

International Open Electives | 16-27 January 2017

A series of two week long multi-disciplinary workshops to challenge the student participants to creatively engage in design and construction of 'artefacts' (tangible/ intangible) that traverse the boundaries of space and time.

Navigating

IOE17005

MAXIMUM SEATS 30
AHMEDABAD CAMPUS

OVERVIEW

We will work with field studies, mapping, scenario development, prototyping and performative presentations.

The students are introduced to useful characteristics and methods that enable them to see paths to follow in the present that lead to positive visions of the futures.

The methods can be applied to short spans of time as well as the entire span of the workshop. We will introduce specific collaborative tasks to groups of students within defined time spans and adapt our interaction according to the development made in the groups.

OBJECTIVE

The objectives are to apply collaborative design methods and tools for better understanding the relationship between the present and the future and the design choices we make.

Design is everywhere. Researching a past context, its tangibles and intangibles, and then project the newly gained understanding into potential futures, tells us something about the contemporary choices we are part of.

Understanding the notion of temporality in multiple ways with the aid of matter and tangible artefacts will give us the opportunity to learn how felt time and design are related in every-day life at the present moment and projecting in the past and future.

The main objective is to understand what factors could make designed artifacts and events "timeless".

METHODOLOGY

The students will navigate in time and space with the aid of artefacts and their expressed histories. The artefacts will be chosen by the students themselves.

They will mainly use scenarios, 3D-mapping as well as prototyping and performative presentations to communicate their findings made through haptic, visual, oral, kinesthetic, smell and taste experiences.

The workshop will start with brief experimental lab that prepares the students for a research phase and scenario phase supported by 3D-mapping.

Prototyping is encouraged all the way through the workshop, building on the findings made. The instances of performative action, as well as the students' involvement in the choice of artefacts/raw food tracing the artefacts to other people and situations allows each student to become aware both of individual and collective contributions to the present and the future, based in past histories.

MISSION SPECIALIST(S)



ANNA ODLINGE

Senior Lecturer in Architecture/
Spatial Design Konstfack - DIV

Cheryl Akner-Koler PhD,
Professor -theoretical & applied aesthetics

Sergio Montero Bravo

Senior Lecturer in Interior Architecture,
www.konstfack.se

Anna Odlinge: Senior Lecturer in Architecture/Spatial Design; special interest in 1) the integrity of creative processes, and the mapping of these as a tool for the development of each individual student 2) artistic processes that combine intuitive work and reflective analysis; 3) ancient techniques for making; momentarily looking into utopias and heterotopias to find potential settings for easing conflicts in urban environment.

Cheryl Akner-Koler: PhD, Professor in theoretical & applied aesthetics. Current research projects: HAPTICA – haptic interactions in collaboration with culinary artists. To study haptic and tactile aspects of movement, touch, taste and smell in relation to a creative gestalt process. Developing aesthetic driven norm critical service design innovation in health care context.

Sergio Montero Bravo: Senior Lecturer in Interior Architecture, active as a pedagogue, artist, architect and designer I am interested in combining these skills to explore artistic driven co-creational methods in a design process.