

Ella



Linksiäla

I'm a curious, passionate and entrepreneurial Master's student of interior architecture at Aalto University School of Arts, Design and Architecture.

I enjoy new challenges such as the opportunities that technology and entrepreneurship create in design.

My passion is to understand people's behaviour and senses and use them to create the best possible spatial solutions to increase motivation and well-being.

Spatial concepts

Furniture design

Digital art



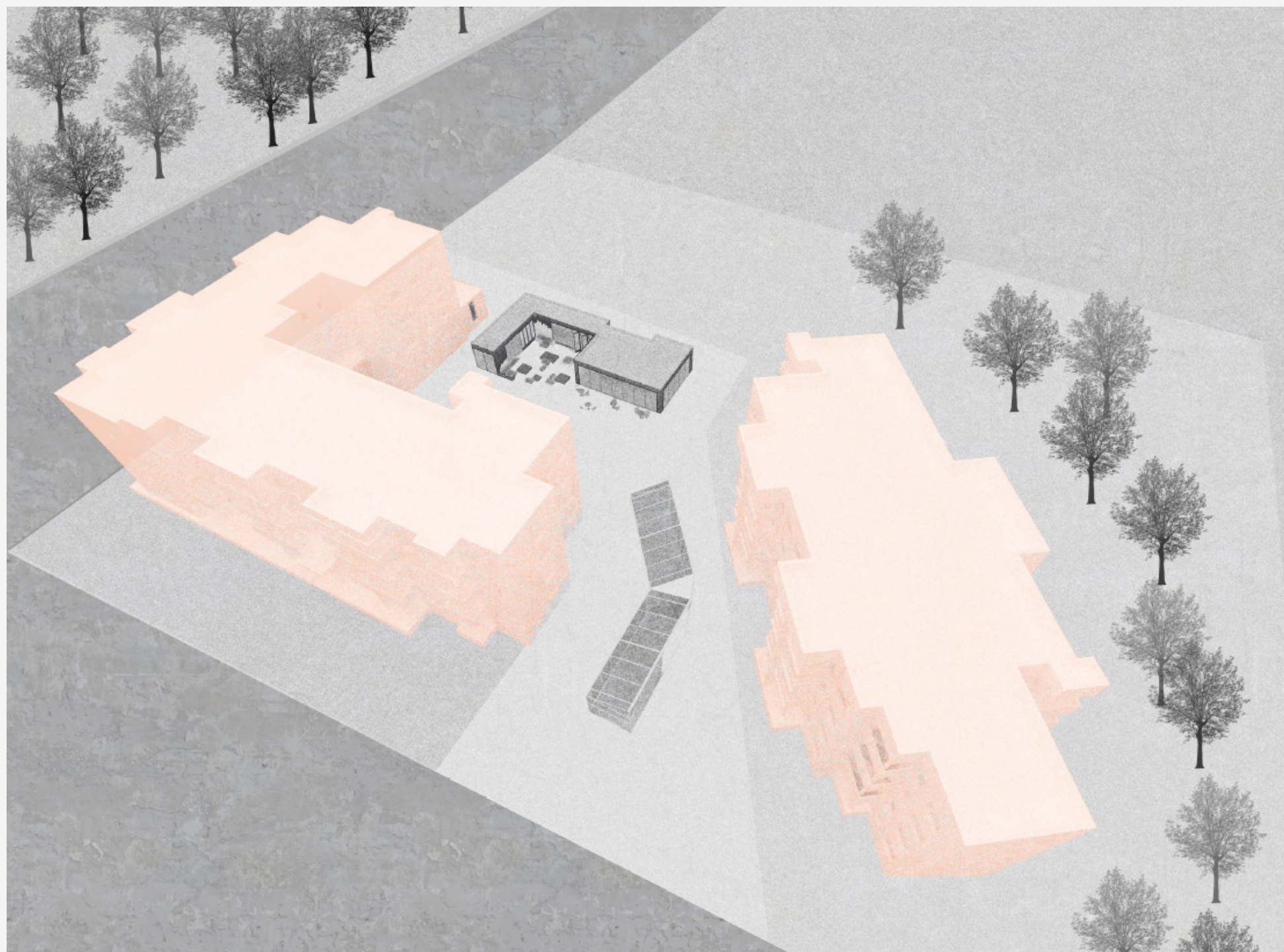
01

NAL - THE YOUTH HOUSE 2035

FUTURE OF YOUTH LIVING IN
LEHTOVUORENKATU 4 & 6, KONALA, HELSINKI

Living in a global and fast paced world creates a lot of pressure on its inhabitants. Natural catastrophes and climate change cause lots of worry and increases anxiety. Youngsters are spending more time on social media which disconnects them from the real world. They are feeling more and more alone and don't feel like belonging.

Our aim was to solve how could the living surroundings strengthen the sense of belonging and support the mental wellbeing of the youngsters.





