



CURRICULUM VITAE

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OCCUPATION	Product designer, teacher.
STUDIES	
2002-2003	Architectural Design. Royal Academy of Art in The Hague.
1993-1998	Industrial Engineering Design. The Hague University.
1990-1992	Industrial Design. Delft University of Technology.
1984-1990	Highschool. Colegio San Carlos. Bogota.
WORK	
2003-TODAY	Architecture studio 'de Ruimte'. Partner.
2002-2003	Architecture studio 'de Ruimte'. Freelance product and exhibition design.
2001-2002	Lostboys NV. Concepts & Design consultant.
1999-TODAY	The Hague University. Industrial Product Design. Design teacher.
1998-2003	Freelance work. Product design, web design, exhibition design and architecture.
RELEVANT PROJECTS	
	Design Teacher. The Hague University. Design projects 1st, 2nd, 3rd, and 4th year.
	Teacher and co-coordinator "Basic Design". First year course.
	Assistant "Science and Technology week". Projects for future engineers.
	Fin-oven. Design and production of ecological heating oven. Project coordinator.
	Kieplapstoeltrap. Chair/stair build from a used chair and stair.
	Sloopzacht. Artist collective exposition in abandoned buildings. Staircase out of used doors.
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Designing for the environment

Design

“To create or contrive for a particular purpose or effect”

Environment

“That which environs or surrounds; surrounding conditions, influences, or forces, by which living forms are influenced and modified in their growth and development.”

The environment is simply all we have around us. A designer, creating a product, object or building influences the environment; if only because the result becomes part of the environment.

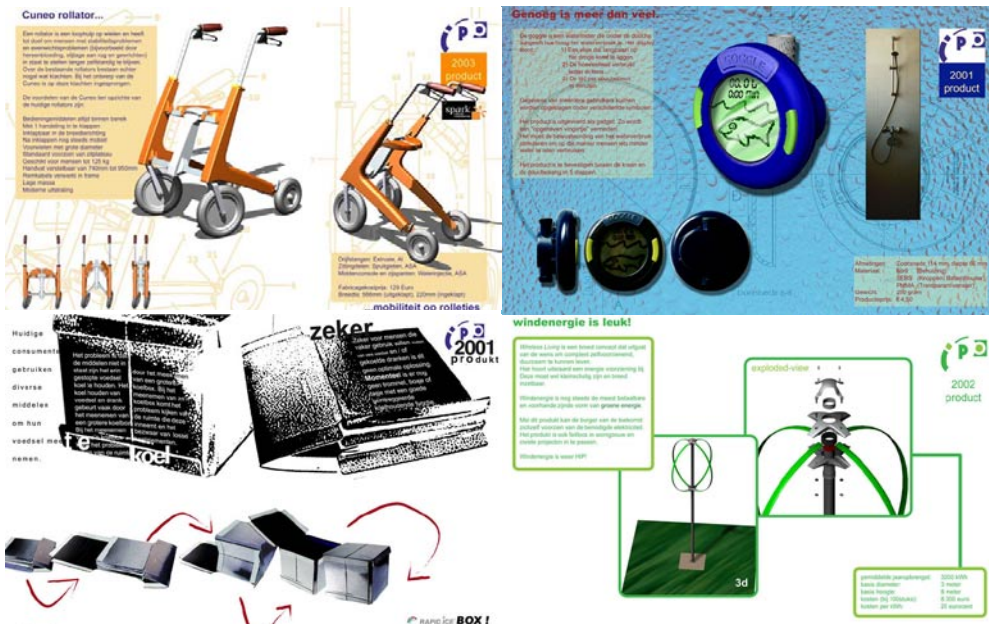
Designing for the environment besides being about using friendly materials, recycling or energy saving should also be about the social environment, or even the economic environment. Thinking about necessity, purpose, cost and effect; designers can make choices that help the well-being of people.

On the other hand there is more than the direct environment, mainly the world environment. The background influences of products and buildings on this environment have mainly to do with energy. The biggest challenge is to have the knowledge about technology, politics and processes to design for the environment.

