My Journey Towards a More **Sustainable Interior**

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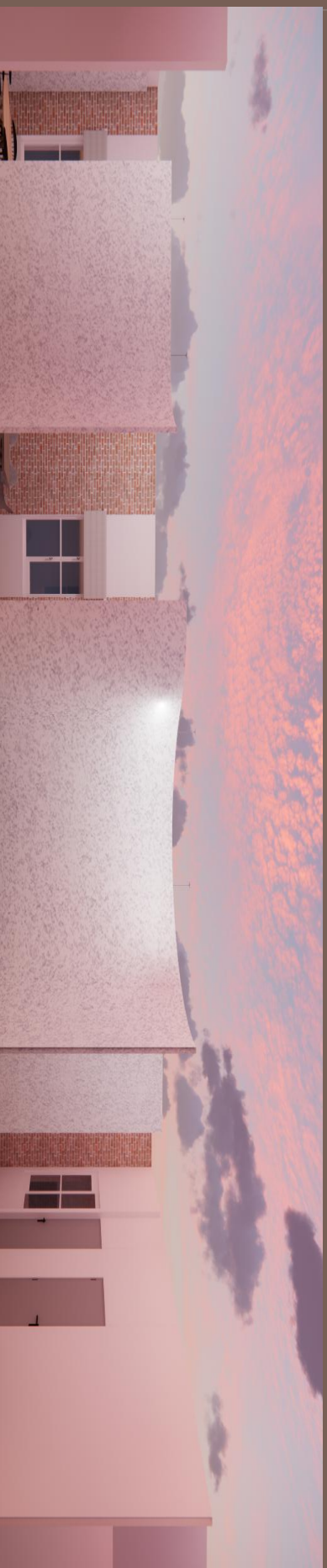


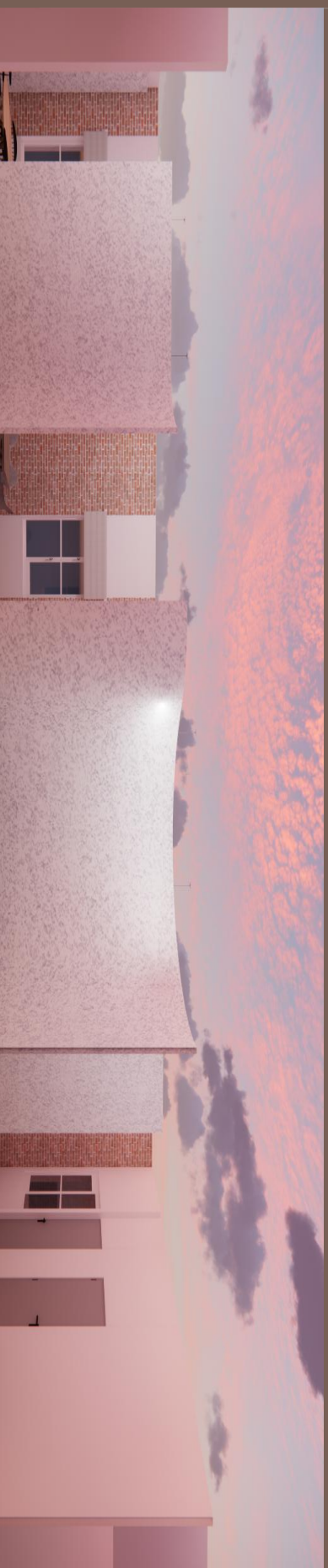
SYNOPSIS

Designing for adaptable and circular work environments

The Coworking project investigates how interior environments can support changing patterns of work while reducing the material waste associated with conventional fit-outs. Developed within the context of Canterbury, the project explores **circular design, adaptability, material reuse and user wellbeing** through a research-led interior design approach.

Rather than treating the workplace as a fixed arrangement, the project proposes an environment capable of **changing with its users**. Spatial interventions, movable elements and dismantlable furniture allow the interior to be adapted, reconfigured and potentially reused over time.

The project became an opportunity to translate my wider MA investigation into practice: **how can interior design move beyond sustainability as a material choice towards systems that allow spaces, components and materials to have longer and more adaptable lives?**



CONTEXT

From fixed interiors to adaptable systems

The contemporary workplace is increasingly fluid. Coworking environments accommodate different users, working patterns, levels of collaboration and periods of occupation. However, many commercial interiors remain dependent on fixed partitions, permanent installations and short replacement cycles.

This project responds to that contradiction.

My MA exploration developed around **sustainability, circular design and regenerative approaches to interior practice**. Through earlier projects and material experiments, I became increasingly interested in the relationship between **material, making, disassembly and reuse**.

The Coworking project became the culmination of this exploration.

Rather than designing an interior that simply appears sustainable, I investigated how sustainability could become embedded within the **way the interior is assembled, occupied, adapted and eventually dismantled**.

Design drivers

Adaptability

Spaces should respond to changing users and activities.

Circularity

Materials and components should be considered beyond their first use.

