

Friday, 16th of December 2040

What's Next...

special edition | future newspaper | Next Nature Lab @ Industrial Design TU Eindhoven | www.nextnaturelab.wordpress.com | since 2014 | edition nr.1 | price : smiles accepted



Next Nature retires
page 4



exclusive interview:
**the man who brought joy
back to driving**
page 9

Dramatic increase of car thefts.

The city of Eindhoven is coping with a huge amount of car thefts, regular cars are stolen as well as air vehicles. Key to this problem is the new color changing feature, that is implemented in all new cars.

The Eindhoven police force commented that: "the reason the cars can easily get stolen is the new feature of color changing bacteria." These bacteria live under the hood of the car, and by changing their diet, they change color. Car thieves use this technology to change the color of the car before they steal it. Due to the change in color, it is hard for the owner and the police to find the stolen car back.

Luckily, another new feature may provide the solution; the Owner Retrieval System ORS. By whistling a pre-recorded tune, the car drives itself right back to the owner, leaving the car thieves empty-handed.

Despite this new, build-in security, the amount of stolen cars has skyrocketed the last few weeks. Nearly 250 cars have been stolen since the 1st of November, 200 more than the whole year 2039. Rumours are that this is all part of marketing strategy. The founders of this color changing feature, Floris Sikking, Gijs Kuijpers and Stan Mulleners, said about these car troubles: "well, you are the product of your environment".

*Loes Teunis
inspired by the project of Floris Sikking
Gijs Kuijpers and Stan Mulleners*

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Today's Issue :

**Exhibition
Presentation of
Next Nature**
page 5

Floorplan
page 8

**Interview:
with pioneer
Car Designer
Jasper van Gestel**
page 9

**Celebrity News on
Lennard Bunk**
page 3

**Demo Daily
Column by
Adel Moin**
page 10g

Big fire takes us back to firefighting styles of 2000

It was temporarily back to the old days in Eindhoven last Tuesday. As the old Philips factory burned to the ground, the regular drone support was temporarily unavailable. A serious software error caused the system to shut down.

Volunteers had to make do with buckets of water and fire extinguishers until the Fire Department managed to get an old fire truck on to the scene. Eventually the fire was stopped with high pressure water canons.

All this happened not before two brave men and one brave woman went into the flaming inferno to rescue three people, including one small child, trapped inside. Miraculously, there were no casualties, although one of the male rescuers and one of the adults rescued suffered serious burns and are now recovering in the hospital.

The incident reminds us that it's not that long ago that this kind of incident happened regularly. There used to be humans whose job it was to go into burning buildings to rescue people. Thanks to advanced drone technology, nobody needs to risk their life going into hazardous situations, like burning buildings anymore. As we all know by now, the drone network is able to react much quicker and can extinguish fires before they have a chance to get large and out of hand.



Looking back drones did not take over firefighting right from the start.

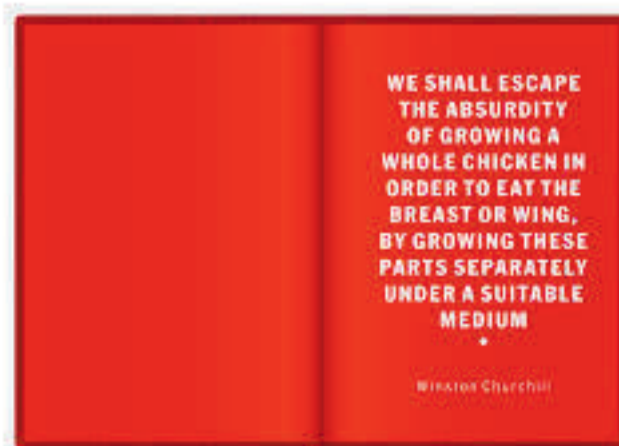
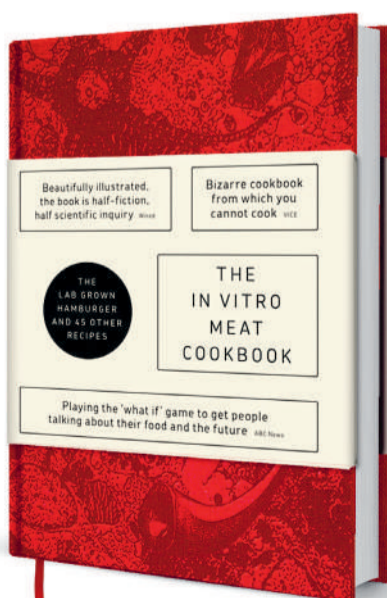
At first they were mostly used to assist, to keep an aerial overview of a building on fire, or to keep an eye on the advancing fire line in large scale forest fires. The first drone capable of autonomously extinguishing fires was actually more like a converted cargo helicopter. It could carry a large amount of water and was used in forest fires.

Only later on, drones became flexible and smart enough to be used in buildings. After the introduction of the Til van Sluisveld protocol they were used in combination with human firefighters. The implementation of a large scale drone network by the government finally replaced all humans in the frontline of firefighting.

inspired by the project of Till van Sluisveld

Special edition of the all-time design and cook-classic:

THE IN VITRO MEAT COOKBOOK



Dutch Design Award winner 2014

'design fiction when released, now the standard work for your kitchen'

'remember your mother laughing at that mad professor, growing meat in a petri-dish...?'

Final Climate Convention great success Global Carbon Footprint finally reduced to zero

The Delhi Convention 2040 has been a great success. The set goals for bringing the carbon emissions back to zero have finally been reached.

A small retrospective on some developments that led to this result, which started, back in 2014 when the two biggest polluters China and the USA reached an agreement on reducing their carbon footprint.

