GRADUATION

2022

COMPREHENSIVE
DESIGN PROJECT
2021

GRADUATION 2022

17 INTAKE

DEPARTMENT OF INTEGRATED DESIGN,
FACULTY OF ARCHITECTURE,
UNIVERSITY OF MORATUWA,
SRI LANKA.

**COMPREHENSIVE
DESIGN PROJECT
2021**

CONTENT

Department of Integrated Design

■ Faculty of Architecture, University of Moratuwa.

Department of Integrated Design of the University of Moratuwa is the pioneer of our country's higher level of Design education and has been processing and developing the field of Design for over a decade in the Faculty of Architecture, leading the students through an innovative and problem-solving practice of Design application.

Thus, with the mingling of creativity and functionality, the Degree course attempts to create Designers of an individual identity that can enrich the Sri Lankan context.

Specializing in different streams of Design, the course provides a great opportunity for the youth of the country to enter the world of Design with innovative creativity and sociocultural consideration. Media and Communication Design, Lifestyle Design, and Product Design are the established fields of study in the course. The Degree program while responding to the demand for great diversification in higher education also provides an immense contribution to National development through academic performance.

DEPARTMENT OF
INTEGRATED DESIGN
FACULTY OF ARCHITECTURE
UNIVERSITY OF MORATUWA

Message from the Head

■ Department of Integrated Design, University of Moratuwa.

Initiated in the year 2000, the Department of Integrated Design, University of Moratuwa, is now a well-established department for design education within the local university structure. It has produced competent and iconic design personalities of international standards. Over the years, the department has upgraded the benchmarks and is constantly strengthening the academic as well as industrial outputs.

We are proud to be identified as an academic institution with a broader vision of creating socially responsible individuals that help in addressing and resolving the problems in our community. The combination of the fields of Fashion & Lifestyle, Media & Communication, and Product Design has performed well throughout the years to develop the students and simultaneously raised the academic standards to obtain departments' reputed recognition.

Graduation of a batch is always a proud and significant moment for the department.
Especially in the year 2022, has been a tough task for both staff and students with lots of obstacles due to the pandemic and the economic situation of the country. I congratulate all students, lecturers and supporting staff in overcoming hardships with dedication and completing the Comprehensive Design Projects successfully.
I wish all graduates the utmost success in future endeavors.

Ms. Melanie Dissanayake
Head, Department of Integrated Design.

Introduction

■ Comprehensive Design Project 2021

A Comprehensive Design project (CDP) is a demonstration of a comprehensive approach on a self-selected project by a final-year student of the Bachelor of Design Honours Degree (BDesHons) programme. Students are expected to identify a real-world problem, opportunity, or conceptual or experimental challenge and develop design solutions or conceptualize design ideas while taking function, aesthetics, market, production processes, and social imagery into consideration.

The CDP is selected mainly based on the student's field of specialization: Fashion and Lifestyle Design, Media and Communication Design or Product Design. It is also accomplished by integrating the fields. The completion of the CDP provides the BDesHons graduate with the confidence to face the industry, whether local or global.

CDP21 included hypothetical (futuristic or current) projects, industry-focused projects that addressed industry briefs, student-driven entrepreneurial projects, user-focused projects that addressed user needs, society/culture-focused projects that addressed user group needs, and system-focused projects that sought to identify system failure or improve systems.

FASHION AND LIFESTYLE DESIGN

A textile development using fabric waste to create wearables

Off-cut fabrics are generated in the cutting departments of the apparel manufacturing industry, which mostly end up in landfills. Through my project, I have done experiments with developing new textiles with off-cut fabric pieces and showing the potential of those to construct wearables. The textile construction was done using the hand-loom weaving technique.

A shuttle was developed to ease the weaving process, and new textile cutting and combining options were experimented with as a result. Furthermore, I'm proposing BAM Holdings, where I completed my internship and where I got inspired, to come up with a local fashion brand that promotes and adds value to textile waste in the apparel manufacturing industry.

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Visual dilution - adapting linear illusions with tucks to visually diminish women's fuller busts

A person's attire is a mirror on how they want to express themselves to be percieved by the outer world. This comprehensive design project is about experimenting the Viability of Linear Illusions with Application of Tucks in Clothing to Visually Diminish the Size of Women's Fuller Busts. The main attention will be given in testing the application of linear illusion theories incorporated with tucks in the most effective and feasible techniques and placement on the body to visually diminish the volume and size of women's fuller busts by elongating the vertical volume or by reducing the horizontal volume of the bust, and the adaptation of these aspects into wearable attire for women addressing the issues and personnel preference of target customers whilst uplifting their self-appreciation, modesty and confidence with an aesthetically appealing look.

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A circular fashion business model to encourage the use of accumulated clothes (in wardrobe) via redesign

If you open your wardrobe and look into it, how many of those clothes do you still actually wear? Languishing in the back of your wardrobe are clothes that probably don't fit anymore, have been damaged or worn out, don't fit your style, have gone out of fashion or maybe clothes that have never been worn.

Even though we don't have a throwaway culture and clothes are donated and given away, most clothes still take up space in wardrobes without function because the user has an emotional value attached to them. This accumulation of clothes creates an opportunity for a circular fashion business model where the clothes of customers themselves will be redesigned and given a new life to extend the garment's lifecycle while enhancing their emotional connection to it.

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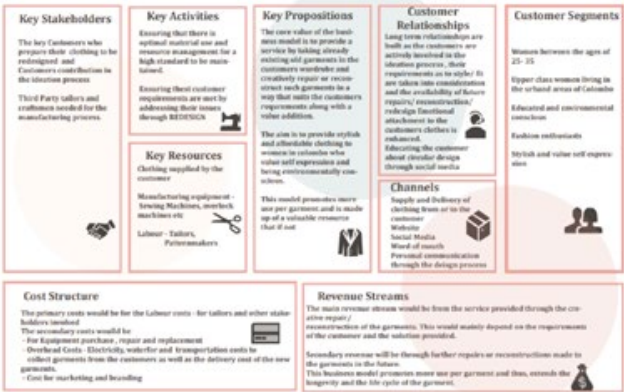@ nethnifern@gmail.com
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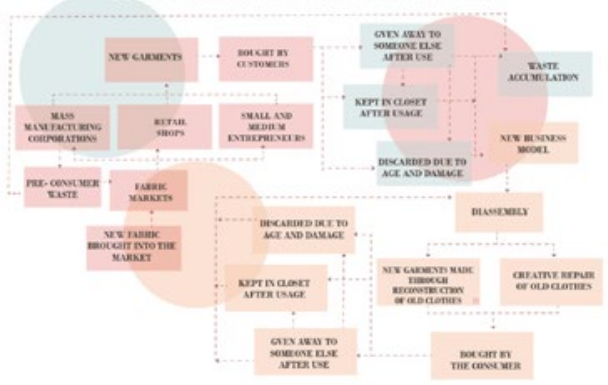
DENIM REPAIR & SIZE ALTERATION TOOLKIT

DENIM SIZE ALTERATION

MODIFYING LENGTH THROUGH HEM

Cutting jean to correct length and remaking to a proper hem

Cutting and restitching original hem at correct length

Chain stitching the hem

Repairing hems adding patch

Undone hem - remove hem stitch

Split hem - Stitting the underseam

Step hem

Frayed hem - Cutting and tattering

Patching holes with denim placed under worn areas and stitched in an unnoticable way

Repairing holes by fraying of creating distressing

CREATIVE REPAIR

Expansion by adding 2 Triangular panels to sides

contrasting colou with/without waistband

Chosen from Toolkit

BUSINESS MODEL CANVAS

Key Stakeholders

The key Customers who prepare their clothing to be redesigned and Customers contribution in the ideation process.

Third Party tailors and craftsmen needed for the manufacturing process.

Key Activities

Ensuring that there is optimal material use and resource management for a high standard to be maintained.

Ensuring their customer requirements are met by addressing their issues through REDESIGN

Key Resources

Clothing supplied by the customer

Manufacturing equipment - Sewing Machines, overlock machines etc

Labour - Tailors, Patternmakers

Key Propositions

The core value of the business model is to provide a service by taking already existing old garments in the customers wardrobe and creatively repair or reconstruct such garments in a way that suits the customers requirements along with a value addition.

The aim is to provide stylish and affordable clothing to women in colombo who value self expression and being environmentally conscious.

Customer Relationships

Long term relationships are built as the customers are actively involved in the ideation process, their requirements as to style/ fit are taken into consideration and the availability of future repairs/ reconstruction/ redesign emotional attachment to the customers clothes is enhanced.

Educating the customer about circular design through social media

Channels

Supply and Delivery of clothing from or to the customer
Website
Social Media
Word of mouth
Personal communication through the design process

Customer Segments

Women between the ages of 25- 35

Upper class women living in the urban areas of Colombo

Educated and environmental conscious

Fashion enthusiasts

Stylish and value self expression

Cost Structure

The primary costs would be for the Labour costs - for tailors and other stakeholders involved
The secondary costs would be
- For Equipment purchase , repair and replacement
- Overhead Costs - Electricity, water for and transportation costs to collect garments from the customers as well as the delivery cost of the new garments.
- Cost for marketing and branding

Revenue Streams

The main revenue stream would be from the service provided through the creative repair/ reconstruction of the garments. This would mainly depend on the requirements of the customer and the solution provided.

Secondary revenue will be through further repairs or reconstructions made to the garments in the future.
This business model promotes more use per garment and thus, extends the longevity and the life cycle of the garment.

CIRCULAR DESIGN STRATEGY

NEW GARMENTS
BOUGHT BY CUSTOMERS
GIVEN AWAY TO SOMEONE ELSE AFTER USE
WASTE ACCUMULATION
MASS MANUFACTURING CORPORATIONS
RETAIL SHOPS
SMALL AND MEDIUM ENTREPRENEURS
KEPT IN CLOSET AFTER USAGE
NEW BUSINESS MODEL
PRE- CONSUMER WASTE
FABRIC MARKETS
DISCARDED DUE TO AGE AND DAMAGE
DIASSEMBLY
NEW FABRIC BROUGHT INTO THE MARKET
DISCARDED DUE TO AGE AND DAMAGE
KEPT IN CLOSET AFTER USAGE
NEW GARMENTS MADE THROUGH RECONSTRUCTION OF OLD CLOTHES
CREATIVE REPAIR OF OLD CLOTHES
GIVEN AWAY TO SOMEONE ELSE AFTER USE
BOUGHT BY THE CONSUMER

Social media fashion campaign design to introduce a fashion business model that addresses current social issues

Fashion democratization is a concept that is deeply discussed under various definitions yet merely practiced in both the global and local fashion industry. The fashion industry came under continuous criticism for not maintaining democracy, which it should have been. The comprehensive project identifies and conveys the definition of fashion democratization as using fashion as a medium through which people can communicate and make an impact on their social challenges. This social media fashion campaign design is to introduce an emerging fashion business model which will consider timely social challenges and make a voice through the brand with or on behalf of society. As for this particular fashion campaign, the selected theme is the ongoing protests against the political and economic crisis in Sri Lanka. Most importantly, this campaign's audience projection is towards the younger generation (generation z) who contribute their voices against social injustice in any medium.

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A wearable collection for a fashion activism performance in relation to the Easter Sunday attack

The 2019 Easter Sunday terror attacks in Sri Lanka, which focused mainly on Catholic churches, can be described as one of the darkest days in recent history. Altogether, 258 lives were lost, regardless of who carried out the attack or for what purpose. The effects of this tragic event still remain even today. And it is questionable whether justice has been done to those victims. This fashion activism performance-based project was a collaboration with a youth influencer group.

The main objectives are to bring justice to the victims and enforce the law on those who carried out the attack. As a fashion designer, my aim was to make society recall the dark memories of the Easter attack, recall the emotions, and remind the criminals that they have to face justice. The main inspiration for my project execution was the Easter attack itself.

