DESN 27425 Interaction Design: Modeling and Materials
Module 2

Sheridan | Get Creative

Design Challenge 2: Action + Research = Design Solution

Instructions:

Follow the steps below as an introduction to this weeks Design Challenge:

Step 1: Introduction: In preparation in selecting a Project 2 Final Design, this weeks Design Challenge is taking the Workshop Research and previous Design Challenge Research and now re-considering each of the project directions. Exploring, sharing, and critically examining your collective efforts as a group and now individually will demonstrate the best options, helping you decide if you want to work individually or collaboratively.

You can work through your Design Challenge ideas in groups but this is an individual assessment. It can be refreshing to get other student's experiences to help inform your own final design decisions

Individual Paths:
Digital Fabricated Laser-Cut Map
Site specific AR 3D Design
Projection mapping onto existing geometry

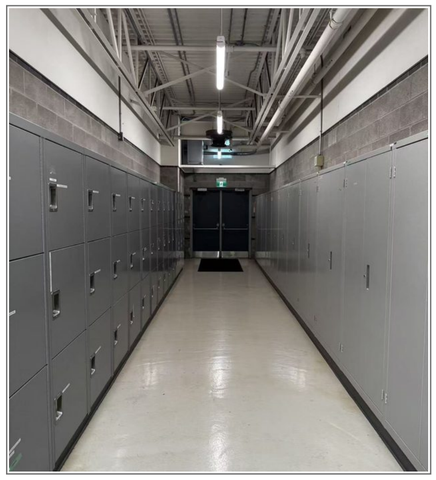
Collaborative Paths:
Group of 2:
AR Wayfinding multiple point app concept
Group of 3:
Projection mapping onto fabricated geometry

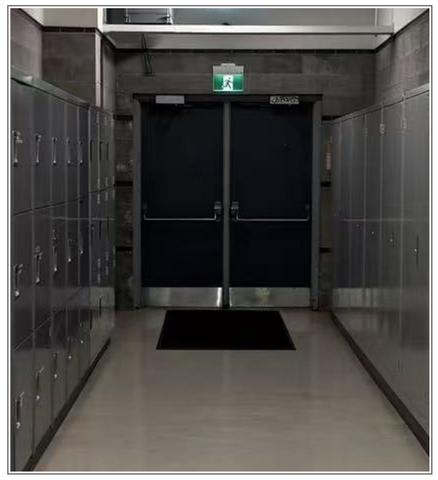
Step 1: Individually: use the image documentation from the Spatial Awareness Workshop you use your groups best solutions as concept work. Treat it like client work you have been tasked with.
Consider the project brief and path options and interpret solutions to fit.

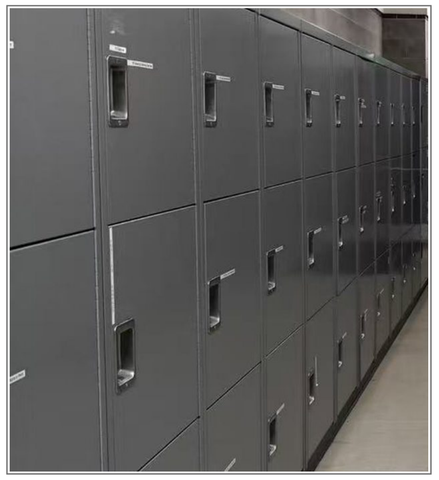
Step 2: Create: 3 working concept sketches as speculative design concepts of the site and your spatial idea solutions.

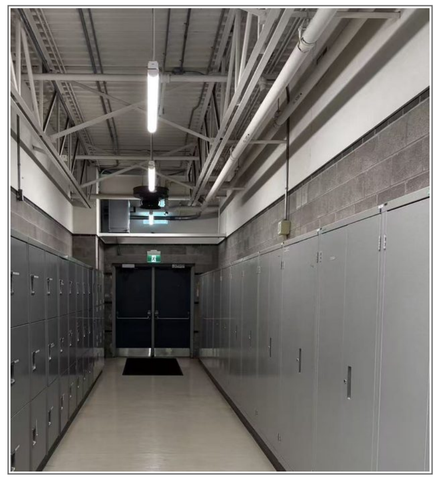
Step 3: Design Challenge Documentation:
From the pool of images documenting this Design Challenge exploration and the Spatial Data Workshop select 25 of the best images, add them to the table below and:

