



# **KISD**talks

Theories and Practice  
of Design

*Winter 2018-19*

**KISD**

Köln International School  
of Design

**Technology**  
**Arts Sciences**  
**TH Köln**

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# KISDtalks

## Winter 2018-19

### Theories and Practice of Design

The KISDtalks are a public lecture series on relevant perspectives of design. They give space for an open-minded and profound analysis and reflexion of the manifold issues of design, culture, society, technology, and different scientific disciplines. Topics are interdisciplinary, integrative, and provide internationality by domestic and international speakers.

**The talks always take place on the specified dates on a Tuesday at 5:30 pm in the conference room 11 at KISD. The 60-90 minutes-long presentations with "Q&A" are a public event and free of charge.**

### Theorien und Praxis des Designs

Die KISDtalks sind eine öffentliche Veranstaltungsreihe zu relevanten Positionen und Arbeitsfeldern des Designs. Die KISDtalks verstehen sich als ein offenes Format, das Raum für aktuelle Fragestellungen und Reflexionen bietet. Die Themen sind interdisziplinär, integrativ und erlauben spannende Einblicke in die Projekte unserer Gäste aus aller Welt.

**Die KISDtalks finden zu den angegebenen Terminen immer um 17.30 Uhr im Konferenzraum 11 statt. Die 60- bis 90-minütigen Vorträge und Diskussionen sind öffentlich und kostenfrei.**

Michael Gais, Andreas Wrede & the KISDtalks-Team

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# Emotional Basecoat – Designing Color for Automotives

**Mark Gutjahr and Florina Trost**

BASF Coatings division

**Tuesday 16.10.** 2018, 5:30 pm



The appearance of a car is decisively determined by its color. The design team of BASF's coatings division gives an insight into the key factors for designing color for automotives. How can design turn a base coat layer into an emotional interface that catches our eye?



**The designers of BASF's Coatings division** consult the design departments of the OEMs (Original Equipment Manufacturer) on trend colors and create a collection of new and unique color inspirations for the automotive industry every year.

*The talk will be held in English language.*

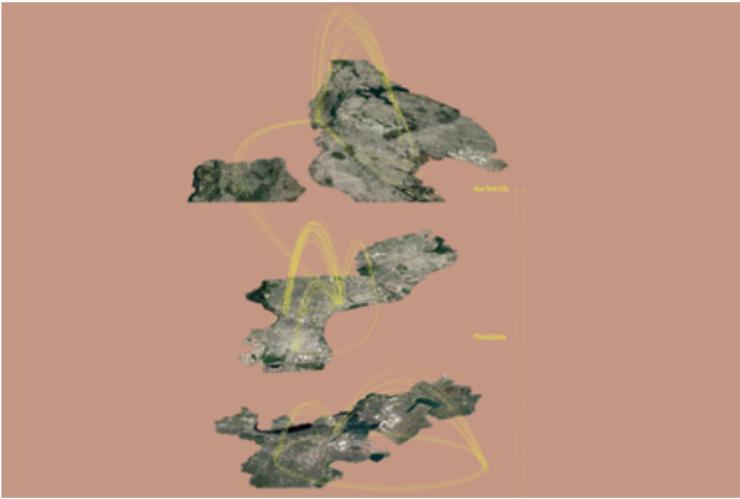
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# Exploring Spaces through the Eyes of Urban Design

**Mara Siegel**

Designer, Cologne

**Tuesday 06.11. 2018, 5:30 pm**



One of the main issues for urban design is how designers can provide contemporary solutions for continuous transformations in urban space. At present, this is mainly due to the fact that more and more people move from villages to cities because they hope for a better life, or because they escape from deplorable conditions in their home towns. These human influxes change the places where they flow into and from where they originate. A third of the world's population moves – across provinces, countries, continents – from the countryside to the cities. Here, urban designers have the opportunity to contribute to problem solutions through alternative representations of the city. How, that's what this talk is about. After a short discourse, which deals with the concept of urbanity itself, the empirical research work "Parallel World" by Mara Siegel, which was produced as part of the KISD-BA program, will then be presented and discussed.



**Mara Siegel** (\*1991). From 2012, she studied at KISD where her work focused on urban spatial phenomenologies. In addition to a thesis on the Disneyfication of everyday life and a comparison of prison architecture and interiors in the USA and Germany, she earned a scholarship to study architecture abroad at Philadelphia University. There, she also finished her bachelor thesis on the urban structures of parallel societies. Mara is currently writing her master thesis at the Design Academy Eindhoven focusing on architectural post-war phenomena in the Balkan region and dealing with topics like trauma and architecture as well as transience and/or formal identity issues of the Eastern bloc states.

