

Hello.

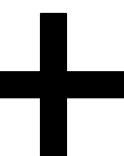
A small Sample of My work.

Please let me know if you would like to see full copies of work or have any questions.

Check out my Social Media for up to date thoughts and projects.

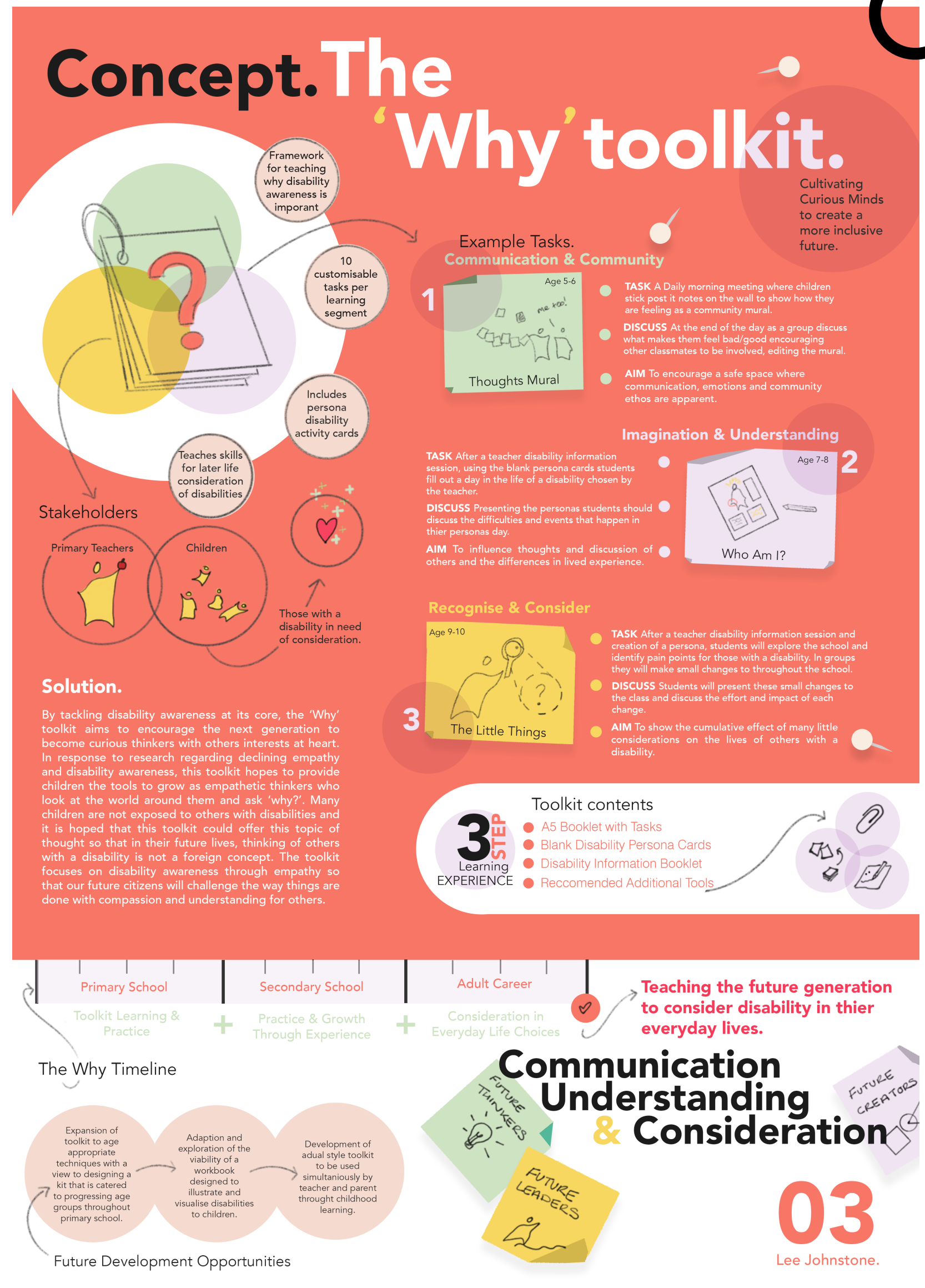
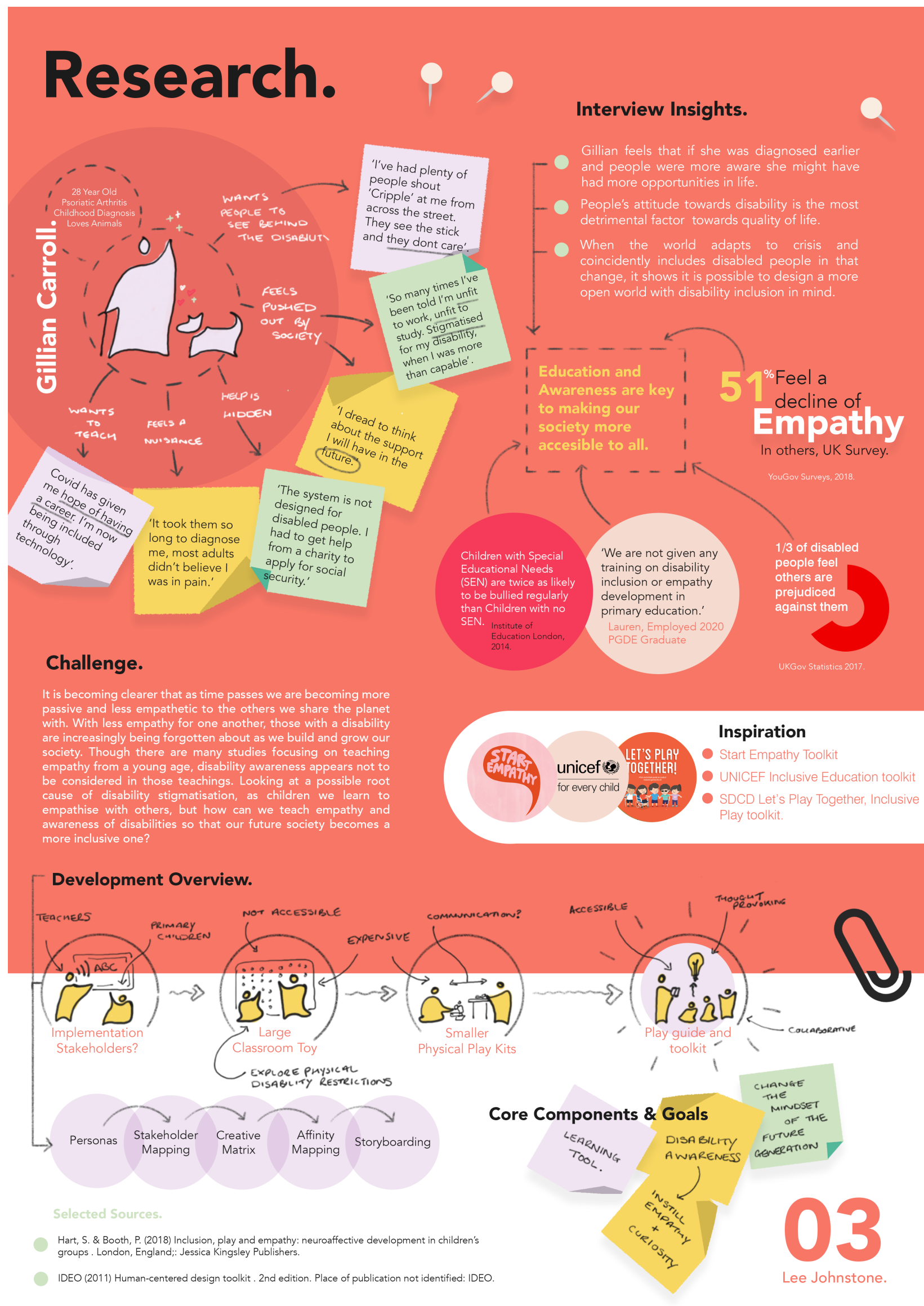


