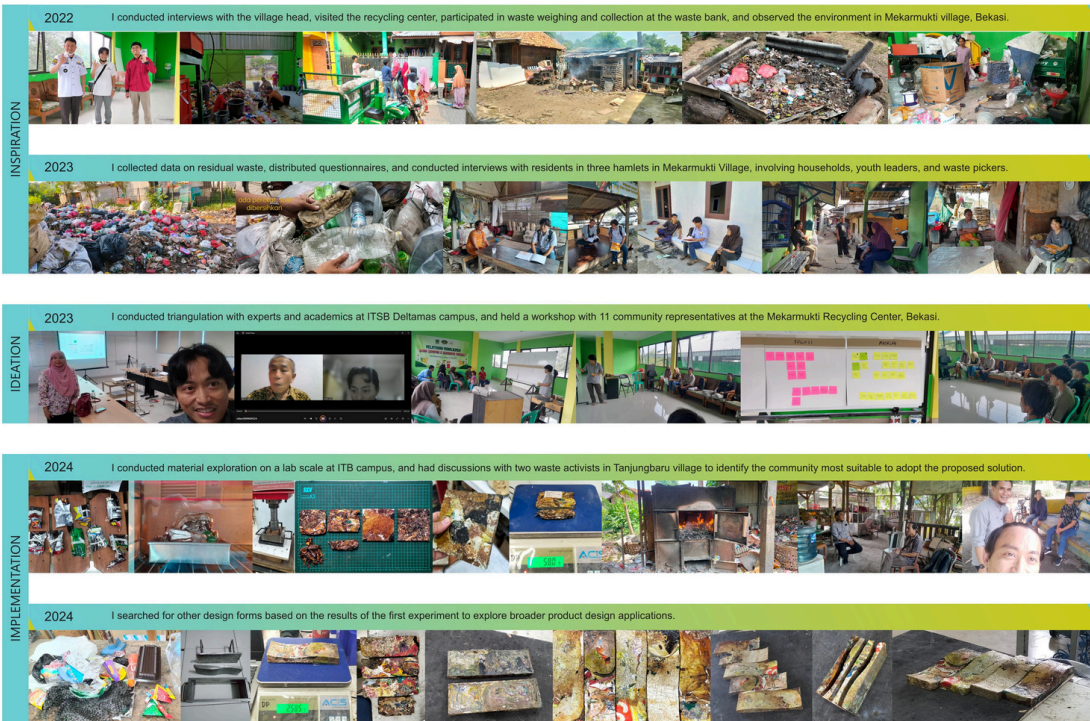
1. Lack of facilities
2. Lack of investment capacity
3. Technical knowledge and preferences
4. The community's daily life

## Concept:

FIT: match, appropriate, suit, contextual

- Utilizing existing waste furnace  
Mold and 5-ton press machine  
Waste that cannot yet be monetized  
Avoiding residual waste sorting  
Avoiding residual waste shredding  
Avoiding residual waste washing  
Avoiding material purification

## THE JOURNEY



The exploration of material applications for product design is still being developed. The results will be expanded at the research site together with the community.



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# FLATPACK CLASSROOM FURNITURE DESIGN 1:10 FOR SPATIAL LEARNING MEDIA FOR ELEMENTARY SCHOOL STUDENT

## BACKGROUND

This research aims to enhance students' sensitivity to the classroom through a product design in the form of a 1:10 scale flat-pack classroom furniture model of student desks and chairs, which can serve as a learning aid. The product made from child-friendly materials, featuring components that students can assemble themselves. This product enables students to learn about and recognize the layout of their daily classroom environment through play and simulation, alongside their teachers and peers. The concept is popular because of its cost-effectiveness, convenience in transportation, and ease of storage. Instead of purchasing a fully assembled piece, customers receive furniture parts, often in a flat box, along with instructions and the necessary hardware.

## METHODS

This research is conducted through a creative-based approach aligned with the fields of fine arts and design. The methods used include observation and creative experimentation, directly involving users to produce a suitable product. The resulting model will indirectly train students' spatial abilities in arranging and assembling an object according to instructions, as well as their problem-solving skills.

### 1. DATA COLLECTING AND SIDE VISIT

The data collected includes the characteristics of children, the types of furniture used in schools, safe plastic materials for children, and various designs of classroom models.

### 2. CRITERIA AND CONCEPT

The criteria for the product design are established by considering several aspects, particularly the characteristics and behaviors of children as users, the clarity of information regarding the shapes of components and the assembly process for elementary school-aged children. The selection and use of materials that are safe and non-toxic are also prioritized, along with practical factors for packaging and mobility.

### 3. IDEATION

The main forms to be constructed are desks and chairs for elementary schools. Various models and shapes of desks and chairs used at the elementary level have been collected for benchmark.

### 4. MODELLING

The modeling process uses SketchUp software to translate the selected desk and chair model components. The modeling process uses a 1:10 scale, meaning the product will be 10 times smaller than the actual object.

### 5. PROTOTYPING

The prototype is created using a 3D printer. The expected results must be highly precise according to the design, as the assembly system is considered. The filament material used is polylactic acid (PLA), which is known for its strength, durability, and eco-friendliness.



Several models of student desks and chairs used in elementary schools include the single-seater model (left), the long bench model (middle), and the aluminum model (right)



Desks and chairs for students are made from meranti wood.

Classroom Object Recommendation																			
Classroom	Chair	Desk	Table	Storage	Shelf	Bookshelf	Blackboard	Whiteboard	Projector	TV	Sound System	Lighting	Door	Window	Floor	Wall	Roof	Plants	Decor
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Students' opinions regarding objects in the classroom.

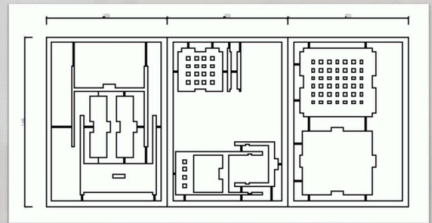
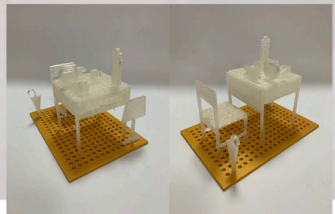


Table and chair component working drawing



Modeling is created using software by combining the components.



Final product with variant color

## RESULT & DISCUSSION

This flat-pack furniture design represents an effort to create a product that can be utilized by both students and teachers in the classroom. For students, this design provides information and experiences about the area they occupy during their school years. Additionally, it helps cultivate students' sensitivity to shapes by observing the existing components. Creativity, courage, and freedom of expression are also nurtured through the assembly process. For teachers, this design can serve as an introductory activity at the beginning of the school year, where each student is asked to assemble their furniture and then showcase it to their classmates. The hope is that this will enhance students' understanding of space.



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Indonesia  
Surabaya

# Institut Teknologi Sepuluh Nopember



# Bamboo Coiling Jewelry: Nature's Elegance in Design

Bamboo is widely available in Indonesia and has greater resources than wood but is less utilized. This is due to limited processing techniques, which result in fewer product variations and a preference for wood. Despite its better ecological impact, bamboo's potential remains underexplored. With growing environmental awareness among Millennials and Gen Z, bamboo could be further developed. In Indonesia, traditional techniques such as weaving, bending, lattice, and coiling are used for making appliances and furniture. The coiling technique, in particular, shows promise for creating innovative jewelry, enhancing bamboo's value and use.

## 1 Background



Indonesia's bamboo potential is abundant, reaching 10.4 million tonnes

Limited variety of bamboo coiling products in Indonesia

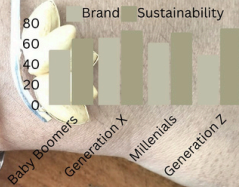
Low selling price of bamboo

Potential skills of Indonesian bamboo coiling artisans to make coiling products

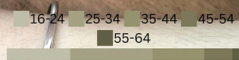
## 2 Special Potential

Gen Z is the generation with the most potential to use bamboo coiling products because among all generations Gen Z is the most motivated to purchase products based on their sustainability aspects. Gen Z's interest in fashion and jewellery also needs to be considered to increase their potential to use bamboo coiling products. In terms of marketing, Gen Z, which has the largest population dominating with around 74.93 million people, or 27.94% of the population in Indonesia today, is the most extensive and potential target market. Therefore, jewellery was chosen as the product to be developed using bamboo material and coiling technique.

Product Purchase Motivation



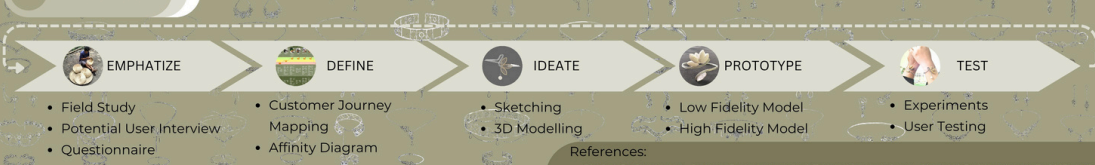
Purchase of Fashion and Jewellery Products by Age



## 3 Goals

- Utilising the abundant potential of bamboo in Indonesia to produce bamboo coiling products as jewellery that can elevate the selling value of bamboo.
- Expanding the variety of bamboo coiling products by achieving a variety of coiling sizes and shapes.
- Exploit the market opportunity of sustainable products, especially for Generation Z by producing sustainable jewellery products.
- Lifting the economy of the community by utilising the hand skills of the craftsmen and empowering the SMEs.

