



Project Title: Talent Platform

Hosted By:

Project Introduction:

Creative Industries Fund NL | Stimuleringsfonds Creatieve Industrie is the Dutch cultural fund for architecture, design and digital culture, as well as every imaginable crossover. The Fund strives to make a substantial contribution to the quality of professional design practice within and especially between the disciplines of architecture, design and digital culture. Part of this endeavour is the interdisciplinary interplay between the cultural, social and economic domains. The Fund supports exceptional and innovative projects and activities of designers, makers and cultural institutions in the creative industries.

About Organisation:

Individual Participants



Name: Alice Wong

Project Name:

Project Introduction:

In 2011, Alice Wong obtained her Bachelor's degree in Graphic Design at the University of Huddersfield (West Yorkshire, UK), followed by her Master's at the Design Academy Eindhoven, specializing in Information Design, in 2015. As a designer and storyteller, she is interested in analysing, filtering and processing complex information flows in order to translate them into visually appealing stories. In the next year, she plans to further develop her design methodology and explore how information shapes our ideologies and societies. Wong is taking her own experiences as the framework for this wide-ranging theme. The project, with the working title 'Reconstructing Reality 2', will comprise different perspectives, non-fiction and fiction, data and sources as a way of assessing how a single woman in her late 20s is constructed and presented in different patriarchal societies.



Name: Anne Geenen

Project Name:

Project Introduction:

Anne Geenen graduated in 2013 on the Master's programme in Architecture, Urbanism and Building Sciences at Delft University of Technology. Geenen's work focuses on the quest for ingenious ways of building, by engaging in exchanges with people practising traditional crafts and alternative creative methods. In the next year, she will be applying the experience in construction she acquired in India to a workshop in the Netherlands entitled 'Werkplaats Rotterdam' (Rotterdam Workshop). In this workshop, she will be able to develop both artistically and professionally. Various different partners will be involved in the workshop.



Name: Camiel Fortgens

Project Name:

Project Introduction:

Camiel Fortgens graduated in 2014 at the Design Academy Eindhoven, specializing in 'Man and Identity'. As a designer, he explores and interrogates both standards within the fashion world and societal standards. He also focuses on the interface between clothing, mass identity and social mores. Fortgens aims to use fashion as a cultural and social vehicle that refuses to be driven by trends and commerce. In the next year, he plans to further expand on research already started and analyse several aspects of fashion and the fashion industry. His focus will be on questioning the standards relating to social impact, construction, production, presentation, communication and sales. His research will then be presented in a collection, a book and new methods of online communication, presentation and sales.



Name: Carlijn Kingma

Project Name:

Project Introduction:

Carlijn Kingma graduated in 2016 on the Master's programme in Architecture at Delft University of Technology. Her work focuses on the depiction of physical space on maps, supplementing the physical experience and the language that can describe it. In her development plan, she covers four research themes that serve as inspiration for new works. These are religion, capitalism, the banking system and utopias. In developing new work, Kingma is involving Joep van Lieshout, Martijn van der Linden and others. In a residency, Kingma will also attempt to gain a deeper understanding of her use of language. Finally, the development plan also involves exploring new working techniques, including etching.



Name: Chen Jhen

Project Name:

Project Introduction:

Chen Jhen obtained his Master's degree in Information Design at the Design Academy Eindhoven in 2016. In the next year, he intends to focus on researching identity and how this is dependent on and manifests itself in different perspectives and contexts. His starting point will be the historic bonds between Taiwan (Formosa) and the Netherlands, formed by two historical documents from the 17th century: one a collection of reports and diaries from the colony's former Dutch Governor-General and the other a fictional history book by a Frenchman who claimed to have been born in Taiwan but had never been there. To help shape his research, Jhen plans to collaborate with the artist Chan Chiao Chun. One of them will conduct anthropological research on location in Taiwan and Indonesia. The other will remotely construct an identity based on information from the internet, news and historical documents. Both will focus on the same elements – geography (map), census (portrait) and ethos (diary). The research will take shape in various ways: an installation, video and a book.



