ABSTRACT METHODS
ART 4990

F_24 / SECTION 01

STAFFORD 200

TUESDAY / THURSDAY
3:00 - 6:00

SHAUHA.US

F2F

INSTRUCTOR

AUBREY POHL (HE/HIM)
APOHL@CAAD.MSSTATE.EDU
(48 HOUR RESPONSE)
APOHL.XYZ
STAFFORD 211

OFFICE HOURS

BY APPOINTMENT / EMAIL
OR
Tu/Th 10:00am - 1:00pm

ART 4990 ABSTRACT METHODS FOR DESIGN

COURSE DESCRIPTION

Throughout this course, each student will conduct research, identify a data-driven narrative, collect data, implement and manipulate data, and through abstract methods of tool and material experimentation (primarily creative coding), produce a research output that communicates the chosen narrative through the lens of data-informed (abstracted) design.

COURSE OBJECTIVES

- Utilize data as a narrative building tool for design
- Conduct and apply advanced design research
- Engage in methods of creative coding for design
- Explore abstract methods for design outputs
- Enhance project documentation for research
- Design and produce research publication material

COURSE STRUCTURE

The primary amount of work should be done outside of the classroom. The time we have in class should be focused on discussing work and research, engaging in critiques and discussions, and observing lectures or other learning objectives.

WHAT? WHY? HOW?
In every instance, whether you are working on your own, engaging in a critique, or observing your outputs, you can answer these three questions.

What? - What are you observing, solving for, or reacting to?
Why? - What is motivating your research? Why is it relevant?
How? - How to you plan to apply your research and methods?

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RESEARCH/WORKING DAYS:
Research and working days are days in which class time is used for continued research, experimentation, iteration, discussion, and observation of current or ongoing projects, as well as course lectures. Unless stated otherwise, research and working days will be held in the classroom.

WORKSHOPS:
Workshops are quick turn-around, low risk, but focused assignments that engage or introduce students to new tools, processes, or material relevant to the course objectives and research.

MAIN/RESEARCH PROJECT(S):
The Main/Research Project(s) are at the center of the course, and will be the primary focus throughout the semester. These projects engages students in long format design research and experimentation with focused outcomes, and in addition to producing a visually communicative design output, also requires students to document working processes and methods in as much detail as possible. This documentation of research, which will exist as a potential research publication, is an extension of the Main/Research Project(s) as a whole.

REQUIREMENTS

•   A computer with as much RAM and GPU as you can afford
•   An external hard drive and/or cloud storage service
        (OneDrive, Google Drive, Sandisk, etc)
•   A sketchbook and sketching material
•   Adobe Creative Suite
•   Additional tools and reading material TBD
•   An open mind (abstract mind?)

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DEVICE POLICY

No phones, headphones, tablets, computers, or other devices of
any kind should be in use during discussions, critiques, dem-
os, and lectures (unless stated otherwise). However, when we
are not engaging in a class-wide activity, we will listen to
music (headphones are okay during this time).

ATTENDANCE POLICY

Attendance is not only mandatory, but absolutely vital to the
development of your work and processes as an emerging design-
er. It is important to understand that mental and physical
health comes before all else always. I can be flexible when it
comes to lateness or absences, and ask that you communicate
with me via email if you are unable to attend a class. Please,
do not abuse this flexibility, as it comes from a place of re-
spect for each of you as human beings, I ask that you return
this respect to our class (and each other). Design is an act
of community, and your interactions with your peers and pro-
fessors alike is one of the most important factors in learning
design. My attendance policy is as follows:

**Everyone is granted two free absences. That means you can miss
two classes without notice and without penalty.**
*this does not apply to project critique days.

**Every (recorded) absence after your two free days result in a
letter grade drop per absence.**
(for example: 3 absences = automatic B, 4 = C, etc).

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EVALUATION / GRADING

Student work and projects will be evaluated as follows:

Your grade is determined by work ethic, execution, process work, engagement, research, conceptual development and application, and meeting of set deadlines. Projects are evaluated not only by the quality of the work, but also by the level of care and detail put into the objective.

Every deadline is a crucial part of the project, and must be met with the highest possible degree of completion. The development of individual workflows and processes is an importanct factor of design, however, as projects develop I will work with students to advise and inform these processes under the guidelines of the course &/or projects.

*YOUR FIRST IDEA IS VIRTUALLY NEVER YOUR BEST IDEA. Working through your ideas and concepts alongside instructor direction and peer review is crucial to formulating your best work. Iteration and experimentation are CRUCIAL (and exciting)!

