

DANIELA AMANDOLESE

DESIGNER
RESEARCHER

I'm a **product designer, researcher, and full time Lecturer at GUC** (German University in Cairo), where I concentrate courses and research on sustainability criteria and the potential of local, bio-based materials within the Design Department. Graduated from the Politecnico di Milano with a thesis focused on exploring co-designing tools.

My research is dedicated to the complex, multidisciplinary and constantly evolving role of the designer and, particularly during the last few years, I focused my interest on how **emerging materials and technologies** can become important elements of the design practice, triggering innovative processes and reshaping the way we **think about the future**. On this and related topics I have written publications, participated in conferences, given lectures, workshops and carried out research and consultancy activities.

My story

After an experience for 3M Italia in the International Design Lab and a period at Carlo Forcolini's studio, I decided to focus on how emerging materials and technologies are important elements of design practice to trigger innovation processes and create new value in the finished products. Therefore I collaborated for a couple of years with the **Politecnico di Milano as a researcher** in the field of innovative materials and technology transfer. At the same time I have been working as a **freelancer and collaborated with companies such as Luxottica, YDF Young Design Factory, Somfy Group, Vismaravetro**. During the last eight years I was a member of Materially's EU Project team, where I applied my expertise acquired during my former involvement as **Innovation Researcher** and **Library Manager at Material ConneXion Italia**.

At Politecnico di Milano I was **Adjunct Professor** and also a collaborator at the IDEActivity center, where our work is guided by the scientific study of creativity combined with the strategic mindset of design thinking to build new strategic scenarios together by integrating Design Thinking and Creative Thinking. Among other things I was **visiting professor** at IUAV of Venice and at IAAD of Tourin.

EDUCATION

2009 -2011

Politecnico di Milano

Master Degree - *Industrial Design*

Grade: 110/110

Thesis title: Workshop and co-design.

Thesis supervisor: Alessandro Deserti

The research was born from an interest in **co-design** and focused on the **workshop** as a design tool. The project identified **three categories of workshops** based on the objectives: Exploration, Idea Generation and Design Development and **three categories of participants**: Designers, End Users and Experts. In addition, the research focused on the role of the Designer, from Facilitator to Designer. Each workshop (Exploration, Idea Generation or Design Development) is composed of Phases, Activities and specific Tools. The Tools were described in detail as a fundamental element of the research. This model was finally applied to three Case Studies (Brinna, Spread, America Premium).

2009

Higher Education Course - *Accessory & Jewellery Design*

This Higher Education Course is designed to join hands and mind, experimentation and tradition, technology and craftsmanship, prototype and manufacturing. The Higher Education Course provides the methodological tools and the design skills to become accessory designer, with professional application ranging from fashion to product. During the course we attended **lectures** by professionals (in different fields: materials, techniques, culture, trends, market, retail, communication, design, modeling, prototyping), we made **prototypes** with different techniques and we collaborated with **international companies**.

2006 -2009

Facoltà di architettura di Genova

Bachelor Degree - *Industrial Design*

Grade: 110/110

Thesis title: The plastic house from 1949 to 1984

Thesis supervisor: Mariarita Mariani

Design of an **exhibition for the Kartell company**. The exhibition was designed in the space of the **Triennale di Milano**. The thesis starts with an analysis of the culture of living in Italy, from the post-war period to 2000, and focuses on the precursor role of the Kartell company, especially in the use of plastics. At the same time, there is an analysis of the figure of **designer Joe Colombo** (Kartell's main designer in those years) and his theories of living. The exhibition aims to **show the evolution** of the company and especially its innovative research in the early years of production.

2007

Universidade Tecnica de Lisboa - Department: Architecture

Erasmus+ exchange Program (six months)

The experience was important for improve communication, language and inter-cultural skills and gain soft skills. The chosen courses focused on the modelling and physical prototyping of products such as seats, tricycle, table. I experimented with different materials such as wood, and resin.

VIRTUAL COURSE

I took virtual courses to learn new methods and tools for virtual teaching and to better understand its potential. The ongoing **digital evolution is impacting every sector of our society**, changing work requirements, people's mindsets as well as behavioural and social attitudes, creating both significant opportunities and threats that need to be managed and guided properly.

