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Participate in the GIF Challenge 2019 at Lasalle College of the Arts!

Date: 24th & 25th August 2019
Time: 10am to 8pm
Location: LASALLE McNally campus

You have 24 hours to create an animated GIF based on a list of short texts provided by the Asian Festival of Children’s Content (AFCC) 2019. It could be based on a character, a plot, an emotion – all up to your imagination! The best GIF will be featured on our upcoming cover, plus there’s a grand prize worth over $800 courtesy of Pilot Pen.

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* Remember to set your profile to ‘Public’

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**10 PRIZES**

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Preface from caves and rivers

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**Join us as an Intern!**

Our doors are always open to those who want to learn the ropes about publishing, or do you just want to just have a thirst for writing? If you’re passionate about the art of word and love your research, then we’d love to hear from you.

Want to get into the crazy fast-paced world of publishing, or do you just want to just have a thirst for writing? If you’re passionate about the art of word and love your research, then we’d love to hear from you.

Want to see your name somewhere in this mag?

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**Be one of our Contributors!**

If you want to write but you don’t have time for a full-time gig at the office, fret not. You can be one of our Contributors! This means you’ll get to write for both the website and the magazine, and still get to attend events we get invited to.

While you won’t have to be in the office at all, you’re always free to drop by.

If you’re interested in any of these positions, do drop us an email with your CV. We’d love to have you down for a quick interview to get to know you! Email us at: interns@campus.com.sg

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**More details:**

GIF Challenge 2019 Co-organised by

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RATCHABURI TOWN

**S開啟RESCUE FACTORY**

This is a pet shop selling puppies and kittens. You can play with the animals and buy them here.

**GRAY MONARCH**

Lovers of traditional candles can visit this shop to purchase high-quality candles.

**KING OF THE CAVES**

This is a cave where you can explore the underground world of karst formation.

**AMPHEX HILL**

This hill offers a beautiful view of the surrounding landscape.

**OTHER THEMED HOTELS**

**BOO WATANA BUNGALOW**

A themed hotel with decorative elements that reflect the traditional Thai lifestyle.

**LA PALM**

This resort offers luxurious accommodations and spa services.

**PARADISE BUNGALOW**

A peaceful resort with natural surroundings and traditional Thai architecture.

**BAN NAIYOM**

A charming village known for its traditional mud houses.

**CHOMPONG CAVES**

Beautiful limestone caves with natural lighting and waterfalls.

**KHRO KONG THEP**

A sanctuary where you can experience the traditional way of living in the caves.

**CAVES GALORE**

Ratchaburi’s mountainous landscape offers many caves, including those that have been converted into tourist attractions.

**THE SCENE VINTAGE FARM**

This is a rustic-style sheep farm where you can feed the sheep, watch a sheep-shearing demonstration, and go sheep-riding.

**SUOI TAYLAN RAFT RIDE**

You can find charming cafes to stay in and enjoy the scenery.

**THE SCENE VINTAGE FARM**

This is an English-style sheep farm where you can feed the sheep, watch a sheep-shearing demonstration, and go sheep-riding.

**RATCHABURI TOWN**

Ratchaburi may be a busy city, but take some time to stroll along the Hong Chong River for some surprises.

**TRADITIONAL MARKETS**

**DANGPHONG FLOATING MARKET**

This market is located near the river and provides a leisurely way to shop.

**CHOM THA TAI FLOATING MARKET**

Another floating market offering a variety of fresh produce.

**RAI THAI MARKET**

A traditional market with a variety of local products.

**THAILAND**

Amazing Thailand

www.tat.org

Facebook: Thailand Tourism

Twitter: @TATSG

Instagram: @tattravelth
BOLD, BRIGHT, AND BEMUSING
THE MEMPHIS DESIGN INFLUENCE
BY YIN LOON

WHO ARE THE MEMPHIS GROUP?
The name was simply influenced by a Bob Dylan song, and the group — made up of architects and designers — was actually
created in 1981 By architect and designer Ettore Sottsass.

Like many creative movements, Memphis was a reaction against the status quo. In
this case, it was the opposite of the rigid and straight lines of mid-century modern
and minimalism. It was founded around the idea of “radical, fun, and outrageous,” inspired by Art Deco geometrics, Pop Art colours, and 1950s kitsch — sort of like a marriage of Bauhaus and Toys “R” Us.