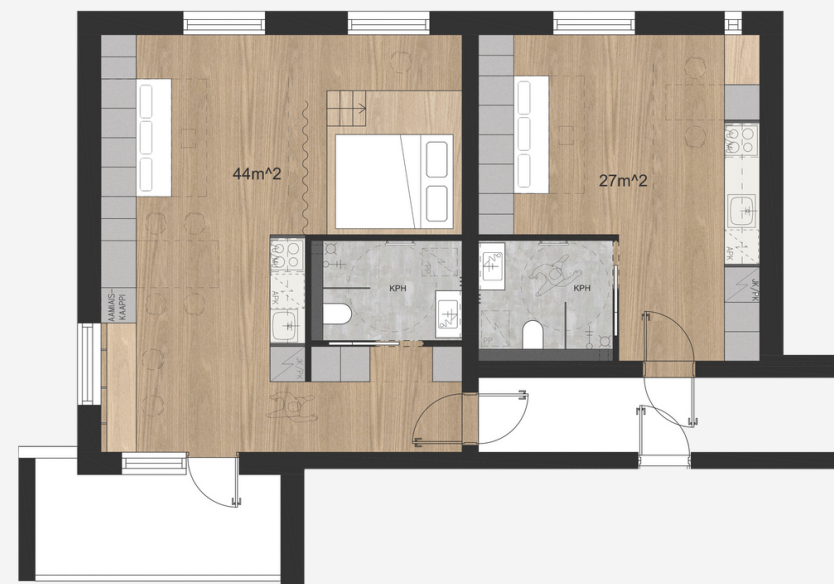
As there has been the most studios and two room apartments in the Helsinki city area in 2015, the 75 sqm apartment has been divided to serve the majority.

The first apartment proposal for Lehtovuorenkatu 6 is concentrated on the megatrend of decreased value of owning things. By having all the furniture fixed in the apartment, the youngster is immediately ready to move in and doesn't need to afford own furniture.

The floor plans of the 75sqm apartment divided in two studios on Lehtovuorenkatu 6 and divided in three two-story townhouses on Lehtovuorenkatu 4. The mood boards were based on the workshop where we asked NAL staff and residents what makes home feel like home.



Lehtovuorenkatu 6

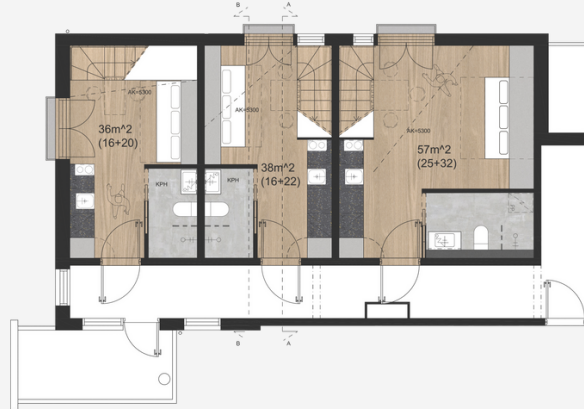




Lehtovuorenkatu 4, 2nd floor



Lehtovuorenkatu 4, 1st floor



Second apartment proposal for the building 4 is concentrated on the trend of townhouses. By having the apartments in two levels helps to create the feeling of an open space but still manages to preserve the sense of privacy.

Having fixed furniture in a crucial role could change the way of living towards a more ecological direction.



By creating platforms that have multiple functions in the same space connects people, supports interactions and decreases time spent alone.

