Major Studio 1

MOHINI DUTTA

LEGEND

: Assignments & Homework

: Storyboarding / Brainstorming

: Artist / Designer to look up

: Events & prospects to explore

27 Aug 2018

- Setup a blog website — use any medium
  - Deadline Aug 29, 2018
  - → Wordpress, Medium, Tumblr, etc.
  - → Write Summary of reading assignment on the blog
  - → Document every class on a blog

- Total Projects this fall
  1. → 5-in-5 : 1 project every day for 5 days
  2. → Ideas in form : Show one idea in diff^t ways
  3. → Instruction Sets for Strangers : create sth for strangers & interact with them
  4. → Final project : create a project from the above 3 activities & write a paper

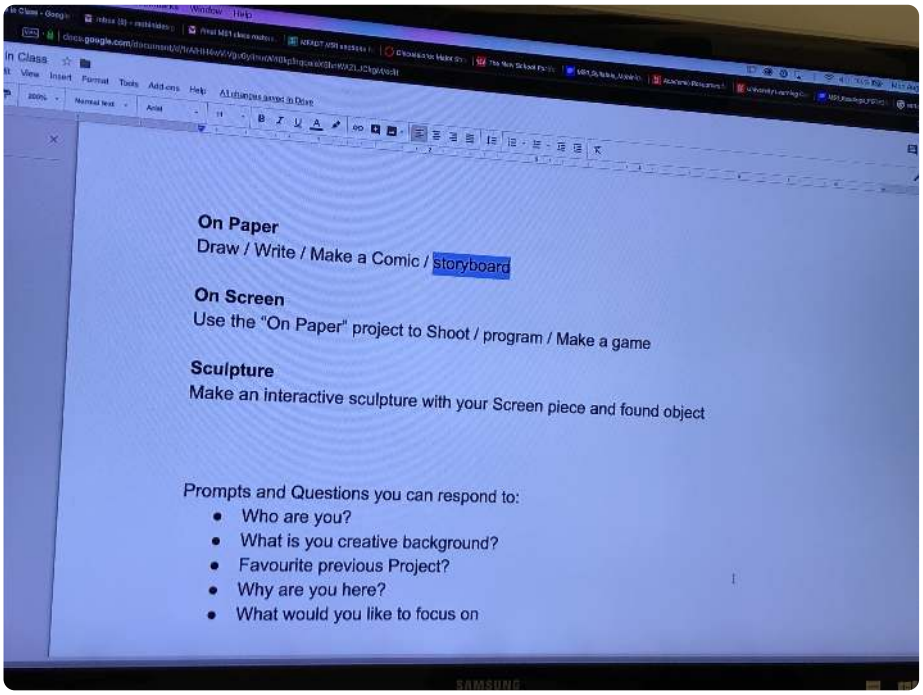
- Note : When you do research — talk about the info. you found useful from that reference. Don't just share a link of the reference.

- A few Criteria for evaluation
  - NOT looking for a finished product. If you are trying sth out, proof of concept works.
    - a part of the entire project, but properly finished
  - Are you able to present what you have done?
  - Are you thinking critically (deeply) about your project? (It is not just about creating things. Critical thinking is imp.)

About You

1. On Paper → main things about yourself
   - write a comic / storyboard — Concept
2. On Screen
   - Shoot a video of that using your phone
3. Sculpture
   - Make an interactive sculpture out of it

Idea: Communicate yourself in 3 diff^{t} ways.



I want to show that I like to help. So, I create a story of my friend having a doubt & I clear it.

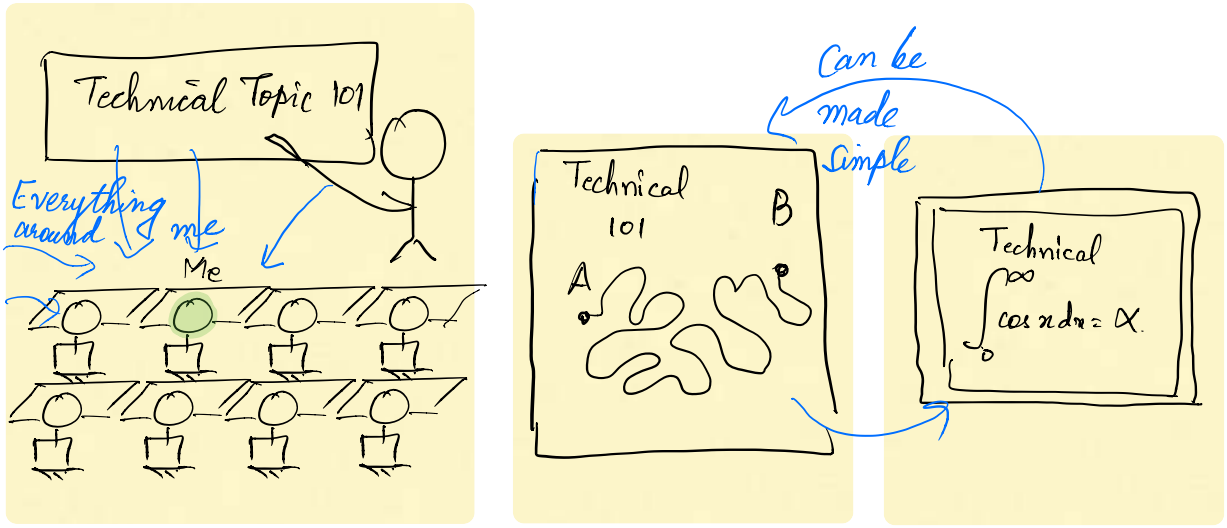
On Paper : Create a story of yourself helping out others.

Idea : I like to simplify things & objects around me. I have my way of simplifying the complexity. So, I like to share my understanding of simplicity.

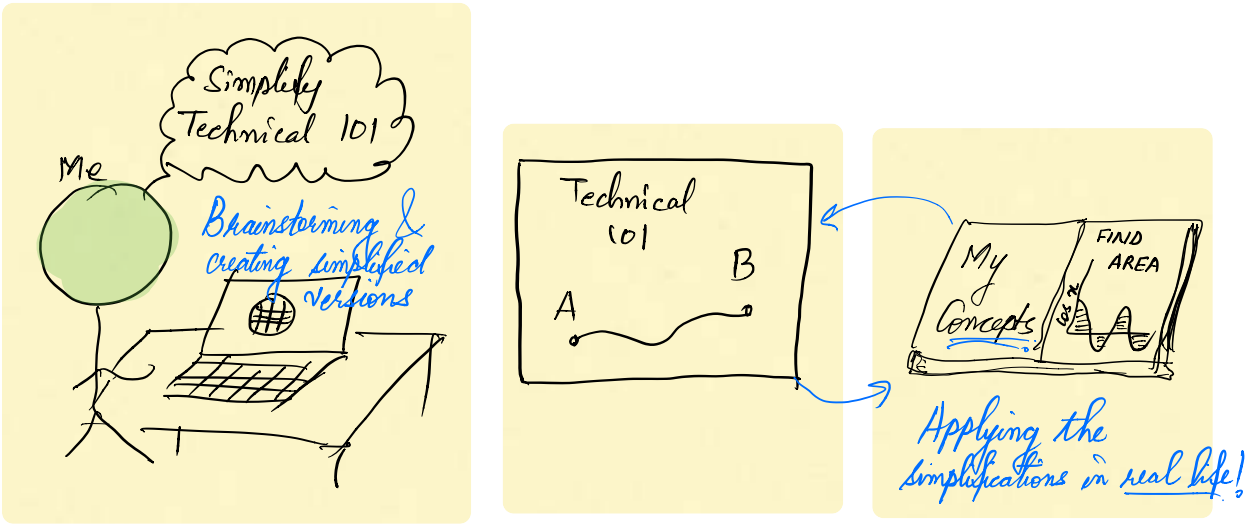
In education : I simplify a technical subject by putting it in my own words.

