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reimagining the residence hall experience

# JOINT venture

Oregon Corrections Enterprises and the University of Oregon





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COVER PICTURE: SARAH HASHIGUCHI AND AMANDA KIBBEL OF TEAM 5 ENJOY A BEVERAGE WHILE DEMONSTRATING THE LIVING ROOM OPTION OF THEIR DESIGN CONCEPT.



THE OREGON CORRECTIONS ENTERPRISES ADMINISTRATION BUILDING IS LOCATED IN THE STATE CAPITAL OF SALEM, OREGON. IT HOUSES OUR CENTRAL ADMINISTRATION OFFICES AS WELL AS THE SHOWROOM.



THE UNIVERSITY OF OREGON, LOCATED IN BEAUTIFUL EUGENE, OREGON, HAS PRODUCED EIGHT GOVERNORS, 18 PULITZER PRIZES, 20 RHODES SCHOLARS, 13 OLYMPIC MEDALISTS, NINE ACADEMY AWARDS, NINE EMMYS, SIX NFL HALL OF FAMERS AND A HEISMAN TROPHY WINNER.

## OREGON CORRECTIONS ENTERPRISES

Established in 1999 through the passage of Ballot Measure 68, Oregon Corrections Enterprises (OCE) is a semi-independent organization, whose administrator reports to the director of the Oregon Department of Corrections (DOC). OCE plays an important role in carrying out Ballot Measure 17, the constitutional mandate to engage male and female inmates (further referred to as adults in custody) in meaningful work. By statute, OCE is funded solely through the sales of its products and services.

The mission of OCE, in partnership with the DOC, is to promote public safety by providing adults in custody (AICs) with meaningful work experience in a self-sustaining organization. Working with DOC, OCE seeks partnerships with other agencies and private organizations to provide work and training programs for AICs throughout Oregon that mirror real-world job experiences. OCE plays an important role in implementing DOC's Oregon Accountability Model and in developing positive work ethics. We are committed to providing transferrable work skills and training opportunities for every adult in custody.

We at OCE are motivated to promote innovation throughout our programs and services to better serve our communities and assist the growth and development of participating AICs. Tremendous strides have been made in reducing environmental impact and the cost of government. This mindset has also led to advances in product design, process improvement, and opportunities for AICs to participate in directly applicable certification programs. OCE makes great efforts to contribute to the success of former AICs upon reentry by building their confidence, self-worth, willingness, and drive to begin new lives as dynamic and effective community members.

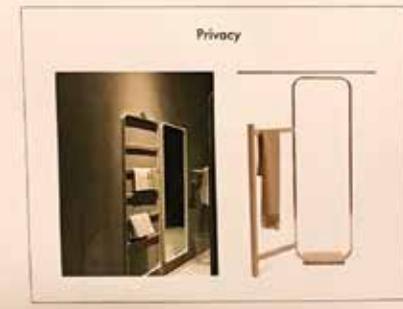
## UNIVERSITY OF OREGON

Serving the state, nation and world since 1876, the University of Oregon is a comprehensive public research university committed to exceptional teaching, discovery, and service. We work at a human scale to generate big ideas. As a community of scholars, we help individuals question critically, think logically, reason effectively, communicate clearly, act creatively, and live ethically.

We aspire to be a preeminent and innovative public research university encompassing the humanities and arts, the natural and social sciences, and the professions. We seek to enrich the human condition through collaboration, teaching, mentoring, scholarship, experiential learning, creative inquiry, scientific discovery, outreach, and public service. We strive for excellence in teaching, research, artistic expression, and the generation, dissemination, preservation, and application of knowledge. We are devoted to educating the whole person and to fostering the next generation of transformational leaders and informed participants in the global community. Through these pursuits, we enhance the social, cultural, physical, and economic wellbeing of our students, Oregon, the nation, and the world.

With over 300 degree and certification programs, the University of Oregon is the number one academic school in the state and one of just two schools in the Pacific Northwest selected for membership in the prestigious Association of American Universities, a consortium of 62 leading public and private research institutions in the United States and Canada. Our nearly 25,000 students are smart, creative, and increasingly diverse. We support and celebrate their successes, and we work hard to provide inspiring educational opportunities in the classroom and beyond.

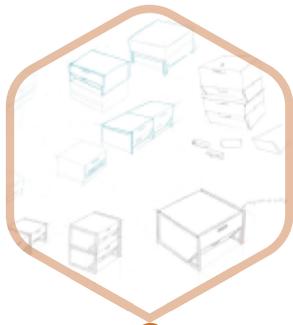
Cleanliness    Floor Space & Quick Storage  
 Focus            Ample Desk Room  
 Privacy          Built in Partitions



## A JOINT VENTURE

The beginning of 2017 marked the start of a new joint venture for Oregon Corrections Enterprises (OCE) and the University of Oregon (UO). Although OCE had been designing and producing quality furnishings for Oregon's schools systems and other Oregon state agencies for years, OCE wanted to take a look at updating the designs of some of its current residence hall furnishings. Graduate students and faculty at the University of Oregon Product Design Department within the School of Art and Design agreed to participate in OCE's idea to design new furnishings that meet the current needs of life in dormitory housing. This design studio project was a joint venture between OCE and UO students collaborating to design a modern, cohesive and functional look that could stand up to the heavy use of college/school life. The project also introduced students to OCE, one of the many reentry preparation efforts by Oregon Department of Corrections. Here is our journey together.

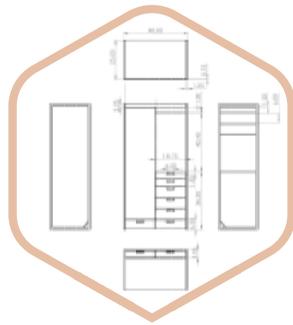




**PHASE ONE**  
Conceptual Research -  
Residence Hall  
Interviews



**PHASE TWO**  
Oregon State Penitentiary  
Shop Tour - View OCE  
Construction and Design  
Methods and Materials



**PHASE THREE**  
Concept Drawings - OCE  
Input - Collect Material  
and Hardware Samples



**PHASE FOUR**  
Model Creation -  
Presentation of Multiple  
Layouts



**PHASE FIVE**  
Final Presentations to  
Committee - Selection of  
Winning Designs



**PHASE SIX**  
Winning Designs Created  
at the TRCI Wood Shop -  
Pieces Delivered to UO



**NEW YORK CITY**  
International  
Contemporary Furniture  
Fair (ICFF)



**INTO THE FUTURE**  
Production begins, more  
projects to come

## UO OBJECTIVES

The Department of Product Design provides a thorough grounding in the use, invention, and production of consumer products. It integrates the theories and applied practices of the art, architecture, and design disciplines, creating opportunities for meaningful widespread collaboration. Students study both material and theoretical aspects of product design, manufacturing, and design research.

In this joint venture with OCE, UO Associate Professor John Arndt hoped, "to give students an opportunity to design something for their immediate community, to work with local producers, and to work on a complex project that will impact the lives of other students and hopefully provide work that is enjoyable for the inmates who are building the furniture."

"I wanted to challenge myself to design a whole environment, as opposed to one single piece of furniture as I have done in the past. I was also excited to have the opportunity to work on a project that has the potential to directly affect students at the UO." - Cara Murray, Senior, Product Design

"My personal objective for this project was to fabricate a creative solution that no one has seen before for a small space living situation... and to make sure that we considered every possible option to maximize the space." - Max Friday, Senior, Material and Product Studies/Business Administration

## OCE OBJECTIVES

Continuing the vision of OCE to offer meaningful work experiences for AIC through innovation and collaboration, we sought to energize the potential of an in-depth cooperative effort, directly involving the end user community and the visionaries of the future in the creative process. While growing our relationship with the UO, we increase our product offerings and directly meet the needs of a vital segment of our customer base. The techniques and fresh ideas from the design students' creations will simultaneously invigorate our workforce and offer the AICs new skills and a continued pride in knowing they are contributing to the community and producing pieces that will be utilized for years to come.

