



@blairboyledesign



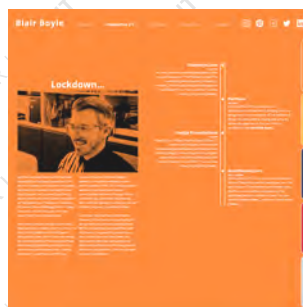
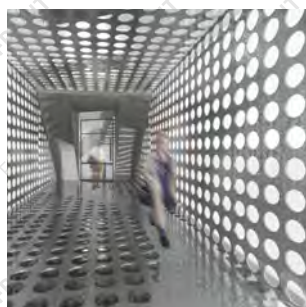
Blair Boyle



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BLAIR  
BOYLE

SPATIAL  
DESIGNER

PERSONAL PROJECTS PORTFOLIO

Thank you for taking the time to look over my portfolio of work. I hope you can find something that can inspire you in one way or another. If you have any questions about anything in this body of work please don't hesitate to contact me at:

**[hello@blairboyle.com](mailto:hello@blairboyle.com)**

I'm eager to answer any questions you may have. *Enjoy.*

## 01.00 University 2016-19

- .01 Reflective Pavilion  
2nd yr concept project at DJCAD
- .02 Dwelling  
2nd yr residential project at DJCAD
- .03 Herinneren  
3rd yr live project at Thomas More
- .04 Central Dis-Chord  
4th yr Group Installation Project
- .05 The Outlook  
Personal Thesis Project
- .06 Interiors Degree Show  
Degree Show and New Designers exhibition build

## 02.00 Extracurricular 2014-2019

- .01 Time To Shine  
Youth Arts Engagement Strategy
- .02 The Service Jam  
Global Service Design Sprint
- .03 Malaysia  
Common Purpose leadership trip
- .04 China Summer School  
Science, Engineering and Culture Summer School
- .05 Workshops  
Facilitation at various workshops
- .06 Venice Biennale  
Research Fellow at the 16<sup>th</sup> Architecture Biennale

CO—NT

EN—TS

## 04.00 Lockdown 2020-Present

- .01 Internal Ideas Video  
Internal Business Development video
- .02 anditheokle.com  
Web development for an artist's e-store
- .03 Iso Drawings  
Work From Home set up development
- .04 Hame.67  
Residential project.
- .05 Design Presentations  
Multiple Friday Design Presentations
- .06 blairboyle.com  
Development of own personal website



I attended the **University of Dundee** from September 2015 until June 2019 when I graduated with an **Upper Second Class BDes (Hons) in Interior & Environmental Design**. In my first year of university I was studying the General Foundation in Art and Design which later led me into IED. Our second year projects mainly acted as an introduction to interiors concepts and the resources we could use at the art school (*laser cutting, 3d printing, wood workshop, welding etc*). However, many of them were also to **challenge our understanding of what an interior or environment is/can be**.

In third year of university I spent a semester abroad to **obtain a different experience of education**. I went to Thomas More Hogeschool in Mechelen, Belgium to study **Interior and Service Design** with some additional modules. This experience was one of the highlights of my time at university being able to work with people from other cultures (*Thomas More is 1/3 Erasmus/ International Students*) on **live industry projects** is something I felt I was missing in Dundee.

For my fourth and final year at Dundee I produced my personal dissertation and thesis studies which were interlinked. For my Dissertation I investigated

*'How might smart-city projects be improved by a co-design approach and what opportunities does this hold for designers?'* and used this as an initial research opportunity for my thesis project 'The Outlook' a space that places people firmly at the centre of Dundee as a developing smart city.

The projects we undertook in IED were very diverse in nature encouraging us to approach the term interior with **an abstract and artistic lens**. We were always encouraged to **engage people in the design process** through design engagement techniques and methodologies. These projects range from **installations and exhibitions to full scale interior typologies**. We also got to experience working in teams (*many of which were multidisciplinary*) from 3 people up to 20 which provided excellent **management and coordination experience**.

In addition to a selection of projects from university I've included some other projects I was involved in outside of university in section two. These are projects that **didn't necessarily have a visual design outcome** but that nevertheless I'm incredibly proud to have been a part of. I have chosen to show them because **they were immense personal learning experiences**.

# REFLECTIVE PAVILION

A **small-scale temporary pavilion** expressing the constant changes that were happening around the Dundee waterfront area, specifically at the site of the V&A (Formerly Olympia Swimming Pool). The pavilion is roughly sized to fit within a parking space (2.5x5m). **Reconstruction was explored as a theme of inspiration** looking at some of the scaffolding, building materials and innovation of the V&A Dundee Site.

It aimed to create a pavilion **constructed from simple components but sculpted a complex structure**, similar to B.I.G's 2016 Serpentine Pavilion. I explored reconstruction for this project as I felt **it best encompassed a shifting city** by showing evolution. I wished to show not point A (*pre-shift*) or point B (*post-shift*) but rather the shift itself as **I believe change is beautiful and represents a pivotal point of progress**.

After visiting the V&A site I decided this would be the area I would focus on, taking inspiration from colours, materials, textures and changes on site. As a site that is constantly changing, **I looked to represent and incorporate this change in my design**. I aimed to best represent this change in particular through the choice of materials and structure itself.

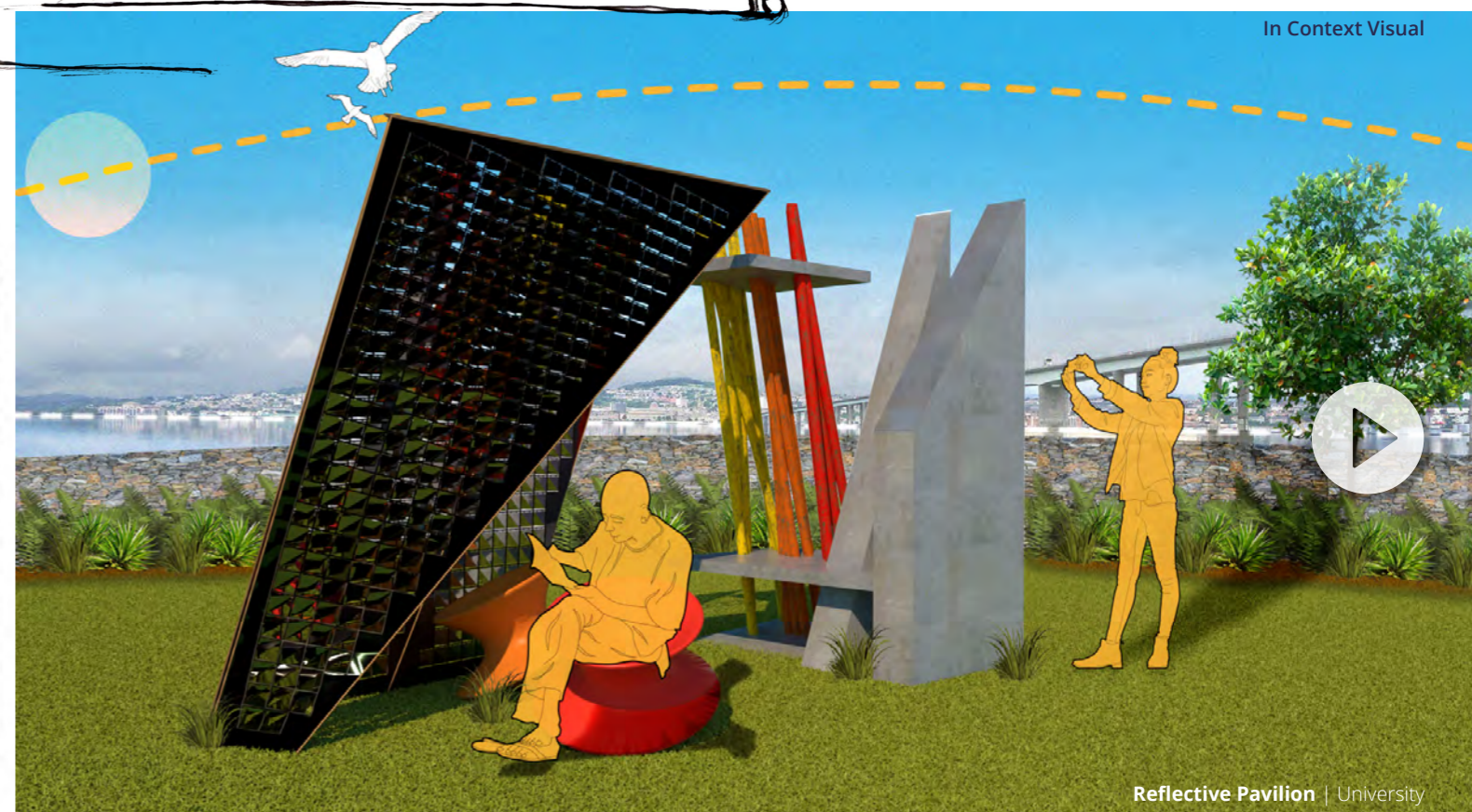
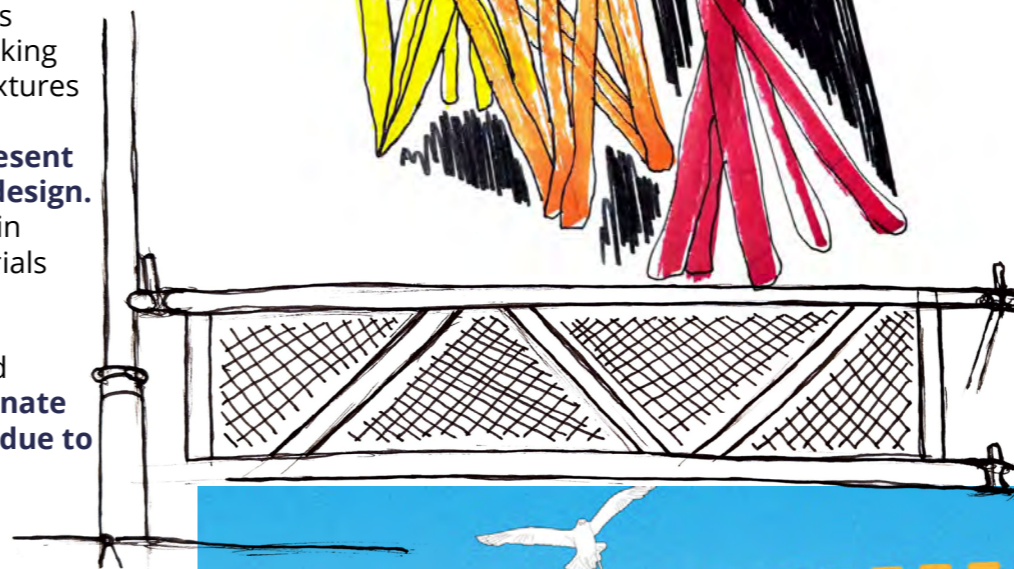
Doris Sung pioneered the creation and application of Thermo-Bimetal, **a laminate metal sheeting that changes shape due to**



3D Concept Model

**the heat and its expansion rate** of opposing metals. I looked to include this as an innovative material and an integral part of my design as a way of **introducing light and shelter as elements to consider**. Dundee being the sunniest city in Scotland would create an interesting reaction with this material. Having factors of change is important in this design as it represents a shift and how it comes to be – both through the people who live in a city and outside factors such as the economy, demand and time.