ABOUT ME : I like to learn & SIMPLIFY.

LEARN



SIMPLIFY



29 Aug 2018

- Presentn on About Us.

§ 5 IN 5

- Make 5 projects in 5 days
- Think of design as a daily RITUAL
- Select your constraint (the rules within which you work):
  - A form – analog, video, game,
  - A content – financial sys, ecology, themes, topics
  - A context – who is it for, how does it fit
  - A time of day – b/w 9am & 10pm, only sunrise
  - A place – house, subway, country,
- Stick to the constraint you choose & make 5 projects
  - 1 project each day.
    eg: 1 processing game per day, 1 website per day
- Post about it every midnight

Select a content & represent it in diffᵗ forms.

I want to select a difficult topic & try to simplify it in diffᵗ forms

Create sth for 5 diffᵗ age groups

- Set a value of excellence for yourself & try to meet it.

(1) Pick a difficult topic you don't know. : eg. Bitcoin, Blockchain, Sex

(2) Divide the 5 age groups you want to explain it to.

(3) Create content for every age group. Based on their experiences (not their concerns)

(4) Understand what form/medium would work best for that age group.

(5) Make the age group (consumer) understand the topic : User Test

(6) Document the project & post it on a blog.

- Project starts tomorrow (Thu, Aug 30, 2018)

5 Sept. 2018

MS1 OBJECTIVE

↳ Melanie Crean & John Sharp.

§ Goals
- ↳ Research domains : find
- ↳ Point of view : convey
- ↳ Concept driven work
- ↳ Iterative process : refine

§ Ideas in form : Next project
- ↳ Exploring an idea through diff^{t} forms
  - ↳ Seeing a project through diff^{t} scales
    - ↳ 1D, 2D, 3D, 4D, 5D

§ Instruction Sets for Strangers
- ↳ have an idea & put it in public
- ↳ things may happen which may not be successful
  - ↳ it's fine.

§ Mid-term
- Talk about what you've done so far
- Talk what you want to do for finals
- More of an advisory session

§ Final Project
- What would you make in the skills you currently have?
- D4TC manifesto : Creators statement of intent
  - Why you're making what you're making
- Process
  - Make prototype first, then, design statement.
- Evaluation criteria
  - Concept : Innovⁿ
  - Communicⁿ : How well expressed
  - Creative Process : Method – like research, prototyping
  - Context : Relate work wrt to others working in that space : research
  - Tools & Methods : Use in new & creative ways

Same for MS2, Thesis 1, Thesis 2...

5 Sept. 2018

✡ The first semester is to teach you how you set your constraints.
↳ what is the level of work you find interesting?

∞

§ COMMENTS ON 5-IN-5

- Work on audio quality for videos
- Do user research using design principles
  ↳ what form/media works for them
    ↳ Choice of media can be worked on
      ↳ newspapers for elderly? research paper for graduates?

12 Sept. 2018

§ Playing game/activity : Exquisite Corpse

↳ Make a text document by combining elements written by everyone

↳ followed by the reading on Oulipo

↳ Fluxus : American version of Oulipo

↳ Idea : Surrealism.

* Check the Special Collection at Parsons

↳ eg : Biggest collection of antique fabric

17 Sept. 2018

§ Feedback :

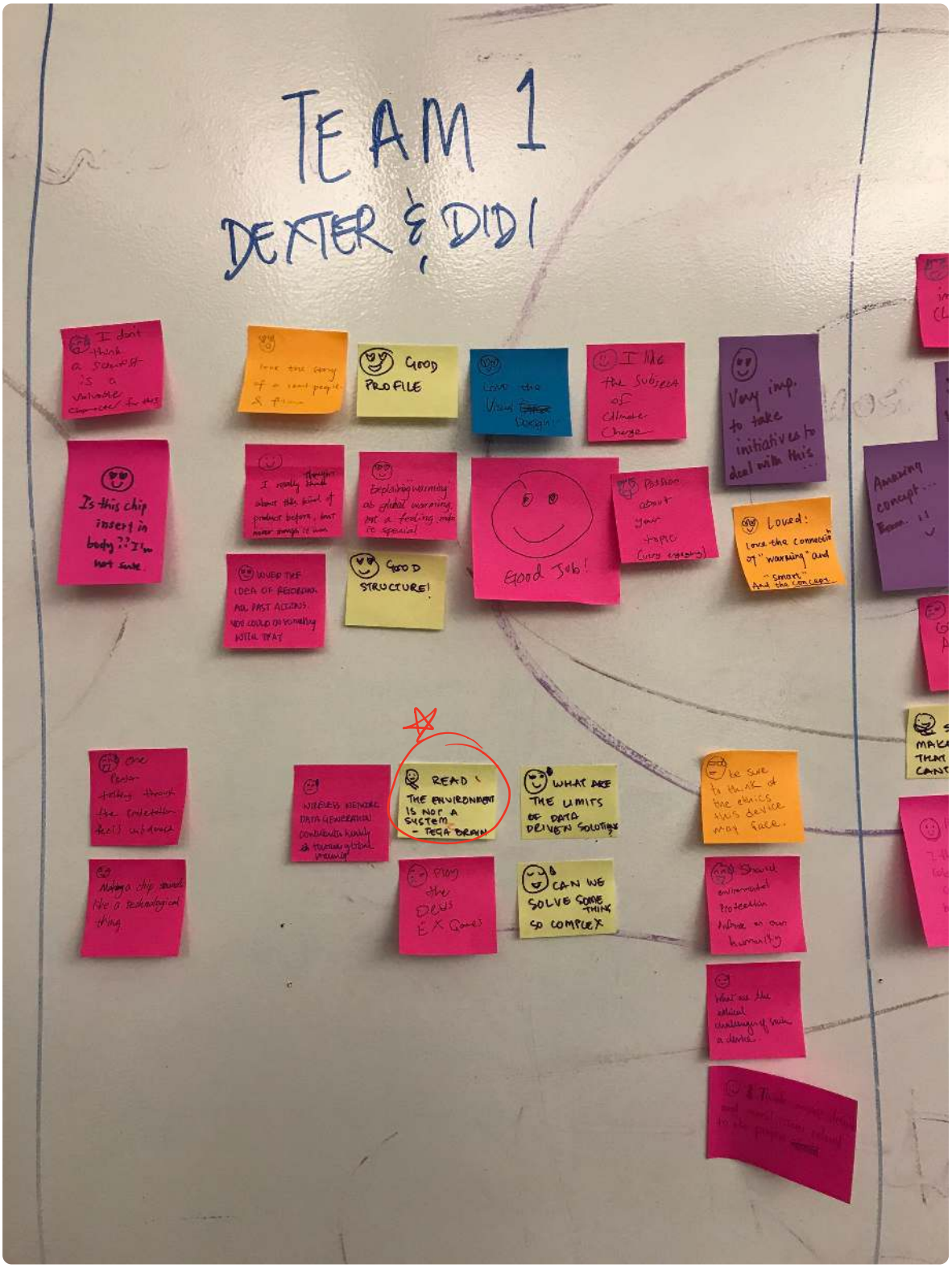
- (1) loved
- (2) liked
- (3) Needs more work
- (4) Give a reference

Technique from : design collaboration
↳ Remotely give f/b & collate in the end.

§ Deliverables for the project : Ideas in Form.