02

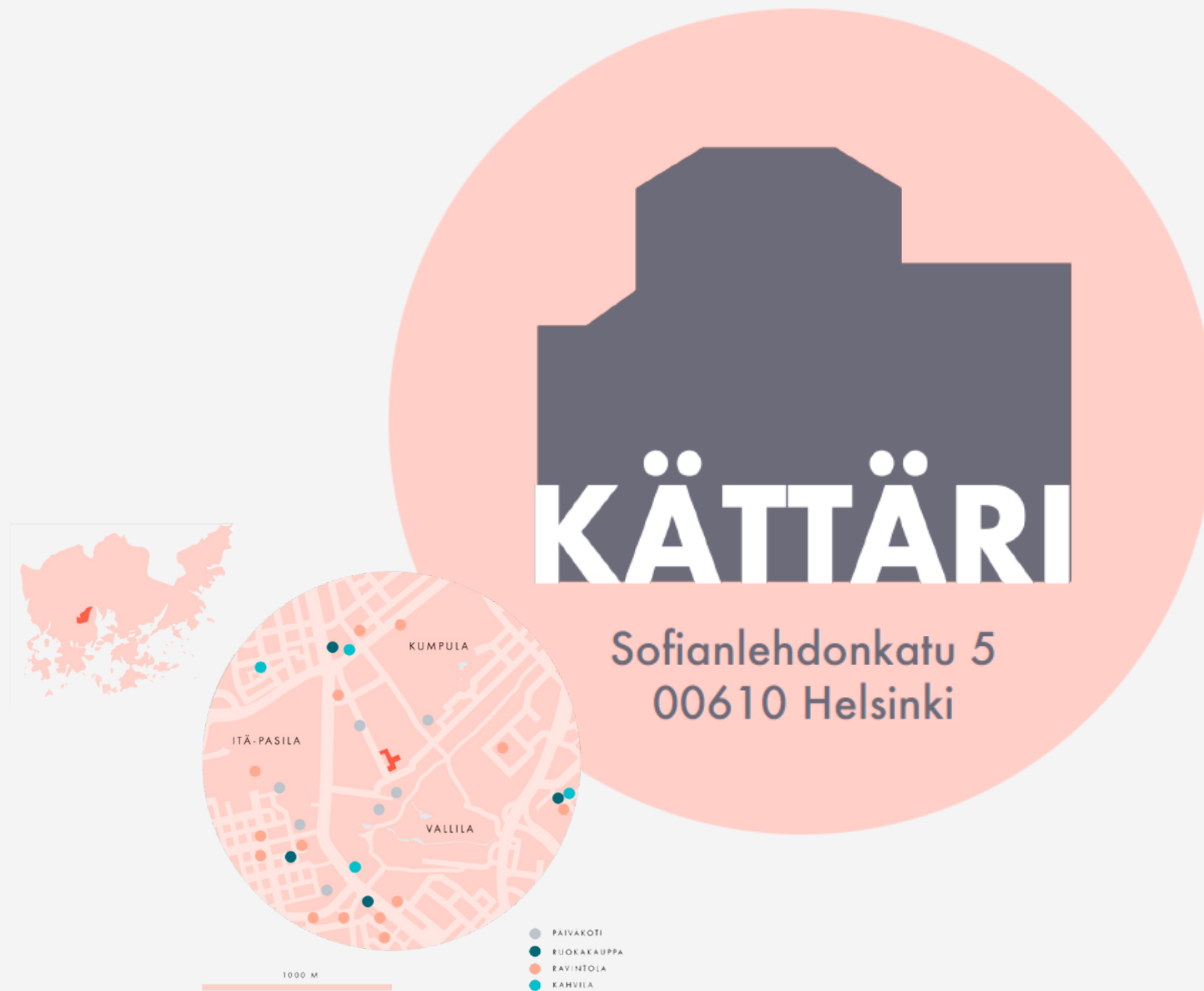
KÄTTÄRI RE-DESIGN OF EMPTY SPACES

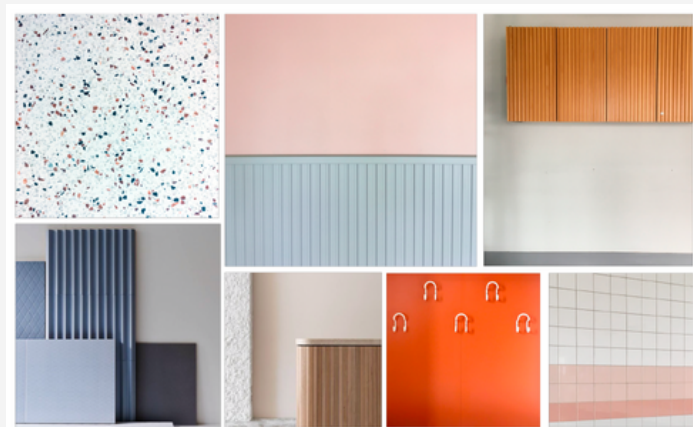
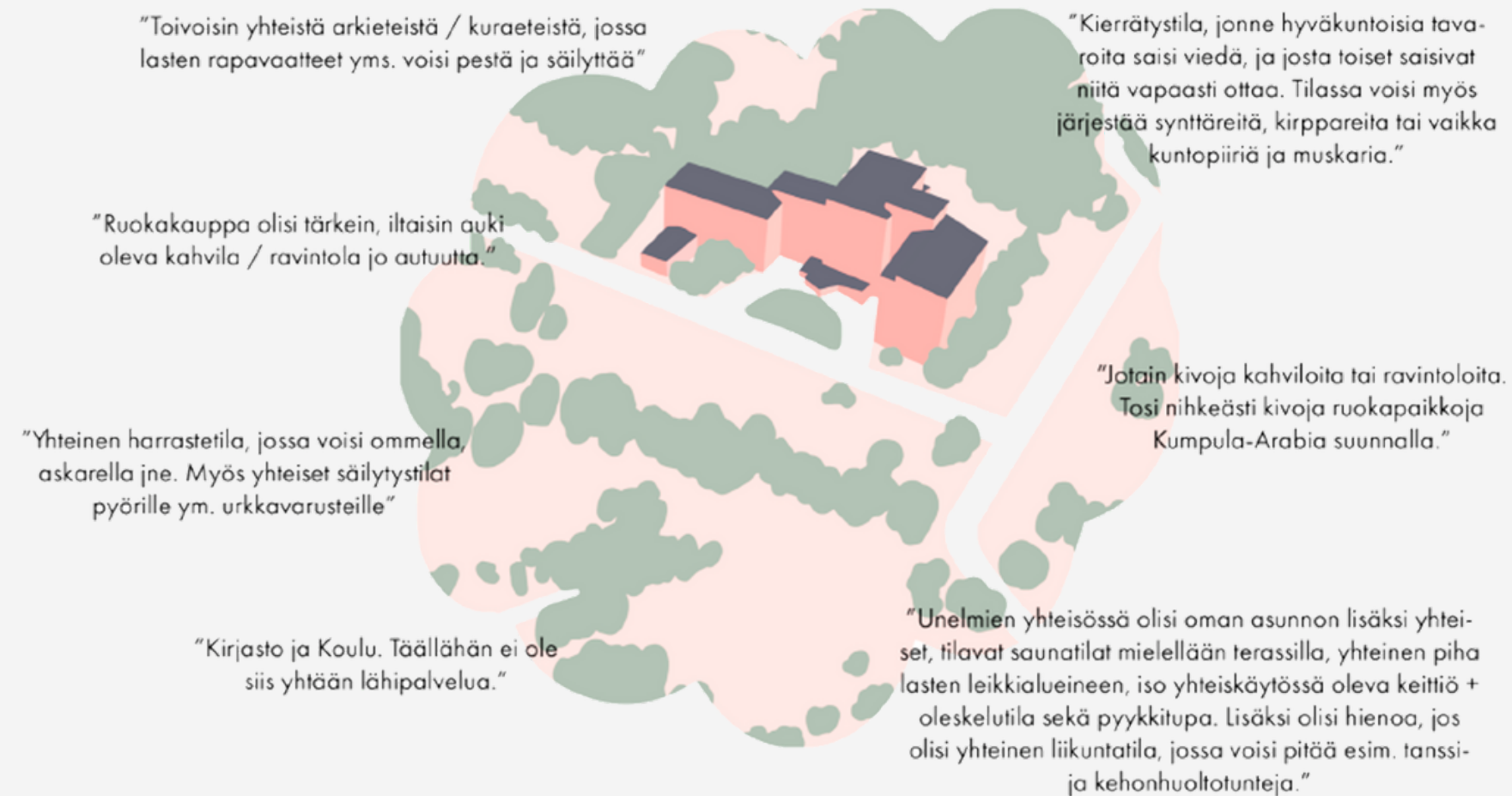
Kättäri is a communal living room, shared workplace, home, garden and an urban street. A village that suggests and gives birth cooperation in various aspects of life through action and sharing. It combines housing, art and well-being under one roof.