Disassembly

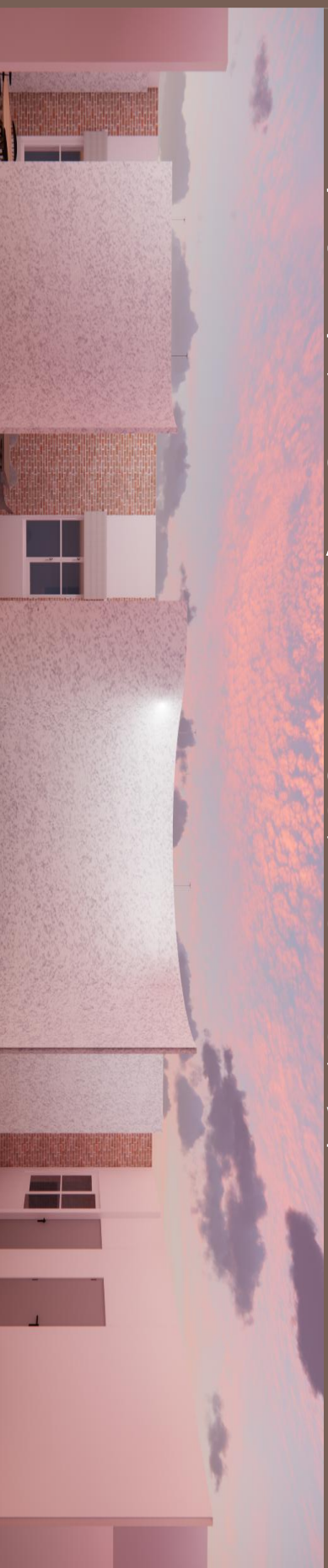
Furniture and spatial elements should be capable of being dismantled rather than permanently fixed.

Material experimentation

Waste and accessible materials can become opportunities for design investigation.

Wellbeing

The workplace should support concentration, interaction, pause and individual choice.



Research Question

How can circular design principles be translated into adaptable coworking interiors, enabling spaces, furniture and materials to be reconfigured, dismantled and reused over time?

This gives your project a much stronger **MA/research-led position** than simply asking how to make a sustainable coworking space.

Aims

01 — Investigate

Explore how circular design principles can influence spatial planning, furniture and material selection.

02 — Challenge

Question the conventional model of fixed and disposable commercial interiors.

03 — Experiment

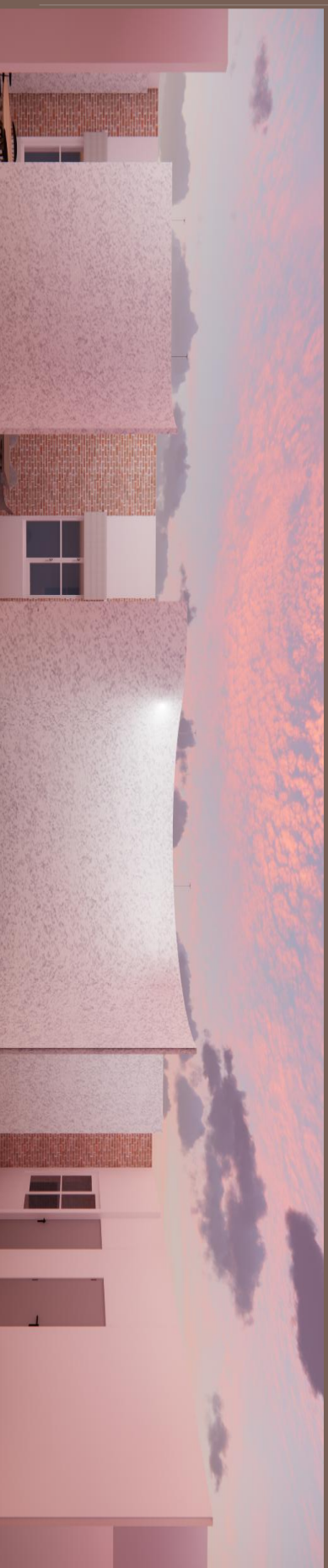
Test waste and accessible materials through physical making and prototyping.

04 — Adapt

Develop spatial and furniture systems capable of responding to different users and activities.

05 — Demonstrate

Translate research into a resolved coworking environment where sustainability operates as a **design system rather than an aesthetic**.



RESEARCH METHODS & PROGRESS

Your Grad Show should make this section particularly visual.

Research → Experimentation → Testing → Design Development → Resolution

Research

The project began with investigation into:

Circular design
Sustainable interior practice
Material reuse
Dismantlable furniture
Adaptable environments
User behaviour within coworking spaces
Workplace wellbeing
Existing sustainable precedents

I also explored the wider relationship between **permaculture, regenerative thinking and interior design**, questioning how principles of cyclical systems and resource-conscious design could inform the interior.

Material experimentation

Material experimentation became an important method of research rather than simply a method of making.

I investigated **cardboard, paper and paper-mâché**, exploring their structural, tactile and aesthetic potential.

These experiments helped shift my understanding of waste materials from being something to hide or dispose of towards something that could become a **design resource**.

