

**NATIONAL ENDOWMENT FOR THE ARTS
GRANTS INVOLVING INDUSTRIAL DESIGN
2014-2017**



Carnegie Institute

Pittsburgh, PA

FY 2015 Grant Amount: \$60,000

To support the exhibition "Silver to Steel: The Modern Designs of Peter Muller-Munk." The first catalogue exhibition to present Muller-Munk's story, this project will place more than 120 objects on view, representing the full range of his work from Art Deco silver to his firm's little-known contributions to U.S. Steel's "Unisphere" for the 1964 New York World's Fair. The project will include interactive components, such as an app, to encourage visitors to learn about and explore the design process. Muller-Munk was a silversmith, design educator, and industrial designer.

D-Rev: Design for the Other Ninety Percent

San Francisco, CA

FY 2015 Grant Amount: \$30,000

To support staff time and travel related to the refinement of the functionality and design of the ReMotion Knee. An affordable, high-performance prosthetic knee joint, the ReMotion Knee uses a polycentric mechanism that mimics natural knee movement, enabling low-income above-knee amputees to return to work, school, and daily activities. Through its blog and website, D-Rev will continue to share industrial design lessons learned in the process of iterating the ReMotion Knee, and will collect feedback from users.

D-Rev: Design for the Other Ninety Percent

San Francisco, CA

FY 2014 Grant Amount: \$50,000

To support design refinements for Comet, a phototherapy device designed to treat severe neonatal jaundice in unserved markets. Comet designers and engineers will work with partnering organizations in India and Nepal to reduce the device's size in order to make it more affordable and accessible to clinics and microhospitals in less industrialized economies.

Design that Matters, Inc.

Salem, MA

FY 2017 Grant Amount: \$40,000

To support a design internship program. The interns will learn and apply Design that Matters' particular product development process, including market research, concept development, iteration and testing, and will develop a functional prototype of a medical device for newborns in developing countries. The program is designed for students and recent graduates who are socially-driven, entrepreneurial individuals with industrial design and engineering backgrounds.

Genspace NYC, Inc.

Brooklyn, NY

FY 2017 Grant Amount: \$33,000

To support the Biodesign Challenge. The design competition and summit invites students from university art and design programs around the United States to envision how to use biotechnology in areas such as energy, materials, and medicine. The challenge concludes with the Biodesign Summit, where top teams from each school showcase their ideas to an audience of designers, scientists, artists, industrial partners, and "Popular Science" magazine staff. Designs also will be featured at events (including Biofabricate 2017), partnering museums (including the Museum of Modern Art), galleries, and on an ongoing Popular Science blog.

Institute for Patient-Centered Design, Inc.

Savannah, GA

FY 2016 Grant Amount: \$25,000

To support the design and prototyping of improved healthcare facilities as part of the Patient Experience Simulation Lab program. The program will serve as an interactive learning lab, enabling design professionals to experience the effect of building designs on hospital patients, families, medical professionals, and caregivers in the healthcare system. Program activities will include a mock-up exhibit, an online design challenge and a conference where participants will present their designs using virtual reality technology and physical models. The project's goal is to inspire hospital architects, interior designers, and industrial designers to use a design process that includes users, developing human-centered design solutions that promote better accommodations for patient care.

Metropolitan Government of Nashville & Davidson County, Tennessee

Nashville, TN

FY 2016 Grant Amount: \$50,000

To support planning activity and art commissions for the Wedgewood-Houston Urban Magnet maker district. Metro Arts will lead a study on the economic impact and needs of makers and urban manufacturers, and identify areas to create or add affordable housing and workspaces in the Wedgewood-Houston neighborhood of Nashville. The Planning Department and Nashville Cultural Arts Project will partner with local artists to build relationships between new and old residents and identify and reduce tensions between residential and light industrial and maker uses in the neighborhood. The plan will stabilize aspects of the predominantly African-American community, amid a gentrifying housing market, to ensure the sustainability of the area's existing low- and moderate-income households and their housing stock, while maintaining and adding new artisan and light manufacturing spaces.

Robert W. Woodruff Arts Center, Inc.