"Collaborating with future designers allows all involved to not only look at current fabrication and manufacturing methods, but how we can modify and expand our working knowledge of the considerations needed to complete product development from the idea stage, all the way through to the final product." - Joe, TRCI CAD Lead Designer

"It is very satisfying to know that I am able to contribute to the students' designs by building them, and them being able to give feedback on what worked and what didn't and give possible workable solutions to practical design applications. It helps greatly in providing a better sense of dignity and self-image by feeling like I am part of problem-solving opportunities that can make a difference." - Rodney, TRCI Cabinet Assembler.

# TEAM ONE

Our concept relied heavily on the idea that no single set up could satisfy our user group, but that by stacking the beds perpendicular to one another we could open up the floor space quite a bit. Creating the illusion of more space gives the room a certain breathability, a livability that it didn't have with traditional bunks. We focused on thinking about the whole experience of a dorm room. – Natalie



## Alex Caves

Senior, Product Design

Hometown: Eugene, OR

Fun Fact: My thumbs are double jointed.

Future Goals: To inspire the next generation of designers.

## Natalie Thomas

Senior, Product Design

Hometown: Portland, OR

Fun Fact: Has never seen Star Wars.

Future Goals: After graduation, Natalie will be continuing on to work in Interaction & User Experience Design in the Portland area.



## CONCEPTS AND MODELS

Halfway through the project we realized we were thinking of the room as two sets of furniture and two sides, but that's not how people really live. By thinking of the room as a whole space, rather than splitting it down the middle, we narrowed our focus to making things modular, elevated, and fluid. The result is that it feels less like a dorm room and more like a modern apartment – a livable space for grownups.



The key principles included spaciousness, self-authorship, lightness, and flexibility. The concept of rounded edges and quick storage was expressed in lifted furniture, letting the light in and giving the feeling of weightlessness.

The 1/8 scale models were kind of a dry run for how to fabricate the real thing, but you don't have to invest in the time and materials it takes to get that off the ground. Models take the risk out of playing with the form.



# TEAM TWO

Our concept aimed to elevate the sense of maturity in the space, while still providing practical use for the students. For many students, living in the dorms is their first experience living alone, and so we wanted the materials, design language, and overall feel to reflect this important transition. All of our pieces feature “quick” storage components, which create easy access points for students to keep their daily use items. - Cara



### Cara Murray

Senior, Product Design

Hometown: Portland, OR

Fun Fact: Studied Jacquard Weaving in Florence Italy.

Future Goals: Working in the textile and/or packaging design industry.

### Sara Murillo

Senior, Product Design, Minor Interior Design

Hometown: Reno, NV

Fun Fact: Played roller derby on the Reno Roller Girls league.

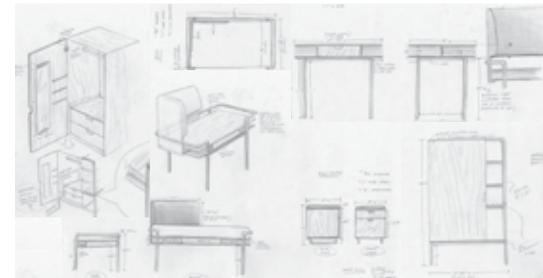
Future Goals: To work in character design, animation, graphic design, or product design. To create fun and enjoyable products.



BRINGING A TOUCH OF CLASS AND MODERN FLEXIBILITY TO THEIR ROOM, TEAMMATES SARA MURILLO AND CARA MURRAY BROUGHT AN ENTIRELY NEW IDEA AND COMFORT LEVEL TO BEAN RESIDENCE HALL.

## CONCEPTS AND MODELS

The concept Cara and I worked on evokes maturity and contemporary style - to be strikingly different from conventional dorm room furniture. Clean plywood construction and tubular legs ease the cost while freeing up floor space and maximizing storage capabilities. Our “sandwich” cubbies allow easy storage access and help keep things tidy. An added pop of color brings in a breath of fresh energizing yellow. - Sara



In a small dorm, every square inch is key real estate, especially when the room is shared. Having prior education in interior design and dorm life experience helped with navigating through the space constraints of the room.

The 1/8 scale models were helpful tools in realizing our vision of the dorm room layout. We found improved rearrangements of the furniture pieces and were able to create zones such as privacy, study, and sleep.



# TEAM THREE

Our concept was to create furniture that maximized the small amount of space in the rooms. By eliminating legs through mounting our pieces on the wall, we were able to facilitate cleaning, create hundreds if not thousands of positioning options, as well as create vertical levels for socializing, sleep or studying in a small space. - Lydia & Max



### Lydia Bales

Senior, Product Design

Hometown: Portland, OR

Fun Fact: Weasels are my favorite animal.

Future Goals: To design textiles, to one day own an alpaca.

### Max Friday

Senior, Material and Product Studies/  
Business Administration

Hometown: Santa Cruz, CA

Fun Fact: I live in a yurt.

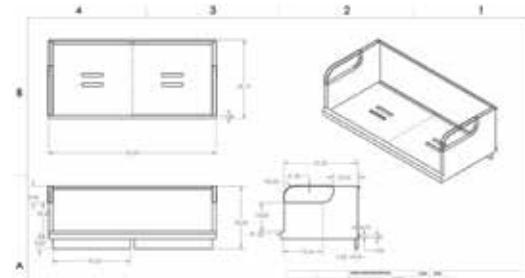
Future Goals: To design for the outdoor  
recreation industry and start my own  
company one day.



MAX FRIDAY AND LYDIA BALES OF TEAM NEST IMPRESSED THE DESIGN COMMITTEE WITH THEIR OUTSIDE OF THE BOX THINKING AND ADVANCED ENGINEERING CONCEPTS.

## CONCEPTS AND MODELS

We worked to use materials and styles that were already employed at the facilities to reduce learning time during production and maximize efficiency. Our main goal was to give ownership to the students and allow them to design a room that met their needs best. We felt that self-authorship in our design would give them the ability to build a space that would feel like their home. - Lydia & Max



Max's knowledge of woodworking and metal was fundamental in allowing us to engineer this system and the pieces within it, while Lydia's attention to detail and focus on form and aesthetics allowed for the pieces to feel cohesive and modern.

The 1/8 scale model process was key in allowing us to develop proportions and figure out how our pieces would look in the space before building. It allowed us to experiment with proportion, material, color, and cohesiveness before building the pieces full scale.



# TEAM FOUR

Using the input from the students who currently live in the dorms and growing from the research on the front end of the project, Team 4 designed a room that is livable and flexible. Plenty of shelf space and stackable drawers with padded seating were key features of this room.



### Danny Battle

Senior, Product Design

Hometown: Broomfield, CO

Fun Fact: I've played a sport every year since I was 5.

Future Goals: Work in furniture design, or some sort of design firm involved with woodworking in Portland or San Diego.

### Yudong Yan

Senior, Product Design/Art

Hometown: Shanghai China

Fun Fact: Collect car models.

Future Goals: Be a Vehicle designer.



### Chris Boyd

Senior, Material and Product Studies

Hometown: Klamath Falls, Oregon

Fun Fact: I hate mosquitoes!

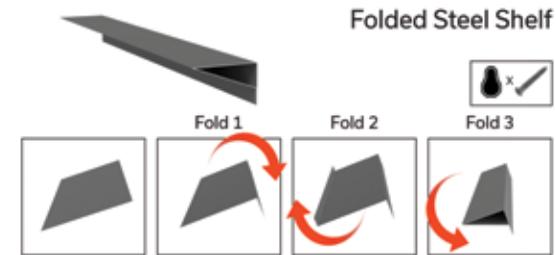
Future Goals: To fully rebuild my 1978 Datsun 280z



WITH THEIR CONCEPTUAL DRAWINGS DISPLAYED AND THEIR MODELS CONSTRUCTED, TEAM TRIO PUT THEIR BEST FOOT FORWARD IN THEIR FULL SCALE MODEL PRESENTATION.

