

**RUTH
ELIZABETH
BUCKLEY**

Bee - a - Colony

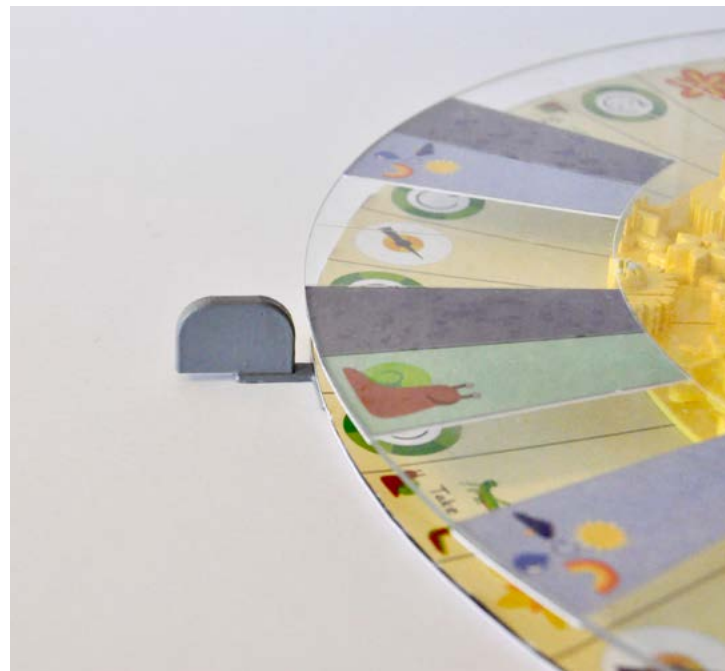
A children's board game designed to bring families together and provide a platform to open up conversation about Parkinson's Disease.

Parkinson's Disease is a neurodegenerative disorder that affects dopamine-producing neurons in the brain. It is recognised as having four cardinal motor signs: slowed movement, rigidity, rest tremor and postural instability. Parkinson's most common non-motor symptom is anxiety. One of the core aims of Bee - a - Colony is to highlight the importance of recognising the non-motor symptoms of Parkinson's.

The game is based upon a fable and the book included with the game details both the fable and a narrative of how the game can be used to educate children on Parkinson's.

Players fly around the board collecting character cards, which represent three of the animals found in the story. The main game feature is the players ability to change the board by 'changing the weather' in the garden. This is done by spinning the board.

The physical board game is designed to be easy for someone with Parkinson's to interact with.



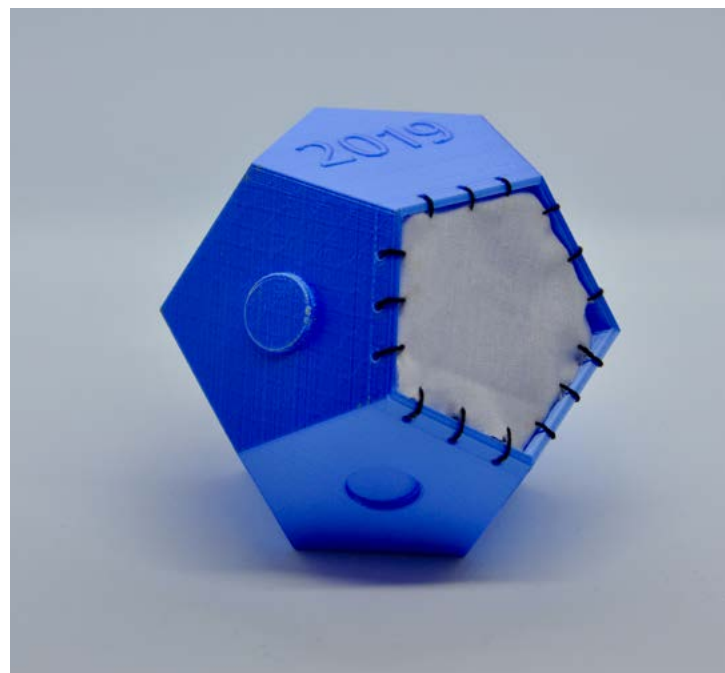
My Festival Experience

A reusable, data-driven souvenir for the Edinburgh festivals, to aid positive reflection, linking together the eleven different festivals which take place across Edinburgh each year.

