

## RESEARCH PROJECT

ART 4990

F\_24

START: 08.29.24

END: 12.03.24

[COURSE WWW](#)

## RESEARCH PROJECT (MINI THESIS)

### PROJECT DESCRIPTION

In this course you will identify, observe, and create a research project that explores a narrative via data-informed design practices and methods.

Each student should build from the following structure to propose and execute their research project:

#### **What? (topic) / Why? (motivation) / How? (execution)**

What are you observing?

What story do you want to tell?

What design medium(s) are you interested in?

...

Why have you chosen this narrative?

Why are you interested in this medium?

Why is this topic important/relevant to you?

...

How do you plan to execute this research?

How do you plan to manipulate and utilize data?

How do your methods support your research?

...

Consider this formula for design:

1. Identify (what are we hoping to solve via design?)
2. Research (why is it relevant? what has/hasn't been done?)
3. Hypothesize (how can design be applied?)
4. Experiment (put your theories to the test)
5. Document (what? why? how? process makes practice)
6. Iterate (repeat and improve your strongest experiments)
7. Justify (review your experiments. discuss your results)
8. Finalize (informed by the process, finalize and apply)
9. Communicate (observe the response, share your results)

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## DELIVERABLES

- Each student will determine their project specific outcomes, however, they must focus at their core on the translation, abstraction, or visualization of data in some way, shape, or form. (under advisement from AP)

These outputs could be (but are not limited to):

\*you can also produce a variety of outcomes under your research theme

Poster series

Mural Installation systems

Website(s) tools/visualizers for data

Data informed textiles/wearables

Image manipulation experiments

Info-graphic series/system

Projected graphics installations

Design/data focused sculpture

Digitally fabrication systems (prints, etc)

Data informed objects (3D prints, molds, etc)

Packaging Design

Identity/Branding Design system

Creative code sketches/image outputs

Augmented reality posters/images

Pop-up Book(s)

Photography series/book(s)

3D Design objects/animation

Wayfinding/Signage design systems

Alternative methods for image making

...

- Each student will produce a research book (or books). This can be a single book, or broken into volumes. The design, printing, binding, etc, will be determined by each student. You must cover the following:
  1. What? - Research topic/focus
  2. Why? - Motivation for topic/focus
  3. How? - Methods and process work documentation
  4. Conclusion - Final outputs and observations
- PDF file of book(s) design

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## TIMELINE

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08.29.24 - Project Start

09.03.24 - Workshop

09.05.24 - Initial Research Presentations

09.10.24 - Workshop

09.12.24 - No Class

09.17.24 - Working Day / AP Check-in

09.19.24 - Visiting Artist Workshop / Howell 110

09.24.24 - Workshop

09.26.24 - Progress Critique

10.01.24 - Workshop / Working Day

10.03.24 - Research book proposal presentations

10.08.24 - Working / Make-up Day

10.10.24 - Holiday (No Class)

10.15.24 - Progress Critique

10.17.24 - Working Day / AP Check-in

Student Research Workshop Prep

10.22.24 - Student Research Workshop 1

10.24.24 - Student Research Workshop 2

10.29.24 - Student Research Workshop 3

10.31.24 - Student Research Workshop 4

11.05.24 - Student Research Workshop 5

11.07.24 - Student Research Workshop 6

11.12.24 - Student Research Workshop 7

11.14.24 - Working Day / AP Check-in

11.19.24 - Working Day / Book-Bind Day

11.21.24 - Working Day / Book-Bind Day

11.26.24 - Holiday (No Class)

11.28.24 - Holiday (No Class)

12.03.24 - Final "Progress" Critique (In Class)

???.???.?? - Final Book and Files turn-in (Canvas)

One Night Only Exhibition