*The talk will be held in English language.*

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# Designing Future Mobility Service Experiences

## Sebastian Gier

Senior Designer at BMW Group, Munich

**Tuesday 20.11. 2018, 5:30 pm**



In this talk, Sebastian Gier demonstrates how digitalization and new customer needs create future touch-point opportunities in mobility. Besides a holistic future mobility service, the project 'BMW Xplore' also describes a vision for how Service Design, UX and UI design can drive new interior hardware requirements. In addition to the concept itself, the talk will take you through the design process on how to research and prototype innovative mobility experiences and how on-board and off-board touchpoints can be designed in a seamless manner.



**Sebastian Gier** is a German designer who is working on future mobility experiences at BMW Group as a Senior Designer for Strategic Design and User Experience. He has been fortunate enough to work with various international brands and companies on projects like Adidas, Philips, Bosch, Rolls-Royce, Siemens, MINI, John Deere, Cathay Pacific, Newell and Midea in the context of start-ups, consultancies, and in-house design studios in Europe, the USA, and Asia. His work has been recognized by international renowned design institutions like the Core77 Design Award, Red Dot Design Concept Award, IDA (International Design Award), SPARK Design Award and the Industrial Design Excellence Award (IDEA). He is also the host of the podcast [designdrives.org](http://designdrives.org) where he explores the value of a design-driven innovation process.

*The talk will be held in English language.*

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# OpenStructures

## Thinking inside the Box

**Thomas Lommée**

Intrastructures, Brussels, Belgium

**Tuesday 27.11. 2018, 5:30 pm**



OpenStructures (OS) explores the potential of a modular construction model where everyone designs for everyone on the basis of one shared geometrical grid.

OS is about parts that are widely interchangeable, objects that allow us to infinitely adapt, repair, and built an environment that is less uniform and more playful. OS is about imagining solutions together at a moment in time in which resources are becoming increasingly scarce and continuous change is the new status quo. In which everybody is connected to everybody and everything can be produced everywhere.

**Thomas Lommée** (\*1979) is the founder of Intrastructures, a pragmatic, utopian design-studio that applies product-, service- and system design as tools for change. He is also the initiator of the OpenStructures project, a hands-on design experiment that explores the possibility of a modular construction model where everyone designs for everyone on the basis of one shared geometrical grid.

Next to his activities as a designer /design researcher, Lommée is a regular lecturer and jury member at numerous design institutions all over Europe.

**[www.intrastructures.net](http://www.intrastructures.net)**

**[www.openstructures.net](http://www.openstructures.net)**

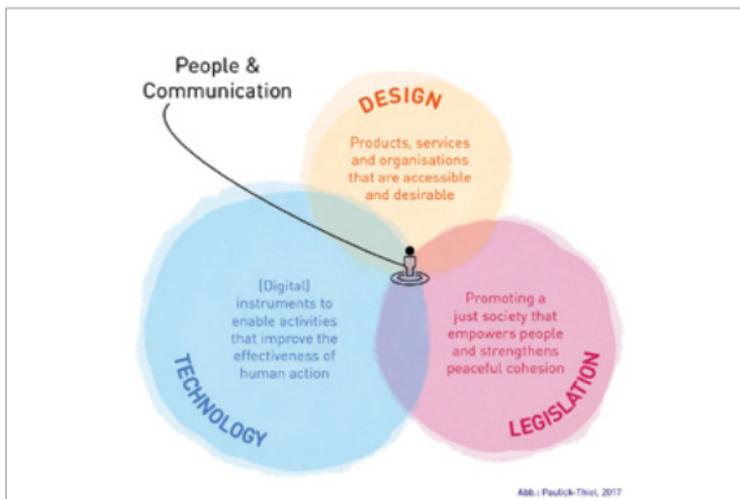
*The talk will be held in English language.*

# Public Design – Why Engagement Matters

**Caroline Paulick-Thiel**

Politics for Tomorrow, Berlin

**Tuesday 04.12. 2018, 5:30 pm**



New interfaces between state and citizens and the combination of social and technological innovation will play a decisive role in shaping the development of our societies. Though the term public design is not new, public decision makers have only recently begun to connect the methods of design thinking and the principles of human-centered design to their own doing. This talk highlights some implications of this shift, reviews examples of how human interaction and experience inform developments in different phases of the policy cycle, and poses questions concerning procedures, principles, technologies, and people needed in the field of public design.