## CONCEPTS AND MODELS

After living in a dorm my freshman year, I hung out a lot in the rooms, and sitting on a bed was not nearly as enjoyable if you didn't have a few pillows behind your back, so a cushion against the wall just seems essential! - Danny



Benefitting from the insights and feedback from the OCE team, Team 4 set out to design a dorm that is newer and more innovative than the current dorms.

The time spent in modeling allowed for expression of their ideas. "We will have a physical version of what our design looks like in this dorm. It will be much better than our imagination." - Yudong



# TEAM FIVE

After having taken an Inside Out\* class at the Oregon State Penitentiary a couple years ago, I was especially drawn to taking this studio because of the collaboration with OCE. I also wanted to leave a positive lasting impact on the university, and what better way than creating products that help form new students' first home away from home. - Sarah



**Sarah Hashiguchi**

Senior, Product Design and Chemistry

Hometown: Portland, OR

Fun Fact: I ran a marathon once.

Future Goals: I hope to work in the outdoor industry with designers and chemists to create more sustainable products.

\* The Inside/Out Prison Exchange is a higher education program that offers university classes inside correctional facilities. The classes are made up of equal numbers of university students and AIC students and offers a unique opportunity for them to learn from each other in an academic setting that takes place in a correctional institution.

**Amanda Kibbel**

Senior, Product Design

Hometown: Issaquah, WA

Fun Fact: I ran a 14 minute mile in middle school.

Future Goals: Use design to help alleviate social problems we encounter in everyday life.



INNOVATIVE AND MODULAR DESIGNS MADE TEAMMATES AMANDA KIBBEL AND SARAH HASHIGUCHI'S CONCEPT WARM AND INVITING WHILE MAINTAINING FUNCTIONALITY AND FLEXIBILITY.

## CONCEPTS AND MODELS

We wanted to have moments in the space that would remind you of being at home rather than in a dorm complex. By placing two desks together you have a dining room table to commune around with friends. Or when you split the dresser in two, you can sit on it and take off your shoes and place your backpack down. You suddenly are able to reintegrate your routine from home into your dorm room. - Amanda



Sometimes your needs do not always come first when there are other people involved. This encouraged us to give the residents an option to learn how to truly share a space together.

Once we had a better understanding of size and general layout, we continued to bounce back and forth between drawing, CAD models, and 1/8 models to further develop our ideas. This design process relied a lot on being able to see (and touch) many versions of a full room.



# TEAM SIX

With adjustability, flexibility, and personalization of the room arrangement at the forefront, Team 6 created a way to maximize the space in their room. "We saw that what residents desired the most was: storage, self-authorship, and more space. Our solution: multiple shelves and moveable drawers, customizable bed, and a movable desk for use or extra space." - Isabel



**Isabel McDowall**  
Senior, Product Design. Art  
Hometown: Jackson, WY

Fun Fact: I shared a treehouse as a child with a bear that hibernated in it during the winter.

Future Goals: I would like to work with people and/or a company with the same creative mindset and ideals that I have.

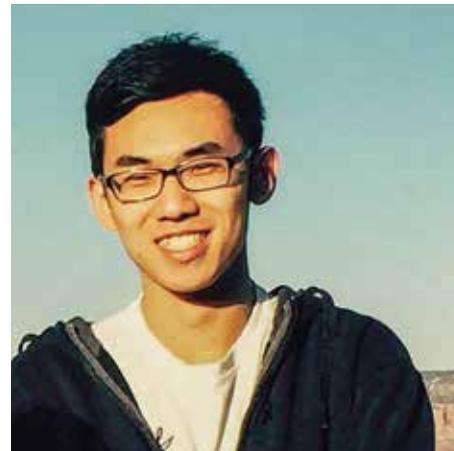
**Zihan Wang**

Senior, Product Design

Hometown: Beijing, China

Fun Fact: Big fan of Marvel & Hot toys collector.

Future Goals: Set up own studio and work on home furniture & supplies design.



COMPLETELY CUSTOMIZABLE ARRANGEMENTS AND SOLID CONSTRUCTION MADE THIS DESIGN BY ZIHAN WANG AND ISABEL MCDOWALL ONE OF THE MOST DURABLE, VERSATILE, AND PERSONALIZABLE CONCEPTS.

## CONCEPTS AND MODELS

Completely customizable, this design is limited only by the creativity of the end user. Plenty of storage and dozens of arrangement possibilities give residents the freedom to design their shared living space around their own personalities. Whether students prefer personal privacy or an open living room environment, this design makes that possible.



Team 6 had the goal to design where the user's needs are met and new opportunities in small living are made. "Having lived in the dorms, I know how limited the options are for personalization and privacy given the rigidity of the furniture's design."  
- Isabel

When working and making, it makes all the difference to have a project that is exciting. Having a physical version of what is in your head allows us to see what works spatially and what doesn't.



# TEAM SEVEN

We focused a lot on achieving a level of customizability, openness, and maximizing space use. We wanted the students to have a few options in arranging their space, as research had revealed the importance of self-authorship. A key feature of our design is the angled cuts on the dresser and wardrobe, which allow the dresser to also serve as a step and visually create more space in the room. – KeeAnna



### KeeAnna Turner

Senior, Product Design

Hometown: Corvallis, OR

Fun Fact: I enjoy sculpting small charms & figures as a hobby.

Future Goals: Find design-related employment doing something I love in the Pacific Northwest.

### Daniel Kuo

Senior, Product Design

Hometown in: Taiwan

Fun Fact: I can't speak Thai.

Future Goals: Have my own action figure museum.



WELL-CRAFTED FORM AND FUNCTIONALITY MET WITH ADVANCED DESIGN TECHNIQUES AND SCALE MODELING IN DANIEL KUO AND KEEANNA TURNER'S TEAM 7 PRESENTATION.

## CONCEPTS AND MODELS

A big draw for this course was the chance to work with professionals and on a project that would actually be implemented in a professional setting. I think working on collaborative projects like these while still in school is a really valuable experience. – KeeAnna



The memory of living in the dorms freshman year and being able to utilize different layouts drove Team 7 to creatively design furniture that could fit into varying arrangements as well as add functionality that is also attractive.

Our latest set of 1/8 models was laser cut and thus was faster and more accurate to create. The 1/8th scales were very helpful for communicating our plans, testing sizing, and testing arrangements. Models in Google SketchUp were also a huge part of our process as we made frequent updates to size details.





## DESIGN COMMITTEE FOCUS

To give input on designs, OCE and UO put together a design selection committee. In mid-February, this committee gave the students input about constructability, structural concepts and architectural/functionality ideas while encouraging creativity in the design of the new products. The selection committee, a mixture of former program graduates (now private sector professionals), UO faculty, and OCE staff, met with the participating students and viewed presentations in progressive stages. The result of this successful process was the selection of a bunk-able bed, dresser, wardrobe, desk, and chair from their designs and a single design team's entire concept that is being presented at the New York City International Contemporary Furniture Fair. The successful teams of each piece selected by the committee will split an award of \$1,000.00 to show OCE's appreciation and help reimburse prototype material expenses.



OCE NEW BUSINESS DEVELOPMENT MANAGER AND FURNITURE FABRICATION EXPERT MIKE KEZEOR LISTENS INTENTLY TO THE PRESENTATION BY THE STUDENTS FROM TEAM 7.

LOOKING TO GROW THEIR STUDENTS IN AND OUT OF THE CLASSROOM SETTING, UO INSTRUCTORS ZOE MOWAT AND TOM BONAMICI GIVE FEEDBACK TO TEAM 1 DURING THEIR PRESENTATION.

