



About Me

İlkehan Özman

Hey! I am İlkehan. Based in İzmir / Turkey

I studied Industrial Design in Yaşar University. I finished my education with a 3.10 GPA and currently studying Web Design and Coding at the Anadolu University.

As a designer, I enjoy researching and creating design concepts through my researches, visualization in both 2D & 3D, thinking all the aspects of the project I'm doing.

I currently work at Jungle Creative as a Graphic Designer and at Öğrenci Baksana as a voluntarily UX/UI Designer.

In order to improve myself, I received certificates from big companies such as Google, University of Michigan, UCLA, Parsons School of Design etc.

As far as languages; I got 7 from IELTS Academic Test. Also currently learning Dutch.

My interests are, gender in product design, gender in design, researching, sustainability, psychology and art.

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2022



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JOURNEY

Diploma Project

Brief

A game kit that allows LGBTQI+ youth between the ages of 13-18 to perceive and transfer identity through art and play therapy.

Process

14 weeks
Individual project



PROBLEM DEFINITION

The traumas caused by personal & social discrimination or bullying that LGBTQI+ individuals have experienced since childhood emerge during their youth. It is during this process that these individuals discover their identity and become aware of themselves. For these reasons, many individuals receive therapy. It is common for people not to feel safe and comfortable to tell their therapist about the traumas experienced and created in their lives due to social pressure and norms.

RESEARCH



While 60% of LGBTQ+ youth experience anxiety, more than half of them experience depression.



LGBTQ+ individuals account for 30% of all suicides each year.



12% of LGBTQ+ youth aged 18-24 attempted suicide.



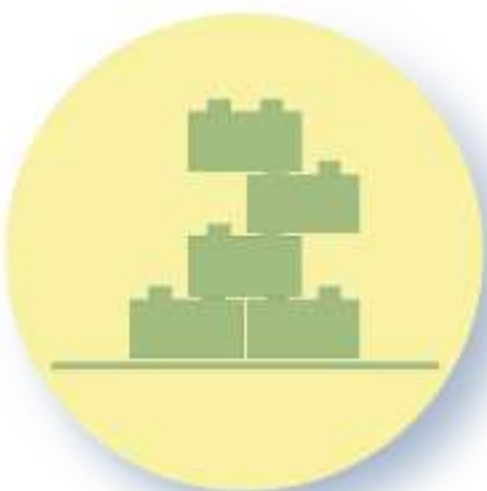
50% of transgender individuals attempt suicide.



It has noted that 42% of LGBTI+ youth had "seriously considered" attempting suicide in the past year.



LGBT youth are 190% more likely to use drugs than heterosexual individuals.



Play Therapy:

Play therapy allows children who have difficulty communicating verbally to express themselves through play activities. For example, a child who refuses to talk may instead draw or paint their thoughts or needs.



Art Therapy:

Teens, unlike adults, often need more innovative ways to express themselves than "talk therapy." Art therapy is a technique based on the idea that creative expression can promote healing and mental well-being. Less than an hour of creative activity can reduce your stress and have a positive impact on your mental health, regardless of artistic experience or talent.



Baby Birth - Age 2 Baby Development 18 Month- Age 3 Pre-School Age 3 - 6 School Age Age 6 - 12 Puberty Age 12 - 24

DESIGN GOALS



MODULAR



EXPRESSION



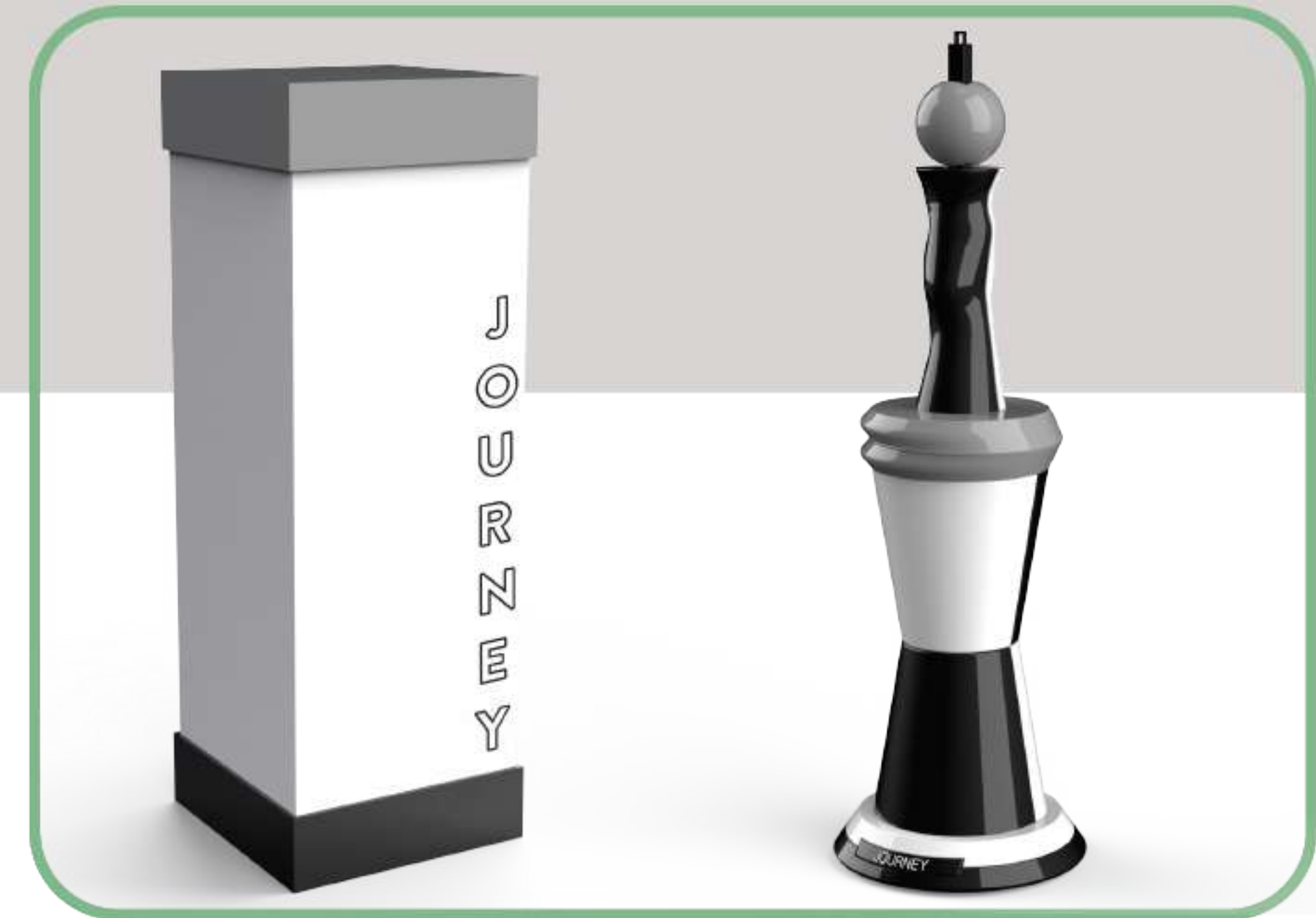
ABSTRACT

PRODUCT

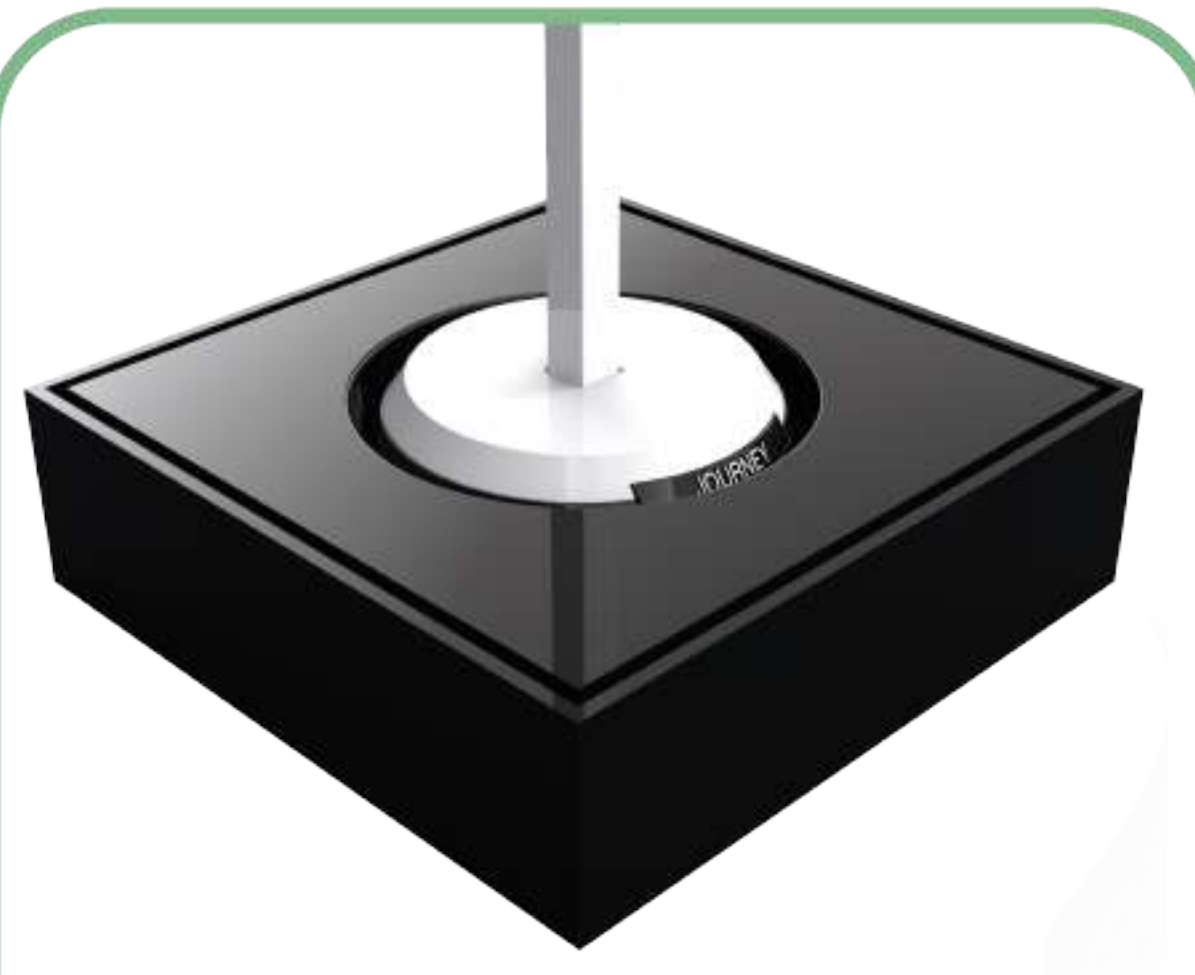
Journey; It is a set that provides the opportunity for LGBTQI+ young people between the ages of 13 and 18, who are just starting to recognize their identities, who have not yet accepted their identity, or who have difficulty expressing themselves, to convey their identity perceptions in a non-verbal way.

It was also observed that individuals received therapy during this process.

Journey aims to facilitate the individual's communication with their therapist and create a safe space between the parties by using art and play therapy methods. The product is designed modularly and contains 108 modules.



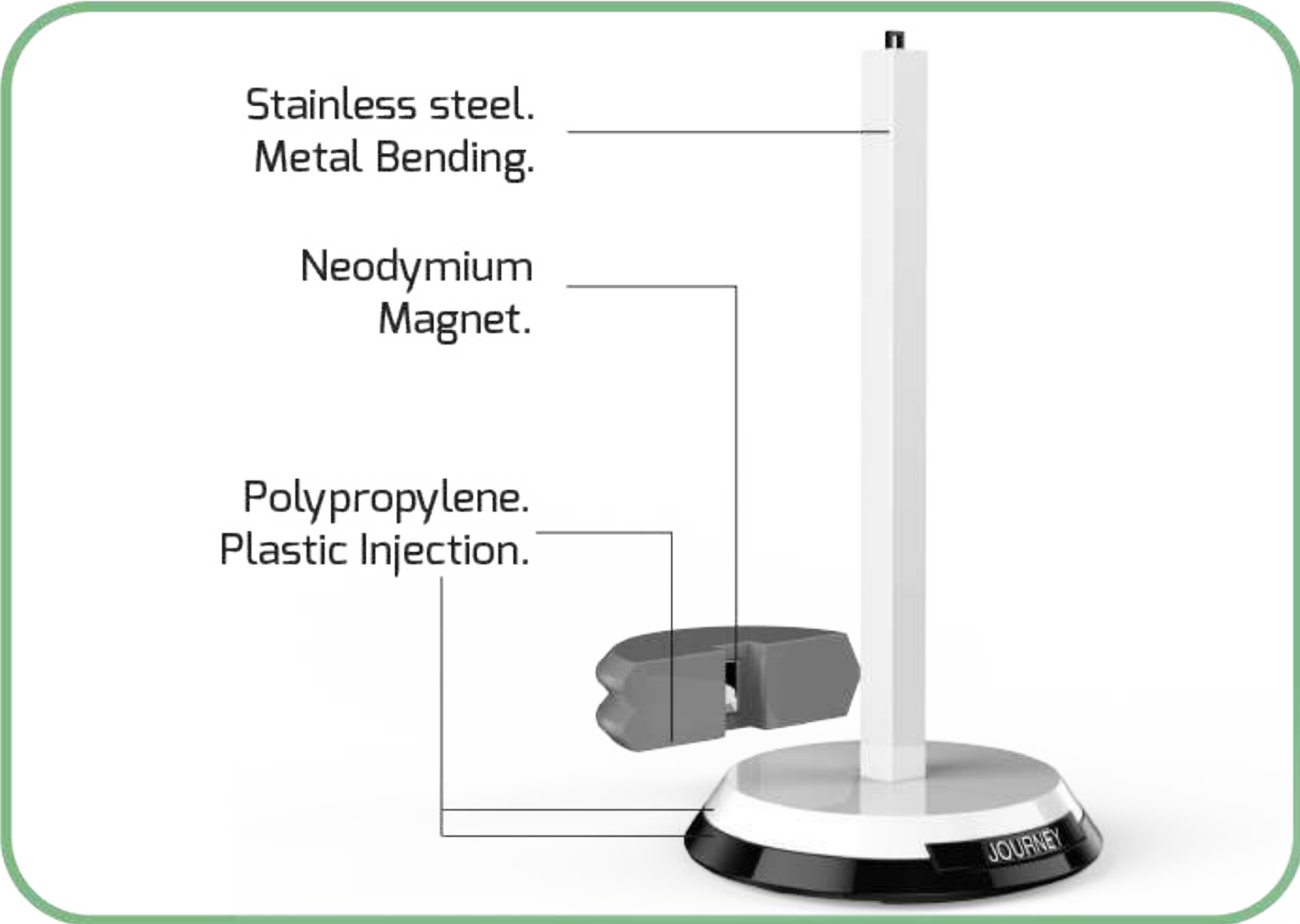
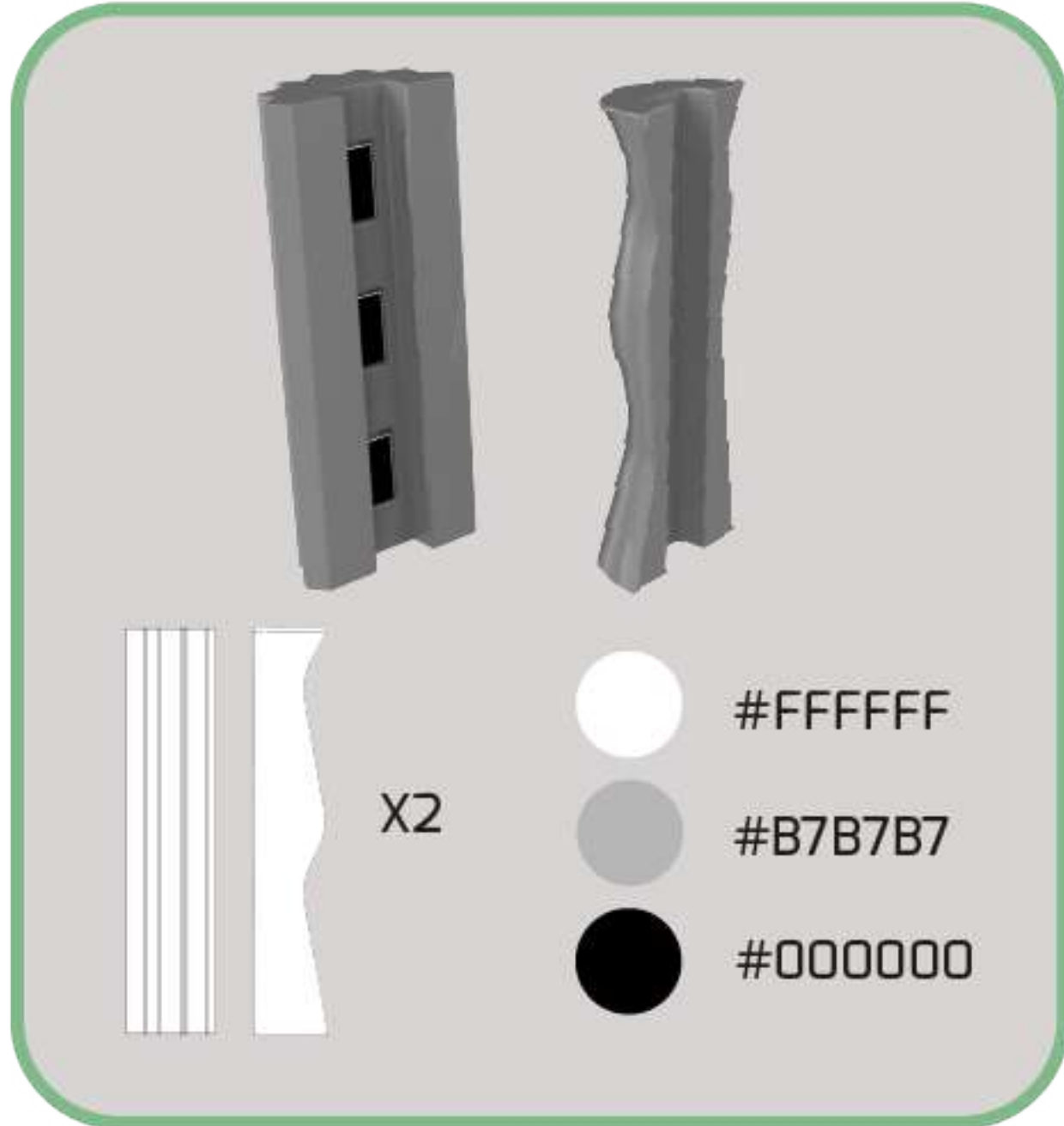
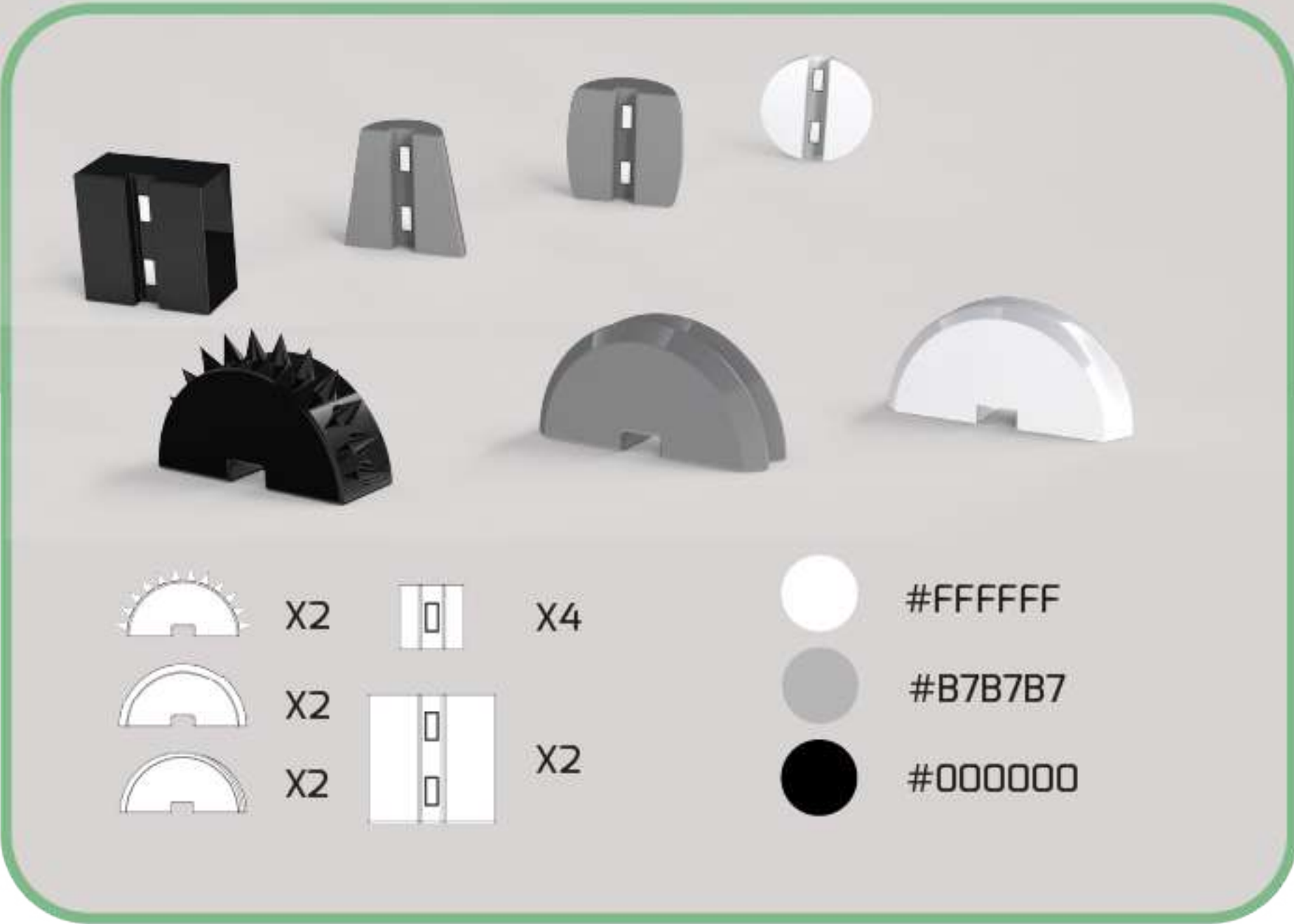
Magnetic box opening detail



