

THE FUTURE OF LIGHTING

iGuzzini

XJTLU DESIGN SCHOOL

THE QUALITY THAT LIGHTS UP

Ecosystem of stellars

Stage 1: Trend Research

- Design Cognition
- Versatility/Multifunctionality
- Sensory Design/Empathetic design
- Gamification/Emotional Design

GO NATURAL

Anthropomorphism
Biophilic lighting
Horticultural lighting

Stage 2: Identify the problems and envision the future

- Social atomization
- Continued Growth
- Transformation
- Collapse
- Promote communication

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Stage 3: Visualising the future

PAST

Plasma and glowing organisms

FUTURE

Revered of life sources - light is present in every object

FUTURE

Using light for more interaction

Stage 4: Potential forms of lighting

Revered of life sources - light is present in every object

Using light for more interaction

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go natural

sensory design

emphatic design

phytomorphism

social atomization

back to nature

biophilic lighting

sensory lighting

LIGHTSEED - Electronic Light Plant

Scenarios

- SEEDING**
Before purchase users select a real plant and extract a custom light "seed" from its leaves, naturally returned to the plant to grow back, allowing it to continuously evolve, self-heal, and eventually die.
- SICKENING**
The light's materials absorb and respond to air pollutants, and it detects environmental fluctuations, triggering a "discomfort" alert that causes the light to flicker through frequencies.
- GROWING**
When the light is activated, it is controlled by reliable and secure protocols and physical users are able to electronically plant light seeds, changing clarity.
- FLOWERING**
This phase allows it to help users by providing a visual cue for when the light is ready to be used, and providing users with the functionality as needed.
- AGING**
After the light's lifespan ends, it is returned to the user, who can modify it to reuse it or donate it to someone else to reuse it.

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THE QUALITY THAT LIGHTS UP

CITIES BECOMING DESERTED, RURAL DEVELOPMENT CONTINUES.

FOCAL ISSUES:

- SYSTEMS INTEGRATION
- LIGHT AND WELLBEING
- ENHANCEMENT OF USER EXPERIENCE
- HUMAN EMOTIONS

VISIONS: HOW WILL LIGHT BE USED IN THE FUTURE WILL USE FOR HEALING AND HUMAN WELL BEING

MIND MAPPING:

THE WORLD OF 2033

- AI
- AUTOMATION
- PRESENCE
- TECHNOLOGY
- MULTI-FUNCTIONAL SPACE
- SMART SYSTEM
- FAST-TRACED
- OVERWHELMING

INSPIRATION

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DESIGN EXERCISE

CONCEPT

White led strips in a room making a shadow cube

Man working with his laptop on the right side of the room with bright light, and a man sleeping on a bed on the left side of the room which is very dark

Prompt: In 2033, a small apartment with futuristic design style, interior and furniture, all urban area. Futuristic smart AI lights are installed on the ceiling, the light it produce only will light up the study space. The AI smart light can be half dark half light, it gives different lighting for different space.

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oled

emotions

wellbeing

smart system

AI

socializing

healing

multi-functional

domotic system

Conception

Goal: Enhance the lighting of people in residential space (i.e. apartment, dormitory, etc.) and architectural lighting.

Method: Research, design, and architectural lighting.

Requirements:

- Lighting should be able to adjust its brightness and color temperature.
- Lighting should be able to create a warm and cozy atmosphere.
- Lighting should be able to create a modern and sophisticated atmosphere.

People

Target demographic: young adults living in a city and looking for a modern and sophisticated living space.

Behaviors: The user is looking for a modern and sophisticated living space. The user is looking for a modern and sophisticated living space.

Technology

Present technology: We have light from using smart led and tunable OLED lights. It is possible to produce a light that can be dimmed and changed by the user.

Upcoming Technology: The use of smart lighting technology and the use of smart lighting technology will be used to create a modern and sophisticated living space.

Visualisation

Dark Settings

Light Settings

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