

## **Olin CD Class outline**

Thursday, April 20, 2023

### **PREP**

Announcements - Send on canvas to save time

Sign up for "Talk To Us" on the board

Create signup for Benchtop reviews on Monday

### **CLASS** - in auditorium - 75 min

Arriving

- Gathering - 3 min
- Short arrival meditation - 2 min - Zhenya

CD in 12 hours - 15 min including Q&A - Walter

Inclusive/Universal Design - 10 min - Sara

Posters, Models, and Maps - 25 min - Ben

"A Possible Script for Design Review 3" - 10 min - Jon

Transition - 5 min

- Break
- Go to your studio room at 2:10 PM

### **STUDIO** - In physical studios - 75 min

Announcements

- Sign up for benchtop review on Monday
- Remember to look at example videos for this phase
  - What teams ended up with
  - How they talk about and use the design representations
  - How they went about the design review
- Design reviews are internal communications using rough and ready design representations that you used to advance your work— these are messy, annotated, etc. The final event is an external communication, this is a polished, clean, and accessible representation.
- Broad interaction maps - OK to do digitally such as in Miro, but if your team wants/can hold on to working tangibly, you can map it on a whiteboard, edit and iterate and then overlay butcher paper and trace to get a final version quick and easy. Watch out for false polish that tools like Miro create.
- Requirements table - Do not worry about making this visual or refined.

To-do list

- Decide on Visual Model form - By the benchtop review
- View the example videos for this phase (linked in the design review assignment)
- Think about unintended consequences of chosen direction
- Engage your design process

Open studio

- Check with each team on status of Visual Model decision
  - What it might be, when this decision will get made
- Be curious about their design and discuss with them
  - What's the experience or intervention

- What's the broad interaction like, what are interfaces like - are these connected (should be!)? Make this point even if they are not there yet.
- Check with each team on unintended consequences
- Key idea: Phases 1-3 are internal BUT final materials are outward-facing, polished
- Painting: basically not painting except in small amounts, will largely be natural cardboard etc. (milk paints, brushes etc. are in the shop, can work in studio, put down paper!)

Embodiments - potential outcomes based on type of idea

- Making a movie? Produce a trailer or a storyboard
- Software? Paper prototypes, wireframes

Deb's notes from talking to teams - This is FYI only from a previous year when the future scan was here  
Shaping your concept/intervention to be more transformative/bold/magical:

- i) how does this respond to your *primary* stakeholders (ie your people group) and their values and needs?
- ii) how is or could this be *non-obvious*? (should reflect/incorporate deep/surprising learning, not just what you knew about the team soon after starting. ie. bold/magical)
- iii) how is or could this be *specific* to your people group? it's okay to learn from what's been done, but the concept or intervention will likely not apply to other groups
- iv) the *not-quite-here future* – remember to do the horizon-scanning exercise to think about technologies or social changes that are coming down the pike