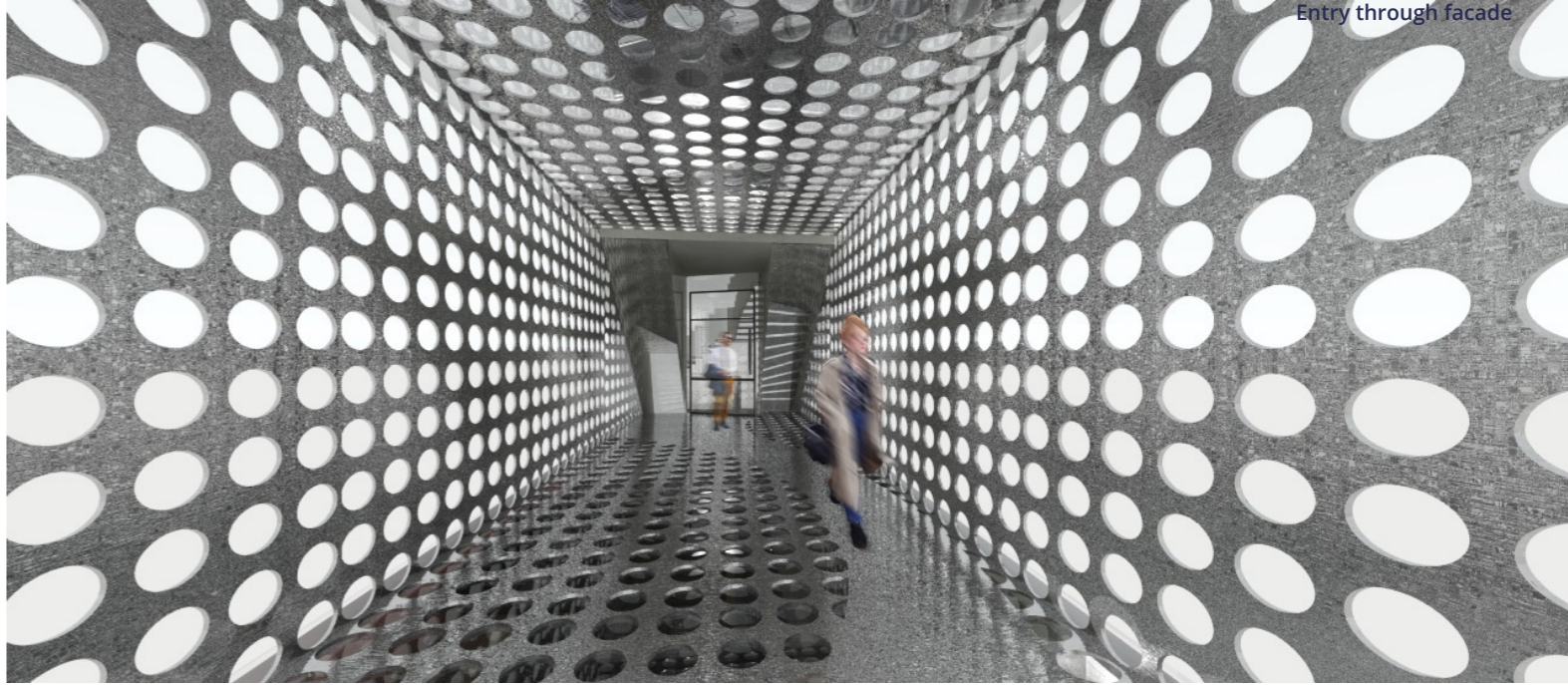
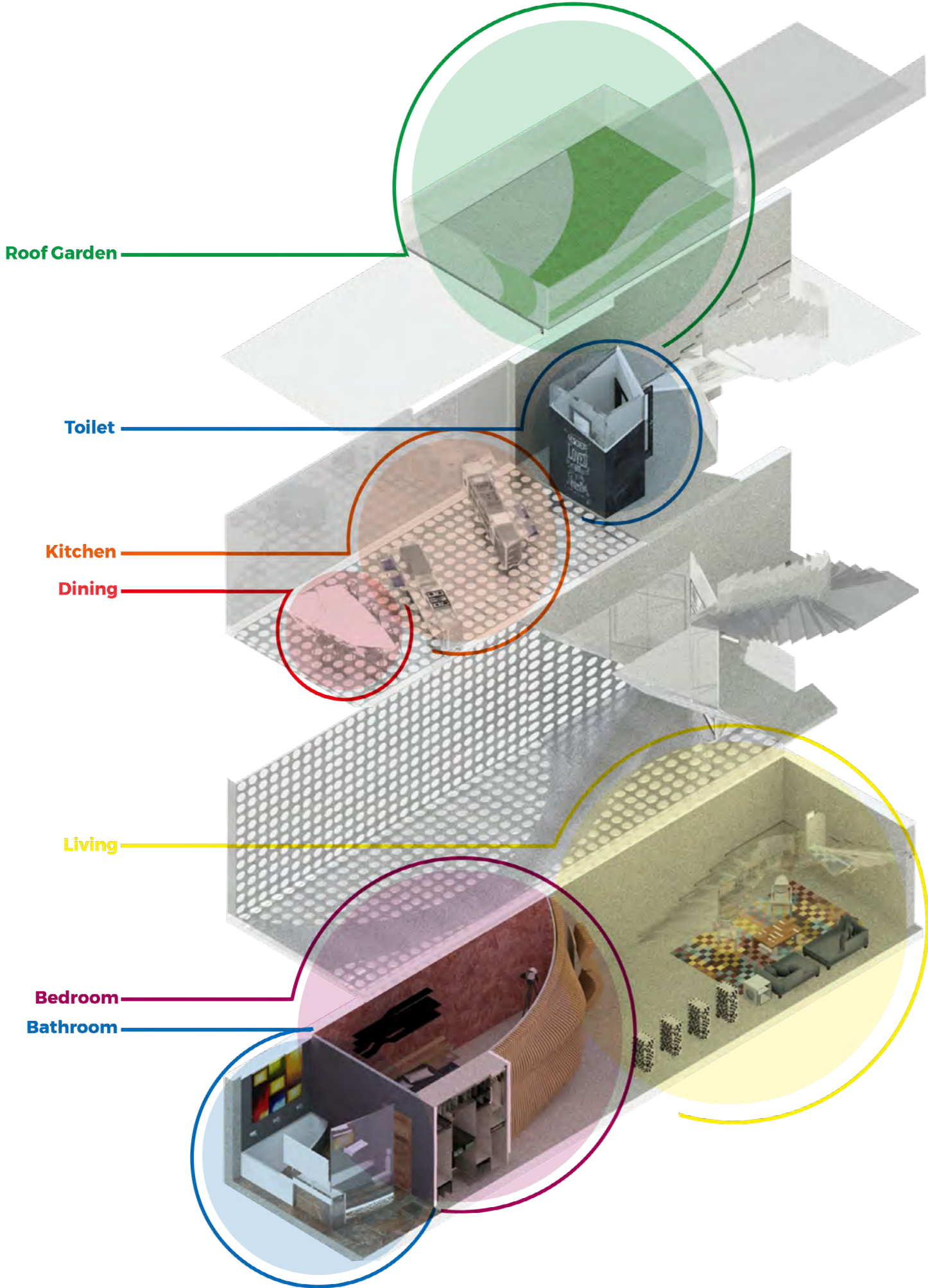
01.01



In Context Visual



# DWELLING



The unconvention home proves that **convention is defined by those who defy it**. Flipping dwelling and spatial norms on their head, literally, by exploring **Corbusier's five points of architecture, vertical zoning and the focus of the product within the home** on a room to room basis. The end dwelling is minimalist and sophisticated in its design and demonstrates a more contemporary way of life. The focus of the product comes from the personas, product designers, vertical zoning from the space itself and from Corbusier's philosophy. I explored four of the five points of architecture in some way, *freeing the façade, by making it a spatial experience of its own, opening the ground floor and freeing it from load bearing walls to name a few.*

The **conventional idea of home has been flipped on its head** by having the resting and relaxing areas i.e. the bedroom and living area below ground level and having the living and 'working' areas i.e. kitchen and dining above ground level. **The ground floor has been completely freed from function and is instead regarded as an experience** inside and out, you enter through the façade and are greeted by the tall atrium which solely houses the entry to above and below through the **statement glass staircase wrapping around the perimeter from the basement to the roof.**

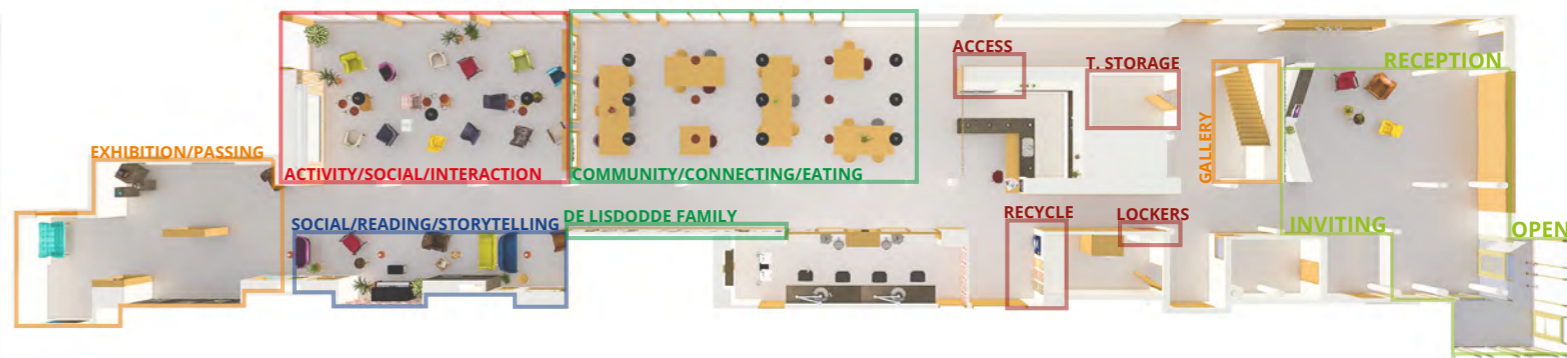
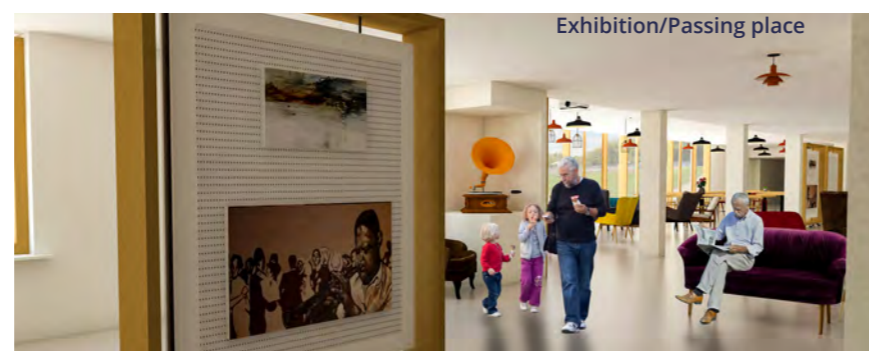


De Lisdodde intended to create a home away from home for the elderly residents, volunteers and staff who spend time there. It is a redevelopment of the existing public space found in the building. The design was led by stories and experiences of the residents and staff who we were able to interview and develop personas from. This helped us consider the needs of multiple stakeholders at once.

The personas can be split up into three categories - residents, staff/volunteers and visitors - each group and their needs have impacted the design outcome. For example Lore (a volunteer) can make use of the newly designed reverse access to the fridges to avoid taking things out and putting them back in again. The reception space is more accessible (DDA) and inviting (new soft seating) for guests and people looking to volunteer like Jo. For the residents a central community zone in and around the canteen area has been developed to encourage meeting new people and forming new bonds.

The look and feel we went for was more nostalgic reflecting on the lives of the residents taking staple pieces from the 60-90's to comfort them and make their environment feel more familiar.

Our design puts sharing at the forefront of De Lisdodde's priorities: *Sharing stories; Experiences; Space; Time; and more* - by doing this we hope to encourage an even more vibrant, creative and supportive community to develop by the already lively residents.



**MADIE, 83**

Due to the passing of her husband she is currently in a receding mood and doesn't feel like participating in many activities. A means of expressing herself would help.



**ANDRÉ, 90**

Andre is less physically active now but he still has a lot to offer and has lived a full and active life, so far. He loves talking to people and sharing his life experiences.



**ANNA, 10**

Visits De Lisdodde with her school to learn from and listen to the elderly. She enjoys hearing stories about the past and doing joint art projects with them.



**MARIA, 79**

Maria is new to the De Lisdodde and is eager to make friends. She's shy and finding it hard to go out and meet the residents but she wants to feel part of the community.



**LORE, 43**

Lore is a volunteer at De Lisdodde and enjoys spending time helping the residents. She thinks some small improvements could be made to make her job easier.