1D : Text (Story)
2D : Text + Visual : Sketch of your idea
3D : Physical prototypes & build the experience
4D : Video Tutorial / Animation of the project
5D : Make it interactive — user uses themselves

→ Create a class design document & share resources on Google Drive — build a document


TEAM 1
DEXTER & DIDI
I don't think a scientist is a valuable character for this
GOOD PROFILE
I like the subject of climate change
Very imp. to take initiatives to deal with this
Is this chip insert in body?? I'm not sure.
Good Job!
Loved: love the connection of "warming" and "smart" And the concept
Amazing concept...
GOOD STRUCTURE!
READ: THE ENVIRONMENT IS NOT A SYSTEM - TEGA BRAIN
WHAT ARE THE LIMITS OF DATA DRIVEN SOLUTIONS
CAN WE SOLVE SOMETHING SO COMPLEX
Play the DEUS EX Games
Be sure to think of the ethics this device may face.
Should environmental protection influence on our humanity
What are the ethical challenges of such a device

§ Comments on ID

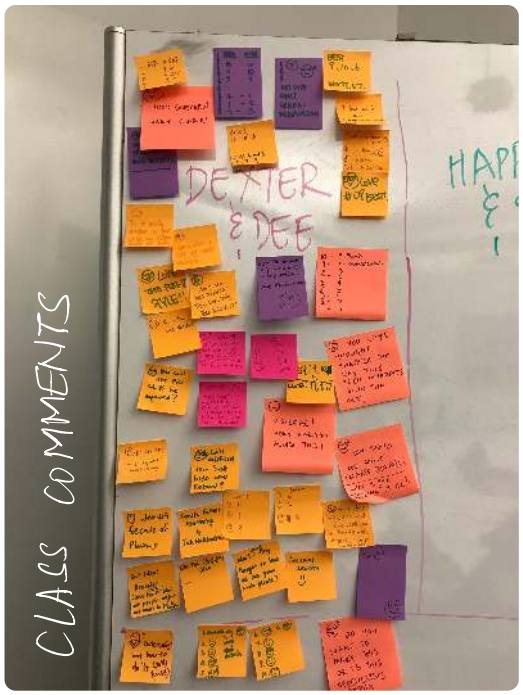
- Think about cybernetics & transcendence
- Waffa Bilal — NYU
  - Camera embedded in skull — take pictures
  - Iraqi refugee
- An artist — colorblind
  - antenna embedded in his head to see colors
  - Ask Sven
- Think about people choosing to augment themselves
- Build a reason of making it voluntary/mandatory
- Learn from environment to be more holistic
- Look up — bio concrete —— .... speculative design concepts
- Think about making it relevant to the individual

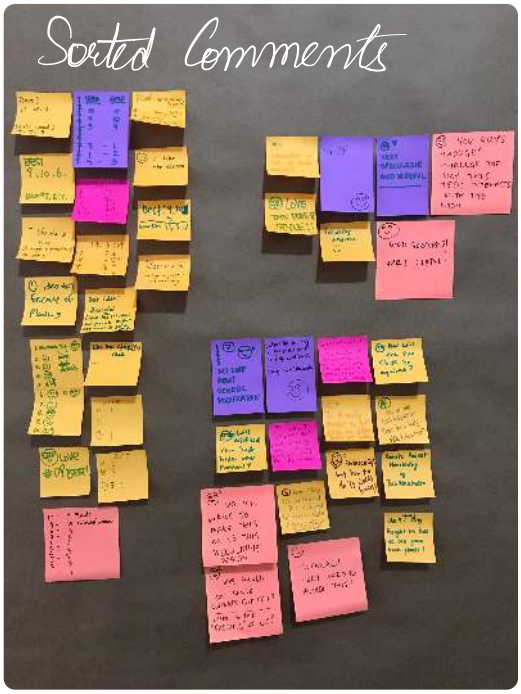
17 Sept. 2018

① Take best 3 & see how audience engages in it
↳ only sketches
↳ make a sequence
② Bring prototyping material

* The 3 ideas we like :

#2 : Bracelet
#11 : Artificial rain
#9 : Artificial plant





§ Idea ranking by vote

#(1) picoDetect brain chip : ✗✓✗✗✓✓✗✗✓
#(2) Object detect bracelet : ✓✗
#(3) Moist detect ring : ✓✓✓
#(4) Current detect watch : ✓✗✗✗
#(5) Moist detect foot ring : ✗✗✗✓✗✓
#(6) Shiver detect foot : ✓✗✓✓✓
#(7) DNA gene editing : ✗✗✗✗✗✗✗✓
#(8) AR Glasses : ✓✓✓✓✓✓
#(9) Artificial plant grow : ✗✓✓✓✓✗✗✓✓
#(10) Bacteria culture : ✓✓✗✓✓✓✓✗
#(11) Artificial rain : ✓✓✓✗✗✗✗

§ Our final top 3 ideas :

#2 , #9 , #11

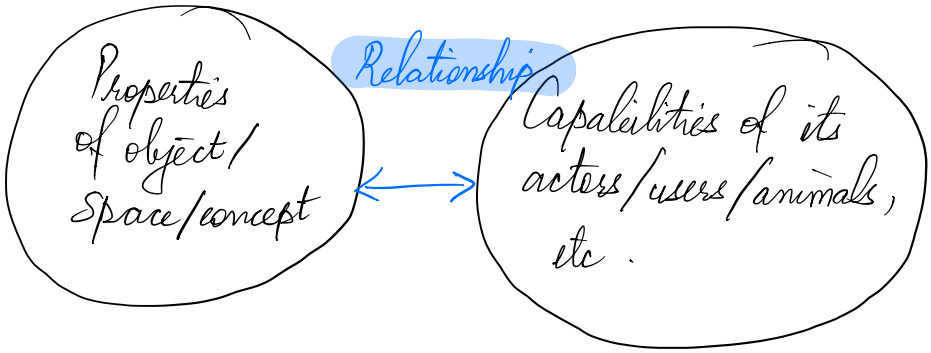
- Bracelet
  - Think of the world where this is needed
  - It's not a smart watch.

✡ Combine 4D & 5D
- Get someone to test it & record that
- Create a product video: add world scenario.

Think about: [NEOT PROTECT]
- A space you want to explore & an emotion/experience you want people to experience more.

08 Oct. 2018

✡ Affordance : Relⁿ b/w properties of an object & capabilities of its actors.



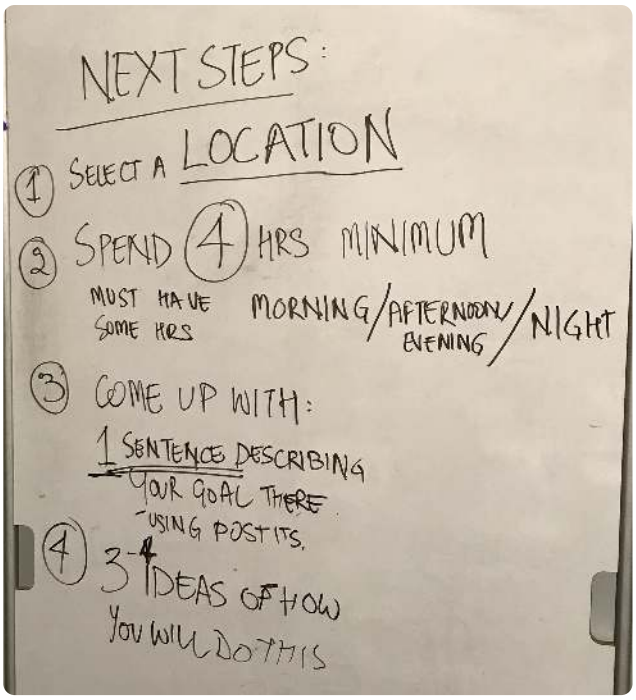
§ Instruction Sets for Strangers

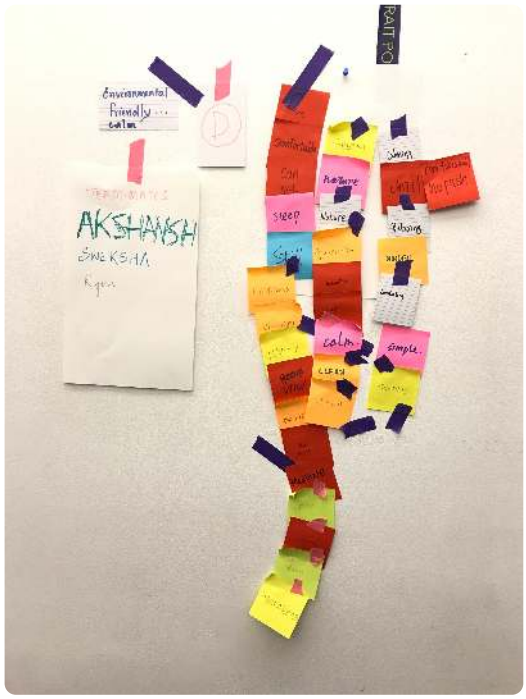
↳ what we are trying to do :