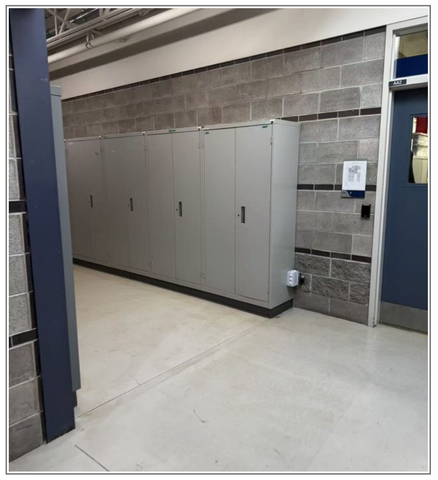
1 Add them to the Grid below and submit this Design Challenge page as a pdf to SLATE.
2. Add images, videos/links GIFs representing your Design Challenge 1 on your Phoenix website.

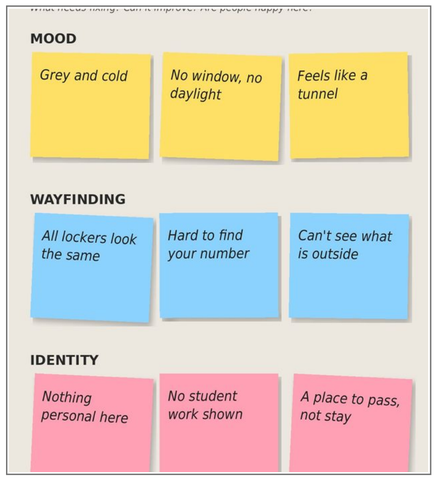


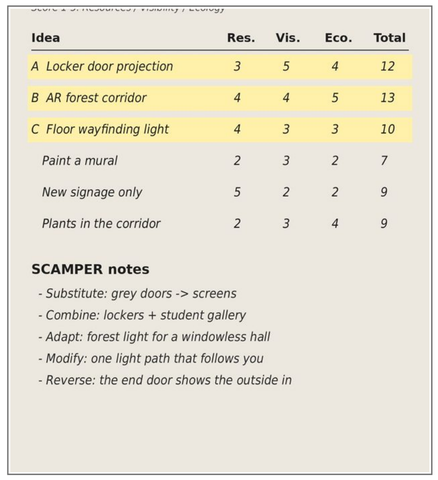


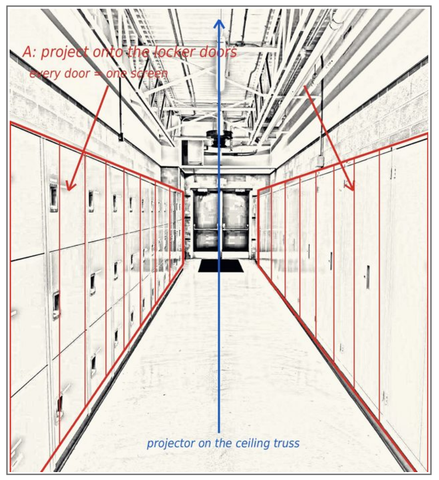


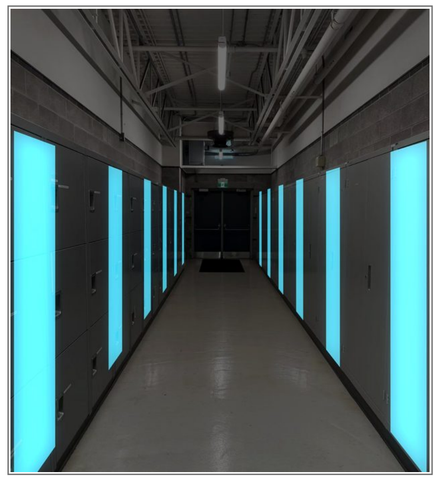




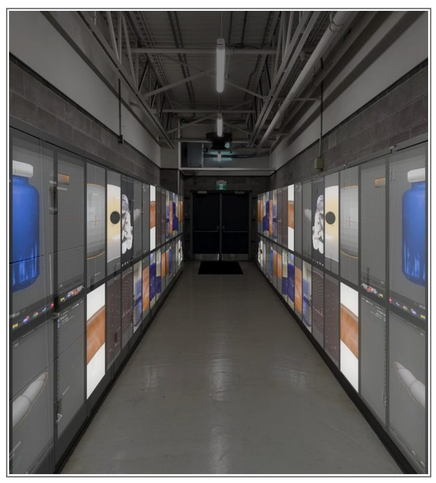

MOOD
Grey and cold
No window, no daylight
Feels like a tunnel
WAYFINDING
All lockers look the same
Hard to find your number
Can't see what is outside
IDENTITY
Nothing personal here
No student work shown
A place to pass, not stay