**JO, 46**

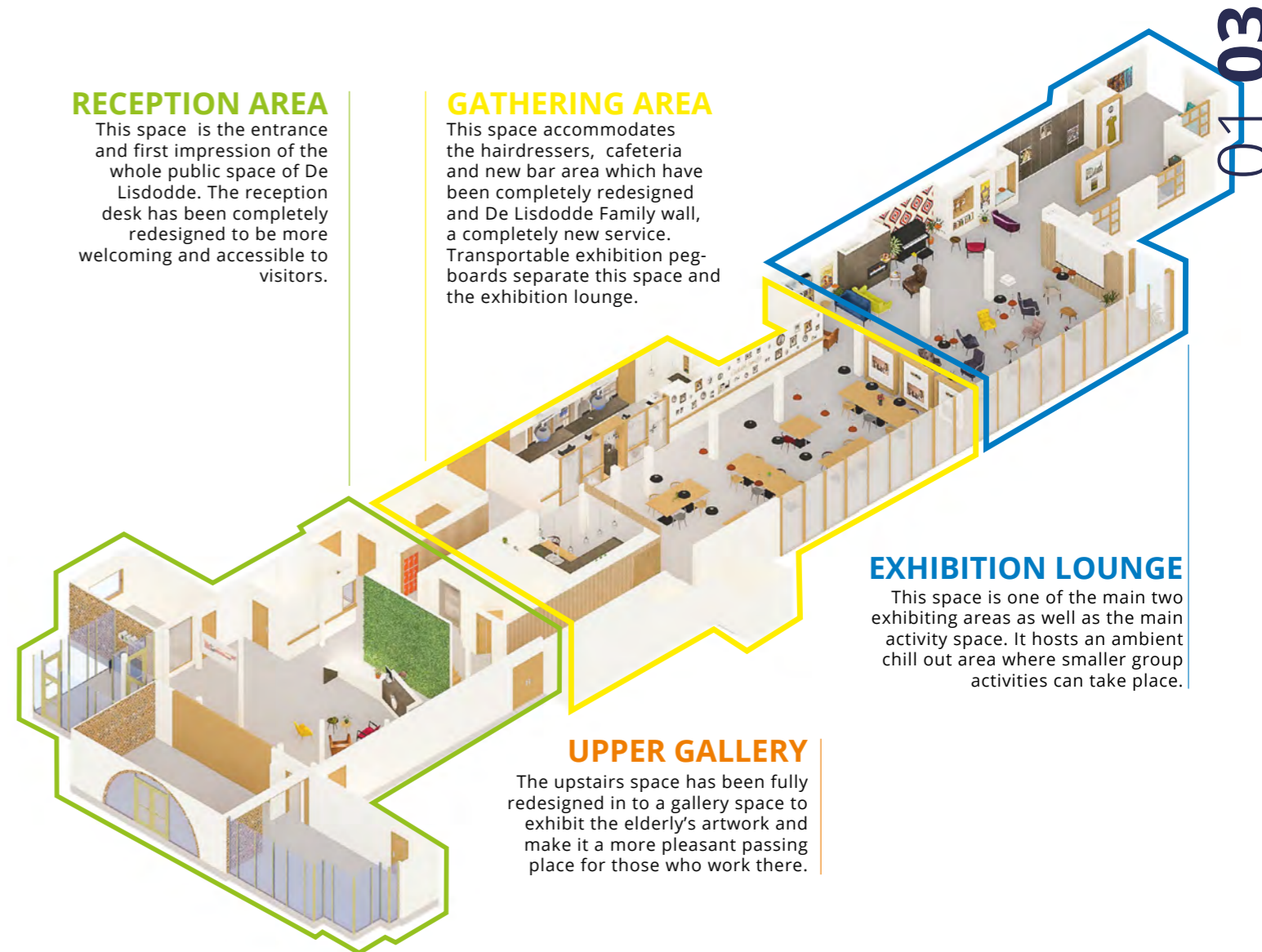
Jo has a lot of spare time and enjoys teaching people different instruments. He's looking to help out in his community and thinks he could help at De Lisdodde.

## RECEPTION AREA

This space is the entrance and first impression of the whole public space of De Lisdodde. The reception desk has been completely redesigned to be more welcoming and accessible to visitors.

## GATHERING AREA

This space accommodates the hairdressers, cafeteria and new bar area which have been completely redesigned and De Lisdodde Family wall, a completely new service. Transportable exhibition pegboards separate this space and the exhibition lounge.



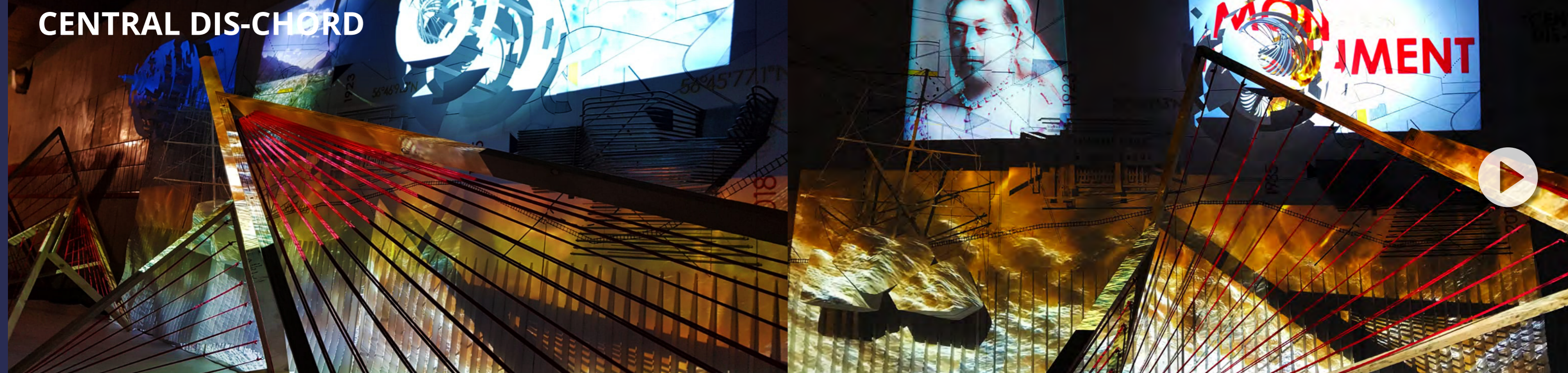
## EXHIBITION LOUNGE

This space is one of the main two exhibiting areas as well as the main activity space. It hosts an ambient chill out area where smaller group activities can take place.

## UPPER GALLERY

The upstairs space has been fully redesigned in to a gallery space to exhibit the elderly's artwork and make it a more pleasant passing place for those who work there.

# CENTRAL DIS-CHORD



In September 2018 IED19 undertook a class project we titled 'Central Dis-Chord'. This was our first project of our final year and all 17 of us worked on it together developing a concept and delivering our idea at an event on the 17th of November 2018. This **project was delivered in partnership with RIAS, Festival of Architecture and Dundee City Council.**

Central Dis-Chord is an **interactive exhibition built in situ at the Castle Street pend in Dundee** (and later displayed in the DJCAD Reception). This one day installation explored underused city centre locations (like the pend) as well as the **shifting epicentre of the city centre over time.** Dundee's different 'centres' were explored through abstract monuments on a time-line. The timeline arranged the monuments based on occurrence in time and latitude. **A fracture was formed in front of the installation with the triangular structures representative of the disconnect** between the waterfront (affluent £1 billion development)

and further Dundee. This fracture was a tensile structure pulling tense cords between the 3 points representing *the tension between the waterfront, city centre and the people of Dundee.* These elements informed the naming of the installation 'Central (city centre) Dis-Chord (the tensile cords, the public discord and lack of harmony)'.

Both structures were then **projected on telling the story of each of the monuments or centres and their development over time:** from the origins of the **Law Hill** as a volcanic mound to its modern day monument status; the **Royal Arch** built to commemorate Queen Victoria's visit demolished for the Tay road bridge; the **RRS Discovery** originally built in Dundee then carrying Robert Scott on an expedition to the Antarctic, now moored at the waterfront; the **Caird Hall** built by the jute baron James Key Caird acting as a concert venue accommodating the likes of The Beatles, to its now almost exclusive use for graduation ceremonies; the **Mills Observatory** delayed construction (and changed location) due

to the first world war, being the first custom built paper dome observatory in the UK, to being the attraction it is today; and the **V&A Dundee**, from its inspiration from the local cliffs, to its groundbreaking construction and finally to the hopes for urban regeneration. **A sound-scape was produced for each recorded at various points around Dundee to create an immersive audio visual experience.**

The project was available for public viewing for a single day and was **well received by the general public with over 500 guests stopping to engage with the structure and ask questions** about the project. A video of the project was later produced by two classmates showing the buzz and engagement created in the pend by the project.

In this project **I was responsible for the audio visual elements from research, story telling, sourcing/compiling footage and audio to creating the structure used to suspend the projectors in an untouchable public space.**



Mills Observatory Model



Construction Close Up



Royal Arch 3D Model



Caird Hall 3D Model



V&A 3D Model



CCK

# THE OUTLOOK

Viewpoint

Bar

FIRE

Socialising

Break Out

Groups

Collab

Jamming

FIRE

Participation

Presentation

Co-Working

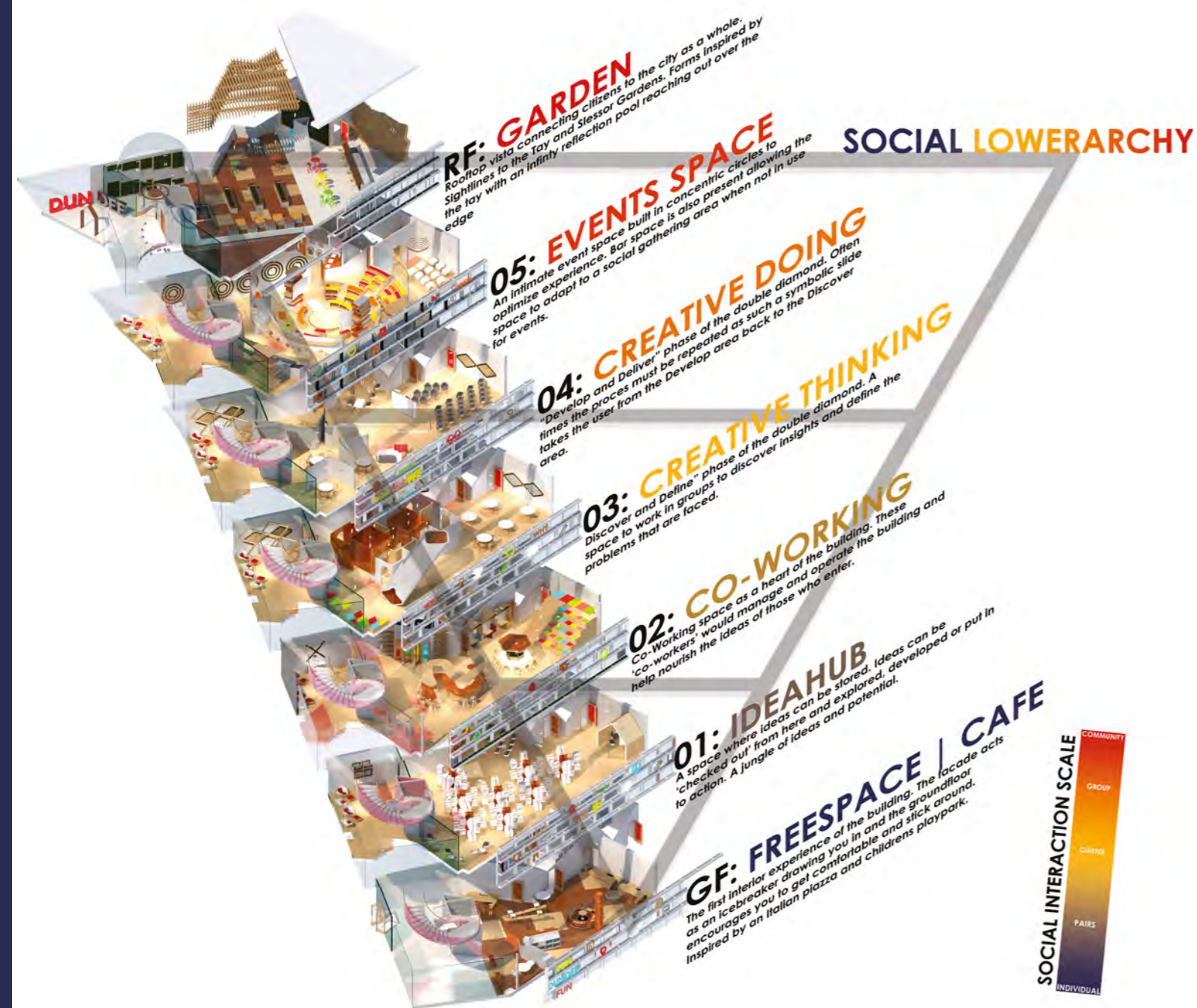
Crossing Borders

Sharing Ideas

Idea Hub

Play

Cafe



What can a smart city do for you? That is the question the Outlook aims to answer by **putting people at the centre a smart city rather than technology**. The Outlook is a lookout for Dundee's future offering insight and influence into the development of that future. Each floor has been developed in relation to one another **influenced by a value setting workshop involving the people of Dundee**. Citizens can experience each of the spaces through various lenses coming with a problem, a solution, an idea or nothing and they would **leave with an invested interest and developed ownership in Dundee** and its boundless future.