# THE DESIGN COMMITTEE

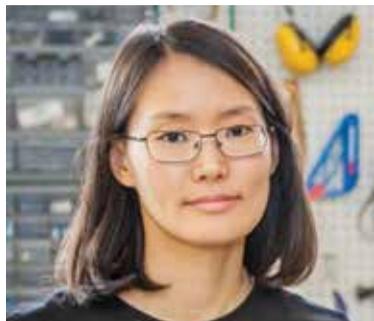
In order to evaluate the students' work from every point of emphasis in this joint venture, OCE and UO convened a special group of subject matter experts. Each person on this committee brought their knowledge and experience to the table to offer these students a complete picture of what it would truly take to design, build, manage, market, sell, assemble, and maintain these furnishings.



**Brad Anderson**  
OSP Furniture Factory Production  
Manager  
Oregon Corrections Enterprises



**John Arndt**  
Master of Design, Social and  
Environmental Issue and Practices in  
Design, Eindhoven, The Netherlands, 2006  
BFA, Ceramics and Sculpture, New York  
State College of Ceramics at Alfred  
University, 1997  
Associate Professor  
University of Oregon



**Wonhee Arndt**  
Masters of Design, IM Masters, Design  
Academy Eindhoven, The Netherlands,  
2006  
BFA, Sculpture, Kookmin University,  
Seoul, Korea, 2002  
Assistant Professor  
University of Oregon



**Brad Atkins**  
Sales Manager  
Oregon Corrections Enterprises



**Tom Bonamici**  
Pratt Institute - Master's of Industrial  
Design, 2013  
Dartmouth College - Bachelor of Arts,  
Geography & Studio Art, 2007  
US Forest Service - Wilderness Chainsaw  
Use, 2005  
Pro Tem Instructor  
University of Oregon



**Barb Cannard**  
Communications Manager  
Oregon Corrections Enterprises



**Adam Fyffe**  
Technology and Marketing Specialist  
Oregon Corrections Enterprises



**Ken Jeske**  
 Administrator  
 Oregon Corrections Enterprises



**David Opp-Beckman**  
 Facilities Capitol Project Manager  
 University Housing  
 University of Oregon



**Mike Kezeor**  
 New Business Development Manager  
 Oregon Corrections Enterprises



**Kris Schaefer**  
 Title: Owner  
 Employer: InHaus



**Zoë Mowat**  
 Designer – Zoë Mowat Design  
 Visiting Instructor – furniture design  
 (University of Oregon Julie Neupert Stott  
 Visiting Professor for the 2017 Winter  
 term)  
 Employer Self – Zoë Mowat Design;  
 University of Oregon



**Brad Snodgrass**  
 OSP Manufacturing General Manager



**Kiersten Muenchinger**  
 Department Head, Associate Professor  
 Tim and Mary Boyle Chair in Material  
 Studies and Product Design  
 MS, Mechanical Engineering, Stanford  
 University, 1998  
 Honors, BA, Engineering Sciences,  
 Dartmouth College, 1993



**Troy Wilson**  
 CAD Specialist  
 Oregon Corrections Enterprises



## UO SCHOOL OF ART AND DESIGN

The Product Design Department within the School of Art and Design offers degree programs in Eugene and Portland. We're a learning community, renowned for academic excellence, and innovative education. We are dedicated to the principles of civic responsibility, environmental sustainability, international understanding, and cross-disciplinary education. We give our students the power to positively affect not just their own future, but also the people, communities, and environments around them.

### Product Design Department

The Product Design Department offers a five-year professional BFA degree in Product Design. Starting on the Eugene campus, product design students will take courses offered by the Product Design Program, as well as courses in Art, Digital Art, History of Art and Architecture, Interior Architecture, Anthropology and Business for the major. For a full liberal arts education, they will also take a wide variety of courses throughout the university. The liberal arts basis of the University of Oregon offers our product designers the opportunity to work directly with students from many other disciplines, increasing the designers' capacities to connect, grow and develop futures with people of many interests and knowledge bases.

The Product Design Department provides a thorough grounding in the use, invention, and production of consumer products. It integrates the theories and applied practices of the art, architecture, and design disciplines, creating collaborative opportunities across campus with the business school and the anthropology and chemistry departments. Students study both material and theoretical aspects of product design, manufacturing, and design research. The critical research and design work produced by students and faculty members has an impact on both the local and international design communities.

### Our Students

Students learn to develop projects from a personal, local, and global perspective. They gain in-depth knowledge about materials, idea generation, prototyping, and manufacturing. Hand skills are taught alongside high tech 3-D rendering and printing. Our students finish the program with confidence and skills to work for a company or start their own business. Students with an interest in being rigorous, critical, hands-on, mission-driven designers are perfect candidates for the product design BFA. Join us in making our world.

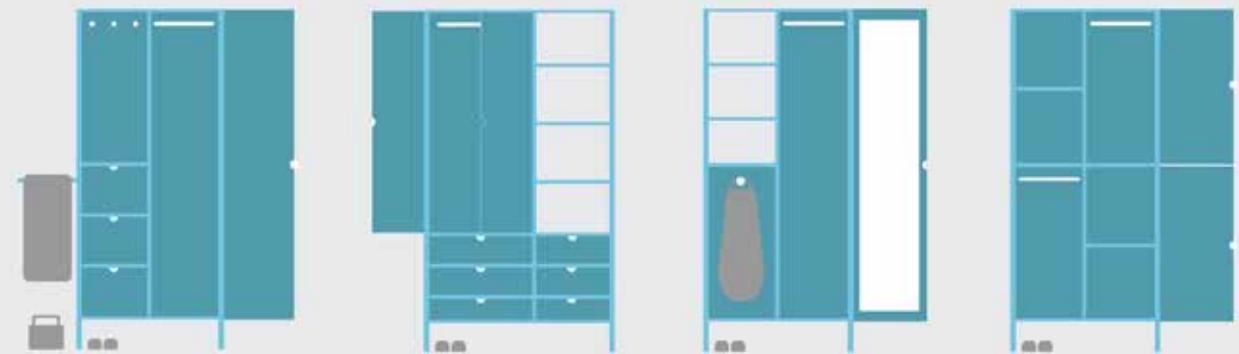
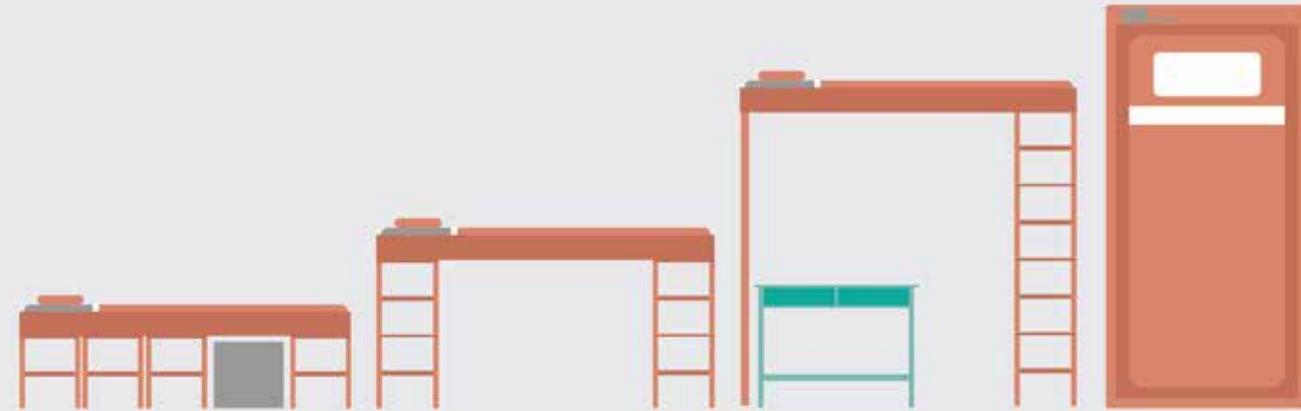
# RESEARCHING CONCEPTS