To achieve the final elimination of the Carbon Footprint, real progress had to be made. Every opportunity was addressed. An important one was a change in the use of vehicles for transportation.

Until 2020, more and more people started driving the traditional car. This was the result of the increased amount of luxury especially in the backthen "upcoming" economies, such as China. As a result of that, cars got a bigger role in the air pollution. Whereas the transition to electric and hydrogen powered vehicles was considered crucial, another opportunity arose: the rise of the autonomous cars.

Autonomous cars had the potential of being far safer and efficient, but people still wanted to be in control of their vehicles. A breakthrough was reached by Jasper van Gestel and his research on interfaces which passengers would trust. From there on the autonomous cars were gradually adopted.

Not only cars have made the drop in our carbon-footprint possible. People tended to leave all their electronic devices turned on, which caused

a huge waste of energy. Monotasking was starting to become a hot-topic in that same period. For instance, Charlotte Wassmer worked on electric devices that would not work at the same time, because the user had to give the product more attention to do its task.

Of course not only the results achieved so far, were discussed at the convention. Also new future goals were set. The associated countries have agreed on setting new goals to collectively develop a plan for a basic income for every world citizen, for creating a worldwide nature reserve and a plan for equal division of water supplies around the world.

This convention, once again, proves that our society is heading the right direction, but a serious improvement in both our mentality as consumers and new developments in technology are still needed to make it all happen. Tomorrow starts here...

Bart Pruijboom

Next Nature Colofon of Credits

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Geert Roumen

Lennard Bunk

Willem Zwagers

advertisement



You Dreamer You

Interactive Soundscapes for Sleeping Rituals

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Shoe stuck in closet after growing for 25 years

When cleaning his closet yesterday, wellknown entrepreneur Lennard Bunk was surprised by one of his old experiments: a self-growing shoe. He had created the project at the TU/e, and had forgotten about it. The shoe however kept growing...

Lennard Bunk, now famous for the well-known growing shoe sole, created some 25 years ago an experiment to test his concept. He developed a shoe sole that grew depending on the wear caused by its' user. After finishing and testing this prototype, it disappeared in his closet to stay there and catch dust for a really long time.

However, since the Bunk family is moving to another house, they came across his old prototype yesterday. Since the prototype of the shoe had kept growing all these years, Lennard found a massive sized shoe that was stuck in his closet.

As Lennard says himself: "It came as a big surprise to me that the shoe has kept growing all these years and that it became so big. So after taking my closet apart, which was pretty rusty after all those years, I really felt I needed to share this remarkable story with the world. After all, it is an important bit of history on the shoe soles we all use today."

It shows us again how such a small experiment can become such a big step into the future!

*Tim van Limpt (text & picture)
inspired by the project of Lennard Bunk*



Even Next Nature retires...

Year of festivities around Next Nature kicks off with a re-take of the 2014 final exhibition

After more than 30 years of work for the Next Nature Network, Koert van Mensvoort recently announced his retirement.

To celebrate their long history together, the Tu/e plans to organize a series of festivities around Next Nature to show its impact on the modern practice of industrial design.

The festivities will kick off with a re-take of the final Exhibition of 2014.

Back in 2014, everyone believed that would be the last and final exhibition of the Next Nature Lab @ ID. ..

What's Next visited the exhibition and will highlight some special projects on the next pages. Please use the floor-map as a reference when visiting the stands. The following pages will present the original student pitches that where send in.

A couple of months ago Koert van Mensvoort announced his retirement. His career has taken him from small projects like the Nano Supermarket and the Next Nature books to setting up an Next Nature education covering Art, Philosophy and Science. All of this under the umbrella of the Next Nature Foundation which he set up in 2010.

Because of the close relationship and special bond the Tu/e has always had with Next Nature, over all these years, a committee was installed to honor Koert's work with a year of festivities, all related to Next Nature. Among the curators are: Menno Stoffelsen, Mike Thompson, Susana Cámara Leret and Arne Hendriks.

Old students that worked within projects of Next Nature were contacted to acquire old prototypes and pitches. The organisation consciously choose to have the main section of the exhibition filled with only prototypes and concepts of some 25 years ago. It reveals the visitors a lot of the Next Nature vision; many of the innovations of 25 years ago have become the next Natures of Today. *What's Next* recommends everyone to join in on the experience and visit the Exhibition at the Tu/e main building, floor 4, Next Nature Space.

Koert van Mensvoort has decided to take a step back as from the end of this year to make room for some new smart minds and creative thinkers to enter the spotlights. Until now it is uncertain who will rise to the challenge of becoming the new Mister, or Miss, Next Nature.

The festive year will kick off with a re-take of the Final Exhibition 2014 of the Next Nature Lab. At that moment it was still believed that that would be the last and final exhibition of Next Nature @ ID Tu/e. Of course we know better...



