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Sometimes dreams come true, surprising you with the unthinkable when you least expect it. This happened to me with the creation of Space10. One and a half years ago, I received a phone call that changed my life. It was the global CEO of Inter-IKEA Systems (the owner of the IKEA concept and franchise), Torbjörn Lööf. He asked me if I wanted to co-strategise a better IKEA for the future. I was, to say the least, thrilled and honoured by this unexpected and surreal proposal.

We had met only once before, a year prior to that fateful day, when he and his team came to visit us in our old offices here in the meatpacking district. They wanted to hear about how we ran ArtRebels, Trailerpark Festival and Rebel Agency – all companies I founded 9 years ago, fuelled by my passion for creative people and starting movements.

Within two weeks of that initial phone call, my good friend and colleague Simon Caspersen and I were pitching our vision of a new concept innovation strategy for IKEA, based on a wish to make the world a better place. Unreal as it seemed, we managed to leave that first meeting with the promise of a minimum three-year contract to set up and facilitate a new kind of innovation lab. This became Space10.

We geared up for the challenge, headhunting two amazing people – Creative Director Kaave Pour and Chief Innovation Officer Guillaume Charny-Brunet – and basically catapulting into the most thrilling adventure ever. Today we go live after twelve months of intense concept development, spent planning, designing and building the physical as well as digital framework of Space10. In short, Space10’s mission is to investigate the future of urban living by identifying major challenges that will impact people on a global scale, and exploring their possible solutions. The overall goal is to create opportunities that lead to a better and more sustainable way of living. We collaborate with an ever-growing community of visionary designers, artists, technologists, makers and creatives from around the world, and we share what we do with the community.

Our first lab is called the Fresh Living Lab. Together with bright, innovative designers from around the world, we have set out to explore how we can design for a healthier, more sustainable future. The Fresh Living Lab is an exhibition of ideas, prototypes and curated projects that all revolve around how we can make better choices in life.

We hope you will join us, keeping in mind that we are open to input, ideas and potential collaborations.

Enjoy!
What is Space10

Space10 investigates the future of urban living by detecting major challenges set to impact people on a global scale, and explore possible solutions. It gathers experts, thought leaders and bright minds from around the world to ideate, co-create and prototype solutions for the future. All concepts are exhibited to the public at Space10’s venue in the heart of Copenhagen’s meatpacking district, as well as shared online through articles and films.

Space10 is proudly supported by Inter IKEA Systems B.V. owner of the IKEA concept and franchise. It is conceptualised and facilitated by Rebel Agency, a small, independent innovation powerhouse.
WHAT IS SPACE10
DESIGNING SPACE10

A future-living lab and exhibition space in Cph’s meatpacking district

Photos by Alastair Philip Wiper

The up-and-coming Danish design and architecture studio Spacon & X renovated an old worn down fishery in the hip meatpacking district of Copenhagen to create Space10 - IKEA’s brand new external innovation hub. The space is designed to be flexible, multi-functional and activity-based – and to take IKEA hacking to a new level.
DESIGNING SPACE10

When Spacon & X was approached by the Carla Cammilla Hjort (founder and CEO of Space10), the brief was a bit unusual. “We needed to turn a lobster tank and a 1000 m² fridge into a future-living lab” says Carla Cammilla Hjort, “Not only did we need a building that would be an inspiring and forward-thinking place for our employees, freelancers, designers-in-residence and temporary IKEA employees to work, we also needed to create a space that would embrace the future-living lab and exhibition venue – a space where we can bring people together, co-create and explore new concepts, design and build prototypes, test them, and last but not least, present all our ideas and processes to the public. Oh, and everything needed to have an IKEA touch, of course,” says Carla Cammilla Hjort.

Space10 is a 1000 m² building divided into three open floors with no dividing walls. It has amazing panoramic views from floor-to-ceiling windows that face the restaurants, cafés and galleries of the hip and buzzing meatpacking district. It’s a perfectly-suited starting point for a studio like Spacon & X, who is founded on the principles of spatial conversion and cross-functionalism and with a love for hacking, making and personalisation.

“Getting to design Space10 was a dream come true, and the 1000 m² blank canvas gave us a great opportunity to present what we believe to be the future of creative work spaces. All the solutions are based on a few basic – but to us, crucial – principles for a successful work space: activity, multiple settings, mobility, co-creation, simple materials, playful solutions, personalisation and fresh clean air,” says Nikoline Dyrep, co-founder and architect at Spacon & X.

The result may be one of the coolest IKEA-hacked office spaces around. Space10 is just about to unfold in the same way as many of Spacon & X’s designs do: with playful, innovative purpose.

An open ‘peace of mind’ office space

The office space is designed to create a calm and meditative mood that invites people to change working positions throughout the day. The flow table is designed for both sitting and standing positions, and the tree house is built under its own skylight to make use of the natural light of the space to create a Zen-like space for meetings, napping or just working in a lotus position. Nikoline explains, “An open office space can be a stressful environment for some people to work in, so we wanted to use a soft colour palette and earthy materials to create a more peaceful environment. The skylight gave us a golden opportunity to build a Zen-inspired getaway in the middle of the office.”

IKEA hacks and beyond...

Since Space10 is all about exploring how to design and conceptualise IKEA in new ways, the idea of hacking and customising IKEA furniture seemed only natural. Designer Svend Jacobsen Pedersen from Spacon & X explains, “We love how IKEA furniture leaves so much room for hacking. The affordability of the products makes it possible to take risks, and the simple and playful designs of IKEA leave a lot of room for interpretation. We love the process of playing off something, designing around existing forms and predefined materials. Often this leads us to come up with ideas and inventions we might not have imagined otherwise.” The result is an amazing line of IKEA hacks combined with original designs by Spacon & X. Here are some of our favourites...

We needed to turn a lobster tank and 1000 sqm fridge into a future-living lab.