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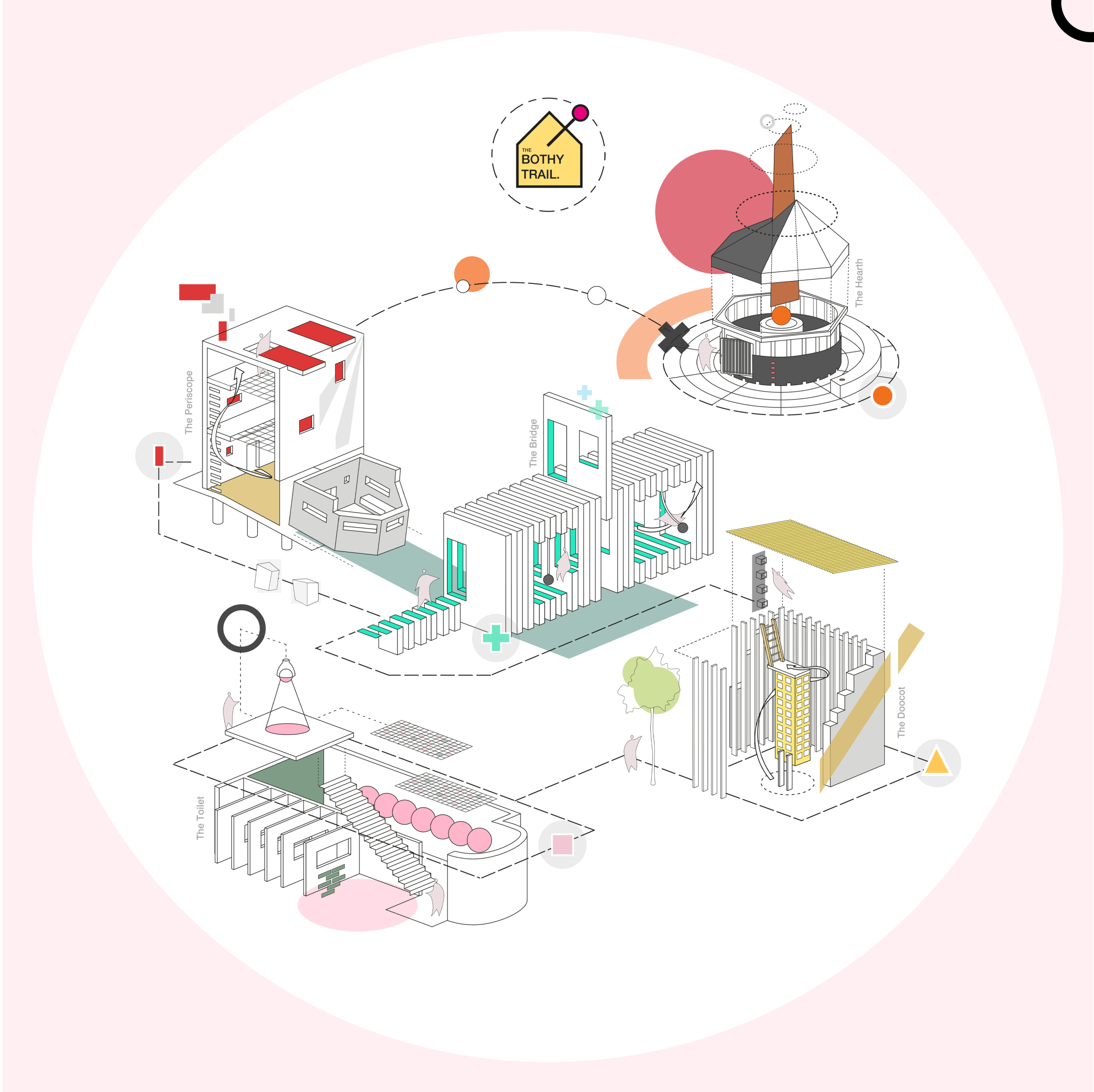
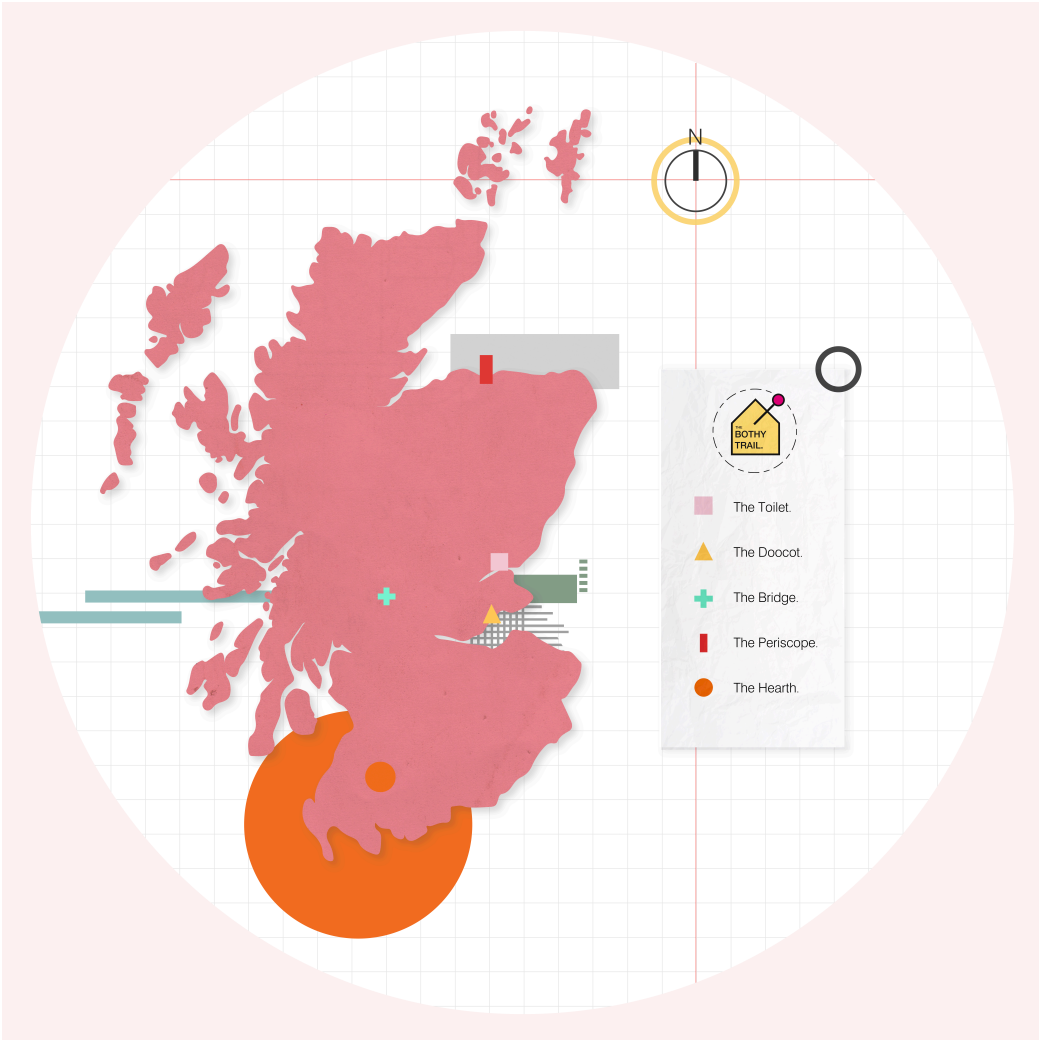
The 'Why' Toolkit.