Name: Daniel de Bruin

Project Name:

Project Introduction:

Daniel de Bruin graduated in 2015 at HKU University of the Arts, specializing in Product Design. His designs are characterized by their clear construction, visible mechanics and human-machine interaction. In the next year, De Bruin will focus on further developing his design methodology, collaborations, free experimentation and initiating new projects. One of the collaborative projects the designer intends to set up is with paper artist Mandy Smith and digital artist Michael Pelletier. Together, they will create an interactive installation that responds to the viewer's movements, making digital data tactile.



Name: Frank Kolkman

Project Name:

Project Introduction:

In 2011, Frank Kolkman obtained his Bachelor's degree in Fashion Design at the ArtEZ University of the Arts, Arnhem, followed by his Master's in Design Interactions at London's Royal College of Art in 2015. He positions himself as a 'design hacker' and combines his (industrial) design practice with mechatronics and fine art in order to create works that provide an insight into how technology can influence human behaviour. In the next year, Kolkman's plans include exploring methods and products developed since the 1970s by neurologists and scientists in order to generate artificial forms of altered consciousness. This research should result in a series of 'psychotronic' prototypes that can simulate emotional states, such as boredom.



Name: Isabel Mager

Project Name:

Project Introduction:

Isabel Mager graduated in 2016 from the Design Academy Eindhoven in the field of 'Man and Well Being'. During her development year the designer plans to develop a number of interdisciplinary case studies that look at the role of the designer in a globalized world. She specifically intends to focus on the designer's responsibility within (mass) production systems and devise critical tools to deconstruct these systems. For this investigation Mager plans to collaborate with experts drawn from a variety of backgrounds, such as research journalists, forensic researcher, HR managers and ethnographers. She will also undertake field research during a three-month residency in Shenzhen.



Name: Jason Hansma

Project Name:

Project Introduction:

Jason Hansma graduated in 2013 on the Master's programme in Fine Art at Rotterdam's Piet Zwart Institute. Hansma is exploring the societal impact of algorithms and digital image culture from a cultural and political perspective. In the next year, Hansma will conduct research on archiving images and texts in a smart database from which creative output can be generated by merging or bringing together the available information.

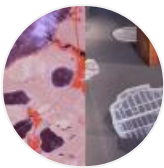


Name: Joana Chichau

Project Name:

Project Introduction:

Joana Chichau graduated in 2016 with a Masters in Media Design and Communication from Rotterdam's Piet Zwart Institute. In her practice Chichau focusses on the convergence of dance and encoding and programming. Chichau's personal development plan outlines a series of activities that will underwrite both her talents as a creative encoder and as a maker by taking on new collaborative ventures, including with Tama University Japan and Tetsuro Fukuhara of Butoh-Space Dance. In addition Chichau will personally organize a number of events exploring the interface on which she operates.



Name: Jos Klarenbeek

Project Name:

Project Introduction:

Jos Klarenbeek graduated in 2015 at the Design Academy Eindhoven, specializing in 'Man and Public Space'. As a designer, he is interested in enabling access to and translating complex data. In the next year, he intends to focus on data from satellites. An unprecedented amount of raw data on the Earth is now available free of charge, including temperature charts and the wave movements of oceans. This data is used by researchers and science, but the coding means it is inaccessible and unusable for the wider public, even though it can prove to be an interesting source for designers, for example. In order to plug this gap, Klarenbeek plans to develop various tools that will make it possible to link satellite data to a loom or a CNC machine, for example. To achieve this, he plans to do an artist-in-residency at PlanetLabs in San Francisco. He also intends to set up a collaboration with Aliki van der Kruijs, in which they plan to bring together their knowledge and use real-time wave information from the Wadden Sea as a design variable.