The whole project was done as a group work. Here I present the concept as well as my own contribution to the group.

Cooperation: Oranssi Ry, Youth Housing Association NAL, Y Foundation, Tilajakamo, Red Cross and Settlement Association

DESIGN PORTFOLIO | 2021





Goals of the concept

Reduction of inequality
Activation of employment
Involving young people
Locality

Vaihtotalous
taidon ja tiedon vaihto

yhteiset tilat viihtyisiä
ja toiminnallisia

yhdessä toimiminen

yhteinen tavoite

KOMMUNIKAATIO
JA
VUOROVAIKUTUS

OSALLISTUMINEN

LUOTTAMUS

TUNNE
YHTEENKUULUVUUDESTA

tilallisuus mahdollistaa ja
kannustaa kohtaamisen

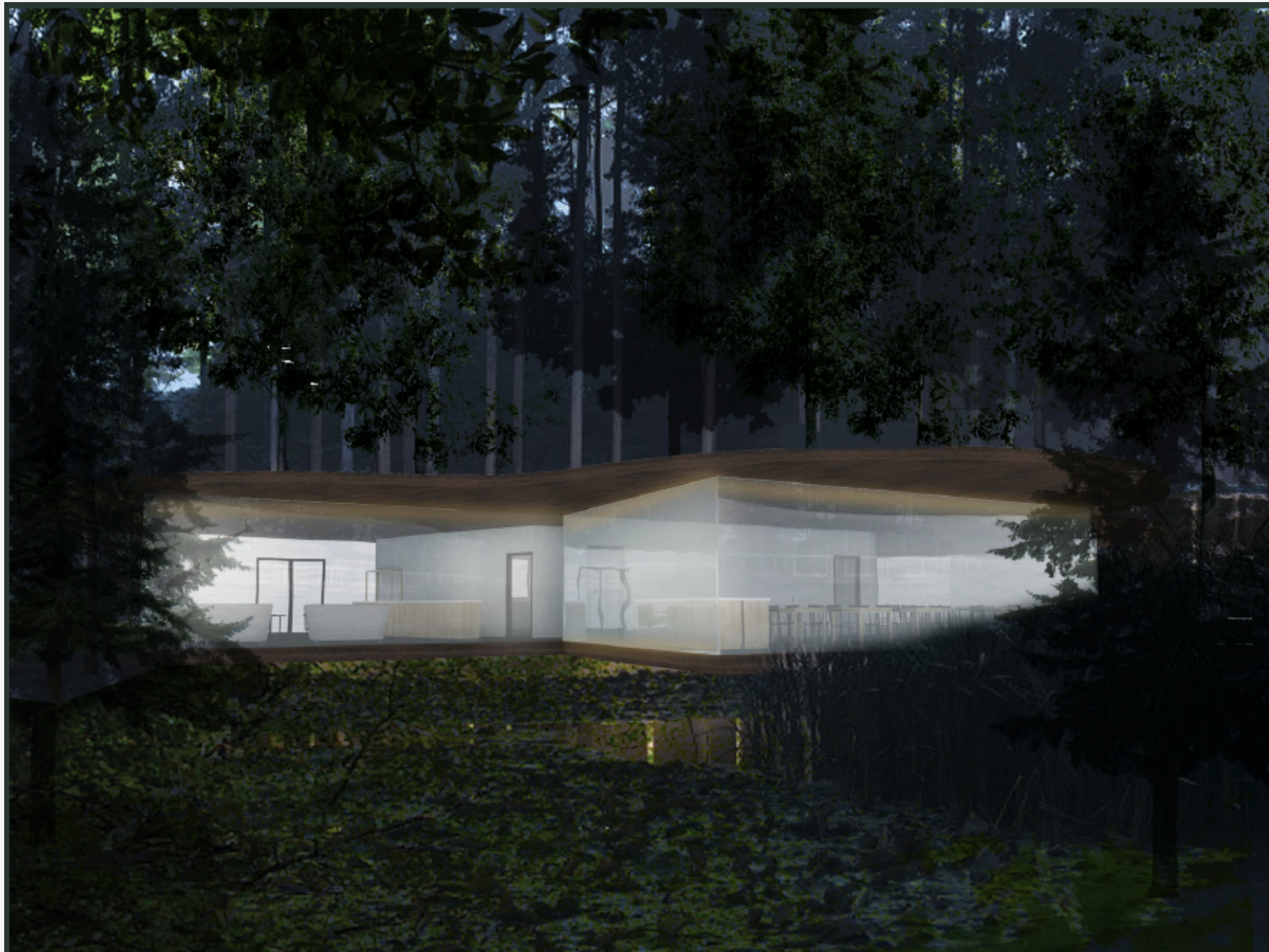
yhteiset intressit

ympäristön muokkaaminen