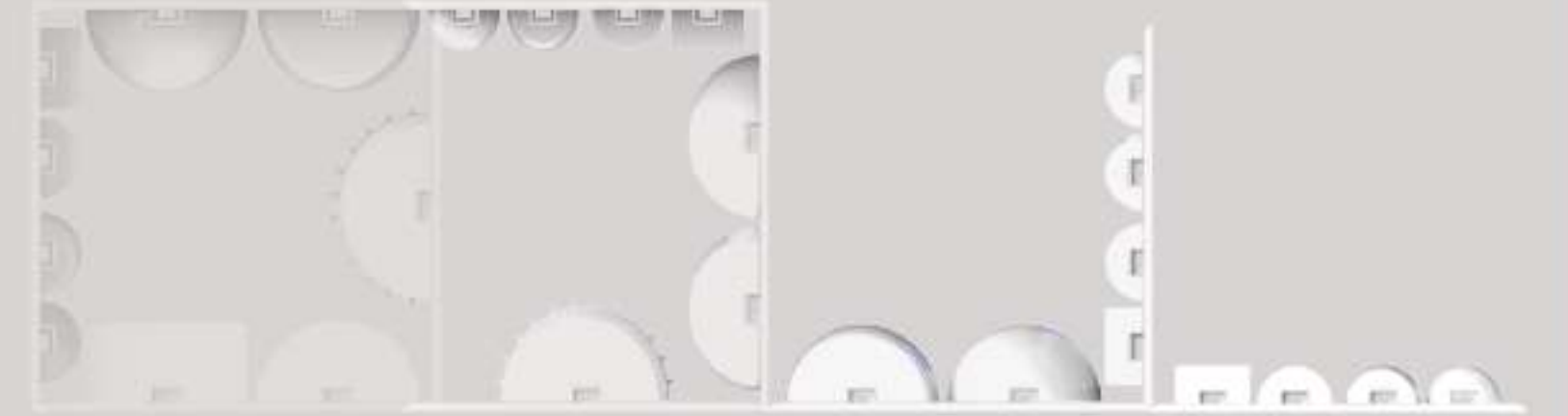
Stand slot in the box.



PRODUCT DETAILS



PRODUCT DETAILS



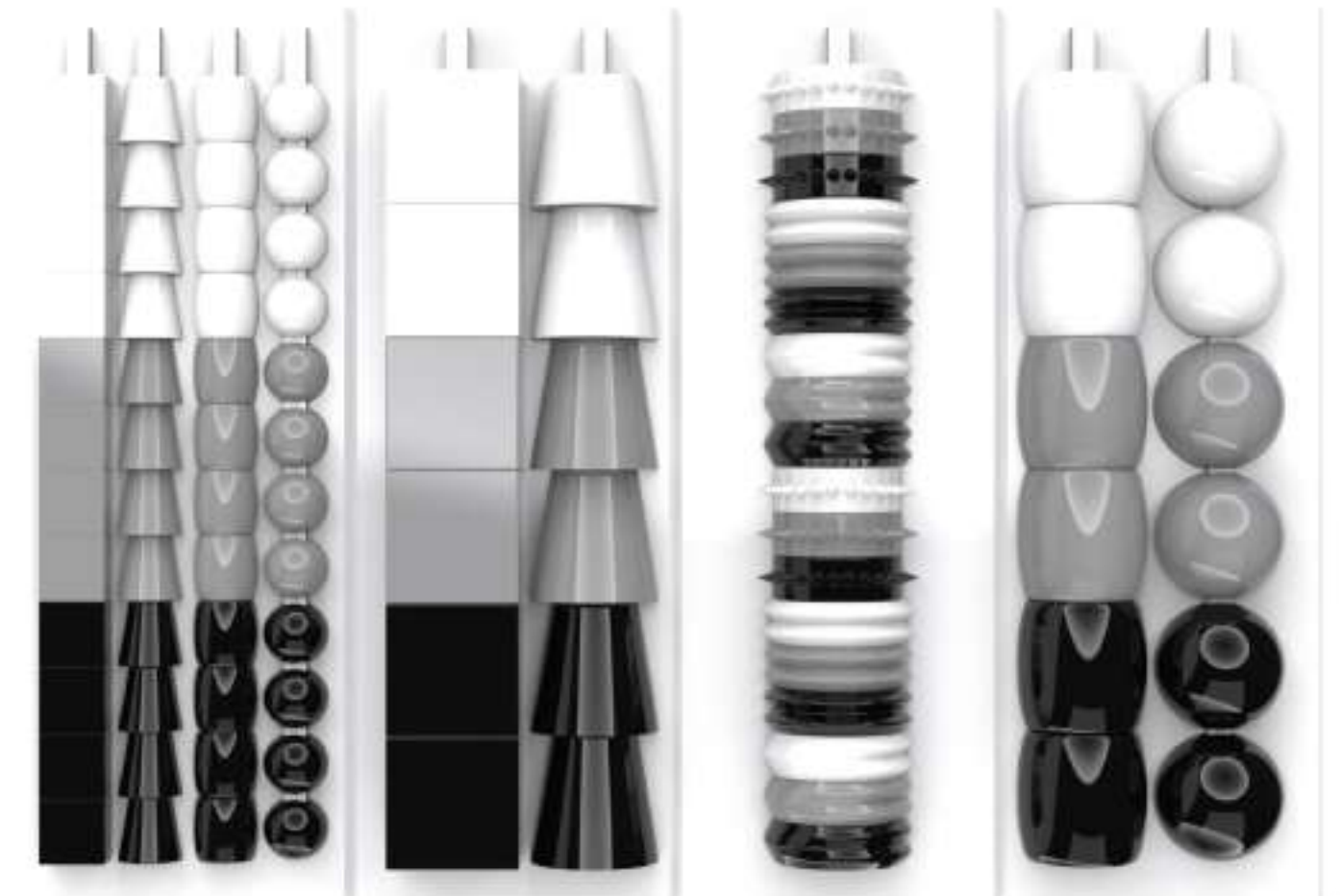
set box opening.



Pressurized telescopic system detail.

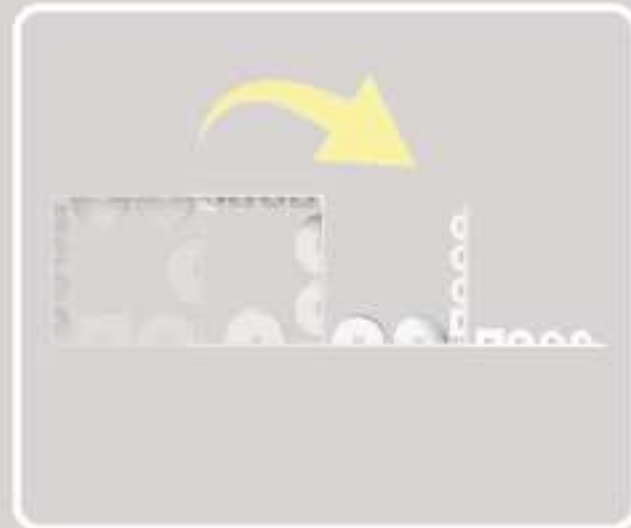


Stand joint detail.
Stand foot detail.



Set box after opening.

HOW TO USE



USER TEST

Contrast

Norms

Anger

Masculine/Feminine

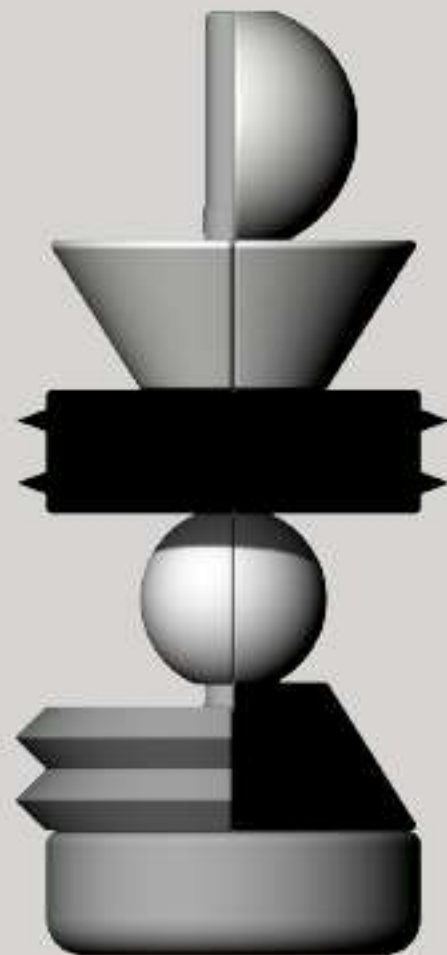
Body

Complexity

Visibility

Holistic

Gay Man.



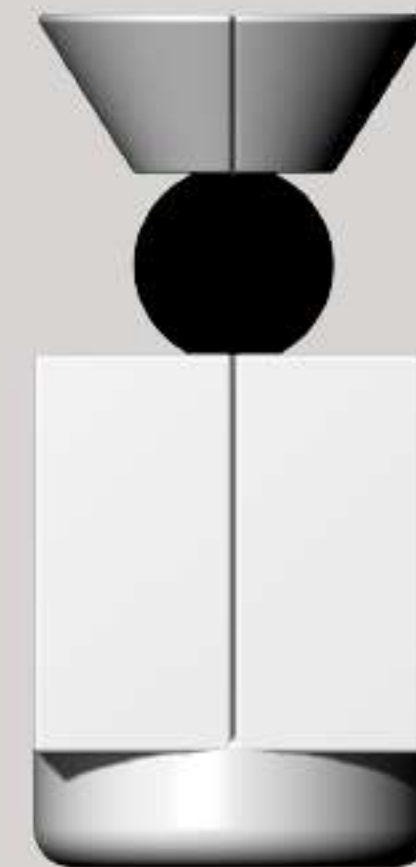
Bisexual Woman.



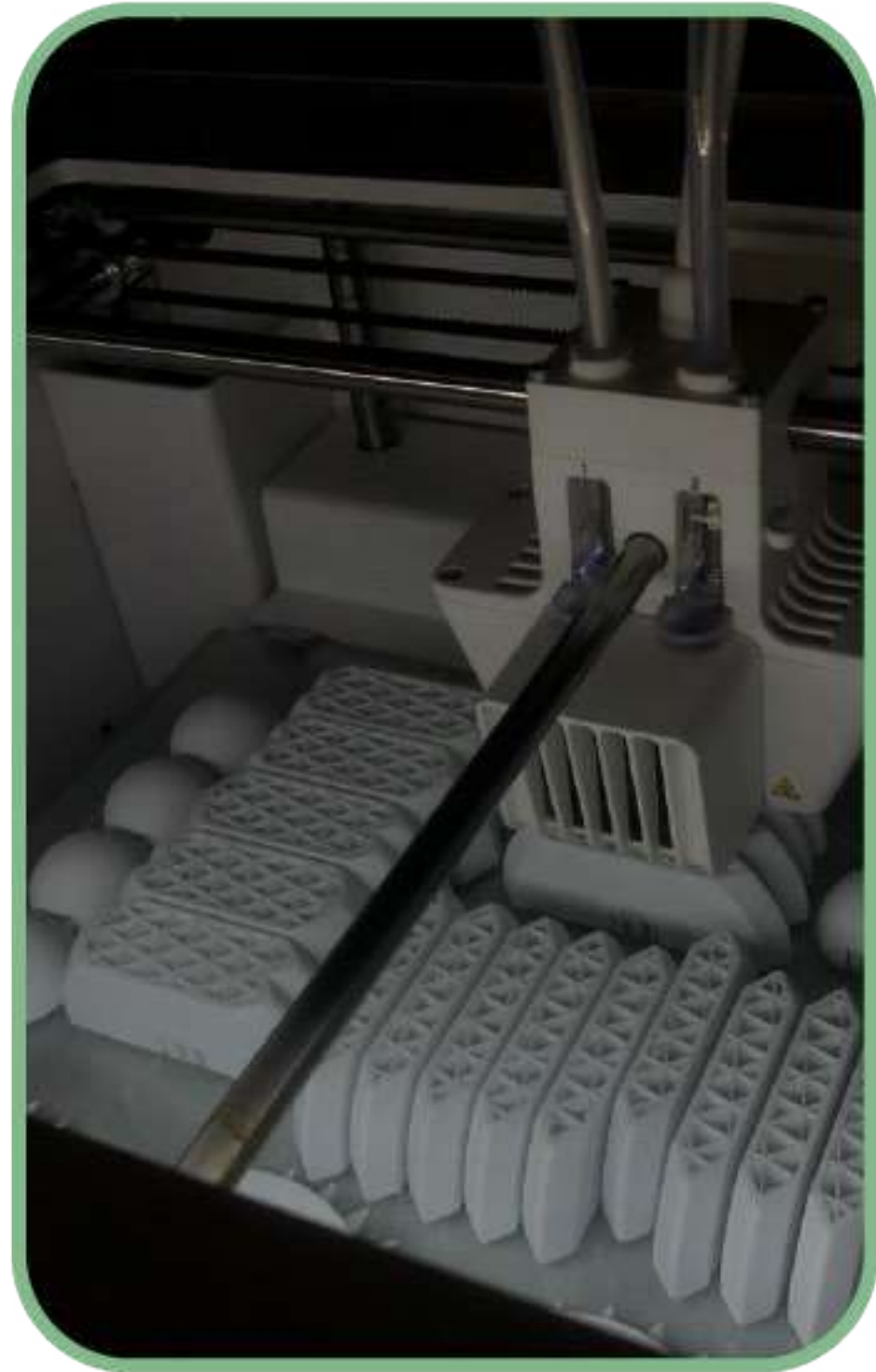
Heterosexual Woman.



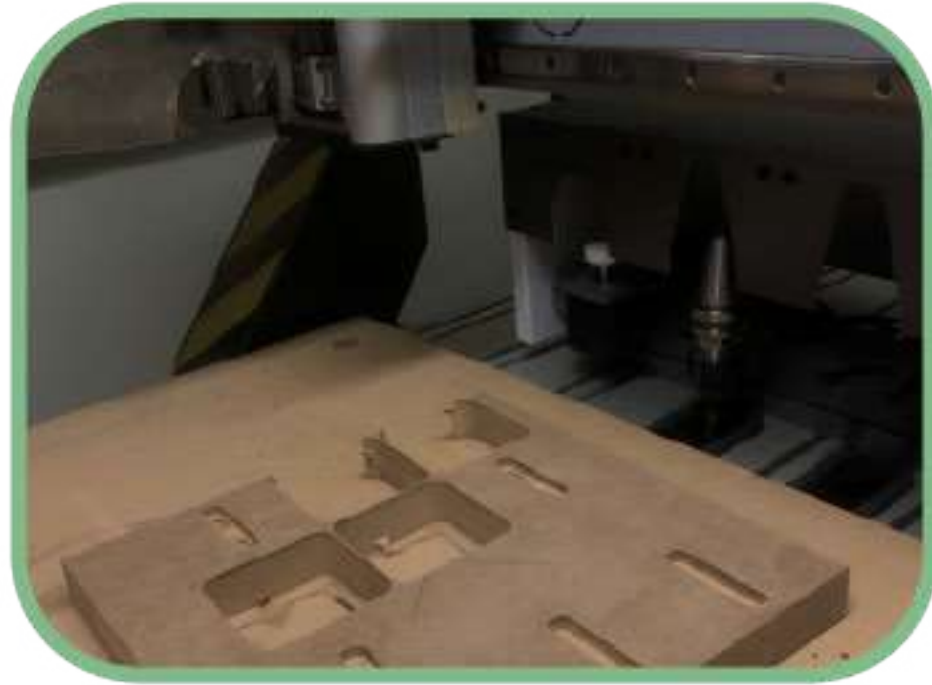
Heterosexual Man.