The building is structured in a social 'Lowerarchy' (opposite of a hierarchy) with the **individual and their interactions at the bottom and communities and the city wide interactions at the top** – the rooftop garden making you feel

part of the wider community that is Dundee. The building would be **operated by the co-working space users - designers, entrepreneurs and SMEs** – this provides a constant flow of fresh ideas and facilitators. They would **use the building's event and workshop spaces as a playground to explore ideas** with communities, stakeholders and visitors. These ideas would be developed in partnership with everyone involved making them of immense value to the city.

These ideas would then be **stored in the idea hub for further exploration, development and/or delivery**. The outlook is designed to encourage out of the box thinking while pushing comfort barriers and creative capacity. The overall **warm and welcoming environment lets users feel comfortable in their environment** allowing them to push themselves through the sometimes uncomfortable creative process. This was

prototyped as an event called the Dundee Service Jam (an event I have experience in delivering) in a space close to the intended Outlook site.

The site itself is an abandoned seven floor office block located on the opposite corner of Slessor Gardens (Dundee's new park and concert venue), across the road from the Caird hall, and close to major transport links - **a prime location that is severely under-utilised**. The Outlook concept would see this site stripped back to its core structure and **redesigned+redefined as a pillar of the Dundee community**.

The ground floor is **a freespace cafe inspired by the idea of play** - where you can interact with others or simply be by yourself around others. The first floor is **a library of ideas where you can store your thoughts** and reactions and 'check-out' other people's ideas. Ideas developed in Outlook

workshops would be stored here. The second floor is a **Co-Working space and the heartbeat of The Outlook** the people here have an invested interest and work in/for the city having these people accessible to one another and the people of Dundee is vital for building an inclusive smart city. The third and fourth floors are **creative spaces built for workshops**, creative thinking and creative doing - ideas are discovered and developed here. The fifth floor is an **event space built around a concentric circle**. The roof is an open space to enjoy the sunniest city in Scotland **connecting to the Tay through the water and the city through the views**.

The Outlook is: A Workplace; A Home; A Community; An Ideas Library; A Cafe; A Space; A Place; A Good Listener; Inclusive. It is Dundee.

## INTERIOR & ENVIRONMENTAL DESIGN

### CLASS//

Tehmina Ahmad  
Blair Boyle  
Tereza Chronakova  
Aleksandra Daszynska  
Nadine Franz  
Abbie Hunter  
Mara Kaspere  
Shannon Mackie  
Anna Macpherson  
Toni-Olivia Martin

Kieran McCann  
Rachael McGuinness  
Jennifer Me  
Egle Oche  
Zhiyu Qiu  
Claudia Stee  
Hongni Zhu

### TUTORS//

Andy Milligan  
Gary Kennedy  
Linsey McIntosh

The Interior & Environmental Design (IED) Degree Show is a staple production in the overall degree show exhibition at Duncan of Jordanstone College of Art & Design and is **uniquely designed each year by that year's IED Students**. Occurring in the floor five corridor/atrium the space is a long wide corridor and **one of the main convergence points in DJCAD**. Whilst having a very generous allocation of space in DJCAD in 2019 we had the added challenge of attending New Designers (*the graduate showcase in London*) where space would be much more limited. So whatever we designed for our degree show in Dundee **had to be adaptable and suitable for the London space too (14x3.5m)**.

Additionally, each year the students use the exhibition as a means of **deciding what and how they will display their work**. After designing the display we used this as an opportunity to assess what we could fit - on the surface, by the sides, suspended. We opted for **A2 landscape books** to best display the majority of our research, concepts, development and outcomes while having **1-2 main visuals/canvases and a physical model**.

Our initial designs looked to make the most of the long space in DJCAD while we used the **space restrictions of London as a way of refining our design**. We knew we wanted to make a bold statement and use our own IED19 branding

colours as **a way of grabbing visitors attention and encouraging them to stick around and engage with our work**. We chose red as it created a very strong look and connected to DJCADs brand as well as our semester one Central Dis-Chord project. The tables create **a uniform geometry ribboning through the space at complex angles revealing more and more work as you walk the length**. Spanning the length of the space additionally we fixed 'Interior & Environmental Design' to the floor in a complimentary warm yellow vinyl for extra visual impact. This yellow was then colour matched to the other writing through the space as well as the flex cord for our lighting elements (*additional metal suspension structures were welded for London*). Between each table was an angular dip allowing for a 'V' to be created. Each side of the V was roughly A0 in size so **was ample size to display some killer images**. The angular nature of the tables allowed for visitors to **view these visuals while other visitors stood at the table looking through our books or models**.

In addition to contributing and taking part in the exhibition itself I was also **responsible for the visual catalogue produced for the show**. This catalogue was initially intended as just a reward for our Kickstarter contributors, *which I was also in charge of*, but became a popular request at the show and we began **selling them to those who were interested**. The catalogue encompasses all the individual thesis projects, group projects, exhibitions and competition winning projects from our class. **This was an impressive body of work by itself** and was requested by our tutors as a template/inspiration for future years.

01.06



Although university was a lot of work to juggle I've always seen myself as a *'doer'*, the kind of person who likes to keep busy and **work on many rewarding things at once**. Before and during university I was and am unfathomably grateful for so many other opportunities that I've been able to participate in **many of which have snowballed and grown** into other even bigger opportunities or are interconnected with one another.

I've been privileged and opportunity driven enough to participate in many different experiences. In the following pages there is **a selection of projects that have had the biggest impact on me** and who I've grown to be through them. Some of these experiences have spanned years, some only days or hours regardless; **each of them in their own way has helped me develop as a designer** and as a person.

Some of these opportunities have brought me to **new and exciting locations across the world while some have been firmly rooted in local communities** really bringing a sense of *'thinking globally, acting locally'*. I really try to make the most out of each of these (*and other*) situations and use them as a learning experience that can **influence my own ways of thinking and doing as well**

**as others**. Many of the opportunities I took part in I was able to spread the word to others and **encourage their own participation in some way**. Hopefully helping to spread these opportunities further and to more people.

I've shown a range of projects that I feel give an insight into **me, my skills and my interests and show me as the multi-faceted individual** that I am not just as an interior designer.

While university had a big impact on me and has led me to many of these additional opportunities some if not all of these experiences **have had an equally as big an impact on me as my degree studies**. The service jam in particular is an event which really helped me to grow which is why I went back to organise it year after year. **Working in interdisciplinary teams on a fixed deadline with near boundless opportunities** is something I really enjoyed.

I saw university as an outlet for my creativity and as a means to **develop and grow as a creative**, but working on these projects, live projects that took place outside of a class room really fulfilled me with a sense of joy and confidence that I **had the abilities to make things happen**.



# TIME TO SHINE



Delivering a speech at the TTS Unconvention



Pictured with fellow NYAAG Members

From August 2014 to February 2018 I was a **national representative for Scotland in the National Youth Arts Advisory Group** (Formerly Youth Arts Voice Scotland) for the Time to Shine (TTS) Youth Arts Strategy. Initially what this meant was advising Creative Scotland on the **allocation and spend of £5million to make the arts sector more accessible to young people** in Scotland. The role quickly expanded to a multitude of responsibilities and activities that I'm incredibly grateful to have contributed to.

These include (*but are not limited to*): directly **assessing young people's funding applications** to the Nurturing Talent fund, a fund by young people for young people; Attending quarterly residential meetings; Speaking at a **parliamentary hearing** addressing the Education and Culture Committee; Giving the closing remarks to cultural leaders from almost 100 countries at the **Edinburgh International Cultural Summit in 2016**; Co-organising and delivering the **TTS Unconvention** a celebration and exclamation of the TTS strategy and the young people it has assisted in their arts journey with around five hundred attendees; and assisting Research Scotland in the **development of an interim report assessing the effectiveness of strategy elements**.



Delivering the closing speech at EICS 2016



Addressing the Education & Culture Committee

Taking part in this programme rocketed my confidence and self belief as a young person. Being able to address a parliamentary committee or deliver an impassioned speech to an audience of five hundred **isn't something every young person gets to do**, but something they absolutely should be supported and encouraged to.

In addition to my time volunteering for TTS I had multiple opportunities to assist Young Scot in other tasks including, launching the iRights strategy in London alongside Louise Macdonald (CEO Young Scot) and Beeban Kidron OBE (Filmmaker) and **Representing Scotland at the European Youth Card Association (EYCA) Summit in Belgrade in 2017**.



NYAAG Quarterly Residential round table discussion



NYAAG First Residential

Time To Shine | Extract from film

# THE SERVICE JAM



Jam Post It Wall

In 2017 I became a **first time organiser of the Dundee Service Jam** and in 2018 and 2019 I came back to do it all over again. The previous organisers had too much on their plate to organise the event as they once did but were keen to stay involved and assist where possible. In 2017 I was really interested in getting involved but hadn't imagined I'd be one of the lead organisers but that's what happened. I **brought together a team of around ten people to organise a jam**. Something we didn't fully know what it was at the time but that we **learned by doing**.

The Service Jam is a weekend event in March that takes place **simultaneously across the world with over 100 cities taking part** each year. These cities collaborate and communicate their experience and the projects they come up with regularly for feedback. The projects they come up with are **around a secret theme revealed on the Friday evening and are informed by street research** by getting out and about and engaging with people. The service design and development process is used as **a means of helping people develop their own creativity**. Throughout the process we provide mentors and industry professionals to help develop teams ideas and to help them get the most out of the event.

To organise the Service Jam takes a lot of work from finding *the funding to make it happen, a venue to host you for the weekend, marketing material, presentations, guest speakers, mentors, supplying food and drink* and of course all the prototyping materials and post it notes.

In 2017 we managed to **organise the biggest jam in the world** that year with over 60 attendees. This experience is definitely something that made me feel like anything is possible when a group of people come together and collaborate to make something happen.



Jam mentoring



Jam attendees asking questions



Dundee Jam collaborating with another Jam



Two Jammers Presenting



2018 Jam Photograph



2017 Jam Photograph



In December of 2016 myself and thirty other Dundee students were **fully funded to travel to Kuala Lumpur in Malaysia to take part in the Common Purpose Cultural Intelligence and Global Leadership experience** delivered at Heriot-Watt University's Malaysia Campus. Common Purpose is a global leadership organisation and committed to helping develop leaders who can cross borders both in work and in society.

We set off from Dundee in the early hours of the morning travelling to Edinburgh. From Edinburgh we had a seven hour flight to Qatar, a two hour layover and then another 7 hour flight to Kuala Lumpur. This was my first long haul flight. While the journey itself was long and the trip was short (4 days total) it was intensive and rewarding. **We received training from local leaders at the Heriot-Watt Campus and were taken on site visits to various companies** and locations in Putrajaya and Cyberjaya to learn more about how they were developing as smart cities/smart communities.