päätöksenteko

tunteminen

jakaminen



03

NEW WAY OF DINING

Restaurant concept using service design methods

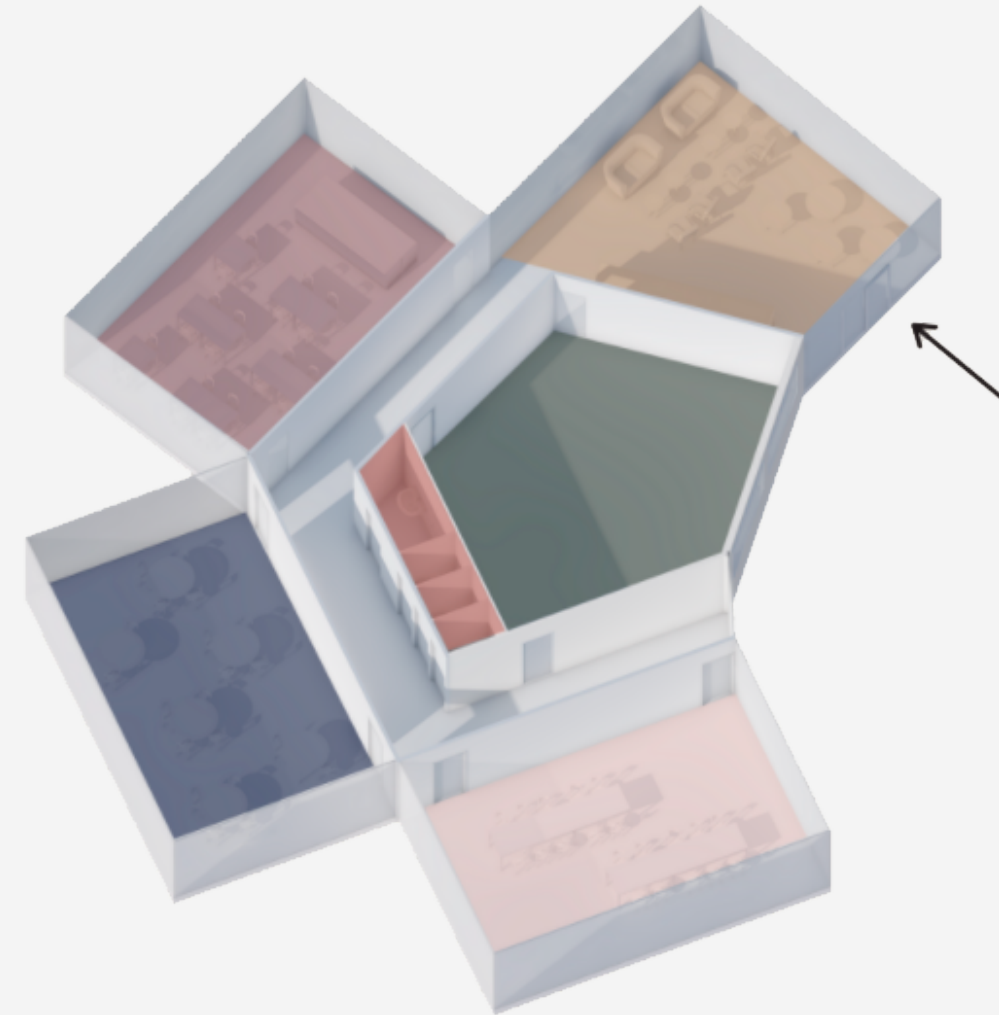
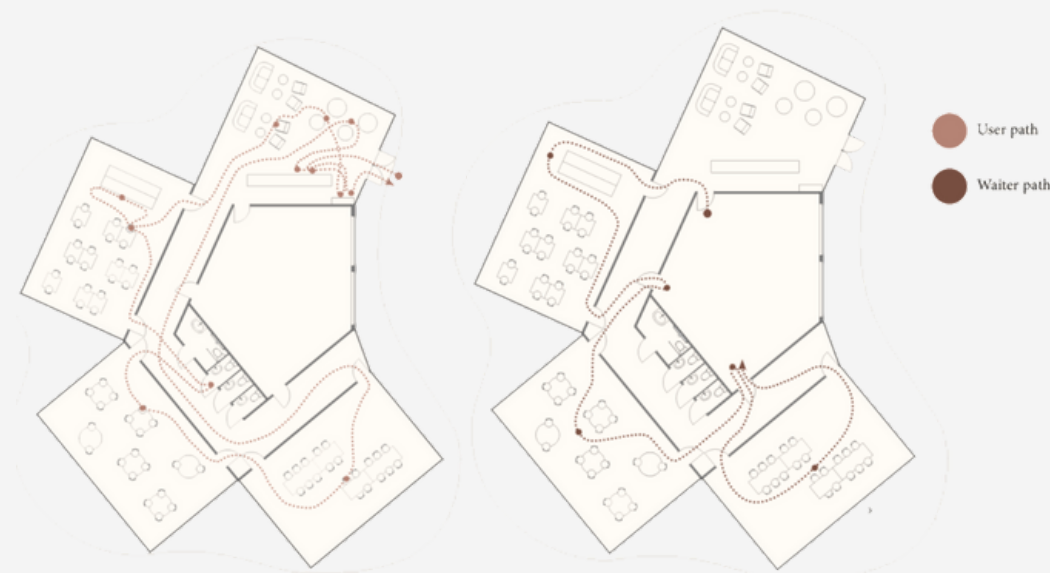
The Finnish nature is full of amazing quality ingredients which are unknown to many as well as their health benefits on our bodies. Most information people read about food in the everyday life is contradictory and often concerning only single ingredients but not how they could be used variously in cooking.

Our idea is to combine dining and learning about food into one experience. We want to raise awareness on food production and sustainability and raise questions about today's food culture.

