



FACILITATE

LEAD THE TEAM THROUGH THE
ACTIVITY. INVITE + MAKE SPACE
FOR DIFFERENT VOICES. KEEP TIME.

1. CHOOSE AN ARTIFACT
ex. blender, arduino

2. DESCRIBE IT: LIST CULTURAL
REFERENCES IT MAKES. THINK
ABOUT THE IDENTITY IT
PROJECTS, VS. THE METHODS
IT USES.

ex. IDENTITY: STRENGTH,
CONFIDENCE,
DOMESTICITY

METHODS: FONT
SLANG
CHOICE OF MODELS
TEXTURE