Carla Cammilla Hjort
CEO & Founder of Space10
THE EAT, MEET, READ ZONE

The eat, meet and read area is a place where co-workers can enjoy lunch, get lost in a book, or have meetings or dinners with up to 16 people. The space is defined by dividing walls created from the classic IKEA Vilsö shelving system, combined here with wood and polycarbonate to create a warm and cosy feel. To turn the open space into a closed meeting room, you just slide the wall over and close the doors of the greenhouse. As an extension of the eat, meet, read zone, you will find the fun Amarpillar hack, a colourful corner for working in a homier setting, as well as a full industrial kitchen ready to cook up some serious no-meat-balls.
Rollerboy by Spacon & X is a small mobile air filtering station designed to integrate three specific plants. In combination, these plants act as a natural filtering system, converting carbon dioxide into oxygen, removing toxins and organic compounds, and generally freshening the ambient air.
GROWING FRESH AIR

“We had a lot of fun merging plants and IKEA hacks,” says Malene Hviidt, architect at Spacon & X. “Creating a workspace that welcomes nature while providing fresh air for the people working and visiting Space10 was part of the brief we received from Rebel Agency. So we came up with the greenhouse, the pole planting landscape, window greenery and the rollerboy, which is hacked from the classic IKEA Frösta stool, perhaps one of the most cherished IKEA items for hackers.”
SETTING THE STAGE

On the ground floor, every piece of furniture is designed to be flexible and changeable. The space needs to accommodate many different layouts, depending on the program. “Each lab at Space10 unfolds through a series of talks, workshops, pitch nights, design residencies, exhibitions, collaborative projects, and many other formats,” says Carla Cammilla Hjort. “We needed a space that could cater to many different needs.” Spacon & X decided to design a simple, multifunctional room and to ensure that everything could fit in the elevator that leads to a storage space in the basement.
The visual identity of Space10 was developed by the talented Nicolas Fuhr, a Copenhagen-based graphic designer with a passion for simplicity, boldness, grids and dynamic structures. Nicolas quickly tuned into the concept of Space10 and designed a logo that was not only symbolically strong, but also playful and fluid.

We love the reference to the open box and to the idea of space being both physical and metaphysical. Space10 is about curiosity, exploration, discovery and going beyond the logical boundaries of the mind. We think Nicolas did a great job capturing the spirit and vibe of Space10 in this visual identity.
DESIGNING SPACE10

Reference til interiør, møbler, lokation, navnet space, open space!
OUR DIGITAL SPACE

is welcoming curious souls from every discipline and culture who seek a deeper understanding of the work of Space10 (and maybe even a wish to engage). We will share our ideas and the process behind through engaging content to inspire internal and external partners. We see the digital space as an interface towards the community and a place that enables us to inspire, co-create and involve the community.
Your kitchen table could charge your phone with free power

What if your kitchen table could charge your phone with free, clean energy? A new charge pad connects your table to a solar panel, inspired by the Scandinavian fairy tales of a forest elf making tea on a table that also supplied power to his home.

Reconnecting with nature every morning

What if your bathroom was a big, beautiful piece of art? A new shower head can turn any space into a natural paradise, connecting you to the world outside.

Art that motivates people to change

What if art was not just for the museum? A new installation turns everyday objects into works of art, inspiring people to think differently about the world around them.

You need help to open your windows

What if your windows could open themselves? A new technology uses a combination of sensors and actuators to automatically adjust the size and angle of your windows.

What if your shower could help you use less water?

What if your shower could save water? A new technology uses a combination of sensors and actuators to automatically adjust the flow of water, saving you money and the planet.

#freshlivinglab

The new era of smart living is now. The next generation of home technology is here. Explore the future of living with us.
Space10 wanted to put a new spin on IKEA hacking, and challenged the progressive artist and designer Maaike Fransen to create interior design for Space10 using only repurposed IKEA products. Maaike raided IKEA and created two fantastically odd and humorous IKEA hacks. One creation was a bubbly white hangout space resembling a snowy landscape, and the other was a mobile workstation for lazy people.

Extreme IKEA hacks

IKEA Hacking is what happens when people repurpose or make modifications to IKEA products. The goal can either be to put the product to a different use than originally intended, or simply to add a personal touch to IKEA furniture for aesthetic reasons. The trend started in 2006, when people started posting pictures of their IKEA hacks online. This led to the creation of a worldwide community of IKEA hack aficionados who come together online to share their own hacks and be inspired by others. IKEA hacking is an ingenious way for people to be creative while customising and personalising their furniture.

Maaike Fransen was invited by the folks at Spacon & X, the designers of Space10. They had gotten to know Maaike during her time with the Danish designer Henrik Vibskov.

“We love Maaike’s work. She often uses existing objects as a starting point for her art and design installations, so it was a great opportunity to bring her in to transform IKEA products into something unusual and spectacular,” says Svend Jacob Pedersen from Spacon & X.

The Cloud

The Cloud is made of 12 transparent inflatable IKEA balls, sold as children’s toys.

“I bought as many as I could find in IKEA Amsterdam, blew them all up and filled a whole room. It looked cool, but was not really appealing to lay down on, because of the rubber feeling,” she explained.

But when she stretched a white IKEA blanket over the balls, she imagined a soft, bubbly Himalayan landscape. “I knew that I was nearly there,” she says.

Her final challenge was figuring out how to attach the balls. After several attempts, she made a net
Maaike created two IKEA hacks. One was the “The Cloud”, which Maaike likens to a soft white Himalayan ice landscape – a hangout you can jump into.

Maaike Fransen’s other hack was a mobile workstation/chill-out cart. Once again, all the different parts were constructed with elements Maaike found at IKEA.

“I actually had to steal the carts from IKEA. They are all over the place, but are not for sale at the moment. But I saw them and I had to hack them, it was an impulsive act!” she laughs.

The carts are designed to combine solo work with relaxation and the ability to move around the room. Each cart has a light attached, itself a hack made by combining an IKEA mirror, wooden table-ring, plastic storage bowl and a little touch-light. You just have to hit it hard.

The dark pink and red pillow-rolls in the carts are made by sewing together eight IKEA towels and filling the last one with an IKEA pillow.

The green and gray tables are made of two IKEA Lack tables joined together with an IKEA shelf.

ABOUT THE ARTIST

Maaike Fransen

Maaike Fransen studied at the Design Academy in Eindhoven. Soon after graduating cum laude with a movie about childhood memories and a collection of nomadic accessories, she started working as a freelance designer on different projects in Europe. She is currently working on her Masters at the Sandberg Institute.

“I like to work in different disciplines, but behind every creation there is some sort of storytelling and imagination as a base, which is what I think is most important to and characteristic of my work. I have a weird mind. I’m also often a bit surprised at what comes out of it. Humour is very important, but I can’t force it, unfortunately, it’s not in every work, but I’m glad when it happens. There is not much that is better than making another person smile,” says Maaike.
Space10 set out to explore how design can be used to create a healthier, more sustainable future by enlisting the help of bright, innovative designers from around the world. The Fresh Living Lab is an exhibition of ideas, prototypes and curated projects that all revolve around the subject of a healthier and more sustainable living. We hope you will feel inspired and get on board by sharing your thoughts and ideas on how we can lead better lives in the future.
In today’s fast-paced society, listening to our bodies is something we neglect more and more. If we become sick, we let experts “fix” us, rarely taking into consideration how we could have prevented illness in the first place. We at Space10 think it’s about time we started thinking about and designing for how we can make body awareness an integrated part of our lives, in order to prevent diseases that affect both individuals and whole societies. We need to reconnect with the most natural and powerful part of being human – our bodies – and also learn to take responsibility for our own wellbeing.