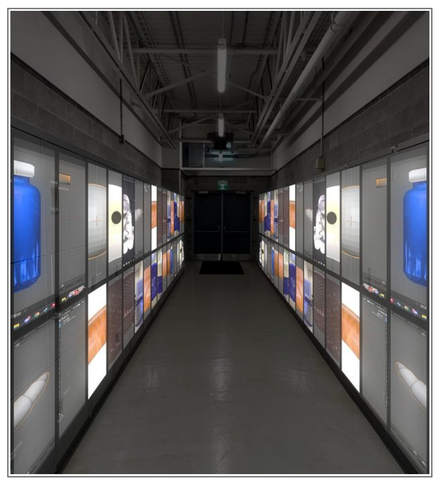

Idea Res. Vis. Eco. Total
A Locker door projection 3 5 4 12
B AR forest corridor 4 4 5 13
C Floor wayfinding light 4 3 3 10
Paint a mural 2 3 2 7
New signage only 5 2 2 9
Plants in the corridor 2 3 4 9
SCAMPER notes
- Substitute: grey doors -> screens
- Combine: lockers + student gallery
- Adapt: forest light for a windowless hall
- Modify: one light path that follows you
- Reverse: the end door shows the outside in


A: project on to the locker doors
every door = one screen
projector on the ceiling truss