**Caroline Paulick-Thiel** is a strategic designer, trained in design (BA) and public policy (MPP) with wide-ranging experience in facilitating participatory processes to address public challenges. She is the director of Politics for Tomorrow, a non-partisan initiative fostering human-centered design approaches in public innovation, working with German political-administrative institutions from local to the highest federal level.

**[www.politicsfortomorrow.eu](http://www.politicsfortomorrow.eu)**

*The talk will be held in English language.*

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# Kurzfilmprojekt »90«

## Carsten Sommer

Designer, Köln

**Tuesday 11.12.** 2018, 5:30 pm



Eine ausführliche Fallstudie über den Einsatz verschiedener Trickfilmmethoden wie Modell- und Miniaturphotographie, livegesteuerter Puppen und Stop-Motion-Animation gemischt mit CGI und digitalen Composite-Techniken, die zur Erschaffung einer komplett im Miniaturstudio entstandenen Welt nötig waren. Dabei wird vor allem sehr stark der handwerkliche Aspekt im Vordergrund stehen; sowohl das Fertigen als auch das tatsächliche Filmen der einzelnen Elemente, die später, digital kombiniert, einen etwas anderen Look als eine rein digitale Kunstwelt zu erzeugen halfen.



Der Film war ein verhältnismäßig aufwendig produzierter und dennoch nicht-kommerzieller Geburtstagsgruß für den amerikanischen Trickfilmpionier Ray Harryhausen, der im Jahr 2010 neunzig Jahre wurde. Der Film entstand innerhalb von drei Jahren als sehr ambitioniertes Nebenprojekt.

**<http://www.carstensommer-objekte.de>**

*The talk will be held in German language.*

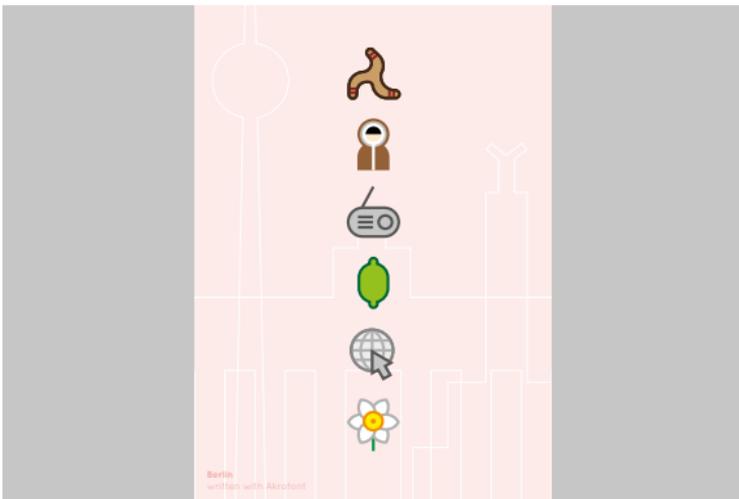
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# Global Alphabet – Creating a Cultural Bridge through Type Design

**Yuliana Falkenberg**

Designer, Hamburg

**Tuesday 18.12.** 2018, 5:30 pm



In our globalized, digitized world, people from different cultures communicate with each other on a daily basis. Although we speak different languages, many words can be understood by all of us. But even an international word like “pizza” is unrecognizable when written in a foreign alphabet. The Latin, Cyrillic, Hebrew, and Arabic alphabets look unrelated while hiding the fact that they actually share a mutual historical origin.



But is it possible to find similarities between the alphabet today? And if so, can they be united in a new alphabet that would be readable to people from different cultures?

**Yuliana Falkenberg (aka Gorkorov)** is a multilingual communication designer, graduate of the Folkwang University of the Arts. Her knowledge of the Hebrew, Latin, Cyrillic, and Arabic alphabets drove her to create her award-winning “Global Alphabet” project. Currently, Yuliana lives and works in Hamburg.

**[mutualalphabets.com](http://mutualalphabets.com)**

*The talk will be held in English language.*



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# Social Design Circle

## Diego Alatorre

Designer, Hamburg

**Tuesday 22.01.2019, 5:30 pm**



An academic venture to explore design as a means of learning how to overcome complexity, ambiguity, and uncertainty through creative interactions. Based on a playful framework, participants of different ages and backgrounds experience how perfection does not exist, but the evidence-based design is always perfectible.