While we had conferences and site visits during the day the nights were ours to explore the city and it's many sites. We had the privilege of: *going up the KL Tower to see the full Kuala Lumpur skyline; Seeing the petronas towers; Visiting the Batu Caves and the Central Market* among many other things. We arrived in the midst of a monsoon on our first day

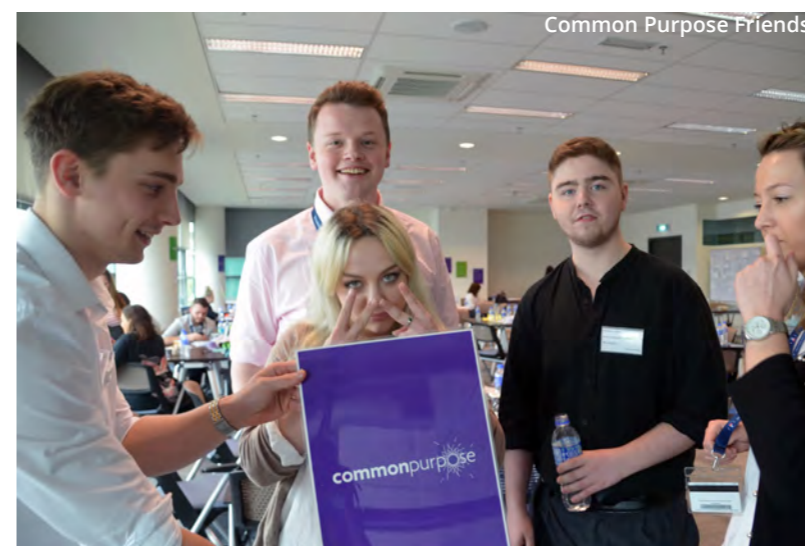
but this quickly eased out and allowed us plenty of time to get out and about exploring on our only full day without lessons or visits. The following three days **were jam packed with content expanding our cultural experiences and knowledgeability.**

After our first two days of lessons and visits we came together with local students to share some of our learnings and **work together collaboratively on a project pitch.** Our team explored our own experiences/observations in the city, elements of the lectures we were given and our team mates knowledge/experiences to focus on how the elderly and vulnerable residents of Kuala Lumpur appeared to have been left behind in the strategy with smart city technologies actually making the city less accessible for them - alienating them and sometimes endangering them without proper considerations. We ourselves were unable to use the public transport while we were there resorting to taxis which is unsustainable for elderly or disadvantaged citizens

The trip was an incredible personal development experience and **definitely acted as an introduction to both smart cities and inclusive considerations in design.** I'm grateful to have been given the opportunity to experience another country, develop leadership skills, spend time with wonderful people and **develop an understanding of cultural intelligence/quotient.**



Team Daccessability



Common Purpose Friends



Batu Caves steps



Petronas Towers view from below



In 2017 I applied to and was accepted on to a Dundee University **Science and Engineering programme to attend a culture and knowledge exchange summer school** in China with Dundee's partner institution the East China University of Science and Technology. This eight week long opportunity started in Shanghai but also took us to *Dandong, Nanjing, Shenyang and Suzhou* and various other partner institutions such as Hohai University and Northeast University.

Our first two weeks were an adjustment period settling in to our new homes for the duration of our visit and adjusting to the constant forty degree heat in Shanghai. We also used this time to go out and explore the city and do some more tourist tasks. During this time we were given cultural lessons and taught basic mandarin to help us with

our time there. The cultural lessons consisted of tai-chi, character writing (*calligraphy*), martial arts and traditional Chinese medicine (*tcm*).

After this initial two week period we had various other lessons and trips outside of Shanghai. The main lesson plans of the trip had us exploring **the science behind medical devices, such as high intensity focussed ultrasound, and their applications to medical conditions.** Additionally at Hohai we had the opportunity to explore hydrology and its relationship with engineering. During our time in China we **got to collaborate with great people from many different institutions and backgrounds** on a number of pitches and scientific posters presenting our finds. Collaborating on projects and topics I knew very little about was a challenge **but one I feel I rose to and thrived in.**



Northeastern University Group 2 (the best one)

CULTURE

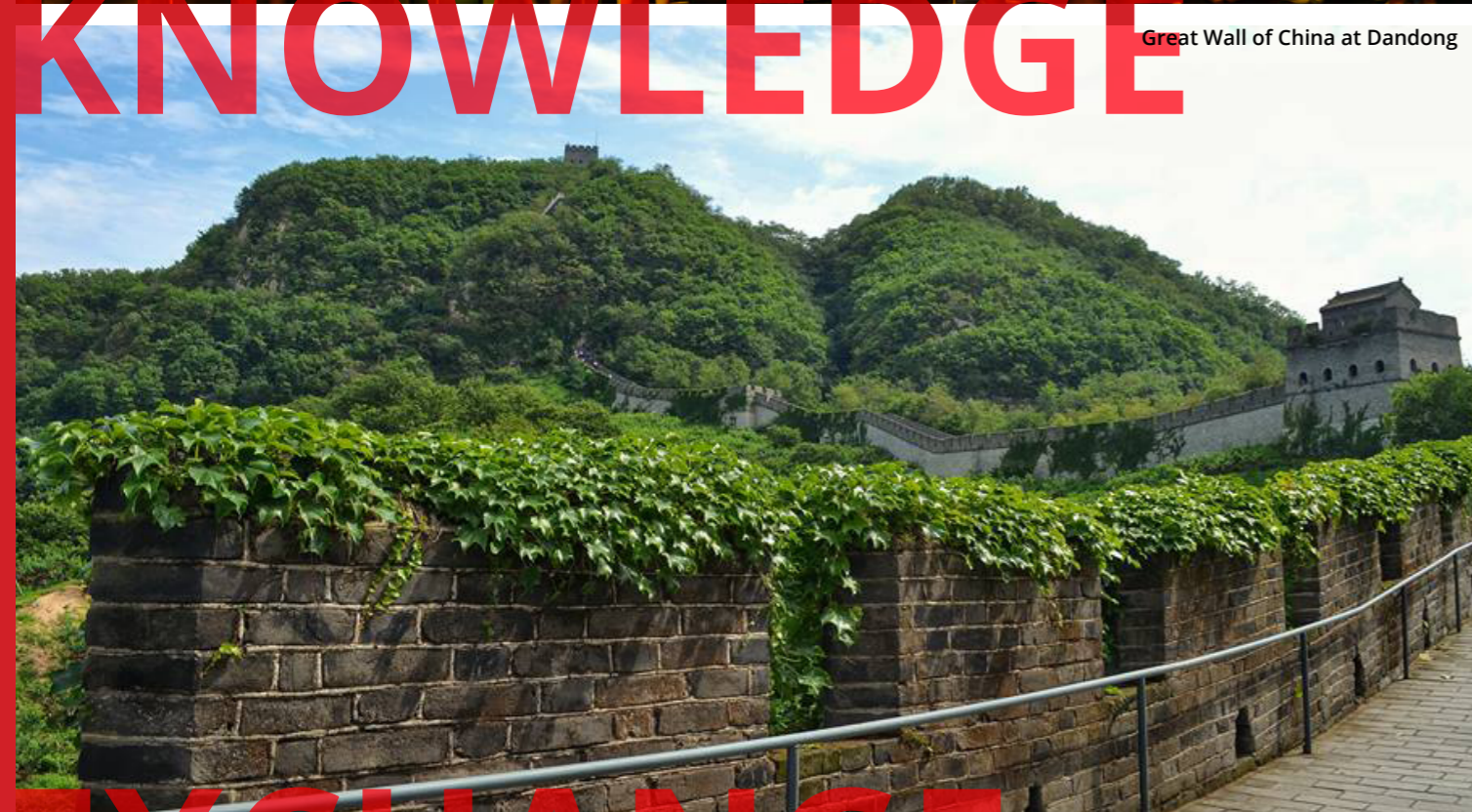
KNOWLEDGE

EXCHANGE

Observation Deck Shanghai Tower



Great Wall of China at Dandong



Shanghai Skyline



Blair Boyle Portfolio

Northeastern University and University of Dundee



Suzhou - Venice of the East



Native Red Panda

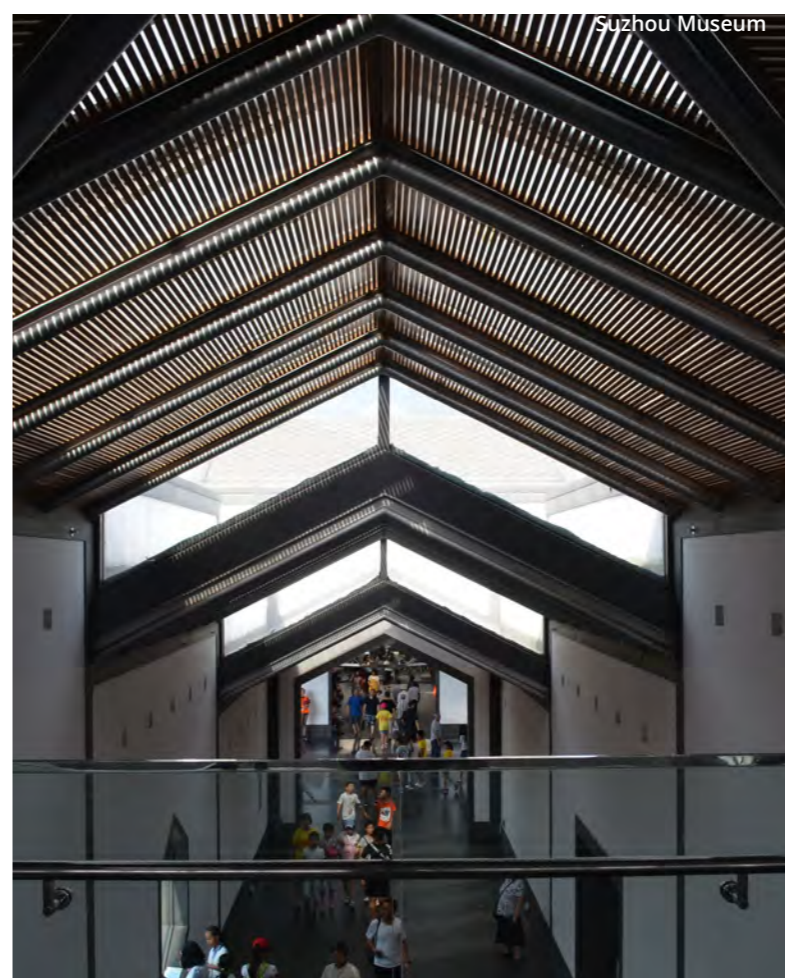


Our ECUST Team



China Summer School | Extracurricular

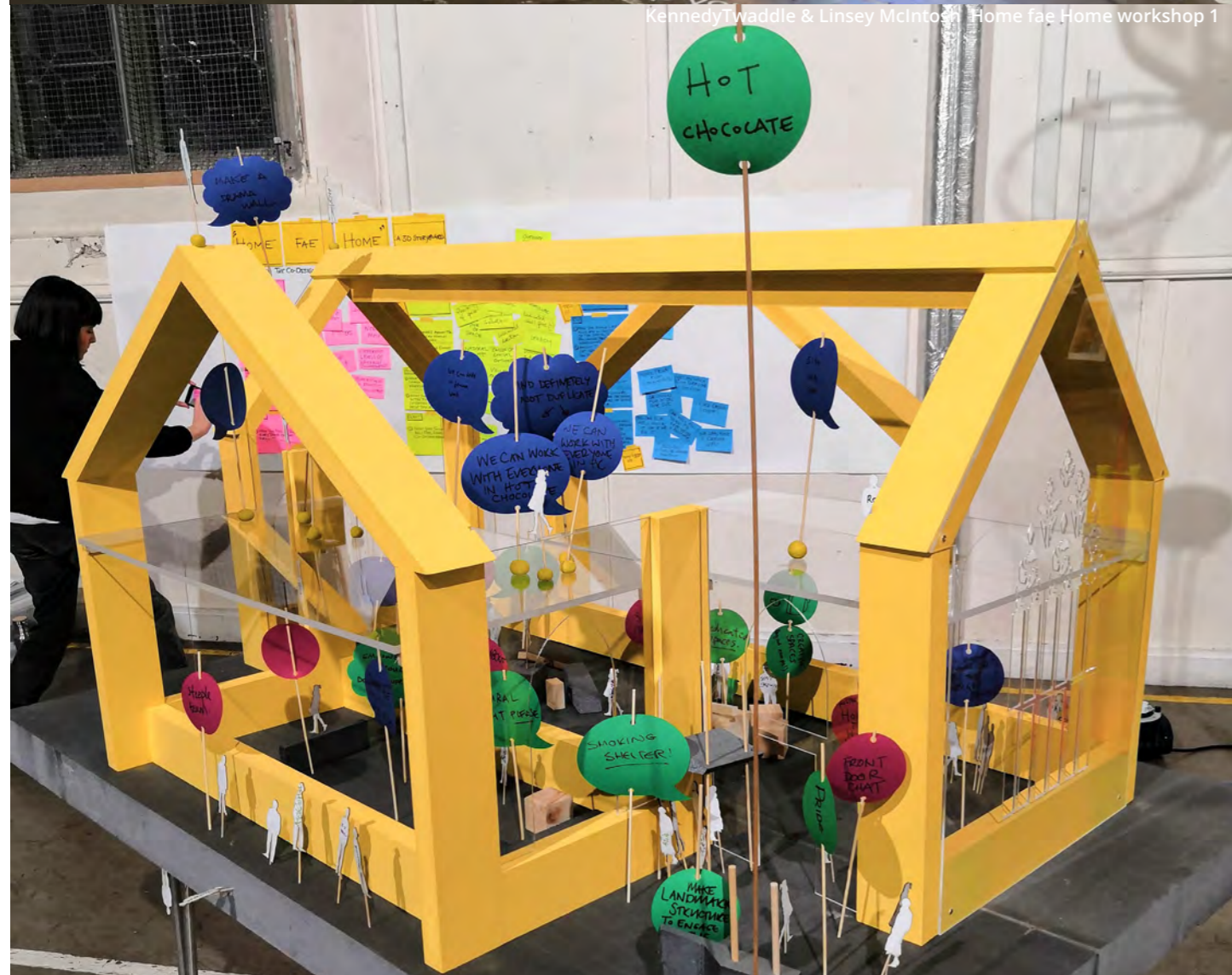
Suzhou Museum



# WORKSHOPS



KennedyTwaddle & Linsey McIntosh Home fae Home workshop 2



KennedyTwaddle & Linsey McIntosh Home fae Home workshop 1



IED Experience Day



Architecture Experience Day

Off the back of my experience organising the service jam and through my own personal interests in design engagement I was **offered many opportunities to provide support and facilitation to other workshops**. Many of these came through past tutors who also use design engagement in their design practises: Gary Kennedy (*Kennedytwaddle*); Linsey McIntosh; Mike Press (*OpenChange*). I have assisted in additional workshops for **East Ayrshire Council and Young Scot**.

