

Today..

- Set up studio
- Check-in with side quest
- Reading club
 - Discussion
 - Next up
- What makes a great project
 - Presentations (a few minutes each, decide for yourself)
 - Discussion
 - Some thoughts

Side-Quest: Using Git

- <https://github.com/saeneas/things-for-thought>
- Help each other to figure it out. There are hints on how to do it the easy, medium and hard way.

Reading Club

- Let's discuss last weeks reading list.
- How did you like it?
- Did you do some digging?



How Computers Change The Way We Think



How Computers Change The Way We Think

- What do you think in general about the text?
- Metaphors, mental models:
 - Closed = - Open
can you think of any similar metaphors or changes in semantics?
- Does the text resonate with your personal experience?

Absolute Powerpoint

- Who read it? :-)
- What do you think in general about the text?
You discuss, I listen (mostly)

Mapping disciplines – Who works on the intersection of design and technology.

- Interaction Design (Research)
- HCI – Human Computer Interaction
 - A lot of inspiring and great theory.
 - A must for designers to argue for their design choices
 - But also impossible to beat with pure design intuition (in my opinion)
- Science and Technology Studies (STS)
 - History of science and technology
 - Epistemology of science and technology education and adoption
- Digital Humanities
 - I don't really recommend
- Future Studies
 - Definitely do recommend on an inspirational level

Fundamental Concepts of Human-Computer-Interaction

- This week: Affordances: <https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/affordances>
- It is a bit longer, but it is absolutely worth it.

Reading task for next week.

- Find one text, paper or blog to recommend to your fellow classmates. (We'll open a reading list)

What makes a great (student) project

Microsoft Office Edition

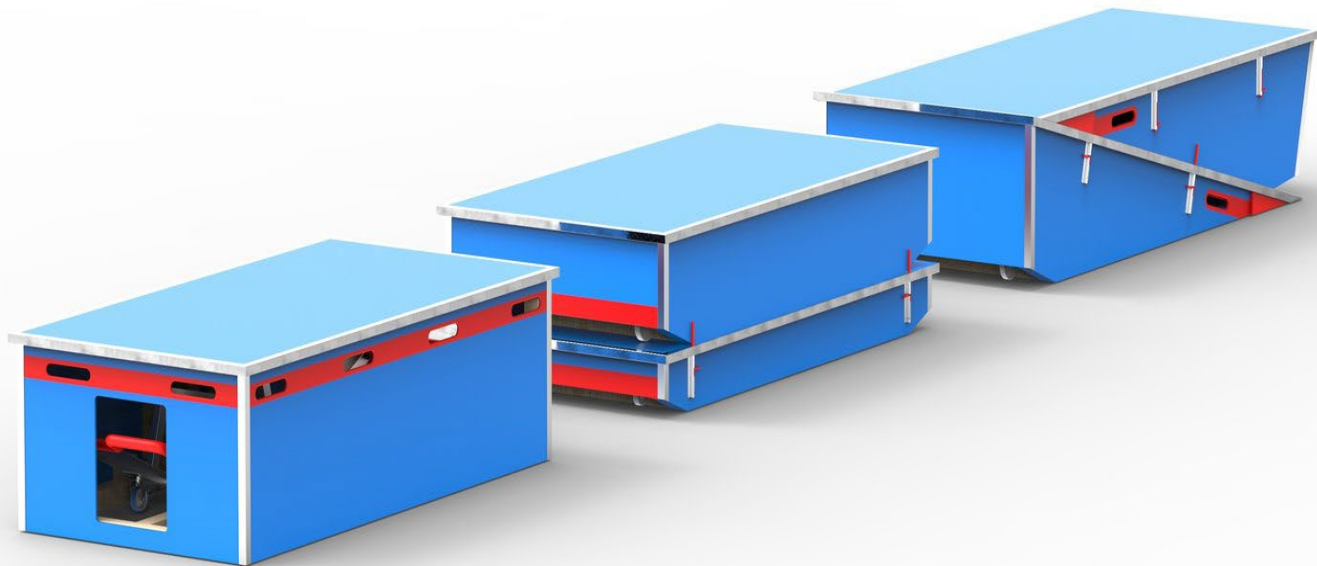
It ‘works’

This can mean a lot of things.