## 4 Method



## 5 Result & Discussion

### Bamboo Types

Each bamboo has different characteristics including colour. From the eight bamboo experiments, ori bamboo has the brightest colour, making it perfect for jewellery.



### Joinings

The following six joining systems were tested. All can be applied to bamboo coiling, so their use can be customised to suit the needs and desired shape.

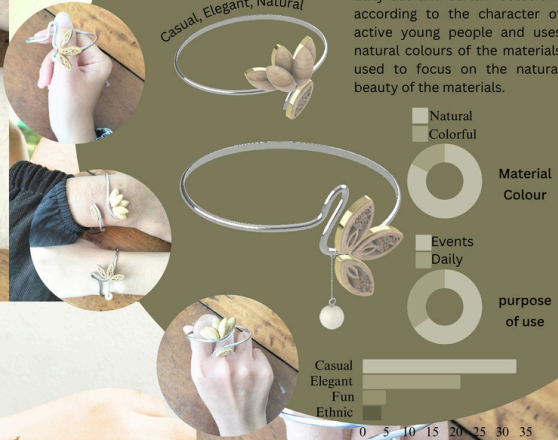


### Coiling Shapes

Bamboo strips can be applied to the basic shape of a small quilling paper technique with a thickness of  $\pm 0.1$ mm.



## 6 Final Design



### References:

- Rizqi, H. D., Guntur, H. L., Putra, A. B. K., Kusumadewi, T. V., Hakim Nasution, A., Sinansari, P., & Kurniawan, F. (2023). Kajian Potensi Bambu untuk Mendukung Penerapan Co-firing pada Pembangkit Listrik Jawa Bali.
- Trifonova, V. (2021, March 9). What to Know About Targeting Fashion and Jewelry Buyers - GWI. <https://blog.gwi.com/chart-of-the-week/fashion-and-jewelry-buyers/>
- Gen Z cares about sustainability more than anyone else – and is starting to make others feel the same way. (2024, September 10). World Economic Forum. <https://www.weforum.org/agenda/2022/03/generation-z-sustainability-lifestyle-buying-decisions/>



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## Background



304.33 rb

Glass waste is a major contributor to environmental pollution. In single stream recycling systems, glass becomes an increasing contaminant due to broken glass.



15-20%

The Association of Indonesian Retailers (Aprindo) Bali has predicted an increase in alcohol sales, which is expected to lead to a higher usage of glass bottles.

## Potential



Sea glass has a positive impact on the environment as it is a recyclable material that can be used as a substitute for new raw materials.

## Goals

1. Producing and exploring the recycling of glass bottle waste into sea glass using a rock tumbler.
2. Creating jewelry products that are sustainable.
3. Creating sustainable jewelry designs using sea glass materials that offer environmental value.
4. Understanding the characteristics of sea glass. Gaining knowledge and insights into the process of recycling glass bottle waste.
5. Enhancing knowledge about environmental conservation.
6. Understanding the potential for recycled jewelry that could attract public interest.

## Conclusions & Suggestions

### Conclusions

Glass waste is classified as one of the environmental pollutants that is difficult to decompose.

There is potential to develop glass waste into sea glass by applying the technique of kintsugi, integrating cultural aspects.

### Suggestions

Develop further efforts to create sustainable products.

There is significant potential to further explore and develop other products by catering to the preferences of each generation.

## Design Process

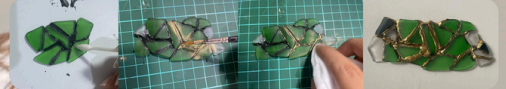
### Exploring SeaGlass

Material exploration is conducted to produce sea glass gemstones. Several stages are carried out through direct experimentation using a rock tumbler machine.



### Exploring Kintsugi

A technique originating from Japan emerged where broken glass is repaired in a more elegant and aesthetic manner using gold powder. The process of creating Kintsugi ceramics involves adhesive, which is substituted with epoxy glue.



### Seaglass Kintsugi

The concept of embracing impermanence and change in life aligns with the principle of wabi-sabi, which is to find beauty in imperfection and uncertainty.



## Design Concept

**Exquisite**  
Elegant, Emotional, Experience

**Ethnic**  
Identity, Perfection, Culture

**Earthy**  
Resembling of earth, Homely

## Product Result

### Nusantara Series



### Ermi Series

### Osa Series

### Dhara Series



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# Loop

SCOBY MATERIAL EXPLORATION FOR APPAREL DESIGN DEVELOPMENT FOR ECO-FRIENDLY LIFESTYLE USER. FROM BACTERIA TO BIOFABRICATED MATERIAL



The phenomenon of a healthy lifestyle by consuming herbal foods and drinks has increased during the recent pandemic. One of them is kombucha. Kombucha holds the potential of the fermentation results that occur during the kombucha making process, SCOBY.

SCOBY (symbiotic culture of bacteria and yeast) is a cellulose fiber that is on the surface of the kombucha. Over the past few years, there have been many studies related to SCOBY which are believed to be an alternative textile material.

In determining the main idea to be developed in this product, a survey was also conducted through a questionnaire with a total of 50 respondents and 24 respondents regarding the shape and color criteria for emotional design stimulus to represent SCOBY appearance.

Analyze Data

Define Shape

Image Board

Emphasize Mood



Wearable

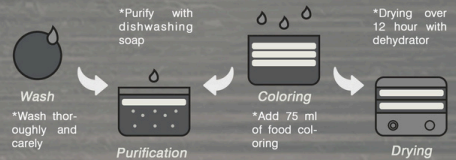
Adaptif

Nature

Experimental

Unexpected

Quiet luxury, unexpected twist, and stylish practicality" (Spedding, 2024). This highlight is taken from the shift in bag models that are more towards timeless classics and wearable (Oliveri, 2023)



Final material with red, purple, and green food coloring. Texture produce by dehydrator mold



## 6. Final Design

The assessment criteria needed to determine its shape include its design, scoby utilization and functionality. The angular shape of the product is an absorption of the sour taste of the scoby which is associated with a shape [4]

## Bibliography

- [1] S. Soares, "No Title空間像再生型立体映像の 研究動向," Nhk技研, vol. 151, pp. 10-17, 2015.
- [2] Spedding, E. (2024, May). <https://www.vogue.co.uk/article/spring-summer-2024-bag-trends>
- [3] Oliveri, L. (2023). The 8 Most-Wanted Bag Trends for 2024.
- [4] Velasco, C., Woods, A. T., Marks, L. E., Cheok, A. D., & Spence, C. (2016). The semantic basis of taste-shape associations. PeerJ, 2016(2), 1-20.



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# Universitas Kristen Maranatha



# “Wuku Sinta Into the Creative Industry”

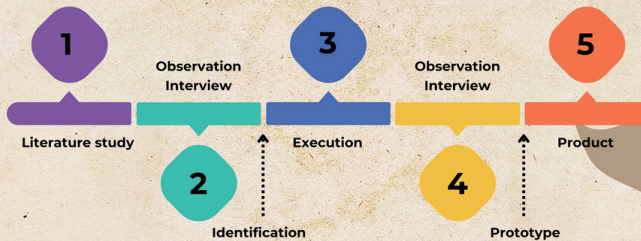
## ➔ Introduction

The Javanese Pawukon calendar plays an important role in everyday life, and also has deep spiritual and aesthetic meanings. The aesthetic value contained in Serat Pawukon -Wuku Sinta- has not been widely utilized in batik motifs implemented in everyday products.

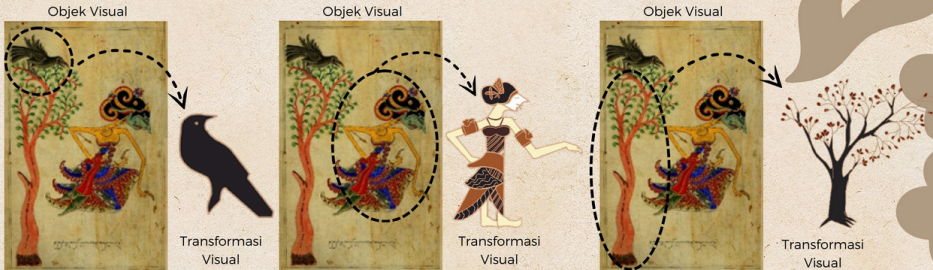
**The problem** in this research is how the visual form of batik produced from serat pawukon -Wuku Sinta- and its implementation in the creative industries.



## ➔ Method



## ➔ Creation Process Pawukon-Wuku Sinta



## ➔ Products Implementation



## ➔ Acknowledgment

Thanks to Universitas Kristen Maranatha for providing Research Grants through the Domestic Research Partner Collaboration Scheme with Institut Seni Indonesia, Yogyakarta.



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# Exploration of Local Wisdom Bujangga Manik's Journey in Ancient Sundanese Manuscripts into batik motifs

## Introduction

Nowadays, many people (including bloggers and vloggers) write about events they experience, either through personal notes or on social media. History records that in the 15th century, there was an ascetic from the Pakuan Kingdom, Pajajaran in the archipelago who diligently recorded his journey to hundreds of places in the archipelago, from Java to Bali. His travel notes were written on Nipah leaves. The artifact contains notes from Bujangga Manik, in every location he passed, such as mountains, rivers, beaches, villages, and islands in the archipelago. The manuscripts are written in ancient Sundanese and have been widely studied by experts in the field of literature or other literacy fields. However, no one has studied the Bujangga Manik Manuscript which is associated with the creation of batik artwork.