THE MEMPHIS LOOK
While you may not have heard of Memphis Design, you can easily identify its design
principles — namely its simple geometric shapes, flat colours (in bold, contrasting
palettes), and stylised graphic patterns defined by stripes and squiggles.

Materials like laminate and terrazzo, usually found on floors, were incorporated
into tables and lamps. Table and chairs would have legs that are either circles or
triangles, often with bright colours. The squiggles pattern (aka the Batick print)
was extensively used. In today’s context, the Memphis aesthetic can be seen as
garish and tacky, childlike even.

Memphis Group products were never
intended to be timeless, or applied to the
mainstream with their high price point.
They were a passionate movement driven
by form instead of function to provoke an
emotional response, had or good.

ICONIC MEMPHIS PIECES
Many of the witticisms pieces were
made using colourful laminated wood and
metal, and although they’re considered “cheap” materials, the pieces are prized
beyond the average consumer’s budget.
The most iconic piece is the giant
Carthus (€13,000) — which can be a
bookcase, room divider or dresser —
featuring a bold colour palette, stark lines,
and a geometric structure with voids and
shelves based around a system of
equilateral triangles. The Carthus sideboard (€13,000) is a wood- and plastic
laminated structure with a series of
horizontal shelves and diagonal arms to
hold wine bottles.

While the base of the Beverly
sideboard (€1,600) looks “normal,” the
top portion looks like a mass of a
structure that has laminated
wood and wood at
wrist angles, with
an inexplicable
red ball on one
corner.

The Asuka lamp (€2,800), designed in
laminated metal, has the “hoten” design
that many of his pieces — like the Carlton
and Casablanca — follow. The Tahiti table
lamp (€1,100) resembles a tropical bird
with a long yellow neck, a pink head, and
a square red base. The bulb in the “neck”
can be adjusted by rotating the “head.”
Like the Carlton, its base covered with
the Bahia pattern.

Unsurprisingly, their products were
even childishly by critics at the time for
being garish and impertinent.

While the Memphis Group was highly
influential in the 80s, the actual
collective was short-lived.

When Sottsass left in 1982, the
collective briefly formed a new
group called Meta Memphis to
keep the company alive, but by the
early 90s, interest in the
cover-the-top design had faded out.

MODERN INTERPRETATIONS
While the group may not exist today,
their cultural impact has led to the revival
of the aesthetic three decades on. Interest in the
Memphis design was rejuvenated after
the death of Sottsass in 2007. High
fashion houses Missoni, Karl
Lagerfeld, and Christian Dior kick-started
the modern movement. Dior’s 2011 fall
collection featured bold, black-and-white
graphics and vibrant contrasting palettes,
with chunky geometric shapes as
headache. Remember when Katy Perry
donned the iconic cube headgear at
the MTV Video Music Awards that year?

Before there was Apple Watch, there was its Memphis-inspired predecessor 30 years
earlier. The quartz-faced, analogue
timepiece was actually a fad offered to those who upgraded to Mac System 7.5.

In 2016, original Memphis member
Alessandro Mendini was commissioned by
Ligne Roset to design a set of skateboards in
the Memphis style. It featured vivid abstract shapes, aquaquiles, and lines in a pink, teal,
and orange colour combo.

MEMPHIS FOREVER
The Memphis Group only lasted six
years, but their influence lives on in
temporary designs. Some of Memphis’ biggest fans
include the likes of Karl Lagerfeld and the late David Bowie, who collected about 400
pieces. Numerous designers have
embraced the Memphis influence in their careers,
from Philippe Starck to Ian Schrager.
Their wry, repurposed yet rule-breaking
designs helped to send the Memphis
Group’s position as an eminent force
in the design world.
Cheat Sheet

A comprehensive guide to the evolution of Singapore’s shophouses, a unique architectural style.

Architectural Styles

Early Shophouse Style (1870-1920)
The earliest shophouses, dating from the late 1870s, were bare bones. The two-story buildings featured 1-3 wooden panels or canopies supported by wooden posts and tiled roofs.

First Transitional Style (early 1930s)
By the early 1920s, shophouses became taller, with decorative panels and canopies on the facade. The facades featured jamb windows, fronted with fluted or recessed pilasters, and arched panels cut into a plaster base.