Name: Julia Janssen

Project Name:

Project Introduction:

Julia Janssen graduated in 2016 on the Bachelor's programme in Graphic Design at ArtEZ University of the Arts in Arnhem. Her graduation project was entitled 'Bank of Online Humanity' and aims to provide an insight into big data. In the next year, Janssen intends to collaborate with partners from science and the business community in developing the project further to produce a game and an app. She also plans to pursue her professional development as a designer and improve her profile.



Name: Karim Adduchi

Project Name:

Project Introduction:

Fashion designer Karim Adduchi completed his Bachelor's degree at the Gerrit Rietveld Academy in Amsterdam in 2015. Adduchi positions himself as a storyteller who uses fashion to forge alliances between different design disciplines, such as graphic design, furniture design and lighting design. By doing so, he is attempting to place his design practice outside the established fashion system. In the next year, the designer plans to collaborate with various partners in developing an unconventional collection as a counter-statement to the commercial fashion industry. The focus will be on the process of creation and learning rather than production. To achieve this, he will engage in discussion with partners from outside the existing fashion context, including the Tropenmuseum (Museum of the Tropics), refugee Yasser Nasser (carpenter), Alex Studios (lighting designer), V. Desportes (writer), S. van den Haak (graphic designer) and M. Lempart (social designer). To feed his creative process, Adduchi will also give workshops for the Makers Unite Foundation.



Name: Koos Breen

Project Name:

Project Introduction:

Koos Breen graduated in 2014 on the Bachelor's programme in Graphic Design at the Royal Academy of Art, The Hague (KABK). In the next year, he aims to further develop his working methods as a 'holistic designer'. He is formulating a series of commissions for himself, each building on each other. In these, Breen will challenge himself to explore new techniques and applications and make them his own. He is currently considering weaving, 3D tufting, metal casting and glass, ceramics and plastics processing. In his development, he will enlist the help of various coaches, including curator Matylda Krzykowski and designer Bertjan Pot.



Name: Lilian van Daal

Project Name:

Project Introduction:

Lilian van Daal graduated in 2014 on the post-graduate programme in Industrial Design at the Royal Academy of Art, The Hague (KABK). Van Daal's work combines biology, design and science. In her development year, she plans to go in search of natural materials to use to produce 3D prints of her designs. She also intends to increase her knowledge of biomimicry software. In order to achieve this, she will engage in various collaborations, both within the design sector and in science.

Name: Manon van Hoeckel

Project Name:

Project Introduction:

Manon van Hoeckel graduated in 2014 at the Design Academy Eindhoven, specializing in 'Man and Leisure'. As a social designer, she develops tools that enable strangers to engage in conversation with each other based on the conviction that contact with strangers broadens your view of the world and can also combat loneliness. According to Van Hoeckel, designers and planners often design and develop based on a practical perspective, whereas impractical aspects can often result in unplanned, spontaneous communication. This may have consequences for society. For example, gentrification can mean that different social strata are increasingly less likely to encounter each other in the public arena. In the next year, the designer intends to focus on this theme and launch a study into chance meetings and how people experience these interactions.

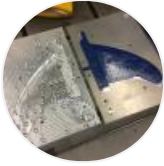


Name: Márk Redele

Project Name:

Project Introduction:

Márk Redele graduated in 2016 on the Interior Architecture Master's programme Studio for Immediate Spaces at Amsterdam's Sandberg Institute. The central theme of Redele's work is 'exchange', with a particular focus on its performative characteristics. In his development plan, Redele describes his ambition to conduct material research, in which he aims to apply his work spatially in three different places. Redele is collaborating on the material research with an Italian plastics manufacturer. After a nine-month period, the results of the research will form the basis for a temporary retail store environment that will be organized and fitted out by Redele himself.