**The problem** in this research is how to transfer the visuals from ancient Sundanese manuscripts into the visual form of batik motifs as a national identity.

## Method

Pra Riset: Studi Literatur

Observation

Data processing

Transformation narrative to visual

Digitalization

Production process

Visual Analysis:

Visual Exploration of Nusantara Batik Bujangga Manik

Research Findings

Exploration of Local Wisdom into batik motifs Bujangga Manik as a Strengthening of National Identity

## Translation of Old Sundanese Manuscripts

*deuk di na mu(n)kal datar,  
teher ngahihidan a' wak. /i/  
Teher sila ne(n)jo gunung:*

*Itu ta na bukit Ageung,*

*Hulu wano na Pakuan.*

## Translate to English

sat on a flat rock,  
then fanned himself.  
Then he looked at the mountain:  
That was called  
Ageung Hill,  
The highest peak in the  
Pakuan region.

## Exploration of Local Wisdom

Bujangga Manik

Flat Stone

Attribute:

Cihaliwung River

## Visualization

Composition: Visualization of the figure of Bujangga Manik sitting cross-legged on a flat stone

Visualization of the flow of the Cihaliwung River (Ciliwung)

The colors used are orange, brown, light green, and shades of indigo blue.

## Digitalization Process

The process of creating the Bujangga Manik Sila batik motif composition starts with the manual drawing of each component, making a collage (left), and then composing it using digitalization (right).



## Products Implementation



Bag



Sleeping eye mask



Chair



Skateboard



## Acknowledgment

Thank you to the Ministry of Education, Culture, Research, and Technology for Fiscal Year 2024, with the research master contract no. 106/ES/PG.02.00.PL/2024 with No. Derivative Contract: 007/SP2H/RT-MONO/LL4/2024, 344-A/LPPM/UKM/VI/2024 dated 18 June 2024.



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# Universitas Kristen Duta Wacana x Politeknik ATMI Surakarta





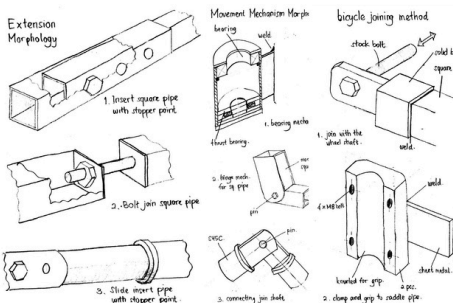
## Problem Statement & Ideas

Cycling has become a people's lifestyle. Small carrying capacity is always a limitation of bicycles. Some bicycles require the ability to carry loads, such as delivery couriers, sellers and small and medium business owners who use bicycles for selling, bicycles for work and shopping, or touring bicycles for carrying loads. This limitation influences people's decisions in choosing bicycle for transportation, because it is difficult to carry large or heavy items. Bicycle owners are reluctant to buy new bicycles specifically for carrying loads, because this wastes money and is inefficient. Based on internal survey, cyclists prefer to buy transportation aids that can be installed on their bicycles when needed.

Thus, a new design for load carrier aids is needed, which can be installed on a variety of bicycles in a stylish manner. The design needs to be made light but with proper construction engineering to achieve strength and safety. Transport equipment must be easy to control, making it easier for cyclists to maneuver. An extension feature was introduced in this design to help users carry larger loads, but can be shortened when not needed. Transport equipment must be able to be stored compactly, when not in use.

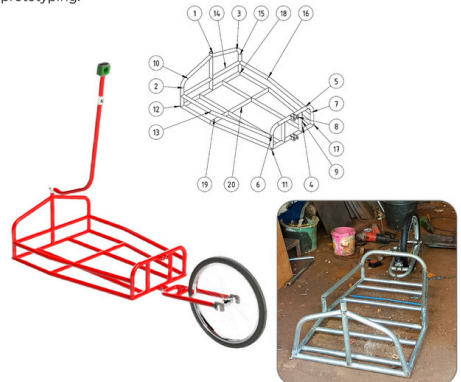
## Design Concept

Design are prepared based on user needs and desires. The design needs to meet the following criteria: 1) can be installed easily on a bicycle; 2) light, strong, and safe; 3) agile in maneuvering; 4) extensible; and 5) compact storage.



## Design Process & Development

The design process begins with determining the list of requirements, creating the design concept, creating the design embodiment, and prototyping.



## Final Design



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Indonesia  
Bandung

# Institut Teknologi Harapan Bangsa



## Arleti Series Harjuna Sosrobahu Gagah Prakosa

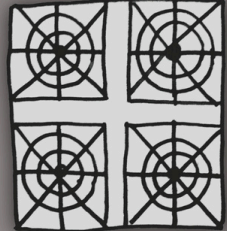
Masagi Collaboration with Arleti Mochtar Apin

### Project Creation Process by

Arleti Mochtar Apin  
Lucky Hendrawan (Abah Uci)  
Masagi Signature

Motif Batik ini digagas dari. Serat kuno yang menceritakan Harjuna Sosrobahu, kesaktian ilmu yang dikuasainya disertai wajah yang tampan serta tubuh yang gagah amat menawan.. Batik ini menggambarkan citra fisik Harjuna Sosrobahu tersebut . Susunan dari motif utama naga, motif tambahan sayap dan segieempat. Dengan komposisi yang stabil berjejer diselingi motif utama yang lebih kecil. Pemilihan warna keseluruhan mengambil warna khas batik Yogya yaitu biru tua dan coklat sogan.

Pertama kali di pamerkan : Bandung, 1 September 2022



*Sketsa awal motif utama dan isen yang diangkat dari iluminasi serat kuno Harjuna Sosrobahu*

Artwork di print menggunakan teknologi UV printing

Tas menggunakan material kulit asli



Kain Batik



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# Universitas Dinamika STIKOM Surabaya



## BACKGROUND STORY



For the Javanese, Javanese script is not only tool for writing but also a spiritual expression by giving philosophical and symbolic meanings to each letter.



Furniture industry center of Pasuruan in Bukir subdistrict is the people's furniture industry of East Java. Famous for a variety of furniture products made from teak wood.

## DESIGN CONCEPT



symbolic meaning of letter 'ra'

= rasaningsun handulusi

(true love arises from a pure conscience)

couple stool

daily life needs: FURNITURE

not single entity

love

## MOODBOARD

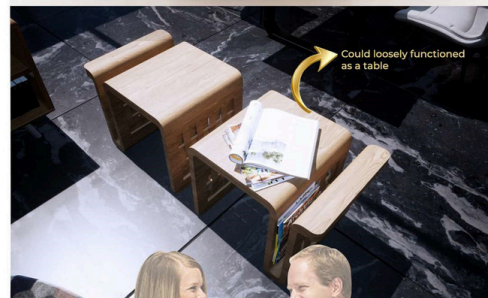


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University : Universitas Dinamika Surabaya  
Email : rizna.eka@gmail.com

# Jawi Stool



## FINAL DESIGN



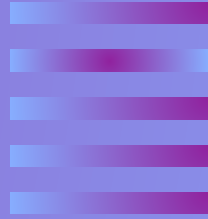
SIIDEF

Sewon International Industrial Design Fair 2024



UNIVERSITAS Dinamika





Malaysia  
Selangor

# Universiti Teknologi Mara



**Unwind** is a friendly and entertaining ornamental indoor wall game supplied in hotel rooms as one of the hotel's attractions. Users can enjoy moments of intrigue while playing and exploring this interactive game. The wall game is an additional exercise that encourages learning while playing with one or two participants. Unlike a typical board game, this product promotes famous buildings in a Malaysian tourism destination that up to four players can explore. It is designed for people of all ages and genders who enjoy spending time with friends and family in a traditional manner. Placing this game at the hotel will create an eye-catching wall for each room. It can be hung on the wall as a beautiful decoration for the rooms to eliminate the monotonous space and enjoy artistic life.



## Problem Identification

- The vast majority of hotel customers pass their time in their rooms by doing nothing more than watching television or using their smartphones, rather than appreciating the time they get to spend in the room with their families.
- The large number of hotels in Malaysia do not offer any kind of physical interactive game in the guest rooms as part of their list of facilities and services.
- The majority of the games that are supplied at the hotel are solely commercial board games that are sold on the market. Since these games are widely available, hotel guests are not interested in playing them.

Target User

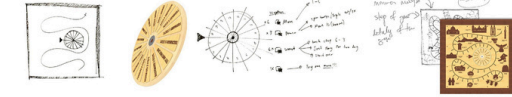
Vacations travellers and children

Target Place

Hotel lobby and room

## Design Objectives

- To ensure that users are able to optimise their experience and fully appreciate the one-of-a-kind qualities of the hotel amenities that the hotel supplies.
- To educate and entertain hotel guests who are interested in learning more about Malaysian tourist attractions through a combination of learning and playing activities.
- The goal of this project is to build a multipurpose product that may operate as an engaging interactive ornamental item and provide a moment of family bonding for members of the family while they are staying there.



**#1**  
The board game is displayed orderly on the room's wall in the hotel.



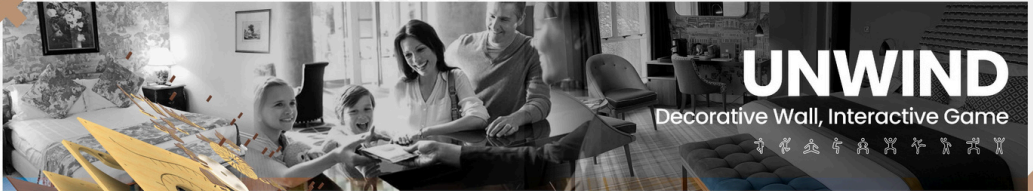
**#2**  
When hotel guests check into their room, they discover a game board affixed to the wall.



