

	— Advisor: Prof. Shmuel Kaplan
Hospitality —furniture, tools / consumer products, criticism, politics	
Niv Cohen	01
Jioco . Playful Carpet	
How is the design of our home space influenced by a child added to the family? In an age of plenty of toys, the living room disappears amid piles of games. Jioco is a project that deals with this subject and offers carpets with different game options. The project examines the qualities that contribute to the development of the child and helps to strengthen the bond and communication between parent and child. During the working process, game methods were studied, while paying attention to structures, imitation, discovery, concealment, textures and colors. The carpets provide important stimulation for the senses, creativity and imagination of children, while maintaining the design of the home space. The scaly carpet is dedicated to the child sensory development. It is made with felt and upholstery fabrics. The playfulness of colors and fabric textures provide the visual and sensuous stimulations that are crucial in children's first years. In addition to these, the scaly carpet invites the child to play a game based on calming meditative activities.	05
Amir Argov	06
Connect . A set of parts for the construction of emergency accessories and furniture after natural disasters	
Earthquake. Three minutes and you are left without a home. Over the last decade, there has been a significant increase in the number of natural disasters around the world. Connect is a project aimed at helping populations affected by these disasters to get their life back to normal. When people lose the most basic things, there is a need to return to a natural setting, where they can eat, sleep, play, and above all — live. The set of parts that the project offers allows users easy and ecological assembly of objects that will help them go back to everyday life.	06
Eli Spivak	07
Compactk . Redefining Luggage	
As you have already packed your own bag, take 50% more items with you in this compact suitcase. No need to send your suitcase to the cargo hold and wait for it to emerge on the baggage carousel. Just a blue-sky thought? Turns out, it is within our grasp. Compactk is a carry-on luggage equipped with a vacuum compartment that allows the suction of excess air with an incorporated pump. A built-in scale will display the suitcase's weight to keep you from exceeding the airline's limits. 360° wheels will allow it to move effortlessly on various surfaces at different destinations, and when you return home you can fold it to half its size and store it with ease. Have a pleasant flight!	07
Amit Portman	08
Pipe Connector . Manipulation of Thermoplastic Pipes	
Pipe Connector . The project explores thermoplastic pipes (that become pliable when heated). Various manipulations on the raw material led to the creation of a connector. With a simple technique of heating and pressing, the pipe changes its shape into a tissue that envelops and reinforces the skeleton construction. The series of objects created in this technique showcases the connector and demonstrates its ability to serve as an axis, a rail, or both.	08
Amit Portman	09
Dan Spiegelmann	10
Mutatis Mutandis . How many opportunities can emerge as a result of splitting?	
The time in which we live, modern production methods and industrial tools have originated certain aesthetics that have pushed away from our lives those of indigenous craft. in Mutatis Mutandis , the designer makes use of the options available in our times to preserve the spirit of times bygone. This move is expressed in four objects by splitting and bending iron bars in a technique borrowed from the bamboo world.	10
Tal Preger Galili	11
Semicolon ; . Language for Creating Simple Furniture	
What happens when the design stems from the building method, which is in itself the product of an ideology? This project examines the value of methodicalness and its expression via furniture. An infinite series of simple furniture, written in a language of simplicity and efficiency. Poles, surfaces, and joints are the letters, and the vocabulary is manifested in the little details of each piece of furniture.	11

closeness and intimacy.	— Advisor: Dov Ganchrow
Gal Barnea	12
Sleipnir . Semi-Autonomous Two-Wheeled Vehicle	
At the age of the autonomous vehicle, it is assumed that we will sit in our cars and reach our destination without any physical contact between driver and vehicle. With this in mind, the project sets out to examine whether we can form a different relationship between the vehicle and the driver? Can these technological advancements usher in a new driving experience? An amalgamation of bicycle and motorcycle, Sleipnir is a semi-autonomous, smart vehicle that offers a new riding experience over longer distances using an electric engine.	12
Alon Sarid	13
Cues . Smart Home Lighting System	
Theater ceilings are covered with spotlights, each lights up at the right cue, and together they tell a story. Cues is a system of smart spotlights that allows users to adapt lighting situations to different needs in the domestic space and celebrates the changes between modes with a multi-element dynamic experience. Flexibility in the height and direction of the spotlights constitute a “changing of the guards” of sorts, a rite that marks the transitions between domestic routines. The technology, which allows change at the touch of a button, is not only about convenience and customization, but also creates awareness and insight to the living space and style in the home.	13
Alexander Geht	14
Colibri . A platform for creating bite-operated tools	
Colibri is a modular platform creating a set of tools activated by bite for individuals which are paralyzed from the neck down. The tools are composed of 2 parts, a kit transforming the bite to a mechanical movement that is 3D printed in SLS, and open source parts, that can be printed on any home printer, creating various end tools. Creating tools for leisure activities – table games and gardening – is the way to blur between needs and desires, which develops thought beyond the limitation. The use of digital production technologies (3D printing, laser cutting, etc.) enables detachment from the mass production, allowing a personal individual solution. The use of these technologies makes it possible to make adjustments and changes so that the personal product will provide an answer to other people with similar needs and limitations.	14
