P01 Make Something

P01 is a two-week design-build group project. Students will work through the development, design, and documentation of something that investigates assemblies and tectonics of up-cycled materials.

It all culminates in a celebration, performance, and year-wide exhibition of the work in tandem with the SACD All-School Meeting and the AIAS + NOMAS BBQ on Monday, September 11th. Your P01 projects are gifts for AIAS + NOMAS to use at all future BBQs.

Info

A prototype is a preliminary model of something, and to prototype is to work out an initial idea. While not perfect, they have obvious resolution in its celebration of novelty, new ideas, and the unexpected. Prototypes get us excited by carving out new space in the world of things.

There is a long history of using spolia (aka: spoils, leftovers) in architecture and design. For this project, students will make a prototype that re-imagines found objects into a new material assembly. Your materials could be somebody's discarded items, debris-at-large, a thrift store find, a marketplace barter, or something tired and longing for a new identity. Be resourceful in finding materials! Your materials might be soft, stretchy, stackable, or mobile. They can be modified, manipulated, scaled, or otherwise experimented with, so long as you are speculating in service of your design-build ambitions.

Work out your design response through trial and error, iteration, reflection, and action. Do! Make! Say! Think! Each group and section will approach the task-at-hand differently, so we ask that you embrace this difference. Embrace the opportunity for collaboration on hybrid objects, amazing amalgamations, and never-before-seen novel configurations.

Concept

Each studio will be split into three student groups who are each prototyping one of the following things:

a) What is a game?

You must design a completely new and novel interactive game for 3 or more people. The game must be able to be played within a demarcated 12-foot circle on the lawn. What is a game? Consider how games are played, the relationship between players, the actions and outcomes inherent to the game, how time is monitored or not, and if or when the game ever ends.

b) Found Object, Sound Design

You must design some kind of space for listening to music outdoors. The design should consider one of either sound amplification or sound attenuation for a novel listening experience. We say found object, you say sound design. Found object, sound design. What's a barbecue without a little music? Who controls the aux? Can I listen to my guilty pleasure in peace?

c) Superfurniture

You must design a place for people to sit and socialize. Consider the flexibility of seating to be communal, focused, outward, inward, separated, low, tall, upright, conjoined, formal, informal, etc, all at once or on demand.

Tectonics and Assemblies

You may have come across the word tectonics in science class, or if you ever studied geology. Tectonic plates come to mind: the structure and movement of Earth's crusty surface. In architecture, tectonics refers to the overall movement and arrangement of its constituent parts. For this project, you will have acquired some found objects and materials. How you go about arranging these materials instigates a conversation about tectonics.

If you acquired several pieces of wood and simply stacked them on top of one another, that would probably make a boring, albeit precedented, tectonic assembly. Introducing design decisions such as hardware (fasteners, bolts, tension rods), selective modification (sizing, splitting, shaping, cutting), and concepts (pattern, differentiation, anthropomorphism, etc) moves that stack of wood toward an intentional tectonic assembly.

Material Rules

Work in dialog with your instructor to speculate on what it means to engage with these things. Similarly, work in dialog with your instructor to determine appropriate materials within the first two class days. It is recommended that you up-cycle materials from places such as thrift stores, recycling bins, and/or Arts and Scraps. Consider the life-cycle of your chosen materials; a steward of this planet would think about the life of the materials after the prototype is constructed. You may choose to supplement with strategically purchased items as-needed (such as fasteners, adhesives, or other specifications). However, each team is limited to a budget of $100 — save your receipts! Also: absolutely no stealing, no rotten/smelly/moldy/toxic materials, and no animals can be harmed in the making of these things.

Deliverables

1) Prototype

Your completed “thing” to be installed, worn, performed with, or otherwise “ready to go” at our exhibition. The prototype is a finished object, with haptic qualities and functional requirements, living in the world. The prototype should be photogenic. It needs to be assembled and disassembled in less than 15 minutes. It must be able to be stored and contained in a convenient and accessible way for future, on-demand use.

2) Documentation

Throughout the whole project, document important sketches, ideas, research, sketch models, experiments, and anything else. This documentation is to be composed and presented graphically on an 11x17 grid to be pinned-up as part of the exhibition. The documentation must include a set of drawings that instruct users step-by-step how the prototype is to be assembled, configured, and/or used. For *The Game*, this must include game rules and/or instructions to accompany the prototype outside during the presentation and BBQ so that anyone can pick up and play the game. Documentation can primarily be line drawings in a diagrammatic and accessible style.

3) Narrative

Compose a narrative situating the project in the world. Present verbally at exhibit and compose on your 11x17s.

Grading

P01 is worth 15% of your overall grade in this course. Peer evaluation may be used to assess equity among teams, if necessary, reflecting in individual grade differences as determined by your instructor. The project will be graded according to the breakdown below:

5% — for the prototype itself
5% — for its documentation
5% — for teamwork, participation, and reflection

Each student must complete a reflection during the exhibition day and submit it digitally to their instructor.

P01 Project Schedule

28

2:00pm — Icebreakers
3:00pm — Introduction to P01

30

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All materials must be collected by the beginning of class on September 1.

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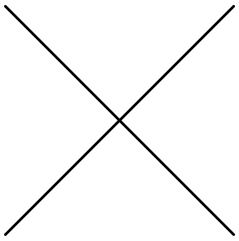

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11

2:00pm — Prototype Swap
2:30pm — Presentations
4:00pm — Reflections
5:00pm — All-School Meeting
6:00pm — BBQ