2022

Copenhagen Business School

Course title: Sustainable Fashion

This course provide an overview of business model theory and discuss business models as essential tools in the transformation towards more sustainable businesses. The course use business model theory as a foundation to look at how real-world fashion brands are adopting more sustainable ways of doing business. By the end of the course, I had an understanding of the overall challenges and potential solutions for businesses to become more sustainable. I learnt about the challenges and opportunities of implementing circular business models.

2020 - 2021

Institute for the Future

It is the world's leading futures education and training organization.

Futures Thinking Specialization

This Futures Thinking Specialization introduced me to the practice of futures thinking, as developed and applied for the past 50 years by the Institute for the Future, a Silicon-Valley-based research and learning group founded in 1968. I mastered essential foresight techniques. I met leading professional futurists. And I investigated a future topic of their own choosing and I created my own forecast and scenario to describe key risks and opportunities in that future. The Futures Thinking specialization is for anyone who wants to spot opportunities for innovation and invention faster.

Courses title:

Simulation Skills: This is Your Brain on the Future

Introduction to Futures Thinking

Forecasting Skills, see the Future Before it Happens

RESEARCH EXPERIENCE

2021 - 2022

Politecnico di Milano

Role: Research Fellow - IDEACTIVITY center

The Center combines research in design, studies on creativity and co-design dynamics to offer organizations tools and methods capable of fostering and activating the creative approach that facilitates innovation processes through design. In work the center is guided by the scientific study of creativity combined with the strategic mindset of design thinking. We build new strategic scenarios together by **integrating Design Thinking and Creative Thinking**.

Research title: Developing future thinking skills for the DC4DM project // Digital creativity for digital maturity

The project Digital Creativity for developing Digital Maturity Future Skills, (DC4DM) brings together partners to implement, apply and disseminate the DC4DM educational model and foster a new culture of creativity for digital transformation. The purpose of DC4DM is to support companies to face digital transformation processes. The programme foresees the implementation of **Future Thinking skills** that will be integrated into the current education current model of Europe in order to manage responsible and sustainable design.

My tasks:

1. Design Learning activities

The learning activities are described with an objective and scope including an activity question and learning goals to describe the aim of the given activity as well as support material, equipment and possible outcomes. Each partner designed two activities and my team also standardised those learning activities of all partners.

2. Design Toolkit

Design Maturity Toolkit made of innovative tools and methods to nurture and connect design curricula with design digital tech-driven activities. We designed the toolkit defining the methodology, steps and tools and implemented it on Miro. Design on Miro → [link to visit](#)

3. Digital Maturity Day: event organisation

During the Digital Maturity Day held on there were four round tables focused on technological and strategic foresight, skills training, digital ethics, and innovative digital applications. My team and I organized networking sessions with a European network of HEIs, SMEs and Startups, Business Incubators, and a guided tour through emerging digital technologies offered by *MADE competence center Industry 4.0*. I was responsible, in cooperation with the team, for selecting the speakers, searching for suitable audiences, preparing the day's programme and the room, organising the catering and live streaming, and coordinating the communications team.

4. Learning Lab in Madeira: tutoring and facilitating

A Learning Lab is a 10-days design-led workshop where students from design, engineering and management worked collaboratively to design new tech solutions for more sustainable and ethical futures. Multidisciplinary teams explored the potentialities of some digital technologies proposed by selected tech-SMEs or startups and will be mentored by international experts from various fields and backgrounds. The first DC4DM Learning Lab happened in Funchal and focused on food, intended as the whole food chain system, from production, to distribution, consumption and regulation.

My role was tutoring and facilitating the LLab. We worked with the students and professionals involved in the project to facilitate work and exchange between them

5. Research topic: design thinking and future thinking skills

My research investigate the Design Futures process that integrates Futures Thinking (FT) and Design Thinking methods. Thus, on the one hand, the Futures Thinking mindset helps designers consider the multiple possibilities and define a preferable future, on the other hand, Design Thinking can help provide valuable and concrete ideas to start moving towards the scenario.

Moreover, FT and DT share another key feature: both are participatory, human-centred disciplines. The two processes have a similar approach based on succeeding convergent and divergent phases. The Design Future process allows the integration of DF tools and approaches in the DT to render it a futures-ready method.

Three main skills train

- Collaboration in a team with different backgrounds, nationalities and ages
- Organising and Managing a complex lab/events in a short time and achieving a good result
- Developing future scenarios using future thinking

2015-2016

Role: Research Fellow - Program: Rold Research

Rold Research has been created by two Italian SMEs, with their own capitals and investments, to become Institutional Participants of the Fondazione Politecnico di Milano. The project aims to create a multidisciplinary approach.