JEFFREY KRIEGER – PODIUM

PODIUM is a project that ties skateboarding with space design. Primarily aimed at schools and sports centers, it consists of five modules that, thanks to their simple geometry, can be assembled in various configurations in a playground or sports field. Whether used for skateboarding or bleachers, these modules can be easily moved and rearranged due to a wheeled system that allows for autonomy and encourages user creativity.



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Student Name

Agatha Prieto Jeanty

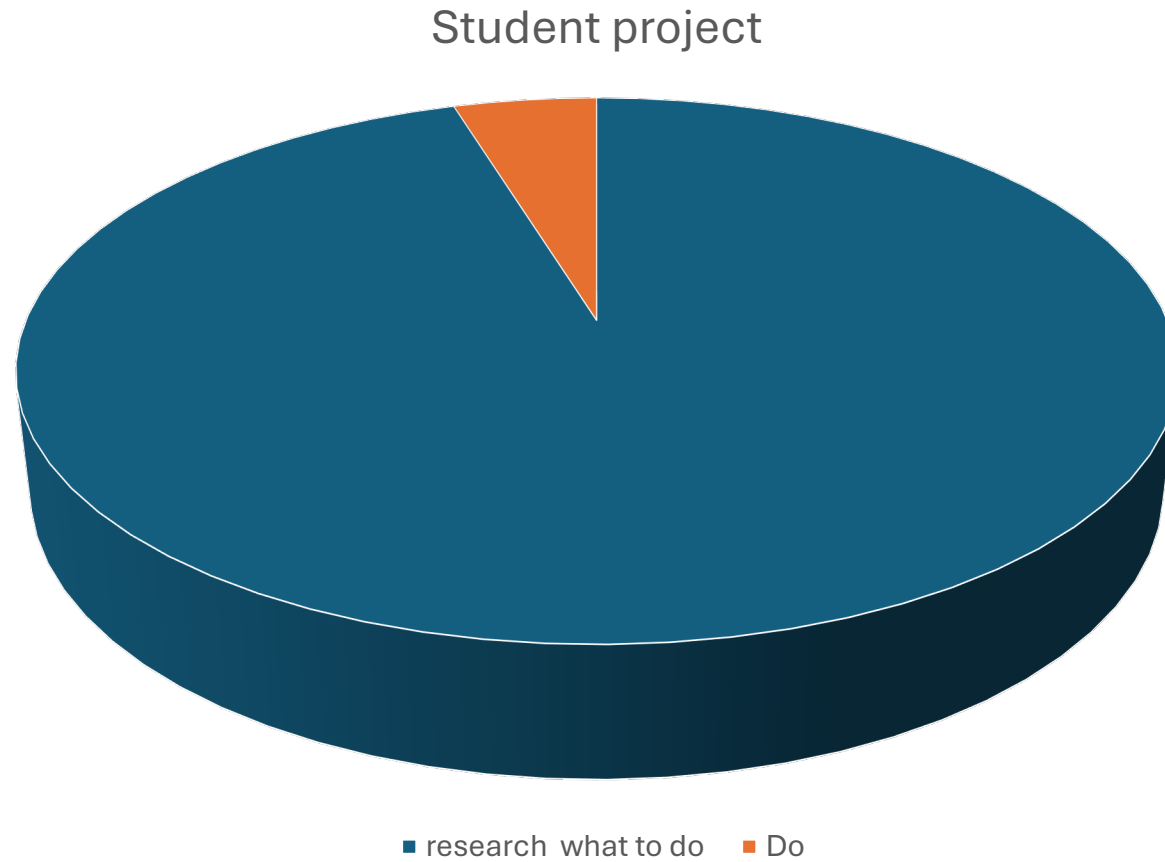
Project Title

Sodo, traicing my steps back through braiding

A multimedia installation uses braiding as a way to reconnect to ancestral Haitian heritage and refuse colonial stigmatisation. Agatha Prieto Jeanty's self-decolonizing research into her Haitian heritage led her to an appreciation of vodou as a practice that honours the relationship between humans and nature as divine. Drawing inspiration from the belief that maroons escaped slavery in Haiti by weaving themselves into the landscape, Jeanty presents a multimedia installation that uses braiding and sound to intertwine herself to Agwe Ta Royo — a vodou ancestor that animates the renowned Saut D'Eau waterfall in Haiti. The seemingly ordinary act of braiding is shown to be a form of self-care and community bonding that empowers Jeanty to reconnect with the divinity of ancestral knowledge and refuse colonial stigmatization.



What makes a great project?



What can a project do for you?

What can a project do for you?

- Teach you something important.
- Give you a new perspective as a designer.
- Make you better at understanding.
- Make you better at deciding.
- Be visible at graduation shows and exhibitions.
- Create exposure online.
- Work great in a PDF Portfolio (job/grant application).
- Help you build your network.
- You can have a great time making it.
- ... Probably more things

Question you might ask yourself when deciding on the outcome of your project

- What do I want to learn?
 - Skill/knowledge: CAD, coding, wood working, etc., about a topic
 - Development of process, when to sketch, prototype, build, ask for help.
- What do I want to build?
 - Strategic: I need a XY-project in my portfolio
 - Self-driven: I always wanted to build...
- What do I want to say
 - A project (especially a university project) should make a relatively clear statement.

Timing

Semester – about 4 months

Researching

Ofc we're always learning, but the focus shifts a bit towards having a result.

learning

prototyping

