



Project Title: GEO—DESIGN: Junk.

Hosted By: Design Academy Eindhoven and Van Abbemuseum

Project Introduction:

From satellite graveyards to the Great Pacific Garbage Patch, GEO—DESIGN: Junk. explores global systems of discarded things and the new realities and potentialities of waste. This city-wide exhibition, produced in collaboration with the Van Abbemuseum, showcases 18 projects by DAE alumni.

About Organisation:

Design Academy Eindhoven (DAE) is one of the world's leading design schools. The academy trains designers that proceed to make their mark on the future and has done so for over 70 years. It is recognised for its forward-thinking and renowned professors and alumni, who have made great advances in the design field.

Individual Participants

Name: Tellurico

Project Name: The Unchecked Chain

Project Introduction:

The Unchecked Chain

In 1994, Campania's garbage-collection crisis became so great that the entire waste-management chain was placed under the administration of an Extraordinary Government Commission. Tellurico investigates some of the more recent causes and effects of the crisis, which has changed the suburban landscape around Napoli, creating a junk district where garbage has been stored for almost 15 years.

Name: Giacomo Nanni & Julian Peschel

Project Name: The Oceanic Pole of Undefined Liability

Project Introduction:

Tracking and Trashing: The Oceanic Pole of Undefined Liability.

Space junk is usually associated with the ring of debris orbiting our planet, but it often reenters the atmosphere. Combined with controlled splashdowns, this is adding space waste to the marine environment. Nanni and Peschel explore space junk as a terrestrial issue at Point Nemo, also known as the Spacecraft Cemetery.

Name: Studiow (Héloïse Charital and Ismaël Rifaï)

Project Name: Modern Aviaries

Project Introduction:

Modern Aviaries

Junk is changing the habits of wildlife around the world. Charital and Rifaï look at the case of the white stork and how the bountiful landfills of Spain, Portugal and northern Morocco have turned the long-distance flyer – once an international symbol of migration – into a sedentary bird.

Name: Ines Glowania

Project Name: The Isolated System of Junk in Gaza

Project Introduction:

The Isolated System of Junk in Gaza

Israel's economic blockade of the Gaza Strip affects every aspect of the country's consumption. While products can still get in, garbage can't get out, adding growing mountains of waste to the pressures that are rapidly making this tiny territory uninhabitable. This closed system of junk becomes a window into the daily lives of Gaza's residents.

Name: Lotte de Haan

Project Name: Salaula

Project Introduction:

Salaula: The International Trade of Donated Second-hand Clothing to Zambia.

The trade in donated second-hand clothes from the west to Africa is worth \$5 billion per year. Through the creation of a series of sunshades, Lotte de Haan investigates the impact of this import industry at various levels within the Zambian economy in the face of growing competition from China.

Name: Noud Sleumer

Project Name: The Transboundary Loophole

Project Introduction:

The Transboundary Loophole

Only 20 percent of global e-waste is properly recycled or disposed of, with the remaining 80 percent becoming part of an illegal international network of trade. E-waste dumping-sites exist within a cycle of exploitation and pollution, but the illicit import of e-waste also creates new industries and opportunities. Sleumer creates an open atlas of independent E-waste sites, linking a global issue to its localised impacts.

Name: Schimmel & Schweikle

Project Name: Compute

Project Introduction:

Compute

CGI has become a crucial tool for creating spectacular destruction in contemporary cinema, freeing it from the physical realities of set building and budgets. Using 3D modelling and animation software, Schimmel & Schweikle recreate sites of destruction from the top ten most-watched American movies of the past decade, contrasting the speed of consumption of the moving image with the time it takes to reconstruct it.

Name: Shahar Livne

Project Name: Landscapes of the Plasticsphere

Project Introduction:

Landscapes of the Plasticsphere

The Great Pacific Garbage Patch is creating new “continents” of plastic that are home to a vast new human-made community of microbial life that scientists have dubbed the Plastisphere. In an immersive installation, Livne recreates an experience of this hidden community of life forms through sound, smell and visual design.

Name: Studio Plastique

Project Name: Common Sands

Project Introduction:

Common Sands

The microwave oven is a technologically advanced appliance used by humans all over the world to warm up or cook food. Studio Plastique uses this common object as a starting point to investigate the global production and disposal of silicate junk – a category of electronics waste that includes glass and silicone products that are rarely recycled – and its local and international impact.

Images

The pictures are to be found in the images folder.

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