Late Shophouse Style (1930-1960)
This period is marked by a transition in the use of materials and craftsmanship. More ornate designs featured decorative elements such as pilasters, arches, and lattice work. Colours and patterns were used to create diverse and visually striking facades.

Second Transitional Style (late 1930s)
The focus shifted to glass and steel, with more streamlined designs. The use of glass and steel allowed for larger windows and more natural light. The facades became more modern and sleek.

Post Deco Style (1945-1960)
The post-World War II period saw a return to traditional materials and designs. The facades were more ornate, with intricate detailing and decorative elements. The use of materials such as stone and marble became more common.

Modern Style (1970-1990)
This period saw the introduction of modern materials and designs. The facades were more minimalistic, with a focus on clean lines and simple materials. The use of stainless steel, glass, and concrete became more common.

Decorative Styles

Chinese Style (1870-1920)
Characterized by the use of Chinese elements such as stylized dragons, phoenixes, and calligraphy.

European Style (1930-1960)
The facades were more ornate, with intricate detailing and decorative elements. The use of materials such as stone and marble became more common.

Japanese Style (1945-1960)
The facades were more minimalistic, with a focus on clean lines and simple materials. The use of stainless steel, glass, and concrete became more common.

Elements of a Shophouse

In addition to the architectural styles, there are other decorative elements that make up a shophouse.

Patios/Piazzas: These are often located at the back of the building and provide a place for outdoor activities.

Vegetation Tiles: Located in the upper parts of the facade, they provide ventilation. Decorative tiles are used to create a visual interest.

Cannelloni: This style is characterized by the use of a long, tube-shaped pipe that runs along the length of the building. The facade is decorated with intricate patterns and designs.

Farfalla: This style is characterized by the use of Italianate elements such as arches, columns, and ornate detailing. The facade is decorated with intricate patterns and designs.

Conchiglia: This style is characterized by the use of shell-shaped elements that are used to create a visual interest. The facade is decorated with intricate patterns and designs.

Farfalla: This style is characterized by the use of Italianate elements such as arches, columns, and ornate detailing. The facade is decorated with intricate patterns and designs.
Being Fashion Forward

Fashion Design for Sustainability

By Yuki Kdo

The clothing line-up every few weeks are to satisfy the various tastes of the consumers.

Although fast fashion goes easy on our wallets and remains to be some of the most convenient and affordable options for the average consumer, it comes at a devastating cost, and causes huge problems on both ends of the pipeline.

The true cost of the fast fashion diet

On the manufacturing end, a lot of resources are wasted in the process of not only producing the goods, but also in sourcing the necessary materials for it. For instance, textile dying, an essential process in producing quality results, is the second largest polluted of water globally. According to the United Nations Environment Programme (UNEP), in 2014, the Fashion industry produced 20% of global wastewater and 10% of global carbon emissions.

A new life

Thankfully, with the emergence of new fashion brands that incorporate a sustainable vision for our future, we appear to be heading in the right direction. For starters, several brands have revolutionised recycling, turning almost everything into anything.

Companies like Crisp breaks down plastic bottles into raw polymers and nylons to create long-lasting clothing, purses, jumpers, sweaters, flip-flops, etc. In a similar fashion, Filane regenerates fashion into textile yarns used in premium sweaters and jackets.

NuCycle is a new textile that not only reduces the usage of water in their production methods, but also catons down on landfill waste by recycling discarded textiles and creating stronger threads that result in longer-lasting clothing.

Their first garment is a limited edition hoodie designed by Stella McCartney and Adidas. With these famous brands endorsing an eco-friendly view of fashion, we may very well compel other brands to do the same.

Offering a creative perspective

People Tree is a company that fosters an eco-friendly outlook. They are one of the pioneers that sparked the development of sourcing premium materials to create quality clothing. In particular, they rely on traditional artisan skills to create clothes, such as hand weaving, hand knitting, hand embroidery and hand dyed fabrics, creating clothing that does little damage to the environment.

The local scene isn’t too busy in terms of their efforts either.
The Green Collective features local eco-friendly brands that design thoughtful and unique pieces through responsible practices. This not only shifts the focus away from fast fashion, but also promotes sustainable fashion and supports local handicrafts.

Levi Strauss & Co. launched its 7 For All Mankind line, which features organic cotton and other sustainable fabrics. One of their designs is an N90X denim that is made from a blend of recycled cotton and bamboo, which is a great step towards sustainability.

