PRESS RELEASE

Hannover, 13 June 2024

2024 Sponsors:

iF DESIGN STUDENT AWARD 2024:
Award ceremony at the Triennale Milano

The winners of this year's competition for young designers have been announced! The 76 best ideas from almost 10,000 concepts from 72 nations have been awarded the iF DESIGN STUDENT AWARD 2024. Nine pioneering solutions will also be rewarded with a total of EUR 50,000 in prize money.

- **The competition categories correspond to the Sustainable Development Goals (SDGs) of the United Nations.**

Almost 10.000 student concepts from 72 countries were entered into this year's iF DESIGN STUDENT AWARD. After the first round of judging, the online jury, 300 entries qualified for the shortlist. After the final jury, which took place on April 26 in Berlin, the 76 winners from 24 nations of the iF DESIGN STUDENT AWARD 2024 have now been announced! Nine pioneering concepts will be rewarded with EUR 50,000 in prize money.

All award-winning young designers have been invited to Milan for the award ceremony on June 13. There, the winners received their awards from iF Design CEO Uwe Cremering at the Triennale Milano: "Once again this year, we are fascinated by the inspiring power of young design talents from all over the world, who are working with courage and passion to make the world a better place with their ideas. We are grateful for the great commitment of our expert jury - and also for the loyalty and support of our renowned sponsors, most of whom have been with us for many years! Without them, this competition would not be possible!"

The competition categories are in line with the Sustainable Development Goals (SDGs) of the United Nations (1 - 15):

No Poverty / Zero Hunger / Good Health and Well-being / Quality Education / Gender Equality / Clean Water and Sanitation / Affordable and Clean Energy / Decent Work and Economic Growth / Industry, Innovation and Infrastructure / Reduced Inequalities / Sustainable Cities and Communities / Responsible Consumption and Production / Climate Action / Life Below Water / Life on Land

The Evaluation Criteria

In order to receive an iF DESIGN STUDENT AWARD 2024, the concepts must achieve above-average marks in response to the following questions:

• Does it solve a problem?
• Does it reflect or promote high moral-ethical standards?
• Does it strengthen group relations?
• Does it create a positive experience?
• Does it make economic sense?

The Sponsors

Without the sponsors it would not be possible to support young designers in such a high-quality, sustainable way:

- **GROHE,** Germany
- **Wonderland**, Taiwan
- **NetDragon**, China
- **Compal Electronics**, Taiwan
- **Casarte,** China

More about the sponsors: ifdesign.com

These are the nine best awarded concepts of the iF DESIGN STUDENT AWARD 2024:

1. **Click** - Simple sustainable stoma care
2. **Cloud Telescope** - Product to help kids learning about weather
3. **Infinity Block** - Cognitive training toy
4. **NOBJECTE -** AI tool for image recognition for visually impaired people
5. **Pongo -** Dressing aid for people with arm disabilities
6. **ReShade -** Cooling and greening system on scaffolding
7. **Therm Harvest Nexus-** Geothermal greenhouse
8. **Touch'n taste -** Meal assistance for deafblind children
9. **Vela 9 -** Portable wind turbine



Click - Simple Sustainable Stoma Care

SDG: 03 Goodhealth + Well-Being
Design: Mika Leßmann
University: University FH Joanneum, Graz, Austria

A stoma is an artificial bowel exit for people with a nonintact digestive system. Patients have to wear a stoma bag – a glued-on pouch that collects their output – 24/7. Conventional bag systems consist of several welded multimaterials and are hard to use for people with low dexterity. »Click« is an innovative, modular system for stoma care. A screw connector, combined with a silicone cover, enables the secure use of monomaterial, disposable stoma bags. The

system is split into carefully designed reusable and disposable parts, which reduces the material consumption per bag change and allows »Click« to be highly accessible and customizable.

Jury Statement: “This project offers an important innovation for colostomy bag users. In addition to improving aesthetics, the project presents an easy-to-fix solution, reduces the use of different materials, and has reusable parts that reduce waste. This gives greater dignity to users.”