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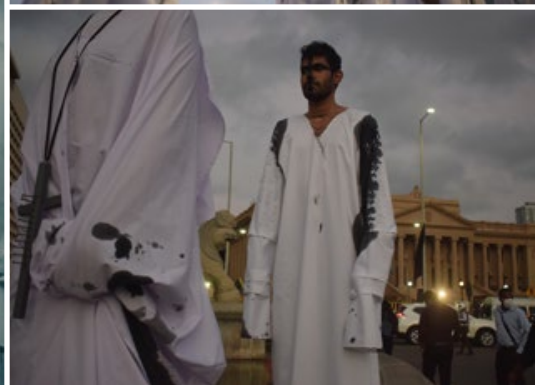
WAXED-BRODERIE: Exploring batik crafting potentials of local artisans, in pursuit of new potential markets

In Sri Lanka, there are three groups of people who are involved in local batik practices: artisans from old generations, designers who are engaged in batik designer wear productions and local craftsmen who make startups which involve batik as a governmental and/or non-governmental initiation. My comprehensive design project was a focus on exploring new craft possibilities of batik to find new market opportunities for those who are engaged in local batik production with minimum artistic skills. New batik products will be introduced to the market via a new batik brand. Aims to reach a new local as well as international market. The target group will especially comprise those who do not prefer traditional batik as a part of their wardrobes yet are attracted to novel batik applications.

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Introduction of a collection under own label – in search of market opportunities for Jaffna handloom weavers

Craft is a part of a cultural practice and a mirror of its creative process. I strongly believe that crafts are the best inspiration for the future where we can find aesthetics, functionality, problem solving, emotions, value, and the ancestry of living. As Sri Lankans, we have our own esteemed craft practices, which must be preserved. The establishing brand is not only to preserve the craft elements but also to find new opportunities for the weavers. The project aimed to understand the uniqueness and value, research the roots of influences and causes, and find a way to interpret and establish the findings through a collection for most of the consumer base. Colors, patterns, and textures on woven fabrics played the main roles in emphasizing the culture and interpreting it as a wearable collection. In a nutshell, this collection will expose the potential and the craftsmanship of the Jaffna weavers, and they will find new opportunities through the brand.

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SCULPTURAL METAL BRIDALS:
Exploring metal-based sculptural
possibilities for Sri Lankan brides

Metal couture is a type of adornment or fashion item which is made out of metal. Each pieces are generally larger and more significant than jewelry. Apartfrom that, metal couture has structural and sculptural forms as well as unconvential shapes. Therefore it can be showed some characteristics of sculptural and avant-gard fashion. (Sculptural fashion, the human form is destined to be transformed expressively by outlining its natural shape and curves or exaggerating them to achieve a silhouette that would be distinguishable to the observer from every possible angle).

In this project, major aim is to explore metal based sculptural posibilities for Sri Lankan bridal industry to create adjustable sculptural bridals.

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Stitched Stories : Manifesting place-base making to empower an underrepresented artisan group

Sri Lanka is a country abundant with different indigenous artisans, and skill groups hidden in various communities. Most of the local crafts have been underrepresented and margined to their home spaces since there is a lack of opportunity for them to bloom. As there's a high tendency towards a global turn, which turns from globalized ideology to more localized fashion ideology, it empowers more grounded aspects like low tech, slow pace, and places specified aspects. Hence it provides a high opportunity to uplift underrepresented craft communities. Therefore this project aims at developing a place base production process to gather and connect potential groups of people within a specific geographical context to empower, sustain and uplift local craft communities. In this context, Kelaniya was selected as the geographical context by considering its economic viability history, and community. This project attempts to initiate a place-specified brand that interconnects potential skill groups, supply units, social assets, and designers which are key stakeholder units from the nearest proximity. As the identity of the brand process evaluates the facts of resource availability, close proximity, and potential craft expertise.

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Dressing the Imperfectly Perfect Body - of Women undergone with Mastectomy surgery

Cancer is one of the most widespread diseases across the globe. In Sri Lanka, 26% of all cancers have been identified as breast cancers, which are mostly detected in women. Once detected, the commonest method to stop the further spread of the cancer is either to surgically remove a breast or both breasts, which in this case results in much physical, mental, and social distress for the affected party. A problem I witnessed is the lack of proper garments for women who have surgically removed a single breast. I aim to develop fashionable yet comfortable clothing to give weight to the breastless side and give balance to the unbalanced body. I hope to collaborate with the Indira Cancer Trust Fund to make this design publicized and available to women all around the world. This will enable women to embrace their physical loss and gracefully move forward as imperfectly perfect beauties.

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Waste synthetics capsule collection

Garment manufacturers in the Sri Lankan context are using natural and synthetic base fabrics for their products. It generates a huge amount of waste each year. There are many procedures to recycle and reuse natural base fabrics. But synthetic fabric waste ends up as solid waste or in the incineration process.

My concept is to select unharmed synthetic waste fabrics from industry and relocate them in a production loop as a value-added ready-to-wear product in collaboration with the local apparel manufacturing industry under the product category of women's athleisure due to most of the synthetics being used in active and sportswear ranges.

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Casual office-wear collection for women undergoing treatment for heat rash

Sri Lanka is a tropical country. The temperature throughout the day defines the clothing style of the people. However, most of the office wear in the local context is influenced by the European style rather than addressing the climatic condition of the country. The consequences are critical. Lot of women get heat rashes and suffer and go for medical treatments. However, they do not try to find a solution by adapting a better clothing type.

Therefore, the project is an introduction of an office wear collection for women who are undergoing treatment for heat rash, and particularly women who would go for Ayurvedic medicines.

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An exploration of innovative textile construction: an integration of traditional dumbara weaving and contemporary fashion

The traditional craftmanship of Dumbara rata kalala weaving is one of the most iconic crafts in Sri Lanka. In the project, experiments were done to infuse the dumbara unique extra weft weaving technique and direct pattern weaving to create a novel textile that combined traditional dumbara weaving with contemporary fashion. Inspiration from double cloth weaving structures of constructing a single fabric with a double layer helped to experiment with elastic extra warp and weft, developing a 2D weaving technique and ultimately creating a textured textile. Then, body measurements were carefully examined and the stretch detail placements were identified both on the body and on-loom. A textile was constructed that is suitable for direct garment construction once cut from the loom. The research on the female body and the adaptability of the garment to body movement added value to the experiments and added new knowledge on heritage craft through design intervention.

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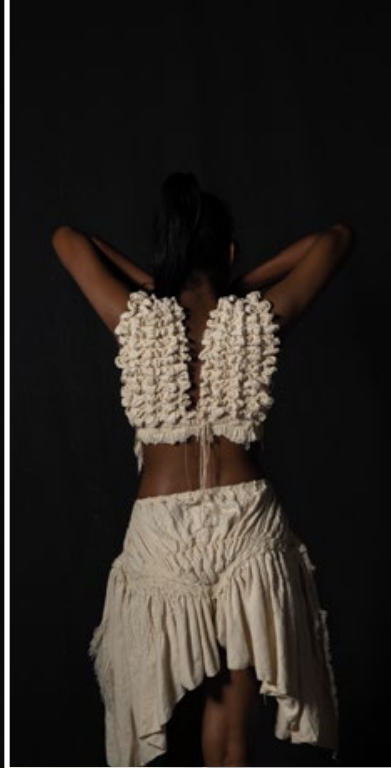
MEDIA & COMMUNICATION DESIGN

Participatory approach towards introducing skilled batik craft community practices with emerging batik craftsmen

Local craftsmen's batiks have historically been viewed as inferior to those made by high-end fashion designers. Investigation reveals that there is a wide variation in the quality of the batik illustrations. The lack of knowledge of design principles and elements among craftsmen explains why they pay less attention to the quality of the illustration.

To bridge this gap, a participatory project to develop a communication strategy was designed, where the practices of veteran craftsmen were studied in order to transfer their knowledge to the next generation of emerging craftsmen. Color, illustration arrangement, components, atmosphere, and neatness were indicated as areas to be enhanced, the original emphasis of the project was on color. The color of batik visuals plays a significant part in enhancing the visual appeal of a batik piece, but it was discovered that domestic batik artisans had inadequate knowledge of color proportions, color development, and color harmony and their significance.

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Batik
COLOR PLANNER

Daily Task Manager

Dye color to be made

Plan your dyeing day

Dye baths & fabric piece count

Summary of the day

Color Swatcher

Other findings

to collect all mistakes / testings

Batik Color Hacks

12 Unique Colors

Color Scaler

Scaling tool

Photographs

fabric pieces

COLOR MASTER

Papers

Batik pieces

Promote growing vegetable plant in urban apartments of Sri Lanka

For many who live in flats or other types of dense housing, home gardening is seen as a near-impossible undertaking. With the hurdles, there may be room for an ambitious brand to grow in this arena by addressing issues that no other brand in the marketplace has addressed.

A brand named Green Urban was created to accomplish this. Then, under the brand, a campaign to encourage vegetable gardening was created, with the goal of getting more people into vegetable farming in a small space. This brand's target demographic is those who live in apartments and are between the ages of 20 and 40. This project summarizes the findings and solutions, as well as a strategy for implementation.

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An interactive Sinhala storybook designed to identify early signs of Dyslexia among children

"I can't spell it" or "I can't read it." Have you ever come across a child who is yelling like this? This might be dyslexia. Dyslexia is a common learning disability that affects children's ability to read. Children's dyslexia can be identified at the early stages of their lives when they start reading through standardized assessments. According to researchers in Sri Lanka, most children remain without identification of early signs of dyslexia. Leaving these children without support causes detrimental effects on their learning.

This project focused on overcoming this problem by creating an interactive book that spots any possible early signs of the condition by adapting the York assessment to the Sinhala language. The book acts as a fun and engaging tool for both dyslexic and non-dyslexic children, so that both groups can enjoy it without their neurobiological strengths. It acts as a way for parents to keep track of their kids and encourages them to get professional help.

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Teen depression: Strategically communicate and educate parents of rural Sri Lanka

The risk of teen depression suicidal cases is very high in rural village areas than in city areas of Sri Lanka. Parents as their guidances have the best potential to reduce suicidal cases yet, there is a gap in doing so. The parents themselves have a lot of mythical beliefs and lacks education on this situation of teen depression. To overcome this, the project looks to educate parents of rural Sri Lanka on what teen depression is, and help them understand the reality over mythical perceptions and encourage them to go for medical treatments rather than fighting against their devotion based values and beliefs.

The project looked at the cultural context and strategically communicated using a 'shanthikarma' by developing a new shanthikarma event based on a god named Rajjumala (based on Buddhist literature).The strategic design includes the necessary knowledge that is needed to educate the community and specifically parents on teen depression.

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Mālākankāriya

The shanthikarma based story:
Rajjumala Gods story
from Buddhist literature.

Educate about
the symptoms and
help guidance through
dancing, acting, singing,
and dialogue.

Creatively visualizing
the depression, through
marks, costumes, and acting.

Strategically communicate and
educate parents of rural Sri Lanka
on teen depression.

Service design towards enhancing systematic vegetable distribution & reduction of excess vegetable waste

In Sri Lanka excess vegetable generation is one of the major issues that causes vegetable wastage. But if the vegetable distribution system is functioning well, those excess vegetables can be distributed in an efficient manner. Mainly because of the Covid-19 situation farmers have started to use smart devices at their homes. As a result, this project creates an opportunity to enhance the vegetable distribution system in a digital platform. Therefore this is a service design project which connects Farmers, Transporters and the Buyers who play a major role in the vegetable distribution system.

The project started through a double diamond design process and fully focused on the users to create a better user experience for them. Hence, the project was developed to reduce the excess vegetables that were produces and also reduce the commission focused business as well.