**#3**  
Hotel guests, full of curiosity, spin the spinner in the centre of the room to find out what the next turn will be.



**#4**  
They continue to take turns in the same manner until one of the players is able to move all of his pieces to the final track.



# UNWIND

## Decorative Wall, Interactive Game

### #1 Features

Can be kept up for easy storage and due to the lightweight materials.

### #2 Features

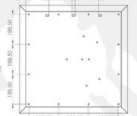
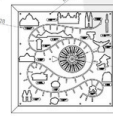
The design of these decorations makes them simple to set up and simple to replace.

### #3 Features

Can be kept up for easy storage and due to the lightweight materials.

### #4 Features

It is made of layers of wood and uses laser cutting to reshape the overall design.



### Manageability

Convenient decorative and easy to install.



### Functional

Flexible, moveable device

### Minimalist

Match with various interior



### User Friendly

Easy to play with a clear instruction



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# MAT

## ABSTRACT

"Myth of Mat Chinchang" is a collection of dolls representing three giants from the legend of Mount Mat Cincang. These dolls are unique, each equipped with a voice feature that introduces itself, saying, "Aku lah Mat Chinchang." They are adorned in traditional warrior attire known as "taju sikap" and wear distinct "tanjak" (and of them wear Daster (traditional Malay headgear), each symbolizing different themes: "Tanjak Pucuk Rebung", "Tanjak Temenggong Kedah", and "Tanjak Sudu Itik." These dolls embody Malay cultural heritage and the identity of the three giants, Mat Chinchang, Mat Sawar, and Mat Raya, who are believed to have DNA originating from Langkawi. This representation through dolls emphasizes the richness of Malay folklore and the significant cultural symbolism of these legendary figures.

The primary aim is to develop a versatile promotional product that educates and raises awareness about Langkawi's cultural history while attracting tourists. By integrating interactive elements, storytelling, and practical features, the product seeks to enhance travel experiences and deepen visitors' connection to local mythology.

## ISSUE

- People don't know stories myths and legend related to geography.
- Existing collectible story audio player only has the audio feature.
- This generation prefers visual and audio learning rather than reading.

## DESIGN OBJECTIVE

- create an educational Content to give knowledge to people about myths and legends related to geography.
- Audio-Visual integration that Combine high-quality audio storytelling with visual displays.
- Designing the product with a collectible element, such as a series of stories or themed collections, to encourage continued engagement and learning.

### Tanjak Pucuk Rebung



## DESIGN CRITERIA



Durability



Safety



Educational Value



Collectability

## Target User



Gen z

Gen z tend to choose digital content over traditional reading. They are heavily involved in social media, value instant communication and visual content. They are tech savvy, socially conscious, and prefer video and interactive media for information and entertainment. Gen Z also likes something they can experience.



Pahlawan cloth



Story Telling

## Research Process

Semiotic analysis  
Analysis and Interpretation  
Conceptualization and Design

Research & Familiarization

Existing Product Analysis

Idea Generation

Findings analysis

Brand -styling  
Characters

Cultural Creative Gene  
Principle (DNA)

Brand - Style Dna Of Culture  
Design Language  
R-O-I  
Mood Board

Analysis and interpretation

Design Generation

## Design Process



collection of eyes



collection of lips



collection of face expression



collection of body posture and size



Finalize body



Final characters





This process are about going deep into the rich cultural tapestry of Langkawi legends, which is Mahsuri. It aims to explore the myths and Legends deeply rooted in Langkawi's history, characters, setting, themes, cultural context, and significance within Langkawi's folklore.

## RESEARCH &amp; FAMILIARIZATION



## DNA EXTRACTION



Creating a brand-style DNA for a concept as the legends of Mahsuri involves establishing a unique identity that reflects the essence and values of cultural heritage in a modern context.

designed by Fauzan Haqqain

FH

## CHARACTER PROFILE

Developing characteristics for Mahsuri Legends involves a deep dive into her legend, historical context, cultural significance, and the values she embodies.



## DOLL HOUSE PLANNING

The dollhouse of Rumah Mahsuri's exterior and interior research planning that aims to offer an immersive glimpse into traditional Malay architecture and the legendary life of Mahsuri. It serves as both decorative piece and an educational tool, bringing to life the rich cultural heritage of Langkawi.



## PROBLEM STATEMENT

Modern lifestyles often lack exposure to traditional cultural settings

There is a decreasing connection with historical heritage, particularly among younger generations.

Need for engaging and educational methods to preserve and share the story of Mahsuri and traditional Malay culture.

## DESIGN CONCEPT

The dollhouse aims to recreate the authentic exterior and interior of Rumah Mahsuri, blending detailed craftsmanship with historical and cultural accuracy.

It is designed to offer an educational and visually captivating representation of traditional Malay living, highlighting the Mahsuri's story and the architectural heritage of Langkawi.

## IDEAS

Accurately represent the traditional Malay architecture and interior design of Mahsuri's house.

Provide an informative and engaging experience that educates users about Mahsuri's legend and traditional Malay culture.

Incorporate elements that encourage interaction, such as movable figures or hidden details, to enhance user engagement.

## EXTERIOR DESIGN

## INTERIOR DESIGN

THE ICONIC  
TEBAR LAYAR

Name : Abu Ali | Siti Salwa Isa | Wan Zaiyana Mohd Yusof | Nor Lelawati Jamaludin | Fauzan Haqqain Mohd Fauzi  
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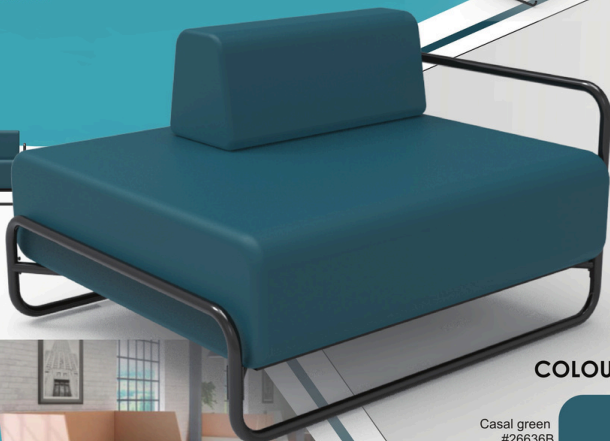




# EcoEase Chair.

Introduce our new sustainable lounge chair, designed specifically for breakout areas, that epitomizes eco-friendly innovation and modern comfort. This unique piece of furniture is crafted using coconut fibre, a renewable and biodegradable material, showcasing our commitment to sustainability and environmental responsibility.

## SEATING POSTURE.



## COLOUR

Casal green  
#26636B

Black  
#231F20

## DESIGN OBJECTIVE

Designing a Sustainable lounge chair for Breakout Area in the Office that offers the comfortability to the user.

## DESIGN OBJECTIVE

- To design a lounge for breakout area
- Designing a chair that use sustainable materials.
- Designing lounge chair that offer the comfortability too the user.

## DESIGN CRITERIA

- Simple Design
- Eco Material
- Comfortable
- Easy to Manufacture

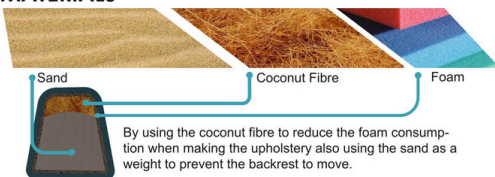
## TARGET USER

- Office Employee

## TARGET AREA

- Breakout Area
- Office

## MATERIALS



By using the coconut fibre to reduce the foam consumption when making the upholstery also using the sand as a weight to prevent the backrest to move.

## DESIGN PROCESS



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University : UNIVERSITI TEKNOLOGI MARA (UiTM)  
Email : fahmimohdazizul@gmail.com



NUR SYAHZANANI FIKRIYAH  
BINTI MOHD SAIFULDDIN  
2023201618  
IDE 574 FURNITURE DESIGN

# EcoLuxe

Ecoluxe combines "eco," meaning ecologically friendly, with "luxe," indicating luxury. It represents high-end, sustainable products and experiences, appealing to those seeking quality and ethical options. For a modern, stylish, and sustainable lounge chair, we used recycled wood, metal, and coconut fiber, ensuring ergonomic comfort, durability, and exquisite aesthetics.

## DETAILS

### BACKREST

The backrest was built of plywood and sponge wrapped in woven cloth.

### SEAT

The seat is a combination of coconut fiber & sponge, covered with woven cloth.

## MATERIAL



Coconut Fiber



Plywood



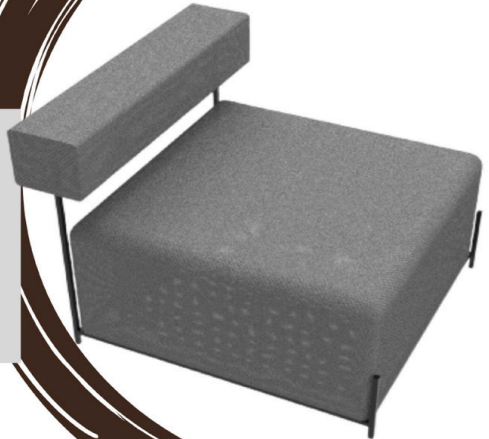
Woven Cloth



Metal



Upholstery



### DESIGN STATEMENT

- Designing a sustainable aesthetic lounge chair for hospitality

### DESIGN OBJECTIVE

- Create a modern lounge chair that embodies both style and sustainability chair that meets durability and utility standards while maintaining a premium on ergonomic comfort, eco-friendly materials, and elegant aesthetics.