Working with disabled or vulnerable participants, this project encouraged exploration of complex societal issues through design thinking techniques and frameworks. The final concept of this project was the creation of a toolkit which would help to teach empathy to children. This was in response to participants personal views of disability in society.



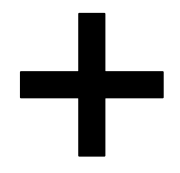
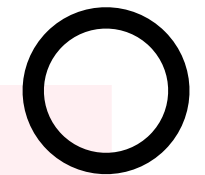
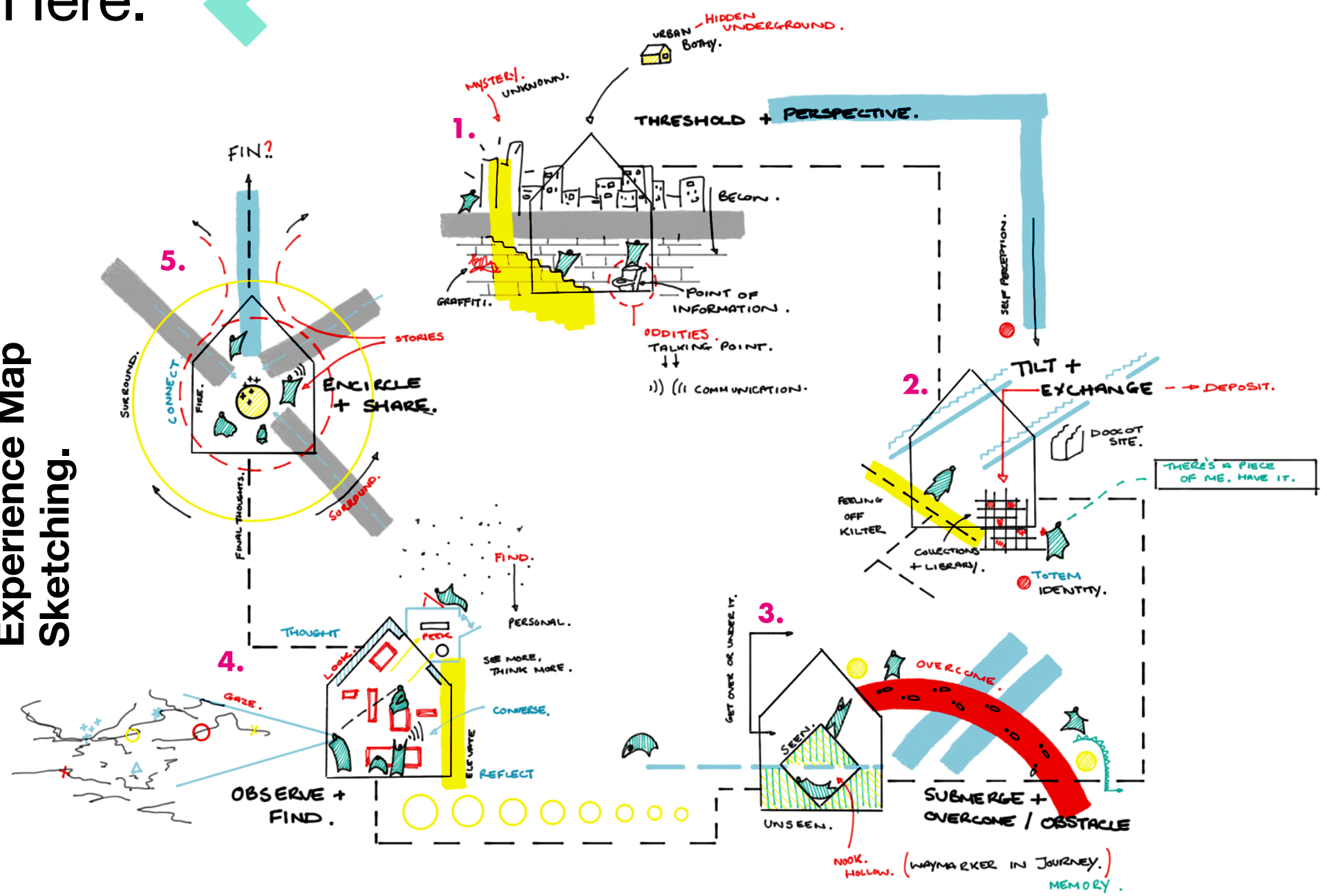
The Bothy Trail.

This final year degree project was the creation of a trail of five outdoor spaces spread across the Scottish landscape which would encourage participants to discover the value of surprise and delight. Starting in an urban environment and ending deep in the Scottish hillside, each 'bothy' is designed around spatial and emotional experiences that are meant to be shared with others.



➤ Click Here. ➤

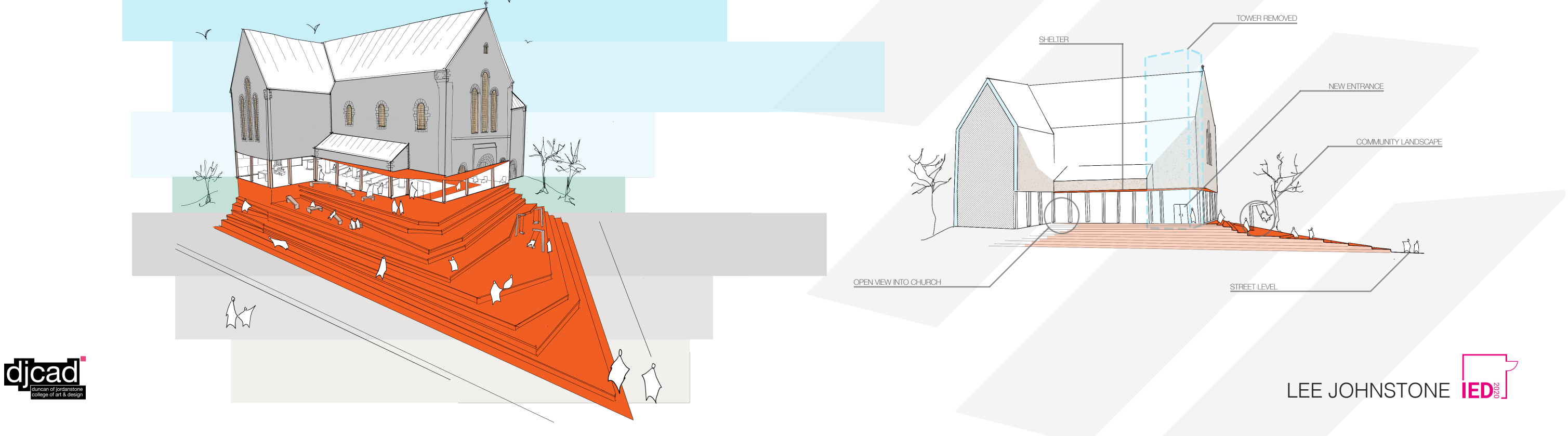
Experience Map Sketching.