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BOGA
Buyer

Potato | Brinjal | Cabbage
Pumkin | Beetroot | Carrot

Add | My List | Find Farmers

I Arrived

Tasks | History

Vegetables | Buyers | Orders | Me
Carrot 55 kg | Onion 45
Murugan delivered to Devid
55kg Carrot, 12 Gonis
Your carrots reached people's hand today!
Done
Procesing | On Going | History

Vegetable | Farmers | Driver | Orders | Me
Carrot 55 kg | Onion 45 k
Pay to Ranga
Let Ranga confirm the payment
Successfully Paid
Done
Onginig | History

Orders | Delivery | Driver
Examin Devaraja's carrot
Quality & Quantity
You succesfully Finished quality checking please wait until buyer check
Tasks | History

Vegetables | Buyers | Orders | Me
Photos of your carrot
Done
Today's statics of the carrot
Average price | Rs 120.00
Today's harvest | 1530 kg
Buyer's expectation | 2450 kg
Good to sell Today!
Add | My Vegetable | Find Buyers

Vegetable | Farmers | Driver | Orders | Me
Carrot 55 kg | Onion 45 k
Murugan Checking your carrot
Quality and Quantity
Quality Checking
Carrots almost in different size like this (Very small & very large) | Yes | No
Carrots almost has black dots or black lines and cracks | Yes | No
Carrots almost has more than one root
Onginig | History

BOGA
Driver

Are you sure to accept Ranga's requst?
Ranga
Trincomalee

Orders | Delivery | Driver
Trincomalee
Sri Lanka
Colombo | Kandy
Ranga
Pumkin 65 kg

Vegetables | Buyers | Orders | Me
Carrot 55 kg | Onion 45
Murugan Checked your carrot
Quality and Quantity are perfect

PET-RID: Integrated campaign design to boost the recycling of PET bottles

This project aims to deliver a strategic solution to boost the recyclable PET bottle collection in Sri Lanka. The goal of the campaign is to build awareness among consumers and to communicate that their small individual actions are significant and vital in making a change. As the first phase of empathy is built, highlighting the disastrous impact of irresponsible disposal. In a second phase, a call to action is made through a packaging design, highlighting the potential of individual actions.

In the third phase, a behaviour is induced while visualising the impact of individual actions in making a change, and consumers are encouraged to contribute to the plastic collection in the long term. Subsequently, this campaign builds up brand image and brand loyalty by establishing Elephant House as a sustainable organization among consumers.

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DO YOU HAVE THE MISSING PIECE?
Let's solve the Plastic Puzzle together.

YOU HAVE A MISSING PIECE
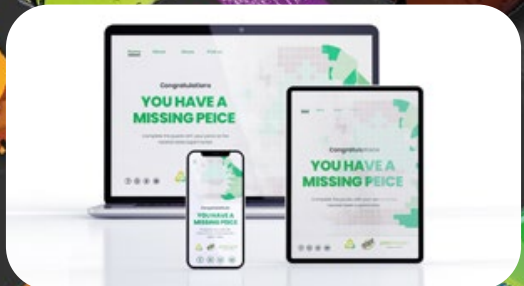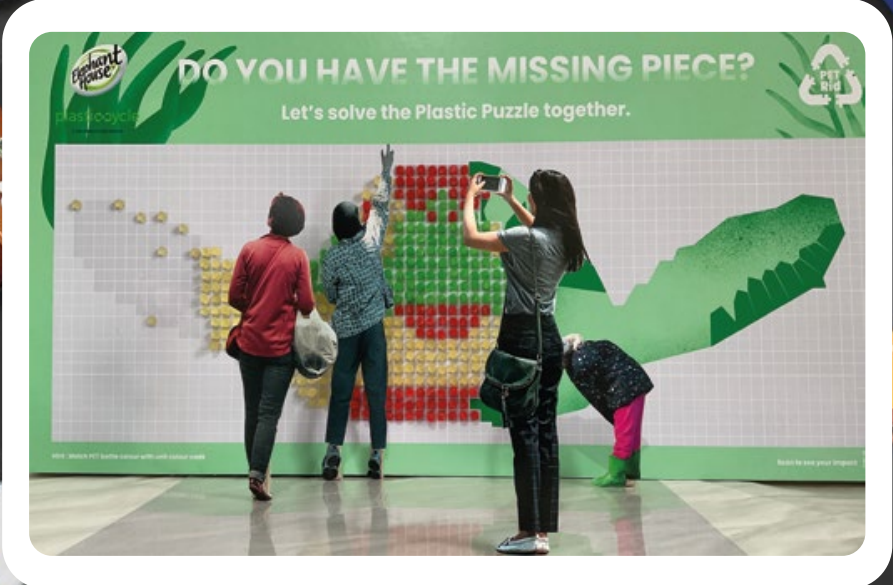
A new experience of collecting postage stamps as a hobby among school children in Sri Lanka

The Philatelic Bureau, affiliated with the Postal Department of Sri Lanka, issues around 30 million stamps annually. Philately has become an exciting hobby, and there are an estimated 20 million+ collectors worldwide. Postage stamps allow you to learn about social, political, and cultural situations in the world. Considering the collector market has created a value for the stamps. This project creates an opportunity for the Philatelic Bureau to promote stamp collecting as a hobby in Sri Lanka. The project elevates the opportunity to a new level of experience by enhancing visual literacy among students. Here, students can reveal their creativity by creating their own digital stories and stamp designs. As a requirement, a platform was developed to sustain the stamp visual designs and the stories while allowing the users to experience stamp collecting.

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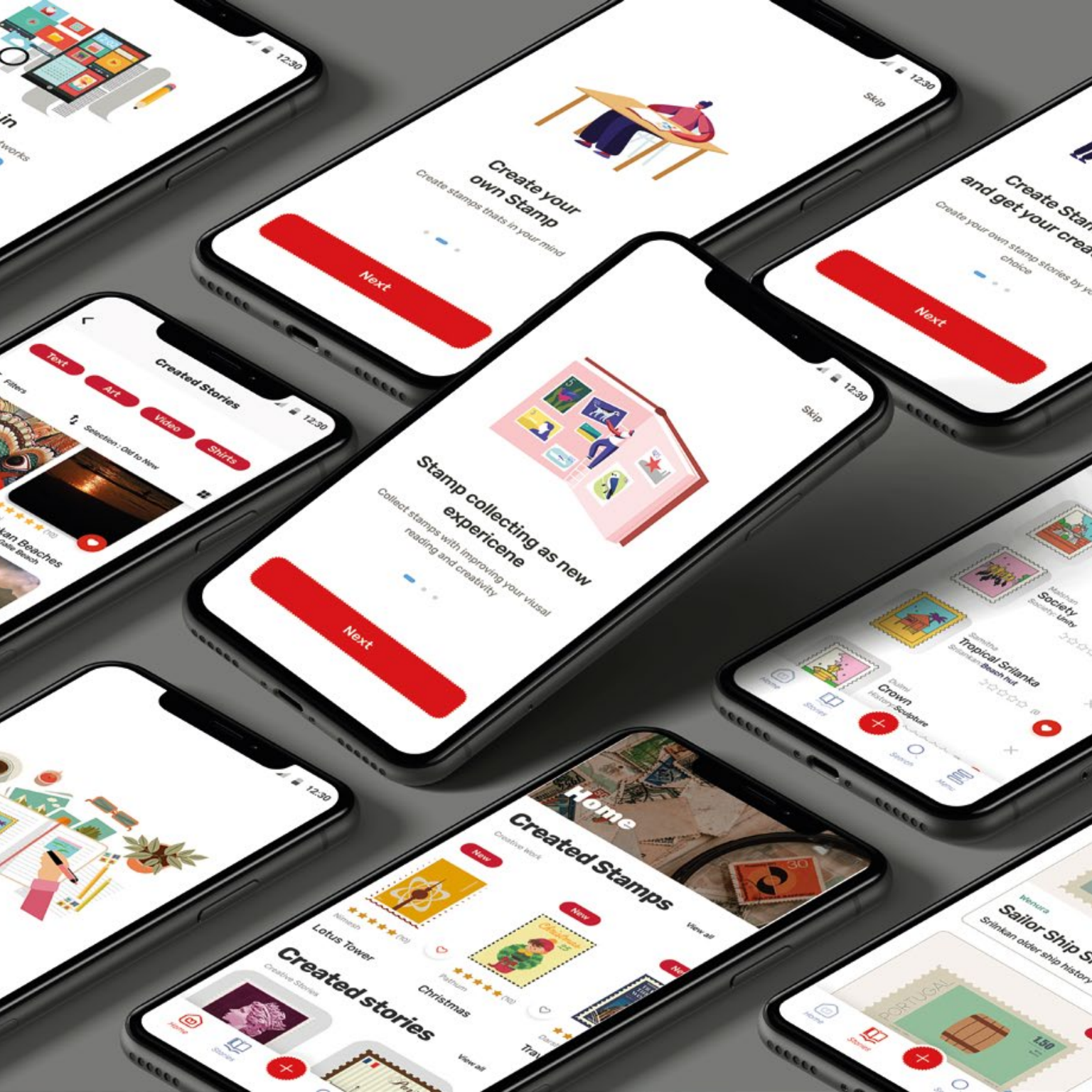
Skip

Create your
own Stamp

Create stamps thats in your mind

Next

Create Sta...
and get your crea...

Create your own stamp stories by y...
choice

Next

Text   Created Stories
Filters

Art

Selection : Old to New

Video

Shirts

...lan Beaches
...Galle Beach
(10)

Skip

Stamp collecting as new
experience

Collect stamps with improving your viusal
reading and creativity

Next

Society
Society Unity

Tropical Srilanka
Srilanka Beach hut

Crown
History Sculpture

Home
Created Stamps

Creative work

New

New

Lotus Tower
Nitheesh
(10)

Christmas
Pethum
(10)

View all

View all

Created stories
Creative Stories

Home
Stories

Sailor Ship Sr...
Wesura
Srilankan older ship history

PORTUGAL

1.50

An Integrated Campaign Design to mobilize a youthful social force against the 'Tampon Tax' in Sri Lanka

In a country where women make up 52% of the population, it's unfortunate that half of the menstruating population can't afford any type of menstrual hygiene products like sanitary pads and tampons. Because these items are so expensive for low-income communities, they must forego one of their most basic hygiene needs and settle for unsanitary alternatives like newspapers and old rags. It is absurd to impose a luxury tax on a basic sanitary requirement shared by all women, and the government is accountable for protecting basic rights to quality sanitary supplies. This project proposes a creative campaign design to bring this lesser-known topic to the attention of a larger, younger audience, with the goal of mobilizing a youthful social force to take a stand against Sri Lanka's discriminatory luxury tampon tax. It comes up with a creative way to get young people involved in the fight to get rid of Sri Lanka's unfair tampon tax by raising awareness, encouraging active participation, & putting pressure on policymakers to get rid of the tax.

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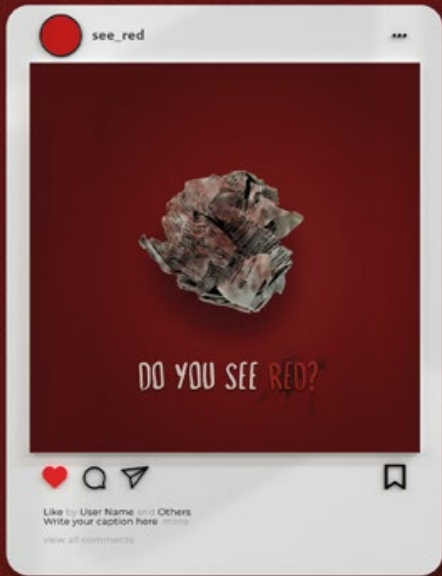
Digital experience of clothes swapping:
Vitalizing physical world interactions

When you go through your wardrobe, have you ever come across clothes that are not in use to an extent that you might have even forgotten their existence? What would you do to them? Do you keep them as they are or throw them away? Young Sri Lankans struggle to find a solution to this problem, even though they grew up in a culture enriched with qualities of sharing. The project is focused on bringing up a solution based on the domains of interaction design and UI/UX design, integrating with cutting-edge technologies to solve the above-mentioned gap. The main component or product of this project is a mobile application called "LoopRobe," which was created to overcome the barriers that prevent two people with similar styles from reusing their wardrobe. This project is planned as a social responsibility project that won't make money and will encourage people to use things more than once.