USER PERSONAS



LEARNING POINTS



SPATIAL PLAN



Restaurant ideology

Learning made enjoyable and fun

Changing themes

Medium prized restaurant with premium service

Local sustainable food

60 customer seats

Customers switch rooms between each serving

Our values

Sustainability

Minimize food waste

Seasonality

Locationality

The goal was to create a new, atmospheric and exciting restaurant experience that combines eating and learning. The functionality and atmosphere of facilities take into account the use of the facilities during different times of the day and season. The visual look and shape of the space is guided by the nature surrounding the restaurant.

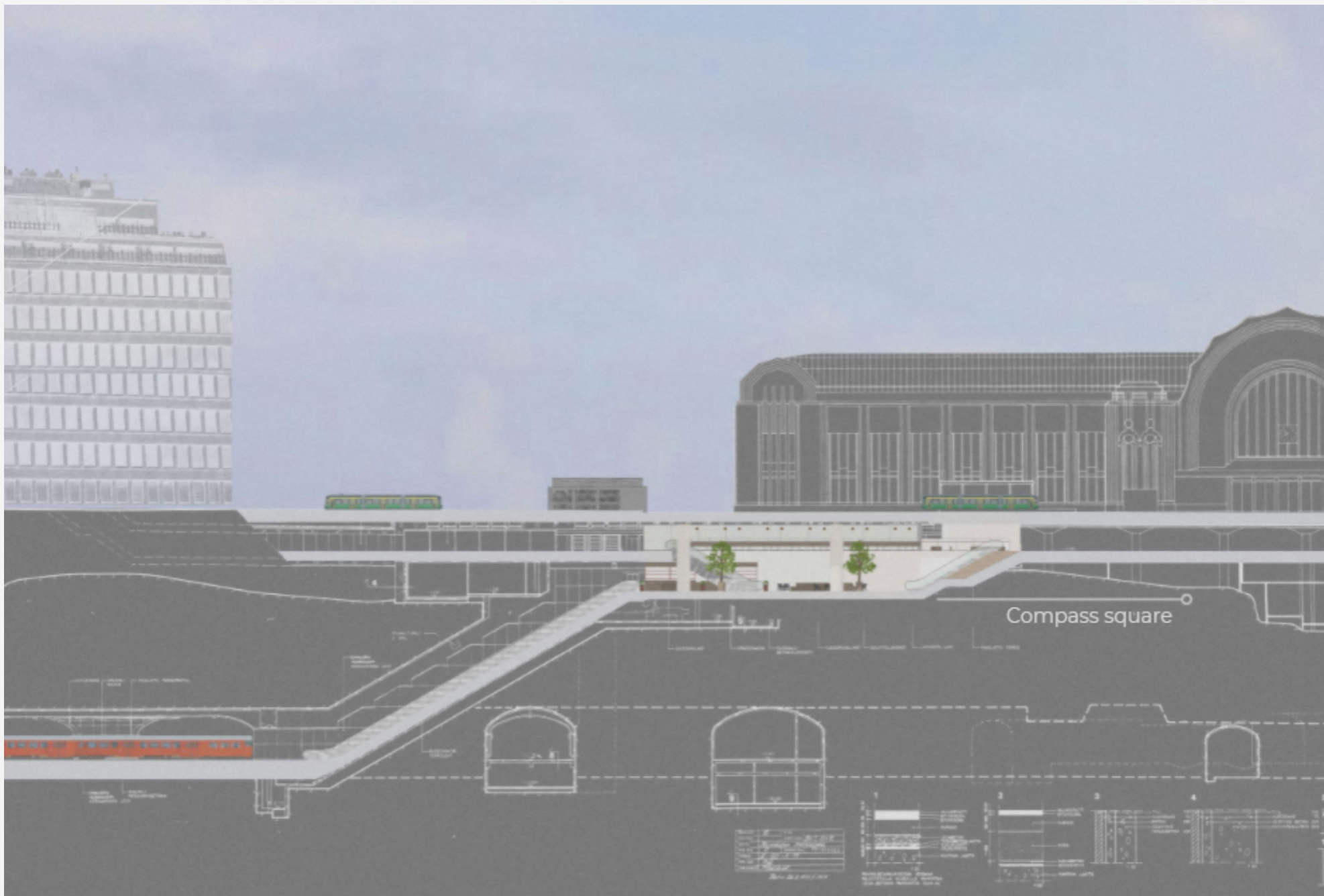
04

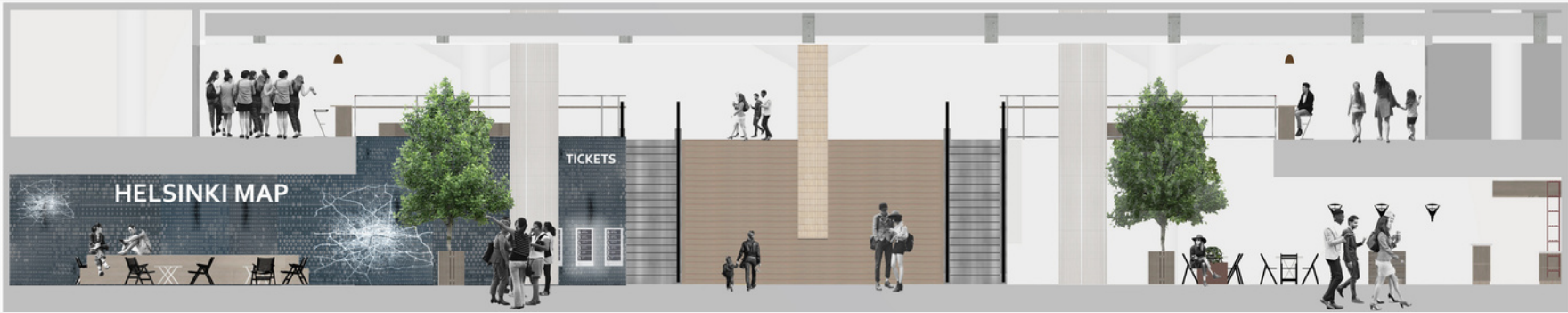
COMPAS SQUARE

Redesign of the central railway station - metro station

Compass square is a hub of a transportation but also a showroom for Finnish identity for all travellers going through that space.

