

Global Design Initiative Workshop@ Musashino Art University in Tokyo 2017

Note: This workshop outline is a first draft modified by Tadanori Nagasawa, originally developed by Philipp Heidkamp and Nick Rhodes in October 2015 for GDI Workshop @ KISD 2016.

Topic of GDI Workshop@MAU 2017: Designing Strangeness II**Background**

This project is an experiment. It is a project about “**strangeness**” and the perception of space (urban / rural space) from a specific identity / perspective. It is about cultural and historical identities and how these are expressed in social practices in urban / rural space and through their culture and how the analysis of cultural identities might be used as design resource. You will make observations, discussions of your feelings, and will come up with an analysis and reflection and create a synthesis and so on.

This project is also devised for you to engage with other students from the “**Global Design Initiative**” to jointly explore notions of identity, the self, and representative forms of design.

The project also presents the opportunity to explore the strong coherence between PLACE, ROLE / IDENTITY and OBJECT.

You will explore observations, analysis and will come up with provocative types, **Provo-types** (Boer & Donovan) or plot objects.

Workshop Task

Design a physical artifact / object to create a strange experience in a given context for a given identity.

Create a *plot device* or a *Provo-type* (provocative types), make an intervention in **urban / rural space** and document it. Reflect the outcome.

Process

In five day workshop, you will work in three intercultural teams of five students (from 5 Universities).

The teams will explore the places, deal with objects and play with (borrowed, fictional identities).

In addition, this workshop aims at new didactic types of discussions and feedbacks from the professors / tutors based on the principles of *problem-based learning*.

You should develop a high degree of self-directed reflection during its process.

Hints

- Look beyond the visible, the surface, the stereotype, the expected
- Question to your perception, your cultural expectations and your norms
- Decode the meaning of objects at a specific place for specific people
- Create an empathy with a specific group of stakeholders

- Try a role-play in your groups: See different stakeholders: Designer, venture capitalist, activist, shop owner etc.
- Build physical prototypes: In the processes of collaborative analysis and synthesis, conflicting perceptions within and about a field of interest are likely to surface. Instead of the natural tendency to avoid these tensions, try to utilize the tensions by embodying them in provocative types (Provo-types). *Provo-types* expose and embody tensions that surround a field of interest to support collaborative analysis and collaborative design explorations across stakeholders.
- Expose yourself to social interaction with people in urban / rural space
- *Strangeness* is a tool to open a new box of insights in the design process

Key References

TBD

Format

Workshop with open studio / “life studio“ allowing multiple ways of interaction between GDI students, hosts, tutors, MAU students and GDI alumni (and maybe even other people). A setting with a high degree of conviviality should be designed.

Mode

Group project, 3 teams with 5 students each

Collaboration with / and support of a team of 6-9 “local“ MAU students (“hosts“).

Schedule

The Period of Workshop program: 05(Sun) / March - 12(Sun) / March 2017

Official workshop hour: 09:30-18:30 (8.0 hours/day)

05(Sun) : Students arriving in Tokyo + Welcome reception in the evening

06(Mon) : Workshop-Day1 @ MAU

07(Tue) : Workshop-Day2 @ MAU

08(Wed) : Workshop-Day3 @ MAU <All teachers arriving in Tokyo >

09(Thu) : Workshop-Day4 @ MAU <Teachers visit MAU’s Takanodai Campus>

10(Fri): Workshop-Day5 @ MAU + **Presentation**@MAU Design-Lounge in Roppongi in the evening

11(Sat) : **Feedback forum** in the morning and the **GDF Teacher’s Forum** in the afternoon.

12(Sun) : Leaving

Designing an intervention / an event / a party for a particular place from a specific perspective

The project relates the three dimensions of a specific place / area in **close vicinity to MAU in Kodaira-city Tokyo**, a found or designed object and a character / identity.

The relation of the three dimensions in its specific articulation creates a design briefing.

Design opportunities might be generated through alterations of this principle.

Changing context, changing space (and time) and mixed identities...

PLACE

Spatial context, the stories of the place, memories

ROLE

Identify People, Stakeholders. Borrowing a fictional identity – one of the roles from the Super-Self.

OBJECT

Finding / changing / creating an object (e.g. bicycle, bottle, sign, table...) in a specific domain (mobility, food, leisure, work...)

Symbolic meanings, metaphors, means for communication, Object as *plot device* / **Provo-type**

Urban / Rural map / PLACE**Map / matrix**

A grid overlay of the Kodaira-city map will be created. Multiple areas will give opportunities to be explored. Each team will work with one area in the matrix.

Matrix areas

The size of the matrix areas is 1km x 1km or 100mx100m. Alterations in the process would be:

- Change the field size to 10mx10m
- De-contextualize and transfer your object from one matrix area to another (bring A1 to D4). What happens?

Approach

Finding *Strangeness*

Intense moments, cultural practices, rules, specific objects, social interactions Photo observation of places and objects, understanding stakeholders

Identity: **The Super-Self**

General issues / setting

Setting of the workshop

“Life studio” – design as a process, allows interaction with other students and visitors.

Role of tutors / professors

Listening, looking, mirroring, reflecting, questioning, moderating the teams, addressing competencies

Role of hosts (previously: ambassadors)

6-9 MAU students (2-3 per group) Supporting collaboration, guiding at MAU and in a rural environment of Kodaira-city, supporting **Tea time** preparation etc.

Role of project at Musashino Art University

Didactic supervision, discussion and reflection afterwards, aiming at creating a new type of workshop setting as a part of **problem-based learning**

Arrangement / work space in the room

Three sets of student tables (two for each team), discussion and work tables for the tutors / professors

Preparation by students

The Super-Self Video

Based on the positive experience of the Singapore workshop, we will proceed with the **Super-Self videos** to be realized by all participants 2 weeks before the workshop itself.

Submission deadline: 19th February 2017

90 seconds presenting yourself as a fictional character, the character needs to have a name (the astronaut, the design man...)

Strange objects

Participants should bring an object with them. **The object should be experienced as a strange object here in Kodaira-city Tokyo.**

Suggested readings

Methodological input (e.g. about prototypes, dérive etc.) Topic input (strangeness, cultural stereotypes etc.)

Pre-Workshop weekend / arrival

Participants need to be arrived in Tokyo on Sunday 5th of March 2017.

*The **free accommodation** for the participants to be informed shortly in the beginning of February 2017.

Where am I? Dérive.

- Conditioning of experiencing strangeness
- Participants are exposed to strangeness and disorientation
- Explore Japan / Tokyo in a psycho-geographical approach