Evaluation breakdown (subject to change):

~ 20% Exercises / Mini Projects
~ 60% Projects (From concept development to execution)
~ 20% Engagement in group critiques, class discussions, research, processes work, and daily attendance / engagement.

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I will never tell you what to do. My job (as I see it) is to provoke, assist, inspire, and improve your ideas, not create them for you. Self-work and discovery is crucial.
Consider this formula:

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)

By staying in this course you agree to the rules and guidelines in this syllabus. Please refer to the following link to observe the important and mandatory MSU academic policies that fall under this agreement:

UNIVERSITY SYLLABUS

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ABSTRACT METHODS        IMPORTANT DATES (ACADEMIC CALENDAR)
ART 4990                ------------------------------------------------------------
----------------------
F_24 / SECTION 01       MONTH
----------------------  ------------------------------------------------------------
STAFFORD 200               00    LAST DAY TO DROP A CLASS WITHOUT A GRADE
----------------------     00    LAST DAY TO REGISTER OR ADD A COURSE
TUESDAY / THURSDAY
3:00 - 6:00             MONTH
----------------------  ------------------------------------------------------------
SHAUHA.US                  00    FIRST PROGRESS GRADES
----------------------
F2F                     MONTH
----------------------  ------------------------------------------------------------
                           00    LAST DAY TO DROP A CLASS WITH A 'W'
                           00    HOLIDAY (NO CLASS)
INSTRUCTOR
----------------------  MONTH
AUBREY POHL (HE/HIM)    ------------------------------------------------------------
APOHL@CAAD.MSSTATE.EDU     00    SECOND PROGRESS GRADES
(48 HOUR RESPONSE)         00    HOLIDAY (NO CLASS)
APOHL.XYZ                  00    HOLIDAY (NO CLASS)
STAFFORD 211
                        MONTH
                        ------------------------------------------------------------
OFFICE HOURS               00    CLASS ENDS
----------------------     00    READING DAY
BY APPOINTMENT / EMAIL     00    FINAL EXAMS / CRITIQUES
OR
Tu/Th 10:00am - 1:00pm
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ABSTRACT METHODS          COURSE OVERVIEW
ART 4990                  ------------------------------------------------------------

------------------------
F_24 / SECTION 01         WEEK 01
------------------------   ------------------------------------------------------------
STAFFORD 200              WEEK 02
------------------------   ------------------------------------------------------------
TUESDAY / THURSDAY        WEEK 03
3:00 - 6:00               ------------------------------------------------------------
------------------------   WEEK 04
SHAUHA.US                 ------------------------------------------------------------
------------------------   WEEK 05
F2F                       ------------------------------------------------------------
------------------------   WEEK 06
                          ------------------------------------------------------------
                          WEEK 07
INSTRUCTOR                ------------------------------------------------------------
------------------------   WEEK 08
AUBREY POHL (HE/HIM)      ------------------------------------------------------------
APOHL@CAAD.MSSTATE.EDU    WEEK 09
(48 HOUR RESPONSE)        ------------------------------------------------------------
APOHL.XYZ                 WEEK 10
STAFFORD 211              ------------------------------------------------------------
                          WEEK 11
                          ------------------------------------------------------------
OFFICE HOURS              WEEK 12
------------------------   ------------------------------------------------------------
BY APPOINTMENT / EMAIL    WEEK 13
OR                        ------------------------------------------------------------
Tu/Th 10:00am - 1:00pm    WEEK 14
------------------------   ------------------------------------------------------------
                          WEEK 15
                          ------------------------------------------------------------
                          WEEK 16
                          ------------------------------------------------------------
                          WEEK 17
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(48 HOUR RESPONSE)

APOHL.XYZ

STAFFORD 211

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OR

Tu/Th 10:00am - 1:00pm

CONTACT HOURS	COURSE OVERVIEW (CONTACT HOURS)
00	**WEEK 01**
00	**WEEK 02**
00	**WEEK 03**
00	**WEEK 04**
00	**WEEK 05**
00	**WEEK 06**
00	**WEEK 07**
00	**WEEK 08**
00	**WEEK 09**
00	**WEEK 10**
00	**WEEK 11**
00	**WEEK 12**
00	**WEEK 13**
00	**WEEK 14**
00	**WEEK 15**
00	**WEEK 16**
00	**WEEK 17**