Research Team:

Italian SMEs: 1. Rold is a leading company in the production of innovative components for Home and Professional Appliances that will be enhanced thanks to a smart, connected technology: this means to take full advantage of physical and digital devices. 2. Fluid-o-Tech is an Italian leading company with over 70 years of experience in the engineering and manufacturing of positive displacement pumps and fluidics systems for a variety of demanding applications ranging from medical to automotive, industrial and foodservice.

Research Departments: Design, Chemistry, Materials and Chemical Engineering, and Electronics, Information and Bio-Engineering.

Research title: Smart design. Trend Researcher: home & professional appliances.

The research activity is focused on innovative materials and technologies, the design method used is the material driven design (MDD). The main objectives are to identify scenarios and define the innovative design tools.

My tasks:

1. Trend research

Research and cluster of trends (social, economics, materials and technologies).

2. Research emerging materials and technologies

Focus on Graphene and Nanomaterials. The research took place within a multidisciplinary team of designers and engineers in constant dialogue. My role, as a designer, was also that of a facilitator within this team.

3. Scenario building/Visioning

Visioning aims to explore emerging and possible patterns that have yet to be recognized, through robust horizon scanning efforts. Scenarios designed represent map of the future, a story and a visual dialogue of possible worlds. This world-building allows us to be immersed in that landscape.

Three main skills train

- Linking the world of research with industry
- Public speaking in different context (conference, fair, events etc)
- Trend Research and Critical thinking

2020 - 2022

Materially srl

Role: Innovation Project Researcher - Eu Project

Materially srl, research and consulting center, supports companies in the development of new concepts and products to meet technical, creative and sustainability needs. Materially **connects research and industry** through funded projects **applying material driven design methodologies** and contributing to the dissemination of results.

2019 - 2022

Project 01. DESTEX (*Industrial and creative design in advanced textile manufacturing*)

Description: DESTEX aims to promote the transfer of technology and knowledge from universities and research centers to businesses.

Partner: Associacio Agrupacio D'empres Innovadores Textils; Creative Thinking Development; Centro Italiano per l'Apprendimento Permanente (CIAPE); LCI Barcelona Escuela Superior De Diseño Y Moda, S.L. ; Politecnico di Milano, Department of Design; University of Borås; Design School Kolding

Call: Erasmus+/KA2: Cooperation for innovation and the exchange of good practices - KA203 - Strategic Partnerships for higher education

Role (in this project): Researcher/Designer and Project manager

My tasks:

1. Design and Production of Handbook

The main aim of the Handbook is to contain all relevant information related to the project, its achievements, and the open challenges to be tackled, which will be transferred to relevant stakeholders such as companies, universities, training centers etc.

2. Design Lessons + Learning activities

Design of two lessons included within the virtual training platform. The virtual training supports higher education students to acquire skills in transdisciplinary innovation enabled by the uptake of design-based methodologies for innovation by advanced textile materials' industry managers. Design of three learnign activities and tools included within the the training book - Industrial design and design thinking book for intensive summer training.

3. Mentor and Jury of Hackathons

Organization of three online Hackathons focused on distinctive design challenges in collaboration with companies.

2019 - 2022

Project 02. ICT-TEX (*ICT in textile and clothing higher education and business*)

Description: Advanced Textile Materials is an emerging sector focusing on the technical aspects of textile materials rather than on their aesthetics. In order to foster innovation within this sector, education programs need to uptake and reinforce creativity and design aspects into textile engineering programs as driver to unlock the latent innovation potential of advanced textile manufacturing industry. Italy and Germany are leading in job employment rate in Europe in TC, so their experience will be shared with Bulgaria, Croatia and North Macedonia.

Partner: Technical University - Sofia; Ghent University; Technische Universität Dresden; University of Zagreb; Sofia University "St. Kliment Ohridski"; Association of Universities for Textiles; Centro Italiano per l'Apprendimento Permanente (CIAPE); Specialized Cluster and Institute for Apparel and Textile (SCIAT); H. Stoll AG & Co. KG; MAK JSC; Alma Dooel Kocani

Call: Erasmus+ | KA2 - Cooperation for innovation and the exchange of good Practices | Knowledge Alliance

Role (in this project): Researcher and Project manager

My tasks:

1. Syllabuses

Support in the definition of Syllabuses including Design and Production of Knitwear, Design and Production of Woven Fabrics, Design and Production of Technical, Smart and Intelligent Textiles.