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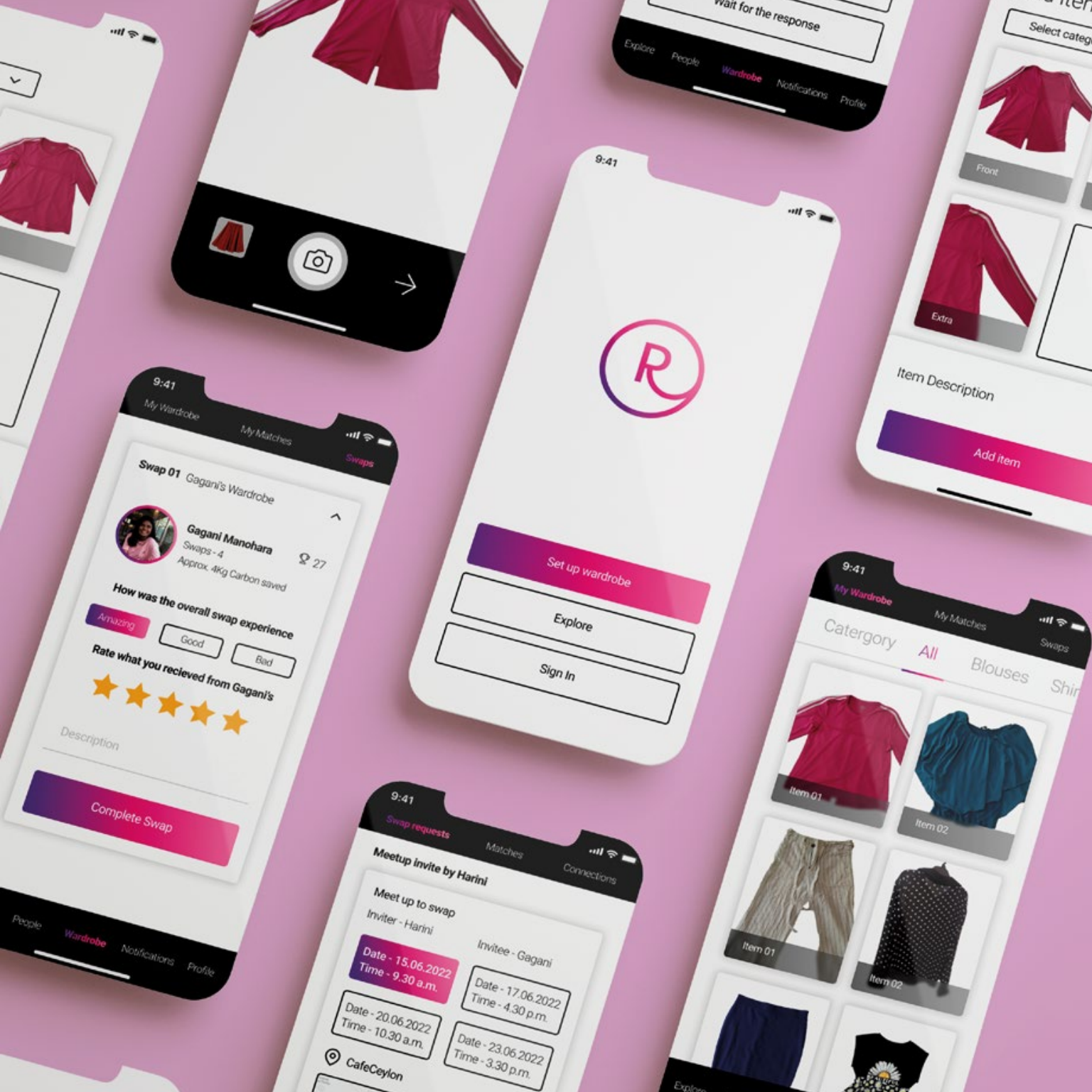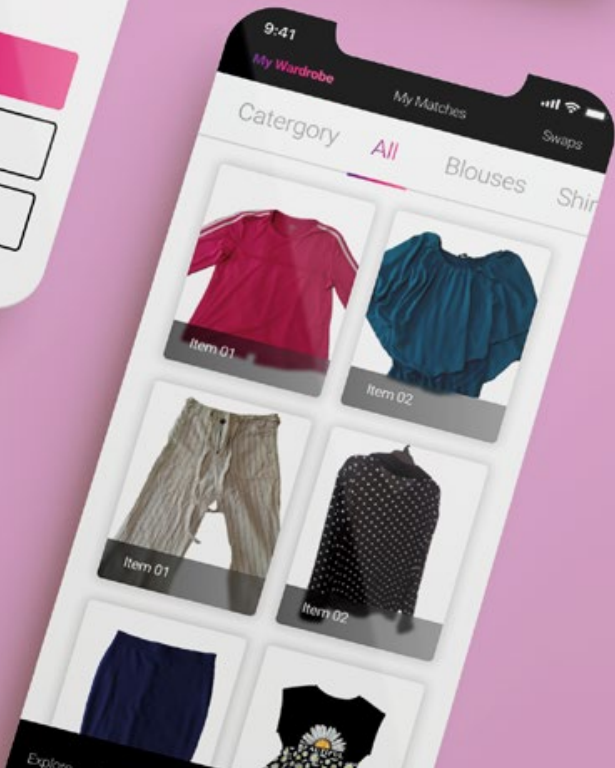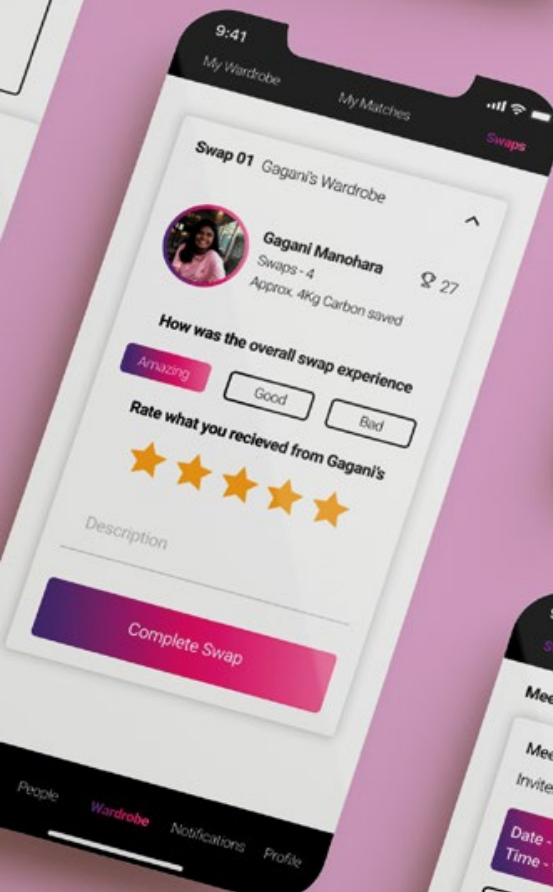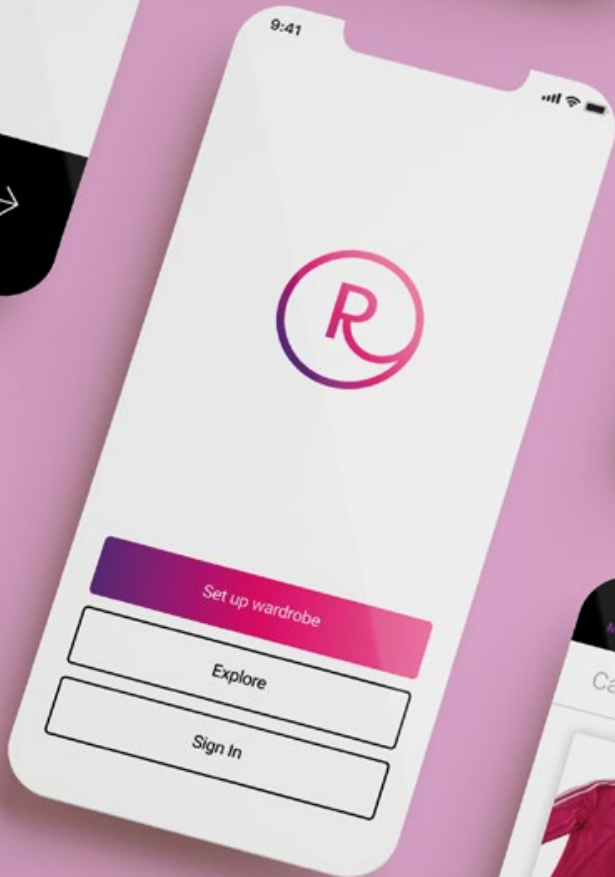
'Jungle Beach Trails' - Wayfinding system to enhance user experience

Sri Lanka is famous among tourists because of its natural crystal-clear blue oceans and golden sandy beaches. Jungle Beach is one of these widely visited beaches. Jungle beach is an iconic landscape with its golden sandy beach, Rumassala jungle and Bonavista Coral Reef. After observing the site and interviewing the people, I identified some problems that depreciated the Jungle beach experience. The target audience is the people who visit here to experience the place. The community always try to protect and save the place. But the external entities, the travellers, are the people who don't have a good idea about the site. As a media and communication designer, I contributed to enhancing the user experience in Jungle Beach by introducing a wayfinding system to this destination. The whole wayfinding solution is based on the location itself, and it addresses the above-identified problems through the system.

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JUNGLE BEACH
TRAILS

Map
ජන්ගල් බීච්
JUNGLE BEACH
ஜங்கள் பீச்

N

400 m
700 m
800 m
500 m
700 m

SINHARAJA CORAL REEF

URAWATUNA CORAL REEF

JUNGO BEACH

PEACE PAGODA

	Main road	P	Parking	H	Hotels
	Footpath		Entrance		Food & drink
	Tuk road		Restroom		Restaurants
	Jungle Beach		Changing room		Juice spot
	Snorkeling				Boat rides

JUNGLE BEACH
TRAILS

---

beach side
වෙරළ දෙසට
கடற்கரை ஓரம்

P₂
රථ ගාල
Parking
නිරුත්තුமிடம்
←
P₃ 600m

DANGER
ඔඩියෙක් ප්‍රපාතයක්
Cliffs ahead
முன்னால் பாறைகள்

අඩිපාර 1
Pathway 1
பாதை 1
500 m

viewpoint
பார்வைப் புள்ளி

ජන්ගල් බීච්
Jungle Beach
ஜங்கிள் பீச்

සාම වෙහෙරය
Peace
Pagoda
அமைதித் தூபி

ජන්ගල්
බීච්
Jungle
Beach
ஜங்கிள்
பீச்

beach side
වෙරළ දෙසට
கடற்கரை ஓரம்

P₂ 100m
P₃ 700m

අඩිපාර 2
Pathway 2
பாதை 2
1.5 km

Enhancing learning experience through AR for Advanced Level students in Sri Lanka

Achieving inclusive and quality education belief that education is one of the most powerful and proven vehicles for sustainable development. The goal is to provide equal access to affordable, quality education, eliminate gender and wealth disparities, and achieve universal access to quality higher education by 2030. Over 100 000 students are facing advanced level examinations in science stream each year. In their 2 year study period, Students have to participate in lab sessions & achieve the learning outcomes to face successfully the final examination of their school life. Some difficulties reduce students' potential. The project is based on UI/UX design integrated with digital product design. The objective of the project is to enhance the learning experience of the lab practical lessons using AR technology. The final product of the project is an educational mobile application designed on the VARK model of education.