### DESIGN CRITERIA

- Easy
- Simple design
- Minimal form
- Low part

### TARGET USER

- Spas customer

### TARGET AREA

- Spa & beauty



Name : Nur Syahzanani Fikriyah Binti Mohd Saifulddin  
University : Universiti Teknologi Mara (UiTM) Shah Alam  
Email : syaza.fkryh218@gmail.com



# PlayBeam

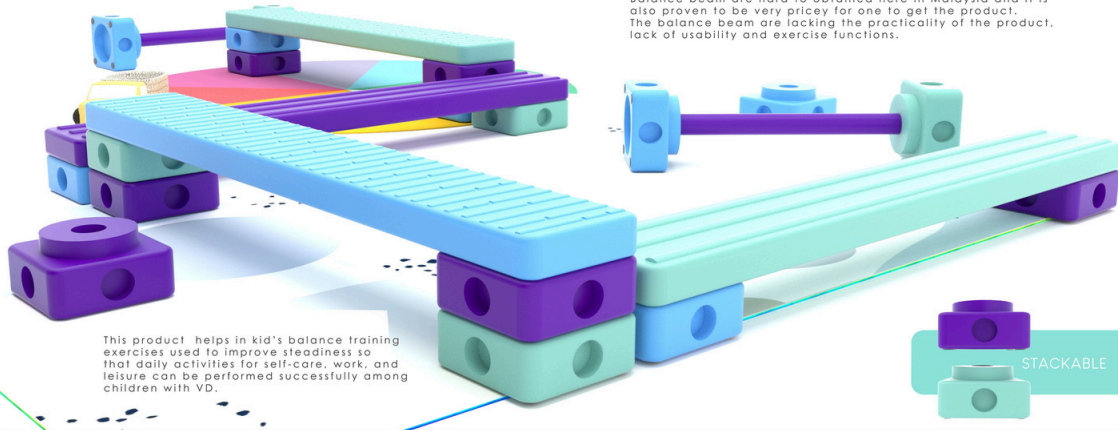
## Design Concept

Reinventing the balance beam for Vestibular Disorder treatment focusing on the balance system disorder. PlayBeam design is suitable for conducting physical movements in limited space, the walk routes could be assembled at will and create different activities.

Mix up between both beam and lego brick concept.



Some existing design of balance beam are quite unsafe for the usage of rehabilitation activity due to the sharp edges and jointing. Balance beam are hard to obtained here in Malaysia and it is also proven to be very pricey for one to get the product. The balance beam are lacking the practicality of the product, lack of usability and exercise functions.



This product helps in kid's balance training exercises used to improve steadiness so that daily activities for self-care, work, and leisure can be performed successfully among children with VD.

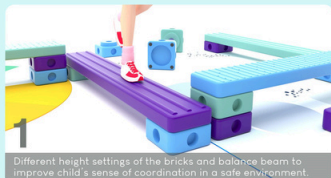
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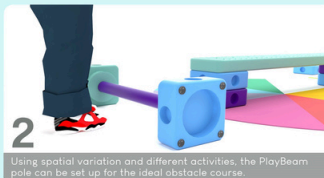
## PlayBeam

The PlayBeam is focused for children with Vestibular Disorder, delayed in motor development and coordination which contribute to poor balance system. The solution helps children with motor disorders including problems in gross and fine motor skills, motor coordination, and motor control.

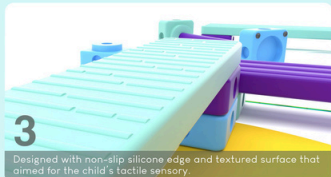
## Product Usage



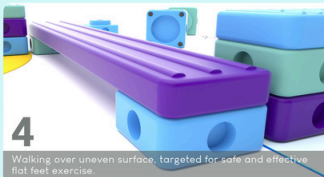
1 Different height settings of the bricks and balance beam to improve child's sense of coordination in a safe environment.



2 Using spatial variation and different activities, the PlayBeam pole can be set up for the ideal obstacle course.



3 Designed with non-slip silicone edge and textured surface that aimed for the child's tactile sensory.

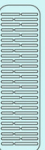


4 Walking over uneven surface, targeted for safe and effective flat feet exercise.



Pole

Brick



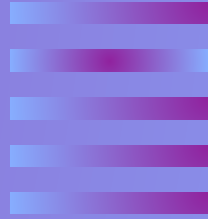
Zakiyah Hasan / Amir Haizal Muzamir  
Universiti Teknologi MARA (UiTM) Malaysia  
zakiyahasan@uitm.edu.my

SIIDEF Sewon International  
Industrial Design Fair  
2024









Malaysia  
Selangor

# Universiti Putra Malaysia

# DESIGNING WHEELCHAIR FOR PWDs WITHOUT LIMBS & LEG

## 1.0 DESIGN ISSUE

- Designing an affordable motorized vehicle to improve mobility for PWDs without limbs & leg.
- The project aim is to construct an accessible motorized wheelchair using appropriate & cost-effective components.
- The feasibility study focuses on the present wheelchair, system employed, & PWDs symptoms.
- The study seeks to identify the needs of people with physical disabilities with P.O.C (Proof of Concept) prototype for the ease of manoeuvring to cater daily activities.
- The design proposed hopefully can improvise the life of the PWDs who have the same symptom.

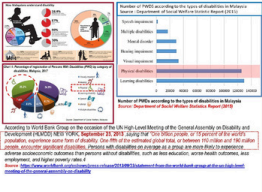


## 2.0 RESEARCH STUDY

**DEFINITION OF PERSONS WITH DISABILITIES (PWDs)**  
According to the Persons with Disabilities Act, 2008, view, persons those who have long term physical, mental, intellectual or sensory impairments which in interaction with various barriers may hinder their full and effective participation in society.

**7 CATEGORIES OF PERSONS WITH DISABILITIES (PWDs)**

- (i) Hearing Disability
- (ii) Visual Disability
- (iii) Speech Disability
- (iv) Mental Disability
- (v) Learning Disability
- (vi) Multiple Disabilities



## 2.1 TARGET USER & AREA

**STATISTICAL DATA ON PERSONS WITH DISABILITIES (PWDs) IN MALAYSIA**

Types of Persons with Disabilities (PWDs) that can be included in PROGNAL FEMORAL FOCAL DEFICIENCY (PPFD) SYNDROME (PWDs WITHOUT LIMBS & LEG)

Types of PWDs that can be included in PROGNAL FEMORAL FOCAL DEFICIENCY (PPFD) SYNDROME (PWDs WITHOUT LIMBS & LEG)

STATISTICAL TYPE OF PWDs IN MALAYSIA UNTIL 30<sup>th</sup> JUN 2020

Category	Deafblind	Deaf	Blind	Speech	Mental	Physical	Learning	Multiple
Deafblind	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Deaf	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Blind	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Speech	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Mental	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Physical	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Learning	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000
Multiple	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000

## 3.0 DESIGN PROCESS

### 3.1 PLANNING & MARKET STUDY

**DATA COLLECTION FRAMEWORK**

Qualitative: Data Collection, Progress, Quantitative

Generating data: Verbal, Analysts Result

Generating data: SPSS, Analysts Result

EXISTING PRODUCT STUDY ON MOBILITY SYSTEM DESIGN - SELECTION OF TYPE

### 3.2 ERGONOMIC & FEASIBILITY STUDY

**EXISTING PRODUCT STUDY**

Based on field research observation at site, the Mobility Design System for PWDs are divided into 3 main categories:

ERGONOMICS

FEASIBILITY

DESIGN REFINEMENT (B) - FUNCTIONALITY

### 3.3 CONCEPT IDEA & DEVPTO FINAL

**INITIAL DESIGN CONCEPT**

1. INITIAL DESIGN CONCEPT

2. DESIGN REFINEMENT (B) - FUNCTIONALITY

**CONCEPT DESIGN**

1. CONCEPT DESIGN

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## 4.0 TECHNICAL PACKAGE DRAWING & RENDERING

**Technical Package Design of Mobility Design System for PWD with PPFD**

Technical drawing showing the design of the mobility system for PWD with PPFD. The drawing includes a front view, side view, and perspective view. The scale is 1:100.

**Final Design of Mobility Design System for PWD with PPFD**

Final design rendering of the mobility system for PWD with PPFD. The rendering shows the front view, perspective front view, and perspective back view. The scale is 1:100.

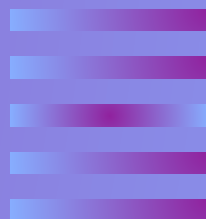


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Vietnam  
Hanoi

# FPT Polytechnic Ha Noi



Phim hoạt hình ngắn

# Làng nghề Việt



## Problem Statement and Idea

### Problem Identification

Short animated films used to the fullest in advertising. In Vietnam, cultural identity is clearly expressed in communication designs such as posters, illustrations, etc. However, it has not been exploited much in short animated films.