2. Research case studies

Support in research activities to understand and identify case studies and design methodological approaches dedicated to the textile industry.

2019 - 2021

Project 03. DATEMATS (*Knowledge & Technology Transfer of Emerging Materials & Technologie through a Design-Driven Approach*)

Description: The Datemats project intends to develop and implement new interdisciplinary teaching methods for design and engineering students in the field of emerging materials and technologies. The initiative also aims to promote its technology and knowledge transfer from universities and research centers to businesses.

Partner: Politecnico di Milano, Department of Design; Aalto University, Chemarts; Barcelona Design Center (BCD); Centro Italiano per l'Apprendimento Permanente (CIAPE); Industrial Development Center West Sweden (IDC); Institut de Soldadura e Qualidade (ISQ) ; Copenhagen School of Design and Technology (KEA) - Material Design Labo; University of Navarra - Faculty of Engineering (TECNUN); Fostering Art ad Design (FAD) - Materfad

Call: Erasmus+/KA2: Cooperation for innovation and the exchange of good practices - Knowledge Alliances

Role (in this project): Researcher/Designer

My tasks:

1. Toolkit: concept, prototyping and testing

The toolkit is a collection of 20 material samples illustrating their physical properties, technical features and possible application areas through descriptive datasheets, graphs and digital content.

2. Workshop organized and hosted by Materially

The participants of the workshops have the chance to experience latest techniques developed in design research and to get in first hand contact with the experts.

2021 - 2023

Project 04. INFURI (*INnovation in the FURNiture Industry in the era of circular economy*)

Description: The aim of INFURI project is to spread innovative and sustainable circular business models in the furniture industry with the focus on SMEs and to equip furniture employees with relevant skills related to circularity, while promoting synergies and cooperation among businesses, universities, research centres and other relevant stakeholders operating in the furniture sector.

Partner: Virtual Campus Lda; Creative Thinking Development; Centro Italiano per l'Apprendimento Permanente (CIAPE); Wittenborg University Of Applied Sciences; Instituto Tecnológico Metalmeccanico, Mueble, Madera, Embalaje Y Afines-aidimme; Step Institut, Zavod Za Psihologijo Dela In Podjetnistvo; Ogólnopolska Izba Gospodarcza Producentow Mebli; Mizarstvo Ornik

Call: Erasmus+/ KA2 - Cooperation for innovation and the exchange of good practices

Role (in this project): Researcher/Designer

My tasks:

1. Book of lectures: Integrated competencies and systemic approach in the era of circular economy

The main aim of this intellectual output is to design and develop the Book of lectures, so we identified an interesting Italian company (Biosofa and Plus project by Federlegno) and gathered information on different tools.

2. Circular Procurement Guidelines for Office Furniture

Macro-structure defined using a modular approach with a focus on the different aspects that can affect product lifespan and costs (for instance services availability; production standards; product peculiarities). And then we have developed of a highly transferable tool, adaptable to the different enterprises/organizations needs, with the possibility to combine different aspects of each defined model.

Three main skills train

- Managing many different project, with big teams, at the same time (Project management)
- Keeping abreast of the national and international design world (both industrial and educational)
- Ability to adapt to different environments and contexts (travelling a lot and working in different countries)

JOB EXPERIENCE

2020-2022

Materially srl

Role: Innovation Project Researcher

Materially helps companies in the development of sustainable innovation starting from materials, through: research and scouting of material solutions, circular material workshops, material innovation assessment.

My tasks:

1. Organization of the events, talks, conference etc
2. Contribution within the project proposal (national and international proposal)
3. Lectures, speaker in the national and international conference
4. Organization and facilitation of workshop
5. Materials and Technologies Research (consulting)

Three main skills train

- Keeping abreast of the national and international design world
- Call writing and management skills
- Creativity to design different activities such as workshops

2016-2020

Material ConneXion srl - Italia

Role: Innovation Project Researcher

MCX is an important international network for consulting on innovative and sustainable materials and processes.

My tasks:

1. Research on emerging and sustainable materials and technologies

2. Newsletter and Blog

Monthly thematic research and article writing

3. Materica: materials research and contact with companies

During the Design Week in Milan (2019) at the sixth edition of Materials Village, Material ConneXion Italy's hub dedicated to materials, new technologies, design and sustainability hosted MATERICA. MATERICA it was an exhibition of emerging materials and technologies. I selected the materials for the set-up (recycled or biodegradable), contacted the companies and organised the work both remotely and on site during the set-up.