Cascade Church Concept.

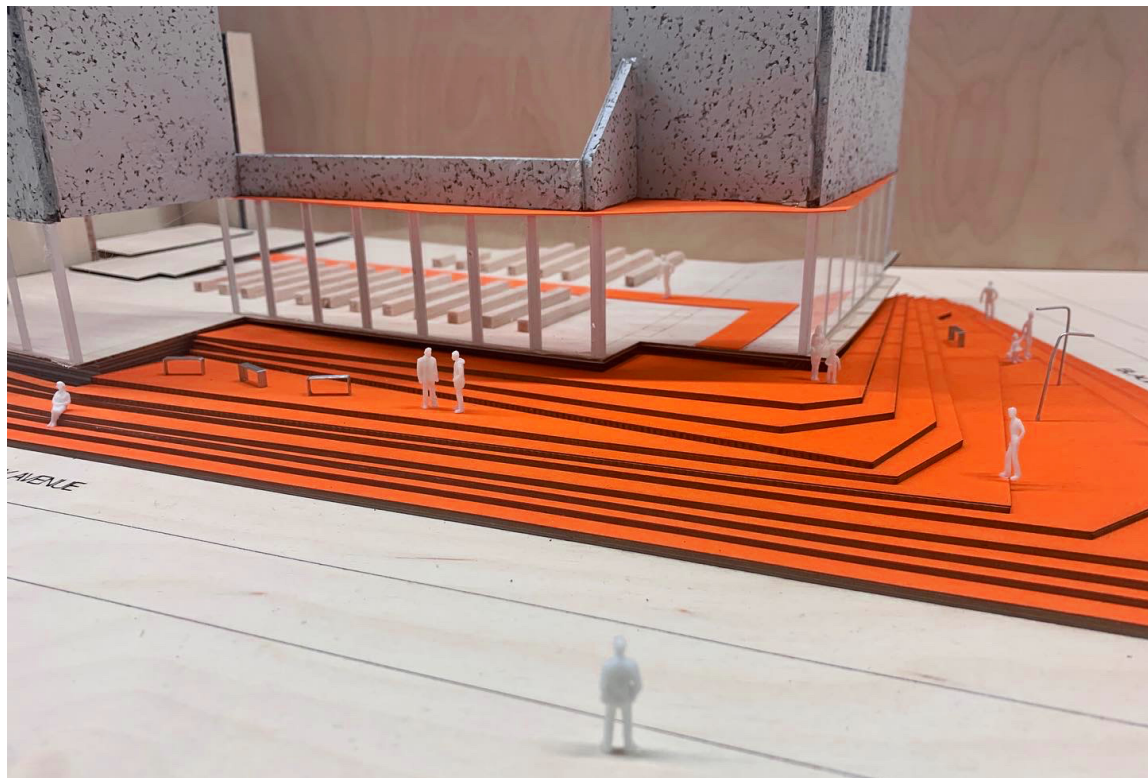
The brief to ‘finish the tower’ of a local church in Dundee was a conceptual look at social and public buildings. I chose to remove the church tower completely and install a useable and iconic community landscape intending to open up the church as well as creating a monument for Dundee.

CASCADE OPENING THE CHURCH TO THE STREET



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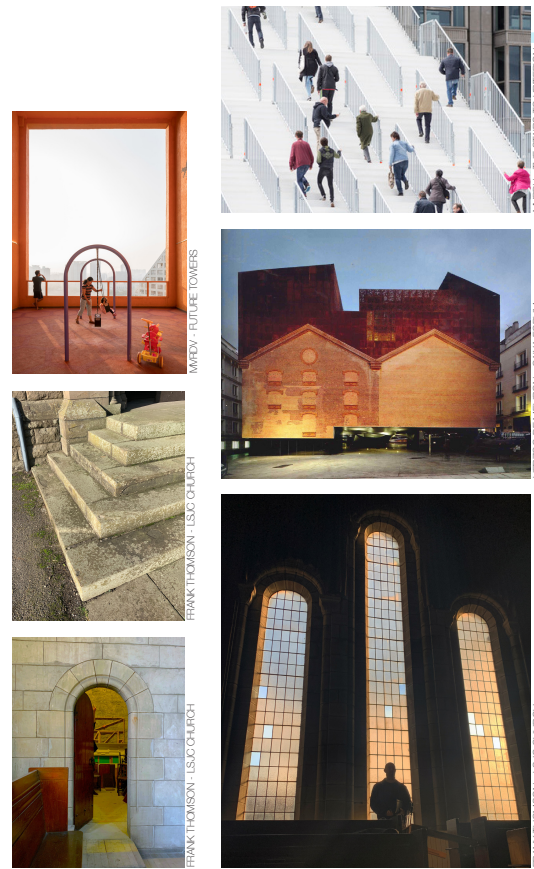
'Cascade' encourages users to engage with the church community by bringing the colour and ideology of the church from its interior to the street. Inspired by the understated and often subtle colours that emerge from the original concrete structure of the existing church, 'Cascade' aims to exaggerate and illuminate the colours that already appear to leak out from the structure. With the removal of the tower this landscape aims to make a monument of the church and encourage visitors locally and from afar.

Inspiration was taken from MVRDV's Future Towers and Staircase to Criterion projects. These spatial interventions sparked the notion of ascending and interacting in an outdoor space. Herzog de Meuron's design, Caixa Forum appears to levitate the structure and frames the activity inside the building. This idea is applied to the current design proposal.