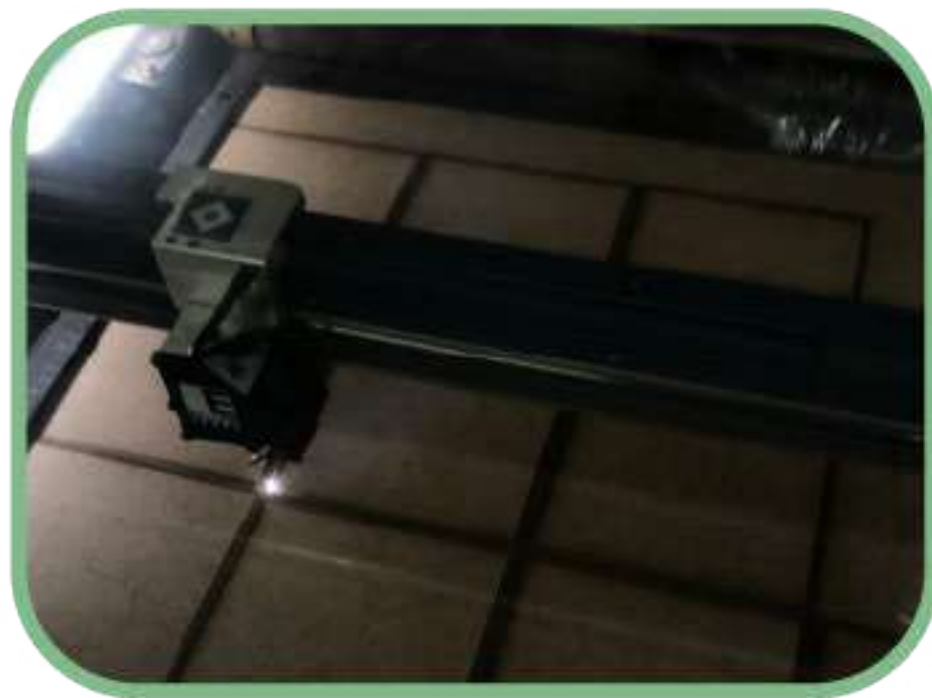
PROTOTYPING



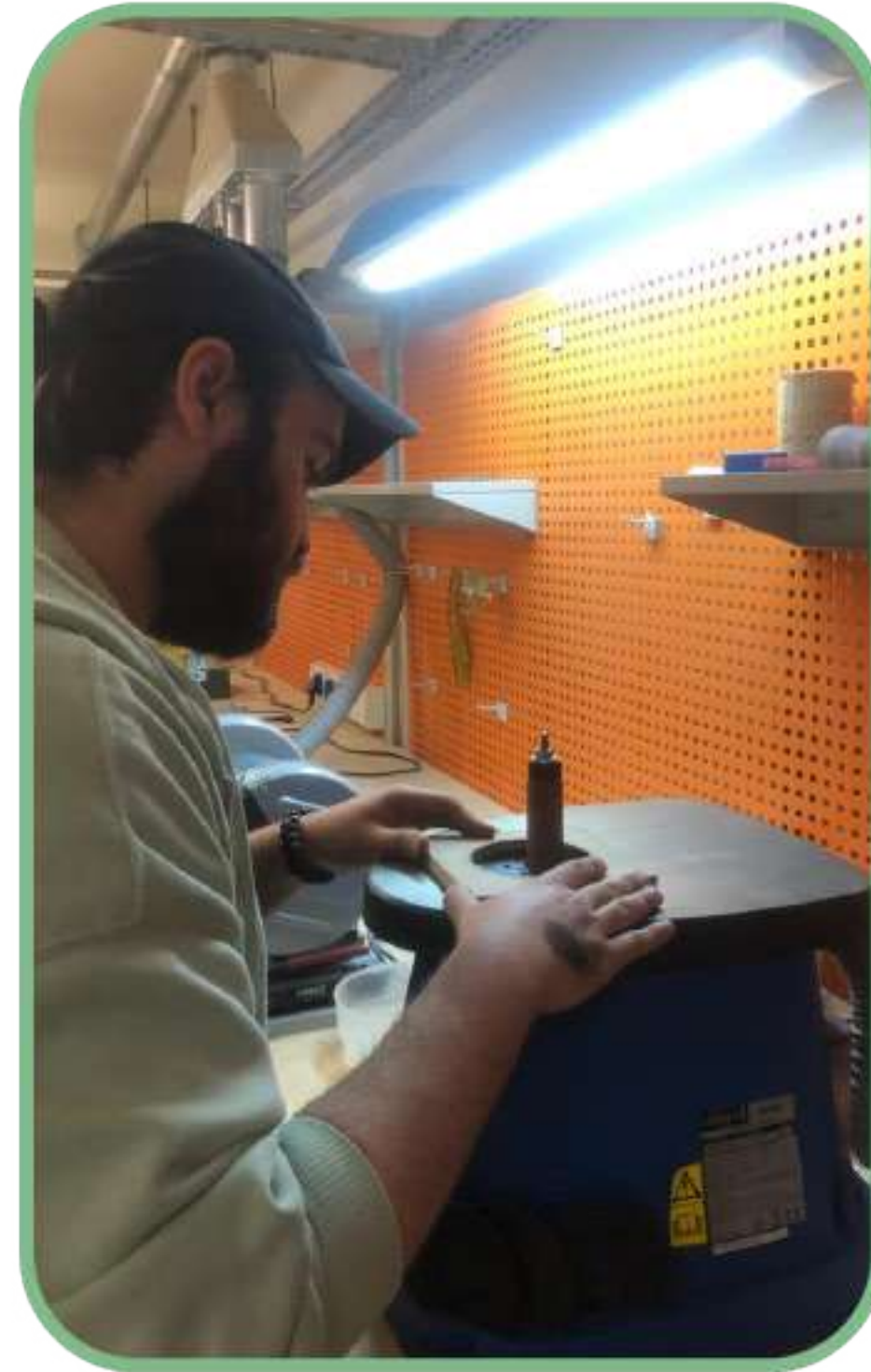
3D PRINT



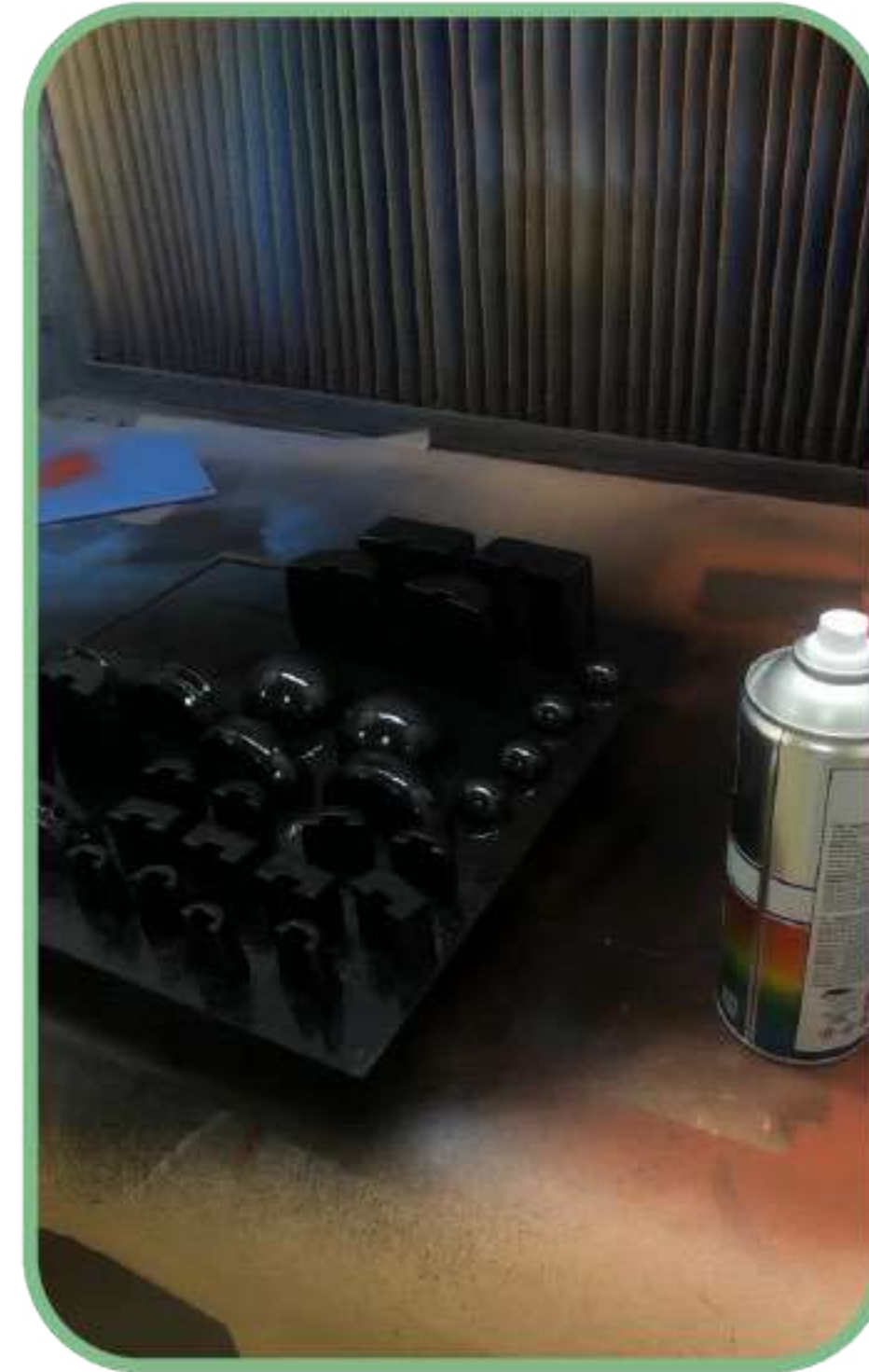
CNC



LASER CUTTING



SANDING



SPAY PAINTING



FINAL PRODUCT

DÖNGÜ

Brief

Service system design for sustainable food.

Process

8 weeks
Individual project



RESEARCH

There are approximately 24,000 food businesses in Turkey.
Sustainability ; It is a socio-economic process in which the balance between nature and people is preserved while ensuring the continuity of production and diversity.
About a third of the food produced worldwide is saved or wasted.



Industrialization



Environmental Pollution



Population Growth



Natural Resource Depletion

Gas emission data from food production

%31

Livestock and Fshing

%27

Crop production

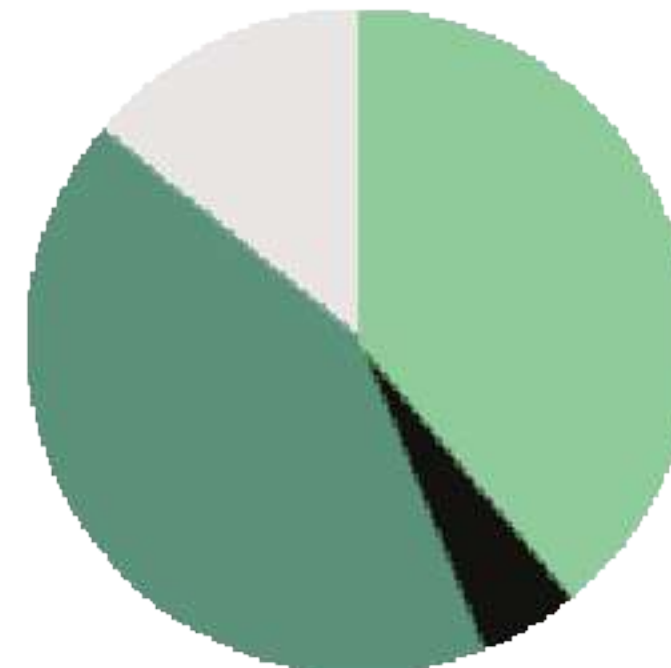
%24

Land usage

%18

Supply chains

Where most food waste occurs



- Production
- Homes
- Food Services
- Wholesale & Retail

Baked Goods	%56
Milk & milk Goods	%18
Greengrocery	%12
Soft Drinks	%4,5
Vegetable Oil	%4
Confectionery	%3
Meat Goods	%2,5

PROBLEM DEFINITION



Diagram illustrating factors of problem definition, consisting of five light gray circles with green outlines arranged horizontally. Each circle contains a text label in white, all-caps font.