4. Materials Village 2018 during Design Week: curator (with curator Maurizio Bortolotti)

Installation "Meuble Plus" by Yona Friedman for CONAI - Consortium for the recycling of steel, aluminum, paper, wood, plastic and glass packaging. I curated the installation, from the first meeting with the artist in his studio in Paris to the inauguration during the Design Week in Milan.

5. Materials Village during Design Week: tutoring

Tutoring to the students that worked with Yona Friedman to realized the installation (from the concept/idea

to production), I followed the Master's students in setting up Yona Friedman's work. I also set up an exhibition of the students' work inside the space.

6. Materials Village 2017, 2018, 2019: exhibition

I collaborated on the layouts for Design Week, helped to contact companies, collaborated in the organisation and during the set-up of the exhibition space.

Three main skills train

- Problem solving and positive attitude
- Leadership experience
- Organizational know-how

2016 - 2019

Role: Library Manager & Teaching

My tasks:

1. University

Relationships with Universities (lesson, material research, etc).

2. Library Manager

Management of Physical Library of materials and consultant visits.

3. Newsletter and Blog

Monthly thematic research and article writing

Three main skills train

- Constant updating on new materials and technologies
- Simplification of scientific and complex subjects for students
- Communication and dissemination activities

2017

Luxottica srl and Politecnico di Milano

Role: Product designer - Researcher

My activities:

1. Research and scouting

Identification of methods for measuring the perceived comfort of the company eyeglasses collections.

Through a user experience analysis, the first phase of the research aimed at identifying the eyeglasses wearability parameters that address comfort. The second phase, through a technology scouting, aimed at identifying the technologies capable of monitoring and measuring the identified parameters. Definition of future scenarios of methods and tools that address the interaction between glasses and users' heads for testing the comfort.

Three main skills train

- Working with a big company and different Departments
- Human-centred methodology
- Explored the potential of some new technologies

2021-2013

Video Sound Art

Role: Designer in Education Department

Video Sound Art is a production centre and festival of contemporary art based in Milan since 2011, dedicated to the promotion of young talents. As of today, it has featured ten editions and numerous exhibitions and residencies in national and international museums

My tasks:

1. Workshop: organization and management

Video Sound Art offers workshops, seminars and laboratories led by international professionals, to encourage the transmission of innovative techniques in different artistic sectors. The objective is to contribute to the training and growth of a new generation of professionals in the sector, through in-depth pedagogical studies, moments of self-education with qualified teachers.

2. PCTO (Transversal Skills and Orientation Pathways) activities: person in charge

We have worked with several high schools and colleges in Milan offering specific PCTO courses. I was responsible for this activity, liaising with the schools, creating a method and lesson plan etc

Three main skills train

- Constant update of the contemporary art world
- Working with artists and high school students by understanding their different needs
- Working in a small group (Video Sound Art) developing multitasking activities

2012-2019

Visibilio Design Project - Design Studio

Role: Product designer

Visibilio Design Project is a design studio founded in 2012 with Carmen Bruno, developing products, strategies, and experiences with the aim of improving people's well-being. Visibilio creates value through the application of design methods and tools, and through a continuous research and observation of trends, materials, digital technologies, and shapes.

My activities:

Field and market research, product design, visual design, strategy and brand design.

Clients: Somfy, Lianda, Simu, Fluid-o-Tech, Politecnico di Milano, Politecnico di Como, YDF, Mastech, Moris Italia, Hydronic Lift, Vismaravetro, Teatro Franco Parenti, Studio di Architettura Rattazzi.

Three main skills train

- Direct relationship with several companies
- Project management
- Management of the entire process from work acquisition, execution and delivery

2011

3M European Design Center, 3M Italia

Role: Internship - Product designer

My tasks:

1. Industrial design

Design and development of new concepts for the Consumer & Office Business.

2. Trend Research

Research and cluster of trends (social, economics, materials and technologies). Steps: Collection of information, Thematic clustering of trends, Prioritizing trends, Preparation of trends for further processing in the innovation and strategy process.