Next Nature Final Exhibition december 2014

1. ...
Tijmen van Gorp M2.2 | Coach: Jacques Terken
2. *You Dreamer You*
Gustavo Ostos Rios M2.2 | Coach: Berry Eggen
Through Interaction with sounds to support sleep you dreamer you allow people with sleeping problems to create their desired acoustic ambience at home, as part of their sleeping rituals and as a preparation to sleep. By sliding the wooden bars they can generate their own composition. The simple interaction allow them to focus their attention on changes in the sound generated, helping them to clear their heads from daily thoughts. Additionally, the qualities of the soothing sound can help them to relax. In this way personalization of a soundscape is used to support the promotion of sleep.
4. *Pixel Drones*
Anders Høedholt M1.2ex | Coach: Arne Hendriks
Pixel Drones. explores the next nature scenario of tiny drones gathering in swarms, helping out in society in various ways. The main prototype consists of a 3D grid of small pixels that together resemble a flying drone swarm. With this swarm, three distinct scenarios are illustrated; illuminating dark paths for walking citizens, creating patterns and animations in the night sky, and finally providing the opportunity of gathering whole nations (or the entire planet) in one single point as avatar drones, with each citizen having a representative drone somewhere in the swarm.
5. ...
Sergej Zwaan M1.2 | Coach: Emilia Barakova
6. ...
Til van Sluisveld B3.2 | Coach: Emilia Barakova
7. ...
Thijs ter Velde B3.2 | Coach: Emilia Barakova
8. ...
Koert Mulders M1.1 | Coach: Emilia Barakova
9. *Internship@DI Robotics Lab*
Lars Hottentot B3.1 | Coach: Emilia Barakova
Looking into applications for interaction between social robots and autistic children. How can technological developments help on a social level? Can we help therapists understand their patients better? These questions guide our research.
10. ...
Lizette van Gameren B3.1 | Coach: Susana Cámara Leret
11. *Delegating Controls*
Jasper van Gestel M1.1 | Coach: Jacques Terken
People always need some sense of control. Without it they experience a powerful and uncomfortable stress based on the need for control and the indication of insufficient control.
I wanted to further explore this need for a sense of control in the context of autonomous driving. Eventually, after digging in some papers, the following research question emerged: "What control over a vehicle does a driver want to delegate and when?". My goal was to get an impression on what levels in control people want to delegate it or have it by conducting qualitative research in the form of interviews.
12. ...
Marin Sikkenk M1.1 | Coach: Jacques Terken
13. *Steps*
Sjors Mouthaan M2.1 | Coach: Berry Eggen
For my Final Master Project I got intrigued by the symbiosis between health and social happiness; it seemed that an Industrial Designer can play an important role in enhancing this symbiosis. Therefore I am currently working on a physical data visualization of an individual's vitality, maintaining a strong focus on informing the social environment. My work synthesizes esthetics, dynamics and memory into one story telling design; a design made of sand! Curious? Please visit me during the final demo days.
14. ...
Arvid Jense M2.1 | Coach: Berry Eggen
15. *Ottori*
Charlotte Wassmer B3.2 | Coach: Arne Hendriks
The age of Techno-Animism: What would our lives look like when our technology has a spirituality? We are not just talking about behaviour or artificial intelligent but about products with a soul and moral.
Ottori is a waterboiler that only works when you are holding it with both your hands, which prevents you from doing anything else. Mono tasking will open your eyes to the charms (and voodoo) of attention. Committing to the energy that we don't only use but invest in creating a bond will create more awareness of the struggles of our everyday products.

16. *Luminus***Tom Kölker** M1.2 | Coach: Arne Hendriks

In this research project Tom Kölker is trying to push the boundaries of techno-animism and the application it might have in future products. In particular the way it could influence time management.

With the central research question being: "To what extent do users attribute "Techno-Animism" to a time-aware lighting object showing nervous/subversive behaviour, compared to a light showing a direct translation of time?" he has designed a test and object to find out.

Luminus is an agenda, notifying you of the amount of time left in the activity you are currently in through subversive lighting behaviour.

17. *Beacon***Bram Rutten** B3.3 | Coach: Menno Stoffelsen

Have you always wanted to stand out from the crowd. Now you can, with Beacon.

Enjoy your journey. Enhanced safety during travels. You wear Beacon like a bag, purse or scarf. Beacon listens to your surroundings and decides what it needs to do. If Beacon hears the sound of you cycling, it will emit white light at the front of your body and red at your back. If beacon hears you running through a crowd, it will emit pulsating orange light. When you are waiting for a traffic, Beacon will imitate the traffic light. Be a beacon.

18. *Mirage***Thomas Imhoff** B2.1 | Coach: Mike Thompson

I designed for people who overcame depression since they have a fallback every year and I want to help them to postpone that fallback. I designed a headband that measures brainwaves, the product can read your emotions through those brainwaves. The emotions will be mapped to positive and negative emotions. After that it will be converted into music that the user can listen to.

Mirage is a product to make post depressive persons keep on going with their life and to give a different mindset to their emotions. Negative emotions are an opportunity to do something and positive emotions are motivated.

19. ...

Cas Ketel B3.1 | Coach: Emilia Barakova20. *StraighT***Anouk van Kasteren** B2.1 | Coach: Susana Cámara Leret

I think everyone can think of situations they have been in where they wished they had just that little extra confidence, whether it is to impress your boss, give an important presentation or talk to that pretty woman or man. Now study has shown that when you have an wide and open posture will not only make to come across more confident but will actually make you feel more confident about your thoughts. the testosterone level will increase and the cortisol level will decrease. StraighT will help you become more aware of your posture and improve it by gently pulling your shoulders. This so you will have the extra confidence when you need it.

21. *Ghisallo***Dimi Wiertz** B2.2+ | Coach: Emilia Barakova

During my research of bike messengers I noticed that a lot of accidents happened. These accidents didn't happen because the bikers were reckless riders, but they weren't visible enough on the road. I decided to make messenger bag that makes the bike riders more visible on the road. The back of the bag is going to be a LED screen that acts like a display, it could display the music you are listening or your heartbeat. When the biker breaks is acts like a break light and a turn signal. It's called Ghisallo, Ghisallo is the patron saint of all bicycle riders.

22. *Qi***Milou Mertens** B2.2 | Coach: Mike Thompson

Qi is a wearable inspired by the modern businesswoman living the urban life, and seeking a balance between career, activities, social life and family. The desired life asks for loads of energy which requires large amounts of oxygen to produce this level of energy. In the polluted city is often a shortage of plants to convert the carbon dioxide to oxygen. Qi converts carbon dioxide to oxygen through artificial photosynthesis and transports it through a cannula into the body and therefore bloodstream. It gives modern women the opportunity to invest in a career and still be able to perform all other daily activities.