Atlanta, GA

FY 2013 Grant Amount: \$50,000

To support "Dream Cars: Innovative Design, Visionary Ideas," an industrial design exhibition at the High Museum of Art in Atlanta. The exhibition will investigate how visionary automotive designs influenced the industry and highlight how the design process can lead to inventions that transform daily life.

Cultural Organization of Lowell

Lowell, MA

FY 2016 Grant Amount: \$25,000

To support production costs for the Lowell Art + Makers Expo. An Imagine Your Parks project, the festival will celebrate contemporary artists and artisans while highlighting Lowell National Historical Park's historic resources and canal system. Festival activities will include a visual arts exhibition; theater, dance, and music performances; and a regional maker's faire. COOL will partner with the Merrimack Repertory Theater, the University of Massachusetts, University of Massachusetts Lowell Music Department, and local spoken-word artists FreeVerse. The maker's faire will host maker spaces from throughout New England. In addition to informational displays, makers will create interactive exhibits, as well as offer scheduled presentations and provide tours of Lowell's maker spaces.

New York Hall of Science

Corona, NY

FY 2016 Grant Amount: \$30,000

To support a summer camp program at the New York Hall of Science's Maker Space. Guided by professional makers and artists, students will reimagine the use of everyday objects and materials in order to design and generate new products. Students will develop a maker mindset supported by a foundation in storytelling, visual arts, and design thinking. Curriculum content of the project will include a survey of modern and contemporary art, introduction to digital modeling, and materials exploration for 3D printing. The summer camp experience will conclude with presentations at the World Maker Faire in New York City, where students will discuss their projects and answer questions from the public and other makers.

Ogden City Corporation, Utah

Ogden, UT

FY 2015 Grant Amount: \$50,000

To support Ogden Arts Hub. The project consists of community visioning for the Jefferson Arts District, including program planning for the new Ogden Arts Hub arts agency and maker space, and the Jefferson Hall music performance, recording, and education space. The project also incorporates direct support for local artists, including business development classes and training, and a three-month artist residency program. The Ogden City Community & Economic Development Department and the Ogden City Arts Advisory Committee are the primary partners, with Union (an arts incubator) identified to manage the maker space and the Weber Arts Council to guide the artist education programs.

University of Michigan at Ann Arbor

Ann Arbor, MI

FY 2016 Grant Amount: \$20,000

To support the Detroit Brightmoor Maker Space. The makerspace will offer Brightmoor neighborhood residents free access to a maker space and workshops ranging from hands-on skill building and problem solving to design of the public good projects and entrepreneurship training. University of Michigan students, alumni, and skilled local residents will teach the workshops. The project is expected to benefit neighborhood youth.

Center for Contemporary Art & Culture

Portland, OR

FY 2015 Grant Amount: \$40,000

To support the exhibition "The Design and Craft of Prosthetics (DCoP)." The project will explore the visceral relationship between design, material, and the human body. The project will include an exhibition, public programming, an online publication, supplemental web-based media including podcasts and videos, and a parallel exhibit featuring design works by students responding to themes in the exhibition. DCoP will present approximately 50 objects, sketches, and videos, and considers both traditional artificial limbs and a broad range of physical and aesthetic human enhancements and wearable technology. Project activities will coincide with the 2018 Olympic and Paralympic Games.

University of Oregon

Eugene, OR

FY 2017 Grant Amount: \$20,000

To support Unparalleled, a week-long series of educational workshops, lectures, and exhibitions featuring product design in Oregon. Hosted by the Department of Product Design at the University of Oregon, the program offers free educational experiences to design novices through design professionals, with the aim of empowering people to actively engage through design in making life more livable, functional, and beautiful.

Pacific Northwest Center for Architecture and Design

Seattle, WA

FY 2017 Grant Amount: \$20,000

To support programming for the 2017 Seattle Design Festival. Design in Public will explore the ways design deals with an increasingly complex, unpredictable world and challenges linear and top-down approaches to design. Programming includes 1) Design Rumble, a series of design installations that respond to the festival's theme; 2) a major exhibition at the Center for Design and Architecture; 3) a multidisciplinary conference; and 4) public tours, lectures, and workshops.