Furniture experimentation

The investigation developed into the design of **dismantlable furniture**.

The principle was simple:

Design for assembly → use → disassembly → transport → reuse.

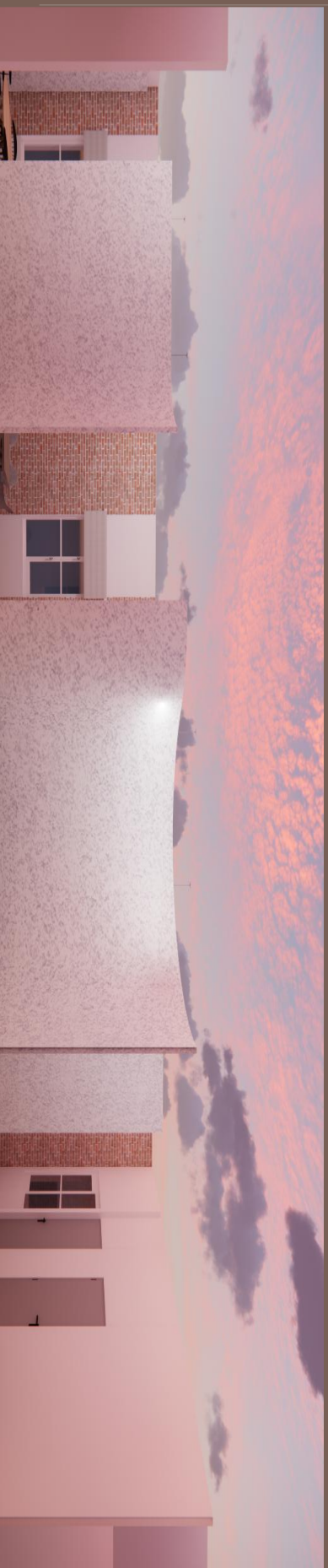
This challenged the conventional idea of furniture as a permanent object and instead positioned it as a **temporary and adaptable component within a circular system**.

Spatial experimentation

The coworking environment was developed through iterations of:

Spatial zoning
Circulation
Individual and collaborative work
Flexible divisions
Shared areas
Informal interaction
Quiet working conditions
Furniture placement
Adaptable spatial boundaries

The development process allowed the research to continuously inform the spatial design rather than treating research and design as separate stages.



INSIGHT & CONTRIBUTION

This is where we make it sound **MA-level rather than undergraduate**.

Key Insight

The project demonstrated that sustainability within interiors cannot be reduced to the selection of environmentally preferable materials.

A material may have a lower environmental impact, but if it is permanently bonded, difficult to repair or impossible to reuse, its potential within a circular system remains limited.

This led me to consider **the life cycle of the interior itself**.

From sustainable materials → sustainable systems

My research therefore shifted from asking:

“What sustainable material can I use?”

towards:

“How can I design an interior that can change, disassemble and continue beyond its first use?”

This became the central design position of the project.

Contribution

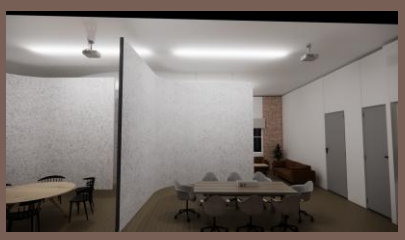
The project proposes a model of coworking interior design in which **adaptability and disassembly become tools for extending the life of interior components**.

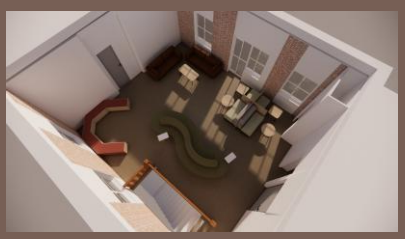
The contribution is therefore not a single furniture object or material solution, but a way of thinking about the interior as a **reconfigurable system**.

This approach brings together:

Circularity + Adaptability + Material Reuse + User Needs + Spatial Flexibility

and demonstrates how these principles can be translated into a practical interior design proposal.





FINAL WORK

A Circular Coworking Environment

The final proposal translates the research into a coworking environment designed around **flexibility, interaction and material responsibility**.

The interior provides a range of spatial conditions, allowing users to move between focused individual work, collaborative activity and informal social interaction. Movable and adaptable elements allow the configuration to respond to changing requirements, while the use of dismantlable furniture challenges the permanence traditionally associated with commercial interiors.

Material experimentation informed the tactile language of the proposal, connecting the final environment to the project's investigation into **reuse, making and material transformation**.

Final Design Principles

DESIGN FOR CHANGE

The interior can respond to changing patterns of occupation.

DESIGN FOR DISASSEMBLY

Components can be taken apart rather than permanently fixed.

DESIGN WITH WASTE

Discarded materials become opportunities for experimentation.

DESIGN FOR LONGER LIFE

Furniture and spatial components are considered beyond their initial use.

DESIGN FOR PEOPLE

Flexibility is balanced with comfort, wellbeing and different modes of working.

DETAIL DRAWINGS