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LABARO

Let's Start Learning Your Favourite Subjects

Login

Register

Biology
Grade 13 - Unit 03

Human Brain

THE MAJOR DIVISIONS OF THE BRAIN

Continue reading

Related Comments

Online Classes
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Grade 13 - Unit 12

Dimensions
Grade 13 - Unit 03

Scheduled Classes

Oscillations & Waves
Grade 13 - Unit 07

Schedule a Class

Join a Class

Search Lessons

Keyword

Recent Search

Cellular Basis of Life
Grade 13 - Unit 03

Dimensions
Grade 13 - Unit 06

Industrial Chemistry
Grade 13 - Unit 04

Hello Savindu!
Let's get started

Learn **Biology**

Learn **Chemistry**

Learn **Physics**

Electronic Circuit

Thermal Physics
Grade 13 - Unit 05

Plant Form & Function
Grade 13 - Unit 08

Microbiology

Username

Mobile Number

Email

Password

Sign

A packaging redesign to enhance the user experience of a local e-commerce brand 'Lensu Kakula'

"LENSU KAKULA" is a local women's footwear (e-commerce) brand that provides customized footwear through social media sites and is looking to enhance its brand image and strategy through a packaging redesign. The project started with a deep analysis of the product and the existing packaging in the aspects of product protection, preservation, promotion, and pricing. The objectives of the project were to develop a packaging design solution that is sustainable, cost-effective, and most importantly, enhances the user experience and builds up the strategy. The design process started with thorough research of the target audience.

Sketching and prototyping developed the structure, form, opening-closing, surface graphics, and packaging symbols. Material selection was dependent on the sustainability and cost factors. Several user tests were done in between, back and forth, to come up with the final design according to the concept. Developments were done while preserving the positive qualities of the existing packaging.

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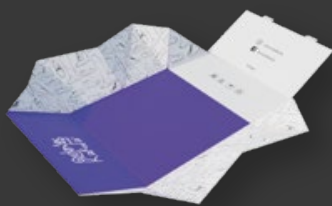
World building and base character design for 'Kittumsverse'

The Kittumsverse is a whole new universe. A project will elaborate on the world building techniques and the story lore structuring that sustain Kittumsverse and the Thurium islands. It explains the sociological, ecological, and geographic factors of Thurium and the Kittums' habitat. Moreover, the project describes the experiments, research, and thinking pooled into making a 3D model of a functionally plausible new universe and a base character. As the Thurium island is an anti-gravity environment, it was imperative to conduct various experiments on the behaviour of matter on Thurium. Therefore, the report outlines various experiments, research on anti-gravity environments, and the rationale behind the 3D models of both the island and the character. In the end, this report also explains the steps that were taken to make sure that the 3D models were technically suitable for the meta-verse and an NFT collection.

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KITTUMSVERSE

Kittum #001

Kittum #002

Kittum #003

Kittum #004

Dhaerivi's Escape: Video game design solution for cyber-sexual violence against children

Sri Lankan children are continuously facing many forms of online violence. This project aims to address the problem of cyber-sexual violence incidents that Sri Lankan children face through a video game design. The game takes the player through the journey of a young girl who has to escape from a malicious person that she has encountered on the internet. Her name is "Dhaerivi". The person that Dhaerivi must escape from is "Anon." The narrative takes place in a materialized fictional world known as "The Connect-Scape" that represents popular social media platforms. In the "Connect-Scape", Dhaerivi is trapped in ANON's Chatroom.
The player must guide Dhaerivi out of his Chatroom by dashing through the platform of ANON & opening the mini-gates by answering ANON's questions. The gameplay simulates a typical chatting scenario, inspired by cyber-violence related incidents. The video game aims to create awareness and serve as a protection guide to children.

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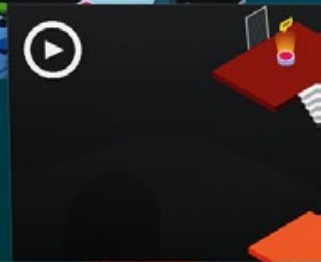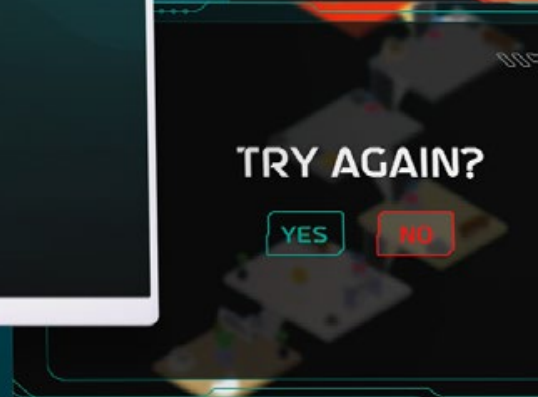
Junior Investor - Board game designed to enhance financial literacy in school children via investment practices

Financial literacy can be communicated in five major aspects, namely: earning, spending, saving and investing, borrowing and protecting. Sri Lanka has a low rate (below 19%) of investments but also a traditional practice of saving money from childhood.

Using this as an insight and identifying an opportunity in embedding knowledge into this process, this particular project chooses to focus on practicing investing to enhance the financial literacy of children of age 13-15. This age group of children is exposed to financial concepts through the school curriculum.

In the concept of 'A Small Move for Bigger Impact', a board game is designed to enhance the financial literacy of children through experiencing the key components of investment. This is a decision-based game that expects children to experience the fundamentals of investment and to understand the pros and cons of different investment methods.

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Curriculum-based digital platform to enhance creative thinking in Sri Lankan primary children

Creative thinking is our ability to solve a problem in a new and meaningful way, which is based on divergent and convergent thinking. Sri Lankan Primary Education is based on government curriculums and examinations, which are focused on the Grade Five Scholarship Exam. According to the parents' intention to develop their child's literacy skills to overcome the scholarship exam, the teachers are unable to focus on doing creative activities which are included in the curriculum. 'Every child has their own fantasy world' is the insight of this project. This project adopts Double Diamond theory as the base creativity enhancing tool, along with other methods and a Participatory Design Approach to develop the platform. Curriculum-based World Building Activities through Story Narration are the core of this platform. This platform launch is done in collaboration with E-Thaksalawa.

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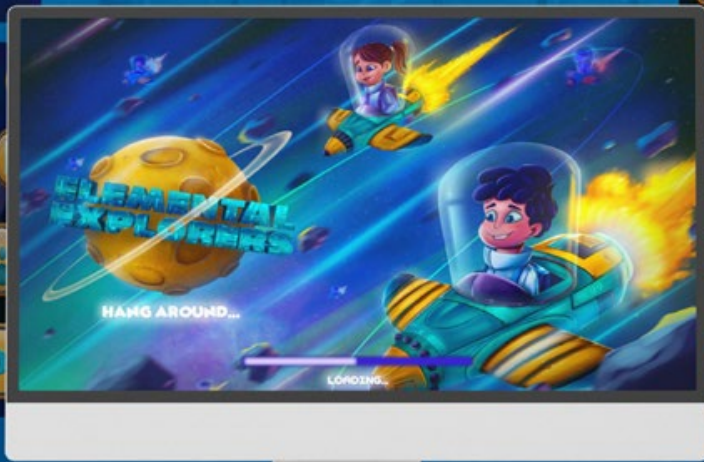
Interactive space design to experience Sri Lankan indigenous music to uplift event tourism

Globally, tourism is developed with different creative aspects. Event tourism is one of the creative approaches that is globally recognized as a successful method of attracting tourists. The project is built with the brief of the Sri Lanka Tourism Development Authority, which introduces the opportunity for creative designers to promote intangible heritage in their newly planned cultural heritage event in the year 2023. With the goal of making Sri Lanka a place where events take place, the SLDTA wants to make an interactive exhibition design and a pre- and post-promotional campaign.

Sri Lankan indigenous music was chosen among intangible heritages in Sri Lanka, developed an interactive space design collaboration mainly with indigenous music, and developed mechanics and the components of the interactive installation along with visualizing sound with graphics and illustrations to promote Sri Lankan indigenous music all around the world as an aspect of promoting event tourism in Sri Lanka.

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Preserve and promote 'Hansa Akshara' Sinhala manuscript writings style via a Sinhala typeface

The Dharma in the Manuscript Tripitaka is communicated in the Pali language using Sinhala script. Because the tool (steel stylus) is used to inscribe letters, the Ola leaf manuscript has mono-linear letters with unique visual features. Currently, the FM-Abhaya font is used in the printed version of Tripitaka. Nevertheless, FM Abhaya is a modulated typeface, and it is a standardized font for body text in Sri Lanka. It is also observed that the printed form of the Tripitaka lost the original essence of visual elements and writing style in the manuscript.
Therefore, the project addresses this gap and the need to create a hybrid Sinhala typeface to preserve and promote Sinhala manuscript writing, and its application to a printed typeface and its visual features keeps the essence of the traditional manuscript. Finally, this process was implemented for the typeface launch and book launch campaign design.

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Hansa Alphabet

Hansa Regular

Hansa is a hybrid Sinhala font with the traditional Sinhala Alphabet designed using the visual features of Hansakshara, which was one of the Sinhalese ola leaf manuscript writing styles origin from the 18th century modulated after studying the modulation of the most popular and most used Sinhalese modulated font, FM. Abhaya. It houses more than 100 glyphs and can be used as a font to print traditional, historical, and religious content and as a typeface. It's a versatile font that works great in regular and medium sizes. You will be pleased to use the many alternative options and create new different rhythms and balances in your creative works.

Text Sizes	Text Placement on grid
(7 pt)	
(12 pt)	
(15 pt)	
(18 pt)	
(20 pt)	
(25 pt)	

Interactive virtual collaborative platform to enhance effective team collaboration & social interactions in remote working environments

Pandemic has forced many organizations to adapt to the Remote/Hybrid work culture. Such an abrupt change to remote working contexts brings a variety of challenges to employers communities and makes it all the more important to ensure that key skills are effectively transferred. A positive culture is a key to maintaining a happy and productive workforce but most organizations have struggled to translate their culture into a remote working environment. Today's collaboration tools fall primarily into two categories: "session-centric" tools, such as most desktop video teleconferencing, and "document-centric" tools, session-centric tools support synchronous collaboration, but when the session is over, no trace of the collaboration is left, they don't support "persistence". Document-centric tools may support persistence, but they poorly support real-time collaboration. This project is focused on proposing a framework to enhance virtual collaboration throughout the teams in organizations and implementing a platform to overcome the issues identified in the research.

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A board-game design solution to promote power saving among children

Electricity has become an essential factor in our lives that we can't live without. That is why saving electricity is quite important. Sri Lanka is going through a major problem with energy waste because of the emerging energy and environmental crisis. It will be critical to plan for long-term power savings in Sri Lanka. Saving power (electricity) is very important and this project is creating the opportunity to make children aware of saving power during household activities, which will support energy saving practices for their future.

Panther, which is a Sri Lankan-based manufacturer of educational toys and games for children, wants to develop a game design to teach children about power saving. So, the goal of this project is to teach kids how important it is to save power (electricity).

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SAKA-SURU
A Game to promote power saving

RS. 20.00
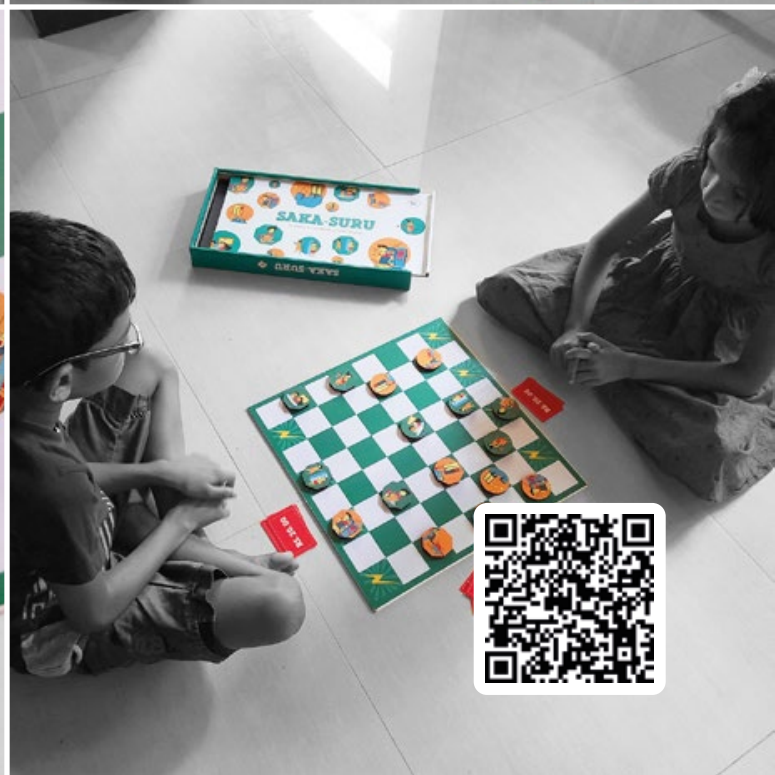
Gamified mobile application; assisting quality assurance technicians to cope with the isolation of working from home

Global System Solutions International (Pvt) Ltd is a business process outsourcing company in Sri Lanka, it needs a user experience solution as a tool to boost the productivity of Quality Assurance Technicians(QATs). But the productivity of QATs depends on the team: Quality Assurance Technicians, Team Leaders, Production Supervisor, and Human Resource Management Team members. After analysing the four target groups, it revealed that the real issue is isolation during the working hours in the work from home situation. This project caters to a coping solution via a gamified mobile application for the matter of isolation during work from home situations.