The following are projects I was able to assist in some way during my final year which provided additional facilitation experience helping me in my own thesis project workshops.

**Home and Belonging facilitated by OpenChange.** This workshop was a two day event for people interested in applying the newly launched 'Home and Belonging' funding initiative. I provided initial setup support in preparing materials in the days prior to the event. On the

days of the event **I assisted in facilitation taking some of the eighty attendees through some of the design methods we were using** and assisting them in developing their ideas.

**Home Fae Home facilitated by Kennedytwaddle and Linsey McIntosh.** An application to the Home & Belonging fund to develop a 'home away fae home' in the steeple church the current home of Hot Chocolate Trust and young people they offer support to. This consisted of two workshops. In the first workshop I did the recording and photography and the second I provided support in preparing materials.

Additionally after completing my course I was asked to assist at the **IED and Architecture taster days respectively**. For IED I provided one day of assisting facilitation showing prospective students model making techniques and for architecture I provided two days of assisted facilitation - one day of **abstract drawing techniques and one day of spatial planning/model making**.



OpenChange Home and Belonging Workshop

# VENICE BIENNALE



After completing my Erasmus I applied through the university for a summer program **in partnership with the British Council to work at the Venice Biennale for a period over summer** in 2018. After an initial application process and interview I was accepted and invited to London for some initial training. The program or fellowship is considered a research fellowship in which **I worked four days a week at the British Pavilion as a steward** discussing the project with guests and maintaining the project while the other three days a week were **spent researching a topic of my choice**.

I had the opportunity to attend for four weeks starting during the vernissage period and ending in late June. I got to see the pavilions before the general public had access, before the crowds descended on the giardini. This was incredible to

see all the set up and work involved in bringing the biennale together. Overall the biennale was an experience unlike any other. Everyone who works there really forms a community and strangely a home in this historical marvel of a city. I fully intend to return to and experience the architecture biennale time and time again, if not solely for inspiration then **sheerly out of awe of the city and the displays**.

My research project explored Venice's unique position as a smart city taking note on how Dundee could take inspiration from its unique challenges. The work produced from this is available online and was also displayed in two exhibitions: **Public Reflections a fellow organised event in London; After Island British Council organised event at RIBA North in Liverpool**.



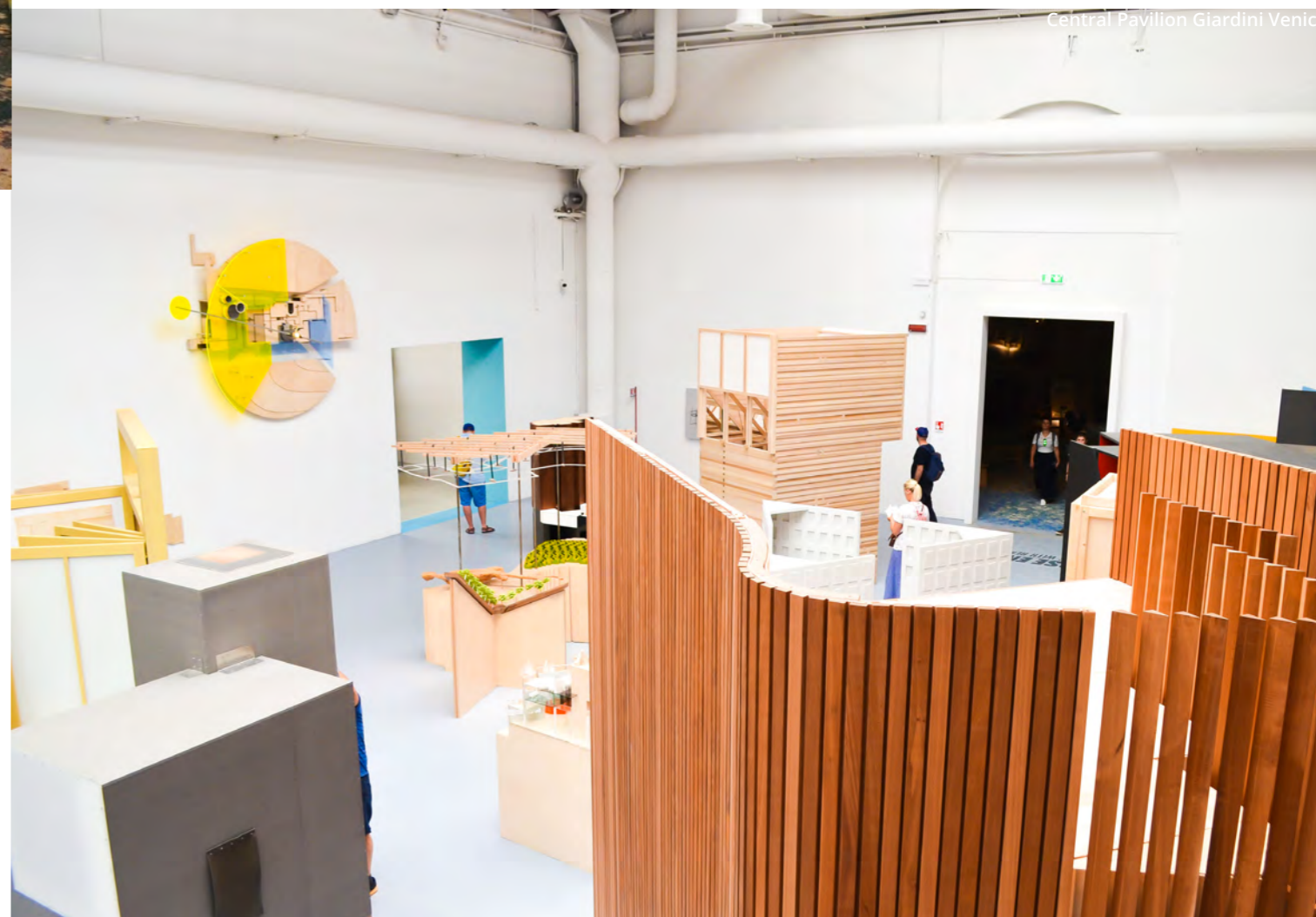
Belgian Pavilion Giardini Venice



After Island Exhibit RIBA North Liverpool



Public Reflections Exhibit London



Central Pavilion Giardini Venice



Public Reflections Exhibit London



Public Reflections Exhibit London

Just like everyone else my life has been massively impacted by the ongoing coronavirus pandemic. No more *commute*, no more *office life*, no more *amazing morning coffee*, *less human contact*, *reduced step count*. For me personally the hardest part has been not seeing my family in Scotland since Christmas 2019 (*normally I'd visit during Easter and summer*), I live alone and had very little in person interactions with other people at the beginning of the pandemic and have adjusted to a less structured work/life balance. However, I'm aware **these challenges are in no way unique to me which is part of what's made them more manageable**, knowing others are going through the exact same feelings and difficulties.

With these unique changes is one thing that we're all ordinarily short on, time. **I've had a lot of additional time to spend doing things that were previously low priority or that I didn't have the energy to complete.** This has ranged from *personal projects, training, web development, drawing exercises to presentations*. These have been a way of providing a working structure to sometimes unstructured days.

In the early days of lockdown I contributed towards an internal ideas session in which I produced a

video/animation showcasing some of my ideas for business development as well as undertaking an **IDEO.org course in Human Centred Design**. Throughout lockdown I've been working on multiple web development projects on multiple platforms whilst learning HTML CSS and JavaScript. Additionally I've worked on various personal and **design focussed presentations to be delivered through video conferencing**. At various points throughout lockdown I've taken a moment to breathe and **practise my drawing skills either alongside a tutorial or class or on self initiated projects**. More recently in lockdown I've been upskilling and training via LinkedInLearning in Revit. **This portfolio is also a product of the second UK wide lockdown.**

The following pages show just a small snippet of some of the creative outputs I've produced in lockdown. In many ways lockdown has been a blessing and a curse, however, **it has been an opportunity for self growth and personal development**. While I will hold my hands up and say not every day has been filled with structure or progress I'm proud to say that on the days that have been I've managed to develop various projects from start to finish that **I'm now proud to include in my portfolio**.



# INTERNAL IDEAS VIDEO

## Where We Are...



01. Henry Wood House is one of TOG's 27 Private Co-Working lounges that we have access to. Working from different locations may help us branch out and meet potential clients looking for their own space or at least innitate a relationship early on in a companies expansion.

C2 London is a team of five committed designers looking to expand our horizons and find new and exciting work. The following five points are a few options we could explore.

## What We Have...

We currently have a good few completed projects that look amazing but only we know that. We haven't shared them on enough platforms to really reap the benefits of having completed them to such a high standard. The below options explore what we could do with the jobs we've already done.



SHARE  
SHARE  
SHARE

02. Publicising our work and putting it out there beyond our own circle offers an opportunity for new leads and validation. Office Snapshots and Office Lovin' both have a huge audience base and great share features to various other platforms. Good thing to show clients to demonstrate we have "published" work on a professionally recognised platform. Also potential for prospective D&B clients to reach out.

03. Social Media is the backbone of all start ups these days. It's a good way to connect, learn and get insight in to a company's personality. Unfortunately Social Media is also a business unless you put in paid advertising OR post regularly not all of your followers will see your content - let alone potential leads. This is due to the algorithms favouring regular and frequent posts. We need 1 social media that we post consistently to (preferably a visual media) and the rest can be to support this platform.



04. Using the current work we have to enter relevant competitions. This could help to develop client relationships and Open us up to new networks. Additionally there are open competitions we could look in to applying to where we have to create a new design for that competition. These are more time consuming but tend to have better rewards.



05. Create a strategy for the projects we want to work on or the people we want to work with. This then acts as a roadmap to how we will meet these clients and how we will work on their exciting projects. Plan in detail who, how, why, where, when and make it happen (service design - personas ect.)

