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syllabus

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Published

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

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SYLLABUS: GD 101 Creative Studio Methods

"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

Tuesdays 10:00AM - 1:15PM DALEY ROOM 206

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 6th Floor CDM Offices, Chicago IL 60404 USA (directly across from the elevators see CDM office door)

office hours: Wednesdays 1PM - 4PM by appointment only to avoid conflicts, use bluestar; come prepared.

student contacts

get 3 emergency phone numbers from classmates on day 1

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Course Description

My Life Lab: walk
Begins April 9

class03 Studio Lab A:
connect
Begins April 16

class03 Studio Lab B:
disconnect
Begins April 16

class03 notes
Draft

My Life Lab: perform
Begins April 16

class04 Studio Lab:
prototype
Begins April 23

class05 My Life Lab: gather
Begins April 30

class06-class10 Studio Lab:
speculate
Begins May 7

My Life Lab: feel
Begins May 21

class10 feel
reflections/storytelling
Begins June 4

Add a module...

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 are generated through process and considered through documentation, self reflection, sharing, and group discussion. Short excursions, 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 and describe design decisions, and make and describe design decisions
- discover intrinsic motivations
- engage divergent thinking to push boundaries or initiate creative directions
- adapt or transform creative studio methods to meet needs

course schedule flow snippets

- apr 2 generate
- apr 9 escape
- > life walk here
- apr 16 connect/disconnect
- > life perform here
- apr 23 prototype
- > life perform here
- apr 30 go gather
- may 7 divergent studio
- may 14 convergent studio
- may 21 mixed studio
- > life feel here
- may 28 group crit
- > life feel here
- jun 4 group crit
- > life feel here
- jun 11 feel stories

some of the creative methods introduced in this course

1. multimodal perception
2. individual brainstorming
3. passing brainstorming

4. observation
5. visual analysis
6. sketching
7. translating
8. walking
9. group brainstorming
10. affinity diagramming
11. collaboration / group work
12. play
13. iteration
14. knolling
15. inventory diagramming
16. ritual and routine
17. constraints
18. prototyping
19. storytelling
20. design fiction
21. alternative uses
22. journey mapping
23. wandering
24. inquiry
25. speculation
26. thought experiments
27. divergent thinking
28. convergent thinking
29. field research
30. disruption

culture

As a group we will engage in uncertainty and unknowns during which time we will remain completely open, refrain from doubt, and cease judgement. Questions, suggestions, and interruptions are always welcome and encouraged. Mistakes and errors are portals to discovery and useful surprises. Awkward is weird and wonderful. Why not?

Required Supplies

Please see the comprehensive list of required supplies/schedule of supplies on D2L located second option down in the table of contents. Check this list weekly so that you are prepared for the next class meeting. If you do not have the required supplies you may not be able to participate in class activities and you may be marked absent. There is no required textbook. You will always need a sketchbook, a camera/mobile device with camera, and a willingness to improvise.

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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

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Late Life Lab Work

Each student gets **one** late Life Lab submission. It can be used for up to 7 days past the due date. If/when you use your late submission 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

If you do not follow these instructions you will not earn credit.

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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Late Studio Lab Work

Each student gets one late Studio Lab submission. It can be used for up to 7 days past the due date. If/when you use your late submission 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

If you do not follow these instructions you will not earn credit.

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

Human Needs

- 1. stress, anxiety, depression are real and normal. get care and support and counseling <https://offices.depaul.edu/student-affairs/support-services/counseling/Pages/default.aspx>

Technical Needs

- 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] > Computing... access labs on both campuses

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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

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Add a sub-module...