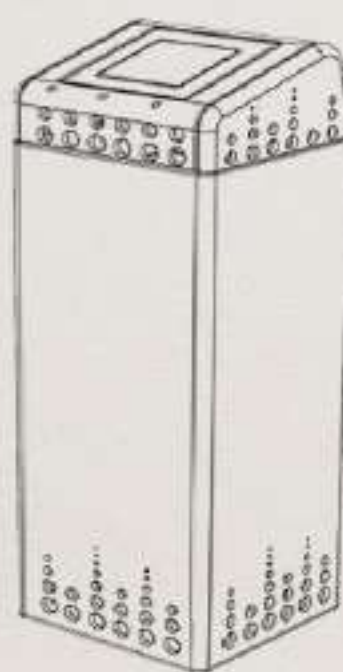
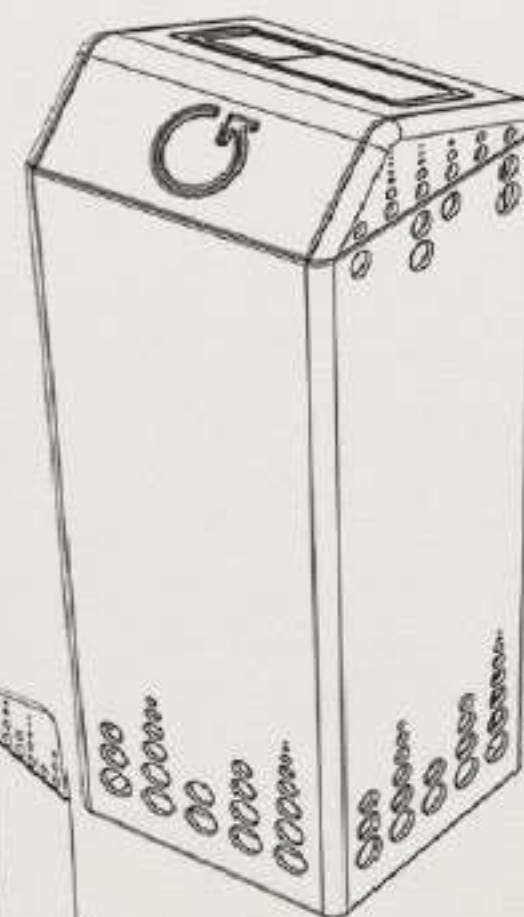
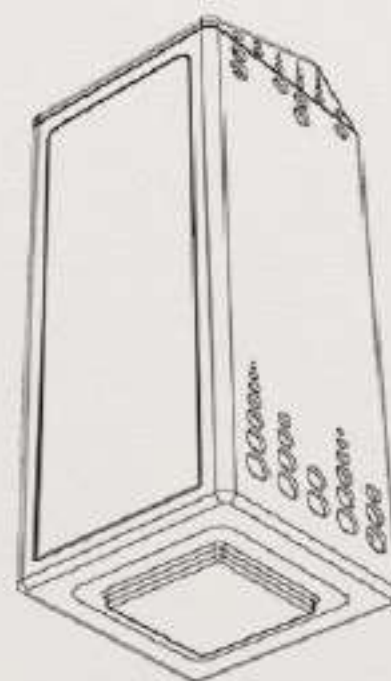
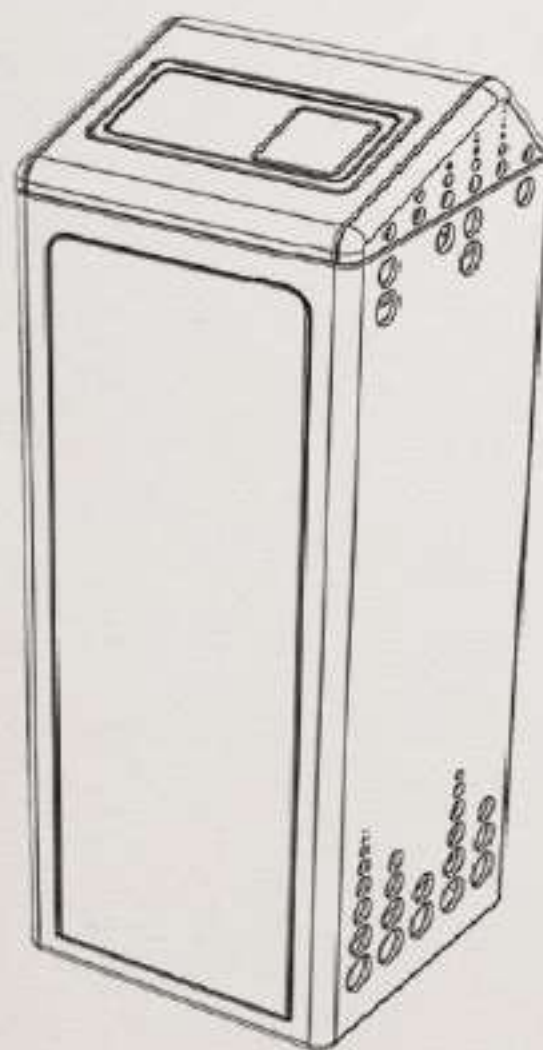
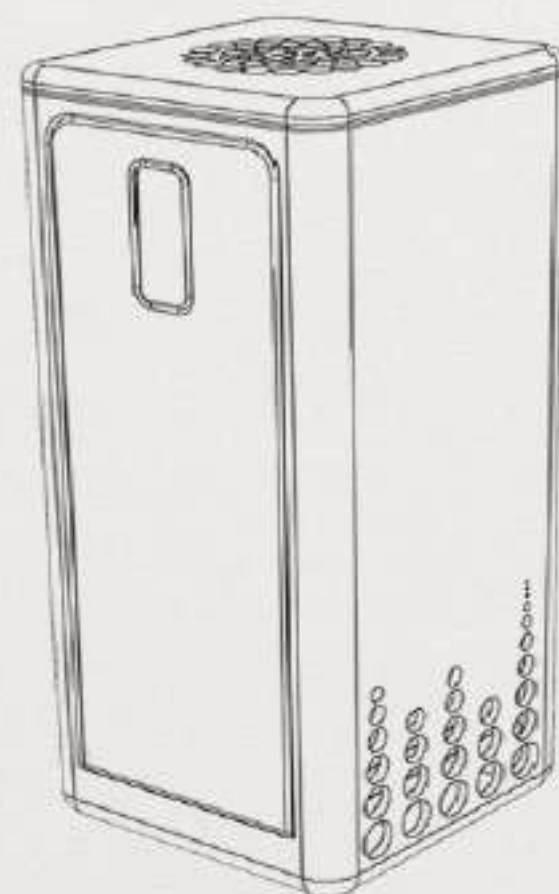
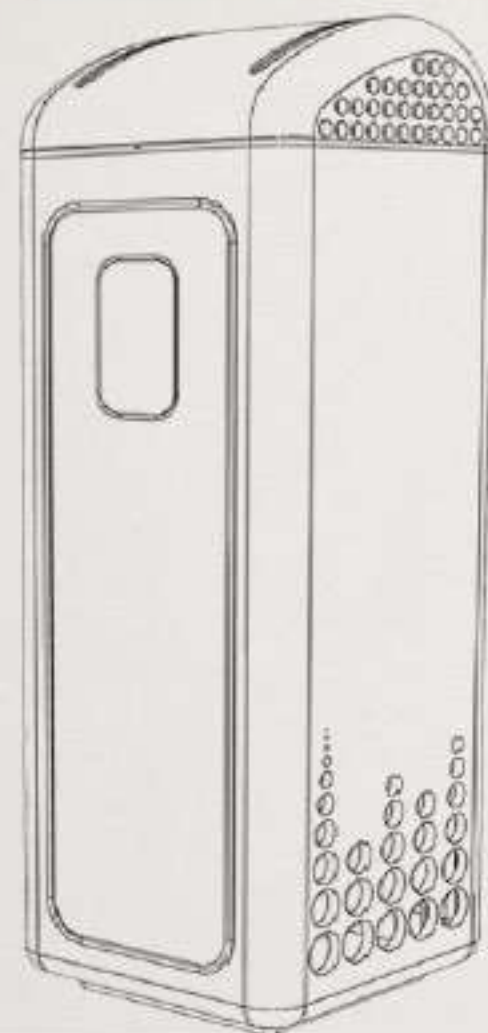
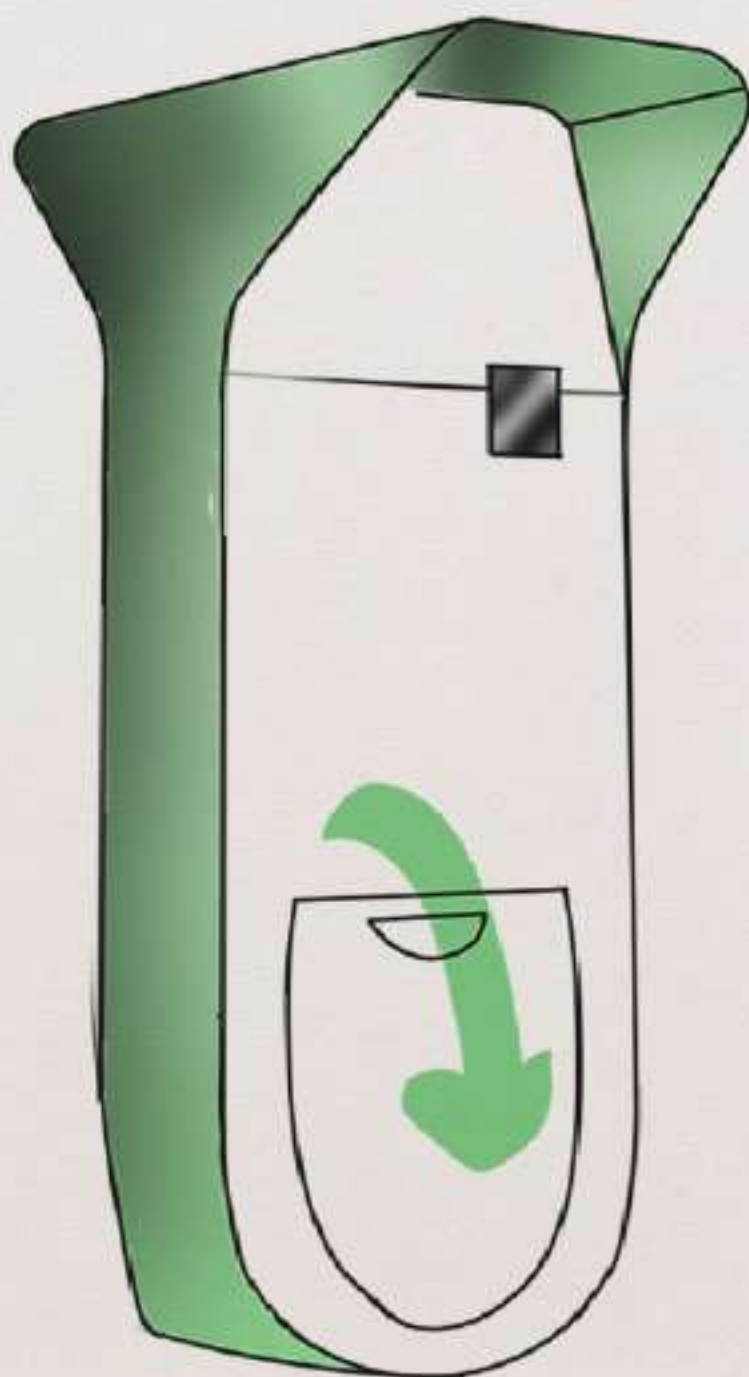
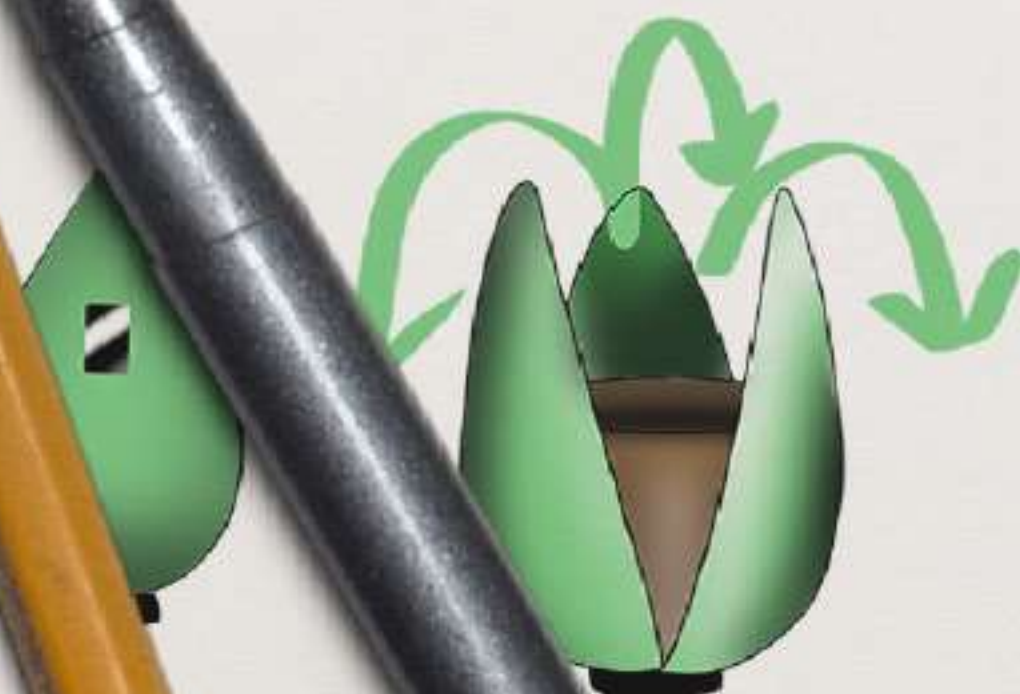
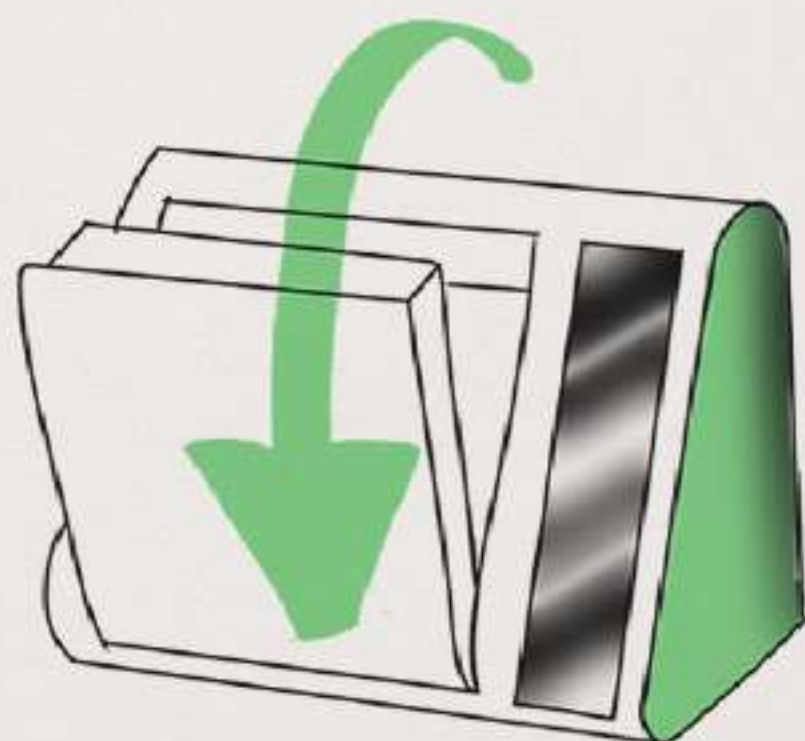
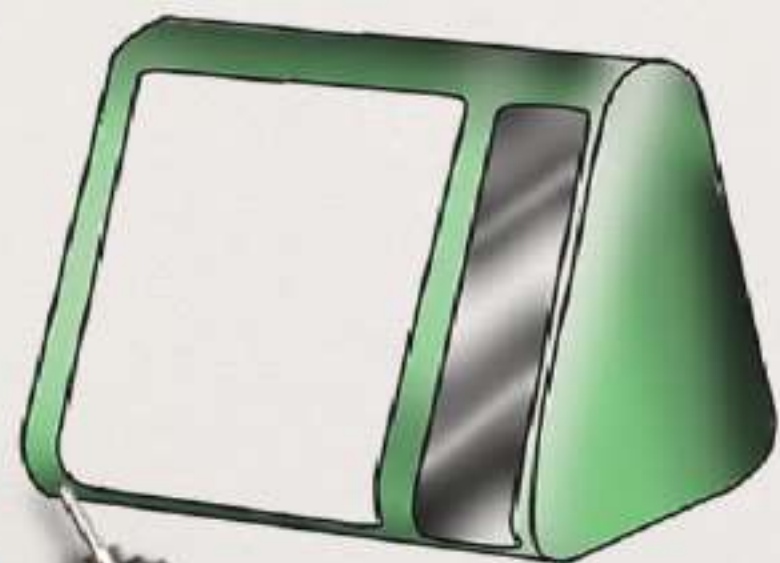
NOT ENOUGH
MOTIVATION

NOT SEEING
THE RESULTS

ENVIRONMENTAL
POLLUTION

INDUSTRIALIZATION

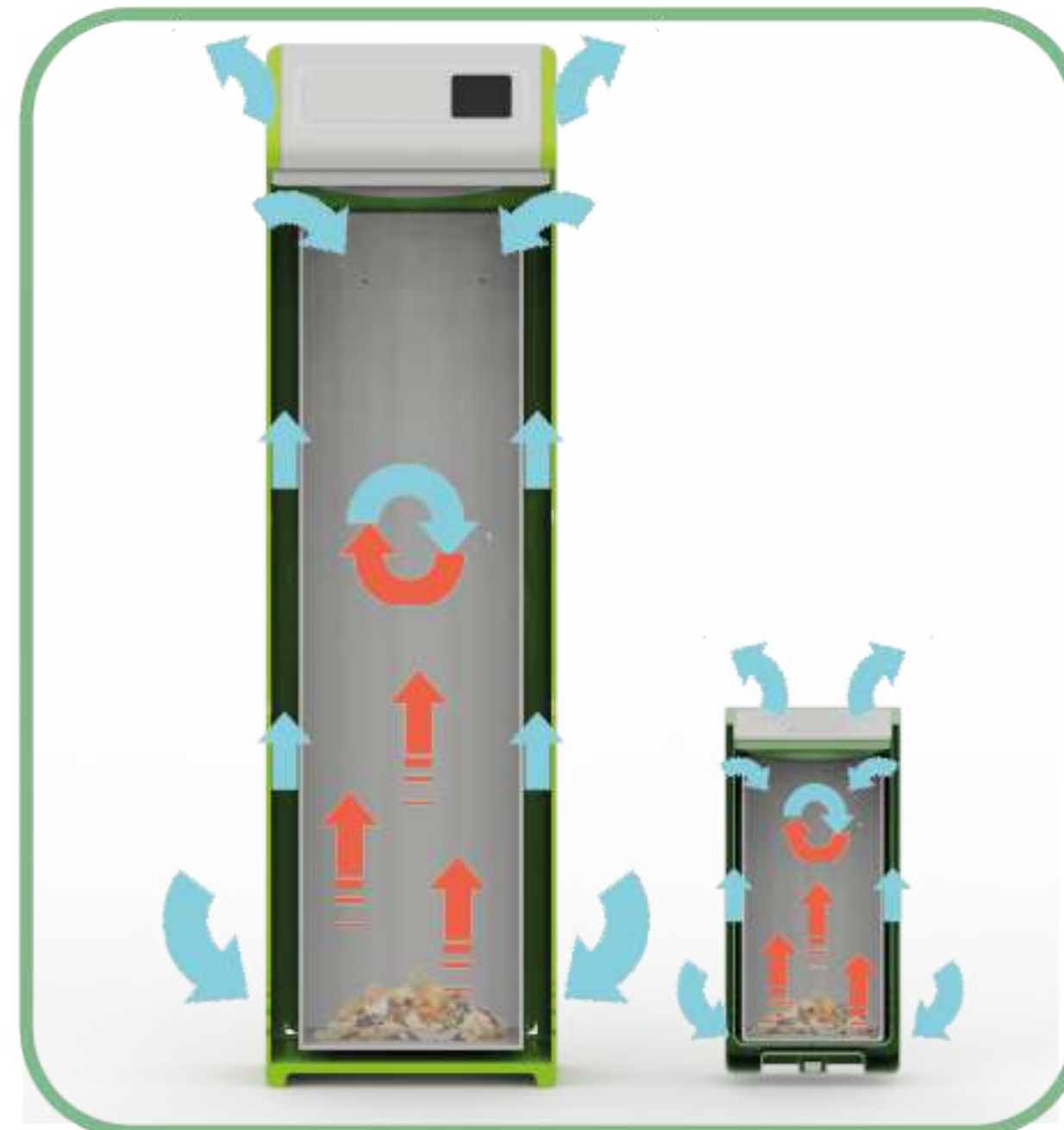
NOT ENOUGH
TIME



PRODUCT

The main collection units are designed to dispose of the organic wastes accumulated in the user's house. The main collection units are opened by scanning the QR code in the application on the user's phone.

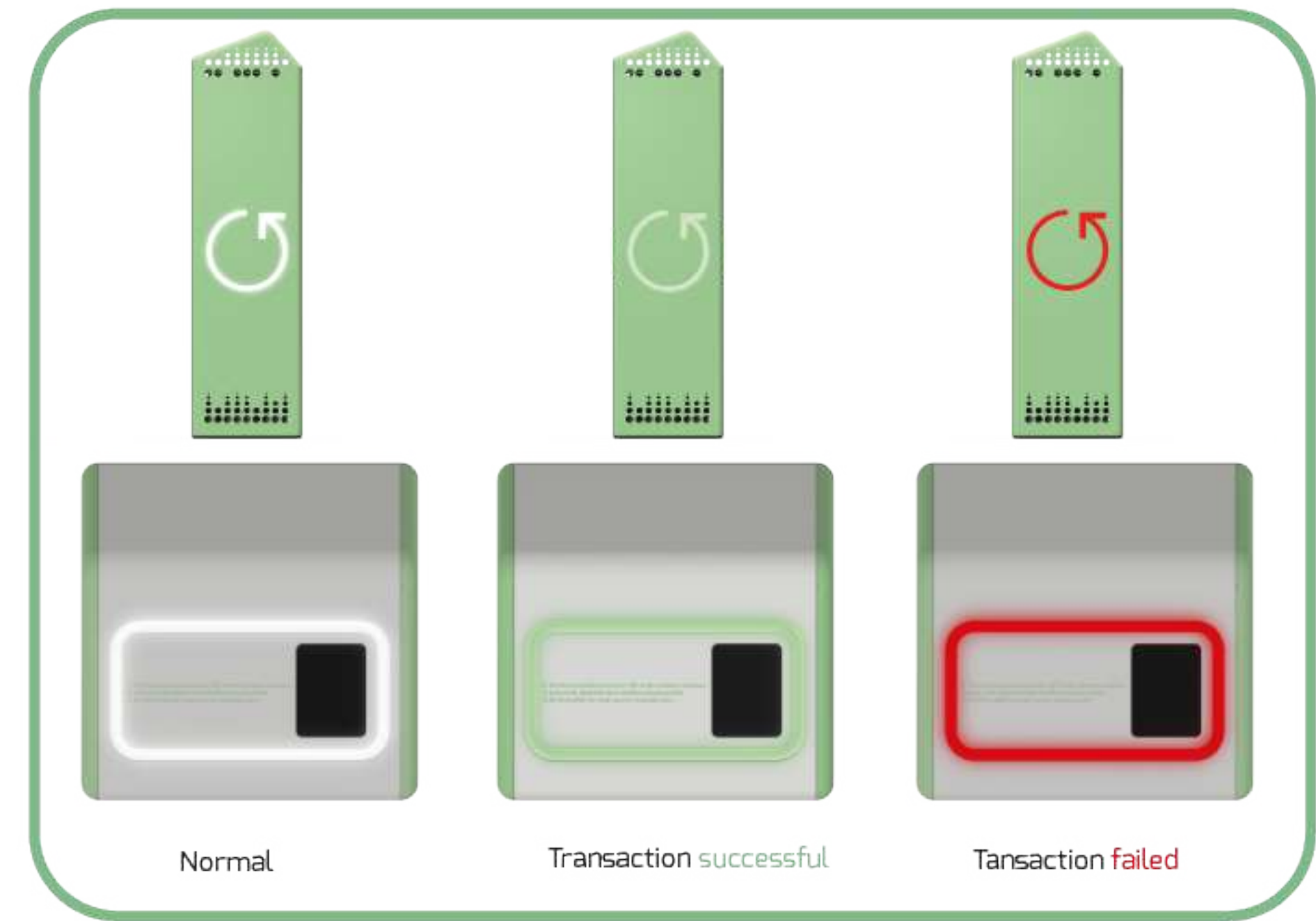
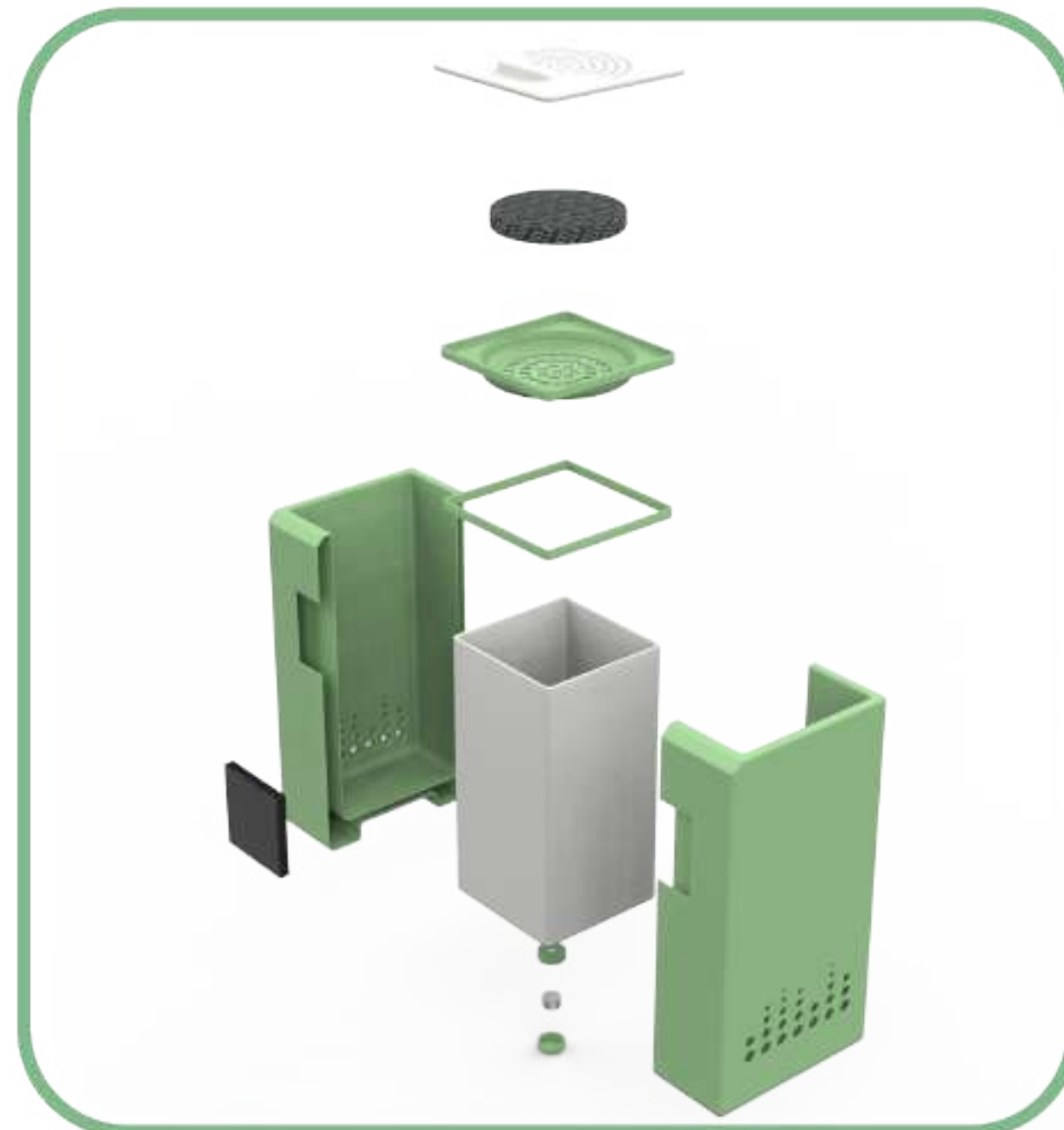
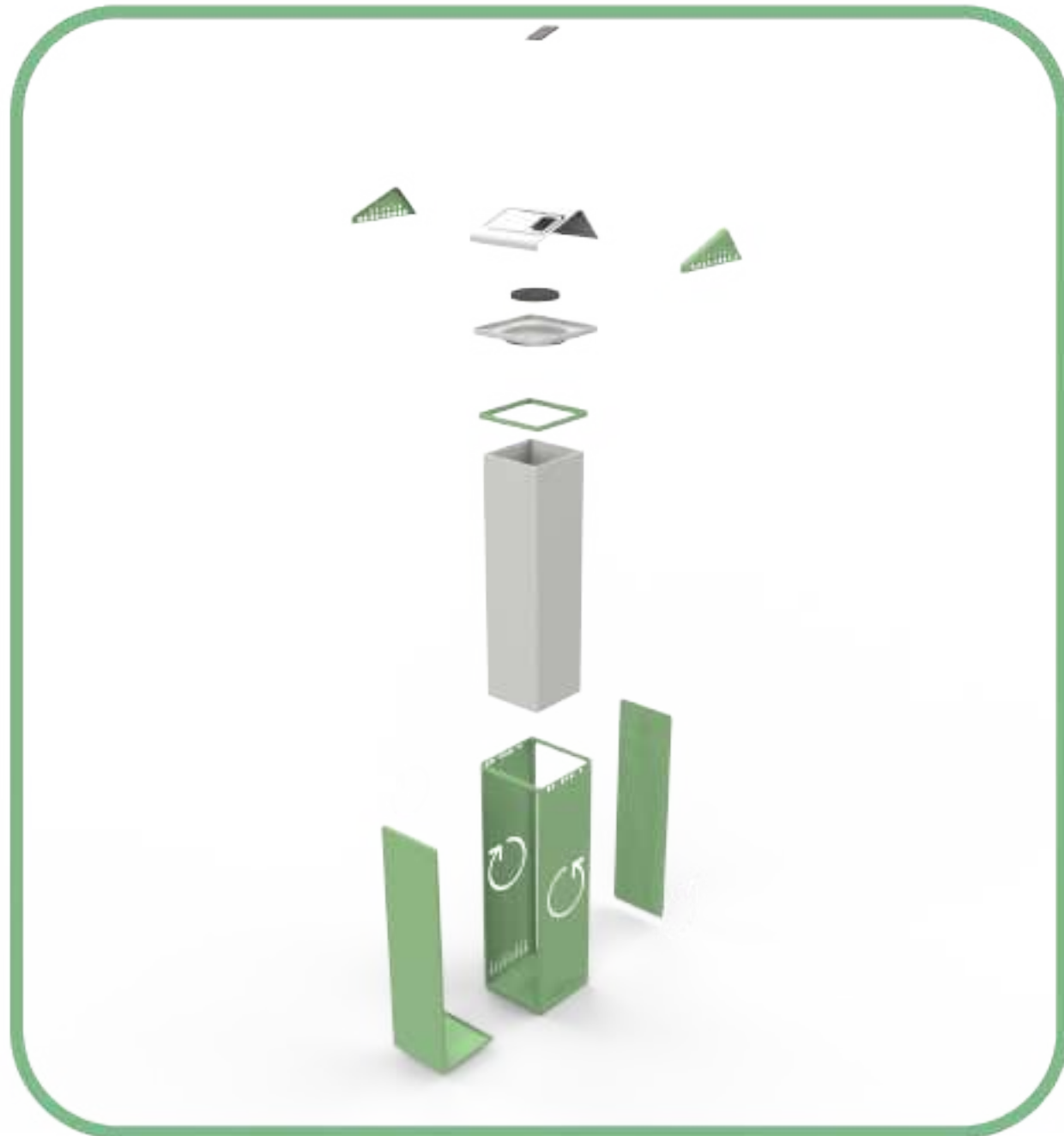
Trash cans are designed for users to collect organic waste in their homes. While the holes in the outer shell provide air circulation, the active carbon filter in the cover prevents bad odor that may occur. Thanks to the touch screen, the qr code on the phone is read and the values measured by the scale on the bottom of the product are displayed.