Name: New State Of Matter

Project Name:

Project Introduction:

Gaspard Bos (New State of Matter) graduated in 2013 on the Master's programme in Integrated Product Design at Delft University of Technology. Bos's works vary both in terms of theme and material, but always apply a similar approach to design. For the next year, Bos envisages a series of activities that will combine coding with industrial and conceptual design. He describes this as 'relationship therapy for people and things'. In the development year, his work will include a new fin for surfboards using digital production methods and a machine that can develop a sense of fashion in order to encourage sustainability in the use of clothing.



Name: Studio Reus

Project Name:

Project Introduction:

Jonathan Reus graduated in 2014 on the Master's programme in ArtScience at the Royal Academy of Art, The Hague (KABK). His work combines traditional folk and other musical instruments with new technology. Reus translates scientific research or scientific phenomena into sound or instruments. Through research, debate, residencies and presentations, Reus aims to further develop his skills and raise his profile. He intends to create spatial work that visualizes the theoretical approach to sound. In his development, Reus is being coached by experts from the worlds of music, digital culture and science.



Name: Suzanne Oude Hengel

Project Name:

Project Introduction:

Suzanne Oude Hengel graduated in 2015 at ArtEZ University of the Arts, specializing in Product Design. As a shoe and textiles designer, her focus is on combining (knitting) techniques, industrial manufacturing and digital design methods. Hengel positions herself as an independent link between designers, businesses and technicians. In the next year, Hengel plans to develop further as a technician and programmer, widen her network and intensify her practice. For this, she intends to take a course in knitting-machine software, develop a database of yarns based on the functionalities required to make footwear and conduct materials research to enable the development of a wearable knitted shoe.



Name: TeYosh

Project Name:

Project Introduction:

Sofija Stankovi? and Teodora Stankovi? (TeYosh) graduated in 2015 with a Masters in Graphic Design from the Sandberg Institute in Amsterdam. Blending online and offline culture forms the central focus of TeYosh's work. The coming year will see the on-going development of two existing projects: the Dictionary of Online Behavior and Attention Spam. The projects are to result in various presentation forms, both online as physical and in virtual reality.



Name: Tenant of Culture

Project Name:

Project Introduction:

Tenant of Culture is Hendrickje Schimmel's artistic practice. In 2012, she obtained her Bachelor's degree in Fashion Design at the ArtEZ University of the Arts, Arnhem, followed by her Master's in Mixed Media at London's Royal College of Art in 2016. Her design practice is characterized by an interdisciplinary approach in which the designer moves freely between different fields of design, forms of presentation and theory. In the next year, Tenant of Culture plans to develop an online platform alongside her studio. She intends to use this new interface to safeguard her independent position within the fashion system and experiment with new forms of sale and distribution. She will also launch a study entitled 'A Just Fashion', exploring functions of the institutional archive and morality in relation to fashion. This theoretical research will be reflected in artistic experiments with materials, conservation techniques, sculpture, plastic and assembly.



Name: Willem van Doorn

Project Name:

Project Introduction:

Willem van Doorn graduated at the Design Academy Eindhoven in 2013, specializing in 'Man and Living'. Sensory experience, place and time are important principles for his design practice. While graduating, he set up his workplace on his family's farm in the village of De Kwakel. This resulted in a study of ways of connecting the agricultural sector with the creative industry. In the next year, he plans to open up the farm, which is also set up as a carpentry workshop, to guest designers and to set up an artist-in-residency focusing on themes such as light pollution and food production. This should ultimately result in a small creative business park and the conservation of the farm.



Name: Yamuna Forzani

Project Name:

Project Introduction:

Yamuna Forzani graduated in 2016 from the Royal Academy of Art, The Hague (KABK), in the field of Textile and Fashion. The designer operates as an activist for the LGBTQ community. In the coming year Forzani plans to develop a genderless collection and to present this at a personally organized Ball at the Hague's De Witte Society. A Ball is an event, vogue competition and safe space for the LGBTQ community. Forzani aims to use this format to break through heteronormative systems and bring different communities together.

Images

The pictures are to be found in the images folder.

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