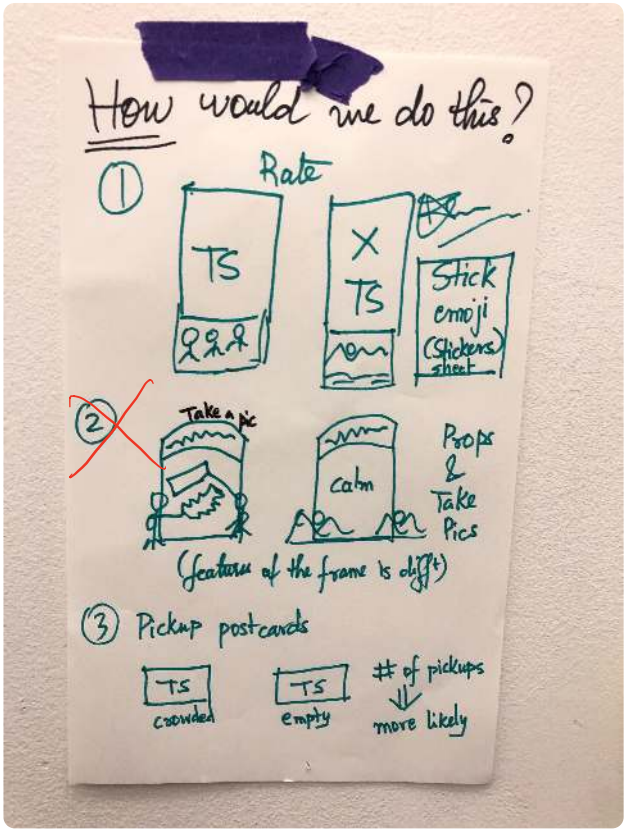
↳ Make Affordances more DISCERNIBLE

- Signifier : states sth has a specific use. It is related to Discernibility.

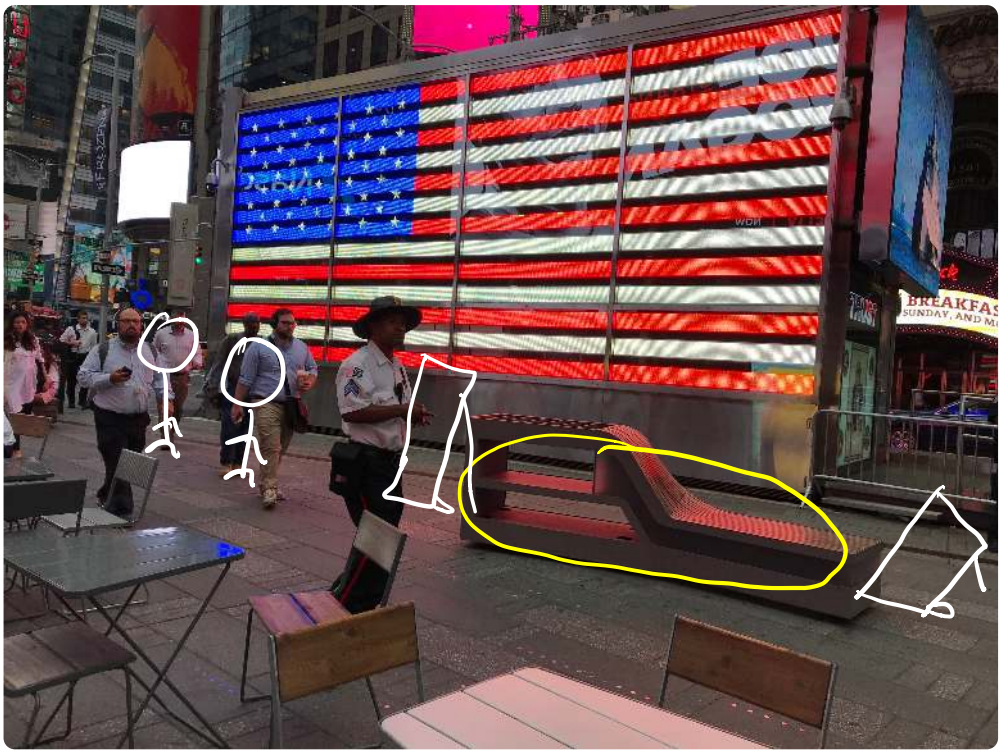
Goal : W/o using words


NEXT STEPS:
1 SELECT A LOCATION
2 SPEND 4 HRS MINIMUM
MUST HAVE SOME HRS
MORNING/AFTERNOON/EVENING/NIGHT
3 COME UP WITH:
1 SENTENCE DESCRIBING YOUR GOAL THERE
-USING POSTITS.
4 3-4 IDEAS OF HOW YOU WILL DO THIS


AKSHANSH
SWEKSHA
calm
simple


How would we do this?
1
Rate
TS
X
TS
Stick emoji (Stickers) sheet
2
Take a pic
calm
Props & Take Pics
(features of the frame is diff't)
3 Pickup postcards
TS
crowded
TS
empty
# of pickups
more likely

Area in front of flag.