Three main skills train

- Ideating of many concepts on different projects
- Trend research report for a big company
- Patent Development

2009-2010

Studio Carlo Forcolini

Role: Stage and collaboration - Product designer

Carlo Forcolini is an Italian designer from the 20th Century. He is renowned for the structural and functional pieces of furniture he designed. He worked with great manufacturers such as Amar, Artemide, Cassina but also Alias.

My tasks:

1. Industrial design

Design and development of new products for different companies and Contract Furniture for the Italian and Chinese market

2. Re-design

Re-design some landmark products in the history of Forcolini designers.

Three main skills train

- Working with China
- In-depth knowledge of design history, and the masters of design
- 3d modeling

TEACHING EXPERIENCES

German University in Cairo

A.Y. **2023-2024** Full time Professor
Product Design Department

Politecnico di Milano - Department of Design

A.Y. **2018-2019** Adjunct Professor
A.Y. **2019-2020** Bachelor's Degree in industrial Design
A.Y. **2020-2021** Other professor: Marita Canina, Marina Parente
A.Y. **2021-2022** Course title: Design fundamentals Lab - 2nd semester
A.Y. **2022-2023**

In the course we explored the importance of the design process. We spurred student creativity through team-building activities and creative sessions. In addition, we helped students redesign an everyday object inspired by the observation of real user needs. Indeed, the didactic activity provided, the focus is on a methodological pathway that leads the student to the acquisition of knowledge preparatory to the project, to learning and applying techniques and methods for reading and interpreting the product system and context of use in which they are inserted. The objective is to lead the student to adopt a Human Centred Design approach aimed at identifying people's needs and the realisation of a design centred on their real requirements.

A.Y. **2020-2021** Visiting Professor
A.Y. **2021-2022** Master's Degree in Integrated product
Course title: Concept Lab - 2nd semester *ch* research of evidence, analysis of drivers, definition and
Professor: Marita Canina
Lesson: *Future Thinking - Trend Resear*
presentation of trends.

A.Y. **2020-2021** Visiting Professor
Bachelor's Degree in industrial Design
Course title: Design fundamentals Lab - 2nd semester
Professor: Laura Anselmi
Lesson: New Materials

A.Y. **2020-2021** Assistant (lecturer) university professor
Bachelor's Degree in Industrial Design
Course: Design fundamentals Lab - 2nd semester
Professor: Stefania Palmieri, Alessandro Ferrari

A.Y. **2020-2021** Assistant (lecturer) university professor
Bachelor's Degree in Industrial Design
Course: Final Synthesis Lab - 2nd semester
Professor: Stefania Palmieri, Mario Bisson

A.Y. **2020-2021** Development team
Master's Degree in Integrated product
Course title: Concept Lab - 2nd semester
Professor: Marita Canina
Winner of the Innovative Didactics call for proposals launched by the Politecnico di Milano in 2021.
The project goes beyond flipped by proposing a hybrid teaching facilitated by the use of a social VR platform.

2022 Co-supervisor
Supervisor: Marita Canina
Students: Sofia Neri
Thesis title: Reflect: Struttura per arrampicata riabilitativa e adattiva per bambini con Paralisi Cerebrale, attraverso la stimolazione del meccanismo dei neuroni a specchio

Reflect is a rehabilitative and adaptive climbing structure for children with Infantile Cerebral Palsy, through the activation of the mirror neuron mechanism. The product is composed of a climbing wall and a climbing hold family.

IUAV Venezia

A.Y 2017-2018

Visiting Professor

II level Master

Master title: Master Temporary Circular Architecture

Lessons title: Eco materials

Lessons focused on the research and analysis of emerging and sustainable materials, with particular attention to bio-based materials.

Professor and scientific responsible: Raffaella Laezza

A.Y 2017-2018

Visiting Professor

II level Master

Master title: Master Temporary Circular Architecture

Lessons title: Trend Research

The objective of the Trend Research course is to provide students with the tools to detect emerging currents of change by through the analysis of data and phenomena, selecting the most interesting ones.

Professor and scientific responsible: Raffaella Laezza

A.Y 2017-2018

Development team

II level Master

Master title: Master Temporary Circular Architecture

Professor and scientific responsible: Raffaella Laezza

Poli.Design

A.Y 2017-2018

Visiting Professor

Workshop Furniture Design: Vision For (Company Oppein)

Lessons title New materials for the furniture sector.

