

**Project**      **Good Medicine Tastes Bitter | 良药苦口**

“Good medicine tastes bitter.” Said Confucius. Although its taste is not so pleasant, at least it cures the disease. What's more, it keeps us awake.

Do products always have to satisfy the users? How can products that are intentionally made not to be so useful affect our perception and understanding of them? How can designers deliver ideas through products? In this project, I try to create a series of products that are not so useful but have good intentioned messages inside, in order to explore the purpose and future of product design.

Project advised by Professor Wolfgang Sattler and Kristian Gohlke at Bauhaus University Weimar in 2014.

**Product**      **Angry Lamp - The Lamp That Turns off, if It's Not Needed.**

Angry Lamp is a human-like lamp with character. It keeps an eye on how people use energy. If it's too bright, it will turn itself off immediately. If people have left without turning it off, it will also turn itself off after a while.

**Tangible Memory - The Poetic Photo Frame That Arouses Love in Heart.**

Tangible Memory is an interpretation of time and memory. If it is left alone for a long time, the photo will blur, as if memory itself is being forgotten and fades away. If the user touches the photo frame, the glass slowly becomes clear again and the photo reveals itself.

**Shadow Play - The Lamp That Turns Light and Shadow into a Shadow Puppet Theater.**

Shadow Play is a lamp that turns its light and shadow into a fascinating shadow puppet theater. The poetic dynamic interplay between light and shadow through time enhances the perception of the world through a daily object.

**Time Killer - The Clock That Tries to Kill Itself.**

Time Killer is a tragic clock that attempts to kill itself. If nobody is present, it slowly cuts through its own body. Whenever somebody approaches, it halts. As the blade sinks deeper and deeper with time, the passage of time now becomes a vivid scenario which leads us to endless contemplation.

**Balance - Put down Your Phone and Regain the Balance of Life.**

Balance is inspired by a balance scale. When off, the lamp remains down. To turn on the lamp, the user must insert a smart phone into the slot on the rear. As the lamp rises, it automatically goes on. The user will be faced with the question: whether keep working, or give in to the temptation of using phone and lose light.

**Designer**      yuue studio  
www.yuue-design.com