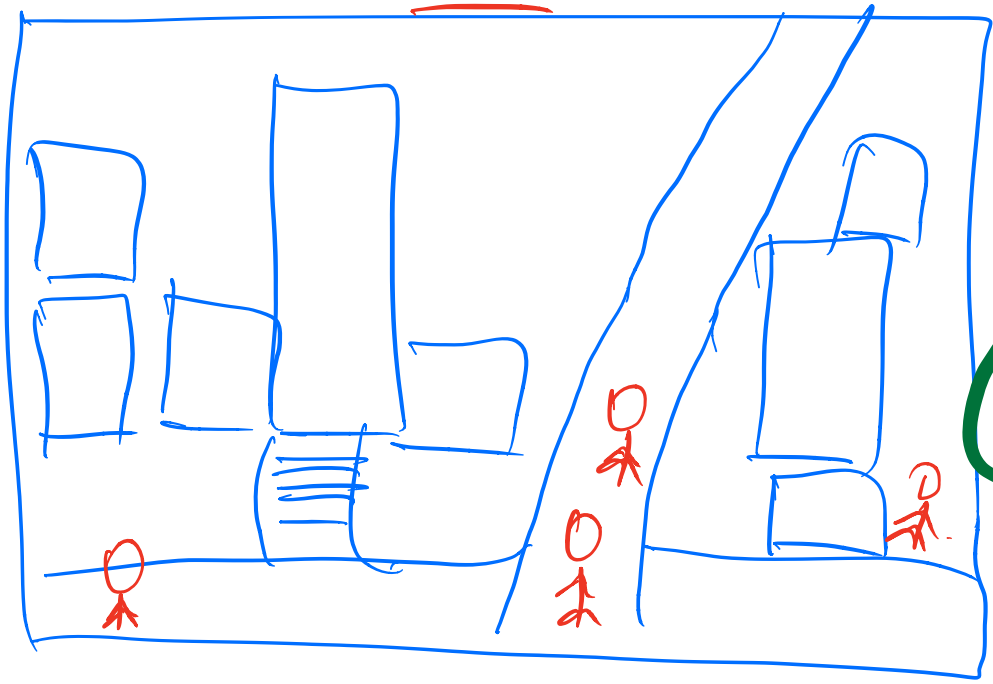


BUBBA GUMP

Standee

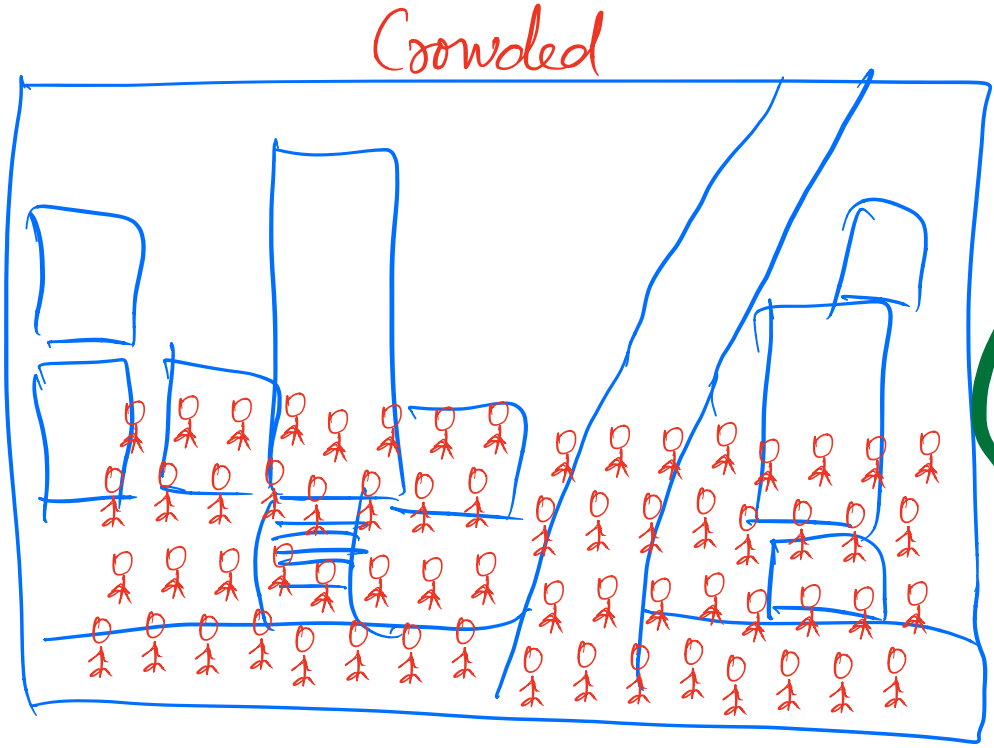
Put a sticker & take a postcard
1
CROWD
What do you prefer
2
CALM
Put a sticker

Calm

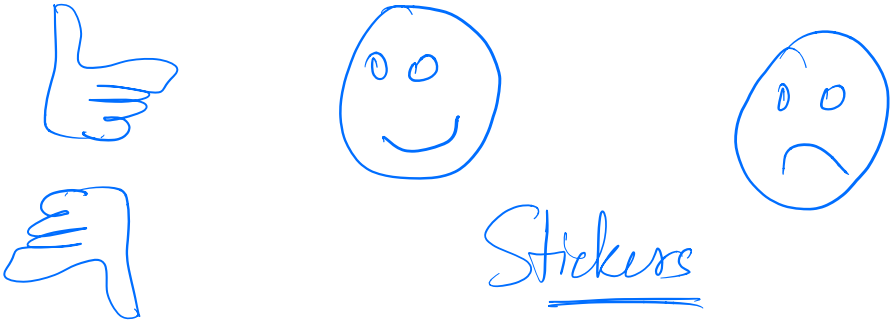


2

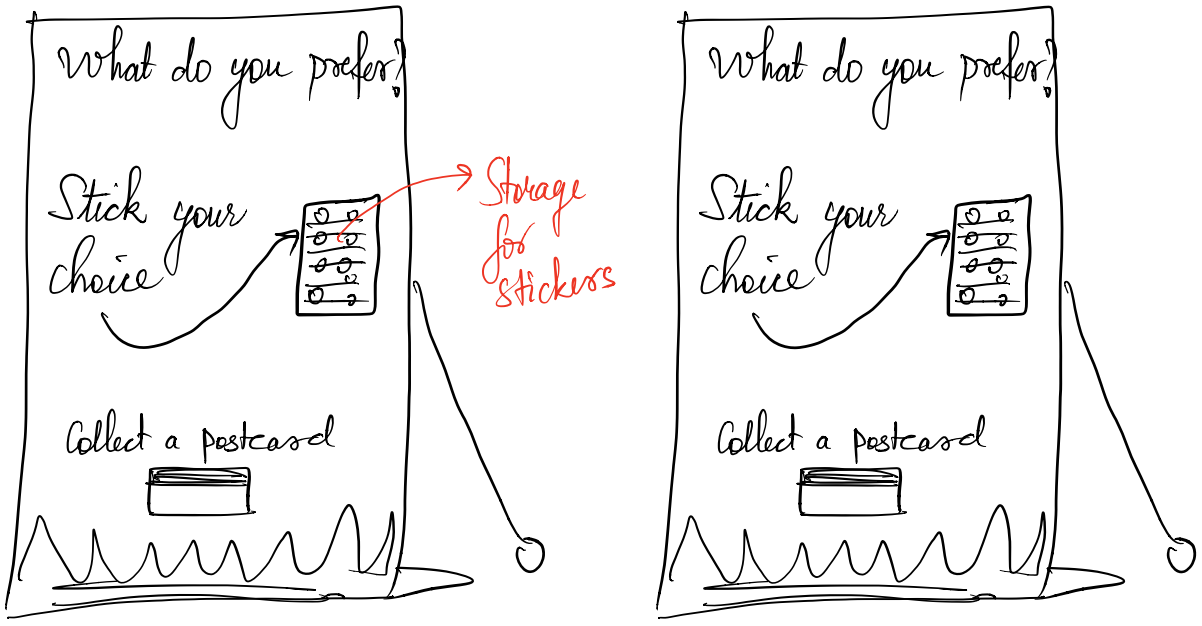
Crowded



1



Stickers



Target audience → 50 stickers per board.
(50 - 100 people)
Voters

Timelines (Sat/Sun)

1. Prepare illustrations
2. Prepare standees
3. Prepare postcards
4. Buy stickers
5. Create a design for standees

Design Statement

	Postcards	Stick
~~① Vibe with TS — understand~~	X 29	X 3
② Preference collection — crowded vs uncrowded	✓ 19	✓ 11

Analysis

AFFORDANCES & SIGNIFIERS & OTHERS

→ VISUAL

Stack of cards (pickup), diff in 2 stack of cards, empty faces of people, blank spaces in stickers, hand with stickers, illustration (not photo)

→ LOCATION/SPOT

Same illustration as the view, next to a handmask (stopping spot), placement in dir^{n} of movt (pass), next to a seating space (observ^{n})