While all these efforts are commendable, the fashion industry still has a long way to go before it becomes truly sustainable.

Brainstorming is something you’re naturally good at

This could mean drawing from the worlds of existing game designers for inspiration, possibly notable figures like the artists of hit video games like Final Fantasy, who have often been known to take inspiration from nature. As someone who has worked in the industry for many years, there are certain things that I’ve learned along the way that I’d like to share with others who are just starting out.

Meticulous is your middle name

The little details are what make games shine, MOBA (Multiplayer Online Battle Arena) like Mobile Legends, for example, rely heavily on graphics. Game designers need to pay attention to elements such as texture, art, lighting, and space, because these are the things that either make or break a game.

Communicating is your forte

Game designing is a complex process, and designers work with many other individuals – programmers, artists, animators, etc. – to create the final product. Any ideas, of course, are shaped and refined by the feedback they receive from the design team.

Sometimes, you may be required to do a bit of programming, and knowledge of programming languages, namely C++ and Java will be useful.

You have bonus programming skills

What it takes to become a game designer

Mobile Legends, Fortnite, PUBG – these are just a few games that are adored by many worldwide. Globally, the gaming industry generated nearly US$15 billion in 2018. With new games being released every single day, there has been a better time to be a consumer – or game designer, for that matter. According to PayScale, Video Game Designers in Singapore get paid an average of $75,000 annually – that amounts to $6,250 per month!

Ready to kickstart your career as a game designer? Here are a few attributes someone in the field should possess.
We may not think about it often, but colour is one of the most important factors in film especially because it sets the tone and atmosphere of a movie, even before a character utters a word.

As a part of the setting, colour is vital as it can influence how viewers think and feel about the movie and help to shape initial impressions without us being conscious about it. There are three components to colour: hue (the actual colour), saturation (its intensity) and value (its darkness or lightness). Each colour has different connotations and associations attached to it. One colour may portray completely different feelings that could even contrast each other.

Red can signify love, passion, violence, danger, anger and power. It is generally seen as having more negative connotations as it is also linked to rage, aggression, fire, blood, and war. On the other hand, red is also associated with some of the most powerful human emotions like desire, excitement, energy, speed, strength, and heat. In 'The Sixth Sense', red is used to represent love, dread and foreshadowing. However, in 'Amélie', red was instead used to represent hope, love and sensuality.

Blue is used to depict solemn and negative feelings, making the atmosphere darker and grimmer. It symbolises cold, isolation, melancholy, passivity, and depression. On the other hand, it could also provide closure - it has a calming effect, signifying stability, harmony, security, and trust. The famous closing scene of 'The Truman Show' uses a light blue backdrop when Truman goes up the stairs, signifying the moment he realises that his whole life is staged. The colour gives the audience a sense of closure.

The mood in films can easily be manipulated by the use of light and colour. In the Disney-Pixar film 'Up', the colours used were bright and happy when the couple got together, but it completely changed when Ellie suffers a miscarriage. Because of this depressing scene, the filmmaker added in darker hues and shadows to make the room look dimmer and portray the sorrowful feeling onto the audience.

The Indications of Red, Pink and Blue

Innovation of Cities

Think of the pictures of skyscrapers dotted on our television screens that we see. The images of the tallest buildings are visually striking and make us feel inspired by their design. The same is true for cities. Modern cities are designed to be impressively tall and visually striking, making them a symbol of progress and modernity. As cities continue to grow, the design of buildings becomes more important, and it is crucial for them to not only be aesthetically pleasing but also functional and sustainable.

Liveability of Cities

With a global trend of urbanization, cities are becoming more crowded, leading to a decrease in green spaces and public amenities. This has led to a decrease in the quality of life for residents, making it difficult to find places to relax and unwind. Therefore, there is a need for urban planners and designers to focus on creating livable cities that are sustainable and environmentally friendly.

Mobility of Cities

The MRT gives Singaporeans mobility. However, the current system is not efficient enough to cater to the needs of commuters, leading to long waiting times and overcrowding during peak hours. This has led to the development of new technologies, such as autonomous vehicles and drones, to improve the efficiency of public transportation and reduce congestion.