## PHASE ONE

In an undertaking of this scope and these time constraints, opening up the minds of the students to the possibilities of small space design was key in shedding preconceived notions of a typical dorm room. How could these students remove themselves from just a remodel or making a couple of adjustments to the traditional layout of the Bean Residence Hall? The creative minds of the UO Product Design Department started by guiding them into research of everything BUT dorm rooms. “The students studied small spaces and extreme ideas. They researched how people live in submarines, in science fiction, and in more extreme utopian examples of living spaces.” – John Arndt, Associate Professor

“Learning how to manufacture multiple different types of furniture was an important opportunity to learn about support systems and why desks, beds, and dressers have certain features. Learning about how strength requirements influence furniture design definitely increased my overall knowledge about the design as a whole.” – Amanda Kibbel, Team 5

“I saw this opportunity as a stepping-stone for designing my living space inside my yurt and to make sure that we considered every possible option to maximize the space....Only having ten weeks to fulfill these objectives was not only challenging, but also a true test of commitment and craftsmanship to our concept.” – Max Friday, Team 3





## FACT FINDING

Staying overnight in the residence hall had quite an impact on the students, especially after having moved to off-campus housing for several years or having never lived in a dorm room at all. It was important that they rely on their own experiences and the information from the student interviews while also considering in depth the needs of the Housing Department. Interviews with them revealed the challenges of installing, moving, and repairing residence hall furniture, and this was incorporated into the early design concepts of the teams.

“This project was probably one of the most challenging projects we’ve ever done. The asks were huge, time constraints were intense, and the long-term effects of our design were daunting. However, we really took the time to listen to our users and incorporate their feedback into our understanding of the space. Using each other’s strengths was also a big learning experience, but without each of our backgrounds, this project wouldn’t have been as successful in the end.” – Lydia Bales, Team 3

## INTERVIEWING CURRENT DORM RESIDENTS

When designing new products, one of the best forms of research comes from interviewing the actual end users. These seven teams of future designers set out to discover what the needs of the current residents are – what they would like to have in their living space. After organizing to meet with the Residence Hall Governance Committee, the students were able to share ideas. They listened carefully to the concerns of the Resident Assistants and student residents.

“We found that their only real commonality is that they are so different. Some students study at their desk, some never study anywhere but the library, there are the late sleepers, the early risers, the reserved ones, and the ones who want to entertain.” – Natalie Thomas, Team 1

“Hearing their specific pain points influenced what we prioritized changing, as well as allowed us to empathize directly with our user. I feel relating to the user is an essential part of any product design, but was especially important for this project, which had such direct impact on everyday life.” – Cara Murray, Team 2

“When we stayed the night in the dorm rooms, this gave us a small glimpse of what it was like to live in Bean hall. Some major problems rose up fast. Throughout the research phase, we made sure to keep this in mind and tried to place ourselves in the people’s shoes that would actually be living here as often as possible.” – Max Friday, Team 3



# TOURING FACTORY

## PHASE TWO

In order to grow the students' knowledge base and enhance their ideation process, a tour was arranged of the OCE metal and wood fabrication shops at the Oregon State Penitentiary to see the OCE training programs and processes first hand. The students were able to communicate with the staff who oversee the adults in custody. The staff members answered questions about construction methods and materials as well as OCE's computer-aided drafting and design training program methods. The students saw precisely what the capabilities of the shops are and how the process works. This tour provided the design students with current OCE CAD drawings as well as samples of hardware, building materials, and colors to use as reference in the design process. They then incorporated this newly acquired knowledge into their design concepts.

"As designers, they clearly had ideas and experience. They had many questions about materials and manufacturing and were very willing to learn and very focused. We took time to show them what NOT to do as well. The growth from what they knew when they arrived to what I saw in their presentations was phenomenal." - Brad Anderson, OCE OSP Production Manager

"Understanding how these furniture pieces were manufactured under OCE helped guide us as to what was feasible and what simply would not make the cut." - Sara Murillo, Team 2

"This was an incredible opportunity that helped me to better understand OCE's manufacturing capabilities. It's one thing to be given a list of design constraints, but to be able to see the shops and ask questions in person, the processes became much more memorable." - Sarah Hashiguchi, Team 5





UO ASSOCIATE PROFESSOR JOHN ARNDT AND THE PRODUCT DESIGN STUDENTS TAKE ADVANTAGE OF THE OPPORTUNITY TO DISCUSS COMPUTER AIDED DRAFTING AND DESIGN WITH ADULTS IN CUSTODY.

## CAD PROGRAM

One key aspect of the tour that directly applied to the students' journey was the CAD area. Being able to see the creation of production drawings in a professional setting, even though it was in a correctional facility, was valuable, as each of them is also learning to use design software as a tool in their processes. They listened to discussions about the software and processes used by OCE, and they were highly engaged. As this was an early phase, this tour gave them clarity and the students looked forward to the collaboration with OCE that would occur over the next few months

"I know I am always most excited to create something that I find aesthetically pleasing or at least interesting, and so would hope the adults in custody would find the same. Additionally I would like to think they enjoyed being a part of the collaborative process and contributing to the overall design that will affect so many student's lives throughout the years. That is something big and something to be proud of." - Cara Murray, Team 2

## VIEWING OCE WOOD/METAL SHOPS

Touring the facilities allowed the students to see the adults in custody at work and observe the techniques and machinery involved in the day-to-day operation of OCE. Impressed by what they saw, they had many questions for staff about the whys and why nots of production. They learned about the structural integrity required, the types of joinery that work most effectively, and where and when to apply these techniques. The students kept an open mind to what they were learning and came away with inspiration. The facilities and production levels were greater than they anticipated.

"Big thanks to OCE for the tour! It was a very unique experience that opened my eyes to new possibilities in fabrication details." - KeeAnna Turner, Team 7

"OCE runs a very tight ship. Seeing the potential for what they could do definitely got the wheels turning." - Natalie Thomas, Team 1



THE STUDENTS WERE HIGHLY ENGAGED IN THE DISCOVERY PROCESS, ASKING OSP PRODUCTION MANAGER BRAD ANDERSON MANY QUESTIONS THAT THEY APPLIED TO THEIR DESIGNS EFFECTIVELY.

# PRODUCING CONCEPTUAL DRAWINGS

## PHASE THREE

For OCE and the UO Product Design Department, conceptual drawings are the norm. Bringing ideas into the physical world through this vehicle is an essential step in the ideation process. Students paint and draw to help visualize their creations. This iterative process facilitates working through ideas quickly. Part of this process includes the creation of 1/8 models made from everything from toothpicks to drawing paper. “Producing small scale models and prototypes is better than jumping straight to models, especially when dealing with an entire room.” – John Arndt, Associate Professor

“This project really solidified for me the importance of doing each step thoroughly before moving on. Also the value in taking a few steps back. Our project was greatly improved even while we were busy creating full scale models when we took some time to do more drawings and ended up altering our concept. We had to make changes to the models but it was very worth it.” – KeeAnna Turner, Team 7

“Our 1/8 model helped with the ideation phase and allowed us to test multiple styles without building the life-size model. Our final style came from this process of the 1/8 model and helped give us a more solidified idea of what we wanted our end result to look like.” – Max Friday, Team 3





THE LEVEL OF CREATIVITY AND DEDICATION TO THE PROCESS SHOWS IN THE DETAIL OF THIS CONCEPTUAL DRAWING.

## COLLECTING SAMPLES OF HARDWARE & BUILDING MATERIALS

OCE staff had the opportunity to share materials and information with the students and professors. While the students were able to see the wood, metal, and CAD programs, OCE offers so many other products and services that truly tell the story of the company's mission. Administrator Ken Jeske gave examples that helped the students better understand the structure of OCE and its manufacturing processes. One example was the internationally recognized Prison Blues™ program. With products all over the world, OCE has utilized this industry to advance the skills of adults in custody and provide essential training for reentry into the community.