→ STRUCTURE/MODEL

Height (eye level), hand grab level, base color, hand rest space

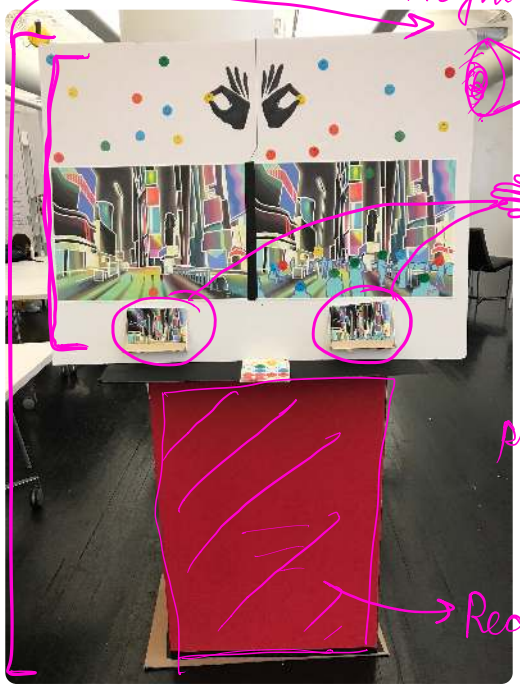
Result

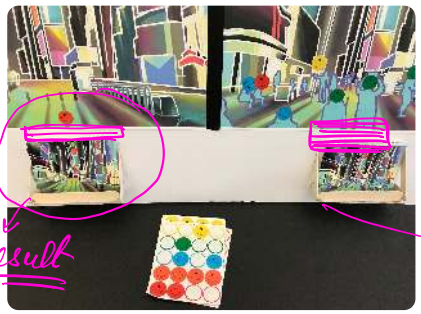
① If you can pickup, pickup calm ⇒ objective achieved

② If something is incomplete, complete it

① More pickup of calm postcards : Affordance of stack difference

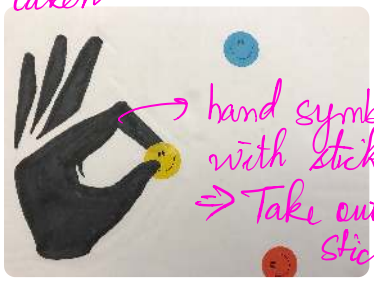
② More pasting of crowded stamps : Signifier of blank faces

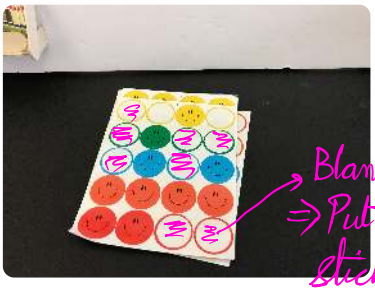

Height ⇒ eye level
Hand level
Podium felt
Put hands on it
Red → flashy attracts


Result
Diff. in stack count ⇒ They are being taken

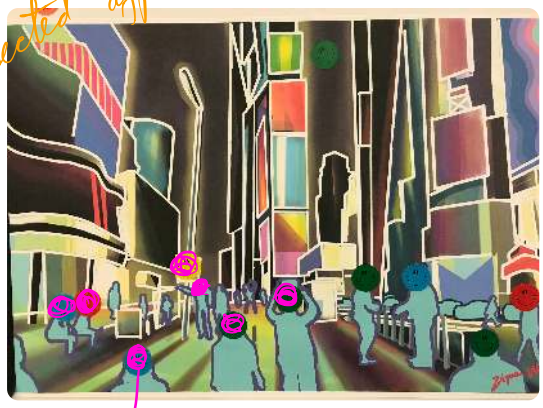
Stack ⇒ more than 1 ⇒ Take it

2 comparative views from the same spot ⇒ comparison


hand symbol with stickers ⇒ Take out a sticker

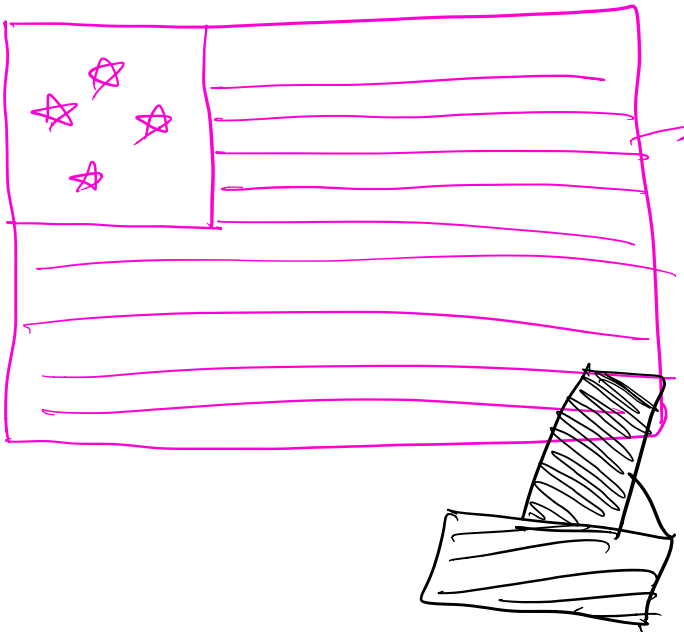

Blank spaces ⇒ Put stickers

Unexpected affordance



Empty faces with stickers alongside
⇒ put faces on them

Illustration (not actual photo) ⇒ Art piece



→ Installation in front of a landmark
⇒ Stop there & observe

10 Oct. 2018

§ Current Due : Instruction Sets for Strangers
- ① Presentation on Mon
- ② Whole project presentn on Wed.

Detail →

Presentation details for Instruction Sets:

After this class, you must test your main idea, iterate on it at least once, and present that in class monday
Monday we will get feedback from the class, if any additional iterations are required, then do that, and present the whole project on Wednesday

Presentations next week:
2 Teams will go give presentations and get critique from Few Liu's class
We will have 2-3 of their teams in our class presenting their work.

§ MID-TERM PRESENTATION : Oct 22, 2018.

① Tell a story of your design journey through the 1st ½ of a semester (in MAS1).
- Connect what you have learned & what you did
  - Best & worst things about a project
- Build a story for the critics
  - How did the projects you did relate to you?
  - Bring everything you have done in 1 narrative.

② High level concept/domain of interest for finals.

§ Comments on MS1 Midterm

- Misplaced Labor — don't be too invested in your design such that you make the prototype look too good. Prototypes require iteration.
- Know your audience — show work to the audience so that they understand the context of your creation (eg. Nuomeng's bootcamp project on Chinese characters — Asians would probably relate, Americans may not)
- Narrow down your goal — You are not hindered by reality, you are hindered by your technical skills
  — Don't be too broad.
- Context is imp — People judge a presentation by what we tell them. So, show your work.
- OK, now I know a thing — make a data viz project impactful enough so that people remember.

- Create a piece from your presentation — Change the style & what you do in your presentation becomes a piece. (eg: Michael's storytelling)

- Me : EDUCATION & COMMUNICATION : That's your interest area. Focus on that & build on it.

- Words are dangerous — use words carefully. Words like empathy & emotion are good, but the thought behind the use of such words should be clear.

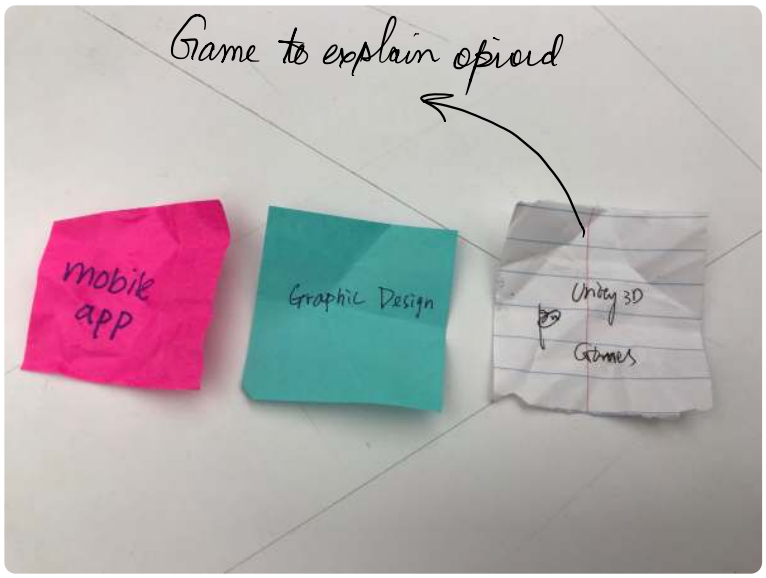
- When you don't find a door, build one
  — when you are thinking about a dis^n you want to take & you cannot find a reference, create a reference, write a book, etc

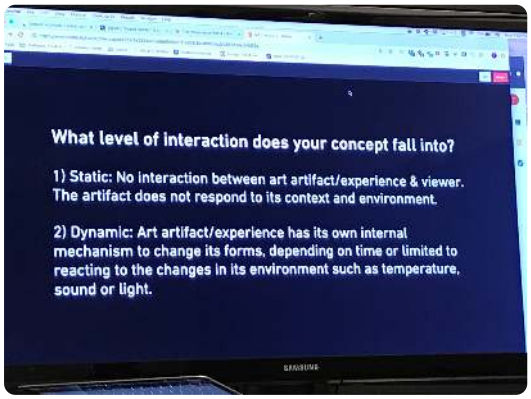
- Talk about your failures — as designers, we fail. So, its important to think about the projects that don't work.