This gamified mobile application includes three components. An AI Pal to motivate and encourage users to work. enhancing the duty of Skype (the application they use now) by taking this as a replacement application. The team collaborative features provide coping mechanisms and alleviate isolation and loneliness.

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Integrated campaign design to reduce negative perspectives on vitiligo in Sri Lanka

Vitiligo is an autoimmune skin condition which in the Sri Lankan context is considered a social disease. Negative marketing by the medical sector promotes their medicine, which results in social stigma. The self-accepted beauty of their vitiligo patches should be communicated to the rest of society to change their perspectives. This campaign is designed around the insight of people staring at uncommon and unusual things, in which vitiligo is an exceptional skin condition that brings to the big idea of "Beauty worth staring".

A digital campaign and interactive design implementation take two main streams of communication to effectively communicate the message. Beauty in vitiligo is focused on being noticed by key trendsetters and industries to identify the niche space to bring out their content and set a key message to the public.

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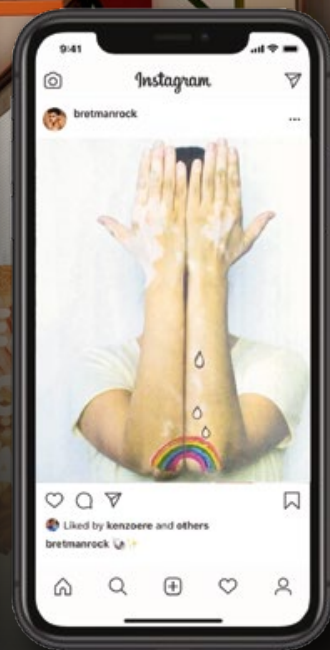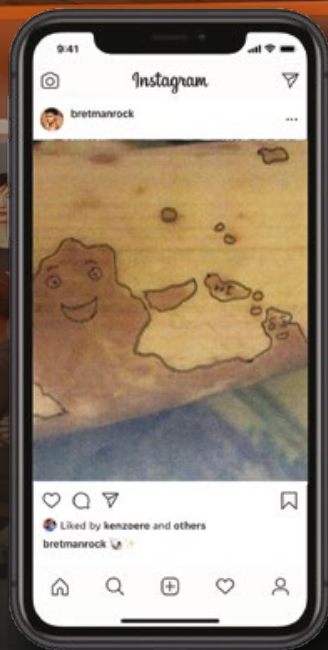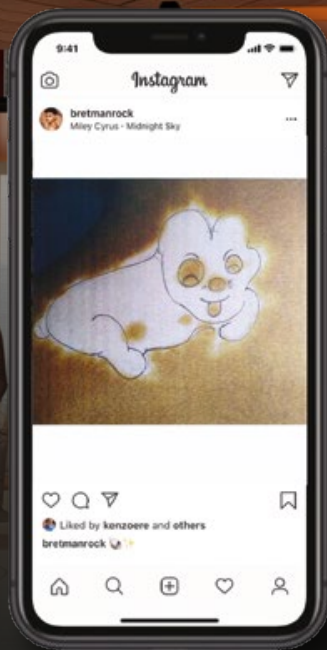
Reshaping Realities: An interactive communication mechanism to visualize lived experiences of street harassment

Street harassment is commonly defined as harassing "incidents" that occur in public. For survivors of street harassment, it does not end with the incident. But the current 'incident-based' narrative doesn't capture the survivors' "lived experiences" beyond the incident. Because of this limited representation and perception of what constitutes experience, almost all solutions, discussions, and interventions addressing street harassment concentrate solely on the incident. This project is an attempt to look beyond the 'incident' by enabling survivors to share their lived experiences of street harassment. A mechanism was developed to convert survivors experiences into data and create meaningful visual narratives that depict the diverse realities of survivors. It enables them to make sense of their experiences, explore others' realities, and gives the viewers a chance to empathize with the survivors by engaging with their stories. It gives new perspectives, insights, and understandings to those who seek to make life better for street harassment survivors.

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A digital platform for easy contact and interaction with trash collecting service groups

Problems can be solved in a variety of ways. There may be more than one solution to a problem. To find the best solution, we should have creativity. With creativity, we can come up with the best solutions to a problem. With creativity, we can make the most suitable answers and solutions to a problem. So, creativity is the key.
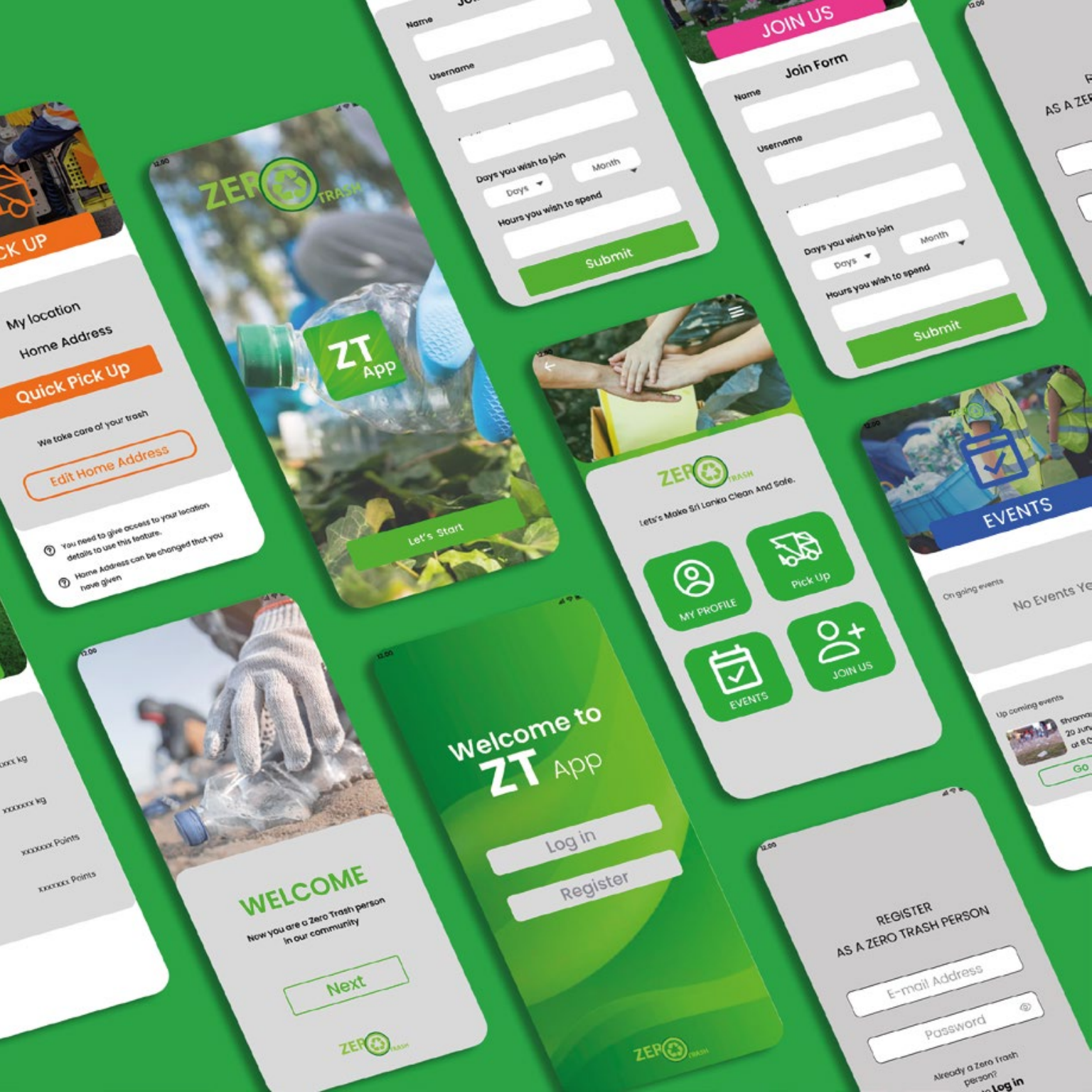
This project is based on 'finding the most suitable solution' to a matter that has appeared in the process of a great service. Here, the service providers and the people who use the service have been analyzed and, from them, they have created a mobile application which makes users connect with the service provider who collects trash and delivers it to relevant recyclers. With the learning mobile applications, it makes the users more comfortable using the service and makes them connect easily with them for a good experience.

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PICK UP

My location
Home Address

Quick Pick Up

We take care of your trash

Edit Home Address

You need to give access to your location details to use this feature.

Home Address can be changed that you have given

ZERO TRASH

ZT App

Let's Start

Name
Username

Days you wish to join
Days   Month

Hours you wish to spend

Submit

JOIN US

Join Form

Name

Username

Days you wish to join
Days   Month

Hours you wish to spend

Submit

REGISTER
AS A ZERO

EVENTS

On going events

No Events Yet

Up coming events
Shramadana
20 June
at 8.00

GO

ZERO TRASH

Lets's Make Sri Lanka Clean And Safe.

MY PROFILE   Pick Up

EVENTS   JOIN US

xxxxxx kg
xxxxxxx kg
xxxxxxx Points
xxxxxxx Points

WELCOME

Now you are a Zero Trash person in our community

Next

ZERO TRASH

Welcome to
ZT App

Log in

Register

ZERO TRASH

REGISTER
AS A ZERO TRASH PERSON

E-mail Address

Password

Already a Zero Trash person?
Log in

# Beyond 5-Stars: An approach to push forward meaningful online review culture

In tourism, travelers who look for online assistance with attractions, accommodation, food, and activities rely on reviews and ratings provided by third-party review platforms as a form of communication, to feel secure in their decision-making processes. However, the conventional five-star rating system that has been used for this purpose is an undeveloped and outdated form of communication, where every platform tries to translate human emotions into average scores, making it vulnerable to human flows. In this case, mismatches are made between the reader, reviewer, and the system state, contributing to a poor user experience and making it fail as a meaningful form of communication for the user. Therefore, the project aim was set to push the communication into a meaningful review culture using the concept of "design thinking" as a UX process. As a UX solution, an improved user-generated online review system is executed as a third-party system plugin accompanied by the web platform.