Mindfulness and other body awareness techniques are practices that can teach us how to listen to our bodies’ signals again and thereby understand how to become drivers of our own health and wellbeing. The Fresh Living Lab is about exploring both the inner and the outer drivers of a healthy and sustainable everyday life, keeping in mind that the sum of our individual life choices becomes the sum of our global condition.
The process of food production is not always transparent for consumers. Over the last twenty years, modern cooking has seen the introduction of highly complex preparation processes. As a consequence, the consumer has become a spectator rather than a participant. “With the SPACE BAR, we invite people into the process of producing food and making choices about which herbs, spices and toppings to add. You basically customise and press a snack bar with your own favourite flavours,” says food designer Bo Lindegaard.

The SPACE BAR concept is a collaboration between Space10 and IKEA Foods. “It was an obvious choice to work with Bo Lindegaard and his firm I’m a KOM-BO when exploring how IKEA could serve customers healthier snacks in the future. Bo is a great food designer and concept developer, and we really love the social aspect of his solutions,” says Carla Camilla Hjort, CEO & Founder of Space10. She adds, “The beta version of Spacebar will be presented at the opening of Space10. If people like the concept and the taste, we will look into how we can implement a raw bar concept in IKEA stores.”

THE SPACE BAR PROJECT

Restoring simplicity and the social space in food production

Photos by Kasper Kristoffersen
Words by Katrine Pedersen

Nutrition Facts

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Vitamin A 0% Vitamin C 1% Calcium 4% Iron 12%

Nutrition Grade A
* Based on a 2000 calorie diet
I’m a KOMBO

Bo Lindegaard and Lasse Askov met in culinary school, where they admit they initially hated each other. They now work on various projects under the banner of I’m a KOMBO. The kitchen is the heart of their world – where they peel, scrub, cut, fry and roast to construct the substance of a meal. The serving of a meal is the realisation of hard, ambitious work and defines why they do what they do. Combining skills and imagination, I’m a KOMBO constructs a dreamy landscape in the space that appears when reality and expectations clash in a continuous process of becoming.

RECIPE

90g dehydrated beetroots
90g dehydrated tomatoes
450g sunflower seeds
15g white wine vinegar
180g lentils
120g ryekernels
210g linseeds
30g inactive yeast
15g salt

Recipe (total weight) = 1200g
Weight per SPACEBAR = 50g
Recipe generates 24 SPACEBARS
Aspirational Objects

The rapid increase in urbanisation seen around the world in recent decades is only the start of what promises to be a steepening growth curve. Our current urban environments magnify certain long-standing threats to our health and have introduced some entirely new ones. Space10 set out to investigate how everyday objects can improve health and wellbeing in cities as well as reduce our impact on the planet. To tackle this question, a project was carried out in collaboration with 12 young talents from the Copenhagen Institute of Interactive Design (CIID) and IKEA. The result: 6 prototypes that inspire a healthier and more sustainable way of living.

Everyday objects like tables and chairs are our silent companions, but what if they weren’t just passive fixtures and instead could empower, inspire and assist us in developing healthier habits and reducing our impact on the planet?

This was the starting point for the project we named ‘Aspirational Objects’. 12 talents from the Copenhagen Institute of Interactive Design were paired off and tasked with exploring how everyday objects can help us lead healthier and more sustainable lives in urban areas. The 6 teams then had 14 days to develop an idea and build it as a physical working prototype that addresses newly emerging health hazards in cities.

Health & City Life
Global health has seen tremendous positive developments in recent years. People all over the world live longer and enjoy better life quality than ever before. Despite this undoubtable progress, city dwellers face major challenges that threaten their health in new ways.

While conditions in different cities vary according to the local context, urban residents face certain common health challenges. These are mostly connected to our lifestyles as well as our exposure to increasingly stressful and polluted environments.

Cities tend to promote unhealthy lifestyles that can cause obesity and lead to the rise of conditions such as heart disease, certain types of cancer, and diabetes. Furthermore urban people are especially vulnerable to the consequences of climate change, whether expressed as heat waves, water scarcity, rising sea levels in coastal areas, or increasing levels of air pollution, which alone causes 1.2 million premature deaths each year in urban areas according to the World Health Organization (WHO).

THE 6 IDEAS

The ambition behind ‘Aspirational Objects’ was to create a vehicle for project-driven speculation and iterative innovation on how to improve health and wellbeing in urban settings through everyday objects. The six teams from CIID approached the challenge from fundamentally different angles, but all managed to answer their brief with original and imaginative prototypes aimed at bringing us closer to the lives we aspire to lead.

CREATORS OF ÖRON

Karan C. Mudgal
United States
Karan Chaitanya Mudgal earned a bachelor’s degree in industrial design from the Rhode Island School of Design and most worked most recently as an interaction designer at Philips Design Healthcare.

Hao Yu Li
China
Hao Yu Li studied computer science at Beijing University of Post and Telecommunications, before spending a year at Umeå Institute of Design in Sweden to study industrial design.

2 minutes of exposure to nature is stress relieving (as measured by muscle tension, blood pressure and brain activity)
Our lives might be a little better if our alarm clocks helped us start our day with a small dose of nature and a breath of fresh air. The idea behind Öron was to try to do just that. They wanted to address city dwellers’ general lack of connection with nature, which is so crucial to maintaining our psychological and physical health.
HEAT HARVEST

Turn wasted heat from around your house back into electricity. That’s the simple yet clever idea behind Heat Harvest that Sergey Komardenkov and Vihanga Gore developed during a two-week workshop. Heat Harvest is a device that can either stand alone or be integrated into household items, such as tables, to capture wasted heat from our everyday objects and turn it into free, green electricity that can be reused at home.

Your kitchen table could charge your phone with free power

We don’t think much about the excess heat our homes produce, even though there is so much of it. Everything from our cookware and tea pots to computers and game consoles can get very hot to the touch, but we just let the heat dissipate into the air. This is a terrible waste, because the heat is actually energy that can be reused in our homes, bringing down our energy bills along with our impact on the planet.

Heat Harvest uses thermoelectricity to capture wasted heat and convert it into electricity. It exploits basic physics, putting to use the fact that temperature differences between two surfaces can generate electricity. Recent developments in nanotechnology have also made the conversion of heat to electricity more efficient than ever.

“We imagine two possible products that use the technology,” says Vihanga. “The first is table tops that extract heat from hot objects that are placed on top of them. These could be anything from a pot of soup to a frying pan straight from the kitchen stove. The second product is heat harvesting pads that you could place beneath TV set top boxes or heat-emitting power adapters anywhere in the home.”

