

project 1 | developing your own voice, ideas, methods, etc.

To date you have been exploring your influences, strengths, and weaknesses in regards to how they inform and shape your design process. If you can make a broad generalization of your education as a designer so far it has been to assist you in developing a skill set of making, development of the ability to manifest thought into form, and to engage making with rigor. This project will require you to put these pieces together, questioning how does one embrace personal interests, intellectual activity, rigorous making, and intuition? The goal of this project is for you to create a framework to help you understand your own interests and how they intersect/inform the design process.

For this project you will create a self-directed project, write a project proposal, make work that effectively addresses the questions/issues identified in your proposal, and compellingly and professionally present the investigation. This can be 1 large assignment or several smaller daily/weekly charettes. You can formulate your own method of working, but be advised you should stick to that method, let things play out for better or for worse.

proposal guidelines

Your project proposal will need to account for the items listed below and should be written to match this format. The project proposal should be about 2 pages. The typography should be carefully considered, easy to access, and should look good (afterall you are a designer, even a proposal can be a designed object). Below are the guidelines for the proposal.

YOUR NAME	
PROJECT TITLE	Give your proposal a name, don't leave it untitled.
SUBJECT	Describe the matter to be addressed and list the key ideas, issues, content, and/or questions that you want to investigate. Think about your subject in the context of your influences, your goals, portfolio needs, personal desires, etc.
OBJECTIVE/THESIS	The criteria for the project. What is the work trying to achieve? To prove? What are the issues to be evaluated? On what terms do we evaluate these issues?
METHODOLOGY	Forecast the various ways (processes, techniques, strategies, etc.) you will explore the subject and pursue the resulting piece of work. Review strategies employed for previous projects if it helps to frame the method. The method proposed is just a loose framework to start with it may not be the resulting method.
INFLUENCES	Select several key pieces of existing work (design or other) that set precedent for this project, or other "things" that may be relevant to the project. Describe their importance/relevance to what you are doing.
EXPECTED RESULTS	Predict the final form. Will it be an applied object? Will it solely be conceptual/polemical/theoretical? Again this may not be the final form, it is just a guideline.
SCHEDULE	Outline key dates for the completion of different aspects of your project.

I (the professor) reserve the right to edit the scope of work and schedule of your project. This is a 5-week project, one should be thinking of series of things, books, short videos, multiple projects, if you propose something to easy to complete you will have to modify your proposal. Your schedule should accomodate for showing something each week that is developed and critique-able.

schedule

Here is your rough outline of the weeks ahead, the final work/works will be presented on Nov. 13th.

Oct.	09	Project 1 proposal statements due with preliminary sketches (individual meetings)
Oct.	16	crit
Oct.	23	crit
Oct.	30	crit
Nov.	06	crit
Nov.	13	Project 1 due