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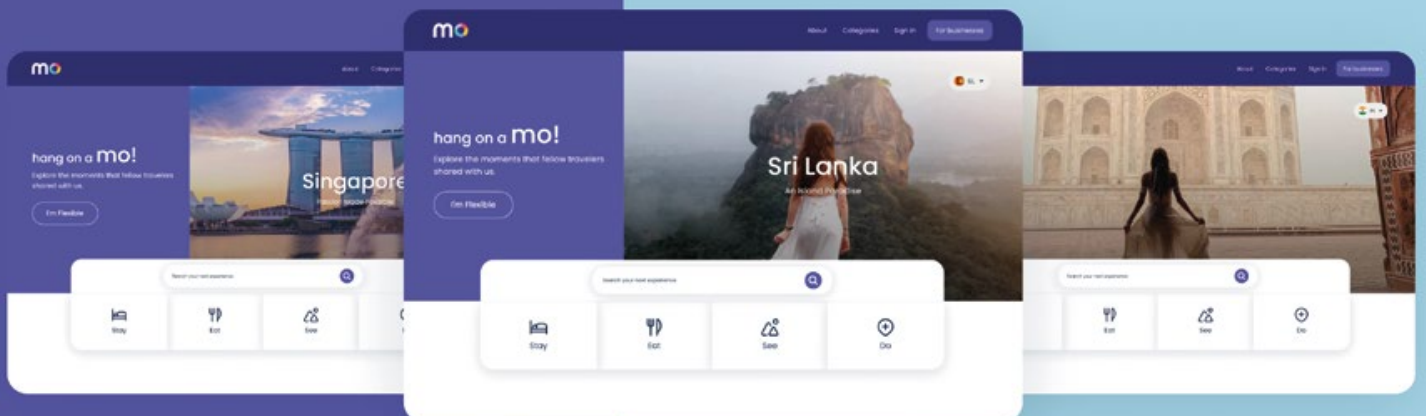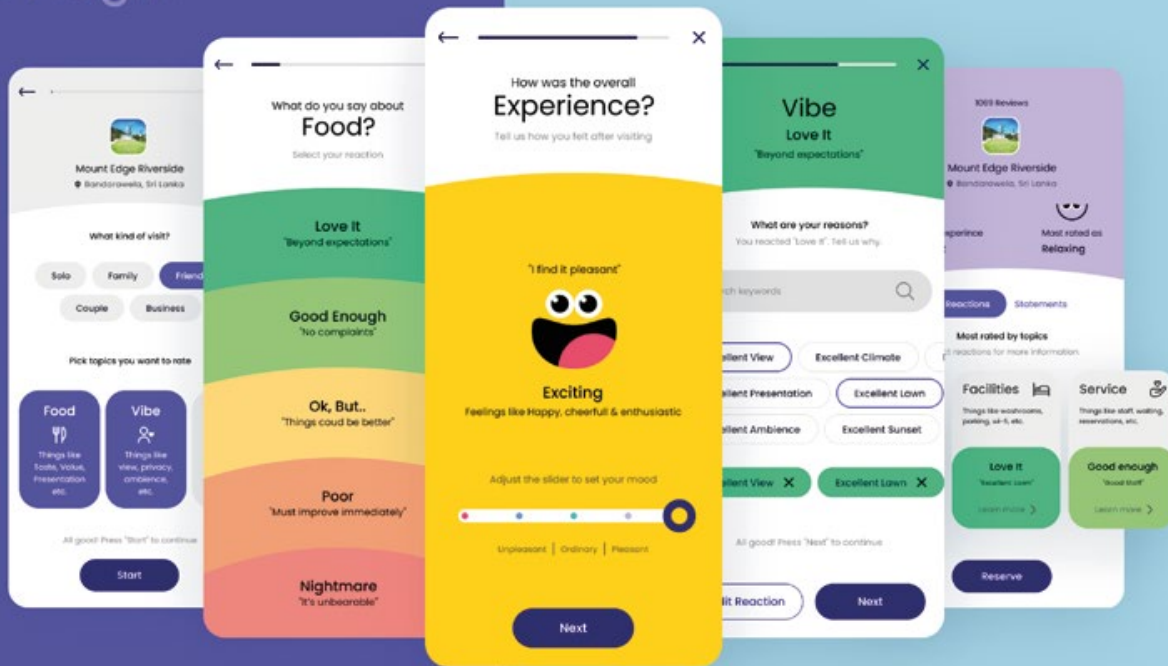
Typographical exploration to preserve the passionate memory of grandparents storytelling

"Memory is a way of holding on to the things you love and cherish, the things you are, and the things you never want to lose." In a distant memory, I remember the stories my grandfather used to narrate to me. Trying to hold on to the precious memories of storytelling by my grandparents, I embarked on this project with my avid love for typography. Intergenerational storytelling between grandparents and grandchildren is instrumental in strengthening their relationship. Through an experimental approach, my Project focuses on enlivening the memory of grandparents through the stories they narrate.

The memorable ways in which grandparents leave their identities inside the stories were observed in the study, taking Sasa Jatakaya as the story of the discussion. The traces of grandparents in the Jataka story were applied to a Sinhala typographical skeleton. By applying a number of experiments to a Sinhala letterform, I explored possible ways of keeping grandparents alive in the stories they narrate.

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"ලොකු ගිනි ගොඩකට වැටුණා"
"Hopped into the fire"

සස ජාතකය
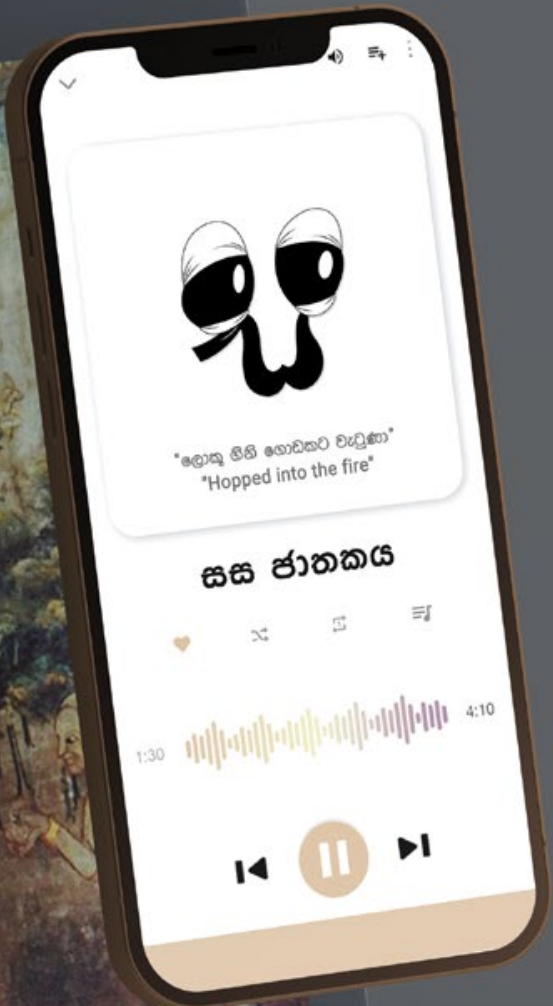
Re-designing KFC's 'Biriyani Package' towards a more efficient solution

The fast food industry is developing day by day because of the busy lifestyles of people. All the brands try to uplift their food quality and service to attract more customers. Packaging helps to ensure the food's quality and provide good service. Most Sri Lankan brands try to use effective and efficient packaging for their food products because of that. One of the leading packaging companies, JF & I, wants to redesign the KFC Biriyani packaging to be as efficient and productive as possible. This project started with an analysis of the brand, existing packaging, and the journey. These forms and graphics are developed through sketches, prototypes, and tryout experiments that are done according to concept. This project taught me about the importance of efficiency and productivity in packaging, as well as about the packaging design industry. As a responsible design student, try to design more efficient and productive solutions for the production, customer, and consumer. This design solution will be a good solution for the packaging industry.

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ULearn: Digital platform to elevate learning while playing

There are around 3 million gamers in Sri Lanka and 60% are school children. They spent a substantial amount of their time to get good at the game, to win in-game items and goodies to give them status, social or competitive advancement in-game, or just for fun. Yet, parents are unhappy with this behavior due to the attention given to their studies. A considerable number of parents are willing to allow gaming if the child puts a fair amount of time into studying as well. This project is focused on creating a solution for both stakeholders, providing a net benefit for both groups.

Ulearn is a digital platform that allows parents to purchase in-game items such as skins, battle passes, boosts, in-game currency, etc. for their children, who can claim those items as a reward for their actions, such as completing lessons and answering questions included in the platform, eliminating the need for hours of gameplay to win those items. In return, this saved time is spent on learning, which keeps both parents and the child happy.

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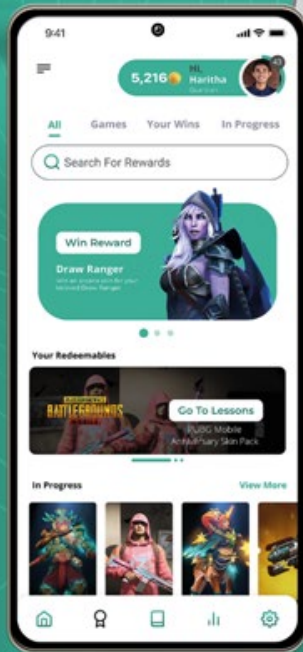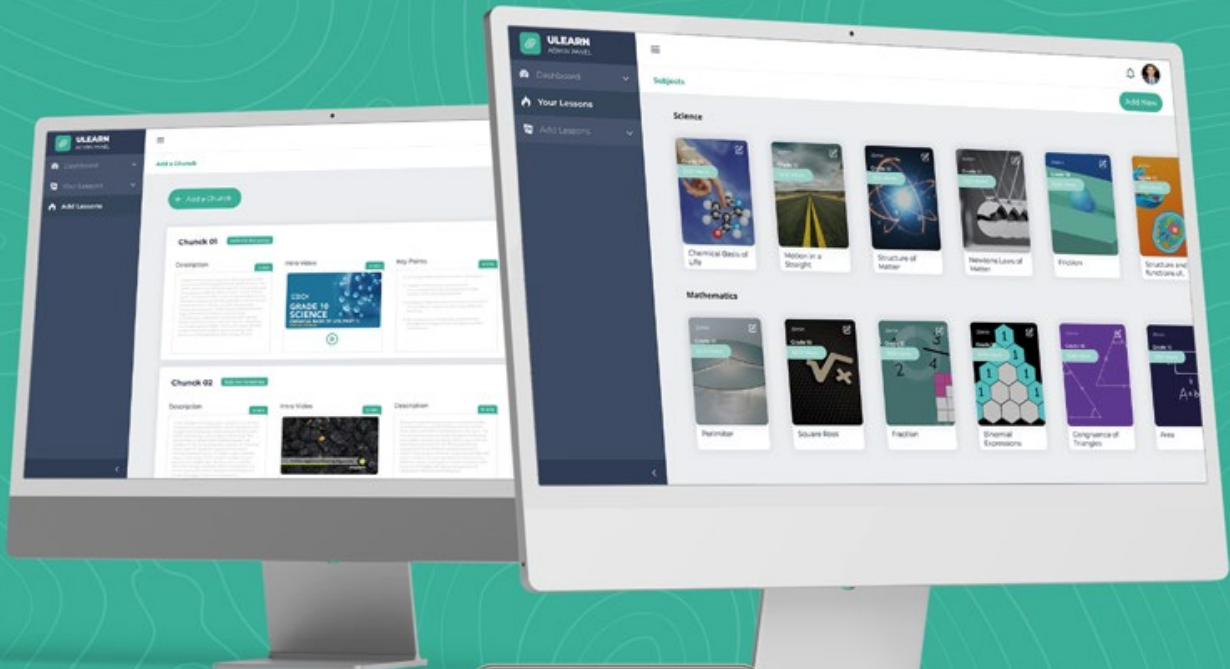
Amplify visual quality: a framework for designing children's storybooks

A significant number of picture storybooks are published every year in Sri Lanka. But getting many of these books to children without quality and standard has become a big problem nowadays. The reason for that is the lack of visual communication in children's picture books in Sri Lanka. As a communication designer, I am trying new ways of creating storybooks through this project. Therefore, this project can be described as an opportunity-based project as well as an experimental project.

Accordingly, the objective of this project is to introduce a framework in the Sri Lankan children's storybook industry to enhance the visual quality and standard of picture storybooks. Execution is designing a new local children's picture storybook series that introduces the need for a communication designer. The final storybook design can be used as a guide and inspiration for the authors, illustrators, and anyone interested in children's illustrations.

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Variable Sinhala typeface towards responsive design: An exploration

Variable typography allows a developer to fully utilize the potential of Responsive Web Design by modifying or animating the typeface. This project was to design a dynamic, variable Sinhala font that changes letters to letters or word to word. The experimental goals included using an existing font to use in making the transitions⬝ analysis of an existing font to map out the issues of using the existing font⬝ overcoming the issues identified by introducing a grid to develop a new font⬝ and testing the legibility of the newly developed font. Letter to letter or word to word variable transitions are implemented in web and interactive designs to promote the engagement of the users with the corresponding digital medium. This Sinhala variable typography is to be combined with a variety of factors such as user interactions, mouse interactions, facial gestures, sound, light, and so on to make typography responsive.