## What We Want

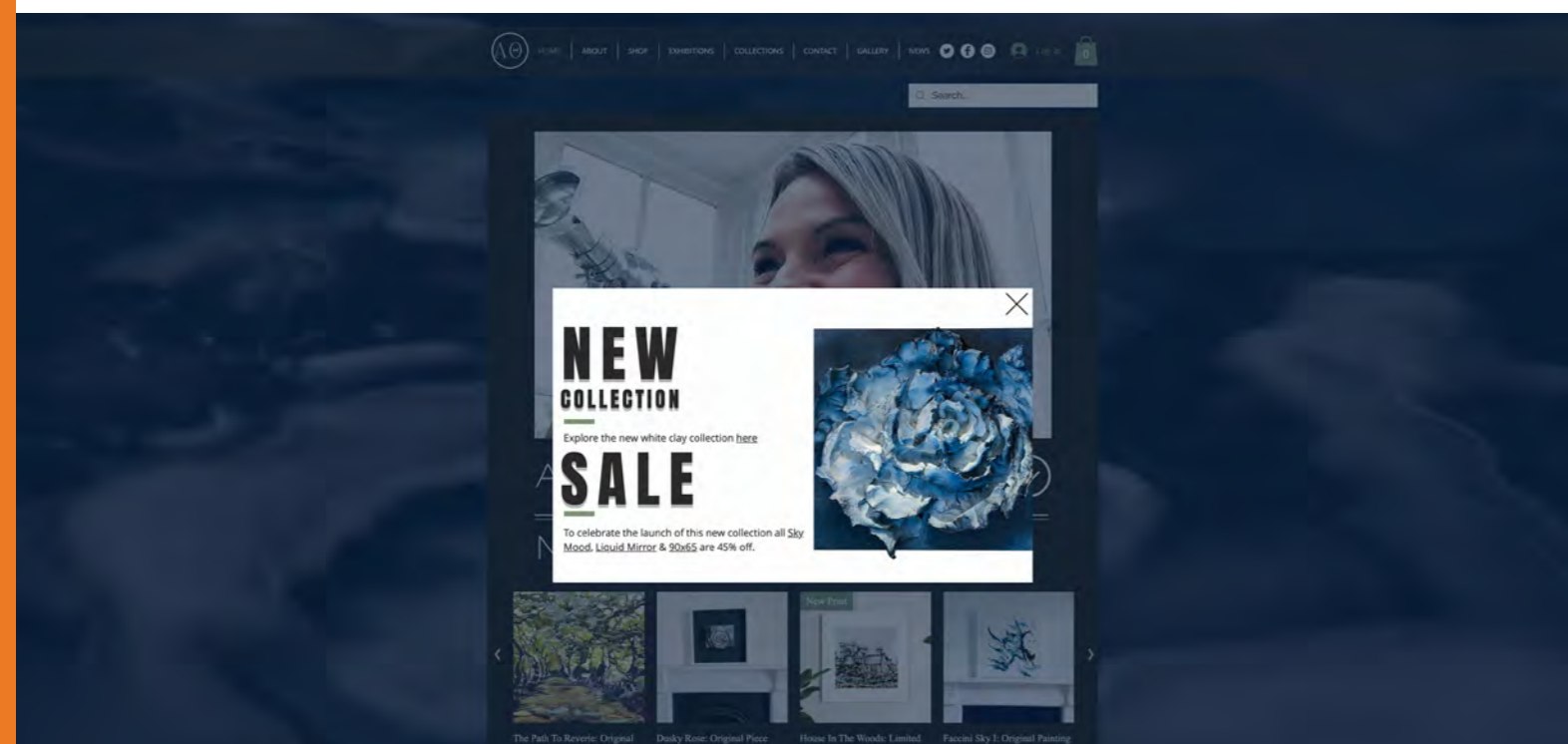
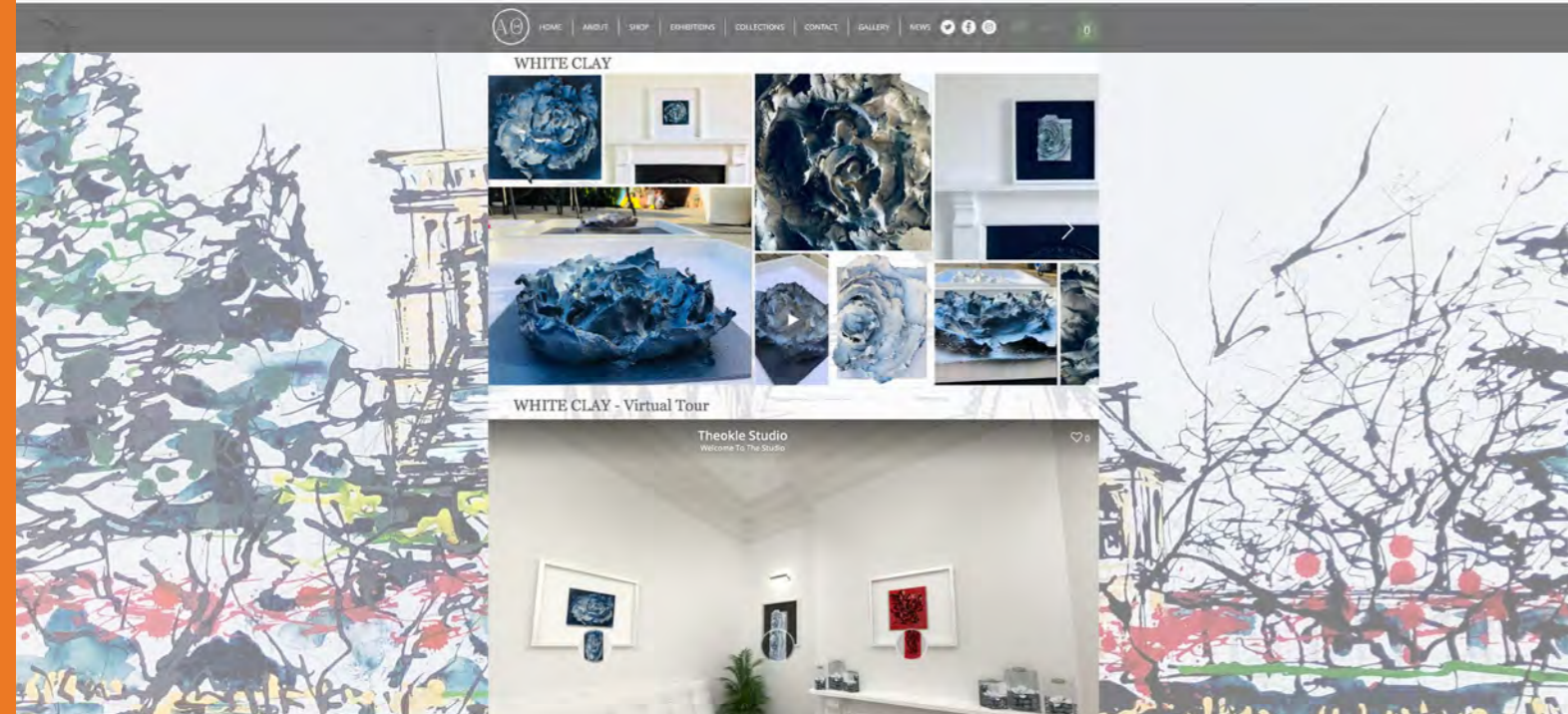
At the beginning of lockdown our workflow was beginning to slow down with people being unsure of the situation and were understandably reluctant to make any decisions. As a team my two colleagues and I decided we would do a brainstorm and come up with some potential business development ideas that could help get the word out there about the work we were doing in the London office. We initially spent some time having a think and decided **we should present**

**five ideas to one another** in any format we wanted and then we'd compile a presentation and show it to our design directors and ultimately our managing director. This worked well as we had **time to develop our own ideas and ultimately any crossovers or repeat ideas would show we all had similar feelings about a topic.**

We all came up with fairly similar ideas mostly exploring how we could show the work we've

recently produced which currently wasn't shared anywhere, not even on our own website. Social media and online presence was another area we saw as having potential for improvement and something that myself and my colleague Jenna had experience in and were happy to contribute towards. Ultimately I made **a kind of journey map for business development and then used premiere pro and after effects to animate the video** into a form of sketched motion graphic

presentation. Our design directors were really impressed with the initiative we'd shown (*as all the work had been developed in our own time*) and were happy for us to take the ideas forward to our managing director. Laura, our senior designer, took the presentation forward and pitched it to our managing director who also seemed impressed by the work we had been able to produce and the content we were suggesting.



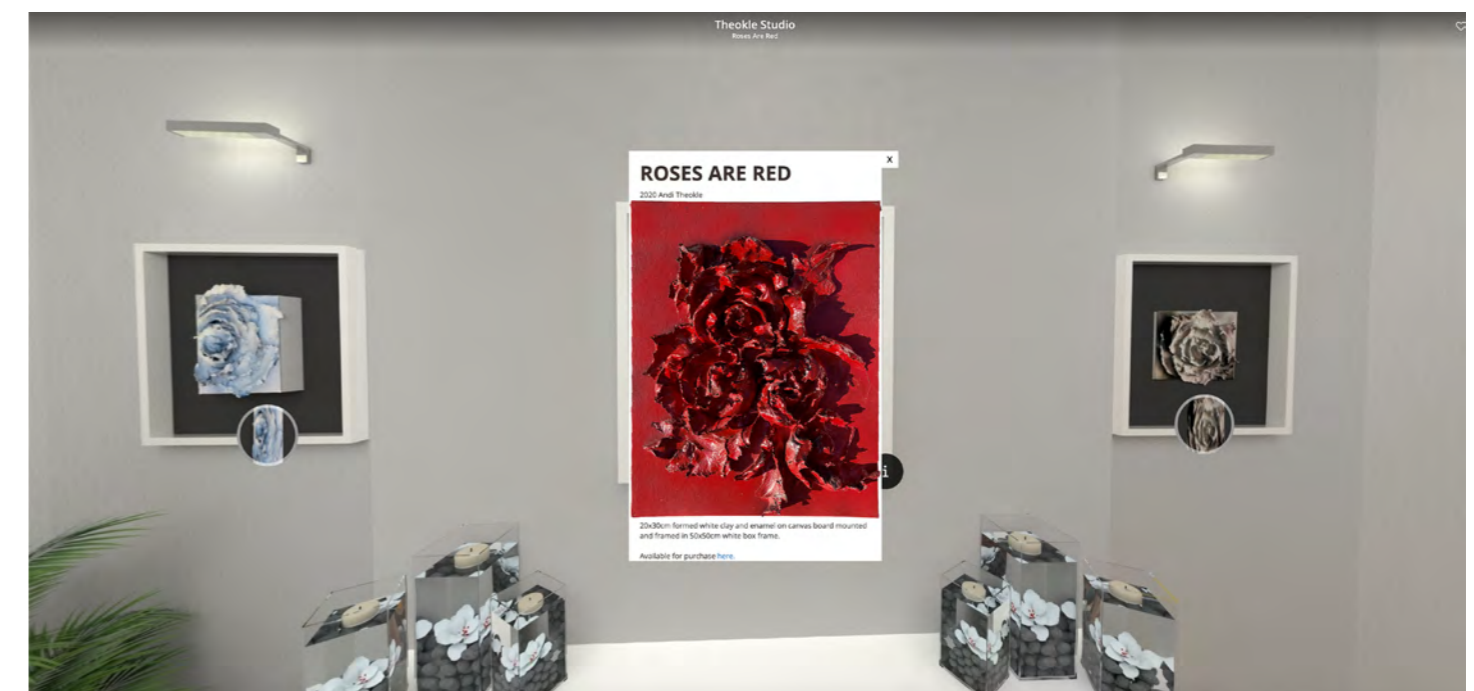
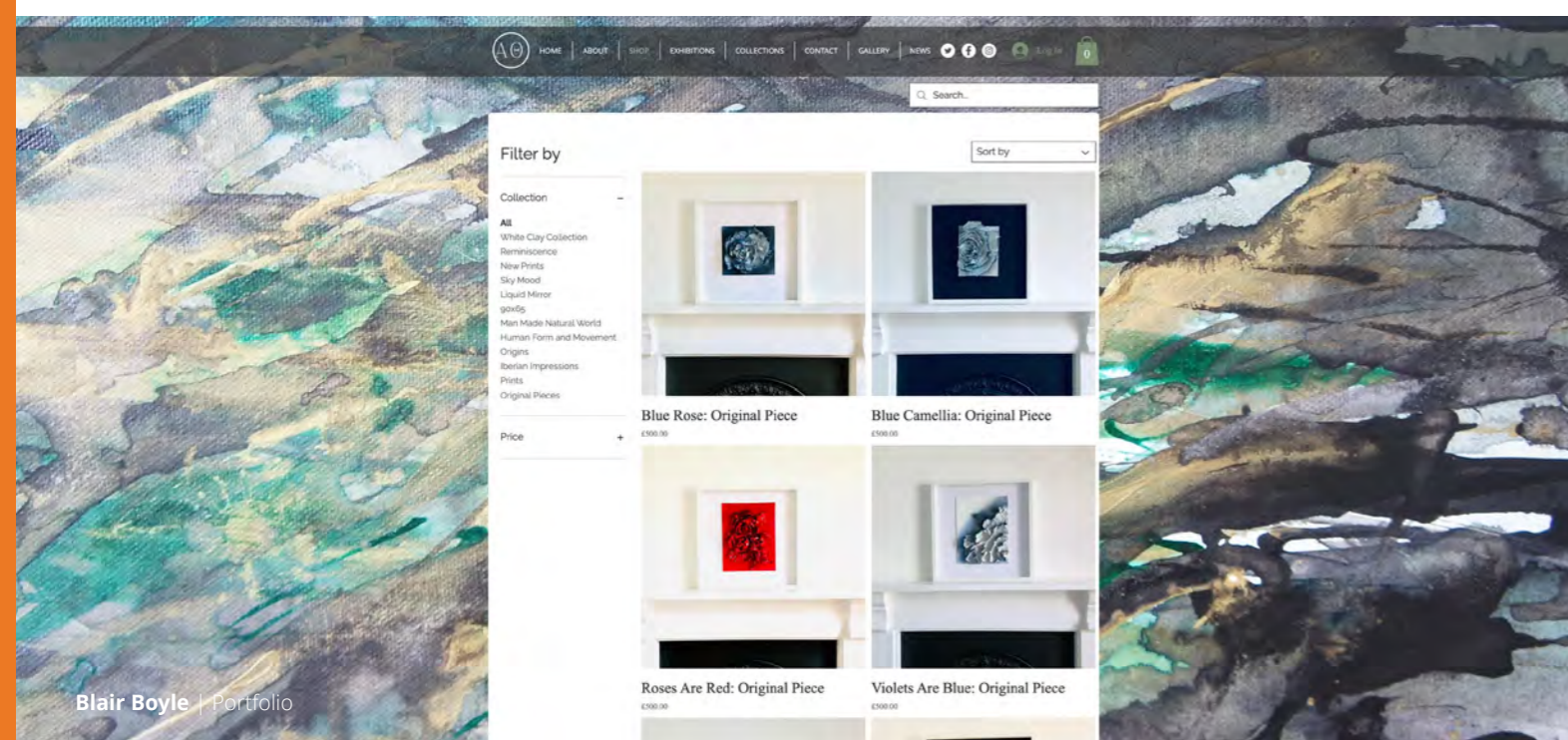
In late 2019 I began early development of anditheokle.com for Andi Theokle (c2 Design Director and Artist) **a website and e store to showcase and sell Andi's existing works of art.** The site acts as a catalogue and gallery of all of Andi's previous exhibitions and artworks as well as being a central place for news, information and updates on current works and upcoming exhibitions.

