PARSONS

SCHOOL OF CONSTRUCTED ENVIRONMENTS THESIS WORK

BILL MORRISH, DEAN

/BFA PRODUCT DESIGN
/M ARCHITECTURE
/MFA LIGHTING DESIGN

PARSONS THE NEW SCHOOL FOR DESIGN
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The BFA Product Design program at Parsons encourages students to inquire broadly into issues and problems that go beyond the commercial marketplace. Starting from the core curriculum, first year students choose from a diverse menu of electives including user-centered design, technological and material innovation, inclusive design principles, ethnographic research, culturally specific methodologies, industry-sponsored product development, architectural and virtual interfaces, mass-market product design, and design for the public realm. Students master the fundamentals of computers, machinery, and tools while learning a variety of research and presentation techniques.

The Product Design program is marked by core design studios that build skills in graphic representation and material prototyping. The program is also vertically integrated by a materials and sustainability curriculum that considers the ethical implications of each design decision.

Competitions, internships, collaborations, intensive projects, and international study further prepare students for vibrant and multi-dimensional careers.

For more information on Product Design at Parsons, please visit www.parsons.newschool.edu/parsons/product-design.
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BFA PRODUCT DESIGN

ALUMNI

/CHelsea BRIGANTI
/CarL FRISK
/amanda hUFFINgHAM
/david lee
/j shin
/karen tinney
/leighAnne tucker
/patricia voto
/ingrid Zweifel
Mademoicell embraces a future in which stem cells extracted from menstrual blood are used to regenerate organs, repair tissue and reverse disease. With Mademoicell, women are empowered to collect and store their own stem cells with a special medical grade silicone device and storage kit that is simple, convenient, and easy to use.
Historicity is a chair design system that uses crowd-sourced consumer input to visualize and analyze consumer behavior. By collecting and sorting through basic information like age, gender, race, and occupation, and applying these insights to the design process, Frisk creates chairs tailored to populations as broad as 18-25 year olds or as specific as 35 year old Latina accountants.
In New York City, childhood obesity has most severely impacted the Latino population, whose primary food source is often neighborhood bodegas, which offer meals characterized by poor quality, high-fat, and limited produce. Partnering with the Healthy Bodega Initiative of New York City, which seeks to introduce produce to bodegas in low-income neighborhoods, Huffingham designed a product and packaging scheme that targets children. The final product, Smash Mash, is a pouch filled with fruit that children smash and to make a smoothie. By framing health eating as play, Huffingham engages children with their food in a way that promotes both activity and a healthy diet.
ReBOX is a device that enables children to make their own building toys out of free recycled cardboard. A classic die-cutter with a new twist, ReBOX is a mechanism for learning that can be used by educators and schools to encourage interest in science and mathematics.
The average NYC public trash can contains about 50% recyclable materials. Much of that material comes from the countless news racks that supply newspapers and magazines, which far outnumber the amount of recycling cans throughout the city. Newscycle proposes a new type of street furniture that simultaneously facilitates newspaper distribution and public recycling in New York City.
PatternWerk is outdoor furniture that utilizes weaving and textiles as its primary form of joinery. Fusing craft and functionality, it capitalizes upon the structural properties of traditionally decorative textile elements. The resulting pattern is a direct result of functional necessity for seating. Because it is designed as a repeat (as in traditional textiles) it can be used in small, domestic settings, or in larger commercial and public settings.
Roots is a product set that helps children understand the origins of their food. The set includes: a floor puzzle that teaches where food comes from by matching a food to the place that it grows; a set of recipe cards that engage children and parents in planning and preparing seasonal, balanced meals; and a place mat that inspires conversation about the origins of ingredients at meal time. Roots strives to raise a new generation of eaters with a passion for food and a consciousness for how it effects both personal health and the environment.
Trans is a textile and garment collection that encourages designers to utilize artisan crafts of weaving and felting as a production method. Using the process known as Nuno Felting, fabrics can be “fused” together by using roving wool as a non-needle based stitching. Silks and woolen textiles are easily produced in smattering of developing countries around the world, but often times the products created by artisans are not desirable due to a lack of market knowledge. Through much experimentation and collaboration with experts in both couture garment making and nuno felting, Voto developed a method that allows high-end fashion designers to create clothing utilizing this technique.
My Phone is Off for You is a set of tools to help users disconnect from their electronic mobile devices and encourages traditional meal time conversation, an art that has been lost in our increasingly wired culture. The kit includes a phonekerchief, a cloth phone wrap which blocks cell phone signal, as well as stickers, buttons, and a rubber stamp to help users playfully spread the My Phone is Off for You movement.
The Master of Architecture program trains architects to deal with critical issues involving the built and natural environment. The rigorous curriculum applies design, history, theory, sustainability, and technology to investigate the integration of design and material construction; the ecology of technological and natural systems; the capacity of architecture to shape social interaction in space; the relationship between space, the body, and sensory perception; and the use of digital technologies and new media in design.