Maayan Hasson	15
Shablul . Tent-Backpack	
Long field trips that include camping put the hiker in a perpetual dilemma: what does he need, want, and can carry on his back while hiking? Sometimes, he even has to leave items behind due to their weight. Shablul /RollBag wishes to meet this need. It combines a tent and a hiking backpack linked by an integral connection, so that the contents of the backpack become the contents of the tent when it is set up, giving the hiker a more independent and lighter hiking experience.	15
Noa Etkin	16
Calma . Sensory Guided Meditation	
We are all familiar with the endless stream of thoughts that goes through our minds, the one that does not stop for a moment, making it difficult to relax and surrender to slumber. Born from this difficulty, the project offers a relaxation aid based on the principle of meditation – observing the present moment, the sensations of the here and now. Through a gentle sensory and enveloping experience of air cells that inflate under the user's body, one after the other, Calma offers a pleasant way to focus our attention on the body. This experience helps us to let go of the	16

put on shoes by themselves and require assistance.	— Advisor: Tal Gur
Raz Mitarni	17
FingerTip . Children's Book for the Blind and the Visually Impaired	
What does a blind child's imagination look like? The world of our imagination is influenced mainly by visual sources in our first years of life. Children books are a great source of inspiration and pleasure, but how do they manifest themselves in a world without vision? In the project I developed a platform in which the illustrations and words are replaced by movements and sound that accompany the story and are combined with unique textures that develop the motor skills, alongside a portable speaker that plays the story and directs the child through it. Through touch and tactile sensation, the child can imagine that he is part of the story and experience another dimension of observation through imagination. The book is based on Silverstein's “The Generous Tree.”	17
Oran Sheinman	18
ORI . Bespoke Movement Sandal	
ORI is a movement sandal. Its sole mechanism was developed in a fluctuating process ping ponging between Origami and Parametric design. ORI sandals stand to replace the orthotic function on the one hand, and allows the free movement of the feet (as they would while barefoot) on the other. During the project a code was developed that can input any foot, and in turn outputs a 3d print sole, which is designed uniquely to manage the individual pressure dispersion of each foot. combines Origami craftsmanship and high-end technologies in a reactive and responsive sole, one that aims to bring back the power to our feet.	18
Tamar Levy	19
Auxetix . A New Design and Production Method Based on a Set of Mathematical Rules	
Flat sheets with carefully planned cuts – each has a different function, which will reveal itself with one move. A mathematical and material research surrounding the auxetic structure. The structure serves as a basis for planning cuts that provide the sheet with its potential third dimension. External physical forces, or alternatively, the exertion of physical force, will convert a surface into a structure. For one material, the transformation will be a singular experience and for another it is a recurring process.	19
Meydan Levy	20
Neo Fruit . Fruits From The Future	
Living in a world where the food industry is so lustrous that food has become a given, A shift in the paradigm has occurred The population of the world is on the rise, the industries reliance on nature has grown tenfold and as land becomes scarce, different solutions to deal with the rising problems have made way into our diets. Many people today rely on supplementation of their minerals and vitamins solely from a multitude of food additives and supplements – this has directly been connected to health problems physically and psychologically. Neo Fruit allows us to break free from nature without skipping its classes, and uses modern day tech and knowledge to create a truly unique man-made fruit. These Man made fruit, have an array of nutrients that are tailored to our daily needs. Neo fruit's form and textures were designed to fulfil our sensory involvement whilst remaining truly and practically healthy, and do not only leave us surviving but strengthen the ties between man & technology creating a wholesome; emotional and physical experience.	20
Michal Simon	21
Reni . A Friendly Home Dialysis Machine	
The appearance and behavior of objects can sometimes make us ascribe personality traits or intentions to them. The project explores how we	21
Nitsan Ravid	22
Fiz . A Smart Tool for Practicing Physical Therapy at Home	
The physical rehabilitation period is a challenging time in which patients are required to practice daily at home, while many do not have the tools or the motivation to follow this routine. Fiz is designed to accompany the patient during the rehabilitation process at home, in the aim of improving, refining, and shortening the rehabilitation period. Fiz is a smart wearable product and corresponding game app that help users practice their daily physical exercises. With the help of an embedded sensor system, Fiz becomes a “wearable remote control” whose movement is translated into movements in the game.	22
Itamar Frachtenberg	23
Sa . Tricycle for Travels	
Take what you need, get on the tricycle and go. Sa is a Recumbent Trike, a convenient platform for moving around with cargo. The environment of use is between urban and nomadic. A changing cargo anchoring for the chassis allows mobility for various purposes, from taking children to kindergarten to a road trip. The structure of the vehicle is modular and enables modification of the chassis for replacement and transportation.	23