Wireless charging devices are already on the market, meaning that it is now possible to feed wasted heat back into the household’s electricity network and charge the very devices that generated the waste in the first place. It’s an efficient and sustainable solution to our wasteful modern society.

“Of course we should also try and make smarter home appliances that use less energy when we are not using them”, says Sergey. “But they would still generate heat that we can turn into electricity and reuse.”

In theory a resting male can put out between 100 and 120 watts of energy, in theory enough to power many of the electronics you use, such as your cellphone (about 1 watt) and your laptop (45 watts)
CLOUD BURST

Cloud Burst
Cloud Burst is a smart faucet that gently reminds users when they have used more water in the shower than they intended. The idea was developed by Shruti KNR and Chelsey Wickmark from the Copenhagen Institute of Interaction Design (CIID). The duo looked into how a faucet could help us use less water in the shower, without interrupting people’s special “me” time. You can choose between a “short”, “eco” or “high” length shower. Sensors then monitor the water flow. Instead of cutting off the flow when the allocated amount is used, the faucet instead starts to glow – a subtle reminder to the user that their time is up.

CREATORS OF CLOUD BURST

Chelsey Wickmark
United States

Chelsey Wickmark holds an MSc in Philosophy and Public Policy from the London School of Economics and has worked for a number of United Nations agencies including UNDP, UNICEF, UNESCO and the UN Office for South-South Cooperation on projects promoting the creative economy, human rights and gender equality.

Shruti KNR
India

Shruti KNR graduated with a degree in Product Design from the National Institute of Design, India. With experience ranging from consumer electronics to bicycles and energy management systems, her work and travels around the world have given her a wide perspective on culture and attitudes.

Taking an average 8 minute shower uses about the same amount of energy as burning a 60-watt bulb for 24 hours.
The smart chair that wants to save your life

Sitting for more than 6 hours a day increases risk of death by up to 40 percent, which can be compared to the effect of smoking a pack of cigarettes. Armed with this knowledge, Liliana Lambriev and Melina Pyykkönen from the Copenhagen Institute of Interaction Design (CIID) set out to create a chair that encourages people to move more.

Liliana Lambriev and Melina Pyykkönen from the Copenhagen Institute of Interaction Design participated in a two-week workshop in collaboration with Space10 and IKEA exploring how technology and design can help us lead healthier lives in urban areas. They came up with the idea that our everyday objects could encourage us to move more.

Liliana Lambriev and Maria developed Clūnēs - a smart chair that discourages sedentary lifestyles in a simple yet effective way; it is impossible to sit on if you have already been sitting for longer than is healthy that day. How does it know? The user’s movements are tracked through their mobile phone or wearables and transmitted continually to the chair.

If you get home and the seat is raised, the chair seems to be saying, “You need to move a little more”. Of course placing the seat back in its normal position can easily be done, but doing so requires you to make the deliberate decision to stay seated despite not having been active enough that day.

“A chair is a traditional part of life and has become an extension of our bodies – invisible and taken for granted,” says Liliana Lambriev. “It’s perceived as a journey starter at home and arrival point after work at the end of the day. We wondered if a chair could have different modes of action and could be reintroduced as an element of your daily life that motivates you to be more active.”

Sitting more than 6 hrs a day is said to be as bad as smoking a pack of cigarettes everyday
Data tracking tends to be expressed through numbers and graphs, which can be hard to relate to. While people are not necessarily motivated by numbers in the long run, art can move us to think and act differently. For this reason, Victoria Hammel and Gunes Kantaroglu from the Copenhagen Institute of Interaction Design (CIID) developed smART, an interactive art piece that presents our energy use at home in a new way and creates a more captive audience than graphs or charts would.

It’s never been more important to keep track of the amount of resources that we use. 40 percent of CO2 emissions come from heating, cooling and powering buildings, meaning that we all have a role to play in tackling climate change. But while consumers are starting to wake up to the need to live more sustainably, keeping track of our resource use at home is difficult. We have the data; the real problem, however, is how we can harness it to make people modify their behaviour.

Victoria Hammel and Gunes Kantaroglu set out to find a way to motivate people to use less heat and water at home. After interviewing homeowners and smart home experts, they decided that data about a home’s resource consumption needed to become more meaningful and intuitive.

“We envision that the home will be a place where people try to be less wasteful as the world’s natural resources become more strained. So we need solutions for presenting big data in an understandable way that is neither intrusive, nor creates cognitive overload,” says Hammel.

Their resulting product is smART, an artwork that changes according to the user’s use of water and heat. If the user doesn’t hit targets for keeping down their resource use, the colours drain from the artwork.

“The current apps that are available for tracking our energy consumption tend to be number and graph based,” Hammel explains. “This gives a really complex overview that is hard to interpret and relate to. People are not necessarily motivated by numbers in the long-term.” Kantaroglu adds: “We are much more likely to be motivated by something that moves and changes because we ascribe life to it – you want to take care of it, like a plant or a pet.”

smART is a very different type of interface to those ordinarily found in modern homes. In the prototype created for it, the front layer is a beautiful abstract pattern that is interchangeable, and can be created by different designers to suit different tastes. The front layer partially obscures the colourful layer behind it. Heat and water use are represented in this back layer as red and blue, which can easily be decoded by all members of the family. Together they form a dynamic artwork that can also serve as a conversation starter when guests visit.

40 percent of CO2 emissions come from heating, cooling and powering buildings.
88% of the world's urban population are breathing "unsafe" air.
Vayū helps keep our indoor air fresh and healthy to breathe. Modular devices are attached to windows throughout the home, and automatically open and close windows to regulate airflow. Using sensors measuring indoor and outdoor air quality, Vayū lets in fresh outdoor air when the quality of indoor air is poor, and keeps the windows closed when outdoor pollution levels are too high.

The Copenhagen Institute of Interaction Design (CIID) is an international hub for creative minds. Their integrated structure creates a unique environment that encompasses world-renowned education, a cutting edge research group and an award-winning consultancy. They create impact through the design of innovative products, services and environments.

CREATORS OF VAYŪ

Manu Dixit
India

Manu Dixit studied computer engineering before working as a UX designer and usability specialist at Human Factors International. He is particularly interested in projects that engage populations existing outside mainstream digital culture.

