Memory Pods: Upcycled objects and the stories they encapsulate: One (wo)man’s trash is another (wo)man’s inspiration.

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This workshop aims to raise awareness of creative possibilities that could be unleashed through individual upcycling, via a series of guided participatory activities involving adaptive reuse of unwanted objects.

Augmented Reality. Upcycling. Memory. Identity

1. WORKSHOP OUTLINE

The objective is to create functional and hopefully meaningful objects that reflect personal identity, while inculcating a degree of design sense based on principles, as well as aesthetic appreciation in the process. It is hoped that during the course of upcycling, an emotional bond and (re)attachment to the object is cultivated, thus prolonging its lifespan.

During the workshop introduction stage, participants will be introduced to the process of narrative embedding using Augmented Reality technology. Participants will also be able to experience this AR process and functionality during the workshop, by hovering their personal devices over an object(s) that will be showcased for trial.

In the Memory Pods workshop, participants will be guided through 2 upcycling projects: first using an oversized t-shirt and turning it into a reusable bag, and the next using unwanted kick knacks and turning them into functional jewellery / trinket holder. Along the way, participants will be guided through with basic principles of design to create something that is both useful and aesthetically pleasing that they can take home and have a conversation about with friends and family.

Prolonging the lifespan of an otherwise unwanted object, may bring about a change in perception regarding what is deemed as trash, and develop an appreciation of, and concern for valuable resources. This evolution in narrative may hold the key to developing, defining, and preserving personal and extended memory, identity, and heritage via Augmented Reality.

Learning Objectives

1. To introduce basic upcycling skills to participants who are keen to learn about sustainable design and creativity
2. To create functional objects that reflect personal identity and tell a story from unwanted object(s)
3. To showcase via video presentation and on-site demonstration, how Augmented Reality could be embedded into upcycled objects to reveal it’s past, present, and future narratives to prolong lifespans

Format

Introduction talk with photographic and video examples, to showcase potential in unwanted objects
• Hands-on workshop session
• Pre/post-workshop survey and feedback
• Short paper submission