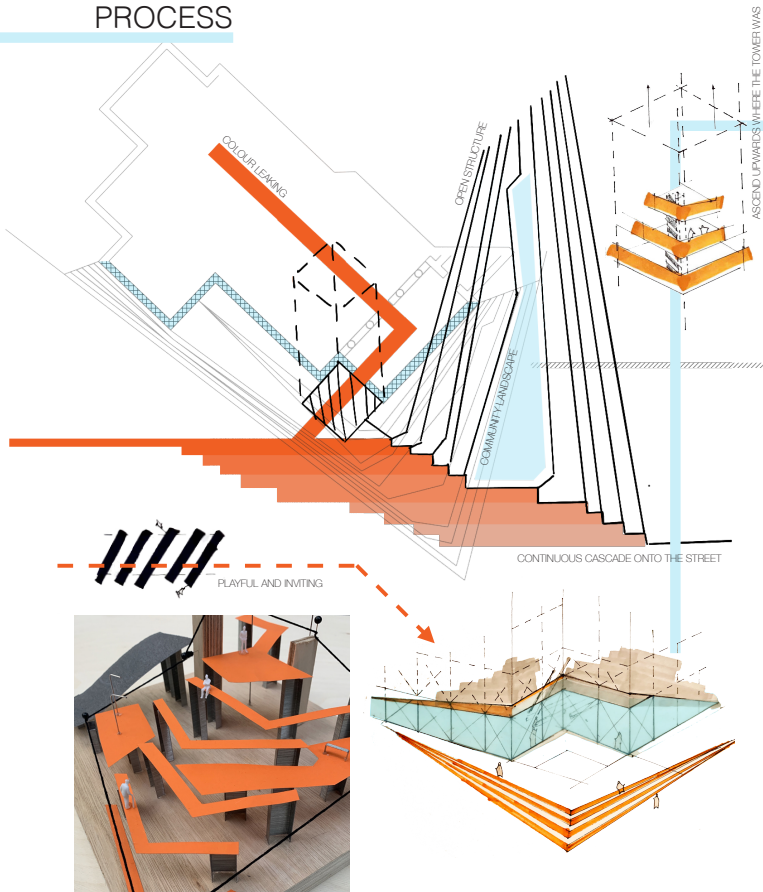
The original steel structure is exposed and manipulated to create an aperture which invites users to ascend into the heart of the colourful community within the church. This approach opens up the main entrance of the church to reveal its community to the street. This orange landscape pours from aisle to street level inviting the public and existing community to occupy and take part in public interactions with each other. This vista encourages users to sit, talk, think and play in view of the street and gives centre stage to the community.

djcad
Dundee University
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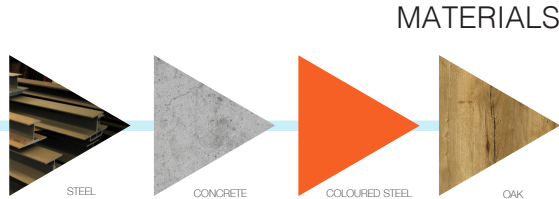
ASCEND - COLOUR - OPEN - PLAYFUL