Certain types of hardware and materials are standardized in OCE production processes. Bringing these along to share with the students, OCE staff took time to explain the various key aspects of each and how they affect their potential designs. When a designer is working in the high level stages of conceptualization, it is easy to speed past the space needed for a set of drawer slides in a dresser or how adjustable leveler glides raise the overall height of a table. By viewing, handling, and understanding the uses, looks, and requirements of drawer pulls, cam locks, knobs, slides, glides, screws, and rails, the students advanced their understanding of the needs of their future models and renderings. "Very helpful with everything they provided. Great to work with." - Danny Battle, Team 4

## CONCEPT DRAWINGS

Representatives from the OCE Executive team, Marketing, Sales, New Business, CAD, and Production made a trip to UO to see the design concepts and drawings first hand. This was also an opportunity for OCE to meet Associate Professor Kiersten Muenchinger, the Product Design Department Head. Breaking into groups, the staff viewed each team's drawings and models and were able to ask and answer questions. Individual OCE expertise in the different areas contributed to the process for the students, helping them down the path toward potential production of their furniture as a line. Designing five pieces of furniture that work well with each other in such a short period of time is a monumental task and the students were coming through.

As they learned from their professors, OCE staff, and the tour, they also learned from each other, enhancing their all-around teamwork and collaboration skill set for the future. "This process was empowering on many levels. We were able to advance our skills and produce an entire collection in a term, but we were also able to think about how to elevate the designs we were creating. By thinking outside the box, while also understanding what these facilities do best, we were able to create a system that would allow adults in custody to continue to improve their design understanding while empowering them through their existing skills. We think this is an incredible opportunity to have a dialog with individuals from all walks of life about the importance of making and designing for the world around us." - Lydia Bales, Team 3



# GENERATING SCALE MODELS

## PHASE FOUR

The process of research, interviews, tours, and ideation had now transitioned to the generation of full-scale models. OCE staff met the students again at UO, this time in the Bean Residence Hall complex, where several rooms had been set aside for the students to make presentations of their concepts. Each team was given approximately fifteen minutes to present their ideas and discuss their inspiration and the solutions they created to the issues raised in the earlier processes. OCE and UO staff were quite impressed by the progress and efforts of the students over such a short time.

Student designer Yudong Yan from Team 4 expressed how designers need to focus on ergonomics. When they make new designs or work on a new project, they need to have a passion for it. Product design is not about what designers like, but about meeting the customers' needs.

Sara Murillo, a Team 2 designer, wanted to transform the small dorm room into a more mature and comfortable setting for students living away from home for the first time in their lives.





OCE CAD SPECIALIST TROY WILSON CAREFULLY LISTENS TO THE PRESENTATION BY THE STUDENTS FROM TEAM 5.

## PRESENTING THE INITIAL SCALE MODELS

In the UO Product Design Department, the students have many opportunities to make presentations of their projects throughout their course work. These sharpened skills were on display as the students impressed their professors, representatives from UO Housing and Facilities departments, and the OCE team. They explained why they chose materials, how they utilized them, what their functionality was, and how all of these elements were congruent with the themes of their designs.

“Everything fits together just so; a student could arrange the room in an almost infinite number of configurations. This furniture isn’t something you’d move every day, but the hope is that when a new student comes into the space, they see the potential to create a room that expresses their individual needs, desires, and even aspirations. Many of these students are living away from home for the first time, so that autonomy is crucial.”

– Natalie Thomas, Team 1

Members of the Design Selection Committee and the students had open discussions and a free exchange of ideas about solutions to issues and the next iteration of their designs.

## PRODUCING SCALE MODEL PROTOTYPES

The students were teamed up by the UO professors based on potential matches of skill sets. As they worked through the natural processes of forming a team, one aspect that enhanced their progress was the creativity involved in producing their scale models. They were left to their own devices to make these initial models, and they did not disappoint. Everything from PVC to cardboard and paper to plastic was used to realize their models. They created their theoretical rooms and were able to see their hard work in an actual dorm room setting. The students took pictures to use in their presentations and also displayed their renderings and sketches throughout their rooms.

“Prior to this project, I had been interested in furniture design and how everyday objects influence our moods and behavior. I was personally drawn to dorm furniture because, as someone who lived on campus for freshman year, I remember how important it was to have a safe space. An objective of mine was to learn about how to create furniture that would improve upon the resident’s experience.” – Amanda Kibbel, Team 5



DANIEL KUO AND KEEANNA TURNER OF TEAM 7 EXPLAIN THE CONCEPTS BEHIND THEIR INITIAL FULL SCALE MODELS TO THE DESIGN SELECTION COMMITTEE.

# FINAL PRESENTATIONS TO THE COMMITTEE

## PHASE FIVE

The challenge had been accepted. The designs were sketched. Facilities were toured. Drafts were entered into computers and renderings made. 1/8 models were created, arranged, rearranged, remade, and rearranged once again. Collaboration, constructive feedback, reworked models, new ideas, feedback, better ideas, cardboard models, presentations, constructive feedback again. Long days and nights in the studio and the wood shop had all lead to this. The students were dressed to impress, their full scale models were installed, and it was time.

The Design Selection Committee had arrived for the final review of the completed models. The team from OCE, the UO Housing and Facilities Departments representatives, the UO faculty members and graduates, and even a photographer from UO were ready to view the students' hard work. Splitting into small groups, they went from room to room to hear professional presentations made by the teams. Gallery style, each room was looked over first, then the presenters pitched their concepts that were now constructed with wood, metal, PVC, and pressboard, and were complete with functional drawers, handle cutouts, and installed hinges.

"We designed the Nest system, which was furniture that was able to mount onto the wall with a hooking system. We decided to go with a light maple wood combined with metal accents on our pieces to create a synchronized style. We made sure that all of our materials were light in color to allow for maximum reflection of natural light and make the space glow. By having our furniture mount on the walls it enables the floor space to be completely clear and made the room feel more spacious." - Max Friday, Team 3

"We got great feedback from the committee. Our concept relied heavily on thinking of the room as a whole and it was visible from the literature to the layout. I hadn't gotten any sleep the night before and my eye was literally twitching throughout most of my presentations but the reviewers were very forgiving of those less savory details." - Natalie Thomas, Team 1



WITH A LITTLE ADDED TOUCH OF HOME, ZIHAN WANG POSES WITH HIS TEAM'S FINAL PRESENTATION.



MEMBERS OF THE DESIGN SELECTION COMMITTEE DISCUSS THE TEAM PRESENTATIONS.

## OFF TO NEW YORK!

The design concepts and presentation skills of the students impressed the committee, and at the conclusion of the event, Team 5's concept was selected for presentation at the 2017 International Contemporary Furniture Fair. The flexibility of their design, the completeness of their models, and the concept that drove their creation all contributed to their five pieces being selected for construction and display. They represent this project, this process, their university, and themselves as future designers magnificently.