Cloud Telescope - Product to help Kids Learning about Weather

SDG: 04 Quality Education
Design: Jingyi Jiang
University: Royal College of Art, London, United Kingdom

The weather telescope is an educational tool designed to help children understand more about the weather. The inspiration comes from children's natural love of observing unusual cloud formations in the sky, even without understanding the science behind those formations. The cloud telescope is very easy to use and carry. By looking through the device, children can see information about the clouds they selected in the VR interface, thus providing a fun and relaxed way to increase their understanding of weather.

Jury Statement: This is a refreshing alternative to tablet- or phone-based applications to help children recognize and learn about weather and clouds. Its reference to the form of a telescope recalls the earliest human fascination with sky-gazing. The integration of AR technology elevates sky-gazing above the level of a toy, making it a truly educational, but still very fun-to-use device. Well done!



Infinity Block - Cognitive Training Toy

SDG: 03 Goodhealth + Well-Being
Design: Yihang Wang, Jialong Lai, Ruiqi Zhang, Xinyun Kou
University: Zhejiang University of Technology, Hangzhou, China

Infinity Block, an innovative wooden cube toy, aims to promote brain vitality and creativity, particularly addressing cognitive decline in the elderly. Neuroplasticity studies on mild cognitive impairment have shown that cognitive training, especially in dot and

line recognition, helps to revitalize the brain. Infinity Block is also aesthetically attractive and functions as a challenging and fun game.

Jury Statement: “This wonderfully simple yet versatile idea that creates endless possibilities with ease. It serves not only as a playful cognitive training tool for older people but can also inspire creativity in people of all ages.”

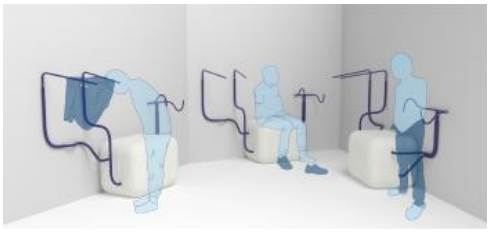


NOBJECTE - AI tool for image recognition for visually impaired people

SDG: 03 Goodhealth + Well-Being
Design: Joan Cofan
University: ELISAVA, Barcelona School of Design & Engineering, Barcelona, Spain

Blind people can easily become disoriented on the street, either while following familiar routes or exploring new places. This concept uses currently available AI technology, such as image recognition, to improve the daily lives of visually impaired people by converting visual information into haptic signals via a wearable device. NOBJECTE is fully customizable and can substitute for guide dogs in places and situations where these are not available.

Jury Statement: “NOBJECTE helps visually impaired people to go about their daily lives independently without conventional aids such as the white cane or guide dogs. Supported by AI, the design is individualized and learns in daily routines. The jury is convinced of the great benefit of the vibrating wearable: millions of visually impaired people, non-stigmatizing, customizable, and hands-free.”



Pongo - Dressing Aid for People with arm disabilities

SDG: 10 Reduced Inequalities
Design: Manuel Vega Lara, Paula Gómez Alemany, Cristina Campos López
University: Polytechnic University of Valencia, Spain

Pongo is a piece of furniture to aid users with no upper limbs in the process of getting dressed. It is formed by three main components; bars, hooks, and a padded seat. Each component has its function: The bars are for upper-body garments, while the hooks are for lower-body garments. The seat can store all the bars, which can be removed. Pongo makes getting dressed easier and faster.

Jury Statement: “A simple and inexpensive furniture solution allows people with arm disabilities to dress themselves without relying on the assistance of others, so they can live more independently and with dignity.”



