Interactive Bus #1

Day 1

*Research and Background*

Part 1.

What group knows alraedy about the bus route (has anyone taken it?)

→ write down experiences on post-its / board

What we know from yelp

→ give a gist of what yelp says

Aim / purpose of studio

Hand-outs

House rules for field trips / recordings

Part 2.

The bus trip

Part 3.

Sharing / Discussion

Part 4.

Background to studio

→ general ethos

→ my background (multi-displiary, conserned with people / tech / playful interactions, show some examples)

→ examples of design interactions in the city

Day 2

*Ideation*

**Brainstorming**

→ rules of brainstorming

**Rapid Prototyping**

trying concepts out on body as quicly as possible (paper / sellotape / card)

trying concepts in realtion to people (i.e. performance) if they are not “on” the body

Day 3

*Development*

**Storyboarding**

-be experimental

-sequence of frames, like an animation

-purpose to tell a story, clear step by step, can add text but should read without it.

-examples:

**Variations**

-101 ways to…

-the process of getting lots of ideas out quick, can help to loose pressure and worry about the consequences of what you are making at this early stage

-examples

**Design Inspirations**

What if…. (i.e. attenborugh group)

**Technical drawing**

→ could be on computer, or by hand. No rules, experiment

→ making drawings are important to communicate ideas and record the process

Day 4

*Development and Sharing*

Feedback

Day 5-7

*Development*

Day 8

*Finishing and preparing for presentation*

Day 9

*Sharing (on bus?)*

INSPIRATION

Dress related

→ Andrew Kleindolph

→ Shiboni velcro things

→ more of kobakant’s work

City R