Akshay Verma
India

Akshay Verma studied film and video communication at the National Institute of Design in Ahmedabad India. He is interested in interactive storytelling and finds interaction design uniquely liberating as it blurs the boundaries between disciplines.
We are surrounded by a plethora of new technologies: biosensors worn on the body, interactive clothes, and wearable computers, such as mobile phones equipped with accelerometers. A whole world of possibilities for gestural, physical, and body-based interaction is opening up. But despite all the work that has been done on designing for embodiment, the actual corporeal, pulsating, lived, felt body has been notably absent from both the theory and practice of design. Most design work has taken a rather instrumental view of interaction: our bodies are there to be trimmed, perfected, and kept free from illness and bad influences. As part of the Fresh Living Lab, we have explored the theme of body awareness together with IKEA’s Home Lab, Mobile Life Centre Stockholm, Boris Design Studio, and – last but not least – twelve designers from around the world who joined us for a three-day Body Awareness Makerthon at Space10.
Temperature changes (heat) during a body scan instruction helps you keep focused and aims to create enjoyment in a bodily exploration.

**Design Concept: Interaction Scenario**

**FEEL**
Heat stimuli from heat pads helps you to direct your attention on different body parts in a non-intrusive and pleasant way.

**HEAR**
Audio track with an instructor guide you through your focus.

**SEE**
Abstract 3D pattern guides the positioning of the body on the mat & keeps electronics in place.

**SOFTWARE/HARDWARE**
A set of heat pads controlled by an Arduino microcontroller are programmed to follow an audio script, providing heat stimuli to different body parts.

**THE MOBILE LIFE CENTRE**

The Mobile Life Centre’s research is based on design-led exploration of novel technology. We envision an enjoyment society, where happiness, pleasure and playfulness are key factors. The research is interdisciplinary, involving researchers from computer science, interaction design, sociology, and psychology, but also from game design, art, dance, and fashion.

**Q&A**

Innovation Leader at Future Homes IKEA

Eva-Carin Banka-Johnson

How did you start working with Mobile Life around the soma project?

They were doing research on bodily awareness, and we were working on an idea about developing a home from the inside – starting with our inner needs and then creating a home around it. These days, we almost always start with the outer borders and then fill the home with rooms and functions. We were curious to see if their research could help us understand our needs. We also saw an opportunity to design something that could support relaxation, which we know is something many people need and long for.

What was the approach?

We wanted to explore how we could design with a somaesthetic approach to support meditative bodily introspection. We use light and heat as modalities to subtly guide participants to turn their gaze inward to their own bodies. People who try our prototypes report feelings of relaxation, softer movements, and an increased awareness of their own breathing.

**The Soma project**

by Johanna Mercurio, Anna Ståhl, Anna Karlsson, Martin Jonsson, Simon Asplund & Kristina Höök from Mobile Life Center

In the Soma Project, we searched for an alternative design stance that would not distract us from our own experiences, but instead deepen our understanding of and engagement with ourselves.

By adopting a somaesthetic design stance, we challenged participants to deepen the experience of their own felt bodily sensations and movements instead of relying on external sensory interactions.

With the Soma Mat, we wanted to support participants’ ability to direct their attention to bodily sensations by providing heat feedback to different parts of the body as they follow the instructions of a guided Feldenkrais lesson (a somatic educational system designed by Moshé Feldenkrais). The guided session takes participants on a journey of body exploration. For instance, when you hear a question like, “How is your body touching the floor right now—your heel, your right heel? Left heel? Is there any difference in how they contact the floor?” the mat heats up underneath your right heel and then your left heel. The warmth comes on slowly and leaves slowly. We had to work hard to make the heat subtle enough to not distract, but strong enough to be perceptible. When we found the right tempo, heat intensity, and interaction with the vocal instructions, the experience became intensely pleasurable.

We are now in the third prototype phase and have started to implement changes based on the feedback we received from our first iterations. We are really excited to exhibit it at Space10 and to receive more feedback from people.

**Q&A**

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Imagine a future with thoughtful furniture, a mindful office: a place that stays in motion to remind you to stay in touch with your inner self. A balloon that absorbs stress, or a mobile sanctuary. At the Body Awareness Makerthon at Space10, a group of artists, designers and technology experts from around the world met to provoke change with new insights and independent ideas for creating body awareness.

Body Awareness Makerthon

In October 2015, a group of twelve international talents from different fields such as art, interaction design, spirituality and technology met in Copenhagen for a three-day Body Awareness Makerthon. “Diversity is fantastic, especially when you are working with such a human and sensitive subject,” says one of the participants, Reykjavík designer Unnur Valdis Kristjánssdot- tir. The purpose of the Makerthon – facilitated by Space10 and IKEA’s Home Lab – was to explore future urban scenarios and to co-create design for enhanced body awareness in order to improve mental, emotional and physical health. The participants worked together in four groups, fusing concepts like movement and technology, spirituality and communication, art and automation, while co-creating both new concepts to facilitate increased body awareness, and new ideas to live healthier lives in cities.

Rapid urbanisation and city lifestyles are having significant effects on human health. As we crowd together in cities, health problems caused by urbanisation are reducing the quality of life and wellbeing of urban residents and communities. And right now, mindfulness tendencies are sweeping the Western World – they’re everywhere – perhaps because we’ve reached the limit of our human capacity to accelerate. According to Carl Honoré, author of the book In Praise of Slowness, we live in a road-runner society, where being fast is good and being busy is even better. We are swathed in the belief that to do things better, we must accelerate our pace. “Once we used to write, now we speed-write; we used to walk, now we speed-walk; we used to date, now we speed-date, even speed-yoga. Every day has been turned into a race to the finish line – a finish line that we never reach,” he says. Due to urbanisation and digitisation, we are constantly in a fast-forward mode. In order to meet the challenges posed by people’s lifestyles and exposure to increasingly stressful ways of life, there is an increasing need to explore new design solutions within our everyday routines.
Four independent ideas for creating body awareness

Take an exclusive look behind the scenes at the Makerthon: the insights, ideas and co-created concepts for enhanced body awareness…

IN-MOTION OFFICE

**Theme:** Active workspaces  
**Challenge:** How might we help people to be more active in their workspaces?

"Nowadays, most office work is purely digital, and our physical presence is virtually unnecessary. With our project we wanted to use the office space in a more active way, creating a different relationship to our desktop and to the people around us," says product designer Rui Pereira.

He developed the “InMotion Office” in co-operation with designer Svend Jacob Pedersen and interaction artist Young Eun Kim. As human beings, we are naturally wired to react and adapt to a changing environment. However, we often get stuck in bad habits and tend to spend our days in static environments. Our tactile senses are no longer naturally stimulated. As a response to this development, the team examined how enhanced tactility and multiple work positions can reconnect us to our natural body awareness. Pereira, Eun Kim and Pedersen came up with a desktop for a body in motion, composed of different materials associated with different functions.

1. First ideation phase was about finding words the participants associated with Urban living.  
2. Svend Jacob Pedersen & Rui Pereira working on the first prototype of the in-motion office.  
3. Active workspace sketches.  
4. Young Eun Kim exploring different materials.
PUNCHY – A FRIEND THROUGH BETTER OR FOR WORSE

Theme: Body Aware Kids
Challenge: How might we help create healthy habits for kids?