A.Y 2017-2018

Visiting Professor

Workshop Azienda Kuka

Lessons title New materials and technologies

Università degli studi di Pescara

A.Y 2017-2018

Visiting Professor

Bachelor's Degree in Industrial Design

Lesson title: Materials driven Design

Politecnico di Milano, Como - Department Design

A.Y 2017-2018

Assistant university professor

A.Y 2016-2017

Bachelor's Degree in Industrial Design

Course: Metaproject Lab

Professor: Arianna Vignati, Villari Beatrice

Other university (Eu Project, Lecture, Tutoring etc)

During my many years of teaching and participation in projects financed by the European community (in particular Erasmu+), I have forged links with many European universities. Among them:

LCI Barcelona - Escuela Superior De Diseño Y Moda, S.L ; University of Borås; Design School Kolding (Danish); Technical University - Sofia; Ghent University; Technische Universität Dresden; University of Zagreb; Sofia University "St. Kliment Ohridski"; Aalto University, Chemarts; Copenhagen School of Design and Technology (KEA) - Material Design Labo; University of Navarra - Faculty of Engineering (TECNUN); Universitat Politècnica de Catalunya BarcelonaTech (UPC); University of West Attica; Jordan University of Science and Technology; Al-Balqa Applied University.

PUBLICATIONS

- 2021- 2022** Daniela Amandolese, Marita Canina, Carmen Bruno (2021-2022)
Design for Sustainable Behaviour approach to design an Adaptive Climbing Wall
AHFE 2022 Conference
14-15 June 2022, New York
- 2017** Stefania Palmieri, Daniela Amandolese (2017)
Innovation and competitiveness go via universities
INTED 2017 Conference
6-7 March 2017, Valencia, Spagna
- 2017** Stefania Palmieri, Daniela Amandolese (2017)
Industry 4.0 – Digitalization from design to production and the market of industrial systems.
Conference: *Environmental Design 2017*
30-31 March, Torino, Italia
- 2017** Stefania Palmieri, Daniela Amandolese (2017)
Innovative material driven design business
Conference: *Environmental Design 2017*
30-31 March, Torino, Italia
- 2017** Stefania Palmieri, Daniela Amandolese (2017)
An opportunity for innovation: university - business cooperation
Conference: *Environmental Design 2017*
30-31 March, Torino, Italia
- 2017** Stefania Palmieri, Daniela Amandolese (2017)
The consumer between tradition and big data
Conference: *Environmental Design 2017*
30-31 March, Torino, Italia
- 2016** Stefania Palmieri, Daniela Amandolese (2016)
Universities and industry: networks to co-innovate
ICERI 2016 Conference
16-19 November 2016, Seville, Spain
- 2009** Ottagono Magazine n°224 - 1 Oct 2009
Grattafresco Project
Winner project of the international competition Made in Macef

PATENT

- 2012** Product: Laminator - Scotch(TM) Thermal Laminator TL906
Company: 3M Science. Applied to Life.
Other inventor: Shaelyn Crutchley, Gerald E. Mueller, Valentina Tronconi, Lorenzo Ruggieri, Nicolas Echeverri, Antonio Pugliese.

WORKCAMP

- 2013** Name of workcamp:
CREATIVE CAMP. CULTURA CREATIVITA, LAVORO. VERSO EUROPA 2020: IDEE, PROGETTI E PROGRAMMI.
Created by: Regione Lombardia / Politecnico di Milano
Name of my project: Wanderlust
Wanderlust is an international hospitality service designed to connect people with common passions. During workcamp experts provided me with support to develop the business plan and a pilot version of the service.
Award: Development of Wanderlust project - awarded with Honorable Mention.

- 2012** Name of workcamp: PERSONAL GLASS
Created by: Vismaravetro
Name of my project: AzuleJos, Naturae
 Design of 2 decorations for digital printing on shower glasses.
 During the workcamp we learnt about new glass printing technologies and from the technology we designed different concepts of graphic designs to be printed
- 2011** Name of workcamp: MADE IN CARDATO
Created by: Camera di Commercio di Prato in collaboration with BP studio,Sophie De Wulf di Style-sight.com, Luisa via Roma, Goritex, New Mill.
Name of my project: Bioscupluter
 Design and prototyping of a coffee table, that takes inspiration by the 1977 CAB chair by Mario Bellini. During the workcamp I got to know the craftsmen and small companies in Prato (textile sector in particular), and with them I made the prototype.
- 2011** Name of workcamp: GENERAZIONE EXPO E NUOVI LINGUAGGI IL FUTURO DEL GIOCATTOLO MADE IN ITALY
Created by: Polidesign, Politecino di Milano, with Assogiocattoli
Name of my project: Color Bricks
 Design of 2 toys for children (0-3 years old).
 Colour Bricks aims to stimulate children's creativity without imposing play objectives and constructive limits.