PROCESS

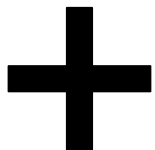


MATERIALS



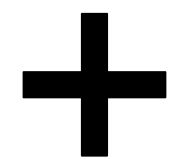
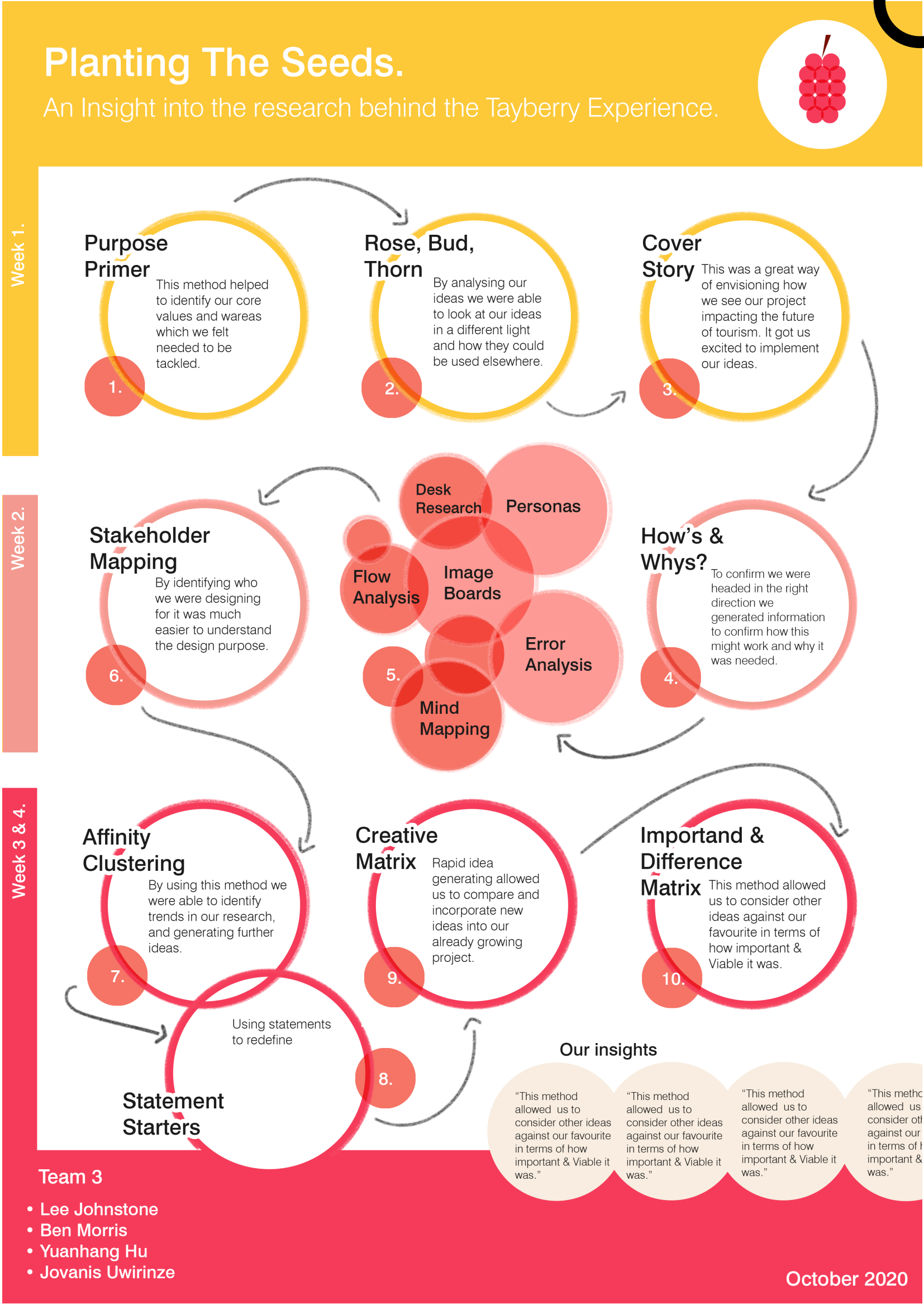
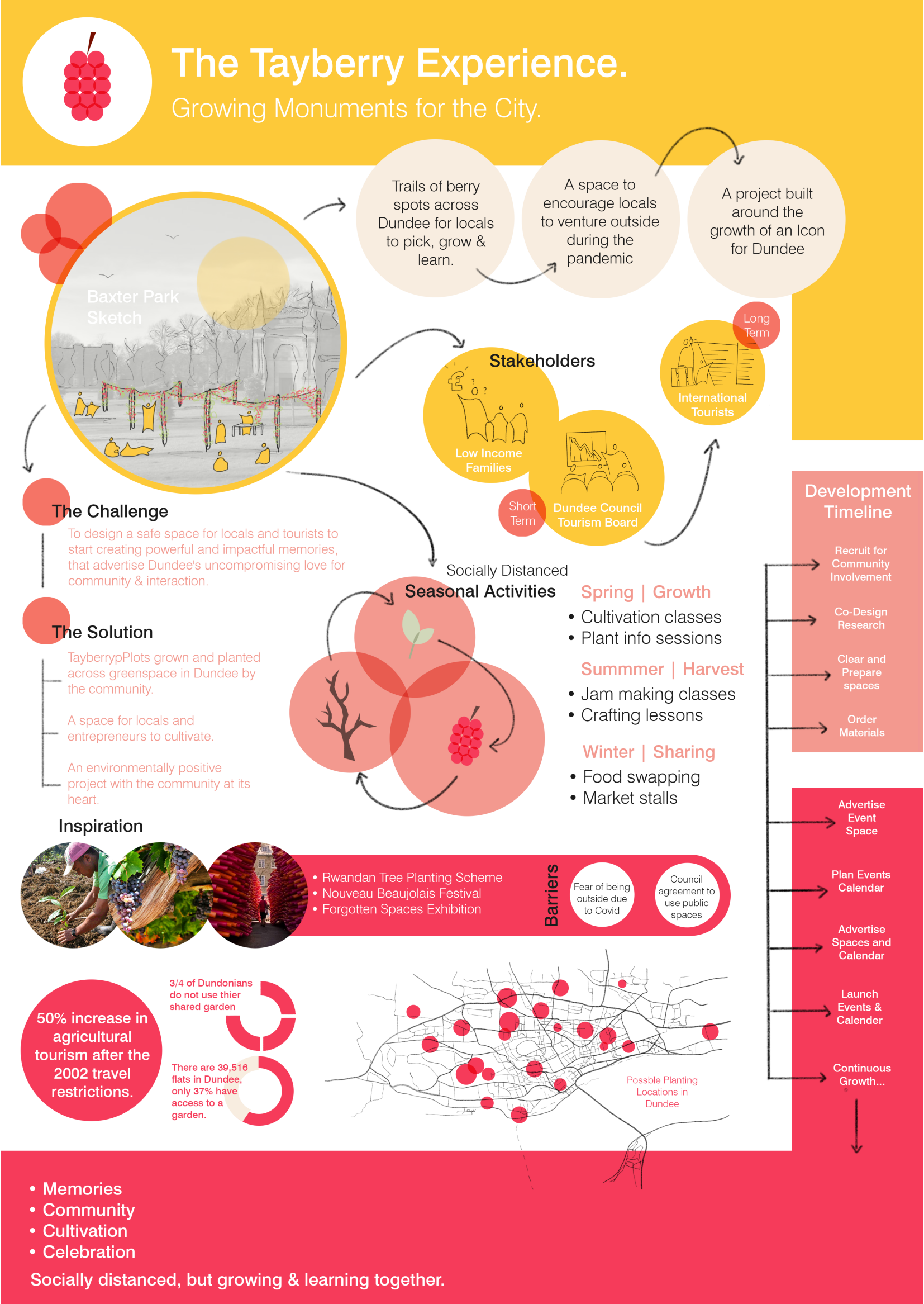
OPENING UP THE CHURCH TO THE STREET
ILLUMINATE THE CHURCH COMMUNITY
A MONUMENT TO FASCINATE AND ENJOY

LEE JOHNSTONE IED



The Tayberry Experience.