“Stress and mental illness have become so prevalent in our modern lives, and they are clearly preventing many of us from living our lives fully. Unfortunately, there are no magical solutions, no pills that fix it,” designer Unnur Valdís Kristjánssdóttir states. She, together with creative communications specialist Andreas Kvist and artist Nan Sofie Brøgger, wanted to look at family rituals like meals, bedtime, etc., as crucial breaks from our fast-forward way of living – moments and routines for both parents and children to slow down. The group co-created three design ideas for families to learn to express and cope with the stress generated by our modern lifestyles. The first, “Punchy”, releases tension by embracing feelings often considered a threat to efficiency: frustration, anger and so on. The second idea is a cave blanket – a private sanctuary for when you need to escape from the pressure of busyness. The last design idea is very simple: a candle equipped with a timer that stays lit for 30 minutes to encourage families to take time to enjoy food, a conversation or a quiet and relaxing break together. “The idea is to create a habit in which the family commits to togetherness and being present,” Kristjánsson concludes.

0 Nan Sofie Brøgger and Unnur Valdís sharing ideas.
0 Work in progress
0 The making of the cave blanket.
0 Sketches of Punchy.
A BETTER USER EXPERIENCE OF THE BODY

Theme: Mindfulness
Challenge: How might we make mindfulness a part of people’s everyday lives?

This concept explores how to increase the feeling of being present without creating annoyance or disturbance – an environment where it is easier to stay mindful and aware of one’s body and surroundings, an environment that is fluid and changing. “The key idea was to imagine our built environment behaving like the natural one – in constant flux – and how that could apply to people’s everyday lives,” says Tommaso Lanza, half of the award-winning design team ‘The Workers’. The duo is known especially for their After Dark project, which involved robots roaming the galleries of the Tate Britain at night. His partner Ross Cairns adds, “With this project, we were playing with the idea of how the mind and the body can be present together more often.” Along with movement specialist and choreographer Adam Rae, they came up with an open-ended illustration in the form of three sets of physical mock-ups to represent various ‘agents’ – manufactured stimuli from a constantly-changing designed environment. The team considered how agents can cultivate awareness without creating a dependency on them. “If our desks were able to imperceptibly self-adjust their height over the course of a day or a week, eventually we would take notice and adapt our posture or the seat, and be required to stand or grab a stool,” Rae states. By surrendering a little control over the fixed environment, we may find that we are more adaptable and responsive to it, and enjoy a more continuous awareness of being alive through the gentle stimulation of the senses.

The key idea was to imagine our built environment behaving like the natural one – in constant flux – and how that could apply to people’s everyday lives

- Tommaso Lanza one half of ‘The Workers’
DISRUPTING TRADITIONAL FOOD PRESERVATION

Theme: Food
Challenge: How might we encourage people to eat healthier?

People are more likely to eat whatever is visible in their kitchens. “So if you have candy and fatty chips visible on the counter of your kitchen versus fresh fruit in your fridge hidden away, you are more likely to consume the former. And vice versa,” states Doruk Gurel from Stanford University. Gurel, together with fellow Stanford graduate student Dickson Chow – known for inventing an oxygen backpack – and food designer Jacopo Sarzi, came up with an idea for an individually-powered fridge and oven hybrid. “We saw it as evolving the kitchen space into a landscape scenario, and changing the known monolithic elements that we use now as fridges for something less stylised and more related to our contemporary way of consuming food. Hopefully, by enhancing the efficiency of storage systems, we can reduce food waste and encourage a better and healthier consumption of food too,” says Sarzi.
Prototype of Punchy - a friend through better and worse, in the making.
THE CREATIVE MINDS

behind the body awareness makerthon

ADAM RAE (UK)

Adam works and performs as a movement specialist and Choreographer, having studied various dance styles, martial arts & acrobatics, & has travelled & toured the world as a dancer/martial artist/stunt performer, performing in West End, Opera, TV, Commercials, Film (Marvel, Warner Bros, etc) and the London 2012 Olympic Opening Ceremony. Parallel to his physical training, he has always had an interest in mindfulness and meditation. He has studied many modalities of healing including Reiki, Qigong, Tai Chi, E.F.T (Emotional Freedom Technique) and more alternative methods such as Theta Healing and Matrix Re-imprinting.

www.ic-movement.com

NAN SOFIE BRØGGER / REFFELTBRØGGER (DK)

ReffeltBrøgger is an imaginative spatial studio working within the field of art, architecture and design. The primary focus is to make environments and spatial experiences that inspire and involve people in order to encourage imagination and reflection. The Copenhagen based studio consists of Fie Reffelt and Nan Sofie Brøgger. Both hold an MIA in spatial design from The Royal Danish Academy of Fine Arts, School of Design.

www.RbStudio.dk
ROSS CAIRNS & TOMMASO LANZA /
THE WORKERS (UK)

The Workers strive to query and subvert current technology to create delightful and surprising products and experiences. They design and produce projects across many media, from native and web-based applications to physical installations and live events for clients such as Tate Modern, Tate Britain, Visual Editions, Nike, University College London, Sainsbury’s Centre for Visual Arts, The Space, Lisson Gallery, and many others.

www.theworkers.net

UNNUR VALDÍS (IS)

Unnur Valdís is a Product designer from Iceland. She is driven by passion for nourishing experiences and curiosity for all human aspects. Inspired by elements of nature, fantasy and emotions. She is the founder of Reykjavik based Design Studio Leynivopnid and head of design at Float, water wellness concept.

www.leynivopnid.is  www.float.is

YOUNG EUN KIM (KOREA)

Young Eun Kim is an interaction artist and a producer of an art collective ADHD with experience working as a graphic designer at exhibition design company. Her interest in human behaviour and emotion relation to objects and architectural spaces is expressed in her work through various kinds of media. Young earned her Bachelor of Art in Art and Design from Seoul National University, Korea, BA in Interaction and Moving Images from London College of Communication (UAL) and PG Dip in Spatial Performance and Design in Architectural Association School of Architecture.

www.youngntherestless.wordpress.com
RUI PEREIRA (PT)

Rui Pereira is a product designer born in Portugal. His research focuses on finding new perspectives and experiences by proposing new product typologies that create an immediate connection with the user and simultaneously raise awareness on relevant contemporary issues. In his projects, Rui explores the potentials of the materials and manufacture and makes use of a sharp language to ultimately deliver clear pertinent objects.

www.rui-pereira.com

DICKSON CHOW (US)