23. *Stop Stammering***Thijs Verbeek** B2.1 | Coach: Mike Thompson

In the Netherlands, there are 175000 people who stammer. Although this is only 1 percent of the total population, this number is still too high, because stammering can be overcome. When you do research to stuttering, you will find that rhythm and stuttering are closely related. Some stammerers, like for instance the Dutch signer Miss Montreal, can sing fluently. However, when she has to talk without a rhythm aiding her, she stammers a lot. My project is about this relation between rhythm and stuttering. I aim to design a product that helps the user finding a good breathing- and talking rhythm.

24. *Waldi***Jeroen van Kampen, Otis Overdijk, Sascha Lammerts** B1.1 | Coach: Menno Stoffelsen

Because of many new technology's money and cards are disappearing. If it technology keeps improving this way the main use of wallets will disappear. However there are many personal belongings in many wallets and it's practical use of keeping small things with you make it part of your identity. Our project researches these developments and we try to create concepts to keep the emotional value of your wallet in different stages of the technological developments.

25. *Tic Tapp***Tim van Limpt** B2.2 | Coach: Mike Thompson

"TicTapp" is an application which supports people with Gilles de la Tourette to practice for their "response and exposure" therapy at home. This therapy is based on the fact that a tic is a conditioned reaction on the urge that appears before a tic. To stop this conditioned reaction from happening, the therapy uses coaching, which unfortunately is now still limited to the one-hour session a week. "TicTapp" solves this limitation. With the use of audio coaching, visuals and video feedback it supports people with Tourette's to practice effectively and to get as much out of the therapy as possible!

26. *Social hero you!*

Thomas van der Ploeg B2.2 | Coach: Menno Stoffelsen

Smartphones, phablets and all that stuff: It's everywhere, always. Whilst people use most of their "phone" time managing social networks and presenting themselves, most of them forget that their "offline" identity becomes increasingly flat, dull and boring. Most of the time people are seen preoccupied with mobile devices in front of them. This project focusses on sarcastically rewarding this behavior through extravagantly changing clothes: aiming at a profound becoming self-awareness.

27. ...

Kolja van der Laan B3.1 | Coach: Emilia Barakova

28. *Herman 2.0*

Amy Meevis B3.1 | Coach: Arne Hendriks

The goal is to create and nurture food together that grows with the network and enriches as more people participate. Making use of the dividing properties of yeast, you can add your own DNA, to leave your mark and add value to the overall experience, as it continues to grow.

29. *Adapto*

Floris Sikking, Gijs Kuijpers, Stan Mulleners

B1.1 | Coach: Susana Cámara Leret

Did you ever wonder to yourself what makes a person? Are we just a product of the environment? On this shirt we visualize yourself and your environment. The shirt uses sounds, Wi-Fi signals and your own heartbeat, and converts these with an intelligent algorithm to visuals shown on the shirt. The algorithm "grows" with the wearer, developing its own character depending its surroundings. The visuals appear with a special paint applied to the clothing which can change its "pixels". The purpose of this is to create awareness of what is around us and what influences us in our daily life.

30. *CONFY*Adel Moin, Bart Pruijboom, Stijn van Geffen,
Brigitte Kock B1.1 | Coach: Arne Hendriks

CONFY is about giving the connection between parent and child a new dimension. Children need some support now and then, but as a parent you cannot always physically be there for your kid. CONFY tries to tackle this problem by enabling the two to communicate in one of the most basic forms, hugging, from a distance.

31. ...

Ivan Dikmans, Loes Teunis, Rick Tomassen,
Vera Pijnenburg B1.1 | Coach: Mike Thompson

We are designing a wearable which would actively help you with expressing your feelings. This new communication tool actively gathers data from the brain and translates this into something visible and tangible. Some of these feelings you experience can't be explained through language, body language nor intonation. These feelings can be derived from brainwaves we can measure using an EEG-device. The brainwaves are then translated into a visible or tangible form, for example through displaying colors on a necklace. Through actively using such a tool we could learn the unique form each feeling makes and thus empathize more with each other's more complicated feelings, stimulating better communication.

32. *NDA group*

Marjolein Kors & Jing Gu

The Final Master Projects exhibited within the Coach Space are from Industrial Design master students Jing Gu M2.2 and Marjolein Kors M2.1. Both projects are subject to a non-disclosure agreement (NDA). What means that there is a confidentiality agreement between the student and the company involved, concerning for example the exchanged information and the outcomes of the project. These projects are therefore only accessible for those involved within the project.

33. *Worn Identity*

Willem Zwagers B2.2 | Coach: Mike Thompson

Imagine yourself going to a music festival. Being in the crowd one can be a totally different person than the person next to him or her. Though they are sharing something the same; the vibe they experience and create while being the crowd. Every person is together with the artist making a feeling and vibe that creates the experience of the festival. To increase the experience a wearable is given to the crowd to help them expressing their identity at that moment even more. The user can see who's expression is the same and the DJ can read the crowd much better.

34. *Reviving Shoe Soles*

Lennard Bunk B3.3 | Coach: Menno Stoffelsen

Problem: Soles of sport shoes wear out too quick
Consequence: Increasing risk of injury, less performance through decreasing grip
Solution: Individual pressure analysis of the feet through insole pressure plates. Data is translated into the areas where most stress is applied on the shoe sole. 3D printing is used to print an individual matching profile under the shoe thus reviving the sole with its original profile.