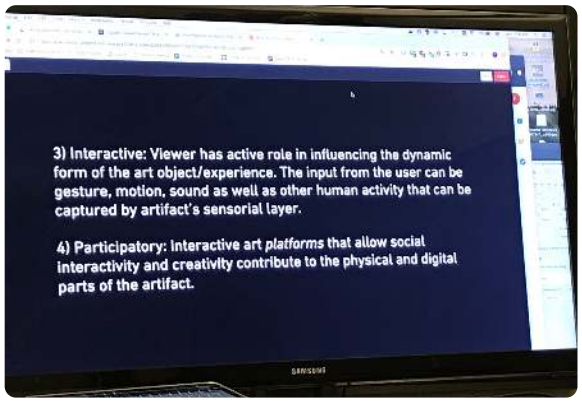
24 Oct. 2018

Brainstorming

↳ Using your precedents



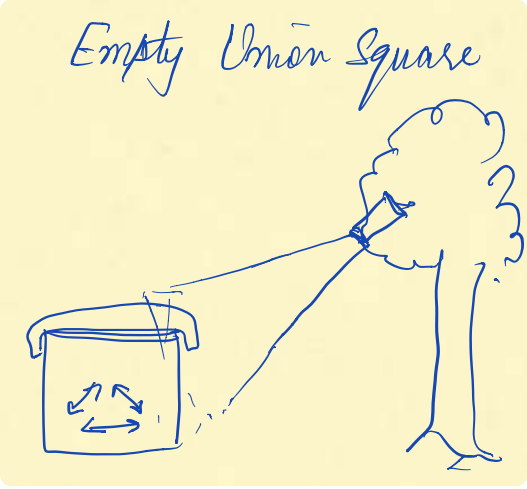




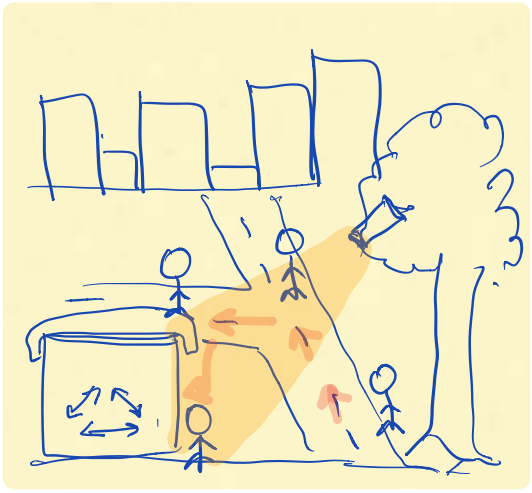
§ Adam : Projection Mapping on a garbage or video game

① STATIC

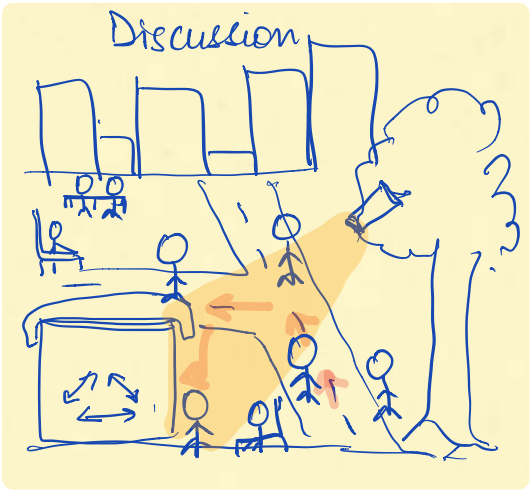
② DYNAMIC



(3) INTERACTIVE.

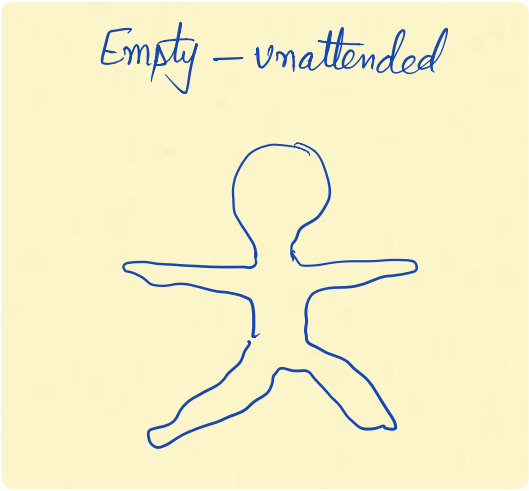


(4) PARTICIPATORY.