Education

“The knowledge or skill obtained or developed by a learning process”

The design education for young teenagers has to stimulate the creativity of the students, that is based on innocence, eagerness and fun. The lack of a vast knowledge about materials, processes and technology means that in order to focus on the environment the student must be given a base to work from. Making it fun is essential and getting them to make things they create work gives them the reward they need to learn.



Teaching at The Hague University. Some environmentally focused student projects.



Different projects in the “Basic Design” course at The Hague University.

WORK EXPERIENCE

Basic Design

Introduction course for the faculty of Industrial Engineering Design at The Hague University.

As a teacher at The Hague University I have helped my colleague David Harry develop and give the course Basic Design. The goal of this course is to stimulate the students (17-18 years old) to make things with their own hands and to directly see the effects of their design. The projects are directed to make objects which must accomplish a specific goal. Most of the time they have a mechanical function and make use of basic energy principles. The students don't have to worry about how their design looks, the only important aspect is how does the product work.

The students go from thinking the problem is impossible to solve to creating a very personal, working model. A world of possibilities opens up. Theories are proven and conclusions can be drawn.

Examples of the Basic Design projects are:

- The Lock. Given a box with slots, the students make a lock that closes all four slots with one circular movement.
- The Climber: Given a diagonal cable, students must make an object that climbs and while climbing pick up a cup of water.
- The Waterjet: Using a PET bottle and a bicycle air-valve create a vehicle that moves on water, air or land.
- The Rubberband car: With the energy of one rubber band make a vehicle that goes as far as possible.
- The Egg package: With one A4 paper and 2 cm of tape make a package that protects an egg from a crashing bowling ball.
- The Can-crusher: Make a machine that crushes soda cans.
- The Way Things Go: Based on the movie students make part of a machine. Students rely on each other to make the domino effect work.



Fin Oven

Architecture studio 'de Ruimte'. Job Nieman and Sebastiaan Veldhuisen.

Based on the principle that stone (in this case cement) has the capability to store heat because of its mass, an old principle of heating has been given a new design. Using specific form and channels inside, a lot of energy is taken out of the burning of wood, which is stored as heat in the cement blocks. By burning a full chimney the Fin-oven can heat a room for about 12 hours through radiation. Radiation is, in contrast to convection, a very healthy way of heating. No dust particles are being moved in the air, and ventilation is possible. It is also a very clean way of heating as most of the fumes are burned and a very clean vapor is the end result out of the chimney. The Fin-oven is a product that is good for the environment in different ways, economically, socially and physically.

De Ruimte has build a straw bale building which serves as workplace where interested people can come and build their own oven with the re-usable molds. The oven is made of 43 parts, which with no binding substance are put together in the users home. In contrast to other versions this one can be taken apart and build up again anytime.

At this moment the oven is being build for a big project in The Hague where 50 ovens are going to be used to heat up an old remodeled school building, and another project for 30 more is on its way.

Fin oven, modern design, mold making and testing, building straw bale house.



Kiepklapstoeltrap (chairstair)

Architecture studio 'de Ruimte', Job Nieman and Iris de Kievith

The principle of re-using materials in its basic form. Re-using an old chair and an old stair that had been thrown out, a totally new product was created. It supplied a much needed way to climb over the sink in the kitchen while not occupying space being a chair. Not only a way to be environmentally friendly (prolonging the life cycle of the products), but also a design that makes the environment (home kitchen) a better place to be.

Stairway at Sloopzacht

Architecture studio 'de Ruimte', Job Nieman in cooperation with Jan Korbes

Sloopzacht was an initiative of 'de Ruimte' in which to give attention to the situation of abandoned buildings in the center of the city (The Hague) a group of 30 artists designers and architects was brought together to make the building "live" again for some days.

To make the building accessible for visitors, and acceptable for the fire department there was need for an alternative staircase. To realise this we build a stairway with the available materials (old doors of the building itself). The stairway became a central point of attention and was on the border between being a functional object or being a part of the art exhibition. Its sinus form gave a subtle special feeling of acceleration while climbing up or down.