

Etude I: StrangerThings

CART 360 AUTUMN

DUE: Sept 25th 2020 by 1:30pm

READ:

- What is Interaction? (*whatisinteraction.pdf*)
- The Tuning of Materials: A Designer's Journey (*p619-karana.pdf*)
- Making Things Apart: Gaining Material Understanding (*p497-murer.pdf*)

SUBMIT: To the appropriate Assignment Resource on CART 360 Moodle page

WHAT: A pdf document labelled <lastname,firstname>_etudeOne.pdf

DESCRIPTION:

Our physical world is delightfully enchanting and wondrous – our primary senses are heightened and stimulated, imbuing us with a sense of wonder and curiosity.

I: DISCOVER

For Etude One, you are expected to *explore* the physical world around you, afford yourself the opportunity to be curious, and discover three (3) *things* that resonate with you (Tactile, Sensual, Emotional, Form etc.), these may or may not conduct electricity, but *should* be *meaningful* to you.

For each *thing* (3), elaborate on WHY it is meaningful to you – what does it afford you?
WRITE a paragraph or two (minimum 384 words) for each *thing* (3) and attempt to capture the salient material or immaterial connections – consider how your *thing* may resonate with others.
REFER to *The Tuning of Materials: A Designer's Journey* pg 627.

Additionally, **ANALYSE** and **DOCUMENT** (minimum 3 images of each thing) the physical qualities, conductive potential, structural integrity, perceptual and aesthetic properties for each *thing*.

II: DESIGN

Finally, select your favourite *thing* and **CONSIDER** ways that you could use it to make an interactive artifact or experiential environment. *Try to avoid functional purposes – think Enchantment and Otherworldly*. Enchanted objects start as ordinary things.
REFER to *The Tuning of Materials: A Designer's Journey* pg 629.

THINK about the potential experience of using this favourite *thing* to make an interactive artifact or experiential environment.

THINK about a story you could tell us about your interactive artifact or experiential environment – what are you trying to leverage in others participating in the experience?

DRAW at least 3 examples of the different interactive artifact or experiential environment you could make.

CREATE a storyboard for your favorite thing (4 frames minimum), which would illustrate how the interaction between the user and artifact would unfold (What is Interaction pdf).

Where to start your search: leave the comforts of *home* (not necessarily literally) and step out of the assurance of a fixed identity in order to discover oneself at the intersection of multiple identities and relationships with others and the built environment. Embrace liminality and nomadism.

COMMENTS:

You may do your initial research in teams, you may discuss your findings amongst each other, but each submission must be done individually.