

## >> AGENDA \_

The aim of the event is to expose students to the full potential of space transformation, particularly through intangible materials such as light, shadow, wind, sound, etc. Our project offers the chance to network, collaborate with other university departments as well as participate in a live competition. The outcome is to research, consolidate a knowledge matrix, identify design opportunities and create and test the design possibilities.

## >> PRODUCTION \_

- Small design exercises in the first week to familiarise the students with the concept
- The I Light Marina Bay 2016 competition will form the brief for the more intensive 2nd week, where students will experience a fast paced design process.

## >> MASTERCRAFT \_

Week 1: Exposing the students to alternative design expression, with specific emphasis on light and its role in sustainability, aesthetics, urban design and creating unique user experience.

Week 2: Using the ideas gathered during week 1, the aim is to design a light installation for a design competition in Marina Bay, Singapore.

The emphasis of this event is to encourage experimentation, innovation and testing rather than purely concentrating on a final design product. Apart from Photoshop and physical + digital modelling skills, the students will be encouraged to present and communicate to the professionals in the industry.

## >> Open Call: I Light Marina Bay 2016

Light and engineering design studios.

Local practitioners, Artists

Engineering

department of UOM

Trips and local events

## >> COLLABORATORS