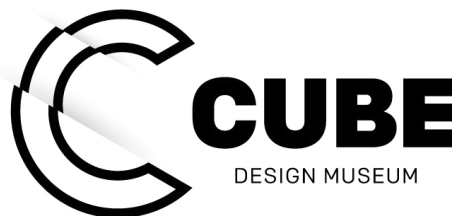


# Become an intern at Cube and co-create for change.



## Who are we?

Cube is the first museum of the Netherlands entirely dedicated to design. Cube displays meaningful design that has an impact on the world. A visit to Cube will provide an insight in the design process and it will inspire visitors to take an active part in thinking about shaping the world. Cube does not only stage exhibitions of trendsetting international design, it also functions as a multidisciplinary laboratory where visitors can join students and designers working on innovative (product) design.

## Who are we looking for?

We are looking for motivated doers who can think beyond given frames; who are open-minded and dare to take up challenges off the beaten path. We believe that creativity does not depend on disciplines.

What you need is a designer's mind-set, with:

- team spirit;
- excellent communication skills in spoken and written Dutch and/or English;
- visual, verbal and textual skills to document and present the design process to museum visitors and stakeholders;
- motivation to actively involve museum visitors in your design process on a daily basis;
- an optimistic and responsible attitude;
- the availability to work on Weekend days and holidays. Location: Kerkrade.

## What do we have to offer?

- working on meaningful design that has an impact on the world;
- working in a multidisciplinary (and international) team;
- professional coaching;
- help you developing creative, professional, and social skills;
- the design (process) will be included in the Cube design museum collection;
- access to rapid prototyping machines: laser cutters, 3D printers, etc.

Students can join us within the framework of an internship, a minor or graduation project. You work within a multidisciplinary team, with students from different disciplines and nationalities, supported by experts from relevant disciplines and with end-users. Actively engaging museum visitors in your design process through workshops, brainstorms, activities and interactive exhibitions is part of your daily routine.

The teams apply principles of design thinking and co-creation. They find solutions for or new ways to deal with issues or challenges, together with visitors, scientists, stakeholders and end-users. The starting point will be "Design for human needs and ambitions". The teams will come up with new products, concepts or services on the basis of a request from society, industry, social organizations or specific interested parties.

## Cube Calls 2018-19

Each team works on its own design project, the "Cube Call". This call is to be completed within a period ranging from a number of weeks to some months. Cube provides professional coaching on design thinking and visitor participation. Furthermore, in cooperation with Brightlands Innovation Factory, we introduce students to the regional opportunities to start their own business. The design processes and their final outcomes will remain visible for the museum visitors.

More information about the Cube Calls 2018: <https://www.cubedesignmuseum.nl/en/node/379/cube-calls-2018-2019>.

### More info:

Contact: Anja Köppchen, Coordinator Cube design labs, Museumplein 2, Kerkrade.

How to apply: Are you looking for an unforgettable experience and do you want to work in the first Dutch design museum? Send your motivation, CV and portfolio to: Anja Köppchen, [info@cubedesignmuseum.nl](mailto:info@cubedesignmuseum.nl)

# Cube Calls 2018 – 2019



## **My second skin**

Are you comfortable in your own skin? In addition to our physical and mental constitution, clothing plays an important role in our wellbeing. Our 'second skin' gives us protection, a sense of comfort, and helps us differentiate or makes us belong. Technology that makes our clothing and accessories smart and adaptive can support and strengthen the function of our second skin, and even extend it. How can wearable technology and smart textiles contribute to human wellbeing? Design, create and test new concepts for our second skin!

## **Luxury?**

We are all longing for luxury. However, we all desire something else. A flashy convertible with sports rims and spoilers. That golden watch, inlaid with diamonds and a crocodile leather strap. Or rather that African savannah tour? The seemingly unattainable makes people greedy. It reflects our dreams. Luxury adds colour to our lives. At the same time luxury is often seen as superfluous – a waste almost, even sinful self-indulgence. The word 'luxury' is for a good reason a corruption of the Latin word 'luxuria' which means excess. Where do you draw the line between luxury and necessity? And how much are we ready to spend on luxury? But most importantly, how does luxury look like in the future?

This last question forms the starting point of this Call. As part of the LUXURY exhibition that will be shown in Cube design museum starting September this year, four scientists and a youth panel develop visions of the future. Scientists express visions on health, mobility, work and food. The youth panel discusses the definition and the manifestation of luxury based on their own expectations for the future.

In the context of the luxury exhibition students are being challenged to work in the Cube design labs on speculative design and to develop products, concepts or services based on the scenarios mentioned above. The design process and the results of the Call will be part of the exhibition.

## **Smart packaging**

In this Call we are searching for new packaging features and possibilities in the food industry, taking into account questions of form, materials and sustainability. Packaging does not only protect a product, it is also a means of communication. Unfortunately, this communication is one-sided and often inconclusive. There is a fine line between seduction and deception. Have you ever tried to buy only honest, responsible and healthy products in the supermarket?

How can packaging play a role in the creation of an honest and transparent supply chain and thus help the consumer to make more conscious food decisions?

In collaboration with relevant partners in the supply chain and the visitors of Cube we aim to find solutions that reflect the interaction between smart packaging, brand honesty and the responsibility of the consumer.

In 2020 these projects will be shown at the exhibition Touchpoint Packaging in Düsseldorf.