35. *A Universe of Data*

Senne Friederichs B2.1 | Coach: Emilia Barakova

The digital world is a universe of data. Everything is linked together, and our own identities are changing because of all these relations between people, things and events. With my wearable I want to show people how everything in the digital world is linked to each other, in a physical way. I made a changeable t-shirt that shows the links between different people, events and things we like.

36. *Spiro*

Ingmar Nieuweboer B2.1 | Coach: Mike Thompson

Breathing is one part of physiological respiration required to sustain life. Other than necessity breathing is an interaction between physiology and psychology; inherently influencing each other. Your respiration is deeply rooted in your identity as an animate being. Spiro redefines and enriches the bonds between two people. In marriage two people commit to sharing life together. Why not literally share the same life's breath? With a sixth sense feeling the rhythm of the other's respiration. An intimate interaction is made possible on a level not yet experienced by anyone. Would you be able to sense or influence their emotions? Could it be an instinctive form of telepathy?

37. *Herbamana*

Thijs van Zon B2.1 | Coach: Mike Thompson

The average human produces enough urine in 1 day to fertilize 1m2 of soil, because it is full of nitrogen, potassium and phosphorus. These human waste substances are important nutrients for plants. This means that 1 person can maintain a 14m2 garden full of their favorite crops.

Herbamana consists of underwear with an integrated ostomy pouching system which can be attached to a compact irrigation system that mixes your urine with water to fertilize your crops.

The underwear uses technologies from existing ostomy pouching systems that have been proven to work properly. The biggest difference is of course that the Herbamana system won't be connected to an ostomy, but to the urethra which requires no surgical operation.

38. *Happy to Share*

Michelle van Lieshout B2.1 | Coach: Susana Cámara Leret

What if you had to decide if your happiness is worth it? Most of the time the world is already interesting and fun! But who are you? No one will know this until you tell the world. Share who you are, by making your own choices. What happens when your pet, normally something you buy to make you happy, is something more? Will you choose to be happier than normally (because of the noradrenaline you harvest from your pet?) and let your pet be miserable, or will you share the happiness with them?

39. *Color makes sense*

Geert Roumen B2.1 | Coach: Mike Thompson

Losing the idea of color is one of the most emotional parts of becoming blind. Blind people can use only words to describe colors. By using words they get a discrete idea of color instead of a continuous spectrum that it is in reality. 'Color makes sense' enables people to describe color in a tactile way, by doing this they become more independent and confident about color decisions. They will be better at expressing their identity through color and it creates more rounded feeling for combinations of colors. Also for blind people color makes sense.

40. ...

Mitchell Multem B2.1 | Coach: Emilia Barakova

Gaming is an ever growing industry with more gamers over the world than you could ever imagine. With my project I want to connect gamers. Through an app gamers will be able to meet other gamers. What makes it different is that you'll be randomly assigned to other gamers based on both users' location and what games you play. I hope this will eliminate the physical barrier between gamers in the hope that they, knowing that they aren't far apart from each other, will become 'real life' friends.

42. *Stigma*

Dimitra Chantzopoulou B2.1 | Coach: Emilia Barakova

Stigma is an artificial skin sleeve designed to be a tool for revealing the hidden and forgotten identity of people with Alzheimer. Important historical events or personal information of their lives are represented with various symbols along the length of the sleeve. By wearing this sleeve the patients are more approachable for communication and therefore more open to express their intellectual identity.

43. *Customizable Skin Color*

Marieke Mertens B2.1 | Coach: Menno Stoffelsen

What if you could change your skin colour at will? Would you create patterns or change your whole skin tone? This project will give you the chance to find that out for yourself. With the use of proteins it stimulates the darkening or whitening of the skin. By applying this on your skin you can change the colour of your skin in patterns and shapes. This gives you a new way to express yourself.