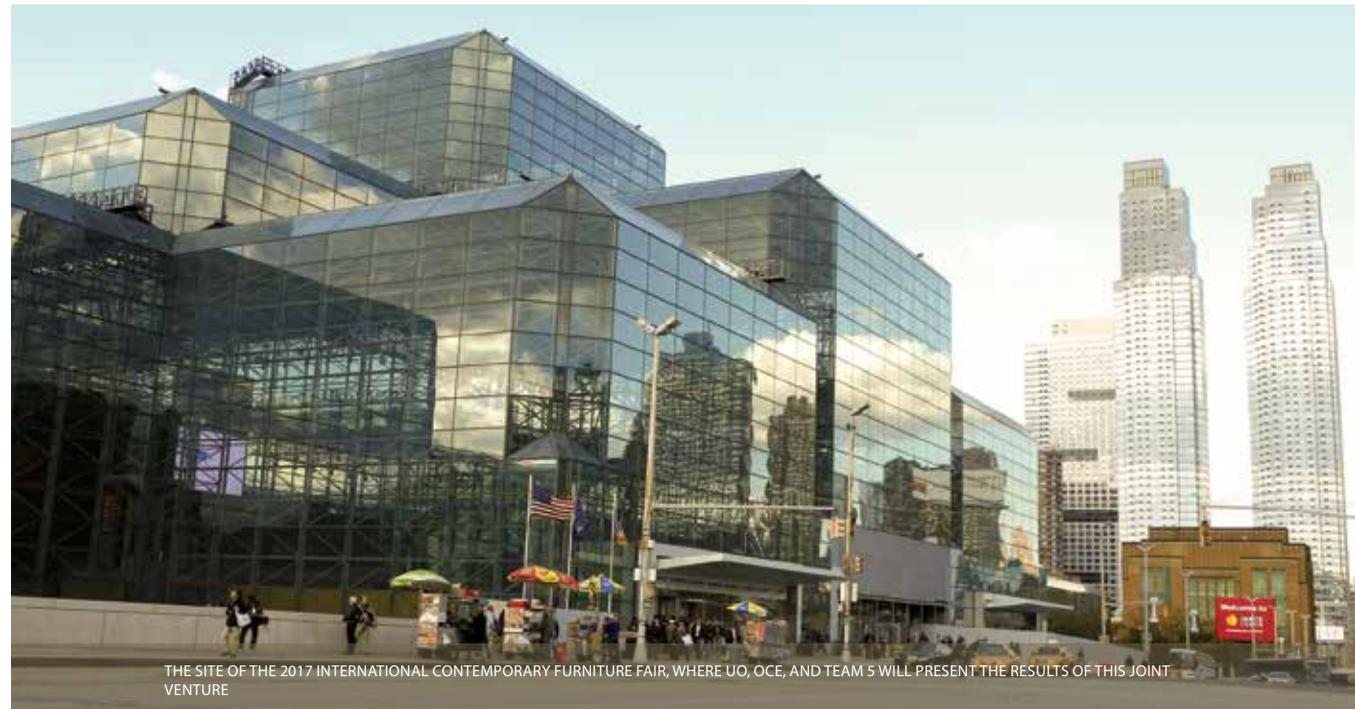
"Being able to say that you produced furniture that was shown at ICFF is an exciting accomplishment for any designer, so I imagine that to be the case for the adults in custody producing those designs. In terms of the furniture for Bean, knowing that you are positively contributing to other people's lives is powerful and uplifting, which could especially assist the adults in custody to feel like they are giving back to the community even if from afar." - Sarah Hashiguchi, Team 5

## CHOOSE WINNING DESIGNS

Professionalism and preparation were on full display in each of the presentations. With such a short turnaround time to progress from research to full scale models, the students demonstrated that they have the foundation for future careers as designers. In the end, one entire room did not completely overtake all the others. Individual pieces from several different rooms have the potential to become new products in the successful line of dormitory furniture offered by OCE. The process continues!

"I was impressed by how complete they were. Some groups presented one side of the room, leaving space for the committee to walk around, and others installed their entire concept in order to demonstrate how it all worked together as a cohesive whole. Everyone's design was so well done that it was difficult to select one clear winner." - Adam Fyffe, OCE Technology and Marketing Specialist.

"The concept phase was good, so I was curious about what they would be given to work with for their mockups. They did very well with what they had. Team 5 excelled in going from concept to design to use of materials. Team 3 really sparked my interest as well. The engineering involved provides initial challenges, but given time and resources, this could be the best idea. The teams were really impressive all around." - Brad Anderson, OCE OSP Production Manager



THE SITE OF THE 2017 INTERNATIONAL CONTEMPORARY FURNITURE FAIR, WHERE UO, OCE, AND TEAM 5 WILL PRESENT THE RESULTS OF THIS JOINT VENTURE

# FABRICATING WINNING DESIGNS

## PHASE SIX

After Team 5's concept was approved for fabrication, the process began with the adults in custody at Two Rivers Correctional Institution in Umatilla, OR. OCE operates laundry services, the Upholstery Shop, and the TRCI Wood Shop from this site. The electronic files of the students' designs were sent to the CAD team at TRCI and they immediately went to work to create buildable drawings.

"Having a good foundation and understanding of materials and fabrication methods (possibilities and limitations) is beneficial to any and all who wish to expand their abilities in design, fabrication and implementation of their ideas. Being able to meet the challenges of implementing an idea into a functional product is rewarding on several levels." - Joe, TRCI CAD Lead Designer

"Change is a necessary part of life that I know I personally crave and need every so often. I believe designing a new set of furniture for the adults in custody to manufacture will be a nice change in a place that often has the same experiences day to day." - Amanda Kibbel, Team 5





AN EXPERT IN FURNITURE FABRICATION, THIS AIC PREPARES A SUBASSEMBLY FOR THE FINISH ROOM.

## FIVE PIECES DELIVERED TO OCE TRCI WAREHOUSE, THEN SHIPPED TO NY BY UO

The shipping department at TR is impressive. Each item goes through a rigorous quality control process involving levels of approval. Lead workers inspect each item carefully looking for any flaw, nick, scratch, dent, discoloration, thin lacquer, loose thread, over-sanding, ding, or sub-par craftsmanship. Any piece that does not meet the standard of the lead adults in custody is sent back for repair or touch up. Once the item is approved, it is carefully cleaned and prepped by a diligent AIC shipping expert who brings wood and laminate to a shine and removes every bit of dirt, dust, or grease that made it through the process. He then moves the furniture to its final staging area where OCE staff, who are experts in their fields, give the items a final approval. Each item is individually wrapped and protected then secured to a pallet for shipping. The long journey to New York will have a lot of bumps and shaking along the way, but these items will arrive in excellent condition.

“For myself, I’ve really come to appreciate the process; the finale is great but the procedure to get the end result is amazing. Different hands that bring their personal touch to each item - concepts from the man who sands the parts, to the man like myself, creating parts in CAM to be cut out on plywood. From CAD drawings, design, and the sell, none is more important than the other. Yet without the one, the line of furniture will never make the mark we all intend and hope for in the end.” – Shane, OCE CAM/Clerk

## BUILDING THE NEW CREATIONS

The efficient and professional wheels of production roll smoothly in the OCE Wood Shop at TRCI. Moving from the design phase to the production kick-off meeting, the team agrees on the process to follow and which areas need to produce subcomponents at what time along the critical path. 3-D CAD drawings have become computer aided manufacturing (CAM) files, then computer numerical control (CNC) executable files. The newly shaped sheet goods make their way from the CNC area to the laminate area, where seasoned, skilled craftsman apply the laminate and give the doors and panels professional edges. The milling area selects the clean and clear boards of Eastern Hard Rock Maple and planes, rips, chops, and wide-belt sands the pieces to production specs. Seamlessly, the parts are mortised and tenoned, dry-fit, and sent off to be sanded, sealed, and prepped for assembly. Communication is key to their processes and each part is quality-checked, labeled, and delivered to the next station for processing. The skills these adults in custody use to produce brand new furniture they’ve never seen or built before will go a long way toward helping them maintain gainful employment after release.

“I see this collaboration as an opportunity to help future designers in considering fabrication and implementation of their designs, as well as developing new skills and techniques. I enjoy the challenges of new furniture products and problem-solving each new hurdle.” – Christian, OCE TRCI Lead Assembler



TEAM 5'S BED IS TAPED OFF AND READY TO BE MOVED TO THE FINISH ROOM FOR A FINAL COAT OF LACQUER.



