

Norbert Schwab



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Interior Architect,
MA Narrative Environments



My passion is to create activating experiences relevant for today.

After my graduation as interior architect at the Academy of Fine Arts in Munich, I worked for eight years in construction- and project management for clients like AUDI, AIRBUS, AKDB and ADAC. In the past two years I expanded my curiosity and knowledge about narrative design and enjoyed the collaboration with colleagues from a diverse range of disciplines in developing innovative projects at the postgraduate course MA Narrative Environments, Central Saint Martins, University of the Arts London.

With this intense training in research based, human centred narrative design and my experience in project and production management I'm looking forward to support your team in creating inspiring environments. My aim is to invite the visitors to become discoverers on journeys which are relevant to them.

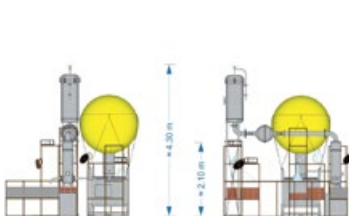
Goutez la Solution

Competition winner
LVMH, Paris, 2017

To mark 25 years of its Environment Department, in September 2017 LVMH created a two day event in Paris called Future LIFE (LVMH Initiatives for the Environment). Central Saint Martins students worked in interdisciplinary teams to design an installation for the event, communicating LVMH's key sustainability values.

My teams concept 'Goutez la Solution' comprised four kitchens - serving oysters, pasta, drinks and sorbet - which invited guests to taste, view and learn more about the LIFE programme's recent achievements and the goals for 2020.

The Oyster-Kitchen, for example, was inspired by a new sewage treatment installation at the Glenmorangie distillery in Scotland. The plant separates water from organic constituents, which are then used to produce biogas. The cleaned water is released into the Dornoch Firth, allowing Oysters to thrive in this environment for the first time in 200 years.



Collaborators:

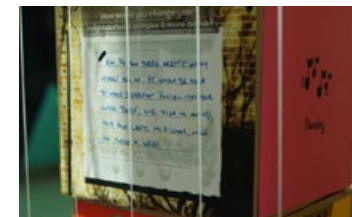
Eve Chokechalermwat,
Dalia Amella,
Zeena Jamil,
Roya Edde

Moving Stories

Exhibition
London, 2017

In spring 2017 we tested different research methods like mapping, interviews, games and and action research as launch to a three year Camden Council's project on health and wellbeing in St Pancras and Somers Town, London.

The project led to an interactive exhibition in which the visitors had the opportunity not only to learn about existing offers, but to share the wishes they had for new activities in the neighbourhood. The central piece was a board game where participants collected a set of cards related to the crossover between Invitation, Motivation, Activity and Place. Having collected their preferred combination they created a cube called Activity-Portrait which was also used for personal comments and than put on display as inspiration for others.



Collaborators:

Maithilee Suryawanshi,
Kirsten Wehner,
Cruzma Vallespir

Devica's House

Co-design
Ahmedabad, India, 2017



Over two weeks, Central Saint Martins and National Institute of Design students collaborated in teams to research, design, test, fabricate and install several interventions for the Prabhat Foundation, an educational charity supporting differently-abled children in Ahmedabad, India.

We used a fast paced design thinking approach to learn about the needs of our client Devica, a 11 year-old with cerebral palsy, to create meaningful interventions. She received a dome shaped play-house, a trolley and a mobil shower, which empowered her to a more self-determined life. The foldable play-house included a textile blackboard and built-in toys, bells and a xylophone which helped her strengthen her grip and supported interactions between Devica and her friends. My Indian colleagues revisited her some month later and reported that with the playdome she is now the princess of the street. The main value we created was that these interventions brought not only enjoyment but dignity, eroding the stigma of disability prevalent in India and encouraging social integration through the power of play.



Collaborators:

Ahelee Sarkar,
Anouska O'Keeffe,
Samhitha Kottamasu,
Swarnika Nimje

Walker House G(u)ardens

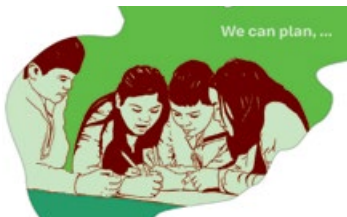
Major Project, MA Narrative Environments
Central Saint Martins, London



Walker House G(u)ardens is a social engagement project that aims to empower young residents to transform underused plots and build new connections within the neighbourhood. It is located at Walker House in Somers Town, northwest London, where residents are increasingly threatened by gang violence.

Developed in cooperation with a youth group, the project examines how gardening can support a community by activating the border zone between private and public spaces. As the young residents care for and achieve ownership over their garden, they develop a more inhabited and consequently safer shared place, as well as stronger social bonds.