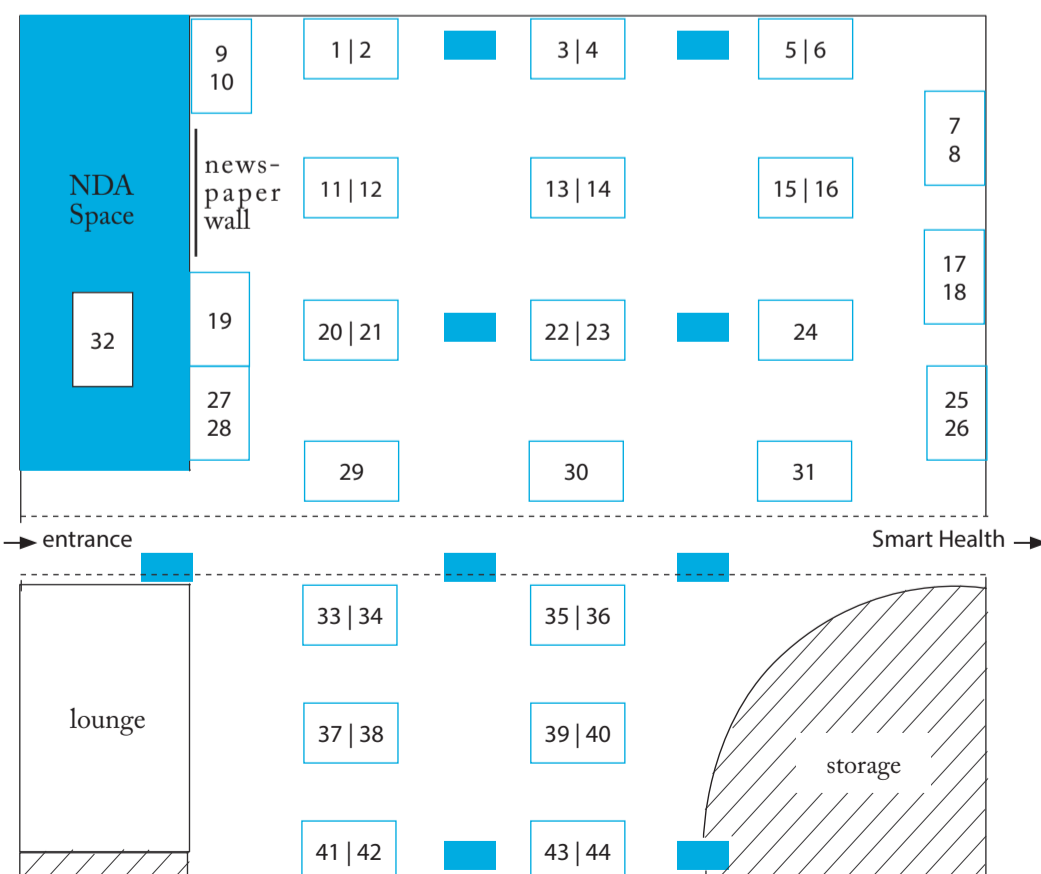
44. *Nickie*

Jet Vink B2.1 | Coach: Susana Cámara Leret

A waist line or broad shoulders. A round or an angular form. All characteristics for a female or a male form. But what if you could play around with these forms. How does it feel to be more feminine or more masculine? What effect does it have on your environment? How would it feel to be both? Or to be more like neither?

Nickie is a jacket you can shape according to the form you want at the moment. It invites you to try out different shapes, learn about the effects, explore boundaries. Try on open mindedness.

Next Nature Exhibition Floormap



- | | |
|---|---|
| 1. Tijmen van Gulp | 28. Amy Meevis |
| 2. Gustavo Ostos Rios | 29. Group 1:
Floris Sicking,
Gijs Kuijpers,
Stan Mulleners |
| 4. Anders Hoedholt | |
| 5. Sergej Zwaan | |
| 6. Til van Sluisveld | |
| 7. Thijs ter Velde | 30. Group 2:
Adel Moin,
Bart Pruijboom,
Stijn van Geffen,
Brigitte Kock |
| 8. Koert Mulders | |
| 9. Lars Hottentot | 31. Group 4:
Ivan Dikmans,
Loes Teunis,
Rick Tomassen,
Vera Pijnenburg |
| 10. Lizette van Gameren | |
| 11. Jasper van Gestel | |
| 12. Marin Sikkenk | 32. NDA Group :
Marjolein Kors |
| 13. Sjors Mouthaan | |
| 14. Arvid Jense | Jing Gu |
| 15. Charlotte Wassmer | 33. Willem Zwagers |
| 16. Tom Kölker | 34. Lennard Bunk |
| 17. Bram Rutten | 35. Senne Friederichs |
| 18. Thomas Imhoff | 36. Ingmar Nieuweboer |
| 19. Cas Ketel | 37. Thijs van Zon |
| 20. Anouk van Kasteren | 38. Michelle van Lieshout |
| 21. Dimi Wiertz | 39. Geert Roumen |
| 22. Milou Mertens | 40. Mitchell Multem |
| 23. Thijs Verbeek | 42. Dimitra Chantzopoulou |
| 24. Group 3:
Jeroen van Kampen,
Otis Overdijk,
Sascha Lammerts | 43. Marieke Mertens |
| 25. Tim van Limpt | 44. Jet Vink |
| 26. Thomas van der Ploeg | |
| 27. Kolja van der Laan | |

“People should still be able to experience driving”

When we get in our cars today, we don't realize, that it was a totally different experience only a few years ago. 25 years ago Jasper van Gestel invented the interaction of the century. Experts say it is this invention that made, the mobility that we know today, possible. For the first time in automobile history, this last decade has been free of traffic accidents involving cars. What's Next had the chance to do an interview with designer *Jasper van Gestel*.



Bram Rutten & Adel Moin (text)
Bram Rutten (picture)

Interview with Pioneer CarDesigner Jasper van Gestel

Q1 How do you feel about this moment in history, when the road is safer than staying home?

Awesome! I've always wondered if this would be possible, that people would sit in their cars to take a nap, without complete vigilance of what is going on around them. And more importantly that people keep this vigilance and drive whenever they like. In some way it gives these drivers freedom, to decide whether they want to drive or not, in a safe way. This means that people who can't drive are able to step in the car and drive with the car as a co-driver, which can intervene when something goes wrong. The only thing I am a bit sad about is that bus drivers and taxi drivers have lost their job. Of course this happens also in other areas, such as the medical care, where doctors are replaced by machines.

Q2 Was it always your dream to become a designer?

At first I was more an artistic kind of designer and I focussed more on the experience for the user. Try to make people think of certain actions they take towards a situation. I loved to see the beauty in these experiences in the interactions I made and thereby make something meaningful for the user. Eventually I got into automotive design where I could implement these practices to some extend.

Q3 Is it also about aesthetics or is purely about the functional interaction?

I believe aesthetics are important but what I'm doing with the autonomous cars isn't necessarily about creating aesthetics. Meanwhile I have also another company in which I'm working on my own stuff in which I do incorporate aesthetics in my designs. Still in the area of automotive design it is more about the function and creating the most meaningful way for the user to interact with the product and live a more meaningful life.

Q4 Autonomous vehicles seem such a normal thing today. It wasn't when you started working on them. How did you think about this then and now?

At first driving was about getting from place to place. Now I see it more as another space in which you can work while you're being transported. The purpose of transport is still there but it gained more purposes along the way, when autonomous cars were introduced.

Q5 Of course it was hard to get to this point. There have been terrible accidents with the first autonomous cars. Was it hard for you. How did people react?