CONTEST

- 2015** Name of contest: MCI Contest, 2015
Award: **II Award**
Created by:Material Connexion Italia
Project: IMAGO. Children's room furniture. Thanks to the use of Fenix at specific points on the product, aesthetic longevity is guaranteed. The project produced by the company and exhibited during Design Week in Milan
- 2013** Name of contest: Cultura creativit a, lavoro. Verso europa 2020
Award: **Mention**
Created by: Regione Lombardia
Service: Wanderlust is an international hospitality service designed to connect people with common passions. The service was created in the run-up to Expo 2015 in Milan and was awarded an honourable mention at the closing ceremony of the competition 'Culture, Creativity and Work. Towards Europe 2020: ideas, projects and programmes' held at the Palazzo della Regione, Milan.
- 2013** Name of contest: Dec ter
Award: **Mention and production**
Created by: Regione Lombardia
Project: Ren e. Chair's essential shape, with its clean and soft lines, is created from a single sheet of aluminium cut and folded. After several prototypes made in collaboration with the company, the chair was put into production.
- 2012** Name of contest:Creazioni Giovani Macef Design Award
Award: **I Award**
Created by: Artex / Macef
Project: Kalika collection is inspired by nature and its organic forms, in order to create unique products for interior design. Small modular units of lamps form together multiple solutions, and each represents a unique piece, thanks to the handcrafted manufacturing techniques.The innovative idea consists in evoking and mimic natural elements, both simple and complex, using different materials and workmanships.
- 2011** Name of contest: Materiali creativi
Award: **Award**
Created by: Assessorato alle Attivit a Produttive del Comune di Milano e Material ConneXion
Project: Biolamp. The materials from which it is made Biolamp come from materials clinically renewable plant materials. It is manufactured according to an innovative process innovative process and its components are manufactured with Mirel  and PLMs6040 .
- 2011** Name of contest: Creatable Resource For Living With A Different
Award: **I award**
Created by: Fiera Ecomondo di Rimini e azienda Mattiussi Ecologia
Project: Multiplewaste. Waste bins designed with small domestic spaces in mind and the problem that

very often waste is not sorted due to lack of space. The design exploits vertical space, in a wall, several modules can be several modules.

2009

Name of contest: Made in Macef

Award: **I Award**

Project: Cheese grater. Competition-winning project Made in Macef 2009. Exhibited at Macef 2010. The curved structure allows support on the table, making easier the action of grating the fresh fresh cheese directly onto the plate.

EXHIBITION

Design Fair

2015

Name of Design Fair: FUORISALONE

Name of Exhibition: Material Village by Material Connexion Italia.

Location: Superstudio più, Design Week, Milan

Name of project: Imago Project

2013

Name of Design Fair: FUORISALONE

Name of Exhibition: Visibilio Design Project (booth)

Location: Sant'Ambrogio District – Do Ut Design at Residence La Cordata, Design Week, Milan

Name of project: Kalika Collection and Extrude your Mind Projects

2013

Name of Design Fair: HYBRID ARCHITECTURE AND DESIGN by Interni Magazine

Location: Università degli Studi di Milano

Name of project: Renée Project

2012

Name of Design Fair: MACEF INTERNATIONAL HOMESHOW

Name of Exhibition: Visibilio Design Project booth, Creazioni Giovani

Location: Polo Fieristico Fieramilanocity, Milan (Italy)

Name of project: Collezione Kalika Project

Single Project Exhibition

2011

Name of Design Exhibition: ARTIGIANATO ARTISTICO VARESINO

Location: Centro Congressi Villa Ponti, Varese (Italy)

Name of project: Luce Viva Project

2011

Name of Design Exhibition: ARREDARE LA CITTÀ

Location: Urban Centre, Bergamo (Italy) and Bergamo Arte Fiera, Bergamo (Italy)

Name of project: Acqua di città Project

2011

Name of Design Exhibition: G COME GIOCARE

Location: Polo Fieristico Fieramilanocity, Milan (Italy)

Name of project: ColorBricks Project