All eleven festivals have their own interactive kit, where each colour relates to a different festival. Blue for the Fringe, yellow the International Festival, red the Film Festivals, and so on. Each kit consists of a 'My Festival Experience' souvenir, an instruction booklet, memory papers, thread and a sewing needle.

Using the key inside the instruction booklet, the user embroiders the pattern corresponding to the type of event and location of their best festival experience. The patterns are derived from assigning each letter of the alphabet a number, based on Edinburgh's outline (the location of the festivals). The product is hollow to allow the user to write a detailed account of their experience and place it inside. The detailed memory on the inside is mirrored by an abstract pattern on the outside.

The user can collect the set of eleven souvenirs, adding to the embroidery and memories placed inside each year that the festival is attended.



Cinema Buddy

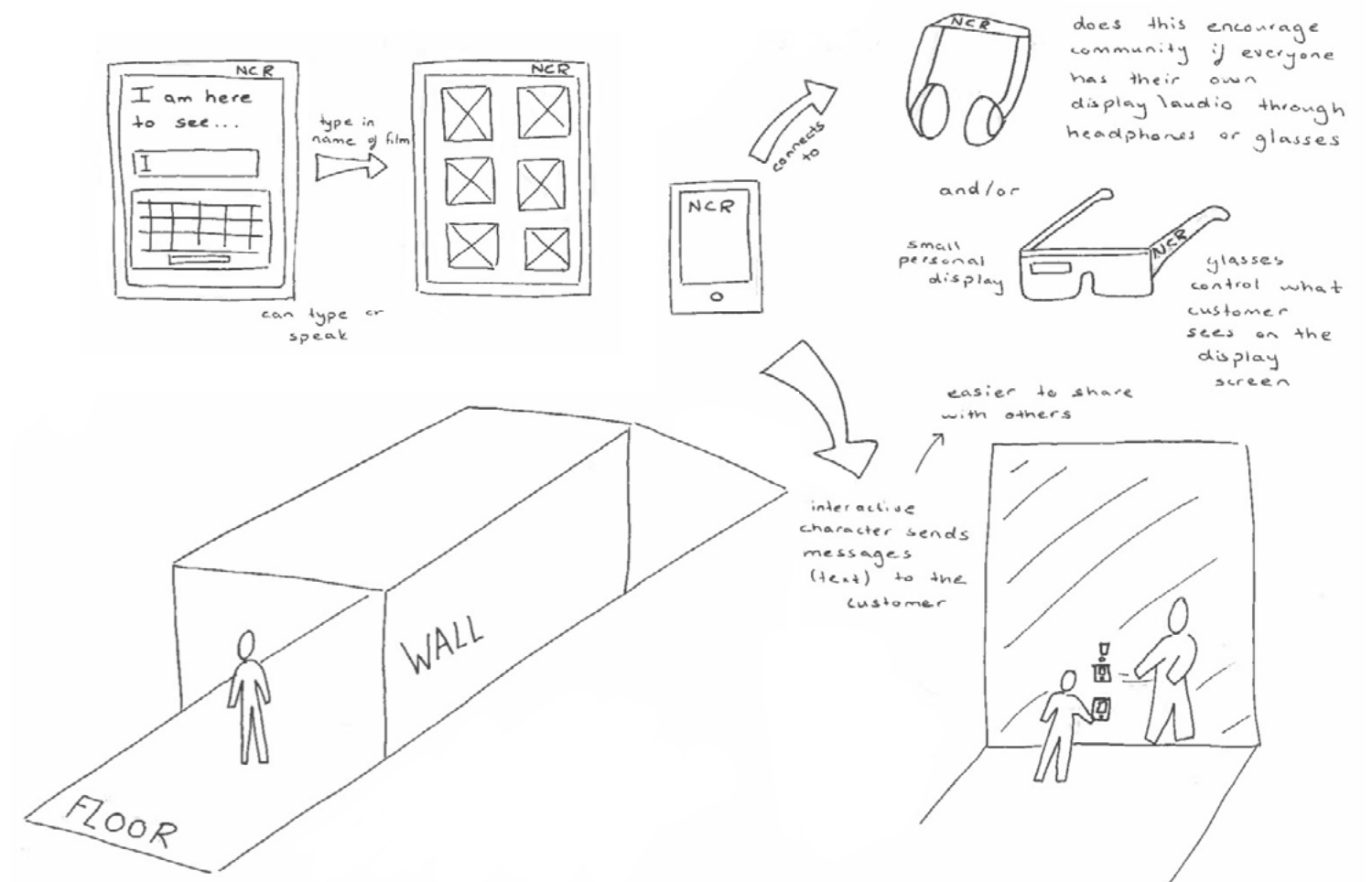
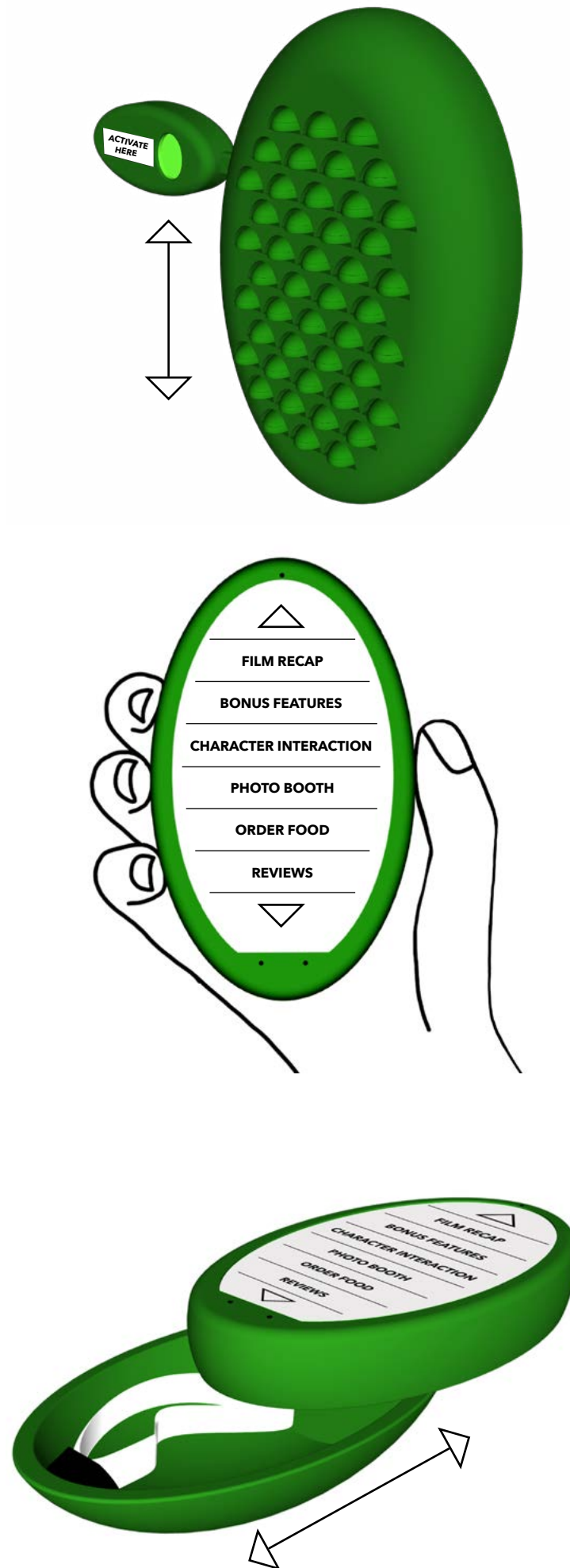
A service design concept for an interactive entertainment system.