Sapir Shragai	24
Plugiz . Play Platform for Developing Creative Thinking Using Arduino Code	
Plugiz is a new game that combines the desire to give the child technical skills and technology learning, and the desire to give him an experience of imagination and creativity. Plugiz is a modular robot, consisting a capsule that can be easily connected to various electronic components to create robots with variable functions and visibility. Each element has its own function – motion, sensing, or playing a sound. The child can choose which parts to connect and where into the robot. Once the robot is assembled it can be programmed using the programming blocks; The blocks control the output components (motors, speakers, LEDs) by the input elements (sensors) by connecting the blocks, the children will be able to experiment with assembling a simple code that explains the basis of the programming world. When this process is complete, they can play with the robot they have developed, and watch it perform exactly the actions they have set for it.	24
Michal Elzur	25
Breath Mark . Clothing for Visualization of Breathing	
What happens when an industrial production method is disrupted by the designer? In this project, Senior examines the production technique of ceramic ware with a jigger – a type of potter wheel. Using simple and surprising means he created a series of ceramics, each expressing a different manipulation of the traditional method. The project exposes the transitions and gaps between industry and craft, factory and studio, between ceramics and concrete, between the smooth and the coarse, and between surface and rotation.	25

We breathe an average of 23,000 times a day. When was the last time we stopped and looked at how we let the air in and out of our body? According to Yoga teachings, the respiratory system connects the body and mind. Breathing awareness helps us alleviate stress, become more attentive to our body, and be present in the moment. The project explores visual ways of marking and turning our attention to breathing and offers a series of clothing items that highlight the action of breathing through graphic and tactile means. The materialization of the action of breathing allows us to observe the depth and length of the aspiration and exhalation and puts the action of breathing center stage.	— Advisor: Tal Gur
David Zecharie	26
One Square Kilometer . Local Jerusalem Identity	
The Old City of Jerusalem covers about one square kilometer and holds many complexities, both material and human. The project is a study that sets out to decipher time and place through elements borrowed from the world of the Jerusalem stone, the most characteristic and prevalent object in the city. What does local identity look like? How can you define time through matter? And what happens when time implodes into the material? All these questions were channeled into a set of glasses that draws on the amalgamation that exists within the walls of the Old City.	26
Ido Ferber	27
trial_376 . Research of ceramic technologies	
In his final project, Ido Ferber chose to create traditional ceramicware in a new technique. The technique is based on three guiding principles: working from a slab of clay as opposed to wheel-throw, using glaze as the exclusive adhesive medium, and incorporating the kiln as an auxiliary device in the creation process. These restrictions lend themselves to the creation of a unique design language that hints to the work process and offers the viewer a glimpse into the world of the maker and the hidden life of the object.	27
Guy Feidman Reshev	28
Sahar . UV Based Home Device for Sterilizing Milk in Developing Countries	
First light rises on the little wadi. Izar awakens to the sound of the goats bleating, while her mother Nasrin milks them. She arranges her school bag and prepares for the new day. Sitting by the fire, she waits in anticipation for a glass of goat's milk. In Bedouin society, each family has a small herd of goats. Goat's milk is an essential component of the Bedouin diet and is necessary for the development of children. The Bedouin do not pasteurized the milk because they are unaware of the importance of pasteurization. Brucellosis is a disease that causes severe disabilities, miscarriages and even death. The disease is passed on to humans from animals through the milk. Every year hundreds of thousands of people around the world get infected. There are also thousands of patients in Israel, most of them from the Bedouin society. Sahar is a home appliance for the purification of milk using UV light. During the purification process, the nutritional values of the milk are preserved. Working with Bedouin society is a first step in trying to deal with a problem that is spreading around the world.	28
Shir Senior	29
Camels . Rethinking The Olive Tree Camel Memento	
The starting point of the project was the souvenir of an olive-carved camel that is sold in the Old City, it is a very common object in the local souvenir market, because its orientalist “fragrance” however it has lost its relevance in the world of souvenirs and according to merchants in the Old City is hardly sold. In the design process I tried to give him new relevance and to tie him back to the modern and multifaceted city of Jerusalem. The produce is a collection of 100 camel figurines, some of which were further processing of camels that I bought in the Old City, and some of which I created myself. Each camel family referred to a different aspect of the place – using materials, symbols and shapes.	29
Shir Senior	30
Rotation Surface . Manipulation of Production Method	
What happens when an industrial production method is disrupted by the designer? In this project, Senior examines the production technique of ceramic ware with a jigger – a type of potter wheel. Using simple and surprising means he created a series of ceramics, each expressing a different manipulation of the traditional method. The project exposes the transitions and gaps between industry and craft, factory and studio, between ceramics and concrete, between the smooth and the coarse, and between surface and rotation.	30

