

RESEARCH THEME

Title of the doctoral research Alternative Materials for product and fashion design

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Abstract

The world of materials and technologies is always in continuous and constant evolution. It is because the materials and processes that are used to transform them have ever been used by humans for their economic and socially productive purposes and therefore the human race has never stopped investigating its possibilities, potential and future solutions.

Today more than ever we are called, both as humans and even more as designers, to find alternative material solutions to respond not only to our own needs and desires but also to the problems that we have created ourselves to our living environment.

The doctoral thesis proposed aims, first of all, to take stock of the situation on the existing materials, updating the traditional classification as much as possible, adding or creating new classes of materials. Once the current panorama has been analysed and reported through cases studies and best practices, it will proceed using the appropriate tools and methods to shape possible and preferable future visions for the development of alternative materials using sustainable and innovative strategies.

The focus will be on traditional, modern, new and futuristic resources, processes and practices that are related to the potential development of alternative material ideas capable of procuring meaningful materials experiences.

In particular, the invitation is to look at the materials obtained from the exploitation of scrap and waste at specific moments in the distinct chain and to consider these new solutions as circular. Furthermore, a novel approach to urban mining with a potential for maximising resource recovery within the anthroposphere for product and fashion applications it will be conceptualised.

Conclusively, with this proposal, which will have both a theoretical and practical approach (research through design), we want to propose a research path that takes into consideration the self-production of materials, their expressive-sensorial reconfiguration thanks to tinkering and experimentation both autonomous that with the collaboration of companies.

The topic of material narrative and storytelling will be an essential aspect. The research path should end with projects aimed at the application of alternative materials capable of creating preferable scenarios.

Keywords DIY-Materials, materials from waste, circular economy