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hello
September 11 - Septemb...

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generate
Draft

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**1 day Studio Lab:
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2hr Life Lab: gather
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3 week Studio Lab:
speculate
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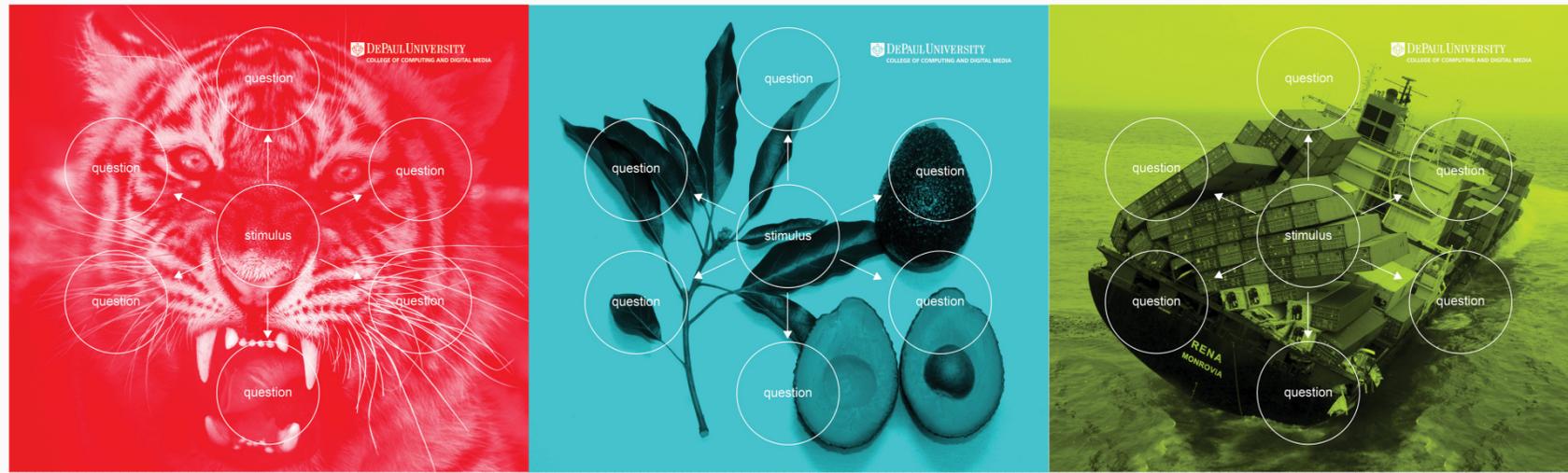
reflection

Add a module...

This syllabus is subject to changes as necessary during the quarter.

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SYLLABUS: GD 101 Creative Studio Methods



School of Design New Course Fall 2017
GD101 Creative Studio Methods
Creative Studio Methods is a new interdisciplinary foundation design course. This course immerses design students in a range of studio experiences as a way to introduce methods for approaching creative work. Short lectures or screenings present models, contexts, and inspiration for creative and critical design practices and provide students with, "courage by example." In-class activity emphasize inquiry, experimentation, unknowns, playful risk, invention, flexibility, and agility. Visual and conceptual artifacts and outcomes are generated through process and analyzed/considered through self reflection and group discussion. Students in this course will use language, sketching, code, photography, video, sound, performance.

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"Creativity is not just something you think about—it is something you do. By using a creative thinking method... you will fully appreciate that every word, every object, every idea, and every moment provides an opportunity..." Fast Company

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Meeting Details

Mondays 10:00AM - 1:15PM 14EAS Room 213 LOOP CAMPUS

faculty

Professor Jessica Westbrook, Associate Professor, School of Design

faculty contact

email: jwestbro@cdm.depaul.edu

online hours: allow up to 48 hours for an email response; email is answered Monday-Friday 9AM-5PM, in the order in which it is received

office: 14 E Jackson Blvd #1613, Chicago IL 60404 USA

office hours: M/W 2PM - 5PM by appointment only, please email me 24 hours in advance to secure a time; come prepared with detailed action items

student contacts

get 3 emergency phone numbers from classmates on day 1

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Course Description

GD 101: Creative Studio Methods is an interdisciplinary foundation level design course. Lab activities are designed to immerse new design students in a range of experiences while introducing methods for approaching creative work. In class "Studio Labs" emphasize unknowns, response, inquiry, playful risk, interpretation, and agility. Out of class "Life Labs" emphasize intention, discovery, and empathy. Visual and conceptual artifacts, documents, and outcomes are generated through process and considered through self assessment and group discussion. Short conversations, screenings, readings introduce models, contexts, and inspiration for creative and critical design practices and provide students with courage by example.