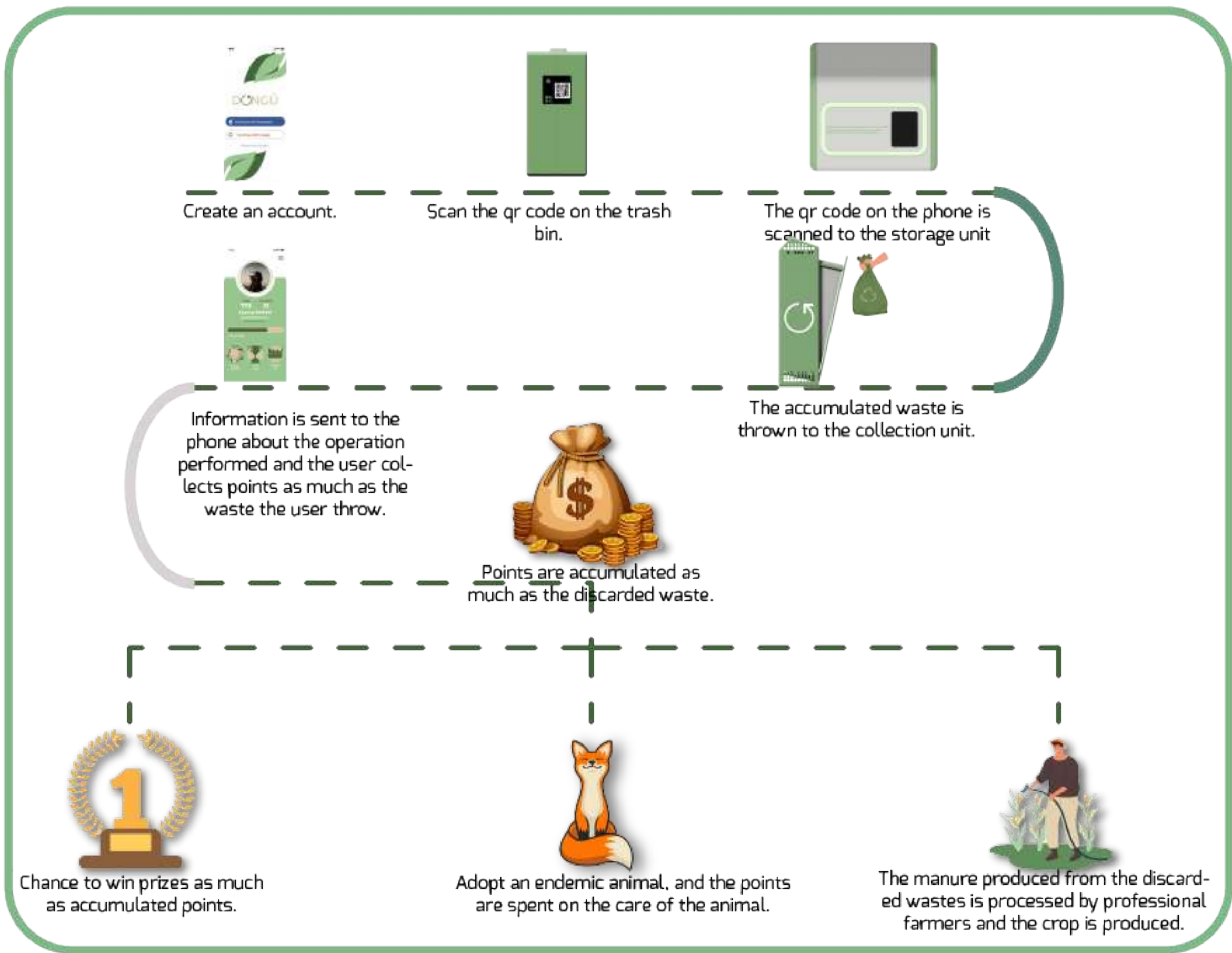
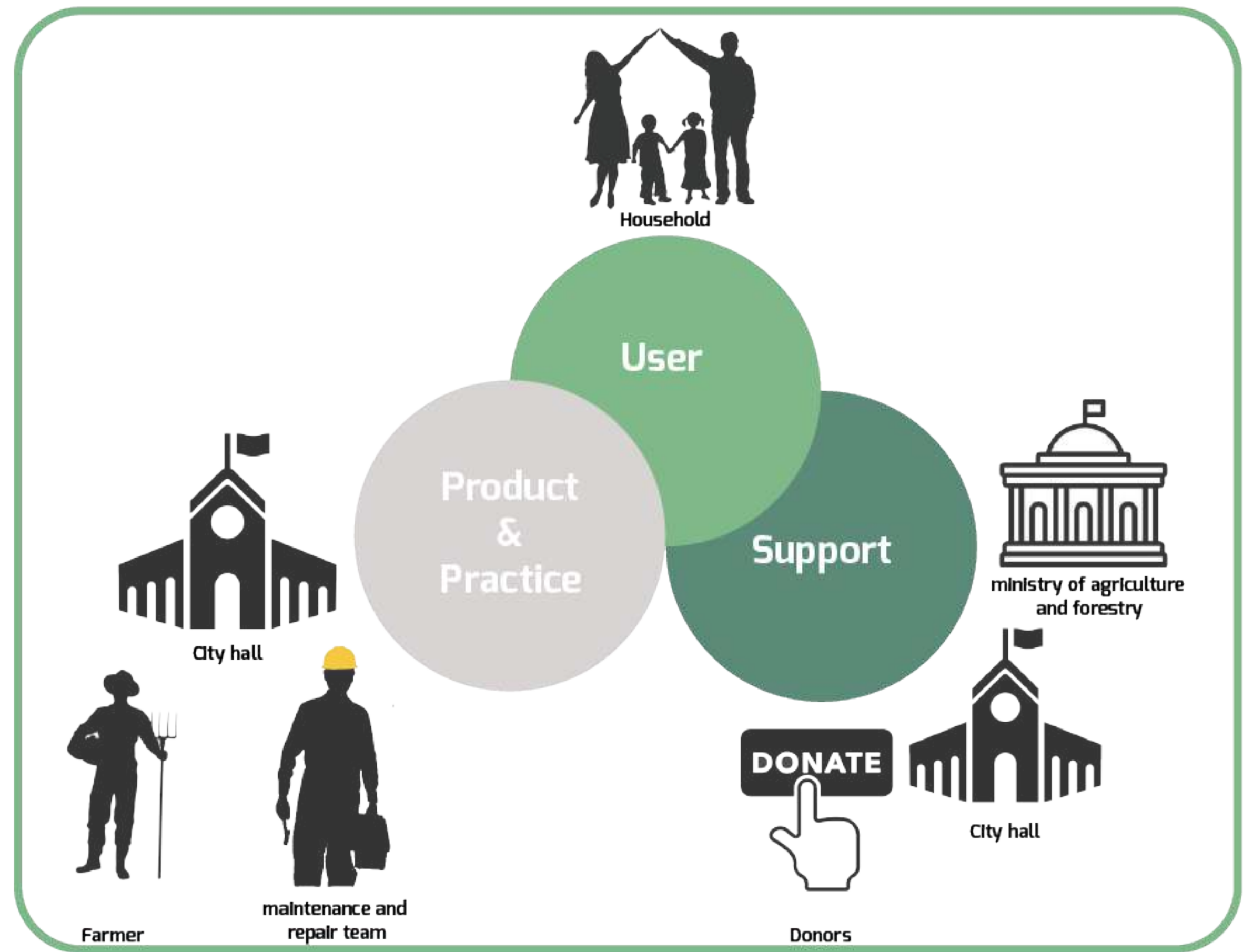
PRODUCT DETAILS

The product is manufactured using casein bioplastic to support sustainability.
Lights have been added to the sides of the product so that it can attract attention at night.

In addition, the lighting system informs the user about the transaction.



ACTOR AND SYSTEM MAPS





Typography:

MONTSERRAT
MONTSERRAT
MONTSERRAT
MONTSERRAT

Color Palette:



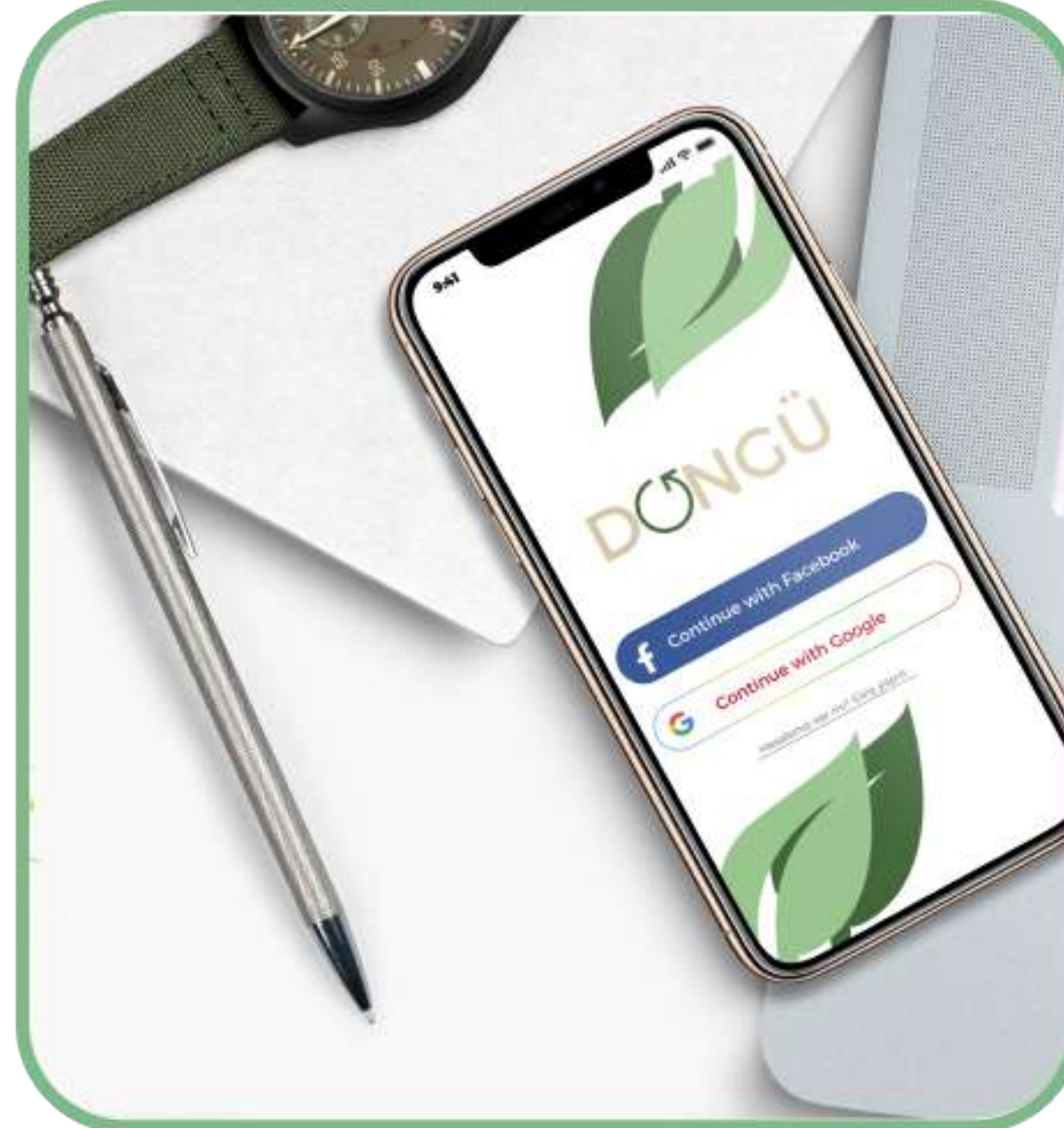
MOBILE APP

Döngü application is also designed for use with the product.

In the application, the user can see the accumulated points. The user can look at the rewards they can get with these points.

With the social network in the application, the user can look at news, recipes and also establish new friendships.

Also, the app is compatible with apple watch.



COMMUNICATION DESIGN



HEPİMİZ İÇİN **GERİ DÖNÜŞÜM**



İZMİR
BÜYÜKŞEHİR
BELEDİYESİ

DÖNÜŞÜM

BALANCE

POINT

Brief

On-campus motion station design for physical wellness.