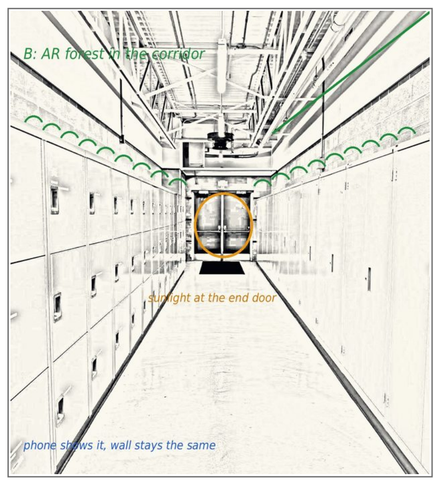


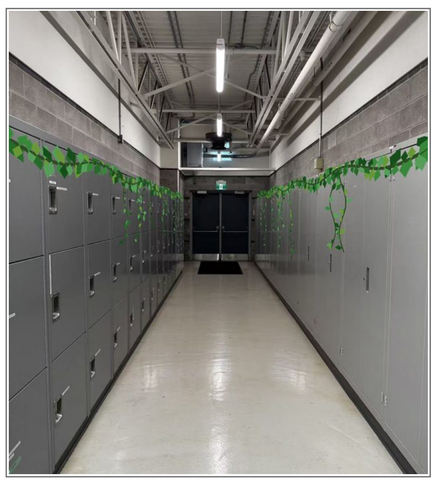


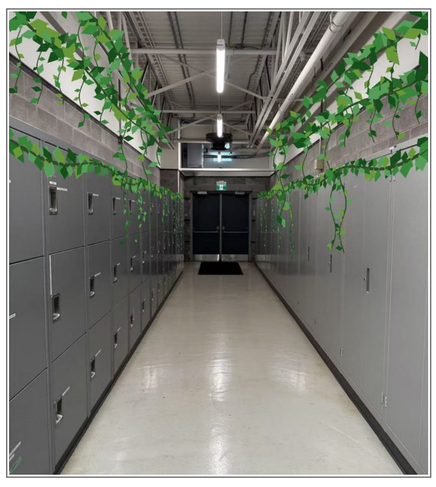


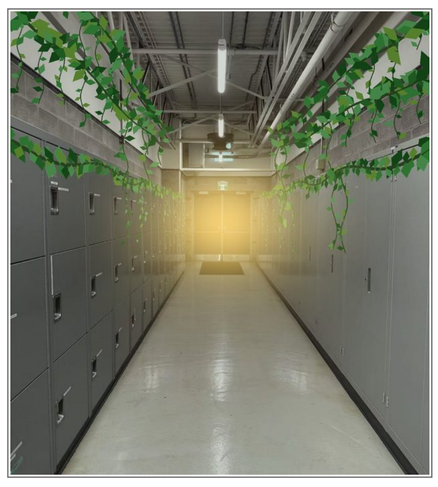


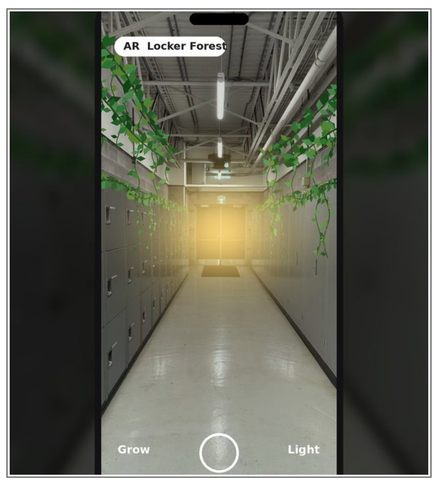


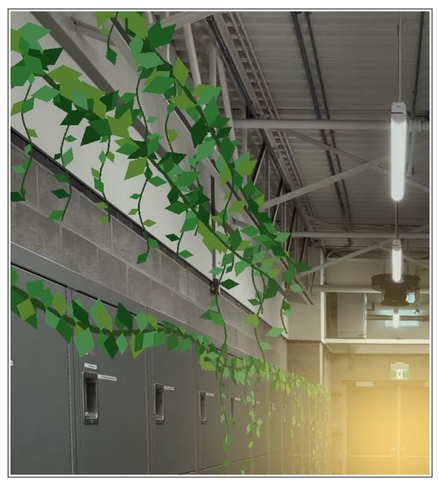

B: AR forest in the corridor
sunlight at the end door
phone shows it, wall stays the same

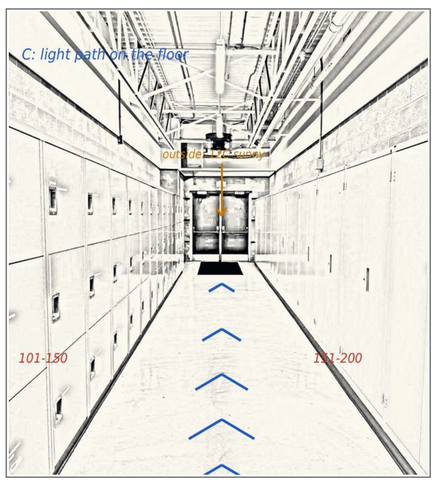


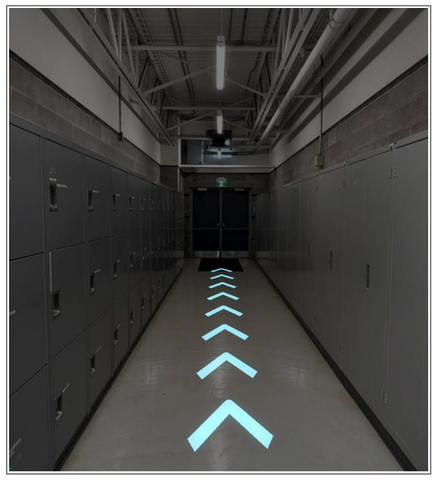


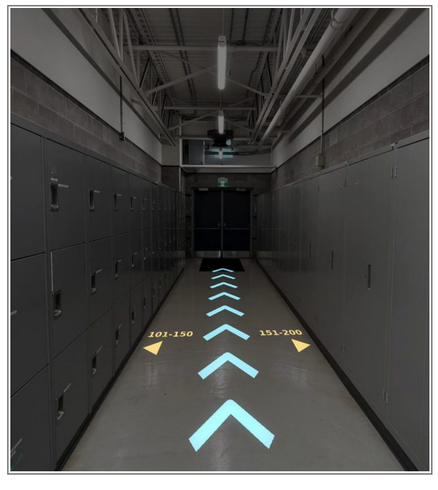


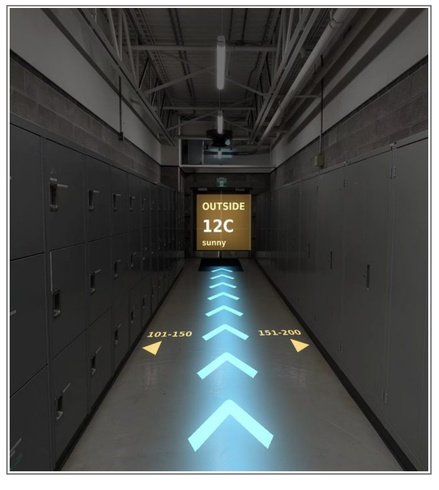

AR Locker Forest
Grow
Light




C: light path on the floor
outside 12 sunny
101-150
151-200




101-150
151-200


OUTSIDE
12C
sunny
101-150
151-200


OUTSIDE
12C
sunny
101-150
151-200


OUTSIDE
12C
sunny
101-150
151-200