learning outcomes

- experience uncertainty
- generate ideas, mistakes, and surprises through prompts, process, and constraints
- identify design decisions and make design decisions
- discover intrinsic motivations
- engage divergent thinking to push boundaries or initiate creative directions
- adapt or transform creative studio methods to meet needs

methods introduced in this course

1. individual brainstorming
2. passing brainstorming
3. group brainstorming
4. affinity diagramming
5. visual analysis
6. iteration
7. inventory diagramming
8. prototyping
9. storytelling
10. journey mapping
11. creative coding
12. divergent thinking

- 13. convergent thinking
- 14. disruption
- 15. collaboration

culture

As a group we will engage in unknowns and uncertainty during which time we will refrain from doubt and judgement. Questions, suggestions, and interruptions are always welcome and encouraged. Mistakes and errors are portals to discovery. Awkward is weird and wonderful.

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Required Supplies

An x-acto knife and blades, a simple retractable utility knife/blades, a variety of pens/markers/highlighters, some kind of camera (mobile device/phone is a-ok, alternatively use the DePaul media center to check-out a camera), other materials/supplies/printing as assigned for labs. All labs list required supplies at the top. No required textbook.

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Required Work

This course involves a series of 10 labs. Come to class prepared (including supplies). You can receive up to 10 points for each lab. To receive credit for labs you are required to upload specific evidence (frequently in the form of images and writing). This evidence must be submitted through D2L on time. See each lab for specific requirements and deadlines. Points will be averaged for a final course grade at the end of the quarter. A = 90-100 / B = 80-89 / C = 70-79 / D = 60-69 / F = 0-59. A indicates excellent work, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work or missing work. *FYI: Receiving an Incomplete for a course is unusual and is not something faculty can manage independently. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptional cases will receive such approval. Before the end of the term students must initiate the incomplete request process through: cdm.depaul.edu > Current Students > Academic Policies*

helper: one late work or one do-over

Each student gets one late or one do-over submission. It can be used for up to 14 days past the due date. If/when you use your late submission or do-over you must follow the original submission rules AND you must email the instructor with the following information in order to receive credit:

- subject line: "late work: student first and last name, labTitle"
- body: original due date, late turn in date, note confirming that the evidence has been uploaded and is ready for review

After one late submission additional late work cannot be accepted unless there is a documented extenuating circumstance [documented illness or documented immediate family emergencies]. The extenuating circumstance process/permission must pass through the Dean of Students office. Details are found here: <http://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx>

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Attendance

Attendance is required. Roll will be taken. Two absences for any reason, whether excused or not, may constitute failure for the course. If students arrive 15 minutes late they can be marked absent. If students leave 15 minutes early they can be marked absent. If students miss class they should consult with classmates, review D2L documentation, look at the videos. This is a lab/activity-oriented course. If lab/activity-oriented material is missed the onus is on the student to invent/generate/re-enact the missed activity.

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Helpful DePaul Resources

1. equipment center for camera/gear check-out: Daley building (14 E. Jackson) LL 106
2. tutoring center, CDM 208 [search for Java if you need help with Processing, Photoshop/Illustrator etc if you need visual design help]: <http://www.cdm.depaul.edu/Current%20Students/Pages/TutoringProgram.aspx>
3. lynda tutorials: software.depaul.edu/training
4. computer labs: cdm.depaul.edu > Current Students [top right nav] > Labs And Software [scroll down]

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Disabilities

Students who need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu. Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 / TTY: (773)325.7296

New ▼ Add Existing Activities ▼  Bulk Edit

Drag and drop files here to create and update topics

Add a sub-module...