Using New York City as a laboratory, students explore contemporary architectural ideas and practices, particularly the creative role played by architects in translating the ordinary and the everyday into extraordinary works of architectural invention. Students can supplement their studies with offerings from other programs in the School of Constructed Environments at Parsons—particularly Interior Design, Lighting Design, and Product Design—and other divisions of The New School.

The program’s small size and atelier atmosphere support an intimate community. Students work closely with the faculty of 40 distinguished professional architects, historians, and critical theorists drawn from New York’s international design community.

For more information on Architecture at Parsons, please visit www.newschool.edu/parsons/masters-architecture/.
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M ARCHITECTURE

ALUMNI

/JOSE VIDALON

/MAGNUS WESTERGREN
Vidalon's thesis project is a museum and memorial to honor and remember the victims of the Peruvian civil war. The site is located on a cliff overlooking the Pacific Ocean in the district of Miraflores in Lima, Peru. As an urban artifact the project attempts to resolve the complex topographical and urban configuration through the formal and visual bridging of the site's urban and natural components.
Westergren’s thesis project is a proposal for a Wallabout Bay Bicyclist Housing structure, a housing project for a bicyclist future at the site of the Brooklyn Navy Yard.
Lighting has been an important part of design education at Parsons since the school launched the first graduate program in architectural lighting design in the early 1970s. Today, it is the only graduate lighting program in the country that emphasizes design and social practice.

Working in collaboration with interior design and architecture students, lighting design students learn to envision architectural space and exterior environments in light. They are trained to see light as the medium through which visual information is registered, activities are conducted, and social interactions take place. The program is distinguished by its faculty and by its emphasis on sustainable practices and the aesthetic, physiological, and psychological aspects of lighting design.

The four-semester MFALD program enrolls students from all over the world. New York, home to the largest lighting design community in the world, offers students a laboratory of light, rich with examples to study and emulate. Assisted by a faculty drawn from the city's pool of professionals, lighting students have abundant opportunities to intern and interact with leading global practitioners.

Graduates go on to careers as architectural lighting designers in private practice, lighting specialists in architecture and interior design firms, theatrical and exhibition lighting specialists, and research professionals in equipment design and manufacturing enterprises.

For more information on Lighting Design at Parsons, please visit www.newschool.edu/parsons/mfa-lighting-design/.
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MFA LIGHTING DESIGN

ALUMNI

/FRANCESCA BASTIANINI
/CARRIE WALKER
Batistianini's thesis project, Sheltering Light, seeks to meet the lighting needs of New York City’s homeless population by creating portable lighting devices that provide privacy and autonomy. The devices allow homeless persons the ability to control their light environment and counterbalance the harsh, dehumanizing industrial lighting design of most local shelters.
For her thesis project, Walker designed a lighting plan for a gallery space on West 22nd Street in New York City's Chelsea neighborhood. The project examines the concept of glow, the commonly used but rarely defined term used to describe the quality of light. The project focused on the art gallery setting because visitors are hyper-aware of how the light in this space interacts with and communicates via the art it houses.