Process

8 weeks
Individual project

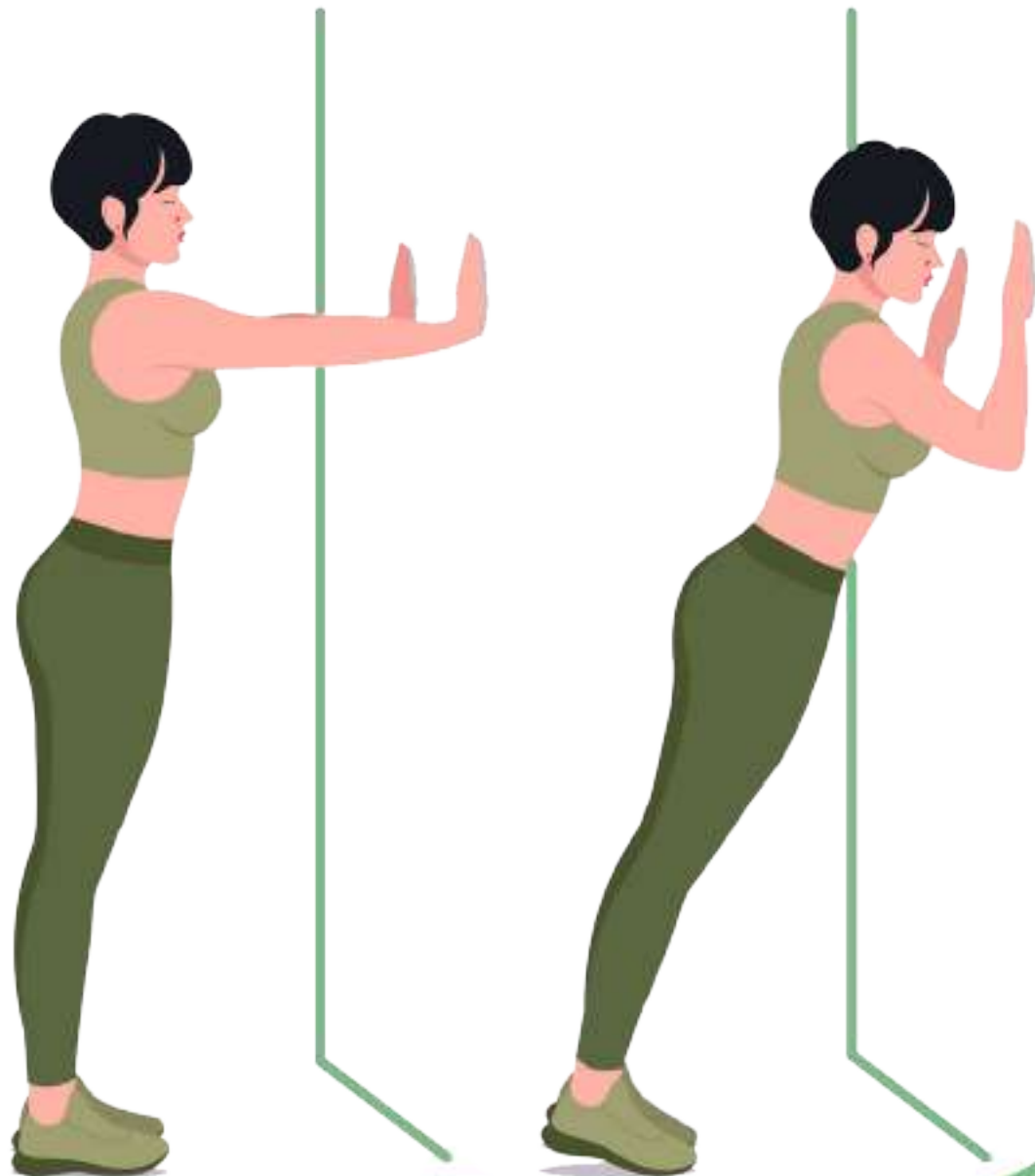


RESEARCH

The rates of physiological problems experienced by individuals as a result of the survey conducted in the campus, in which 178 people participated.



WALL WORKOUTS



MOBILITY and STRETCHING

Flexibility is a workout for the muscles, while mobility is a workout for the joints.

CORRECT POSTURE

Posture disorders are the inability of the waist, legs and arms to maintain a balanced posture during physical activities such as sitting, standing, and walking.

Posture Disorder Symptoms: The most common symptom is body aches. It causes the most low back, back and neck pain.



As a result of the survey conducted in the campus, in which 178 people participated, the factors that may prevent the users from using the exercise area on the campus.



PROBLEM DEFINITION



Diagram illustrating five problem definitions arranged horizontally in a row. Each definition is contained within a light gray circle with a green border. The circles are evenly spaced and aligned.

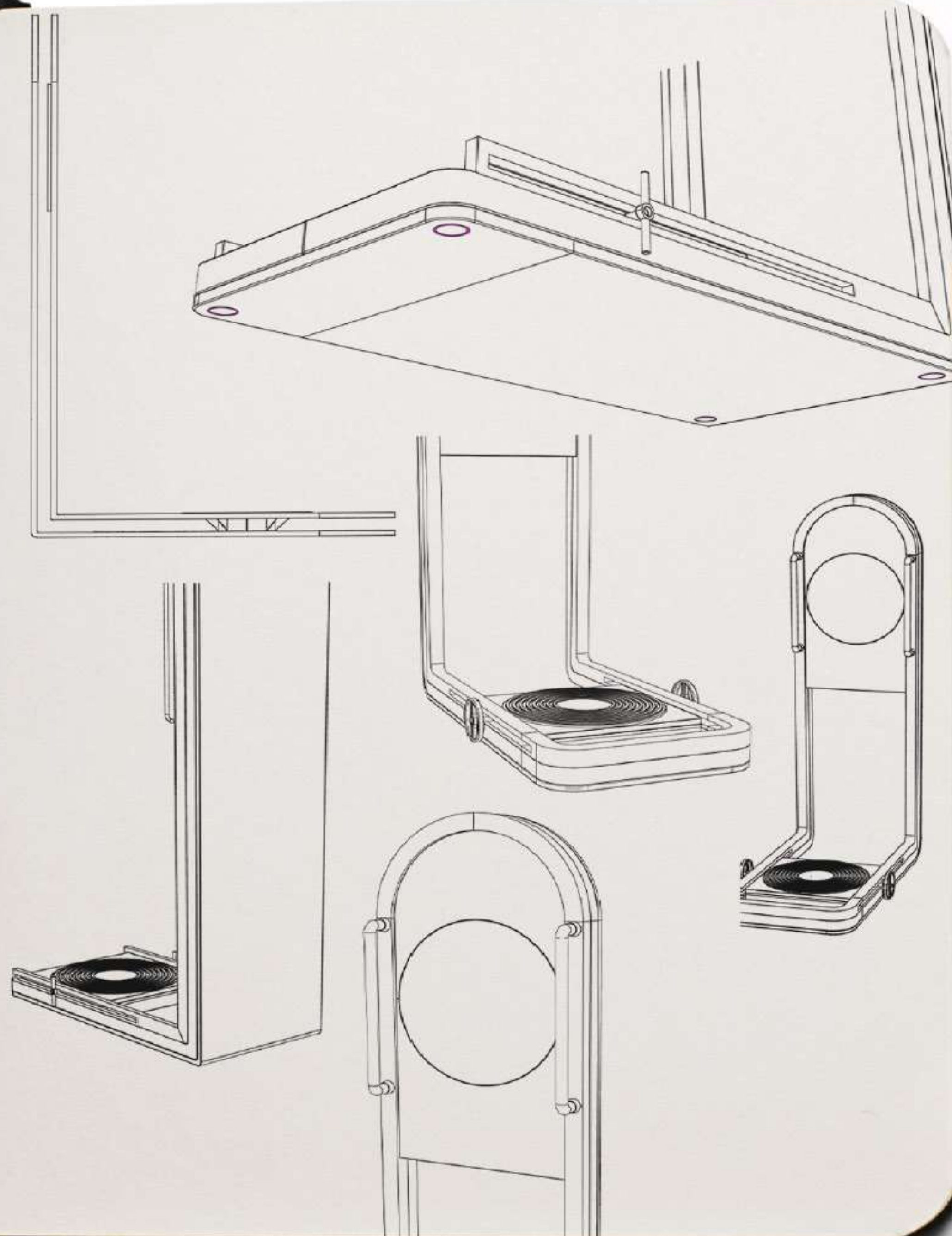
NOT ENOUGH
MOTIVATION

PERSONAL
SPACE

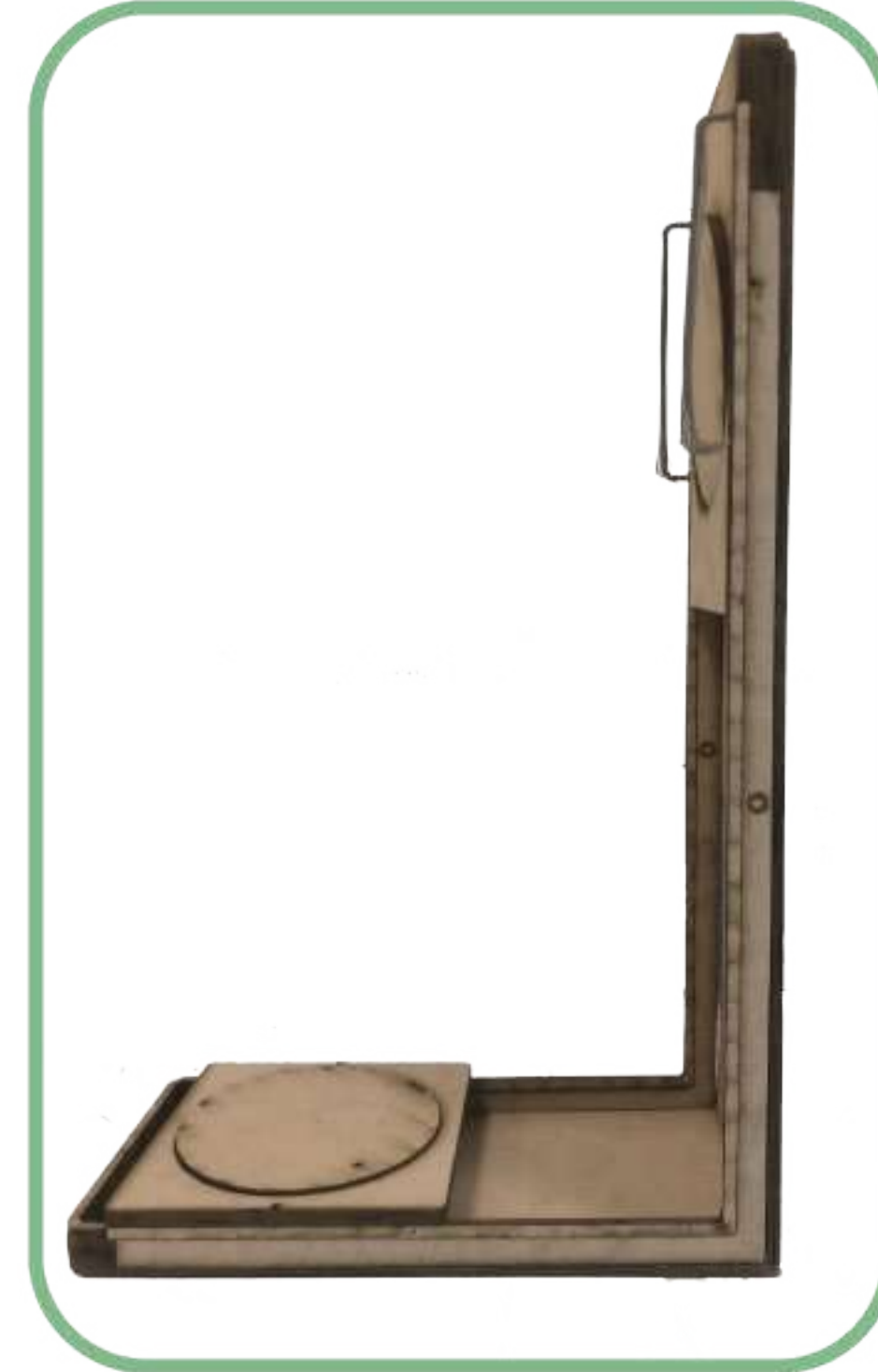
SWEATING

PRIVACY

NOT ENOUGH
TIME



MOCK UPS



PRODUCT

balance point; It is designed on the Yaşar University campus so that both students and employees can do exercises to protect their physical health in their spare time.

There are arms to provide support while the user goes out to the product, and these arms are covered with rubber material.

The product strengthens the core stabilization of the person by balancing the user.

The balance board on the floor can be adjusted according to the height of the person.

Front view



Top view



Side view



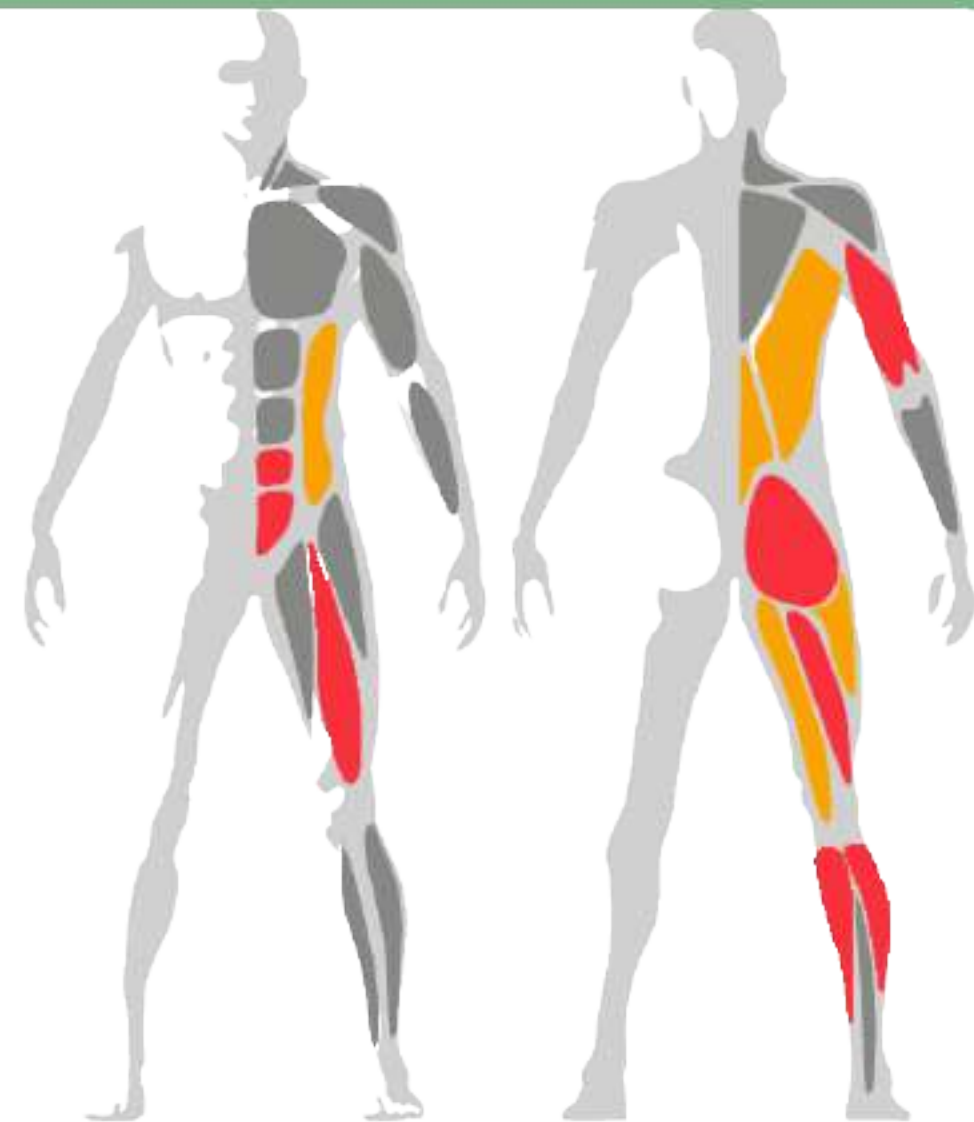
Front view



Top view



Side view



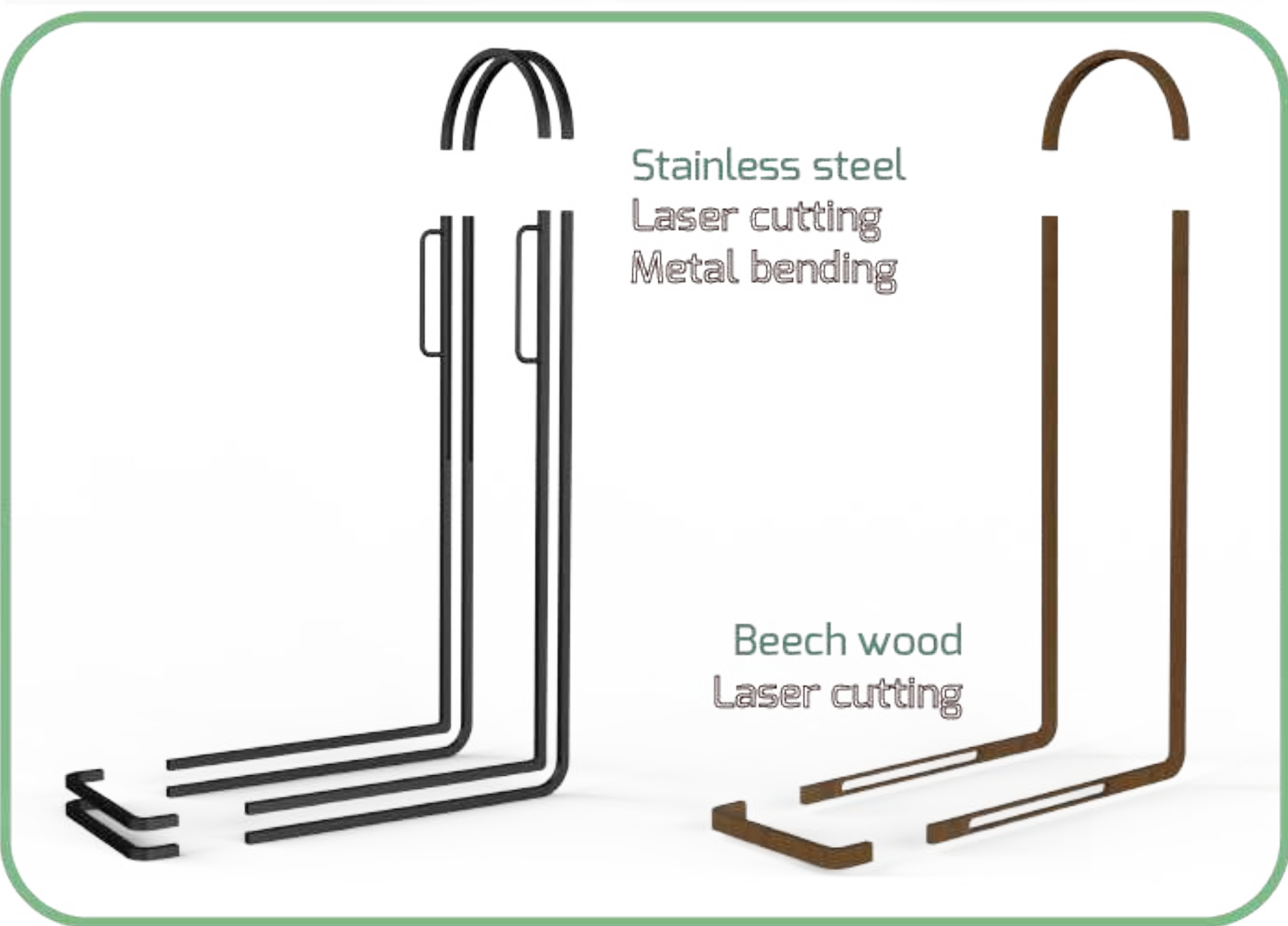
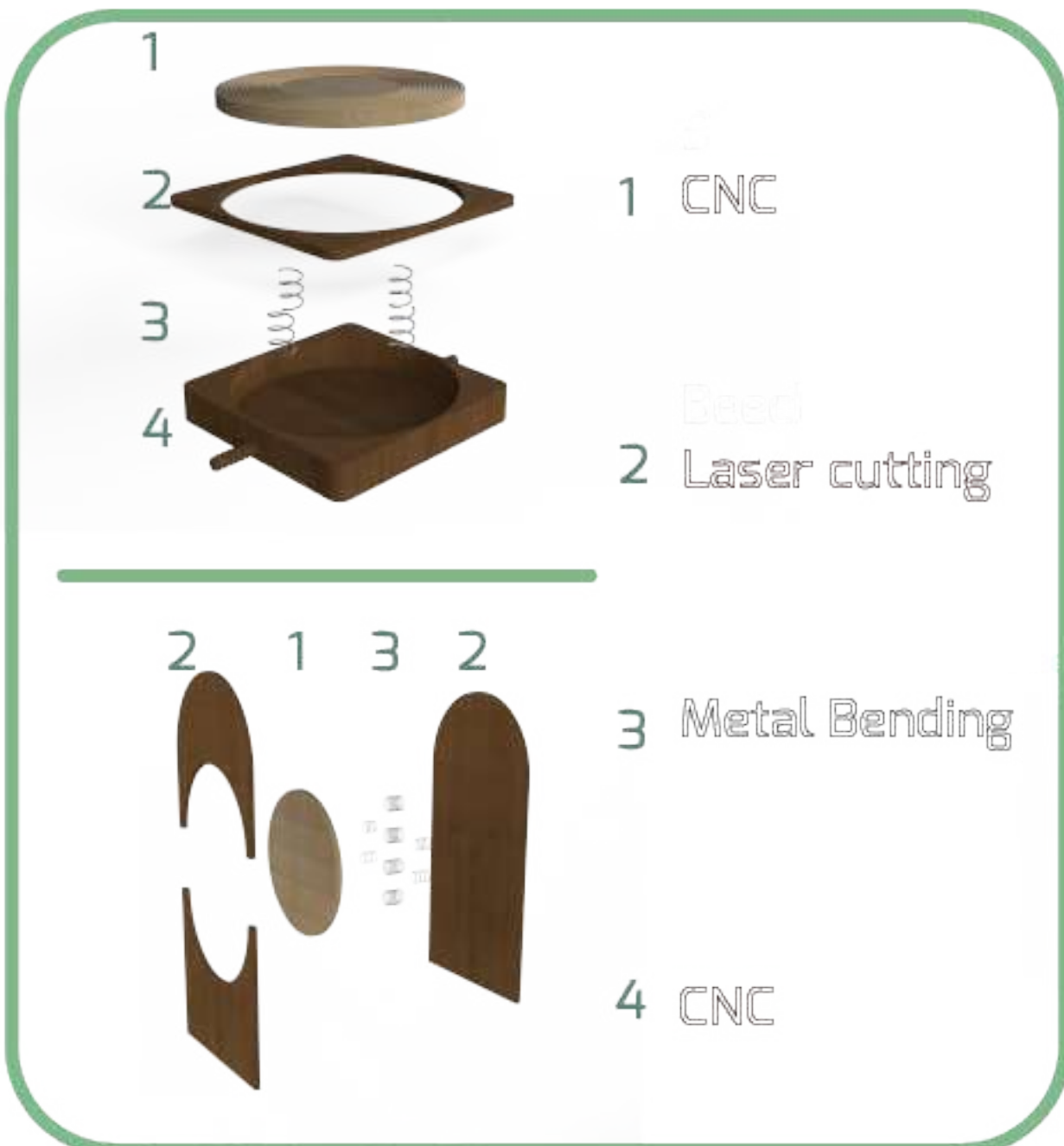
Primary muscles