The 'Cinema Buddy' service is designed to be installed in a cinema corridor, leading to the viewing screens. It consists of interactive screens, which line the walls, a hand-held device, used to interact with the screens and a central hub, to store the hand-held devices.

Through the hand-held device, the user is able to activate a section of the screens and perform different entertainment functions. For example, virtually interacting or taking photos with film characters or watching a recap for a previous film in the franchise.

The 'Cinema Buddy' includes a microphone and speaker, allowing the user to instruct the device through text and voice control. An inbuilt camera is used to scan the users ticket, personalising their experience.

A speculative design, imagining what the world may look like in 2025 and designing a service for this world. I focused on cinema and creating an immersive experience for a world revolving around digital experiences. This project was a live brief, in partnership with NCR.



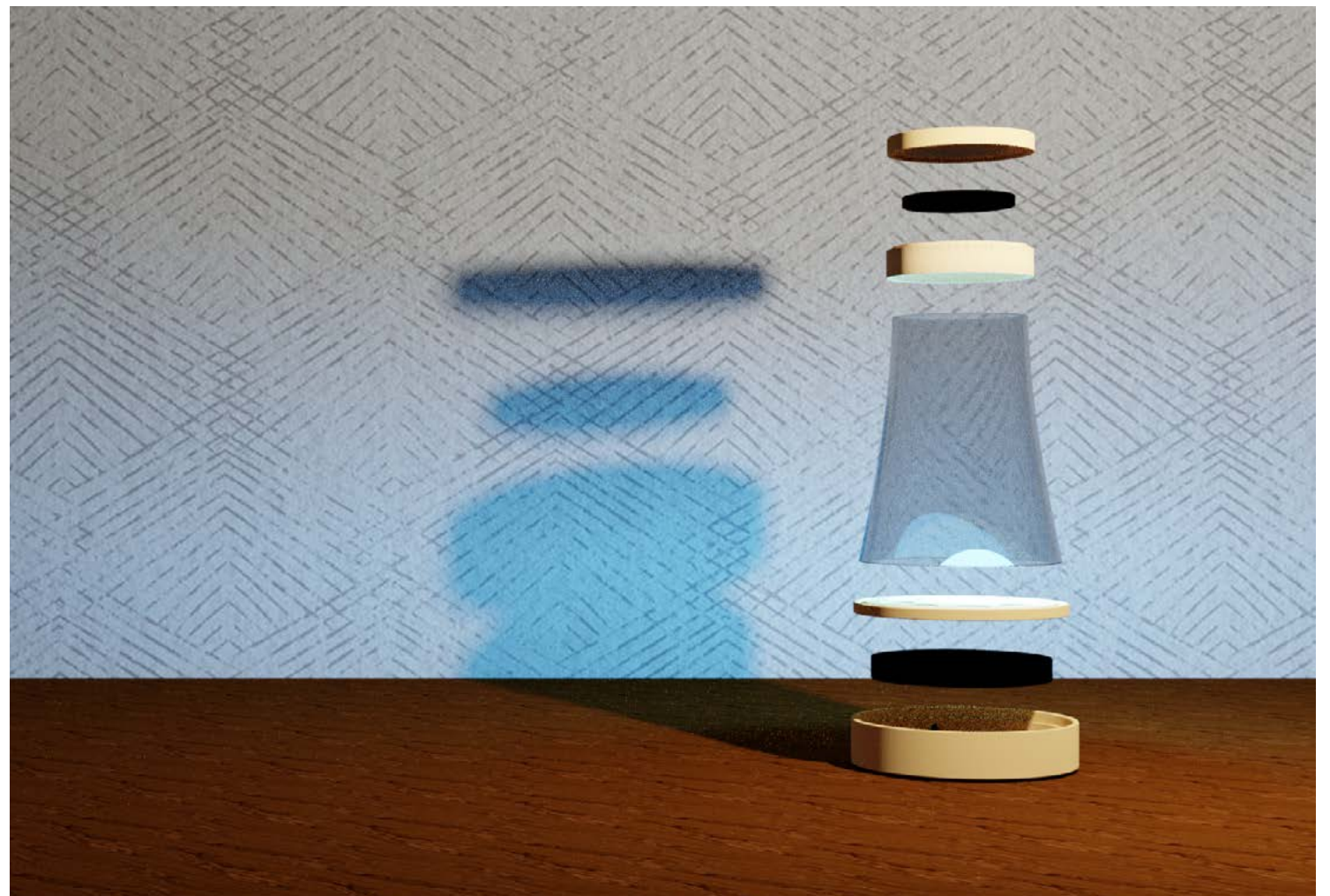
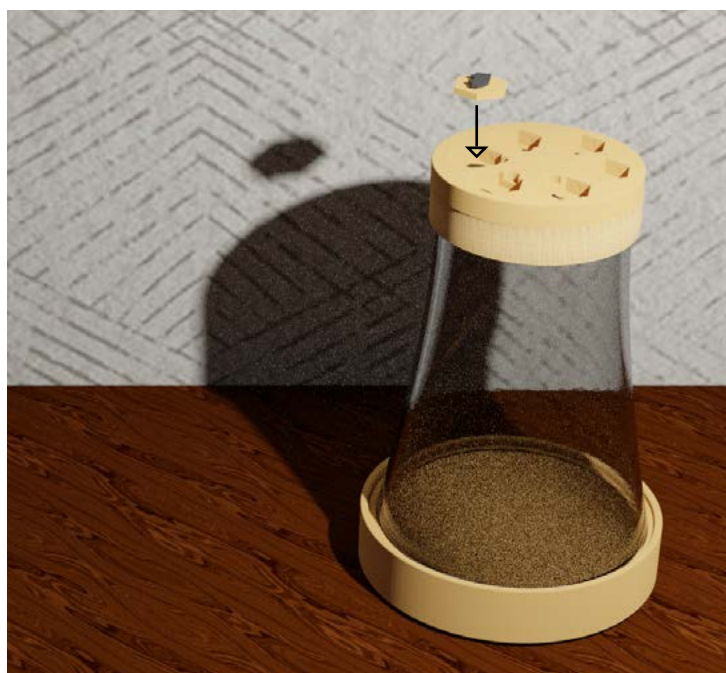
Impact Air