Dickson Chow is a designer with an unwavering love for art, design and exploration. His roots stem from broadcast design, motion graphics, film and animation. He is currently a student in the Graduate Design Program at Stanford University, honing his design philosophy that encompasses human-centered design and create works that transverse multiple disciplines and across different mediums. His current research is on the future of lighting and the future of food.

www.dicksonchow.com

SVEND JACOB / SPACON&X (DK)

Spacon & X is a Copenhagen based design, architecture and innovation studio, started in 2014 by Svend Jacob Pedersen and Nikoline Syrup Carlsen. Their mission is to develop smarter and better ways of living and working in a sustainable way in an urban context where shortage of space is a key issue. Spacon & X is a short for Spatial Conversion & Cross-functionalism.

www.spaconandx.com
DORUK GUREL (TR)

Doruk was born in Istanbul, where different cultures, backgrounds, and continents mingle. Falling in love with design at an early stage of life, he considered culinary arts, architecture, and chose the mechanical engineering path. After college, he explored product design at several industrial design firms, designed solar systems, sold military jet parts, cooked for, and later managed a San Francisco restaurant, and worked as a paralegal on asylum cases before ultimately pursuing a masters in the Stanford Graduate Design Program.

ANDREAS KVIST (DK)

Andreas Kvist studied creative communication at the Danish Media & Journalism, and has worked as AD assistant at an advertising and marketing agency in Copenhagen. Before that Andreas studied multimedia arts at Aarhus business academy.

JACOPO SARZI (IT)

Jacopo Sarzi is a London based Multidisciplinary Designer. Sarzi is continuously researching ‘hands-on techniques’ and materials which relate with everyday food consumption. Using digestion as a process and food as a tool, he designs systems aiming to encourage virtuous improvement in society and people’s everyday life. Since he started working within the food domain in 2009, Jacopo Sarzi has performed, traveled, taught, and carried out research in various cities and institutions.

www.jacoposarzi.com
Technology will save us
Technology Will Save Us is a DIY kit company on a mission to address society’s “flawed” relationship with technology. Created in East London in 2012 by the wife and husband team of Bethany Koby and Daniel Hirschmann, this start-up is on a roll. Their goal is to enable young people to learn about and make things with technology.

TWSU started by holding workshops to improve digital literacy, and soon developed the DIY gadgets kits to bring their concept to scale. They are backed by famous investors (including Digital Makers Fund and Google Rise), and became instrumental in a massive project instigated by BBC and a few technology giants. BBC Micro:Bit is a tech tool, like a Swiss Army knife, that can be applied to almost any problem or project you can imagine. It will be distributed to 1 million young people in schools across the UK, giving a whole generation a head start in learning to programme code. And that may be transformational!

We’re very excited to get to know more about TWSU and to host the Thirsty Plant workshop at Space10. We took the opportunity to ask a few questions of its co-founder, Daniel Hirschmann.

**Q&A**

Creative technologist
Daniel Hirschmann

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**SO WHAT IS TECHNOLOGY WILL SAVE US?**

**DH:** It is a business with a purpose, where we want to help young people become creative with technology, and where the making process is very much part of the learning process. It’s about introducing technology in a different way, so it becomes appealing to them and feels like the kind of things they might have in their everyday life.

**WHAT’S IN THOSE DIY GADGET KITS?**

**DH:** Each product is actually a vehicle for learning something. Let’s take the Thirsty Plant example. The idea is to help you create something useful. The kit contains everything you need to craft your own plant thirst detector by actually casting it out of plaster of Paris and nails, and twisting wires together to make a circuit. Instructions are all online and come in various formats, including a series of YouTube videos. Ultimately, what you end up with is something that will help you keep your plants alive at home!

**WHO ARE THEY FOR?**

**DH:** Really, our focus is on 4 to 12-year old kids. We have different kits for different age groups. But the age range is actually 4 to 104, because we have to have a learning agenda that supports the parents. We want them to learn at the same time, so they can help the kids connect with the technology!

**DO YOU REALLY BELIEVE THAT TECHNOLOGY WILL SAVE US?**

**DH:** Technology will save us, of course! The reason we have that name is that it is a great conversation starter for us. It is not that technology itself will save us. But the fact is that technology is here to stay, and it is our relationship with technology that has to change. We might as well learn how to live with it in the best possible way, as opposed to just purely consuming what is in front of us. The key thing is to help people become more responsible with that consumption. It is about becoming more creative with technology as opposed to just consuming it. That is what will poten- tally save us, and that is what we’re trying to support!

**WHAT IS IT TWSU IS TRYING TO CHANGE?**

**DH:** Things are often made in a way that makes us feel like we can’t modify or make our own versions of them. We focus on making people feel like they are empowered to be creative with technology, so they know that anything is actually possible, as opposed to just waiting for the next best thing that will be manufac- tured for them. It is very important to inspire that level of fearlessness that creativity allows, not just in fashion or food, but in technology as well.

**It is about becoming more creative with technology as opposed to just consumptive of it**

- Daniel Hirschmann

Bring your kid to the Thirsty Plant workshop on December 12th at Space10.
Send us an email to discover@space10.io to sign up.
Each lab at Space10 features a creative residency, where we give a selected designer complete freedom to explore the current theme. For the Fresh Living Lab, we invited Dutch creative Bas van de Poel to spark our creative thinking, bring new perspectives and create tangible innovations within a short time frame. Over the course of a month, Bas van de Poel will ideate, create, and document cutting-edge projects, sharing them with the Space10 community.

Resident Creative: Bas van de Poel
Give us the facts:
Bas van de Poel – 29 years old –
Amsterdam-based Dutchie

Tell us a little bit about your background
I work as an independent creative, making waves in popular culture with highly shareable ideas. I have a strong focus on merging the digital and physical world. Before going freelance, I worked at different creative studios in New York, Miami and Amsterdam.

Could you describe your three favourite projects?
Computer Virus Catalogue – An illustrated guide to the worst viruses in computer history.
Stoked – The world’s first tech-enhanced grill that makes barbequing completely effortless.
Countdown To Singularity – A digital art project raising awareness for humanity’s biggest existential threat: artificial intelligence.

How did you become a resident designer at Space10?
I know the Space10 peeps through a mutual friend. Before the residency, we had already talked about doing a project together. Then the stars aligned, and I found myself biking through rainy Copenhagen on my way to the Space10 office.

What are you working on?
I’m working on a personal lab called Cloud Farm. It’s a connected greenhouse that empowers children to grow a vegetable garden remotely using their phone. We’re building a prototype at the moment, and it should be finished before the end of my residency.

Alongside that, I’m collaborating with the others on a fun project called Tomorrow’s Meatball, which is a visual exploration of future foods.

What inspires and motivates you in your work?
Ideas that make the world a little better (and more fun).