Pacific Northwest Center for Architecture and Design

Seattle, WA

FY 2016 Grant Amount: \$20,000

To support DESIGN CHANGE: Design in Public 2016. Design in Public will explore the public benefits of good design in communities of all sizes, and how design can empower communities most effected by the rapid pace of economic development. DESIGN CHANGE includes 1) Design Rumble, a series of design installations in partnership with the Department of Neighborhoods; 2) Seattle 2035, a major exhibit and accompanying neighborhood toolkit to empower communities to respond positively to change; and 3) the Seattle Design Festival, a citywide multidisciplinary event with more than 100 programs and installations.

Pacific Northwest Center for Architecture and Design

Seattle, WA

FY 2015 Grant Amount: \$20,000

To support the Seattle Design Festival. Under the theme of Design for Equity, project components will include a multidisciplinary leadership summit, public tours, lectures, events, and an exhibition. The program will explore and demonstrate design solutions that allow different communities' views and needs to be valued and to promote innovative ways to inspire the exchange of ideas that lead to positive change among disparate communities.

Pacific Northwest Center for Architecture and Design

Seattle, WA

FY 2014 Grant Amount: \$20,000

To support the Seattle Design Festival: Design in Motion and related activities. The programming will focus on health and design through a mobility lens. A competition will encourage design-based solutions to specific mobility challenges. The event will build and expand relationships among health, planning, and design leaders, propose solutions, and enhance public awareness to mobility issues.

Tiny WPA

Philadelphia, PA

FY 2017 Grant Amount: \$20,000

To support The Building Hero Project, a community design training program. Project staff provide youth and adults from diverse social and economic backgrounds with innovative training in design, collaboration, leadership, fabrication, and entrepreneurship. The training is action-oriented and product-driven, addressing a particular need or problem with a specific designed solution (i.e., the need for a place to sit down results in a bench). The project connects and empowers its multigenerational participants to be catalysts, builders, and change agents in their communities throughout Philadelphia. The project also includes an eight-week certification program.

Tiny WPA

Philadelphia, PA

FY 2016 Grant Amount: \$20,000

To support The Building Hero Project. Project staff provide youth and adults from diverse social and economic backgrounds with innovative, weekly year-round training in design, collaboration, leadership, fabrication, and entrepreneurship. The training is action-oriented and product-driven, addressing a particular need or problem with a specific designed solution. The project connects and empowers its multigenerational participants to be catalysts, builders, and change agents in their communities throughout Philadelphia.

Project H Design

Berkeley, CA

FY 2015 Grant Amount: \$30,000

To support the expansion of Camp H. Intended to serve girls ages 9-12, Camp H offers eight-week after-school courses and three-week intensive summer sessions, as well as specific construction and life management skills. Participants enrolled in Camp H earn skill badges in Carpentry, Welding, Masonry, Electronics, Fix-it and Survival

Skills, Community and Leadership, Graphics and Communication, Summer Service, and Summer Thesis. At the end of the camp, the girls take home a Camp H "Fearless Builder Girl" certification. The purpose of Camp H is to give participants the tools to communicate ideas through their creative voice, transform their communities through active building, and go confidently into higher education and future careers.

Project H Design

Berkeley, CA

FY 2014 Grant Amount: \$30,000

To support the extension of Camp H, a design and building camp for middle school students to tour several U.S. cities. In partnership with a host school or organization in each location, female architects, designers, creative educators, and graduates of the high school design/build programs will teach hands-on design/build projects. Science, technology, engineering, arts, and math skills will be integrated into practical skills training.

Project H Design

Berkeley, CA

FY 2013 Grant Amount: \$30,000

To support "Studio H," a community design/build and education program in Berkeley, California. In collaboration with Realm Charter School, "Studio H" will enable high school students to acquire skills in architecture, wood and metal shop fabrication, and human-centered design.

Project H Design

Berkeley, CA

FY 2012 Grant Amount: \$40,000

To support Studio H, a community design/build and public education program in rural Bertie County, North Carolina. Through an intensive high school design curriculum, 16 high school students will design and build a contextually responsive and socially transformative architecture project to house programming that benefits the public.