The dedication of the children to maintain their garden was not of a lasting nature but the neighbours got inspired and try now to turn 30 planter boxes into mini allotments. A sculptural figure made from steel wire and security fencing devices dramatise their capacity to safeguard the community through gardening.



Collaborators:

Agnieszka Szypicyn,
Tonya Guan,
Kirsten Wehner,
Rhiannon Williams

Degree Show 2018

MA Narrative Environments
Central Saint Martins, London

Our major projects were exhibited at MA Narrative Environments' Degree Show at Central Saint Martins from 19th to 24th June 2018.

To celebrate our achievements, not only the individual projects needed to be finalised, but also the exhibition system had to be developed and built. The message, that our class was an ecosystem that thrived through mutual support, inspired the graphic language of catalogue and business cards as well as the central installation at the exhibition. 32 lasercut shapes, representing our individual projects, were mounted onto an overarching metal structure, connecting the individual displays below.

As the leader of the spatial team I had the opportunity to bring this concept to life, to finalise the design and, thanks to the help of many hands, to build it on time and to budget.



Collaborators:

Andrew A. Baker,
MA NE Staff and
fellow students

Red Night 2018

Visualisation and Technical Drawings
Salone del Mobile.Milano Shanghai, 2018



The Red Night is an immersive event preceding the annual Salone del Mobile Milano in Shanghai. More than three hundred guests including prominent designers, architects and collectors from East and West, come together in this nocturnal experience.

This year the concept involved geographical shapes from both Shanghai and Milano districts. These specific outlines were transformed into spatial forms in order to create a dynamic and organic environment that invited the visitors to explore the rooms of the historic Cha House in Shanghai and to meet each other with curiosity.

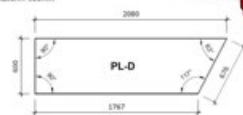
Based on the concept and sketches by Cruzma Vallespir, I developed visualisations and technical drawings of moveable walls and a room-sized photo booth. This drawings helped to translate the concept into feasible installations and supported the communication with the production team.

Studio Cruz: The Red Night 2018



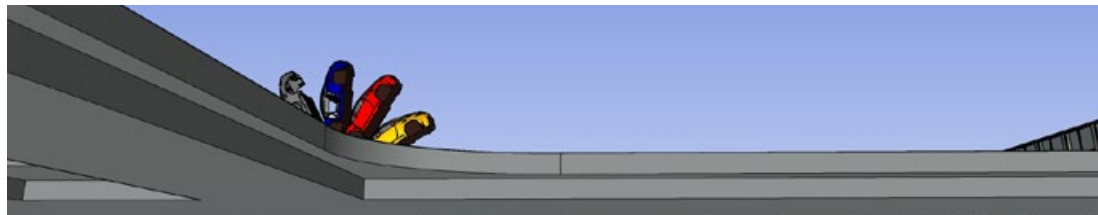
Platform D

height of platform: 300mm



Client:

Cruzma Vallespir



Turnaround

Competition Crossroads - A Festival of Creative Urban Living 2019, Milton Keynes

101 design teams entered the competition Crossroads, which was organised by Raumlabor Berlin.

Turnaround is a Car-Monument! By looking back in time, we can celebrate how we finally managed to overcome the period of oil-based, individual mobility after 140 years (1879 - 2019). The aim of this installation is to disclose the feelings of loss which are connected to the process of letting go.

Turnaround is placed on the flyover and transforms it from a crossing normal inaccessible to pedestrians into the central plaza of the festival.

The tone of voice is provocative as well as playful. The sculpture can function as a conversation starter and a 'social object' that has the power to foster meaningful exchanges between strangers.



Collaborators:

Ankita Trivedi,
Maithilee Suryawanshi,
Maxwell A

Lauter langweilige Sachen

Online game, cultur-hackathon Coding da Vinci, 2019



The online game “Lauter Langweilige Sachen?” invites to a journey of discovery, during which the collection objects of the Stadtmuseum Tübingen can be discovered playfully. Step by step the players get to know the objects, connect them with humorous descriptions and give feedback which ones are interesting or boring to them. Very curious users can even examine how an almost 400 year old calculator could have worked.

The data set, provided by the Stadtmuseum Tübingen contained photos and metadata of 40 selected objects from different eras. The objects range from historical everyday objects through representation objects to obscurity - things like these are often perceived as boring by many visitors. In the future the Stadtmuseum Tübingen wants to show the “boring things” in a creative, new and different way, a challenge to which the game “Lauter Langweilige Sachen?” would like to offer a playfull approach.

Cultur-Hackathon: **Coding da Vinci**
Online game: **Lauter langweilige Sachen**



Collaborators:

Amelie Fritsch,
Elena Rogleva,
Hallie Barrows,
Ruth Sander,
Vanessa Schach

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