We wanted to create a concept where the future and traditions meet. The aim of our concept is to harness the latent potential of the space by creating its own strong identity with the help of Finnish technology and encounter culture.



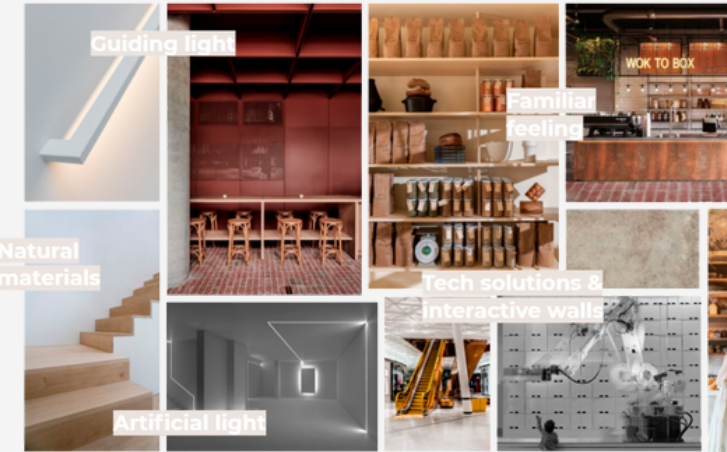


Basic idea: Modern, futuristic & innovative market square for all kinds of users

Story: Future market square

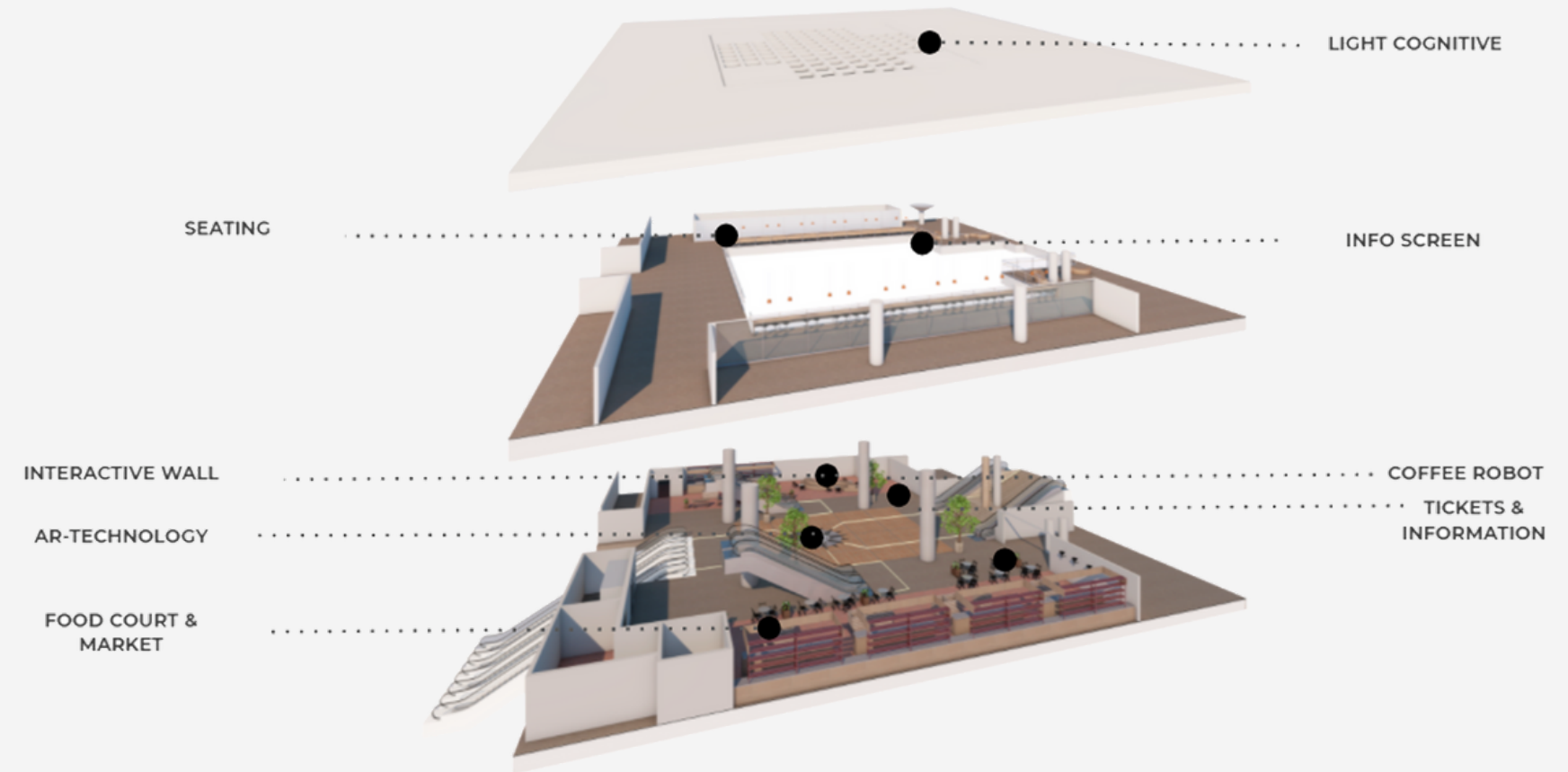
What makes it special: Mix of old & new, touch of future, carefully designed details