### Idea

Vietnamese Craft Villages (Làng nghề Việt) is a short animation project introducing the quintessence of Vietnamese national identity. The project synthesizes footage of typical craft villages in the Northern region: Bat Trang pottery village, Phu Vinh bamboo and rattan weaving village, Ha Dong silk village, Chuong conical hat village, Dao Thuc water puppetry village, Dong Ho painting village.

## Design Concept

### CONSTRUCTIONS/CLEARSPACE



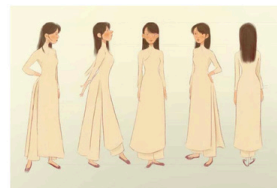
### POLETTE



### TYPEFACE

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
NOPQRSTUVWXYZ  
1234567890  
LOST VIETNAM

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
NOPQRSTUVWXYZ  
1234567890  
CLASSICUSALCON

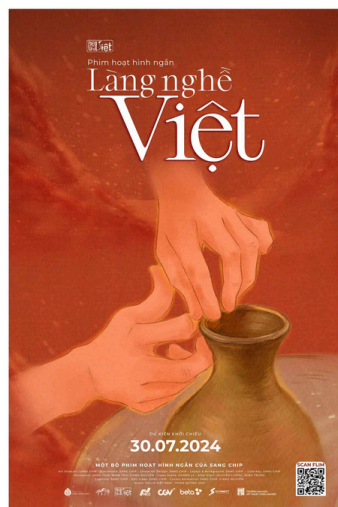


## Design Process and Development

### STORYBOARD FILM



## Final Design



Name : LE THI SANG  
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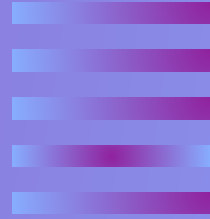
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2024



FPT Education







Thailand  
Nakhon Si  
Thammarat

# Nakhon Si Thammarat College of Fine Art

# WABULAN

## Methodology

The Wabulan is a local Malay kite, with "Wa" meaning kite and "Bu Lae" or "Bu Lan" meaning moon. In Thai, it's called the "Wong Duean Kite" and is popular in the southern border provinces. Its unique crescent-shaped body and tip symbolize Islam. The kite's design blends Malay and Thai patterns, enhancing its color and beauty. A handicraft of the local villagers, the Wabulan represents their identity and way of life, a tradition still alive today. Its flowing lines and vibrant patterns inspire creators, making it a popular source of artistic inspiration.



## Problem Statement and Its Significance

- Study data, Wabulan kite model
- Analyze data for creation.
- Create a draft of the "Wabulan" sculpture in accordance with the concept.
- Present the draft concept to the experts at Silpakorn University to listen to suggestions for improving the work format.
- Create a prototype from the 3D draft of the "Wabulan" sculpture.
- Create a real work, 4 meters wide and 5.30 meters high.
- Analyze the report's findings in the form of a document supporting the development of the creative work.
- Install the work at the field in front of Nakhon Si Thammarat city.

## Conclusion



The sculpture "Wabulan" is inspired by the shape, colors, and patterns of the Wabulan kite, which reflects the identity of the southern border provinces. The sculpture features an oval structure with empty spaces and metal lines arranged to suggest movement and fretwork. It is a simplified, rearranged version of the Wabulan kite, maintaining its overall shape and intricate details. The work highlights vibrant colors and patterns that evoke a sense of joy, similar to a kite floating in the sky, aligning with the sculpture's conceptual aim to evoke emotions in viewers.



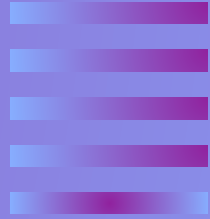
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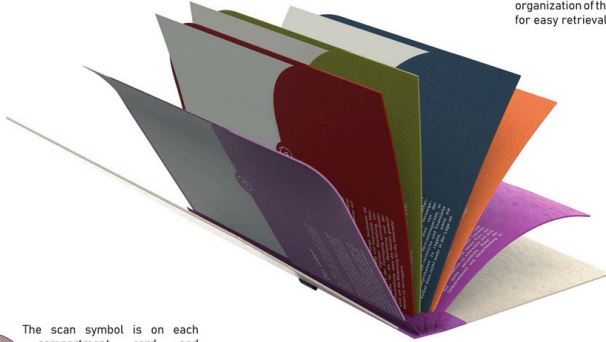
# Death Positivity

**You will die someday, you know that.  
But do you also understand it?**

The death-positive movement seeks to break the Western taboo on death, aiming to ease suffering and encourage open conversations about mortality.

In our society, the topic „death“ is often avoided, seen as a weakness, and many don't plan for it or designate decision-makers. Facing mortality can improve well-being, aid grieving, and prepare for future losses.

Both personal documents and advance directives or contracts should be easily accessible. „Just in Case“ enables a clear creation and organization of these documents for easy retrieval by relatives.



The scan symbol is on each compartment, card, and the box. Scan to answer questions, track completed tasks, or review contents after death.



Official documents can be sealed with the „Just in Case“ wax stamp, adding extra significance and value to them.



The slipcase holds both the binder and drawer, fitting easily into a standard bookshelf for convenient storage and quick access.

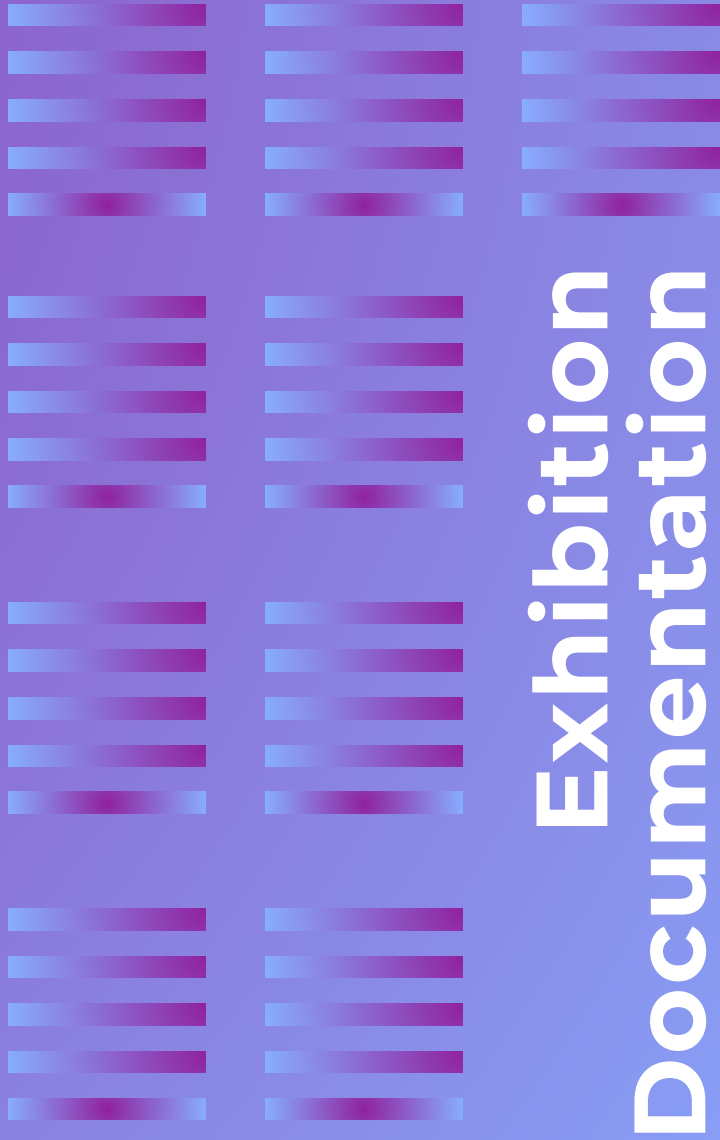


Conversation prompts in various categories encourage discussions about life and death. The digital interface allows each question to be answered, aiding in automatic advance planning.



















# Paper Abstract

## Pawukon Wuku Wukir Almanac As a Motif for Digital Batik Industry Product Design

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### Abstract

Raden Wukir is a wise puppetry character and the first son of Prabu Watugunung. Wukir is the third wuku of the Pawukon calendar. Wuku Wukir is designed into a digital batik motif. Wukir is a mythical symbol of wisdom that carries Javanese local culture, but it has yet to be utilized in product design. The problem raised in this research is how the visualization of the Wuku Wukir batik motif is adapted from Pawukon. This research aims to identify Wukir to realize it in industrial design. This research uses a descriptive qualitative method, with data collection techniques through literature study, observation, and documentation. Data analysis was conducted descriptively to record the transfer of form from the textual calendar of Pawukon into the visual concept of the Wuku Wukir batik motif with double diamond theory. The result shows that Wuku Wukir can be adapted into a digital batik motif design without leaving the original cultural content. This research concludes that the visual transfer of Pawukon into the Wuku Wukir digital batik motif has excellent potential to be developed in industrial product design, contributing to cultural preservation in Indonesia.