**Diego Alatorre** is a professor, researcher and designer and holds a Design for Interaction Master degree from TU Delft in the Netherlands and an Industrial Design BA from the Industrial Design Research Center at UNAM, Mexico. Since 2014, he has been exploring the links between Design and Education, developing projects with a fun, didactic, and situated approach. Through his work, he probes closer into the interpersonal dynamics that surround the products he co-designs. Diego has a particular interest in how to elicit intrinsic motivation to create significant interactions among projects' participants. This way, he pursues to emancipate the human spirit through the creative process.

*The talk will be held in English language.*

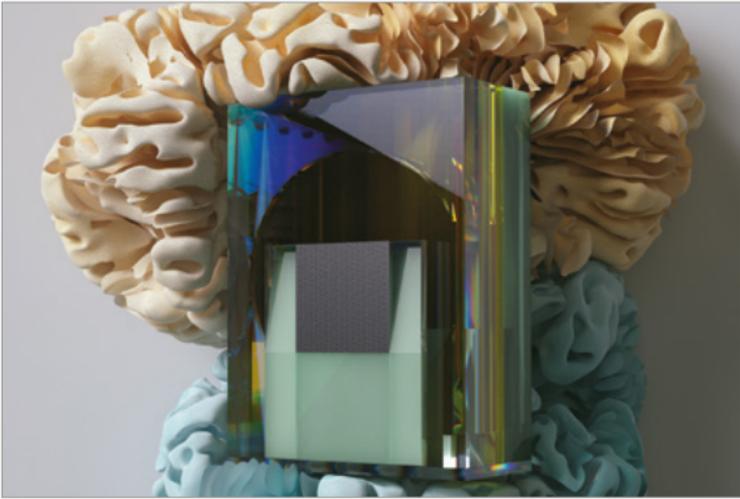
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# 3D CG – Overcoming the Indirectness of Media and Interface

**Chris Hoffmann**

Zeitguised GmbH, Berlin

**Tuesday 29.01.2019, 5:30 pm**



Chris Hoffmann will talk about 3D CG Design finding its own language as a medium. Trying to find ways to overcome the indirectness of the medium and its interfaces. To make way for more expressive and emotional creations. Going away from the representation of reality in CG towards a more autonomous way of expression that also plays with its flaws and quirkiness.



He will also go on a detour into the world of 3D characters. And how we can free them from certain rules to see how far away from the figurative we can push them while still keeping them relatable.

After spending a few years at Parasol Island and taking a detour to study art at the Gerrit Rietveld Academy ,

**Chris Hoffmann** now works at Zeitguised where he is responsible for concepts, 3D Design and research.

Chris is interested in all things: nature, accidental shapes, procedural systems, and color.

**[www.zeitguised.com](http://www.zeitguised.com)**

*The talk will be held in English language.*

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# Let's Talk about ... Design

## Wiebke Lang

Designreport, Frankfurt

**Tuesday 05.02.2019, 5:30 pm**

Today, designers and creativity are omnipresent in lifestyle magazines, the feuilleton and the business press. But the interested public usually still doesn't comprehend that design is not only the Eames Chair and the iPhone, but also a way of thinking and acting. Is there a specific language for a professional design journalism?



How can words describe design as a visual discipline with many invisible aspects? And who really wants to read about design?

Wiebke Lang practices design journalism for 15 years. She will report on her experiences with writing about design, on the change of the discipline and the challenges of its publication processes – in design magazines and exhibitions, social media and public relations.

**Wiebke Lang** is since 2017 editor-in-chief of designreport, the German magazine for product and industrial design. She was head of PR and editor-in-chief at the architectural lighting company ERCO from 2013 to 2017. Previously, she worked as an editor and author for various design, architecture, and media magazines such as form, PAGE and GRID and was co-curator at Vitra Design Museum. She has a degree in design from KISD and, before, she started her career in the book retail sector.

**[www.designreport.de](http://www.designreport.de)**

*The talk will be held in English language.*

4 | 2018

Magazin für Form und Funktion, Sinn und Wert:

# designreport.



## Let's Talk About...

Design kommunizieren -  
Kommunizieren durch Design

 Rat für Formgebung  
German Design Council



Ubierring 40  
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