## CONCLUSION

The end result of this joint venture is more than just a completed set of products. Each student, each AIC, the OCE team, the UO faculty, the returning graduates, the UO Housing and Facilities representatives, and even the young UO journalist will see immediate and long-lasting benefits from participating. OCE's mission is to promote public safety by providing adults in custody with work and training opportunities in a self-sustaining organization, and this project did that and much more. By bridging the connection between the future designers from the inside and the outside, our community improves, the dialogue begins, and the mission is advanced.

Joining with the UO and providing their Product Design Department a unique opportunity to give these young designers real-world experience proved to be a tremendous success. The experience they gained through their participation will go a long way in focusing their careers and opening up their minds to the possibilities, constraints, and variations that exist in the product design field. Physically going through the process of the realities of production line furniture research and development and collaborating with adults in custody are rare opportunities, and, along with this booklet, will enhance their portfolios for their own future employment opportunities. Each has aspirations for amazing careers, and now they have also left a mark at the UO and with OCE.





**BED**

82"L x 41"D x 30"T

Hard maple, clear satin finish. Frosty White laminate, matte finish.

A bed designed to fit a standard-sized mini fridge underneath as well as suitcases and other long-term storage items that are used infrequently. Lowered ICFF model shown.

Multiple layout configuration options offer at least three varieties of living environments for the residents sharing the limited space, plus ample storage to keep the room uncluttered.



**DESK**

40"L x 18"D x 30"T

Hard maple, clear satin finish. Frosty White laminate, matte finish.

A multipurpose fixed-top desk with an open-concept storage area.

Place the desks side-by-side to create a team study area or back-to-back for a more homelike environment with a dining room table effect.

**SMALL DRESSER**

14"W x 21"D x 26-1/2"T

Hard maple, clear satin finish. Frosty White laminate, matte finish.

A small dresser with three pullout drawers and a multi-use top surface area.

Designed to create additional storage, the small dresser is a great place to drop your backpack or take a seat while you pull off your shoes. It can even double as a nightstand in some configurations.



**BENCH**

32"L x 14"D x 18"T

Hard maple, clear satin finish. Frosty White laminate, matte finish.

Bench seating with a flip top that offers residents additional storage for their work space.

Offering bench seating creates versatility in the working and living spaces and provides the option for having multiple friends over for studying or spending time in comfort.



**LARGE DRESSER/WARDROBE**

26"W x 21"D x 78"T

Hard maple, clear satin finish. Frosty White laminate, matte finish.

A large dresser with divided storage creating an upper hanging space and a lower drawer section.

With plenty of clothing storage, this two-section large dresser is designed with ease of movement and multiple arrangements in mind. Accommodating the majority of a resident's wardrobe, it is a versatile piece in the composition of the room.



FRESH OFF THE LINE, THE REIMAGINED RESIDENCE HALL FURNITURE HAS BECOME A REALITY. EACH PIECE IS DESIGNED WITH ACCESSIBLE FLOOR SPACE FOR STORAGE AND THE FEELING OF A LARGER ROOM. THE BED SHOWN IS THE ICFF MODEL, LOWERED TO TWENTY INCHES.

## STUDENT TAKEAWAYS

By participating in this project, UO Associate Professor hopes the students will gain, “An understanding of the complexities of big projects, and the various parties involved, from the students who will use their designs every day, the university department of Housing who needs to assemble, move and repair the items, and OCE who will be fabricating the pieces. A successful design looks at a problem holistically. A dorm room is a student’s first home away from home, and college is a truly formative time in a person’s life. It is quite an opportunity and a challenge to design that space where these students will be living in a way that they provide a beneficial influence.”

“This studio was a valuable opportunity to apply our skill-set and push the limit of what we imagined a dorm would look like. We tried to create a system that would exist in the long-term by addressing the needs of our user and projecting how their needs could change in the future.” - Lydia Bales and Max Friday, Team 3

“This was an exciting, very ambitious project that I feel honored to have been a part of. Designing for fellow college students at our own university was a very insightful and rewarding experience. Who else gets to do this for college credit? The Product Design program at UO is very unique indeed!” - Sara Murillo, Team 2

## AIC TAKEAWAYS

OCE offers adults in custody valuable work skills and training for reentry into the community. We actively seek out projects where we can provide new learning opportunities that build on what they have learned in our programs. Joint ventures that arise, like this one with UO, allow us to challenge them and facilitate rapid growth, invigorating our workforce and lifting their sense of self-worth.

“Just on face value alone, the notion of incarcerated individuals working with U of O future graduates in an effort to produce new lines of furniture is humbling and none the less exciting! Let’s be honest, I don’t believe speaking from this end of the spectrum that AICs nor future designers had ever planned to be working together, but it’s happening. What an event to be a part of!” - Shane, OCE CAM/Clerk

“I feel that this type of project can help me become more detail-oriented and help in my producing a better quality of products. I personally hope to gain an opportunity to be involved in more of those projects; it helps in giving me a little better self-image and a sense of purpose.” - Rodney, OCE Cabinet Assembler, Laminate



## HOW TO BE A PART OF UO DESIGN TEAM

At the University of Oregon, we have students from all fifty states and more than one hundred countries. Our students, faculty, and staff represent all walks of life. Differing points of view. Every part of Oregon, our nation, and our planet. Being at a great university offers the chance to study, work, play, explore, debate, and engage with people from places you haven't been and whose lives are nothing like your own. Look for commonalities while celebrating differences. Learn from each other. Make the future brighter. Together.

Applicants in their 4th year of Product Design or having already earned a bachelor's degree in Art, Interior Architecture, Architecture, Design, or other equivalent majors, may apply to the Bachelor of Fine Arts (BFA) in Product Design on our Portland campus. Eligible students will have fulfilled degree requirements for a BA/BS or other professional degree before starting the BFA program. Students from schools other than the UO, or with majors other than those listed above, may contact the Product Design Program for more information about how their credits may transfer. Professional experience cannot be substituted for academic experience.

Scholarships are available from both internal and external sources. See the School of Architecture and Allied Arts scholarship page and the UO's Financial Aid page for scholarship opportunities. All applicants to the BFA program are reviewed for UO Product Design scholarships automatically. These scholarships are given based on need and merit. Please check that your updated Financial Aid information has been submitted to the University of Oregon. Also check out the School of Architecture and Allied Arts scholarship page for external scholarship opportunities.

Apply now to become part of the next class of brilliant, dynamic, determined Ducks. Come ready to innovate, start something, research, and explore the limits of your limits. Bring questions. We'll find answers, together. Or bring answers and we'll find ways to put your ideas into action. This is where it all happens. This is where we wonder, collaborate, search, create, and find better ways.

## HOW TO PARTNER WITH OREGON CORRECTIONS ENTERPRISES

The Oregon Constitution (Article 1, Section 41, Paragraph 10 and 11) states, "Prison work products or services shall be available to any public agency and to any private enterprise of any state, any nation or any American Indian or Alaskan Native tribe without restriction imposed by any state or local law, ordinance or regulation as to competition with other public or private sector enterprises....Inmate work shall be used as much as possible to help operate the corrections institutions themselves, to support other government operations and to support community charitable organizations....Every state agency shall cooperate with the corrections director in establishing inmate work programs."

Two options are available for organizations interested in establishing a partnership with OCE:

- Government entity model (for government and non-profit entities)
- Private partnership model

Both options can be beneficial if you are planning to expand your business or program but do not have the floor space or labor force to do so.

Partnerships sometimes fall under the Federal Prison Industries Enhancement Certification Program (PIECP), often referred to as a PIECP program. (Most service industries are exempt.) We would be happy to assess whether your organization or project would qualify as a PIECP program. Generally, if the product produced is going to leave the State of Oregon, the work is classified as interstate commerce and therefore subject to PIECP regulations.

We are experienced in PIECP programs and can help navigate the process. Contact us today and begin an exciting venture!

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