**Keywords:** Pawukon, Wukir, industrial product design, double diamond, digital batik



## The Utilization of Sea Glass as an Attractive Material in Jewelry with a Kintsugi Approach

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### Abstract

One of the significant contributors to environmental pollution is waste from glass bottles. A potential solution to this problem is transforming glass into sea glass, consisting of glass shards that are naturally recycled by the ocean over 5 to 50 years, smoothing sharp edges. Unlike plastic, which breaks down into microplastics, the sea can recycle glass due to its high pH and the presence of sand and rocks that aid in the smoothing process. Sea glass has a positive environmental impact as a recycled material that can replace new raw materials. This study aims to develop jewelry from sea glass using the kintsugi technique, which combines glass fragments with precious metals to create aesthetic and economic value products. The research identifies market needs for attractive and sustainable jewelry through in-depth interviews with respondents. The analysis results indicate that the jewelry developed will comprise a necklace, ear cuff, and bracelet set. Therefore, developing sea glass-based jewelry using the kintsugi technique is expected to contribute to environmental preservation while enhancing the competitiveness of domestic jewelry products in the global market.

**Keywords:** Waste, Sea Glass, Jewelry, Kintsugi, Culture, Exploration



## Bamboo Coiling Jewellery: Nature's Elegance in Design

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### Abstract

Bamboo is one of the abundant natural resources in Indonesia, so bamboo handicraft products can be easily found there. The most widely used technique is the plaiting technique. Many woven bamboo crafts use coiling as a framework for woven products. Although it is often juxtaposed with the popular plaiting technique, the coiling technique is less glamorous and has yet to be developed in Indonesia. This is because coiling has a basic circular shape and is difficult to make in small diameters, ultimately becoming an obstacle to product development using the coiling technique. Bamboo processing also adds to the challenges for craftsmen as bamboo is susceptible to mold and bamboo-destroying organisms. The sustainable market and fashion and jewelry products are popular today, especially among Gen Z. Gen Z, is the key target market for jewelry styling in this design. Gen Z preferences, mainly explored through CJM and questionnaires, will be the main consideration in the design process. Meanwhile, bamboo processing will be explored through field studies of related products and techniques and various experiments needed, such as bamboo type, preservation, coiling form, joining, and coiling finishing. These methods are used to support the design process of bamboo coiling jewelry that suits the preferences of Gen Z.

**Keywords:** Bamboo, Coiling, Jewelry





## Applying Design Thinking to Develop Interactive Hotel Amenities: A Case Study of UNWIND

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### Abstract

This study explores the application of Design Thinking in developing UNWIND, an interactive wall game designed to improve hotel amenities by combining art, play, and tourism. By employing the Design Thinking approaches that comprise the stages of “Empathize”, “Define”, “Ideate”, “Prototype”, and “Test”, this study demonstrates how guest-centric innovation can redefine hospitality experiences. During the early process, the needs and preferences of hotel guests were identified through empathy-driven research, leading to the design concept of multifunctional products that serve as a decorative art piece and an engaging, interactive game that 3-4 people can play. The ideation and prototyping phases focused on function, user experiences, and unique features, resulting in interactive UNWIND, fulfilling user needs, and educating users about Malaysian tourism landmarks. The findings suggest that employing design thinking can drive innovation in the hospitality industry, offering prospects for premium tourist items that blend function and engagement. UNWIND sets a new benchmark for hotel wall decoration, providing an interactive and transformative user experience beyond traditional amenities and enhancing hotel and guests' value proposition.

**Keywords:** Design Thinking, User-Centered Design, Interactive Design, Hotel Amenities



Act Locally Design Globally:  
Empathy in Local Innovation  
(From Local Insights to Global Impact)

## Designing for Adoption: Participatory Approaches to Waste Processing Solutions in Bekasi, Indonesia

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### Abstract

This article examines the gap between designers and communities in participatory design practices, using community-adoptable waste processing as a case study. The research was conducted in Mekarmukti and Tanjungbaru, Bekasi, West Java. Critical motivational factors within the community, such as economic benefits and pride, influenced the acceptance of proposed solutions while constraining them to options aligned with local preferences. Designers formulated solutions that sought to accommodate these preferences. This qualitative study employed a participatory action research approach, integrating material exploration methods during the implementation phase. Laboratory-scale experiments were conducted prior to the broader application of the findings. As of this writing, the preparation phase is ongoing. The results suggest that waste processing solutions are more readily accepted when they align with the community's technical preferences, do not require substantial investment, and avoid significant disruptions to daily routines. A process model is proposed that emphasizes solutions minimizing additional work and behavioral changes. The artifact model remains under development.

**Keywords:** Participatory design, waste management, designer, community, gaps



Act Locally Design Globally:  
Empathy in Local Innovation  
(From Local Insights to Global Impact)

## Linking the Philosophy of Gotong Royong to Contemporary Indonesian Product Design

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### Abstract

This article examines the relationship between Gotong Royong, a traditional Indonesian philosophy of cooperation, and contemporary sustainable product design in Indonesia. From a design research perspective, this paper aims to investigate the potential for integrating Gotong Royong principles into the practices of designing and manufacturing ecologically and socially conscious products. This paper seeks to analyze how reconsidering traditional concepts of collaboration, shared local resource utilisation, and community-centric approaches can facilitate transformative changes in product consumption. The author examines the potential and challenges of design thinking practices and business models that involve local knowledge and communities to result in sustainable and regenerative products. Already well-researched social enterprise models of sustainable and regenerative design, such as fair-trade practices and profit reinvestment concepts, are complemented by the Gotong Royong concept. By aligning the principles of Gotong Royong with contemporary design ventures, Indonesian product design practices can become role models for sustainable, inclusive, and culturally resonant practices that bridge tradition and innovation in Southeast Asia and internationally. This would contribute to the relevance of design practices for our anthropogenic (future) realities.

**Keywords:** Gotong Royong, Collaborative Design, Sustainable Materials, Community-Centric Manufacturing, Regenerative Design, Design for the Anthropocene





Act Locally Design Globally:  
Empathy in Local Innovation  
(From Local Insights to Global Impact)

## Flatpack Classroom Furniture Design 1:10 for Spatial Learning Media for Elementary School Student

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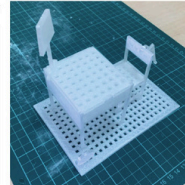
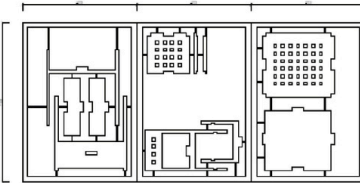
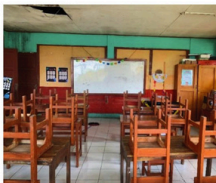
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### Abstract

The design of classrooms in Indonesia currently adheres to government standards. However, varying conditions and situations across regions result in diverse classroom shapes and layouts. This diversity can impact students' understanding and familiarity with their learning environments. This research aims to develop 1:10 scale flatpack classroom furniture designs made from child-friendly materials featuring components that students can assemble. This product enables students to learn about and recognize the layout of their daily classroom environment through play and simulation alongside their teachers and peers. The approach involved site observations and creative experiments with various classroom furniture designs available in the schools. Respondents from multiple State Elementary Schools in Indonesia participated in the study. The findings can help school stakeholders provide students with a comprehensive and spatial learning experience.

**Keywords:** Flatpack furniture design, spatial learning, elementary school student





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(From Local Insights to Global Impact)

## Jepara Wood Waste Utilization And Development Into Lighting Product Inspired From Indonesia Ingenious Visual And Craft

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### Abstract

Jepara recognized as the largest wooden furniture industrial city in Indonesia, faces challenges in managing wood waste generated from production. This study aims to develop derivative product designs, specifically lighting designs, that utilize surplus wood waste from production. The design creation methodology involves exploration of visual typology elements derived from Hindu-Buddhist temples, which serve as iconic landmarks of Indonesia, and integrates distinctive carvings characteristic of local craftsmen in Jepara. The result is the creation of lighting products that not only provide illumination but also function as decorative elements that reflect the cultural identity of the region. This research is expected to positively contribute to designers' awareness of the importance of sustainability principles in design, as well as to strengthen the local handicraft industry in Jepara by utilizing wood waste materials.

**Keywords:** Pawukon, Wukir, industrial product design, double diamond, digital batik



Act Locally Design Globally:  
Empathy in Local Innovation  
(From Local Insights to Global Impact)

## Principles of Empathetic Communication Design for Sustainable Product Design

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### Abstract

Empathetic design principles in visual communication design emphasize a deep understanding of users' needs, wants, and experiences to create more meaningful and effective solutions. In the context of sustainable products, empathetic design can be a powerful tool to encourage more conscious and responsible consumption patterns. This study aims to explore how visual elements such as interfaces, information, and branding can be designed with the user's perspective and experience in mind. By using an empathetic design approach, designers can create visual communications that are not only aesthetically appealing, but also educate and inspire users to switch to more sustainable products. This study will provide insights into strategies and methods that can be used to integrate empathetic principles into the design process, as well as their impact on the adoption and use of sustainable products. Through this approach, it is hoped that visual communication design can play an important role in facilitating the transition to more conscious and responsible consumption patterns, supporting environmental and social sustainability.