Secondary muscles

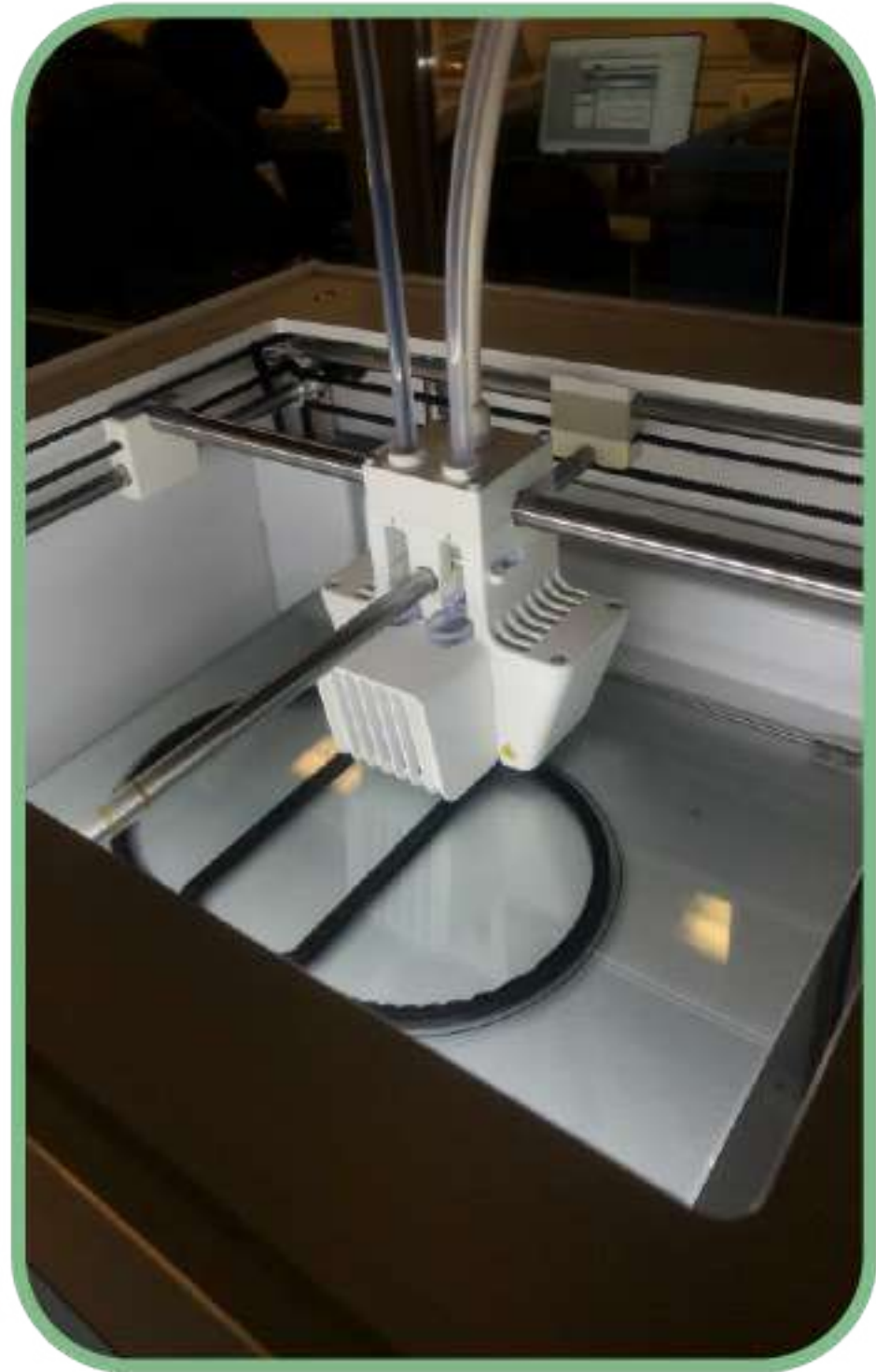
Spring detail on the back of the hand plate.
Handle and silicone grip detail



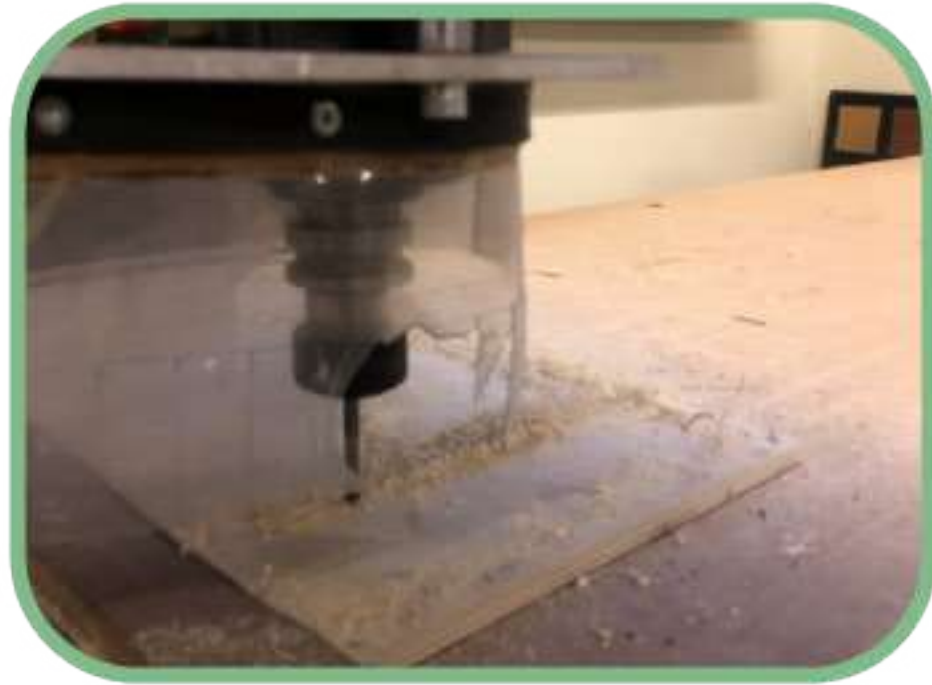
PRODUCT DETAILS



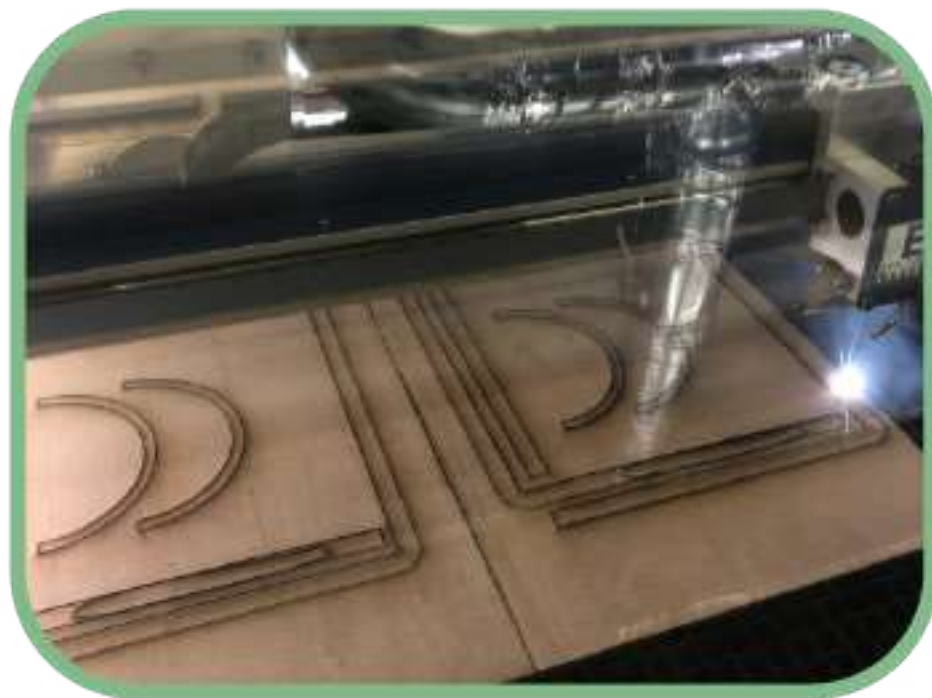
PROTOTYPING



3D PRINT



CNC



LASER CUTTING



SANDING



SPAY PAINTING



FINAL PRODUCT

MINI SPA

Facial care device for mini cooper

Brief

To design a facial care device for a global automotive brand.

Process

8 weeks
Individual project



RESEARCH

BRAND POSITIONING

A fun and affordable alternative for those who want a luxury vehicle experience

BRAND SEGMENTATION

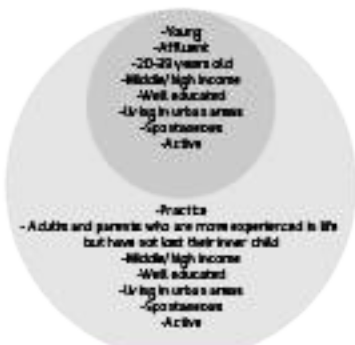
Demographics don't matter, It's the mindset that matters

DIFFERENTIATION STRATEGY

Combining retro design with modern technology. to create a value for the brand and products that no automotive brand can create.

TARGET AUDIENCE

- Loving to attract attention in crowded environments.
- People who like to be noticed for their car.
- People with style.
- Believing that their cars reflect their users.
- Looking for the most fashionable, fun and exciting.



Form analysis

- Mass form
- round lines
- characteristic headlights
- protruding side mirrors and instrument panel
- chrome frames
- The trunk line is in harmony with the taillights
- large fenders for high visibility
- The use of different colors on the ceiling and side mirrors to add dynamism
- use of colored stripe paint to show the integrity of the form
- seats designed in harmony with the fluid form
- both digital and manual display
- Different light-emitting instrument panel

Geographic
-Metropolis
-City center

Demographic
-20-39 age range
-Master's Degree
-middle/upper segment
-single

Psychographic
-Positive
-Stylish
-Happy
-Funny
-Free
-Social
-Comfortable
-Active



Details requested on the product when buying
-The product used is noticeable
- Having style and character
-Fun and dynamic
-Product reflects the user

Purchase decisions
-Aesthetic concerns
-Being in line with their style
-Easy to use

Behavioral
-Loves attention
-Self-indulgent
-Search for the most stylish
-Likes to travel and socialize

PROBLEM DEFINITION



Diagram illustrating five reasons for problem definition, each contained within a light gray circle with a green border. The circles are arranged horizontally. The first circle contains the text "NOT VERSITALE". The second circle contains the text "AESTHETICALLY NOT PLEASING". The third circle contains the text "TOO COMPLEX TO USE". The fourth circle contains the text "NOT ENOUGH EMOTIONAL CONNECTION". The fifth circle contains the text "NOT ENOUGH TIME".

NOT
VERSITALE

AESTHETICALLY
NOT PLEASING

TOO COMPLEX
TO USE

NOT ENOUGH
EMOTIONAL CONNECTION

NOT ENOUGH
TIME

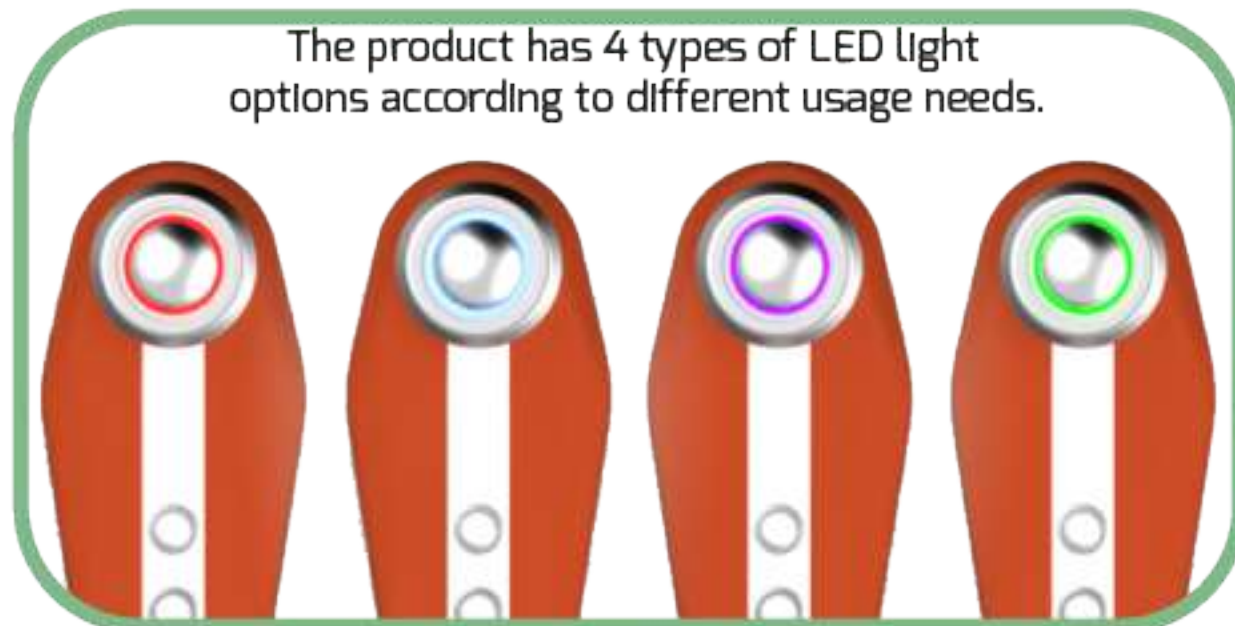
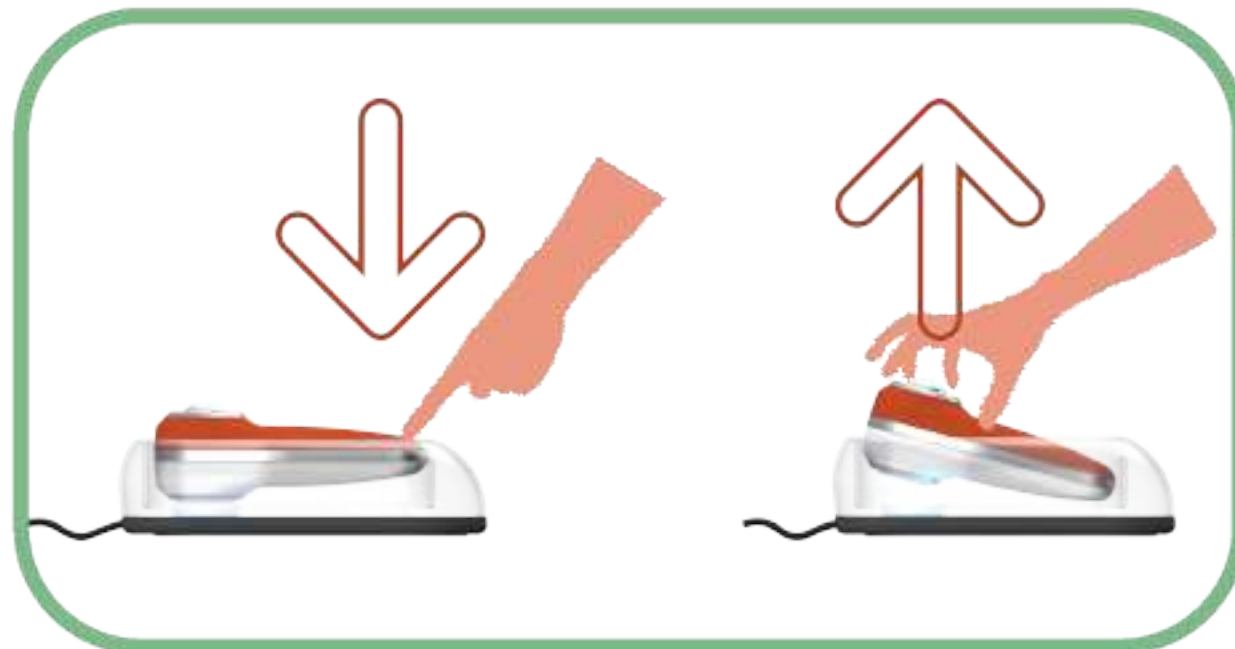
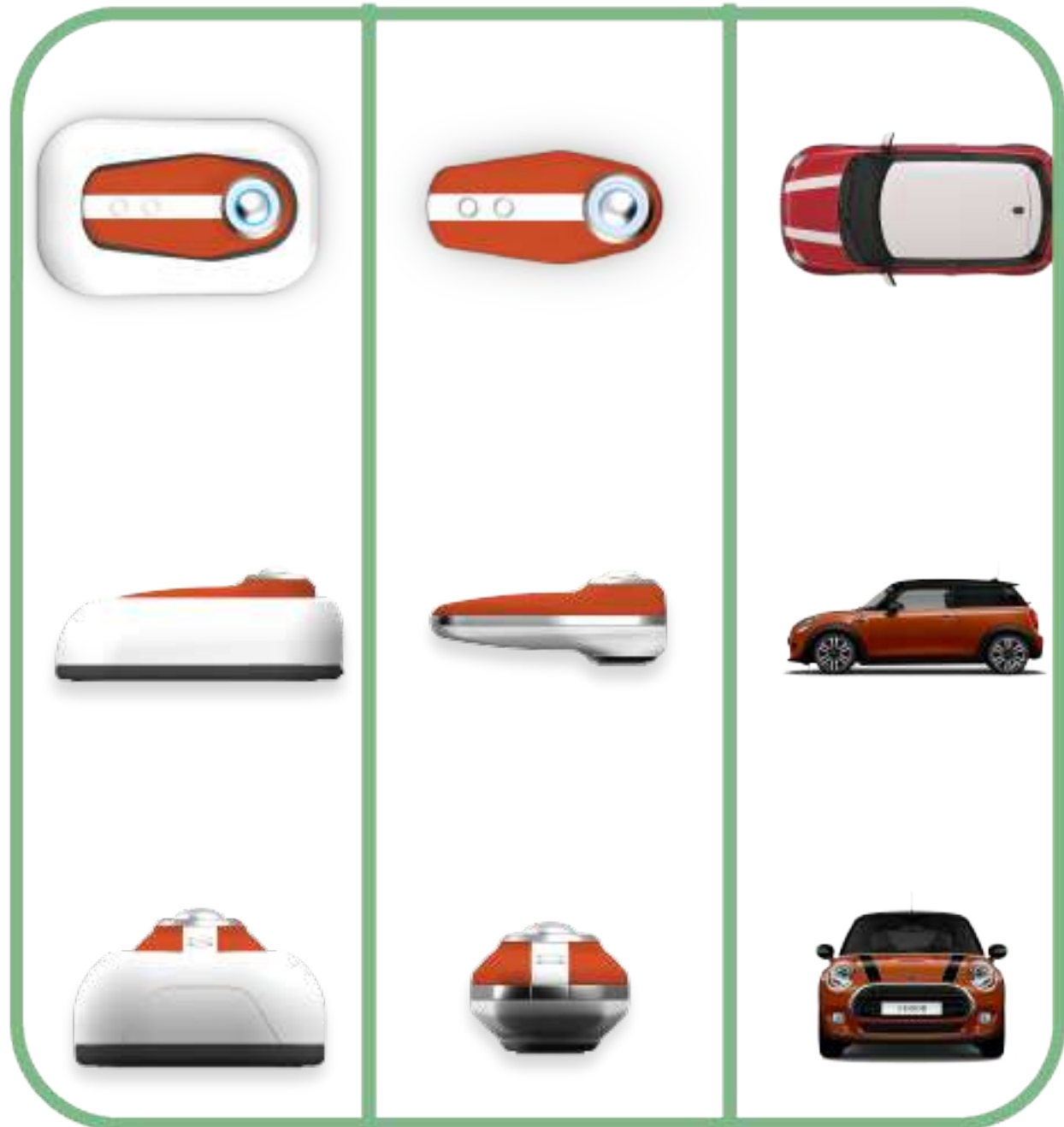