Sustainability of Cities

Electric vehicles (EVs) are becoming increasingly popular, and their adoption is crucial in reducing carbon emissions and combating climate change. However, there are still challenges to be addressed, such as the development of charging infrastructure and the need for policy changes to encourage the adoption of EVs. The future of cities lies in finding a balance between progress and sustainability, ensuring that they are not only sustainable but also liveable for all residents.
**ANIME VS MANGA**

**MEDIUMS WITH (OUT) A MIDDLE GROUND**

By Isabelle Davis

The two mediums of manga and anime are intricately intertwined, and any creator who attempted to do so seriously would find it impossible to distance himself from the strengths and weaknesses of each medium's history. We have many examples of successful and failed adaptations in the past few years, from the revival of the classic manga Banana Fish to the botched adaptation of the cult hit Happy Sugar Life.

A good adaptation of a manga is not one that simply replicates the experience on the screen—6 days in the life of a man with the unworldly voice of a dio show, and depends on the emotional quality of music to carry its message.

**IS THERE A DIFFERENCE?**

Anime combines eight and sound to create a more comprehensive story, utilizing the unique narrative techniques of manga and animation. It is a form of manga where viewers are expected to watch the story as it unfolds, without any dialogue. A good adaptation will make use of this unique narrative quality to create a more immersive experience.

**MUSIC AS CATHARSIS**

**YOUR LIE IN APRIL**

Those who have watched and read both versions of Your Lie in April will notice that the manga and anime versions are not the same. The anime versions are often more condensed and streamlined, while the manga versions are more detailed and nuanced. The anime also tends to focus more on the characters' emotional journeys, while the manga is more focused on the story's plot.

In the anime, the music plays a more prominent role in the storytelling, while in the manga, it is more of a background element. The anime also tends to focus more on the characters' relationships, while the manga is more focused on the story's plot.

**SAME BUT DIFFERENT: FLOWERS OF EVIL**

The anime version of Flowers of Evil is a psychological horror story, while the manga version is a more realistic story. The anime version is more focused on the characters' emotional journeys, while the manga version is more focused on the story's plot.

What they lost in the move from manga to anime, they gained back in character development by usage of a direct, simpler, but more effective way of telling the story. The anime is a more faithful adaptation of the manga, but it also has its own unique qualities, such as its use of music and sound effects.

**COMICS REDESIGNED: A MORE EQUAL FUTURE?**

Comics have been redesigned to be more gender-equal. While there have been some amendments to male costumes, notably in TV and movie adaptations.

In Wonder Woman (2017), the Greek warrior princess is depicted with more realistic features and a more traditional outfit, which featured red greaves and arm guards, instead of the original costume. The new design also features a more traditionally feminine and confident stance, which is more representative of the character's personality.

More effort has been made in recent times to have on-screen costumes in order to portray female superheroes as strong, rather than only being reduced to sex objects. This has resulted in a more realistic portrayal of female superheroes, which is more representative of the character's personality and not just their sex appeal. This ensures that the costume does not detract from the true intention of the character, whether it be missions or celebrating the villains.
OUT AND ABOUT

PRODUCTIONS

Emily of Emerald Hill

Evoking the golden age of British-Chinese culture from the 1930s, national Shilla Keong's Emily of Emerald Hill promises to be the most immersive version of Sheila Keong's award-winning play. In this decadent world, fashion and women can only be found in her roles as a daughter-in-law, wife, mother and homemaker. Emily Gan is an abandoned girl who becomes the mistress of a distinguished Penangian household.

GIGS

Snow Patrol

From the all-time favourite and popular band 'Chasing Cars' to numerous chart-topping singles, much-anticipated tours, Irish rock band, Snow Patrol returns to a festival to break some new ground with an intimate acoustic showcase. The show is part of a series of special gigs in Australia, Japan, Thailand, Malaysia, and Indonesia.

MOVIES

Weathering With You (Japanese)

Three years after Your Name, Makoto Shinkai returns with Weathering With You. When small town high schooler Hodaka Morishima makes a go at living on his own in Tokyo for the first time, it isn't long before the students work to write a local magazine about the things strange and supernatural - but the most interesting thing happening in the city is the unusual weather. Rain is common enough in the city at first, so no one makes much of the recent torrential showers that never seem to end, but unbeknownst to nearly everyone, a young girl named Hina Amami who has the ability to control the weather makes among them.