A two-product system that educates and encourages the user to engage with the issue of air quality. Informing them about their own contributions, in order to inspire change.

The 'Impact Air' tackles the issue of air quality, in relation to transportation, as transport is one of the leading causes of air pollution. The two products in this system are a central hub light, placed inside the house, and a modular electronic keyring.

The keyring consists of one central section, which measures and lights up to show the air quality in the users immediate area. The user can then add sections to the keyring which correspond to the mode of transport they will be using that day. When not in use, the sections of the keyring are stored in the top of the hub light. These modular sections track everyday travel, which is used to calculate the users impact to the air quality in their area. This data is then visualised through light on the central hub.

This project was shortlisted for the Hubhub 'Design by Nature' competition, 2020, as seen [here](#).



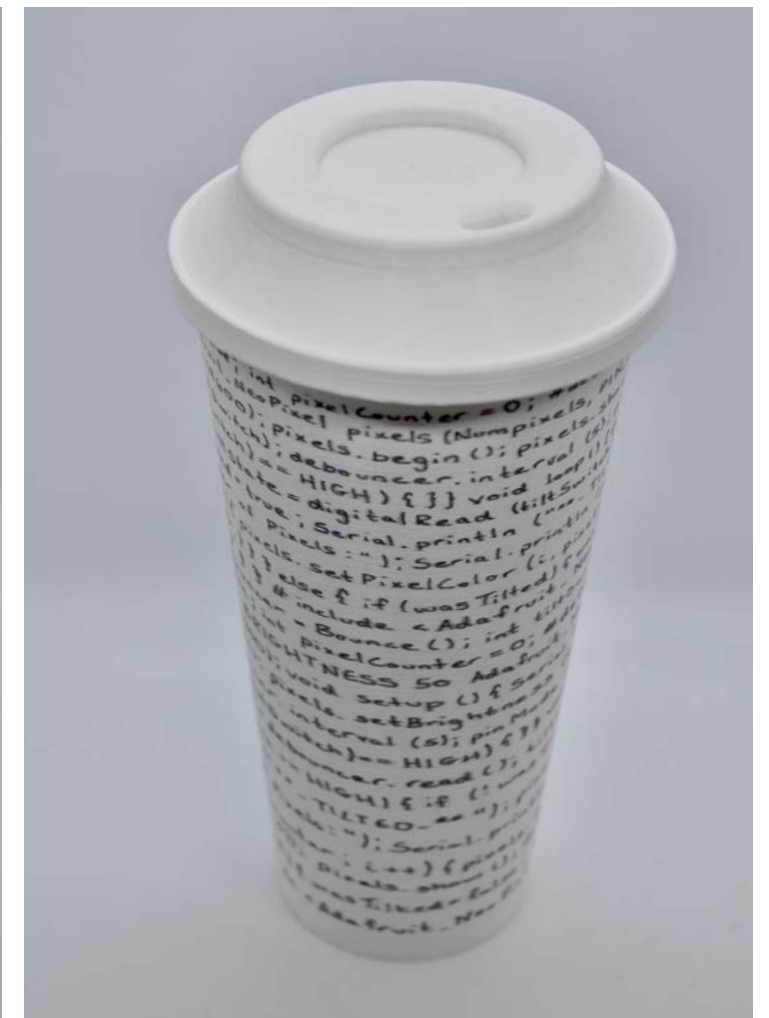
Travel-Bit Mug

An electronic travel mug, designed to make a statement on the overuse of technology in society, through adding unnecessary technology to an everyday activity.

The 'Travel-Bit Mug' begins as a simple black mug, with white lid. The mug is coated in thermochromatic ink, which changes colour from black to white when heated. Therefore, when the product is filled with a hot beverage the black disappears and reveals a white mug, printed with computer code. When the mug is used, the unnecessary technology is revealed. This code is the C++ script, which powers a TinyDuino, housed in the base of the mug.

The TinyDuino is connected to an LED strip, lithium battery and tilt switch. These create a sip counter. Each time the tilt switch is activated, an LED light is switched on, letting the user know how many sips they have taken, adding unnecessary technology to an everyday activity.

The mug consists of an outer and inner shell, allowing for the electronics to be housed between the two and in the base of the mug.



Furniture Making

A set of mahogany, oak and pine units, inspired by Art Deco design.

The Art Deco style of these units is reflected in the bold, geometric shapes.

These storage boxes are assembled using mitre joints. The unit on the left was constructed by producing one large, hexagonal shape and then slicing this to produce the separate layers. These layers pivot apart to allow the user to access the compartments. Plywood is used to separate each layer into sections.

The unit on the right is formed of four individually constructed boxes and an additional drawer. The base of the drawer is inlaid. These boxes are attached together using wooden dowels.

I have completed work experience at a carpenters, Gordon Kent Furniture. During this experience, I learnt how to use a variety of different carpentry tools and how bespoke furniture is designed and produced.



Art Practice

My art practice focuses on sculpture and craft.

'Tsunami' (right), a recycled sculpture, made from plastic bottles, signifying the volume of plastic pollution in the oceans. The sculpture was on display at the festival Sustain.ED, encouraging students to sign up to the plastic pledge. At 6 foot high the onlooker can sit underneath and contemplate its meaning. After the festival, this piece was moved to the Edinburgh Institute for Carbon Innovation.

A hand-made replica of a true scale Daler Rowney paint tube (top, left), made from foam, plaster, card and paper. The aim of this model was to produce a replica that could not be told apart from the original product.

A sculpture of half a pepper, made from MDF, intended to be used as a side table (middle, left). Each layer is decorated using a different technique and the product measures 1200 x 800 x 950 mm.

An embroidery product, taken from my Etsy shop (bottom, left). I design, make and sell embroidery products inspired by musical theatre. This stitch is the character of 'Joseph', from 'Joseph and the Amazing Technicolor Dreamcoat'.



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