If you could have one wish come true, what would it be?
To own a successful business I could run from anywhere in the world.

What have been your best experiences in Copenhagen?
Finding myself sitting next to The Piratebay’s co-founder Peter Sunde was memorable for sure. Immersing myself in Virtual Reality was also a pretty cool experience.

basvandepoel.com
Curated products

The team behind Space10 has curated a list of concepts that we wish to highlight. All of the concepts are designed to help us make better choices in life, thus increasing both well-being and sustainable living.

CLICK & GROW
“Click & Grow smart herb garden use innovative NASA-inspired technology that help the herbs naturally grow faster - no GMOs, pesticides, fungicides, insecticides, plant hormones, or any other suspicious substances. It’s nature at its purest. Just plug it in, add water, and it takes care of the rest. Smart, simple, and carefree.”

By Click & Grow / clickandgrow.com

SENSE SLEEP
“By monitoring the environment of your bedroom and recognizing your sleep through your movement during the night, Sense is able to give you the full picture of your sleep. Over time, you’ll receive detailed insights about your sleep that will help you make more informed decisions about your sleeping environment, sleep and wake times, and more.”

By Hello / hello.is

MUSE
“Muse is the first tool in the world that gives you accurate, real-time feedback on what’s happening in your brain when you meditate. Muse gives you real-time feedback and lets you hear what’s happening in your brain while you meditate by scanning 5 different brainwaves.”

By Interaxon / choosemuse.com

ORIGINAL UNVERPACKT
“A new German supermarket chain goes packaging-free in a bid to dramatically reduce waste. Most of the time when we buy food, whether we know it or not, the packaging plays a significant role in our purchasing choices. But this fancy packaging doesn’t only cost us money, it also takes its toll on the environment. While wrapping may be essential for food hygiene, most of time it’s just a plastic platform for advertising.”

By Original Unverpackt / original-unverpackt.de
PAUSE

"Based on the ancient principles of Tai Chi and mindfulness practice, PAUSE brings the act of focused attention to your mobile device. Using a unique approach to modern technology, PAUSE triggers the body's 'rest and digest' response, quickly helping you regain focus and release stress within minutes, you can easily start the journey to relaxation - anywhere and anytime."

By ustwo & PauseAble / ustwo.com & pauseable.com

LUMO LIFT SENSOR

"The Lumo Lift Sensor is a biomechanics that is clipped onto your shirt, right below your collarbone using a secure magnetic clasp to track your posture and activity. Using subtle vibrations as feedback, your Lumo Lift will gently vibrate to remind you to straighten up your posture every time you begin to slouch."

By Lumo Body Tech / lumobodytech.com

PLANT FRIENDS

"Plant Friends is a soil moisture sensor system that alerts you via email and text messaging when your plants are thirsty. There is also a mobile app that allows you to connect to the base station over the internet, monitoring both the real-time and historical data with your phone."

By Dickson Chow / dicksonchow.com

THYNC

"Thync is launching its mood-altering headset today, letting you find a state of calm or boost your energy with controls on your smartphone. Neurosignaling is an innovative and proven scientific approach – safely and comfortably stimulating nerves on your head and face using low-level, electrical pulses. These nerves in turn signal specific areas of the brain.

Thync works in synergy with the mind and body to trigger positive responses you can feel and use."

By Thync / thync.com

SCIO

"The SCIO lets you scan materials or physical objects and get instant information to your smartphone. Food, medicine, plants, and more. SCIO is the world's first affordable molecular sensor that fits in the palm of your hand. SCIO is a tiny spectrometer and allows you to get instant information about the chemical make-up of just about anything around you."

By Consumer Physics / consumerphysics.com

SOMA

"Soma created a line of products including a water carafe, pitcher & filters all made of the simplest of ingredients. Like nature's own coconut shell carbon and a plant-based casing. It removes chlorine and bad odors, while making water taste fresh and delicious. Better for you, better for the world."

By Soma / drinksoma.com
THE FLOAT CAP

"Float is a water therapy product, focusing on a deep and relaxing water experience. Float is a offspring from Iceland. For centuries, Icelanders have enjoyed the healing properties of water, such as the relief of stress and the improvement of the general well-being. Float adds a new dimension to the water experience, one of relaxation and total bliss."

By Float / float.is

THE SILK LEAF

"The Silk Leaf is an man-made artificial leaf that mirrors nature to generate oxygen out of water and light is opening the door for a number of ground-breaking applications. The leaf is created from a matrix of protein extracted from silk and chloroplasts, the organelle that allows plants and algae to perform photosynthesis. When provided with light and water, the synthetic leaf allegedly acts just like a real leaf and produces oxygen."

By Julian Melchiorri / julianmelchiorri.com/Silk-Leaf

ORBITAL SYSTEMS

"Without compromising on pressure or temperature, Orbital Systems has used space nano-technology to build a revolutionary Shower of the Future that uses only 10% of the water and 20% of the energy required by ordinary showers. The result? Cleaner water and greater pressure, giving you a blissful shower experience that saves on water, energy and cost."

By Orbital Systems / orbital-systems.com

NIWA

"NIWA is the world first connected platform making growing anything as easy as a push of the button at the variety of scales. With the NIWA One you can grow the freshest fruits, veggies, herbs, and more right in your home."

By NIWA / getniwa.com

TESLA WALL

"Powerwall is a home battery that charges using electricity generated from solar panels, or when utility rates are low, and powers your home in the evening. It also fortifies your home against power outages by providing a backup electricity supply. Automated, compact and simple to install, Powerwall offers independence from the utility grid and the security of an emergency backup."

By TESLA Motors / teslamotors.com/powerwall

CURATED BY

Kwadwo Adu
Head of Digital
Space10

Kaave Pour
Creative Director
Space10
CONNECT WITH SPACE10

Website
The mothership
space10.io

YouTube
Videos and webisodes
youtube.space10.io

Twitter
News and updates
twitter.com/space10_journal

Periscope
Live streaming and Q&A’s
periscope.tv/space10_journal

Instagram
A visual journal and mood board
instagram/space10_journal

Linkedin
The corporate side of life
linkedin.com/company/space10
THE PRE-LAUNCH OF SPACE10

A fun night with friends and colleagues

15.10.2015
Space10 Opening Exhibition

We are delighted to invite all of you to see our new space and explore the first exhibition of The Fresh Living Lab.

18
NOVEMBER
Time
5pm-9pm

Startup Guide Copenhagen Book Release

20
NOVEMBER

Open dance meditation
8pm-9.30pm

25
NOVEMBER

Meatball Session

09
DECEMBER

Technology will save us Talk

11
DECEMBER

Thirsty Plant Workshop for Kids

12
DECEMBER

Video Night

17
DECEMBER