THE F&B INDUSTRIALISATION

From the early 20th century, food businesses in Singapore were mainly family-run, producing goods like sauce, vinegar, and noodles. As the age of industrialisation began, it brought about a shift from small scale production to automated factories, which created a strong food industry in the 60s and 70s. The rise of machine and production techniques saw Singaporeans' tastes expand to include more exotic foods. This was further fuelled by the growth of food packaging and distribution.

PACKAGING AS A BRAND

An imperative emerged into our cosmopolitan society, selling food became a competition to attract a localshoppers browsing the aisles. Manufacturers soon started getting creative with their product packaging to distinguish themselves in the market.

PRACTISING THE 3R'S

If you think sustainability is a current topic, think again! the awareness of the need for sustainability was spread since the 20th century. Public agencies, like the National Environment Agency (NEA), initiate activities and initiatives like the Singapore Packaging Agreement encouraged producers to reduce waste and use more sustainable materials in their packaging. For example, McDonald's used disposable polystyrene foam 'styrofoam' boxes to hold their Big Mac burgers in the 1980s and 90s, but switched over to paper packaging in the 2010s due to public pressure.

People also get creative with how to reuse their food packaging after all the contents have been consumed. For example, formato is used to cover the food before throwing away or in other objects, even to this day. Old time newspaper were sometimes repurposed as wrappers by passing them to the lid and adding wooden handles to the inside.

As overlooked as it may be, food and drink packaging can tell us a lot about Singapore's history and culture. It also reflects how the material changes affect the materials and production methods of packaging. In stores where people are starting to be more aware of the negative environmental effects of disposables, we are taking more of modern technology to replace throwable or reusable packaging. What's next for the future of food and drink packaging still being?
THE LIST
EVOLUTION OF PERSONAL COMPUTERS

COMPUTERS HAVE ALWAYS PLAYED A KEY ROLE IN THE DESIGN OF INNOVATIVE DESIGN, SINCE THEIR INCEPTION. IN FACT, MANY USERS OF PERSONAL COMPUTERS WILL NOT EVEN REALIZE THE ORIGINAL - THE APPLE II - AS A “COMPUTER.”

FIRST PERSONAL COMPUTER ALTAR DEVICE OKAY (1979)

This was the very first personal computer that was introduced to the market in 1979, even though this model looks identical to what we have today. It does not have a keyboard or a mouse. However, it has an output device called a “screen.”

INTERESTING FACTS ABOUT THE ALLOT 8000 (1981)

This is the first personal computer that has a built-in keyboard and mouse. It was introduced at a price of $1,500, equivalent to $8,000 in today’s terms. It also influenced many computer manufacturers to adopt their platforms and add their own features to the computer. This popularity led to the mass production of personal computers, even though the only computer being sold is Apple.

PERSONAL COMPUTER ROOM (1980)

Apple introduced the Apple II, which was the first personal computer to use a keyboard and mouse. The Apple II was not only a new product but also a new way of working, especially for designers. It was designed to be a personal computer with a built-in keyboard and mouse, allowing users to use their equipment more efficiently and effectively.


Microsoft Surface is among the first personal computers that would be used both as a tablet that could be used on the move and a computer that could be used on a desk. With the advancement in touchscreen technology, many manufacturers made their computer touchscreen-sensitive.

BREAKING DOWN THE PC RASPBERRY PI 3 (2019)

The Raspberry Pi 3 is a project that was created to teach people how to use computers. It is a small computer that can be used as a simple computer or as an education tool. It is designed to be used to teach people how to use computers.

THE FUTURE OF PERSONAL COMPUTERS

There are a million possibilities as to how personal computers will look like in the future. One particular area of growth is in the virtual reality and augmented reality space. Currently available technology allows users to play immersive games, but looking into the future, this form of interaction might be the way we use our computers. Interestingly, some film budgets and computer files have long predicted this form of technology, which has now finally been realized.

GOOD TO BE BAD

FILMS SO BAD THEY’RE GOOD

Films have the ability to make us cry, laugh, and most importantly, give us a sense of escapism. From the heartbreakingly anguished folk feel when Jack dies in Titanic, to the overaching suspense of The Thing, we all have our beloved films. But what about films that are considered “bad” because they’re really, really bad? Here are four examples:


“You’re just like a chicken, sheep, sheep, sheep,” says Johnny, whose best friend Mark has just died in this emotionally-heavy film. Just kidding; this isn’t a movie, it’s The Room.