What makes users feel more comfortable: Familiar feeling, technological solutions, easy access and flow, natural materials, functionality





Functionalities



"The best way to predict your future is to design it"
- Buckminster Fuller

05

Dude - Stackable chair

Material: Bent metal tube and
upholstered seat and backrest

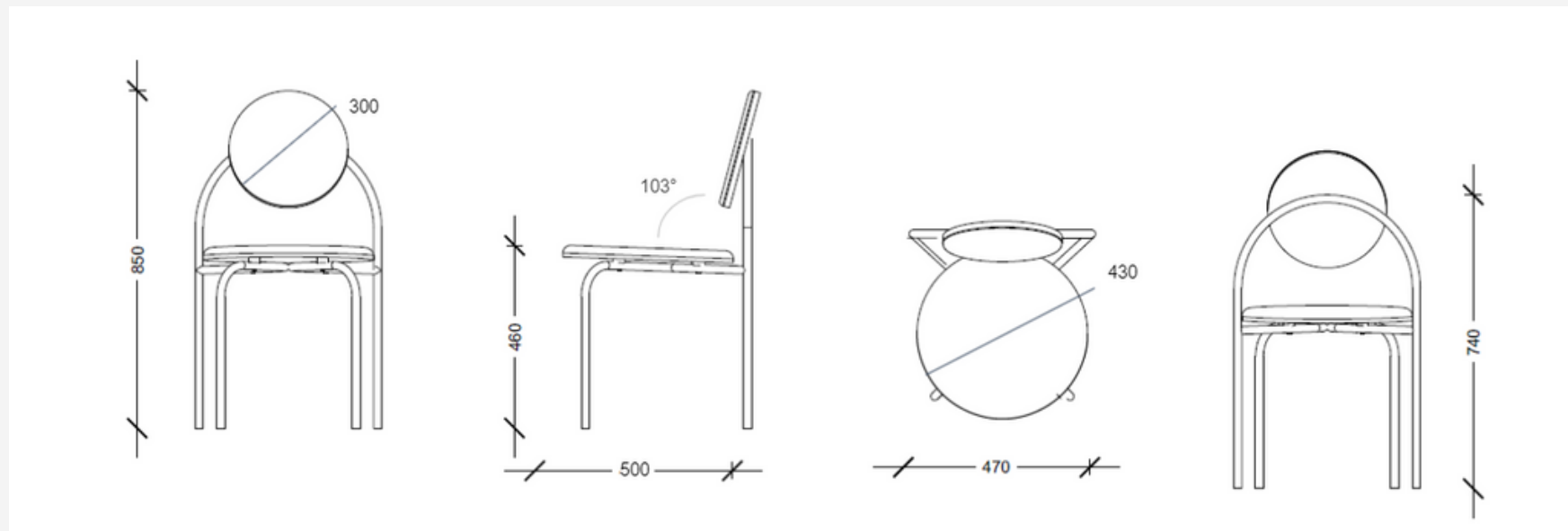




Dude is a light and stackable chair.

It consists of a bent metal tube, plywood board and upholstery parts.

It has many different color and upholstery variations.

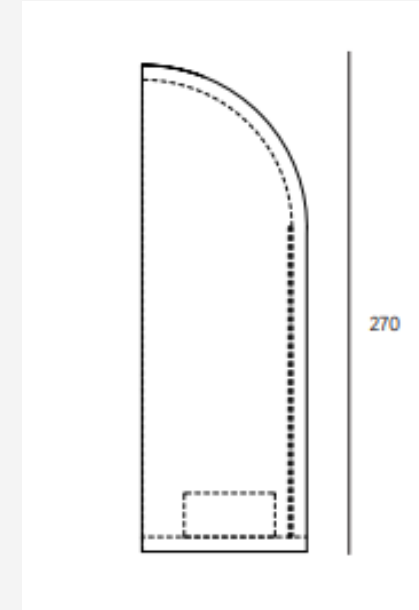
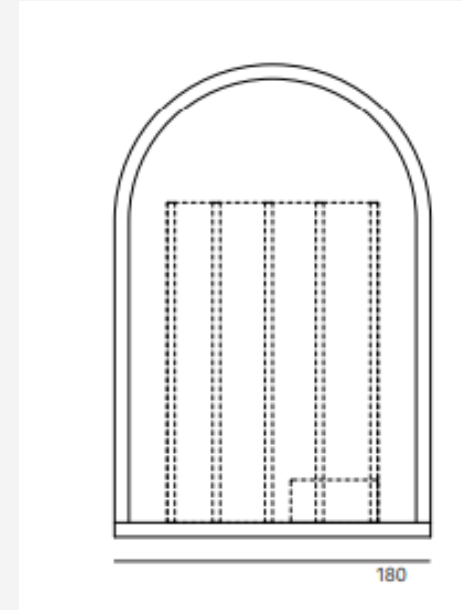


06

Bullet - Table lamp

Material: Ash





Bullet is a two-parted table lamp that consists of two identical wooden parts.

Lamp can be divided into two parts, for example to bedside tables.

07

DIGITAL ART