One time a car thought there was a huge boulder rolling onto the road when it was in fact a beachball, the car dodged the ball, but hit a child. In time it became much easier to determine these kind of objects.

Continuation of Interview with
Car Designer Jasper van Gestel

Q6 How would people react to these kind of events? Did people dislike you for it, you doing this work?

People were skeptical in the beginning. It is just like the invention of electricity. Many people have died using electricity, but eventually we got used to it, just like we are now used to autonomous cars. Even with horse carriages there were accidents, but now they can also acknowledge the safety the cars provide, because they are safer than planes and even planes have improved over the years.

Q7 Where there moments in your life when you thought that it was never going to happen?

Not really. I believe that if you can show that it is possible to create safe products, then you can also persuade people to use them. I think the uncertainty was more on our side, whether we could create something promising enough for people to use. It was a challenge for me to create something meaningful, and I didn't expect so many people to start using autonomous cars.

Q8 Nowadays people have accepted autonomous cars. Are you happy?

In some ways, people are getting lazy and I still wanted to have this function to let people drive by themselves, and have that as the main priority. Driving yourself, and having occasions where you can leave it to the car to drive, like an autopilot mode. People should still be able to experience driving and still know how to drive, because maybe, in the future we won't be able to create autonomous cars and people will still need to know how to drive.

Q9 How do you see the future of mobility, is there still improvement? Like if they will try to take over the world or something?

As long as they don't have too much artificial intelligence it's safe. I'm fine with it, unless everything is generated by computers and we can't predict what is going to happen next.

The next step would be improving the mobility. Maybe we can have flying cars later, which will allow us to take traveling a step further. Maybe in a hundred years we can even go on interstellar trips.

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Demo Daily Column

Did you know...

The story of Ghisallos

If you are someone who still likes the traditional ways of getting around you are definitely in love with your bicycle. In that case there is no way you would leave your house without your Ghisallo. Even if you don't like bikes, you have most likely seen a Ghisallo in every store. Ever really taken a moment to think about the story behind this essential tool, though?

The first Ghisallo prototype as you know it today was made in 2014 by Dimi Wiertz, a student at the Technical University of Eindhoven. Being concerned about the safety of bike couriers (yes, there used to be bike couriers) in the Netherlands and around the world he came up with the idea to make a “Life-saver Bag” that a bike courier could wear in order to be noticed more by drivers when he stops moving, in order to prevent accidents.

The name was then changed to Ghisallo and the first prototype looked so promising that there were about 2 million requests for the product within two hours.

After about a year it became obligatory for all bike couriers to wear the Ghisallo while on-duty, which led to an instant fall in the number of accidents. Reports show that from then until the day that there were no bike couriers left, there were no bike courier fatalities due to accidents with cars.

When people heard these news, every cyclist started using Ghisallo for their daily life as well. After a while, wearing this bag became more of a tradition for all the cyclists around the world. Nowadays those who prefer bikes over the new generation of automobiles don't leave their houses without their life-saving buddies!



Adel Moin (text)
Dimi Wiertz (picture)

Pictures show the early version of Ghisallos which was made out of a (at that time) normal bicycle bag.

Did you Know ..

In the years 2010 couriers would have both their backs and bicycles packed with bags that would contain their deliveries. The deliveries could vary from food to mail or packages.



The latest version of Ghisallos has a bigger surface that lights up and is far more customizable. Look for What's Next Special Deals on our Website!

Lamb shanks with sweet potatoes

Technology and innovation is taking over our life and kitchen. So that makes us explore new ways of cooking. Today we explore Slow cooking ; the old fashion way of cooking! So in contrast to yesterdays receipe on printed meat & fried grasshoppers., we are going to spend some serious time in the kitchen today to Do it Yourself !

To serve four
Ingredients :

1. For the lamb shanks:

- 4 rear lamb shanks
(if front shanks, allow 2 per person)
- 20 raisins
- 4 cloves of garlic and each one sliced in to 5
- 4 tbsp red wine vinegar
- 4 glasses of red wine
- 4 juniper berries
- 4 whole allspice
- 10 black peppercorns
- 3 bay leaves
- sea salt
- 1 glass of port

2. For the sweet jacked potatoes :

- 4 sweet potatoes
(the orange ones)
- sea salt
- extra virgin olive oil



1. Preparing the lamb shanks

Make 5 incisions into your lamb shanks, in too each of witch press a raisin and a slice of garlic. In a plastic or china container place the lamb shanks and all the other ingredients except the salt an port. Marinate for at least 2 days (don't worry the won't be covered), turning the shanks every half a day or so.

You will need a heavy pan with al well fitting lid (not aluminum because of the vinegar). Place the shanks and marinade in it, adding a healthy pinch of salt.

Cover and place in a medium to gentle oven (between the 100 and 120 degrees), and cook the shanks for approximately 3 hours, turning the shanks every 30 min. If they are cooking too fast turn the oven down: the secret is slow and low with this dish. The shanks want to be thoroughly giving, but still hold on the bone.

When this is achieved remove the shanks and keep them warm. Add the glass of port to the juice, place it on the heat, and reduce until your sauce is to your satisfaction. Pour it over the shanks through a sieve (to remove the spices) and serve.