From Rice’s bizarre dialogue, like “You’re looking at me like a sheep!” to its disjointed story, The Room’s writing is a sophisticated yet somehow hypnotizing one, which has gained a huge cult following in Europe and the US.

2. BIRDDEMICH SHOCK AND TERROR (2010)

With its uniquely graphic and surrealistic style, Birdemich Shock and Terror is a film that was released in 2010. This film is a combination of animation and live-action, and it is considered a masterpiece of modern cinema.

The story is about a young man who is trapped in a dangerous situation and must escape from it. The film is full of action and suspense, and it is sure to keep audiences on the edge of their seats.


An engineer who needed to create a new computer program to help his company was given the impossible task of creating a computer that could not only calculate but also think. The computer, however, was not as smart as expected, and it began to exhibit human-like behavior.

4. FATAL FINDINGS (2013)

A detective who is searching for a serial killer is given a series of clues that lead him to the killer’s location. However, the killer is not as simple as he first seems, and the detective must use his wits to catch him.

In conclusion, films have the ability to move us in a way that is unmatched by any other medium. Whether it’s the heartwarming story of Titanic or the suspenseful tale of The Thing, films are a powerful tool that can inspire, move, and entertain us.
DESIGNING THE INTERNET HOME

BY NINA GAN

HAS IoT GONE TOO FAR?

In this modern age, we often rely too much on the internet that we sometimes can’t function without access to it. Think about how often you look at your mobile phone, for instance. Nowadays, it seems like everything’s being hooked onto the internet – coffee makers, cameras, fitness trackers – controlled via our mobile phones. The era of the Internet of Things (IoT) has been slowly infiltrating our daily lives.

WHAT IS THE INTERNET OF THINGS (IoT)?

Simply put, it’s connecting any device to the internet (and each other) – this includes anything that has an on/off switch, like doors, coffee makers, fridges, headphones, and pretty much everything else. Some analysts say that by 2020 there could be over 26 or even 100 billion connected devices – this changes the relationship between people-things or things-things.

We are slowly getting used to the whole idea of automation, and IoT is doing it seamlessly for us. This is why some of the biggest fields of innovation lie in home appliances, which are basically designed to act as your virtual live-in helpers. There are fridges with TV screens for snacking and purchasing groceries online. There are smart ovens and cook pots that provide cooking instructions and automate your baking or cooking.

It’s not difficult to imagine people getting creative with making IoT devices – there are as many over-engineered connected devices out there, with more in the pipeline.

IOT IN THE BEDROOM

Just Google “IoT sex tech” and you’ll find several. Simply put, it’s internet-connected sex toys. There’s even a name for them: medicinal. These will be Bluetooth-connected sex toys for men and women from makers like Lovense, LoveJoy, and Kiiroo. All you gotta do is control their partner’s devices via apps, taking mainly long-distance couples to a whole new level. Many of them vibrate to music, and can be connected with webcams, recorded videos and VR content (just a time to be alone for more nudity, there are gadgets like iStick for men that act like a ‘trip’ for men to ‘trip’ to track their thrust velocity and other useless stats during intercourse. Coming in close second is probably like a ‘trip’ for ‘trip’ bro, it is a tiny camera that records whatever the nude is, so, doing.

Of course, both gadgets – which are basically over-engineered silicone rings you slide onto man’s binned – are connected to apps that let users share their details with others.

IN A SIMILAR VENUE, THERE ARE ALSO GADGETS THAT NOT ONLY VIBRATE, BUT HAVE CAMERAS ATTACHED TO THEM SO YOU CAN TAKE EXTREME CLOSE-UP PHOTOS OR VIDEOS AND OF COURSE SHARE THEM ON THE INTERNET FOR YOUR FRIENDS OR ACCIDENTALLY SEE.

INTERNET OF BAD SECURITY

Because IoT devices are designed to be connected via Bluetooth or Wi-Fi with data transmitted over the internet, usually into a cloud database – they often come with default passwords or settings allowing them to be accessed by anyone. Everything connected to the internet can be hacked.

Imagine IoT toys equipped with cameras and microphones that can record everything you say and do, and then pass that data through the internet. The hackers aren’t just hacking into the devices themselves – they’re hacking your phone and send all of its data through the device’s app.

Plenty of IoT devices have been hacked. At its base level, data could be sold to third parties for targeted advertising purposes. One company has said to pay $132.75 million after it was clear that their device was hackable, and was sending data like personal and medical stuff to the company’s servers.