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PRODUCT DESIGN

A modular unit to enhance the soil quality and sustenance the vegetation produced material manipulation from Tetra Pack waste in Sri Lanka

Tetra pack is a complex packaging variety which has a higher demand and a higher supply to the market with no proper discarding method or a recycling method in the country. There is a capability to develop a new material from waste tetra packs, and experimenting to find out new material qualities other than following recycling methods which are already available in the world.

In the project, through the material qualities, I will be applying this material quality of being natural, earthy, structural strength for a situation where soil structure is weak. My product will get ability to retain soil, add an extra strength to the weak top soil and will also act as a temporary plant container for grassy type plants.

Objective of the project is to provide a sustainable product design solution for the soil erosion happen in recently filled domestic lands giving different solution for the collection of this alien waste material in the natural environment.

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# Product design solutions for minimize snakebites in Sri Lanka

"Snakebite has been identified as the most neglected disease globally, which causes 128, 000 deaths worldwide yearly according to World Health Organization (WHO). Sri Lanka is one of the hotspots among other countries in South Asia, with 80,000 snakebites yearly with 400 fatal. Most snake bites happen in rural areas, which are farming near Jungles. Most Farmers and their families take a high risk of snakebite to do their daily work. In Sri Lanka, 70% of deaths happen in the North central province because of the main 4 types of snakes.
These accidents happen because they could not identify snakes before snakebites when walking. Therefore, this project is done to find solutions to the problem by developing products to minimize snake encountering in the village areas.

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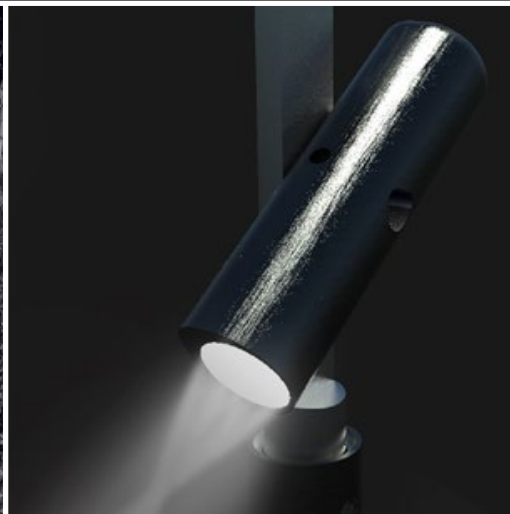
A wearable device for clove pluckers to protect their health while ensuring them to make their job easy in a secure manner

The clove harvesting device is a wearable device to assist the clove pluckers to stay in high places while harvesting cloves. In addition to being a vital device for consumer protection, it helps clove pluckers ease the clove harvest activities. Currently, many pluckers are complaining about the comfortability of the prevailing clove harvest tool which they vernacularly create for themselves. This shows the shortcomings within the present tool layout. These shortcomings have made users reluctant to do clove harvesting by climbing on a tall tree-like clove tree.

The motive of this is to create a support for the posture by a wearable device for clove pluckers by using the User-Centered Design as a concept to determine the layout parameters of protection. This project outcome is to increase the accuracy of the posture and interest of clove plucking. Robust design, durability, flexibility, multi functionality, and comfort are the components that this project considered.

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# Product design solution to make people engage in water-related activities without drowning

According to WHO statistics reports, drowning was the third leading cause of death for 236000 individuals worldwide. The experimental product design approach is for those who enjoy swimming but lack the necessary self-assurance. It aids the user in maintaining perfect body symmetry without endangering their weight or boyancy. It aids the user in getting their body into the proper swimming position. Wearing this device allows the user to have a true swimming sensation while conserving a lot of energy. Using this tool, the user can learn more about their swimming abilities and work on any weaknesses they may have. This design is primaraly for men because they represent the world's highest risk group of drowning. When a person has enough information from utilizing it, he or she can stop using it and start recycling in order to create a more sustainable environment. By employing this product, it is finally expect to help fewer people drown worldwide and teach users how to swim independently.

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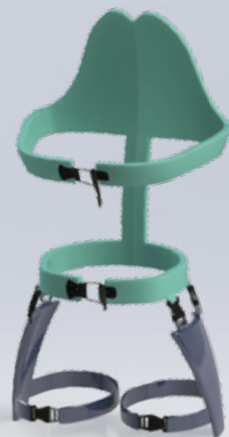
A product design solution for local motorcycle fish vendors

There are various levels of business in the fisheries sector in Sri Lanka. It can be categorized Large, medium and small. This topic is intended to solve the problem Small business entrepreneurs. Local merchants mainly use primarily made containers Motorcycles when selling fish in the area. Does not comply with those container routes and regulations, and the minimum conditions for food safety.

The project Aims to study fish containers and identify business development needs for fishmongers trading at the village level. To present the most effective solutions as a product designer. The solution provided is to work with the community of people and identify their business behavior and uplift the status quo.

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# Product design solution for promoting bee keeping in Sri Lanka

Bee keeping has been promoted throughout the world because of its benefits to human. In Sri Lanka bee keeping is in decline. Sri Lanka being a country with favorable conditions for many species of honey bees can promote bee keeping. Safety, hygiene, responsibility, priority have been the main reasons behind the decline of bee keeping industry. And also there is a stereotypic audience there, where bee keeping is majorly done by seniority and adults. Teenagers are a capable audience which can continue this process. Sub urban contexts are the areas with most engaged, favorable conditions and with the suitable audience in Sri Lanka. The environment for promotion of bee keeping is also been developed by bee keeping institutions and projects in Sri Lanka. This project identifies these factors and analyses the desires and needs to give out a product design solution for promoting bee keeping in Sri Lanka. Outcome of this project is to give out a bee keeping container for the target group and to promote usage of the product through a systematic approach.

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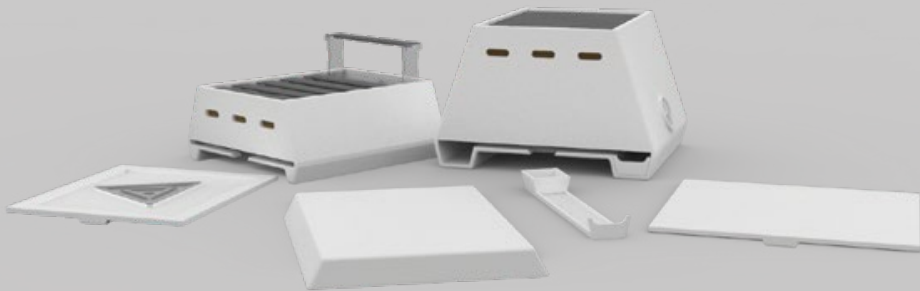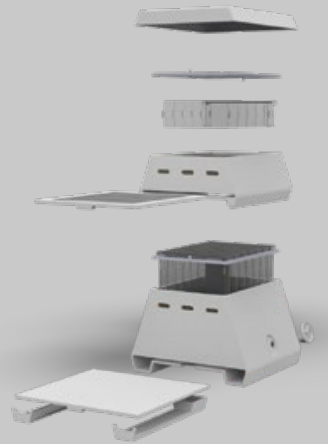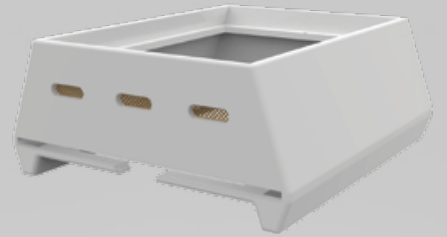
'Cora' - A Filter for Household Grey Water : To Uplift the Traditional Small Scale Coir Industry in Sri Lanka

The coir industry can be called the main industry in Sri Lanka. It contributes massively to the Sri Lankan GDP. But instead of natural coconut fibre products are produced using synthetic fibres. There's no specific global value for these products due to the involvement of intermediates and large-scale businessmen. Therefore, to uplift, this industry needs more value-added products. If not, this industry will break down continuously.

Need to develop the product design concerning the technology, culture, and the uniqueness of locality within Sri Lanka. Therefore, design a filtration unit for household wastewater by exploring the material quality. (Especially the filtration property) The aim is to provide a sustainable eco-friendly solution for the global problem of water pollution based on broken-down community.

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A product to harness electric energy from mosses

Certain areas of Sri Lanka, especially the villages situated in valleys of central highlands such as Kohonawala, Badulla Lunugala Divisional Secretariat do not have electricity. Geographical limitations have restricted infrastructure implementation to lay power lines. Moreover Due to the surrounding mountains and geographical barriers have limited the amount of sunlight for solar energy units and do not have an abundance of wind for the rotation of wind turbines. People in these areas have to travel long distances by foot on rugged mountainous footpaths to get kerosene for lamps. The economic capabilities of these people are low. The main livelihood of these villagers is farming. Students have to depend on kerosene lamps for studies. The wet damp climate of this area is ideal for Moss growth, which has the ability to capture solar energy and emit electrons during photosynthesis. The product is to capture this electrical energy in a user-friendly way.

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**for 2017 intake students,
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- Archt. Prasanna Pitigala Liyanage
- Ms. Ruwandika Senanayake (Field-Coordinator)
- Ms. Inoka Samarasekara
- Ms. Ruwani Rathnayake
- Mr. Udaya Wickramasinghe (Field-Coordinator)
- Ms. Sachie Arachchige
- Ms. Methma Jayawardena

Media and Communication Design stream
- Archt. Sithumini Rathnamalala (Former Head of the Department)
- Dr. Sumanthri Samarawickrama (Field-Coordinator)
- Mr. Buddhika Rodrigo (Field-Coordinator)
- Mr. Dilina Janadith
- Mr. Dharana Semasinghe
- Ms. Chathurangi de Silva

Product Design stream
- Ms. Melani Dissanayake (Head of the Department)
- Archt. Sagara Jayasinghe
- Ms. Dilshani Ranasinghe (Field-Coordinator)
- Dr. Kamal Wasala
- Mr. Pulasthi Samarasinghe (Field-Coordinator)
- Ms. Chathurika Nugawela

Internal academic staff members

**for 2017 intake students,
Department of Integrated Design .**

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Level 1 (2017-2018) Coordinators
- Archt. Prasanna Pitigala Liyanage
- Ms. Ruwani Rathnayake
- Mr. Dilina Janadith

Level 2 (2018-2019) Coordinators
- Archt. Sithumini Rathnamalala
- Ms. Ruwandika Senanayake
- Mr. Buddhika Rodrigo

Level 3 (2019-2020) Coordinators
- Ms. Ruwani Rathnayake
- Ms. Sachie Arachchige

Level 4 (2021-2022) Coordinators
- Ms. Melanie Dissanayake
- Ms. Dilshani Ranasinghe
- Ms. Ruwandika Senanayake

Instructors:

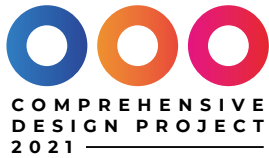**Fashion and Lifestyle Design stream**
- Ms. Anushika Perera (2017-2018)
- Ms. Shashiprabha Thilakarathne (2018-2019)
- Ms. Imali de Silva (2019-2020)
- Ms. Ayodya De Alwis (2020-2021)
- Ms. Udari Jayarathne (2021-2022)

Media and Communication Design stream
- Mr. Tharinda Dissanayake (2018-2019)
- Mr. Vikasitha Anumewan (2019-2020)
- Ms. Ruwanthi Medagoda (2020-2021)
- Mr. Thimith Rodrigo (2021-2022)

Product Design stream
- Ms. Shanya Perera (2017-2018)
- Mr. Sudhara Suneth (2018-2019)
- Mr. Dinuka Amarakoon (2019-2020)
- Mr. Deshaja Dewappriya (2020-2021)
- Mr. Praneeth Perera (2021-2022)

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