An online e-store was created with a catalogue of over 200 artworks originals and prints available for purchase through the store. All development took place on the Wix web platform. I previously designed my personal website on the wordpress platform so hard familiarity with the majority of the tools. **The website is now live and fully functioning as an e-store designed for web but responsive and adaptive to mobile and tablet views.** The site itself aims to place the artwork at

the core of every page with most pages having macros or details as the background images. On other pages tranquil clips of water have been used, a source of inspiration for Andi. **There are approximately fifty unique pages across the site** from member log in, checkout and basket to blog, contact, gallery and about pages.

Besides my own personal website this was my first commercially available and publicly accessible website design and development. **Working on this project encouraged me to redesign my own site.**

Some additional work that took place for this project: *prototyping a 3D environment showcasing existing works; development and refinement of a 3D online environment showcasing a new collection (an interactive fully rendered tour); live video creation, available for download.*



## Check Back Soon To See More

Like many others when the work from home order came into effect I was **ill prepared to actually begin working from home** and as a young designer **living in a rental property I had very few tools at my disposal**, other than being an interior designer. I was lucky enough to have a (*small*) desk and (*dining*) chair to get started but it became clear around a week in that **I was going to have to make some changes to my environment to make working from home more comfortable.**

During the process of making these changes I decided it would be a good idea to keep my **creativity going by illustrating the processes.** Illustrating the requirements I had and the changes I made in order to meet them. **Some of**

**these changes were simple rearrangements** of things I hadn't noticed due to lack of use before other changes came later in lockdown and consisted of new furniture after initially trying to use the furniture I already had. Most notably **I had to change my desk twice as the need for desk space grew over time.** This change initially was to host my work mac and later to a larger desk to host my work mac, laptop and additional monitor.

It was a nice change of pace to be able to get back into some digital drawing and not be too focused on technical details and **instead focus on visual representation.** Drawing in isometric rather than perspective proved to be a challenge **I wasn't used to but I'm overall happy with the end result.**


Redesign of my home to create a more modern and homely environment. Still in Early schematic development with more work to go. Three schemes are being developed with the goal of creating an affordable and phasable project.

Check Back Soon  
To See More

17

Uruguay  
Prison to Prison

# Uruguay Pavilion



Prison to Prison, an intimate story between two architectures is a project displayed through an immersive and engaging graphic video that explores the existence of an unprecedented free space inside the unlikely place and in close relationship with its larger opposite. In 2017, the largest building erected in Uruguay was a large-scale replica of a generic, imported, abstract model of a prison. Ironically enough, it was built adjacent to the existing prison often referred to as the "village jail." A unique experience in which the prison is understood as a lively, vibrant neighbourhood that imitates the outside on the inside, resulting in an unexpected space for collective projects and negotiations inside a detention centre. The exhibition proposes research focusing on the juxtaposition of these two different realities in order to open other dialogues that exceed the study subjects themselves, enrich us, and help us to look and look at ourselves again.

<https://www.labiennale.org/en/architecture/2018/national-participations/uruguay>

Prior to lockdown at c2 we would do a 5pm prosecco catch up over Skype with our London and Glasgow offices as a social thing, however, with lockdown and our way of life changing these quickly became a bit repetitive. The answers to most questions like, *'what are you getting up to this weekend?'* would be a unanimous and uninspiring *'nothing'*. In order to try and combat this downward slump we were in and to try and boost morale - for some of the initial calls I organised some forms of entertainment including bingo and quizzes which was then picked up by other individuals

and organised week by week. However, due to the length of lockdown and working from home these too became a bit repetitive and felt like mandatory/scheduled fun after a while.

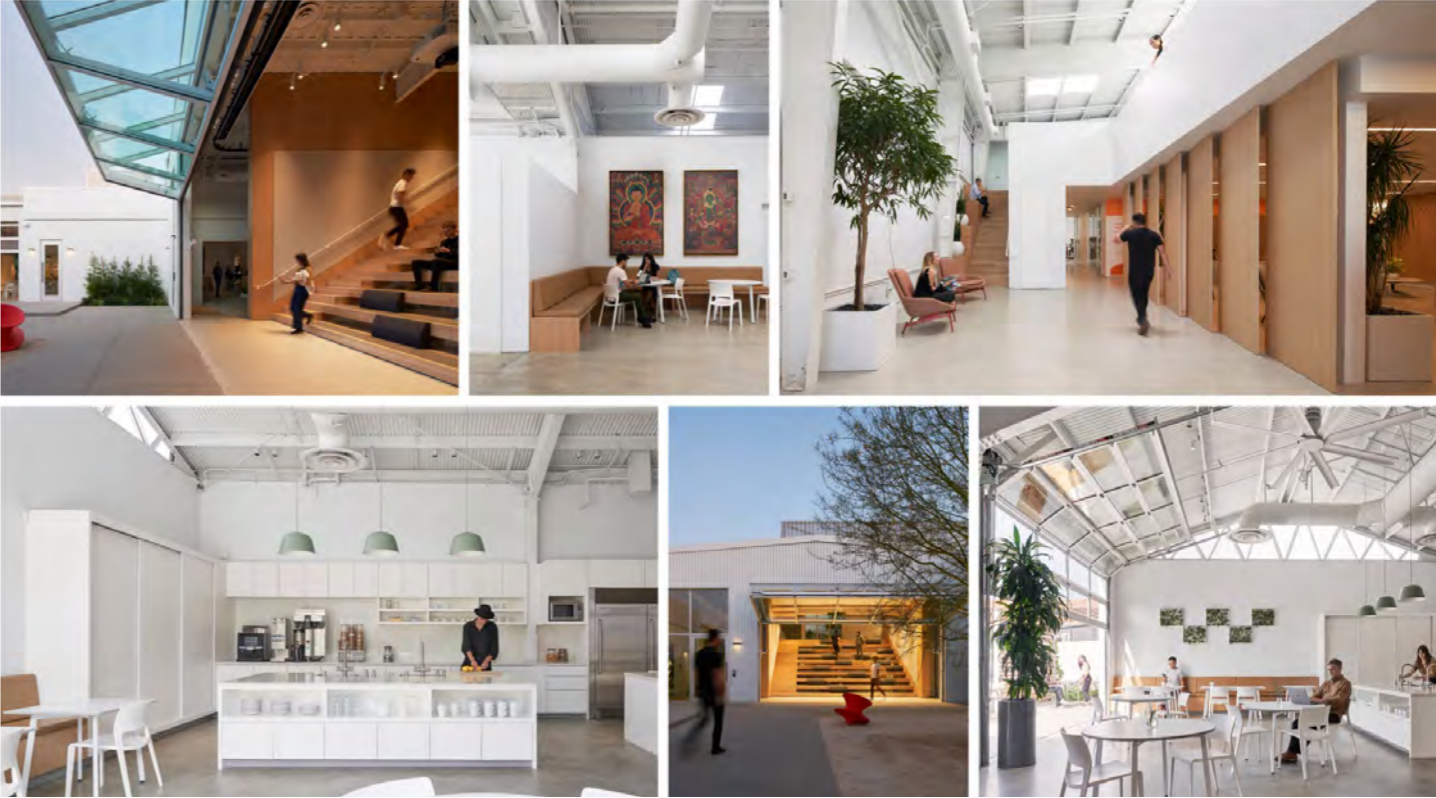
To combat this I **looked into producing some design focussed presentations** which we had tried to do some variation of in the past as a kind of *'design review'* of internal work. My colleague Jenna kicked things off taking people through the nominations for the Mixology Awards 2020 workplace category. The following week I shared



a presentation summarising **my time in Venice and presenting around thirty of the projects/pavilions I remembered most and had photography of**. We used the photographs as a means of discussion - the presentation was made widely available for anyone who couldn't make it or for anyone who wanted to refer to any of the images.

After this more personal presentation the following two Fridays were for the dezeen awards. I **compiled two sets of slides showcasing each**

**of the 52 projects nominated in the workplace category (large and small)** longlists and presented them to our teams over Google Meet. We used these as informal crits to discuss elements we found intriguing and elements we were less inspired by. **Unsurprisingly there were a lot of mixed opinions and disagreements, however, overall this felt like a healthy atmosphere** where you could discuss your own thoughts, feelings and responses to design work which oftentimes we aren't given the space or time to do during projects.





Starting in October 2020 I began **prototyping and developing some ideas for a new website** platform to display my personal portfolio of work. Instead of being limited by a platform, I wanted to explore how my ideas could be achieved through web-dev skills like **HTML, CSS and JavaScript**. The only problem was I knew none of them. Over the course of about a week I took **online classes via CodeAcademy** and picked up the basics of each language and began following some tutorials adapting them to suit my ideas. Over time and with some clear concepts I was able to create the pages you see today. Each page had an overall concept and unique intention **from telling a story to sharing an experience** I wanted the website to be an extension of myself that would be able to share my projects and experiences with others as casually as I can.

**Home** - For the home page the intent was to create an understated introduction to me. **An interactive and expandable menu** was created with a small casual introduction to each page to entice visitors.

**Interactive CV** - The first page I worked on. I had a clear concept of **creating an expanded version of my CV** showing all the relevant things I've been able to work on. Some of which are too small or would seem out of place in a printed CV but are just as interesting as some bigger jobs. It was here

I developed a bold colour scheme for the site and applied it to phases/categories.

**Portfolio** - I wanted to create something away from the standard squares you see on some portfolio websites and want that seems really pre formatted. So I used a card system to show the *title, picture, info snippet and classification*. These were combined with some fun animations and transitions to **create a fun but uniform page**.

**Portfolio Item** - While each portfolio item was different I tried to follow a uniform structure. Having a killer image and blurb front and centre and then scrolling to see split pages with a LHS and RHS each. Each page then had a combination of *Videos, PDFs, Hyperlinks, Galleries, Images* and more.

**About Me** - The most fun and problematic page to create. I wanted to say hello quite literally so used a video of myself to greet visitors. From this I used words to describe myself, quotes that inspire me, and an introductory text. The difficulty in this page came with getting the video timed just right with the custom page transitions.

**Contact** - A bold page with a simple function. Being able to directly contact me through the website. I wanted visitors to feel like this would be the quickest way to get in touch with me.

Check it out now  
[blairboyle.com](http://blairboyle.com)