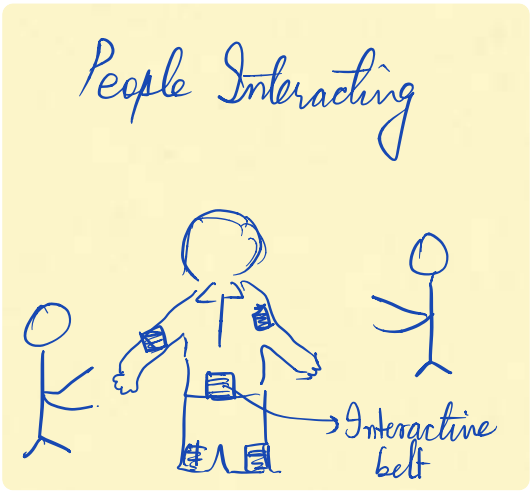
§ Yugi : Sculpture with interaction

① STATIC



② DYNAMIC

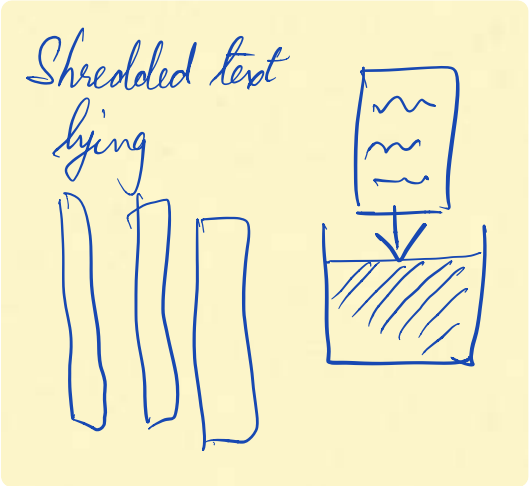
③ INTERACTIVE



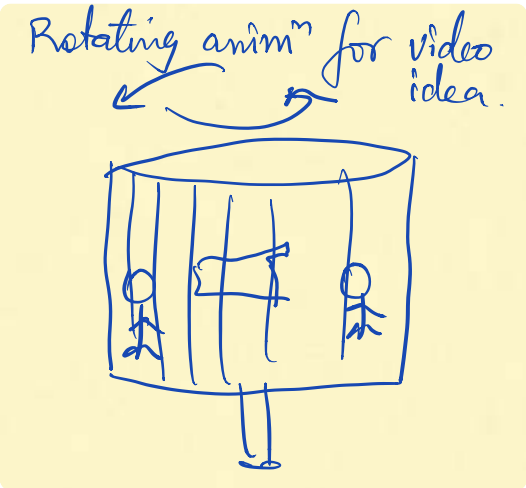
④ PARTICIPATORY

Waverly – Queer game → animation

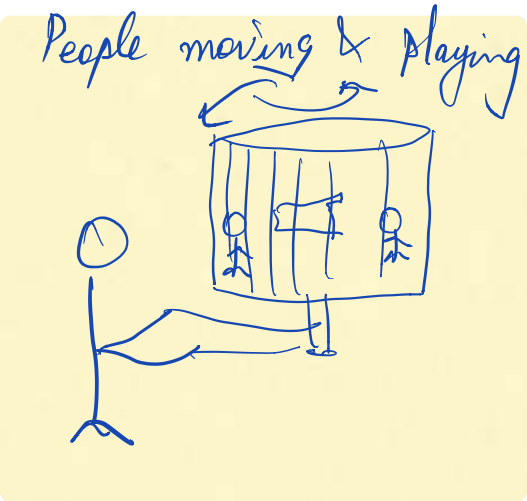
① STATIC



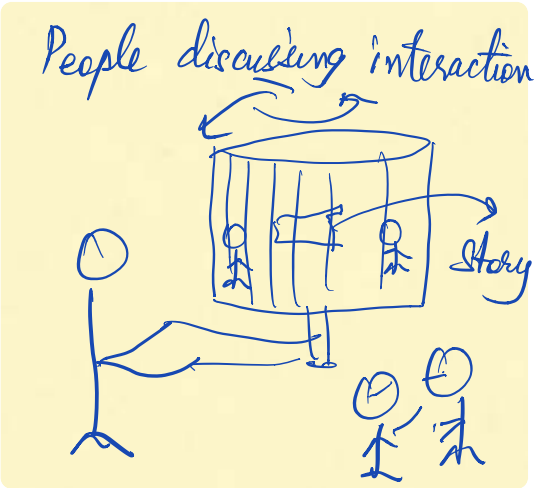
② DYNAMIC



③ INTERACTIVE.



④ PARTICIPATORY



31 Oct. 2018

My thoughts on the readings/ movie viewings

1. Daisies
   A. Show passing time through different colour overlays
   B. The scenes have contrasting emotions. The supporting characters are shown and their emotion is felt. Then, the main characters tweak the scene. Finally, the scene ends with an interplay between the contrasting emotions of the two characters (main and supporting).
   C. Mean, hungry and broke girls playing around with the emotions of men, trying to sustain lives
   D. Scene 1: A man cheated by 2 girls, one of them pretended to be on a date, when the other one barged in
   E. Scene 2: The main dance in a restaurant gets taken over by a random act by the 2 girls
   F. Scene 3: focus on music for transitions, and scene syncing with the act

- Anatomy of an AI system : anatomyof.ai
  - ↳ Kate Crawford & Vladan Joler

§ CRITIQUING FEI's CLASS PROJECT IDEAS

① Cassandra : Queerness - Textile - Computation
- ↳ Relⁿ b/w materiality & queerness
- ↳ weaving → diff^t forms → static electricity
  - eg
  - ↳ changing weaving patterns → circuits

② Adam : Unsanctioned Public Art
↳ Art that is left out — unrepresented
- What form of art to you want people to realize?
- Think about it in terms of disconnectivity from phones

③ Elena : Queering the binary

④

Digital tomb — tomb sweeping (holiday)
↳ Digital storytelling
↳ Preserving memories

05 Nov. 2018

- Concept of PIVOT in a startup
  - Used differently from its actual purpose
  - eg: Unity started as a video game — went terrible
    - So, they changed their model of creating a framework where people can play games.

- Co-design
  - when you don't design the whole product, but just diff^{t} parts of it.

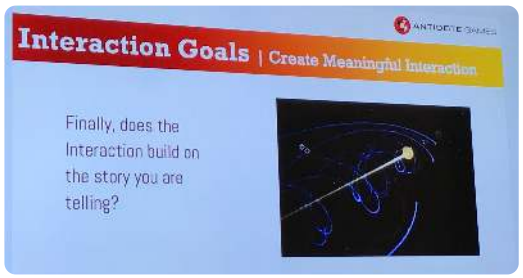
- Designer should be adaptive to change
  - ∵ a lot of our work is in the conceptual phase
    - ⟹ Iterate it with people
    - & Start fixing it early.

So, for finals, keep taking f/b & iterating your work.

* Hannah Arendt
  - Writer, philosopher
  - Quote: Storytelling reveals meaning w/o committing the error of defining it.

good stories are those which don't have a structure/interpretation

- Singapore is working in making games around systems & topics
- Concept of Easter Eggs in a game.
  - ↳ parts of a game that you hide intentionally to challenge the players.
- A design process is a group of LEGO bricks ∴ it opens the world of possibilities & interpretation.



§ Comments on PPT

- Think about your audience – how do you want the people to feel?
  - ↳ If you do it for kids, will they have enough say in the medicine they take?

12 Nov. 2018

§ MSI Final Concept Feedback
↳ by Haitham Emara, Mohini Dutta & Benjamin Norskov

- Nociception → neurological term → no nociception + pain exists (or Nocioception)
- Target loc^{n} → Museum
  ↳ ∵ VR expensive → display based install^{n}
- Next step → create view → sketches
  ↳ Top down & other angles
- Think about: Look-like setup when people are waiting in line
  ↳ eg: Screen showing how to use

★ Rutt Etra: machine → reference for CRT monitor project

↳ by Haitham Emaar, Mohini Dutta & Benjamin Norskov

Think

- Why are we doing the project ?
- Objective : Educational Guided Experience
  - ↳ Explain basic human fn
- VR experience — narration
- what part of the body I'm in ? → (map)
- How does the user know where to interact ?
  - ↳ Give visual cues
- Explain info before pill taking
- Break the process in series of interactions
  - ↳ (1) : Pin striking the person
  - ↳ (2) : Zoom to reveal the fatty acid
  - ↳ (3) : Switch the view to the stomach with pill getting in.

Title

- Entrance into the body
  - ↳ Skin, stomach, nerve, ---

— ∞ —

- Previous comments by the class
  - Think about the mechanics & interaction in addition to the narrative
  - Think about: how the players would feel when they play the game.
  - Answer this: why does this project matter to me?
  - Watch the films: Fantastic Voyage (1966) for inspir"
    - Osmosis Jones
    - Cells at Work

14 Nov. 2018

- As designers, whenever you do a survey, don't ask leading questions.
  - eg: If I like the color blue, I ask the question: do you like the color blue?
  - If ∃ leading questions, people can't give true opinions.

- Feedback on project idea:
  - Create a single scene interaction instead of multiple ones
    - make yourself as the pill & the pain in front of you. So, create an interaction of the user trying to figure out where to add medicine to reduce pain.
  - Think about the physical interaction when a player steps-in to a VR place
    - ① A physical structure (cardboard) of a person in pain & you see that to step in VR
    - ② Updating the VR glasses to be a person's mouth & you are the pill. So, as you put on the headset, you begin interaction inside the body — A VR headset installed inside a mouth or something.

03 Dec. 2018

✡ Diff. b/w Commodity & Community

- Commodity : Sth that we can take value from.
- Resource : Sth that's openly there & may not have that value system.
- Community : Groups of people coming together based on common values.

✡ NO SPACE BELONGS TO YOU UNLESS YOU OWN IT.

- eg. FB, Twitter, Tumblr
- So, if they remove your profile one day, you can't do anything about it.
- Technology has that influence
- So, when you create tech products or sth. around a community, make it such that these roadblocks are not there. People with values should not get a pushback.

END OF COURSE