A group project which attempted to tackle topics of tourism in post pandemic Scotland with final outputs designed by myself. Using design thinking methods this project aims to utilise outdoor space as a way of community engagement through planting berries and organised events. Over time this would develop to a city wide project to attract tourists as we ease out of lockdown.



Writing Samples.

The following are excerpts from pieces of my own writing which largely focus on design thinking as well as my own personal values.

Get in touch if you would like to read the full texts.

A Symphony Through Making.

Bringing together voices through co-design to create the sound of the future.

“ The pandemic is encouraging designers to reach out and listen to a diverse range of voices in a way which is responsive and innovative. When we combine what we have learned about making in co-design projects in the past with how we are responding currently, designers have that capacity to include more voices as we evolve the process in time. Speaking about the end goal of a collaborative design project, Cameron states, ‘we want to design a service or product that continues over time to design itself. You want the people to take accountability for their own service. That is when it becomes co-creation, and the designer facilitates that. We want the users to feel like the product or service speaks to them.’ Those voices that formed the basis of the design start to hear the product singing back. ”

A Democratic Leader.

My Developing Leadership Style & Influences.

“ I have become aware of my responsibility as a designer and the power I have to facilitate change for others who don’t have the opportunity to be heard. Listening is one of the most important things I can do to empower others. Tim Brown states that there is a need for human-centred approaches to leadership. Leaders should employ design thinking to understand not what people want, but allow the opportunity for others to express their latent needs. Brown believes that Leaders who use creative problem solving skills can engage and lead positive change within the workforce. Empathy is the cornerstone of understanding and delivering change for those who need it. With leaders capable of empathy we open ourselves up to the opportunity for growth. ”



Additional Experience.

Amongst many of my personal endeavours here is a selection of voluntary work I have gained valuable experience from.

draff Studio.



A voluntary position in which I am responsible for social media, content making, engagement, general fabrication and design as well as face to face customer assistance.

Using spent grain from whisky, gin and beer, draff studio create bespoke pieces from cabinets to shop fit outs.



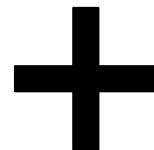
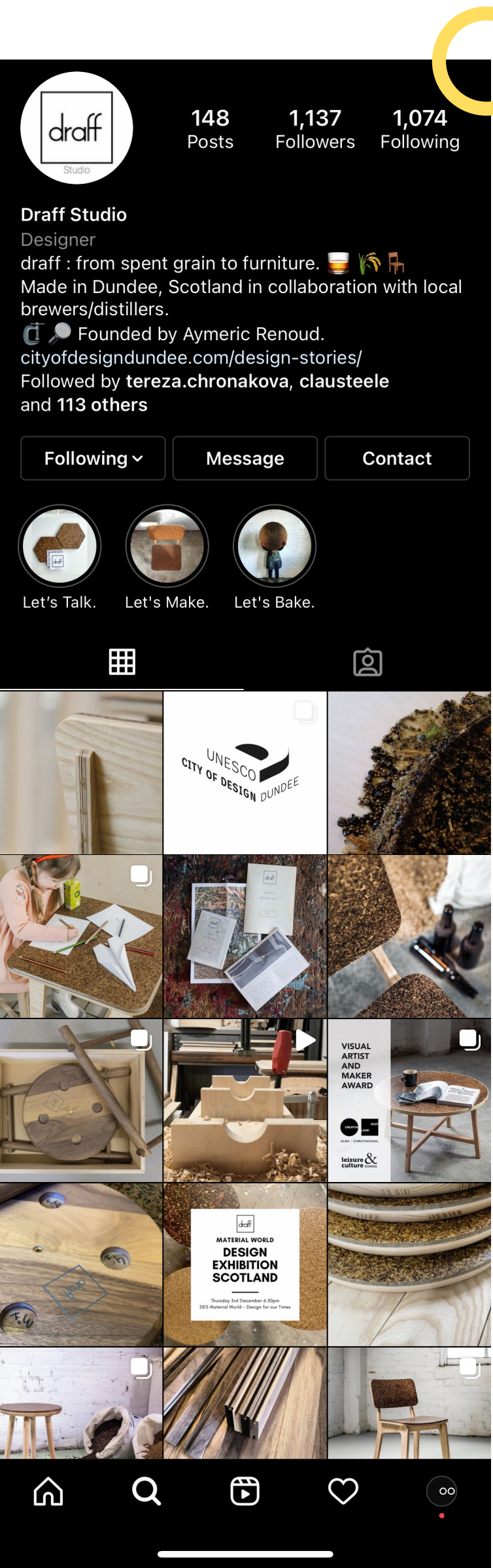
Our Story
Founded in 2016 by Aymeric Renoud, draff Studio began as a research project within Dundee University. Interested in eco-design and reusing waste from one of Scotland's biggest industries, Aymeric began to experiment with the wastage from whiskey, gin and beer. With a background in furniture design, draff studio is the combination of an interest in sustainable materials and a passion for simple design.

The Process
We collect our spent botanicals and barley (draff) from local breweries and distilleries once they have used it to make beer, whisky or gin. Once we have dried the draff material we use a combination of heat and pressure to form a durable board which can be worked with in our workshop. Aymeric uses his skills as a maker to give the draff material a second life as the focal point, in a useable piece of sustainable design.

Industry Lecture Series.



An educational fundraiser organised by students. I gained experience in audience engagement as well as event organisation and processes. This lecture series featured speakers from design industry professionals such as Open Change, Agency of None and Assemble attracting students from various art school disciplines as well as external audiences.



Thank You!

For more click below.

➤ **www.johnstoneprojects.co.uk** ◀

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