Children are particularly vulnerable because an exposed database can point to their precise location, with pictures or recordings of them. A simple toy can be used to extend on conversations – My Friend Cayla was banned in Germany because it was deemed an espionage device. Other Clouds pets got hacked, the messages were used for ransom.

The security systems on these IoT databases are flimsy – hackable even by prs (people acting technologically to get rid of bugs is problematic and costly, because the cloud databases store so much data, it’s competing for companies to sell them to make profit (IoT isn’t held to legal requirements).

FUTURE OF IOT

As technology in IoT continues to advance, companies have to solve security as the biggest design issue. In the meantime, vast groups of interest groups hold backholders where experts from different fields put together technology to solve these problems. If you’re not code-savvy, the best way to not get hacked is to disable microphones or cameras on your IoT devices. Or better yet, hold off on purchasing it until manufacturers can ensure and enforce user privacy.
Gather your friends for a little game together! This classic Snakes and Ladders game has a twist — race to the finish line, while avoiding the snares of drug abuse! It’s a fun way to raise awareness and keep our community drug-free.

On most days, like everyone else, we wait at the bus stop for the usual bus to transport us to our destination. On occasion, we’d check the directory boards for information regarding where a particular bus might be able to take us. Navigating the vehicle’s boarding etiquette, for instance, knowing where to wave our fare card or pushing the big red stop button on the handle bars, comes close to being instinctive. In some ways, it’s almost natural that we’d notice the functions of these objects. Do you wonder if this is due to the efficiency and simplicity of it that we never really question this aspect of our morning routine?

**DESIGN IN USE**

“UI/UX” – better known as “user interface” and “user experience” – is an aspect of design that shapes the way we view and experience the world. Everything from the way people move in a space, to using the smallest objects you hold. From the moment we open our eyes in the morning, every object that we touch has been designed by someone for a specific purpose, ranging from your bed, all the way to your toothbrush in the night.

**EXPERIENCING DESIGN: THE SYSTEM**

Good design often goes unnoticed. Let’s take our morning commute, for example, when we carefully consider the process leading up to arriving at our destination. Observe the way people fill up areas where they can take a seat, leaving ample space to accommodate more passengers. Everyone moves from shelter to bus in unison to allow other passengers to board systematically through the front door, while those alighting use the back door for a smooth flow. This bus also comes equipped with handrails for standing passengers, with buttons added on to trigger its暨ighting bells, all within arm’s reach.

**INTERACTING WITH DESIGN: THE VISUAL**

Even the information that we consume on this journey has been planned, laid out. Take the information board, for example. Test is arranged in a way that allows it to be conveniently read and easy to understand. This can be seen in the hierarchy of information within the directory boards; we usually first notice the available buses’ identification and then its operation details and routes.

On the bus exterior, we first notice its number before we board, as it prominently displayed on the front and side, to ensure commuters don’t board the wrong bus as it pulls in. Moving to the interior, we see subtle signs placed all around. These are icons for the fire extinguisher highlighting where it is kept, as well as instructions for its use if the need arises.

The application of graphic and industrial design, along with spatial research and planning lead to a well-made space that positively affects the commuters; their get from point A to B safely and efficiently.

**IMPORTANCE OF DESIGN**

Bad design always stands out. Consider a scenario where all of Alice’s Wonderland was let loose and somehow warped into a transport vehicle where all the signs on the bus are placed in the wrong areas with the wrong colour, and you could hardly identity where it was going, with no clear sign of safety procedures. The bus seats are ridiculously small and arranged in odd places, and its walkways narrow, with no handrails to hold onto.

As excelling as it sounds, it would be a very uncomfortable and hazardous experience for everyone. Design plays a very important role of organizing and shaping how we experience the world by giving a structure to the mass that is life. The world as we know it is moving at such a fast pace that we cannot ignore how much of a role design plays in our lives.

Slow down to notice the small nuances of our daily routine: get up on an opportunity to reconsider how certain appliances make our lives better. The analogy of the morning bus ride highlights how design plays a very important part of every aspect of our lives — if done badly, it could have negative consequences on our users as well as the surrounding environment.

**How to play:**
1. You’ll need tokens for each player and one dice (get creative!)
2. Roll the dice and move forward on the board. If you hit a ladder, move up; if you hit a snake, move down.
3. First one to finish wins!
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