PRODUCT

The product consists of two parts. While the upper part of the product applies LED light therapy, the ball designed with inspiration from the headlights of the car massages the skin thanks to its vibration motor.

The brush produced in medical grade silicone at the bottom of the product cleans the skin with the help of a vibration motor.

The uv light in the charging unit of the product is placed to clean the product after use.

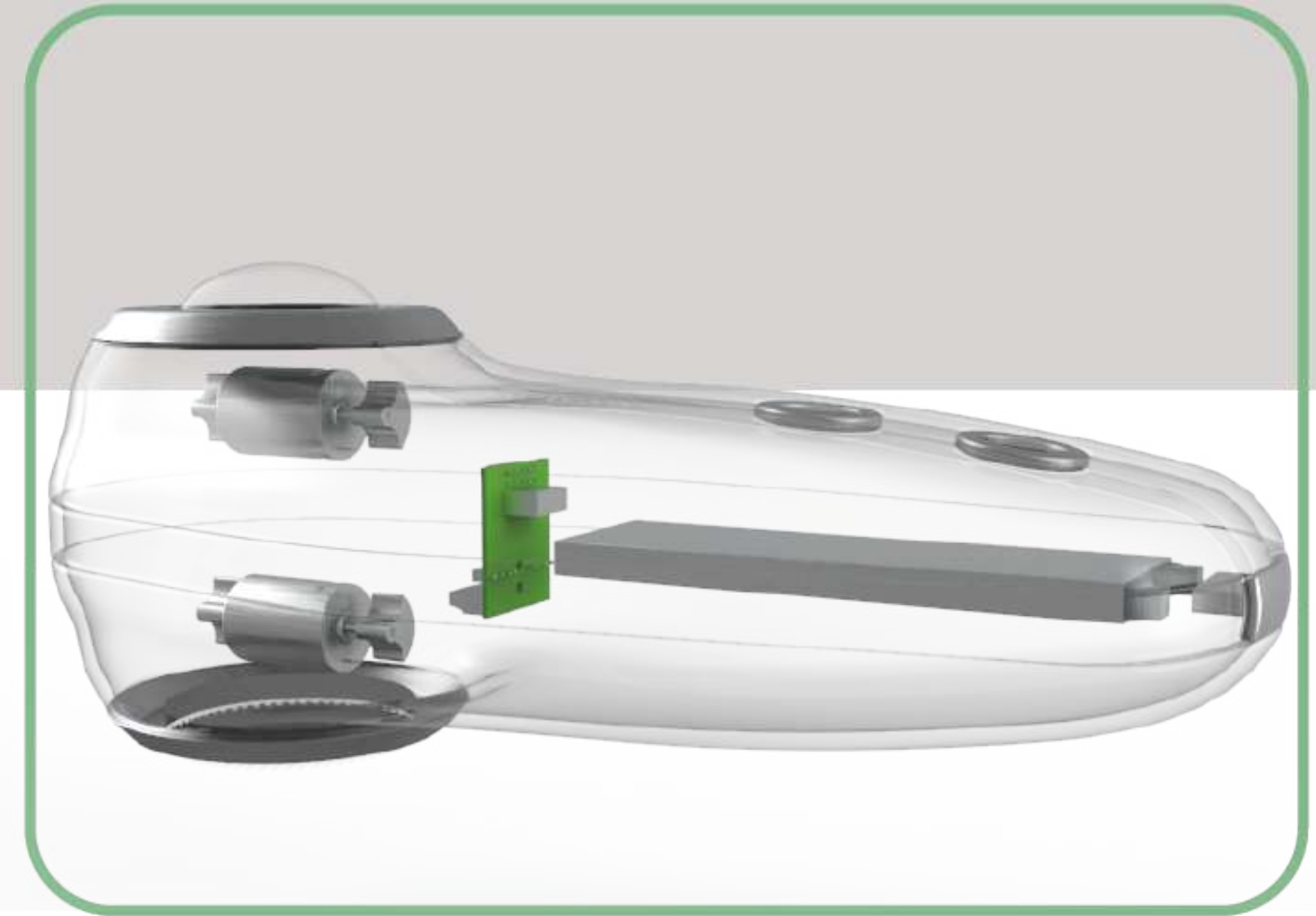


PRODUCT DETAILS

There are 2 vibration motors, one battery, LED light system and motherboard in the product.

The product is made of low shine abs plastic , medical grade silicone and 430 stainless steel material.

Plastic parts in the main product and charging unit are produced by injection molding method.



MINERVA

Brief

Workspace furniture design.

Process

6 weeks
Individual project



RESEARCH

According to the data obtained as a result of the survey in which 113 people participated;

Participants who study and work remotely stated that their workload increased, they became lazy and they had difficulties in time management.

The majority of the participants stated that they also use their desks for eating.

We learned that the participants have plants, lamps and speakers on their desks.

Aesthetics and work

Working in an environment that appeals to the user aesthetically can increase work efficiency up to 32%.

If employees are not satisfied with their environment, they will focus less on their work.

Aesthetic spaces are places where people are deeply immersed in their creative work and can reach levels of concentration not found in other environments.

Green Onyx

It radiates positive energy.
Increases self-confidence.
It reduces tension.
Increases focus and concentration.
Improves memory and learning ability.



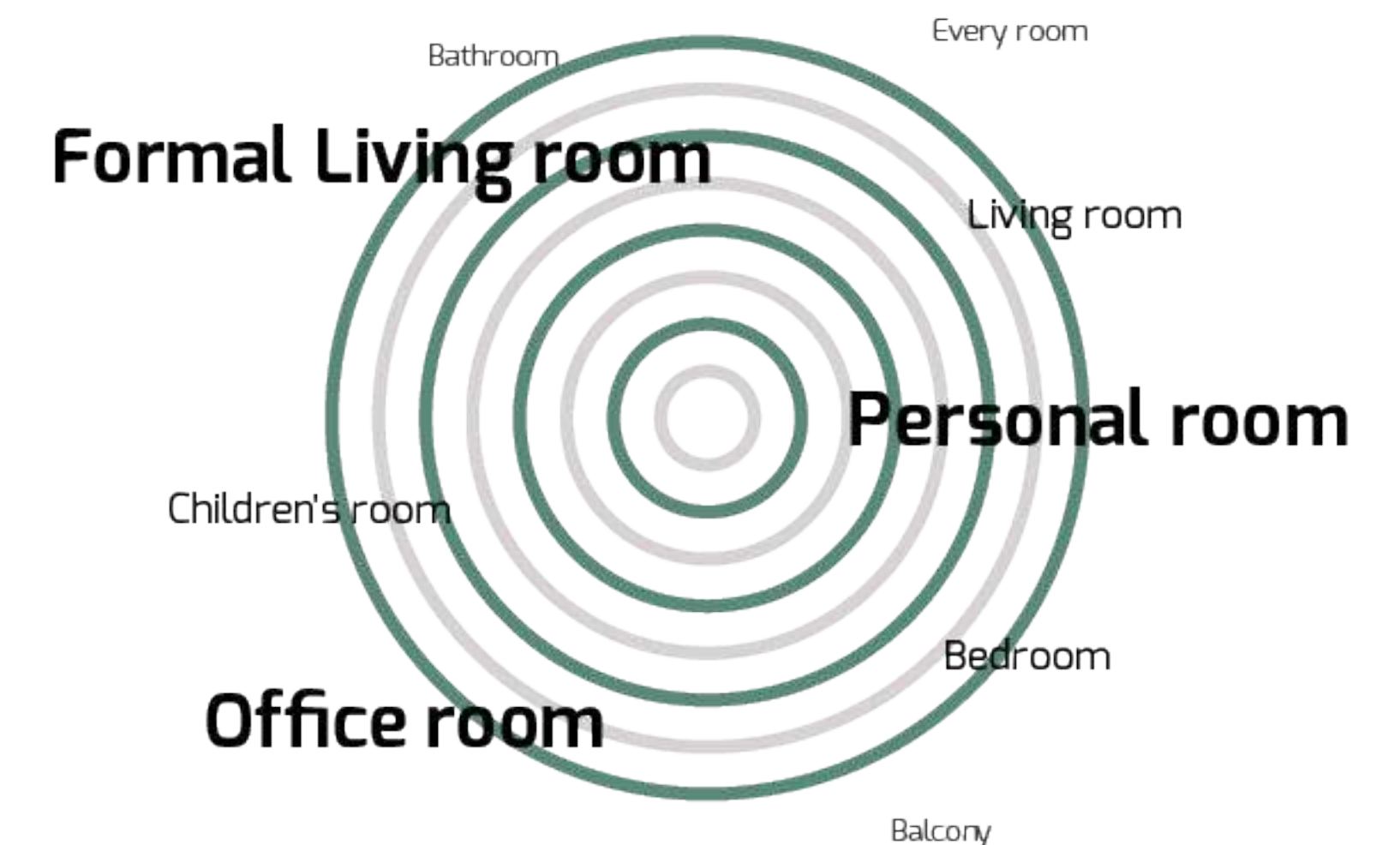
Birch Wood

Flexible.
Sticks well with glue.
Holds paint and varnish very well
Used in seating furniture and carved furniture.

Primary Touch Secondary Touch Tertiary Touch



According to the data obtained as a result of the survey in which 113 people participated, the rooms in which individuals work in their homes.



PROBLEM DEFINITION



Diagram illustrating five problem definitions arranged horizontally in a row. Each definition is contained within a light gray circle with a green border. The circles are evenly spaced and aligned.

NOT ENOUGH
SPACE

AESTHETICALLY
NOT PLEASING

STRESS

DIFFICULTY
TO FOCUS

NOT LIKING THE
WORKING AREA

PRODUCT DETAILS

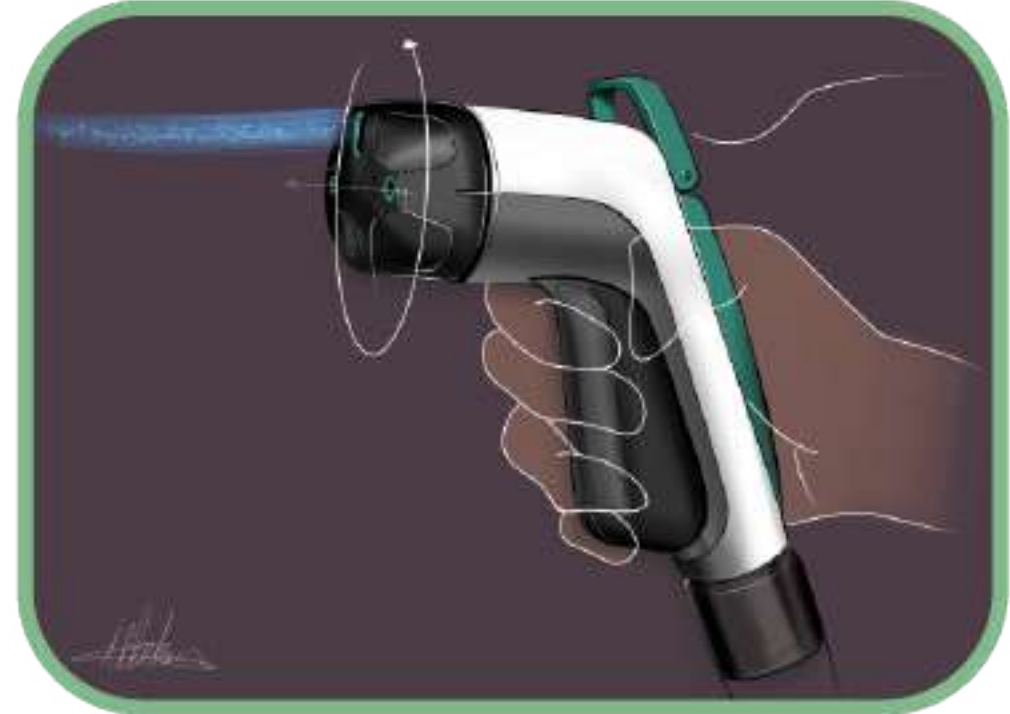
Minerva; It has been designed in line with aesthetic concerns, where there is no working area in their home, and the user will not hesitate to exhibit it when not used for work. It creates space for its users by combining working and sitting with its fluid and holistic form.



TRADITIONAL SKETCHING



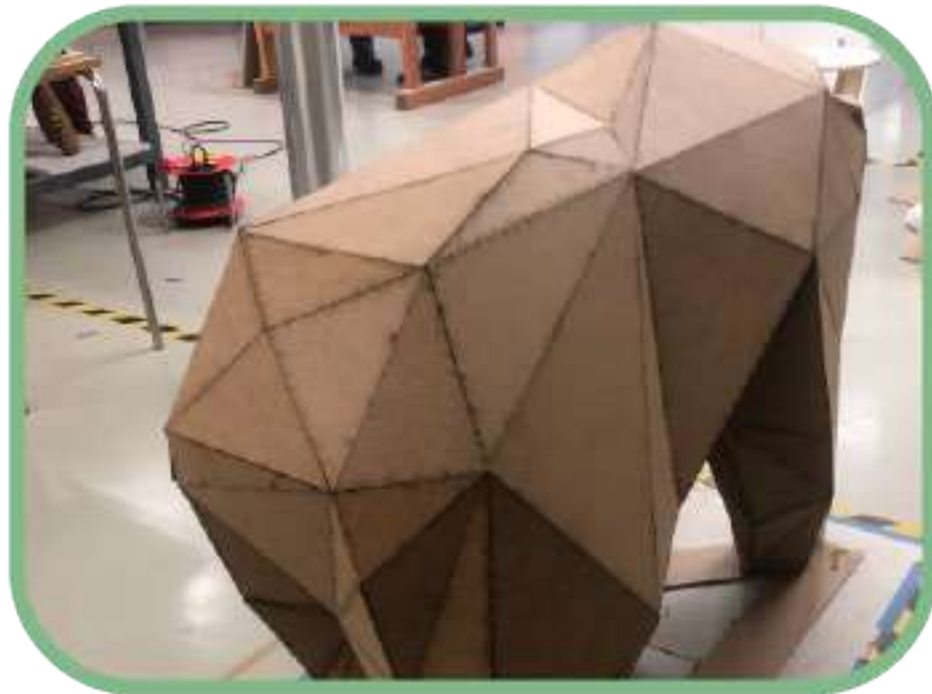
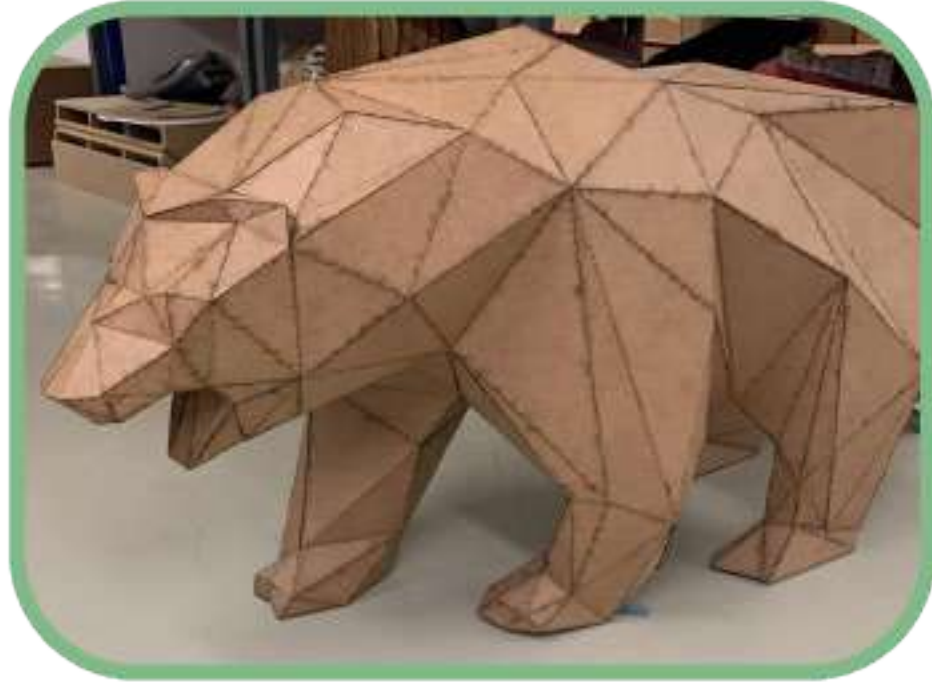
DIGITAL SKETCHING



PROTOTYPING



STACKING
LASER CUTTING



LOW POLY
Bahar KÖRPETÜTÜNCÜ
Yarkin MUSLU



**PLEXIGLASS
OUTLINING**
LASER CUTTING



STUDIO PROJECT



PATTERN
CNC

THANK YOU FOR YOUR TIME.

İlkehan ÖZMAN