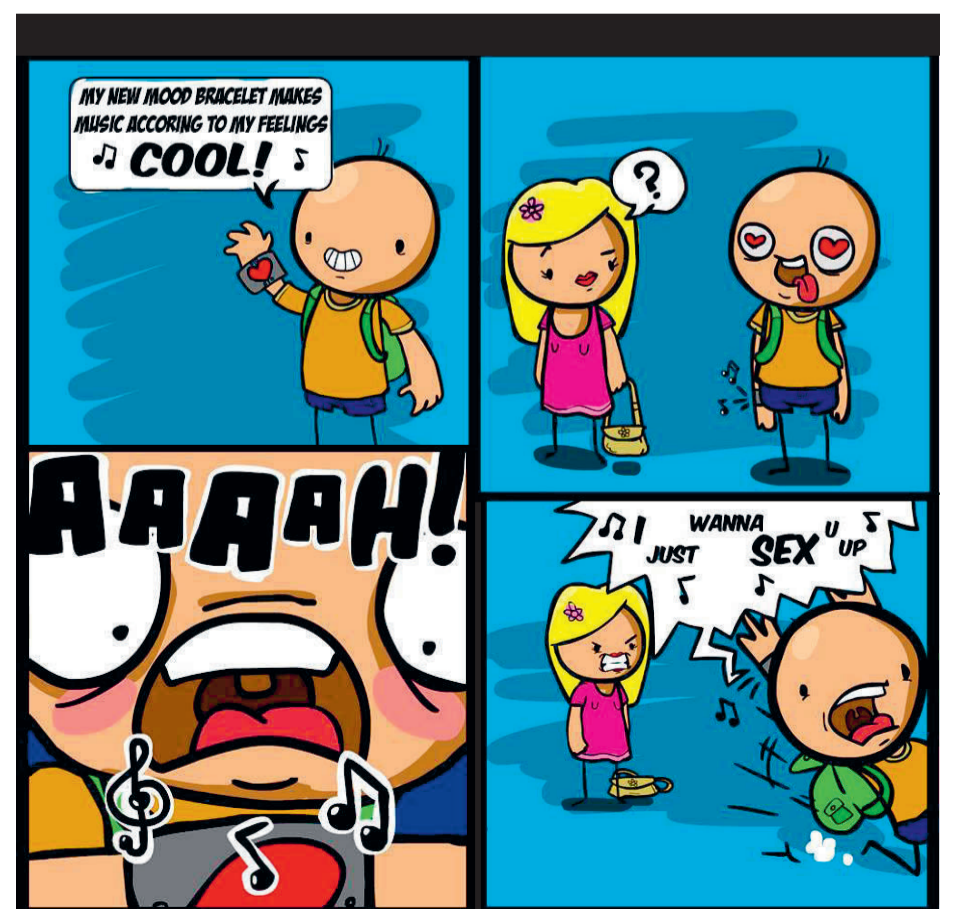
2. Preparing the sweet jacked potatoes

First you have to clean the potatoes, drizzle a little bit of the extra virgin olive oil over the potatoes, and rub them. Use the aluminium foil to wrap the potatoes, before you pack them individual you need to stab them with a fork. Do not pack them too tight, they must be sealed so no hot air will be lost.

When this is done you have to put them in the oven for one and half hour together with the shanks (if you just make the jacked potatoes put them in the oven for an hour of 190 degrees). Keep checking them when they are finished the inside will be creamy and soft.

When taken out of the oven cut the potatoes open and use a pinch of salt on them and maybe add some quince cheese this goes very well with the shanks as well.

Receipe & Picture by Dimi Wiertz



100th Feel&Colours clothing store finally realised

In the year 2014 there were no darkened stores, the idea itself would even sound absurd in that time. Now, 25 years later, we reached the milestone of the 100th darkened shop located in Stockholm. Sweden is now the 20th country that has a 'Feel & Colours' store with the Netherlands in the lead already having 7.

Everyone knows the creative mastermind behind this product line these days, dr. Geert Roumen. Yet only little people know that this actually is one of the first projects Geert started with.

The reason the shops are entirely darkened, is to bring awareness for blind people. Seeing colours is such a common thing that we don't appreciate it anymore. How would you be able to interpret colours if you aren't able to see them? These shops give everyone the possibility to experience colours with touch. There even are people who don't go to these shops for shopping, but just to escape the reality and visualise the colour patterns they feel.

At first most people were confused about the fact that the shops would be completely dark, if nobody could see, everybody would bump into each other. But off course Geert took this in account. For blind people there are special strokes so they feel were they walk, and of course they have their own ways to 'see'. For people who are able to see, it will be completely dark at first, but your eyes will get used to it. In that way you can still see the peo-

ple and racks but you won't be able to distinguish colours.

Of course it's not inevitable that people run into each other sometimes. That's how it is being blind, the awkward bump ins are just followed by laughter. Sometimes grabbing the same shirt at the same time even lead to romantic meetings.

The store excels with his personal approach. Everyone entering the store is addressed and asked if they are aware with the ways of the shop. If not they will bring all different kinds of fabric which all feel different and explain which colour matches which fabric. And then tell you the route and how to follow it. When you enter another section the smell in the shop changes. That's also an easy way to coordinate where you need to be.

During the opening of the shop Geert even mentioned he wanted to do something with sounds. But that's still under development.

Rick Tomassen (text) & Bram Pruijboom (picture)
inspired by the project of Geert Roumen

Mysterious Newspaper

On 16 december 2014 a new tabloid was spread around Eindhoven. Although it looked like an everyday newspaper, the front of the tabloid showed the publication date December 2014. Was this just a small mistake or the first evidence of a time-warp?

No real explanation on this mysterious "Future Newspaper" has been found so far. Known and unknown Designers have stepped forward to claim responsibility for the newspaper and enlighten the world on their goal. "All articles and images are fictional and produced by the Designers themselves." explains Tim van Limpt. "The newspaper was produced to show the future of Next Nature concepts and how students ideas are going to grow and change society." confesses Charlotte Wassmer "It started out as a nice exercise but it turned in to something of wich we all became very proud." is a formal reply of Design office Bram & Bart.

don't forget to have fun...