

Mia Waters

Major: Architecture

Minor: Design (Furniture)

Hometown: Lawrence, KS

Growing up on a farm with a crafty father, my home was constantly evolving. I had half painted walls, trimless doors, and stairs to nowhere since my dad always started projects but never finished them before moving onto the next one. He always had ideas like: “put up a wall here” or “cut a hole there” to make our lives better. As an aspiring architect, I try to think ahead to what would make the best home so people are not inclined to make a half finished deck. My dad’s most recent project has been zoning our land for tiny home development. He dreams of a new system where more people can live with fresh groceries in their backyard.

In this project, I examine tiny living by exploring the relationship between furniture and architecture using two different approaches: one with architecture as furniture and the other with furniture as architecture. This house design is a patchwork of many space saving strategies that start from the architecture. For example, floor levels double as tables and chairs, and the deck is also a carport.

The second dialogue that is currently in progress involves furniture working within existing architectural standards. People are beginning to invent furniture that utilizes space under the bed, and on the walls, but what about all the unused space created by stationary furniture? Furniture should be flexible if it is not tied down to the house and allow for people to easily manipulate it to accommodate their needs rather than starting another unnecessary DIY home project.

How can designers think ahead to solve problems people did not even know they had?