



From A for armchair to Z for ziplock bags, the average person's personal effects amount to around 10,000 items. Items that we own, that influence our routines, assist us in everyday life and represent aspects of our personalities. They can unite us or even drive us apart.

The objective of this design project is to examine the world of objects in an artistic manner. We will have access to any type of media, from analogue to digital. How can we bring the narrative potential of objects to light? How can run-of-the-mill, everyday items become charged with new meaning?

[illegible]