**Keywords:** Empathetic Design, Visual Communication, Sustainable Products



## Industrial Partnership and Local Wisdom in the Rattan Furniture Industry: An Anthropological Perspective in Maintaining Cultural Heritage and Innovation

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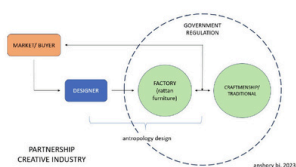
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### Abstract

This research aims to the partnership between the rattan furniture industry and local wisdom from an anthropological perspective has become an important part of the cultural heritage of certain communities, and illustrates the close relationship between humans and nature and traditions that continue to be preserved from generation to generation. With the development of technology and globalization, challenges arise in maintaining cultural authenticity while still innovating to meet changing market demands. The stage is to explore how a solid partnership between the rattan furniture industry and the local community can be the key to maintaining and appreciating local wisdom. Anthropology as a scientific approach will assist in understanding the important role of culture and traditional values in the production process and design of rattan furniture. This research is a relevant and meaningful forum for discussing how the rattan furniture industry can collaborate with anthropology-based local communities. By applying an anthropological perspective in an industrial context, a deeper understanding of the role of rattan furniture as part of cultural heritage and local identity will be obtained. Descriptions of creative and innovative ways to integrate traditional values and local wisdom in the rattan furniture production process will have an impact on sustainable and mutually beneficial partnerships between industry and local communities will be discussed to maintain and appreciate knowledge and skills that have been passed down from generation to generation. The role of the rattan furniture industry is expected to be able to adapt to the challenges of globalization, while still maintaining the authenticity of their products and supporting cultural sustainability in the context of implementing local values, the design and marketing of rattan furniture products in the global market will be an important focus point. By analyzing the impact of globalization and technology on the rattan furniture industry, it is hoped that it will encourage active participation and collaboration from industry players, academics and local communities in maintaining cultural wealth and creativity in the rattan furniture sector.

**Keywords:** Partnership, Anthropology, Cultural Sustainability



## Modular Fashion Design for Petite Regional Women in Bali

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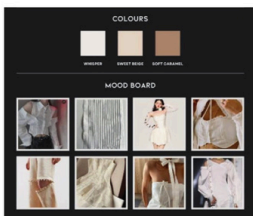
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### Abstract

Women with a petite body often face challenges in finding clothes that fit their size due to their shorter stature. In Indonesia, the majority of fashion products use international standard sizes, and petitesized clothing is still scarce, leaving petite women with limited choices in selecting suitable attire. The selection of ill-fitting clothing can also make petite women appear shorter than their actual height, leading to a lack of confidence. Some fashion industries offer fast fashion for petite women, but this may contribute to the potential consumerism of fast fashion targeting petite women. In addressing this issue, sustainable fashion through modular design can help petite women feel confident in various styles with just one garment, without contributing to the accumulation of fast fashion waste. The research conducted is of a qualitative descriptive nature, involving data collection through questionnaire activities and environmental and community observations, along with a literature study. The purpose of this research is to understand the process of designing modular fashion applied to petite women's clothing. This design approach results in multifunctional fashion products using modular design specifically tailored for petite women.

**Keywords:** petite women, modular design, sustainable, fast fashion





## Human-Centered Design in Promoting Langkawi's Cultural Heritage: Mahsuri Doll House Innovation

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### Abstract

This paper explores the development of the Mahsuri Doll House, a miniature replica inspired by the legendary Rumah Mahsuri, using a Human-Centered Design (HCD) approach. By integrating myths and legends into product design, the project aims to preserve and promote Langkawi's cultural legacy through an educational medium. The innovation process involved deep user engagement to ensure the product resonates with diverse audiences, including students, educators, and tourists. Through this approach, the Mahsuri Doll House serves as a creative tool to make Langkawi's folklore accessible, engaging, and educational, while fostering cultural appreciation. The paper not only highlights the successful application of the HCD approach but also underscores the potential of merging traditional narratives with modern design techniques. This potential offers a hopeful and inspiring outlook for the future of cultural preservation and product design.

**Keywords:** Human-Centered Design, Cultural Heritage Product, Product Innovation



## The Use of Epoxy Resin as Stained Glass Material with Classic and Modern Touches

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### Abstract

The Al Wustho Mangkunegaran Mosque's usage of stained glass is the subject of this study's field research findings. Stained glass is still produced today using antiquated techniques that are time-consuming and relatively expensive. This research suggests epoxy resin as a substitute material for stained glass. Epoxy resin was used because of its capacity to imitate stained glass, keeping a traditional appearance while providing the benefits of contemporary materials. Furthermore, the UV-resistant color pigments and epoxy resin utilized in this study have a great durability against exposure to sunshine and different environmental conditions. Compared to conventional stained glass techniques, the manufacturing process is simpler and more effective, which lowers production costs. In addition, the made-to-order manufacturing process enables product customization to satisfy customer expectations or particular decorative requirements. These results show that design solutions that are both culturally relevant and responsive to global demands can be produced by fusing traditional elements with cutting-edge technology. This method should shorten the lead time and lower the cost of producing stained glass while maintaining a comparable level of visual appeal.

**Keywords:** Stained Glass, Epoxy Resin, Contemporary Innovation



## A Folklore Narrative-Driven of Mat Cincang Doll Design

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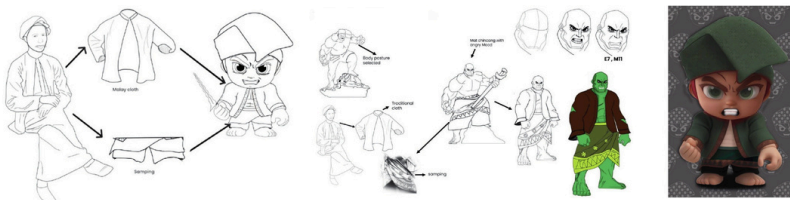
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### Abstract

This paper seeks to demonstrate the synergy between local folklore and innovative promotional design strategies that can create a sustainable cultural landscape of Langkawi, Malaysia. Despite the potential of folklore, there are significant gaps in the current promotional products that fail to capture the essence of these stories and their geographical context. Identifying these gaps involves understanding the unique characteristics of the creative economy, which thrives on storytelling, cultural authenticity, and community engagement. Semiotics analyses were done to identify key elements of the story that resonate with both locals and tourists. The character's traits, such as bravery, wisdom, and connection to the natural landscape, were emphasized to ensure that the doll reflects the cultural significance of the legend. The design of the doll incorporated traditional attire and integrating audio technology features that are representative of the local culture, making it visually appealing and culturally authentic and allows it to narrate the story of Mat Chincang and share interesting facts about Langkawi's geography and heritage. The development of the Mat Chincang talking doll as a rich cultural heritage of Langkawi promotional product is a strategic initiative that combines cultural storytelling, interactive technology, and community engagement.

**Keywords:** Innovative promotional design strategies, Mat Chincang local folklore, Semiotics





## The Impact of 3D Printing Technology on Traditional Jun Porcelain Shaping Techniques

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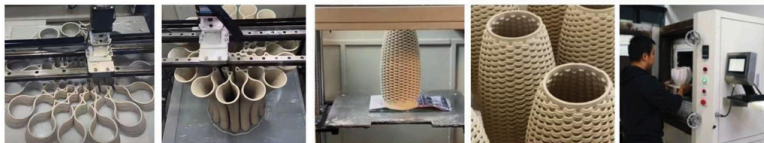
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### Abstract

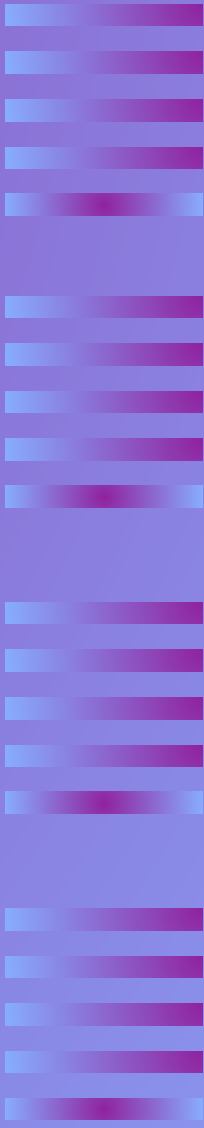
The purpose of this study is to investigate 3D printing technology and the traditional forming technique of Jun porcelain, with a view to exploring how 3D printers can be integrated into its original mold system through modernization instead of enhancing production efficiency at the manufacturing level while preserving the essence of authenticity in tradition. This study investigates the synergy of digital modeling and manual production with a novel design methodology balancing both tradition and innovation through literature review, case analysis, as well as experimental validation. An historical overview of Jun porcelain and traditional shaping prescribed by distinctive manual throwing and carving technologies The paper additionally highlights the advantages of 3D printing technology in ceramics: The advantages of 3D printing technology in ceramics include high-accuracy digital modeling, the ability to realize complex shapes, and the use of new materials. The findings indicate that 3D printing technology and traditional craftsmanship can enhance production efficiency without compromising artistic value. Additionally, digital design and rapid prototyping technology offer more efficient processes for the production of Jun porcelain, resulting in significant time and cost savings. This article also explores the preservation of Jun porcelain's cultural characteristics and artistic value through the application of modern technology. These results demonstrated the potential application of 3D printing technology in the molding of Jun porcelain, and they provided programmatic guidance for its innovation in unconventional expression forms.

**Keywords:** Jun porcelain, product design, 3D printing, traditional crafts









# Seminar Documentation













Sewon International  
Industrial Design Fair

An Exhibition Book:  
**Act Locally Design Globally**

In a world that thrives on connection, **Act Locally, Design Globally: Empathy in Local Innovation** celebrates the power of empathy in industrial design. This exhibition book highlights the importance of centering people's needs, challenges, and experiences in the creative process. By placing empathy at the heart of design, this collection showcases how innovative solutions can emerge from a deep understanding of local contexts, yet carry the potential to make a global impact. Through thought-provoking designs and insights, **Act Locally, Design Globally** invites readers to explore how local inspirations can drive meaningful change worldwide.

Publisher: BP ISI Yogyakarta 2025