building

We're here



Projects as statements

- A statement is the entry-point to your project. It allows people to quickly understand what it's about.
- Rule: First show me the cake, then show me the recipe.
 - What it is – why it's great.
- Later in your career, projects might be more ambiguous, but it will always help to have a clear statement in mind to keep a team aligned and onboard stakeholders and collaborators.

Timing

Semester – about 4 months

What do I want to say?

Ofc we're always learning, but the focus shifts a bit towards having a result.

What do I need to learn to say it.

How can I say it?

Say it.

We're here

The role of uncertainty in a student project.

- It is okay to think long and build late, but it's not the right approach for many projects and people.
- It usually only works if you know relatively well what you want to say and you have your tools ready.
- Feels good: Know what to say and think (draw, model, sketch) long and deep on how to nail it.
- Feels bad: Not knowing what you want to say and consider doing something entirely different until two weeks before the presentation.

What's next

This week we chose a direction to find a way to figure out:

- What do I want to say?
 - Within the scope of automation and how it can change the ways we think.
- What do I need to learn to say it?
 - At this point a bit speculative
- Start to create visions of what shape your project can take.
 - Documentary?
 - Find a documentary style that resonates with your initial gut-feel of what you want to work on.
 - Industrial Product?
 - Research and collect projects that resonate with your vision.
 - Installation?
 - Visit exhibitions, collect projects that demonstrate how your message can be communicated through an installation.
 - Speculative Product?
 - What's the captivating scenario that needs speculation to carry your statement?

Best practices in project research phase

- Always collect:
 - Everything that might be of interest should be stored somewhere (and findable)
- A clear reference is good
 - It is okay to chose existing work as your starting point. After all, that is what research is about. Stand on the shoulders of giants.
- If all you have is a hammer...
 - Make sure that your skills, medium and message have a good fit. Now is the time to start ambitious learning projects.

What makes a student project great?

- It makes a clear statement that is legible to the target audience.
- Since no one will use it, the communication is part of the project.
 - Only if the communication works, it might be used after all :-)