

Art 4209

Spring Quarter 2011
M/W 2:00 am – 4:20 pm

Environmental Design

Instructor: Karen Gutowsky
Email: kgz@spu.edu
Office Hours: M-W 12:20-2:00 or by appointment
Course Website: myhome.spu.edu/kgz/4209

Course Project Historical Environmental Exhibit Milestones

Considerations

This course is built upon each groups professional initiative. The goal is to simulate a professional project with each group acting as their own design group. So each group has the freedom to progress as needed, however the following are suggestions that will aid in a successful workplan.

Week One:

- > establish a plan-work schedule*
- > coordinate with group regarding work meetings outside of class
- > asses each team members strengths and weakness to move towards an effective team dynamic
- > create a group “what can we live with...what can we not live with” (ie tardiness, not checking email...) remember each group member at the end will give YOU a grade so find ways to be accountable!
- > pick a topic, begin research, assign research tasks
- > develop design brief*

Week Two:

- > visit local exhibit (ie Burke Museum, Washington State History Museum)
- > research
- > present research
- > begin sketching/brainstorming

Week Three:

- > research
- > map out physical space/architectural details
- > revise sketching/brainstorming
- > develop graphic standards for entire team to work with
- > begin to breakdown graphic tasks

Week Four:

- > present work-to-date research and design sketches
- > create mechanism for feedback (this can be a questionnaire for the class, class critique, or survey)
- > revise sketches based on feedback

Week Five:

- > finalize graphic standards
- > address types of media you will use for exhibit for example: posters, display units, interactive stations, animations, media projections, signage and sound.
- > assign group members with specific design requests

Week Six:

- > present work-to-date research and design considerations
- > create mechanism for feedback (this can be a questionnaire for the class, class critique, or survey)
- > revise design considerations based on feedback

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Considerations *(continued)*

Week Seven:

- > all sketches need to be in the computer, revise, critic, revise
- > develop interactive/animation component (most likely in flash after effects or dreamweaver)

Week Eight:

- > present work-to-date research and design consideration and interactive component
- > create mechanism for feedback (this can be a questionnaire for the class, class critique, or survey)
- > revise design considerations based on feedback
- > map out 11 x 17 booklet
- > define what aspects of the project are still needed

Week Nine:

- > WORK HARD
- > present interactive component to class
- > develop all presentation material (and then revise again)

Week Ten:

- > Work on final presentation

Week Eleven:

- > Final Presentation

*** Note:** By week two I will want each group to hand in a workplan/schedule and a design brief of their project.

Presentation Weeks