ReShade - Cooling and greening system on scaffolding

SDG: 11 Sustainable Cities + Communities
Design: Zhong-Wei Lin
University: National Cheng Kung University, Tainan City, Taiwan

"ReShade" is a cooling and greening device specifically designed for construction sites, with the goal of creating a more comfortable workspace for workers and fostering sustainable environments for the planet. This innovative design focuses on lowering the temperature within the work environment by utilizing plants to shade the area from the sun, all while ensuring proper ventilation. By doing so, it effectively minimizes the risk of heatstroke among workers. Moreover, the design contributes to resource conservation in greening initiatives by repurposing discarded coconut fiber, which replaces plastic pots as planting containers.

Jury Statement: “The ReShade project is an amazing and brilliant idea to care for workers and the city itself. While providing shade for workers operating in the scaffolds, it beautifies the city and lowers the temperature in the surroundings, thanks to the smart use of an organic system of coconut fibers, plants and harvested rainwater. Great for humans and the environment!”



Therm Harvest Nexus- Geothermal Greenhouse

SDG: 09 Industry, Innovation + Infrastructure
Design: Liu Zi-Chien, Lin Chia-Wei
Initiators: Nation Taiwan University of Science and Technology, Taiwan

The Therm Harvest Nexus is an innovative architectural design that addresses the challenges of heat and energy loss in geothermal power generation. Inspired by Iceland's unique volcanic landscapes and local architectural forms, this concept effectively harnesses geothermal energy at various loss stages. It utilizes the residual heat for crop cultivation and various other applications. Simultaneously, it significantly reduces thermal loss during geothermal energy production, promoting sustainability.

Jury Statement: “The Therm Harvest Nexus presents a comprehensive solution to global and systemic issues by introducing an innovative approach to harvesting geothermal energy for the cultivation of fruits and vegetables in environments traditionally unsuitable for such activities. By situating the project within the Icelandic landscape, it leverages natural volcanic activity as a sustainable energy source, fostering a symbiotic relationship between the planet, its resources and human activity.”



Touch'n taste - Divided Plates for Deaf-blind Children

SDG: 04 Quality Education
Design: Choi Mina, Kim Ihyeon
University: MYONJI UNIVERSITY, YONGIN, Republic of Korea

Unable to see or hear, deaf-blind children may develop aversions to textures due to a heightened sensitivity to touch. Touch'n taste comprises large tactile models that categorize the texture of food, along with small tactile models of the same texture attached to the plate. Children can experience various textures of food by touching the tactile models with their hands or tongues. By repeating this process, the children will be able to infer the texture of the new food simply by touch, thus overcoming their fear of textures.

Jury Statement: “Experiencing new foods as a toddler is a crucial moment in educational development. Using pleasing, nonthreatening tools, Touch'n taste places special attention on this moment, encouraging communication and interaction with one's surroundings.”



Vela 9 - Portable Wind Turbine

SDG: 07 Affordable + Clean Energy
Design: Italy, Giovanni Marconetti, Cosimo Agnoletti, Linus Van Rafelghem, Davide Masoero
University: Politecnico di Milano, Milano

Vela 9 is a compact, foldable, and lightweight wind turbine with a focus on rapid set up without requiring tools. The final design is a 20W turbine that can be dismounted into a foldable umbrella structure and a compact housing for electronics and generator, both fitting easily into any backpack. Essential to the compact design are textile blades made of discarded sail material and a screwless folding mechanism. Tension provided by the fiberglass rods keeps them in an aerofoil shape. The design carefully considers appropriate bearings, waterproof connections, power transfer, and guy-wire attachment points to provide stability.

Jury Statement: “An essential, well-developed solution that merges functionality with usability. The product has been conceived to be compact, lightweight and easy to maintain. A long-lasting solution that leverages discarded material to generate ocean energy.”

HERE you can find the winners of the iF DESIGN STUDENT AWARD 2024!

About the iF DESIGN STUDENT AWARD

The iF DESIGN STUDENT AWARD is one of the world's most important and significant competitions for young designers. It honors concepts by students and graduates in the field of design and architecture that deal with achieving the SDGs. Together with the sponsors, iF Design offers the award winners an international stage and a springboard for a successful career start. iF Design has seen it as its social responsibility to promote young international designers for more than 20 years.

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